

**BRITAIN'S BEST-SELLING SEGA MAGAZINE!**

# SEGA POWER

MEGA CD • MEGA DRIVE • MASTER SYSTEM • GAME GEAR • ISSUE 43 JUNE 1993 £2.25

## OFFICIALLY UNVEILED

**15 Mega Drive shots plus Capcom interview!**  
**It's the Champion Edition of...**

# STREET FIGHTER II

## INSIDE...

**Fatal Fury**  
**Battletoads**  
**Jaguar XJ220**  
**Populous 2**  
**Flashback**

**Silpheed VR**  
**Cool Spot**  
**Desert Strike (MS)**  
**Captain Planet**  
**AND MORE...**

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Street Fighter II image  
TM Capcom Company Ltd



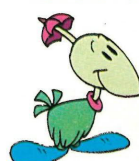
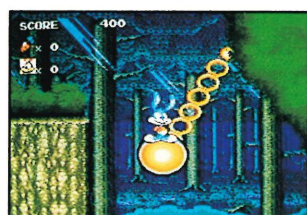
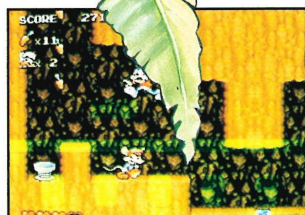
# NEW

# MEGA



Join Baster Bunny in this hilarious, 33 stage search, though 7 wacky territories, in his quest to find the hidden treasure. This exciting, fun-filled adventure is genuine 24 carrot gold.

**Baster's Hidden Treasure**

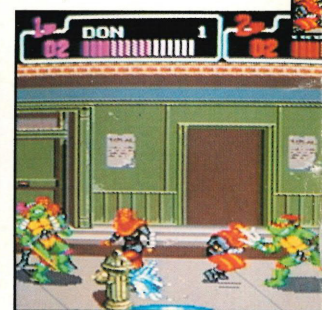


**TEENAGE MUTANT HERO  
TURTLES®  
THE  
HYPERSTONE  
HEIST™**

**The Fearless Foursome are back!** Shredder has taken control of the mysterious Hyperstone

and miniaturized New York City. Can our heroes defeat him again? C

preserve the rights of citizens freedom, de  
and on-time pizza delivery!

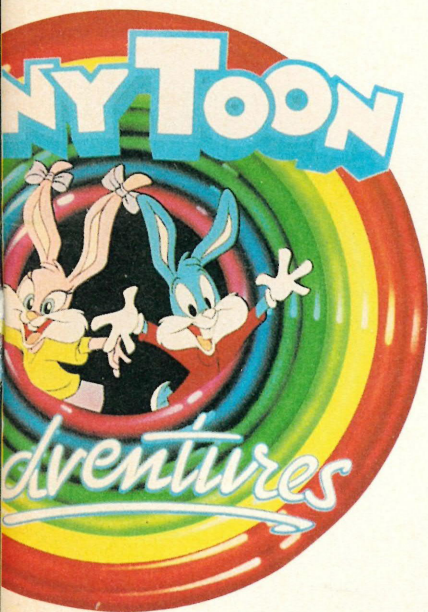


# KONAMI



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DRIVE

# TITLES

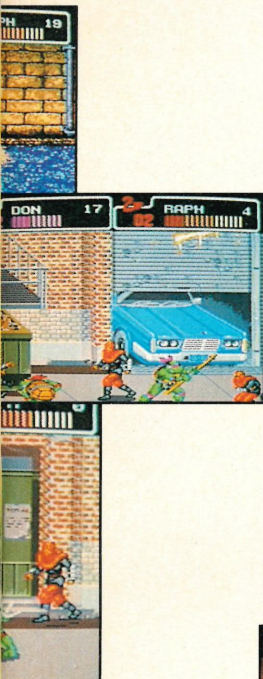


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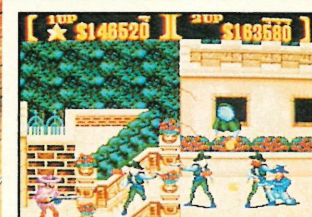
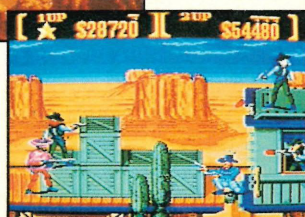
## SUNSETRIDERS

Available soon!

It's Spaghetti-Western action  
all the way, in this wacky Wild  
West shoot 'em up.



an they  
mocracy



On foot or on horseback, you'll have to be  
quick on the draw, as you challenge  
angry Indians, cattle rustlers and the  
meanest, smartest outlaws.



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**OFFICIALLY UNVEILED**  
Mega Drive shots plus Capcom interview!  
The Champion Edition of...

## STREET FIGHTER II

**INSIDE...**

Fatal Fury  
Battletoads  
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Cool Spot  
Desert Str  
Captain P  
AND MORE

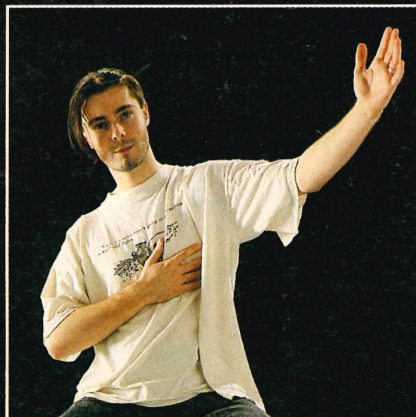
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• If the last issue took you to the edge, then this one will push you right over •

## WELCOME

**W**OW, SOMETIMES it would be nice to be a regular reader of *Sega Power*. Just take a flick through this issue and you'll see what I mean – surprising things are afoot...

Take our preview of *Street Fighter 2*. Or our huge four page review of the stunning *Flashback*. Every single page of this issue is



dripping with juicy reviews, previews, news and gossip. And then there's that there free tips book. But enough willy-waving and on with the best mag to hit the streets in ages.

*Mark Ramshaw*

Mark Ramshaw, Editor

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Dean climbs to the top of the tips mail mountain – and sets himself up as King Of All Tips.

98

### NEXT MONTH

Rather surprisingly, this is the page where we tell you all about the next issue (if you're good).

Representing something of a radical departure for *Sega Power*, Media Inc. is our brand new movie, music and book review section. Yeah, it's not stuff for your Sega, but we are going to tell you about music you'll want to listen to while battling your way through those carts. And we're also going to be telling you about the coolest movies, the kind you'll want to see in the brief moments you tear yourself away from your console. Sounds interesting? Check it out, and take advantage of our special phone-in day to let us know what you think.





# SEGA POWER REVIEWS

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So you thought *Another World* was impressive? Just wait until you get a load of this.



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Hot from the States, it's Rash, Zitz and Pimple in a platform arcade adventure beat-'em-up!

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It's a Miracle – keyboard that is, and it's hot in from US-based Software Toolworks. Our very own Dan Goodleff dons moody shades and fulfils his lifetime ambition to become the fifth member of Depeche Mode. You'll believe a Mega Drive can play the blues – honest you will.



## IT'S A 25 MIRACLE

## ARE YOU OUR AVERAGE READER, OR WHAT?

Find out with the rather surprising results of that there survey of a few months back.

...over, there's a  
... you own a Sega console.  
... one(s) do you own, and how long  
... have you owned it (them) for?

☐ Game Gear: ..... years ..... months

☒ Master System: ..... years ..... months

☐ Mega Drive: ..... years ..... months

2. Do you intend buying another Sega console? If so, which one?

☐ Game Gear

☐ Master System

☐ Mega Drive

6. How many Sega games do you own?

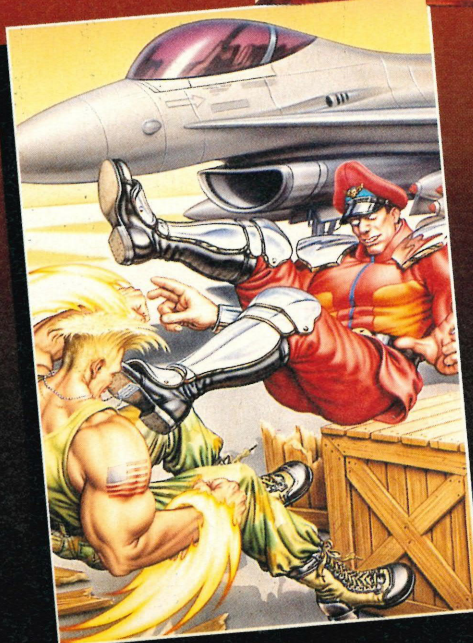
Game Gear: ..... Machine: .....

Game Gear: ..... Machine: .....

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## 17 STREET FIGHTER II CHAMPION EDITION



Bigger than *Sonic The Hedgehog*, bigger than a South American republic and far bigger than the hype surrounding Madonna's latest movie, it's Capcom's *Street Fighter 2*.

This is the one you've been waiting for, the ultimate coin beat-'em-up – on the Mega Drive! Make no mistake, this is the one game every Sega owner will be buying this summer. And what's more, it's the *Champion Edition* of the game, with loads more moves than the Nintendo version.

With the release date of the game fast approaching, we talk to *SF 2* creators Capcom and give you more shots of the Mega Drive version of the game than you can shake a very big stick at. Sometimes we're just too good to you, we really are.



# News

THE VERY LATEST NEWS FROM AROUND THE SEGA WORLD...



## SEGA POWER: 102,033 TOP READERS RECOMMEND IT!

**W**E THINK IT'S high time we blew our own trumpet, so here it is – the new ABC (or “how many people buy us every month”) figure for the last six months (that's from July to December 1992). And it's an amazing 102,033! The figures are calculated independently by the adorable Audit Bureau Of Circulations (hence the ABC bit) and show just how many of you lurved *Sega Power* so much you were willing to part with your mooly for an issue of Britain's best-selling Sega only magazine.

In fact, the new figure of 102,033 shows a truly staggering 215% rise on last year's ABC. Healthy news all round really.

So after much back-slapping and hurrahing, we thought that would be the end of it. Back to work. Back to drudgery. Knuckles to the keyboard... But then – woomph! We were invited down to London's plush Savoy hotel for the British Press Circulation Awards 1993 – and there collected the ACE award for Outstanding Circulation



■ Stylish, reliable, award-winning, easy to read – and catering for over 102,033 readers at the last count.

Excellence By A Specialist Magazine! All sorts of big mags were in line for the prestigious award, but *Sega Power* came out on top, beating such illustrious contenders as *Sky*, *Empire* and *Q*. Lawks-a-lawdy.

So a big thanks to all of you who helped us break through the 100,000 barrier. And remember – this is just the beginning, so why not hang on for the ride?

## GAMESMASTER

**T**HE TWO BIGGEST SHOWS of 1992 – the Future Entertainment Show and GamesMaster Live – are joining together this coming November to create the most complete and essentially massive video games event the UK has ever seen.

“We're much happier with this new arrangement” said Hewland International, organisers of the GamesMaster Live. “It allows us to concentrate on what we're best at – staging events – and leaves the organising and marketing to Future.”

The two companies are at this very moment working together to produce a bigger and badder show than all the rest – so keep **Thursday 11** through to **Sunday 14 November** free, because that's when it's gonna hit ol' London Town. Essentially, it's the

only show that's gonna count in 1993.

All the people that matter will be, as they say, exhibiting their wares at the show and, as ever, there'll be the chance to bag goodies at box-shifter prices too, so bargain hunters should have a field day.

No news on early tickets – it is May, after all – but you can bet they'll be cheaper in advance. Call **Tony Keefe on (0225) 442244** for more information on the show, bookings and suchlike. We'll give you more details nearer the time.

## THE POWER

**O**OPS! ANYONE who's already been digging deep into *Sega Power's* Groovy Tips Book might have noticed a slight absence of a page 54. Okay, we admit it – we goofed. But don't worry, there's nothing actually

missing. The tips simply follow on from the rather lovely page 53 to the utterly stunning page 55. To be honest, 54 seemed such a non-happening number that we decided to give it a miss for a change.

Phew! Rock 'n' roll, eh?

## TIPS BOOK



# CHEATING! MEGA CD

**D**ATEL, THE PEOPLE who specialise in blowing the hardest games clean out of the water, have just leaked news of their latest wonder widget for the Mega CD.

It's a *cartridge* that slots into the top of the parent Mega Drive and enables you to play *any* CD title on *any* CD format. Now you can play Jap import CDs on an official UK Mega CD or American discs on a Japanese CD player.

The Mega Drive and the Mega CD both have to be from the same country of



■ Plug the Datel cart into your 16-bit and then play any import CD you like on your Mega CD...

origin, but Datel's new gadget could still be good news for UK importers who until now have been selling tiny quantities of foreign CD titles currently incompatible with UK-based machines.

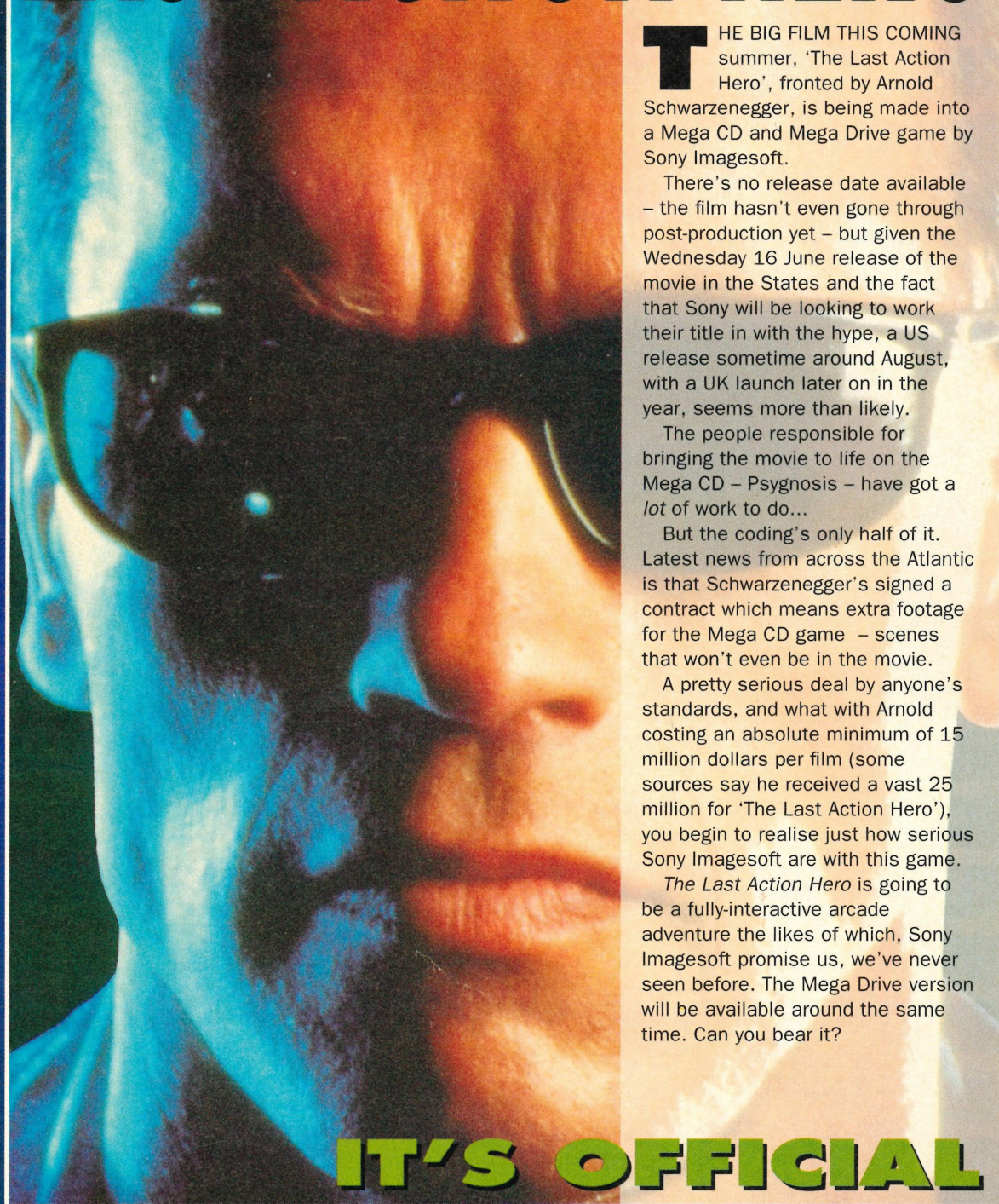
But what about the legal implications of such a device? We should know more when the gizmo nears completion next month.

But while Andy Wright, a Sega heavyweight, admitted that there was "a piece of header code which allows CD games to be played on any system," he also said that any third party who used their own system to utilise this code for profit could be on 'extremely dodgy legal footing'. Ouch.



■ 'Jurassic Park', which is on release in the States this May, is coming to the Mega CD. No guarantees yet, but expect to see it released in time for Christmas '93.

# LAST ACTION HERO



## IT'S OFFICIAL

**T**HE BIG FILM THIS COMING summer, 'The Last Action Hero', fronted by Arnold Schwarzenegger, is being made into a Mega CD and Mega Drive game by Sony Imagesoft.

There's no release date available – the film hasn't even gone through post-production yet – but given the Wednesday 16 June release of the movie in the States and the fact that Sony will be looking to work their title in with the hype, a US release sometime around August, with a UK launch later on in the year, seems more than likely.

The people responsible for bringing the movie to life on the Mega CD – Psygnosis – have got a lot of work to do...

But the coding's only half of it. Latest news from across the Atlantic is that Schwarzenegger's signed a contract which means extra footage for the Mega CD game – scenes that won't even be in the movie.

A pretty serious deal by anyone's standards, and what with Arnold costing an absolute minimum of 15 million dollars per film (some sources say he received a vast 25 million for 'The Last Action Hero'), you begin to realise just how serious Sony Imagesoft are with this game.

*The Last Action Hero* is going to be a fully-interactive arcade adventure the likes of which, Sony Imagesoft promise us, we've never seen before. The Mega Drive version will be available around the same time. Can you bear it?

**N**EGOTIATIONS ARE currently going down between Sega and United International Pictures in America to release a Mega CD version of the upcoming Spielberg monster movie 'Jurassic Park' later in the year.

Fans of the Michael Crichton novel will know all about the plot, which has an island located off

South America full of genetically-resurrected dinosaurs going on the rampage. It's a real stomping romp of a book and lends itself obviously to a superb movie and consequently a Mega CD game.

Little is known about the game at the moment – it was originally scheduled for release on E.A.'s new 3DO machine, but has since been poached by 'another party'

for imminent use on the recently released Sega system.

Rumours are that it'll be a straight arcade adventure with oodles of footage from the film and loads of character interaction, not entirely dissimilar to that other big forthcoming CD release *The Last Action Hero*.

We'll let you know more details nearer the time.

# JURASSIC ON CD!



# LEMMINGS

## 2 IS ON ITS WAY

■ Love 'em or loathe 'em, the small furry creatures with a penchant for suicide are back.



**P**SYGNOSIS, devious programmers and creators of such gems as *Lemmings* (Sega Power 37: 85%) and now *Puggsy* for the Mega Drive, have just confirmed that *Lemmings 2 – The Tribes* is coming to the Sega system, probably at the end of the year (although don't be too surprised if that date slips through to the beginning of 1994).

This time around, your dumb (but naturally lovable) critters are up against the clock in a race to get off their newly-found isle. There are 12 tribes in all, each sporting one unique attribute that helps them stay alive and

each carrying part of a broken Talisman. When the 12 tribes reach the atoll at the centre of the island you can complete the Talisman and summon up enough power to get the little 'uns outta there.

Amiga owners are already raving about it but, personally, I was never a huge fan of the original – I found all that puzzle stuff a bit tiresome after a while. Still, they've done pretty well for themselves on the import charts.

Projected price for *Lemmings 2* (complete with 120 levels) might well be in the £44.99 bracket, but only time will tell. As usual, more details asap.



■ And here's Mr Man doing his own thing in his own game. Mega Man may not be quite as compelling a character as Sonic, but his games are fast, wild and furious. Like me really.

# CAPCOM & SEGA

**T**HE LONG-awaited Champion Edition of *Street Fighter 2* is only the first in a series of titles that mark the beginning of a long and illustrious partnership between Sega and Capcom.



The most obvious contender for a follow-up game to *Street Fighter 2* is *Mega Man*, a quite groovy character who runs up 'n' down in his own series of platform games. But he's only a one of many in Capcom's vast library of gaming characters.

For starters, they've got the rights to nearly every Disney figure going, and then there's

their 'Star Wars' licences. Yes indeed, Capcom are very big players and their involvement in the Mega Drive industry means there'll be a load of fine titles in time for Christmas.

So who'll be marketing the games over here? Well, Capcom have offices in Europe, but it's only a small operation and word is that Capcom Japan – the main dudes in the East – will actually be handling the UK scene. However, this is a bit bizarre because Sega Europe claim they're the people who'll be dealing with Capcom's titles on an almighty royalty basis. We shall, as they say in the business, see.

# THREE STREETS AHEAD!

**S**EGA HAVE leaked news of the biggest game ever seen on the Mega Drive – and it's *Streets Of Rage 3*. Continuing in the ever popular walk-fight-walk tradition, the third instalment in the series will be something of a landmark because it's just, well, so big – 24 Megabits of bigness, in fact. And that's quite big (in other words, it's not small).

Initial rumours of a *Sonic 3* were immediately dismissed by Sega's



■ Sega's *Streets Of Rage 3* will feature an undercover cop called Ale, who is a master of disguise and mingles in with the enemy. Meanwhile, Axel gets a little too friendly with Blaze. Can't blame him, meeself...

marketing department, so now we can only hope Sega's coders make full use of the extra memory.

But how does size affect a game? Well, basically, the bigger the Meg, the more info you can store on the cart. That means more detailed scenarios, bigger and better levels, wilder sound effects and better gameplay. Actual hardware parameters such as speed and number of colours haven't altered – but since *Streets Of Rage 3* will be the first 24-Meg ever, expect to see the 16-bit pushed to its limits. Blimey!



**D**ID YOU CATCH THE European Grand Prix at Castle Donington on Sunday 11 April? Well, if you did you may have noticed that it was sponsored by *Sega*!

The console company put together the deal of their career in just two weeks flat. And that meant coverage *everywhere* – they had their own trophy and even Sonic-clad race babes holding up the drivers' numbers on the 180mph start/finish straight.

And then there's the Williams-Renault sponsorship itself. The car – which is just about to get into its stride for this season – even has Sonic on the side of its cockpit... There's also a Sega logo in bappin' great letters on the rear spoiler and on the drivers' racing nylons.

Alain Prost, the leading driver on Williams' team, had this to say about the blue lycra stockings on the side of his car.

"I welcome the support of Sega Europe for the 1993 season," he said. "Both Williams and Sega are established as number one names across Europe and it promises to be a winning combination."

The Williams sponsorship runs into 'an undisclosed sum', but is rumoured to be a whole wedge of cash. To celebrate the deal, Sega



■ Williams would just like to point out they are in no way responsible for this picture. Ah, what killjoys...

held the national UK Challenge at Williams' very own wind tunnel and motor museum in Didcot on Thursday 8 April.

Quite what Frank himself made of 300 kids climbing all over his carbon-fibre space frames is anyone's guess, but with the amount of dosh Sega are throwing his way, I guess he had to button

his lip. Sega have confirmed that they will also be sponsoring Grand Prix in France and Germany. In fact, the Donington G.P. was such a success that even more coverage could be possible – "We see this as putting the fun back into Formula One racing" says Sega's David Joseph. And with Britain's Damon Hill blasting away

into third place in the Drivers' Championships, things have never looked quite so good for British racing. You'll be able to see the Canon/Sega Williams combo in action at the Spanish Grand Prix, Barcelona on Sunday 9 May, where Prost and team-mate Damon Hill will be looking to continue their dominating form.

## CUSTOMISED

**L**ATEST GOSSIP ON THE technology front is the use of customised Virtual Reality chips in the VR head systems scheduled to be coming our way in time for Christmas.

Sega are currently converting a number of their smash arcade VR titles onto the 16-bit, including the mother of all racing games, the outstanding *Virtua Racing*.

Apparently, the VR chips being incorporated into the headset will

extend the Mega Drive's technical capabilities considerably, so from hereon full-motion (and fast) polygon graphics shouldn't be a problem.

If Sega are providing extra hardware for the package, there's no reason why the console version of *Virtua Racing* shouldn't be as good as the original. But what will it run on: the Mega CD or the Mega Drive?

Certainly, the former is better (from a purely technical point of view), but Sega know that by ignoring the Mega Drive they could be cutting out millions of potential VR buyers.

We'll let you know more as and when it comes in...

**VIRTUAL REALITY**

## GLAD IT'S ALL OVER...

**T**HE SIX-MONTH WAR between Sega and Codemasters is, at last, over. As the affair rolled into the National Courts, settlements were made and now the Codies are all set to release their titles with the official blessing of Sega Europe.

The first launch will be the wonderful *Micro Machines* (Sega Power 40: 82%) which gained recognition from every quarter of the third party Sega industry for its stunningly simple yet utterly addictive gameplay. Currently scheduled for a May release, *Micro Machines* will be identical to the version we reviewed three months ago.

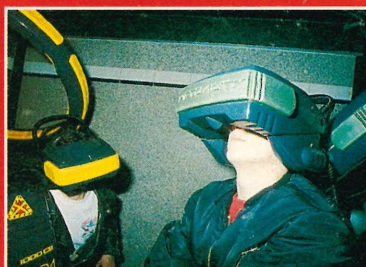
That Sega and Codemasters would come into conflict was never in question. It was more a matter of how the situation would



■ Head-to-head for the final time, Codies and Sega have at last come to an amicable agreement. And not before time either.

**SEGA**

be resolved. Now that the courts have ruled in favour of the Codies, the floodgates should be open for a wave of their better titles, including a load no-one's yet seen. Their follow-up to *Micro Machines* will be one of the Dizzy games, for example. Hmmm...



■ A pair of Virtual Reality buffs yesterday. Contrary to popular belief, playing VR doesn't mean you have to look like a Hadrosaur from the early Cretaceous era.



# TECMAGIK'S FAB FOUR



**W**HILE EVERYBODY else is desperate to tie up the latest in TV/movie/character licences, Tecmagik have gone and bagged themselves four of the more varied among them. The *Andre Agassi Tennis* game (due for a release later this month on the Mega Drive and Master System) we've already told you about, but you may not be aware of the really rather interesting

*Pink Panther* and *Sylvester & Tweety* titles, or the real biggie: *Steven Seagal – The Game*. The Seagal licence is a

real scoop for Tecmagik. This is the first time an actual actor, rather than a movie character, has been licensed to appear in a video game. The programmers are claiming to have developed new techniques which give Mega Drive players control of the Seagal character as he moves through 1,000 frames of great animation. Comparisons to *Flashback* are inevitable, but Tecmagik are confident of eclipsing that particular title.

The game is, inevitably, yet another beat-'em-up, with Seagal

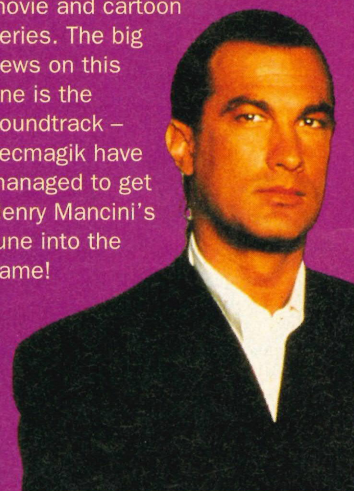
and his sidekick Trish Morgan kicking and punching their way through hordes of electronically-controlled bad guys. Okay, so it sounds about as brain-taxing as one of his movies, but just wait 'til you cop a load of the graphics. It's not pencilled in for a release until next year, but we'll bring you screenshots as soon as is humanly possible.

Wildly ambitious graphics are also a feature of *Sylvester & Tweety*, where original Warner Bros sketches have been used to re-create the impressive cartoon action. "It's the closest thing you've ever seen to a cartoon on a console," gushed Tecmagik man Greg Bavistock.

You'll just have to take his word for it until we get our hands on some screenshots of the

Master System and Mega Drive versions next month, but with a subject like this, how could they go wrong?

Finally, *Pink Panther* will be making it onto the Mega Drive towards the end of the year, to coincide with the release of a new movie and cartoon series. The big news on this one is the soundtrack – Tecmagik have managed to get Henry Mancini's tune into the game!



# VIDEO KILLED

**T**HE GARGANTUAN LEAP over the last year or so in the popularity of video games has got the music industry on the run – and now

they're fighting back on their own terms by handing out recording licences left, right and centre...

*Lemmings* from Psygnosis has just been cut as a seven inch track, Domark's *James Bond* is being released later this month and *Mega Lo Mania*, the god sim from Virgin, has just been licensed for a full 13-track player of dance and techno sounds.

And now, to cap it all, Sega have just released a CD into the Japanese charts which features music from such games as *Super Monaco G.P. 2* and *Out Run*.

Although there are no plans to release the CD officially in the UK – it's surely a sign of the times that a CD like this exists at all.

The quality of some of the music on the current crop of Mega CD titles is pretty iffy, but some games, such as *Jaguar XJ220*, have got some seriously tumpin'

sounds on 'em. It's only a matter of time before software houses cotton on and start producing some *really* decent stuff. Indeed, the latest word is that E.A. have signed up some major

acts to write music for their forthcoming CD titles – Prince, U2, Peter Gabriel... The current crop of music 'n' video tie-ins is just the beginning...



■ The sleeve of the game or the sleeve of the album? Yep, yet more evidence that there's a plot to bring music and video games closer together than ever before.



■ SING! Sega Game Music presented by the B.B. Queens, no less.

# THE RADIO STAR?



# SEGA™

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AT YOUR NEWSAGENT NOW!





■ Good enough to eat, the new Mega Stick from Sega really is the business. Actual playing technique as demonstrated by our Ed...

# GIVE IT SOME STICK



**W**E GET SO many different joysticks to review in the *Sega Power* offices that it gets a bit silly at times.

When news is thin, they might nearly all get a mention, but when, like this month, there's a fair old wedge of stuff to cram in – only a joystick of considerable wowness deserves a word or two.

Enter the new **Mega Stick** from Sega – the replacement for the tried and tested Arcade Action Stick. And it's utterly yummy.

Made of (get this...) jet black steel, this stick's as rugged as

they come and the smooth action is totally groovy.

Over the top? Not really, 'cos if you buy a Mega Stick you're sorted for a long time to come, and opponents in titles such as *Fatal Fury* and *Final Fight* will wither away and die under a controlled barrage of physical assault. The price for all this? A none-too-ridiculous **£24.99**.

The Mega Stick is undoubtedly the finest tabletop stick available today. Mega Stick. Available now. Marvellous. Phone **Sega** on **(071) 727 8070** for more information.

**Sega Power rating 10/10**

# SMALL



■ Surf-O-Matic. Some of the detail's gone out the window (understandably) but the playability's as finely-tuned as ever. Changing scenario after changing scenario, m'man – know what I mean?

**T**HE BATTLETOADS are coming to the Game Gear – but don't hold your breath. Sega – who are releasing it on the handheld – have made every effort to retain the extreme size and playability that made *Battletoads* on the Mega Drive such a blast.

Take a look at these exclusive (and I really do mean exxcloosive...) screenshots. You can slide across frozen levels, absail down deep pits and surf your way past whirlpools in what is probably one of the toughest titles ever.

For an idea of what to expect this August (when the Game Gear version is likely to come out) read the review starting on page 38. If it's as smart on the handheld it'll be a winner.



■ The last boss of the last level is the Dark Queen herself, a buxom piece of kit whose sassy looks are enough to lull you into a false sense of security.

# GREEN THINGS

# RELEASE SCHEDULE FOR MAY

The Future Zone is dead! Well, keeping tabs on forthcoming Sega releases needs a whole load more than just a weird dome-shaped thingy (although it was very nice, Jason). Enter Stop Press. Clear, obvious and utterly up-to-date in a not yesterday's news kinda way.

## MASTER SYSTEM

### Title

*Agassi Tennis*

*G.P. Rider*

*Rainbow Islands*

*Renegade*

*Robin Hood*

*Streets Of Rage*

*Superman*

*Wimbledon 2*

*Wonderboy In Monsterworld*

*World Tournament Golf*

### Company

TECMAGIK

SEGA

SEGA

SEGA

VIRGIN

SEGA

VIRGIN

SEGA

SEGA

SEGA

## GAME GEAR

*Mickey Mouse 2*

*Talespin*

SEGA

SEGA

## MEGA DRIVE

*Another World*

*Captain America*

*Chiki Chiki Boys*

*Double Clutch*

*Global Gladiators*

*Muhammad Ali Boxing*

*Out Run 2019*

*Super Kick-Off*

*Superman*

VIRGIN

SEGA

SEGA

SEGA

VIRGIN

VIRGIN

SEGA

US GOLD

VIRGIN

## MEGA CD

*Dracula*

*Mad Dog McCree*

*Make My Video*

*"INXS"*

*"C&C Music Factory"*

*Night Trap*

*Road Blaster*

*Time Gal*

SONY IMAGESOFT

LASERVISION

SONY IMAGESOFT

SONY IMAGESOFT

SEGA

RENOVATION

RENOVATION



# COMPUTER COMPETITION

Win 1 of 10  
of each of  
these amazing  
computer games



## WIN A SEGA MEGA DRIVE

**MEGA DRIVE** - The Sega Mega Drive is the ultimate computer game console, fully utilizing for the first time the awesome power of the latest 16 bit technology. **MEGA GRAPHICS** - The Sega Mega Drive reproduces the graphic quality of specially designed arcade machines costing many times as much. **MEGA SOUND** - The Sega Mega Drive even has real stereo sound, making the greatest games even greater.

**Question:** Finish this name - Sonic the .....

**Answer:**

- A) Hamster  
B) Horse  
C) Hedgehog

Phone **0336 408702**



## WIN A SUPER NINTENDO STREET FIGHTER II

Super Nintendo is the most advanced entertainment system with dazzling 3D graphics, spectacular colour and digital stereo sound; and includes the new game Street Fighter II, the world's greatest arcade hit.

**Question:** Where do Sumo Wrestlers come from?

**Answer:** A) America B) Japan C) Australia

Phone **0336 408700**

Children under 18 must seek parents' or guardians' permission before telephoning

No correspondence, No alternative prizes. The judges' decision is final. Winners will be notified by post.



## WIN A SEGA GAME GEAR

The portable, hand held Game Gear is in full colour, with an amazing 3.2" back lit LCD screen, which brings arcade style graphics to life in 32 brilliant colours. The Game Gear includes 4 awesome games.

**Question:** How many games come in this Sega Game Gear?

**Answer:** A) 40 B) 4 C) 15

Phone **0336 408722**

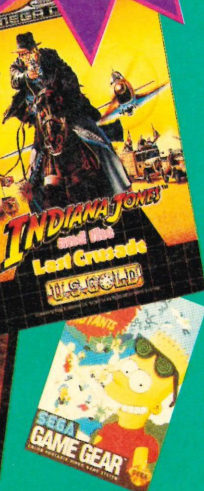
No responsibility can be accepted for entries not properly recorded. Calls are charged 36p a minute at cheap rate and 48p a minute at all other times.

# THE GREAT GAMES EXCHANGE

ANY GAME  
FOR ONLY **£5**

Just send £5 with one of your existing games - (make sure it is one of your own) to the address on the coupon opposite and we will send you your new choice of game.

Allow up to 28 days  
for delivery.



For your SEGA MEGA DRIVE, GAME GEAR, MASTER SYSTEM, SUPER NINTENDO, & NINTENDO GAMEBOY.

Post to: Q&Q Ltd, Gild House, Bournemouth, BH2 6AW.

Name \_\_\_\_\_

Address \_\_\_\_\_

Signature of Guardian  
(If under 18) \_\_\_\_\_

My first choice of game is \_\_\_\_\_

My second choice of game is \_\_\_\_\_

My third choice of game is \_\_\_\_\_

I enclose cheque ☐ Postal Order ☐ made payable to Q&Q Ltd for £5 and one of my existing games for my computer system. Sega Mega Drive ☐ Game Gear ☐

Master System ☐ Super Nintendo ☐ Nintendo Gameboy ☐

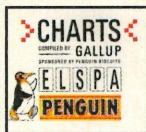
If you are not completely satisfied, we will send the game you exchanged back to you.

Post to: Q&Q Ltd, Gild House, Bournemouth, BH2 6AW.



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For a weekly update on the Mega Drive charts, tune into Digitiser (Teletext, Channel 4)

# THE CHARTS

• Bigger, better and groovier – it's the Gallup charts •

## MEGA DRIVE

## MASTER SYSTEM

## GAME GEAR

<b>1</b> <b>PGA TOUR GOLF 2</b> (Sega Power 41: 79%)	<b>2</b> <b>SONIC 2</b> (Sega Power 37: 93%)	<b>SONIC 2</b> (Sega Power 38: 97%)
<b>2</b> <b>Streets Of Rage 2</b> (Sega Power 41: 92%)	<b>G-LOC</b> (Sega Power 28: 55%)	<b>Lemmings</b> (Sega Power 38: 88%)
<b>3</b> <b>Ecco The Dolphin</b> (Sega Power 40: 92%)	<b>Lemmings</b> (Sega Power 37: 89%)	<b>Taz Mania</b> (Sega Power 38: 59%)
<b>4</b> <b>Road Rash 2</b> (Sega Power 38: 94%)	<b>Double Dragon</b> (Sega Power 23: 86%)	<b>Streets Of Rage</b> (Sega Power 38: 83%)
<b>5</b> <b>Sonic The Hedgehog 2</b> (Sega Power 37: 89%)	<b>Taz Mania</b> (Sega Power 37: 65%)	<b>Prince Of Persia</b> (The Hard Line: *****)
<b>6</b> <b>Lemmings</b> (Sega Power 37: 85%)	<b>Wimbledon Tennis</b> (Sega Power 30: 84%)	<b>Super Kick-Off</b> (Sega Power 26: 91%)
<b>7</b> <b>European Club Soccer</b> (Sega Power 31: 68%)	<b>Alien Storm</b> (Sega Power 28: 59%)	<b>Super Space Invaders</b> (The Hard Line: ****)
<b>8</b> <b>World Of Illusions</b> (Sega Power 38: 89%)	<b>World Soccer</b> (The Hard Line: ***)	<b>Ax Battler</b> (The Hard Line: ***)
<b>9</b> <b>Desert Strike</b> (Sega Power 29: 91%)	<b>Putt And Putter Golf</b> (Sega Power 33: 81%)	<b>Batman Returns</b> (The Hard Line: ***)
<b>10</b> <b>Golden Axe 2</b> (Sega Power 27: 81%)	<b>Castle Of Illusion</b> (Sega Power 17: 96%)	<b>Shinobi 2</b> (Sega Power 38: 73%)
<b>11</b> <b>NHLPA Hockey '93</b> (Sega Power 36: 93%)	<b>Tom And Jerry</b> (Sega Power 35: 54%)	<b>Terminator</b> (Sega Power 36: 87%)
<b>12</b> <b>ToeJam And Earl</b> (Sega Power 27: 91%)	<b>The Ninja</b> (Sega Power 8: 71%)	<b>Chuck Rock</b> (Sega Power 39: 51%)
<b>13</b> <b>Alex Kidd (The Enchanted Castle)</b> (The Hard Line: ***)	<b>Sagaia</b> (Sega Power 34: 78%)	<b>Super Off-Road Racer</b> (Sega Power 37: 88%)
<b>14</b> <b>Moonwalker</b> (Sega Power 17: 90%)	<b>California Games</b> (The Hard Line: *****)	<b>Alien 3</b> (The Hard Line: *****)
<b>15</b> <b>Super Hang On</b> (Sega Power 12: 85%)	<b>Ghostbusters</b> (Sega Power 2: 58%)	<b>Super Monaco G.P.</b> (The Hard Line: **)
<b>16</b> <b>Taz Mania</b> (Sega Power 33: 89%)	<b>Transbot</b> (Sega Power 8: 17%)	<b>Castle Of Illusion</b> (Sega Power 23: 78%)
<b>17</b> <b>Terminator 2</b> (Sega Power 39: 89%)	<b>Asterix</b> (Sega Power 30: 92%)	<b>The Lucky Dime Caper</b> (Sega Power 30: 92%)
<b>18</b> <b>Rolo To The Rescue</b> (Sega Power 39: 88%)	<b>Alien 3</b> (Sega Power 34: 72%)	<b>Sonic The Hedgehog</b> (Sega Power 29: 94%)
<b>19</b> <b>Speedball 2</b> (Sega Power 28: 91%)	<b>After Burner</b> (Sega Power 23: 51%)	<b>Olympic Gold</b> (Sega Power 34: 58%)
<b>20</b> <b>Super Thunderblade</b> (The Hard Line: *)	<b>Sonic The Hedgehog</b> (Sega Power 27: 96%)	<b>World Class Leaderboard</b> (Sega Power 26: 79%)



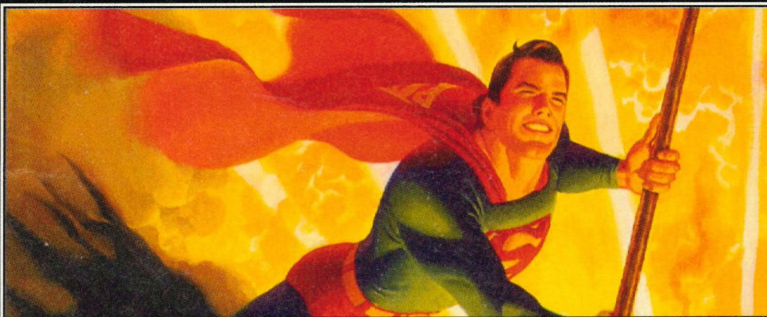
# SEGA POWER MEDIA INC.

● What? Music and movie reviews in *Sega Power*? You betcha! ●

Supplement your Sega lifestyle with the grooviest of current sights 'n' sounds. Introducing our new bluffer's guide to the hottest, coolest or weirdest movies, albums and books.

## THE RATINGS

- ★★★★★ Most excellent
- ★★★★ Mondo cool
- ★★★ Average
- ★★ Dodgy
- ★ Crap



## WORLD'S FINEST

(Titan Books)

Release: Out now

**L**atest in the long line of Superman graphic novels is this newbie from Dave Gibbons, the artist responsible for the Watchmen series. The twist here is that they've got Batman in on the act too. So, while the Man Of Steel troops over to look after Gotham City, Batman lurks in the

shadier regions of Metropolis. Their two different law enforcement styles contrast sharply against their adopted city backdrops. There's really too little violent weirdness for Batman fans and not enough do-gooding for the Superman posse, but the story holds together well and offers a fascinating twist to tried-and-tested characters. ★★★

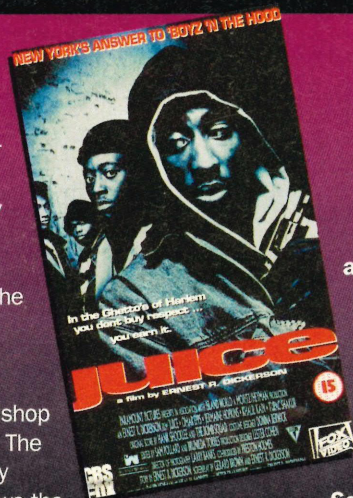
## JUICE cert: 18

(Fox Video)

Release: 10 May

**J**uice is New York street jargon for respect, and getting respect is what 'Juice' is all about. It's the story of a street gang, their members and Bishop – the most intense member of the posse – who runs riot with a 38, so he can prove he's more than just another street punk.

**L**This leads to a harrowing mix of confrontations and total deceit as Bishop cleans his conscience the hard way. The actors, although unknown, are utterly believable and Ernest Dickerson draws the whole thing together with a superb 'street' feel. Not as slick or heart-rending as the excellent 'Boyz 'N The Hood', but as a movie with soul and a bumpin' soundtrack, it delivers. ★★★★★



## EAT

EPICURE

(Polydor) Release: June

**O**nce a Great White Hope of British Rock, Eat have taken time out, regrouped and changed tactics. Where their debut brooded, Epicure soars, and where once rhythm was king, melody now rules.

That's not to say that the band have lost any of the savageness which made them so mesmerising in the first place.

Singer Ange's voice has mellowed, admittedly, and the wall of guitars now alternate between abrasive riffing and reverb laden psychedelia – Golden Egg and the trippy title track being the best examples.

This isn't instantly accessible guitar pop, but repeated plays reveal real depth. You'll soon develop an insatiable taste for a slice of Epicure. ★★★★★



## HUMBLE SOULS

THOUGHTS & SOUND PAINTINGS

(Acid Jazz) Release: Out now

**D**on't let 'em fool you – the Humble Souls aren't quite the soft Irish folk band their name suggests. "Our grounding is in hip-hop, but the name sheds the

stigma on the arrogant rap stereotype" says Humble's Simon Anniky. But a very funky hip-hop is what they do best, overlaid with some incredibly catchy raps which never quite touch the sublime. Most of the tracks are of the head-lolling variety, but there's no denying the deep grooves and biting basslines on tracks like Paradise and Tomorrow People. Very, very soulful. ★★★

**SEGA POWER**

## WIN! THE CD AND VIDEO

'Juice' boasts some serious hip hop and rap tracks by the likes of Force N K Zee and EPMD, and we've got five copies of the video and the soundtrack to give away on CD, courtesy of DSA Video. To stand a chance of winning a disc and video, just tell us the name of Public Enemy's first long player.

Send your entries to: I Want The Juice, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW. Get all your entries in to

us by Tuesday 1 June and the first five correct entries pulled will each win a 'Juice' CD and video.

## GIVE US AN EARFUL

With *Sega Power Media Inc.*, we're aiming to keep you up on the best and weirdest sounds and visuals without sacrificing our dedication to Sega games. But what do you think?

☎ (0225) 442244 on Friday 21 May between 1pm and 4pm and give us your opinions. Keep 'em short, sweet and to the point. The Power Crew will be waiting to hear your views.

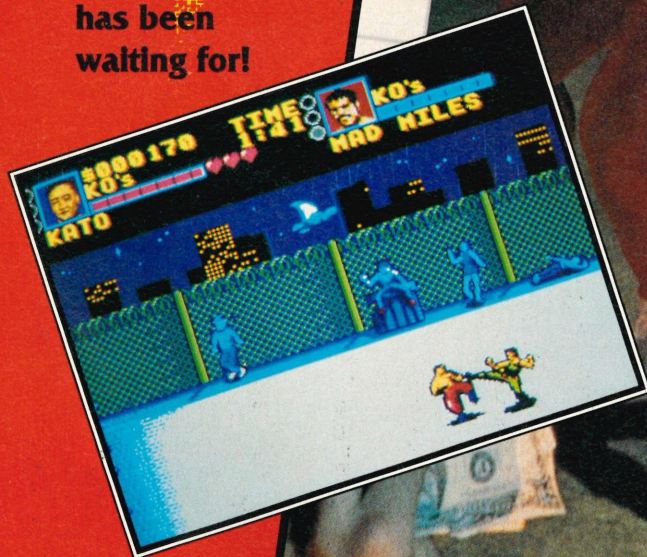


# IT'S MEAN, IT'S TOUGH, IT'S BELOW THE BELT.

Welcome  
to the  
world of...

In the pit it's *mean*,  
it's *tough* and it's no  
place for the  
fainthearted. Take on  
all comers - The  
fighting is *below  
the belt* and rules  
don't exist. Survival  
and the *prize  
money* are all that  
matter. This is the  
world of the  
Pitfighter!  
It's what the  
Master System  
has been  
waiting for!

## SEGA™ from DOMARK PIT-FIGHTER



## DOMARK

# SEGA™ Master System™

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# PREVIEWS

SLAVER WITH THE EXCITEMENT AS WE ENTICE YOU WITH THE HOTTEST OF THIS MONTH'S PRE-RELEASES...

## STREET FIGHTER 2

• Mega Drive • £TBA • Release: July • Capcom •



Well, what can we say? We did it. We pulled it off. In an industry-wide coup, *Sega Power* has managed to bag the very first official screen shots of Capcom's *Street Fighter 2* on the Mega Drive.

■ *Street Fighter 2* on the Mega Drive. Loads a new moves and more action than the SNES version.



■ Sagat delivers a shattering Dragon Punch to Balrog and down he goes like so much lard. The background scrolling and the actual animation of the characters is shockingly smooth.



■ That'll be the character vs character option, then. The rucking abilities of each fighter have been 'evened out', resulting in a tougher overall contest for the ultimate prize. Guile's widely tipped as being the best overall fighter – if you know how to use his moves properly.

**C**ODED AND RELEASED BY Capcom, the people responsible for the arcade original, this is the fighting game that, against all odds, made the SNES a desirable console – and now, after what seems to be an eternity, it's finally coming out on the Sega 16-bit.

This version of *Street Fighter 2*, however, is the red-hot, full-noise *Champion Edition*, complete with all 12 characters and an option to play the four awesome bosses – M Bison, Sagat, Vega and Balrog – at any stage, against any of the

other characters in the ultimate head-to-head fighting format.

### FIGHTING TALK

For those of you who've been doing time or been freeze-dried for the last two years, *Street Fighter 2* is quite simply the biggest video game ever of modern times, with the possible exceptions of *Sonic* and *Mario*. You can fight with any one of 12 martial arts experts (each with their own technique and style), take on the Mega Drive and battle your way up through the ranks until you tackle the four





■ The main man himself – twice. Bison is the final opponent you face in the one-player mode, and there's no denying his fighting prowess. Choose to control him for yourself, however, and you'll be disappointed, unless you can get his awesome moves off pat.

➤ fearsome main men for the coveted title – or play against a friend, just beating the crap out of each other. Never has a game instilled such hate.

## WE TALK TO CAPCOM

Laurie Thornton, Marketing Manager at Capcom USA, was

rightfully very proud of their stupendous achievement.

"Street Fighter 2 – Champion Edition on the Mega Drive is every bit as fast and smooth as the SNES version. The abilities of the characters have been evened out, creating a more equal play balance. Things have been 'tweaked' and some characters

have moves that they didn't have on the Nintendo version.

"Now Chun Li has an additional footkick, Honda has a moving thunder slap, Zangief has a spinning clothes line (?) and Ryu has a stronger hurricane kick", she added.

## NEW PAD

Blimey. So it looks as though the Mega Drive

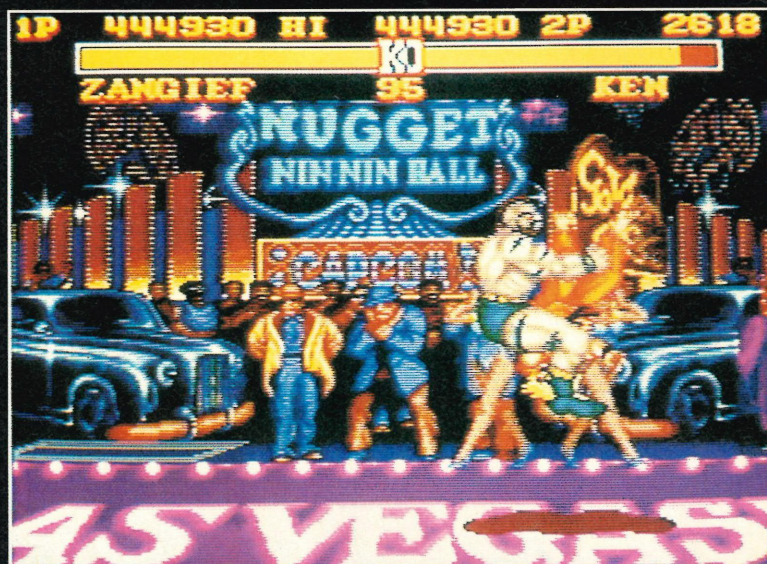
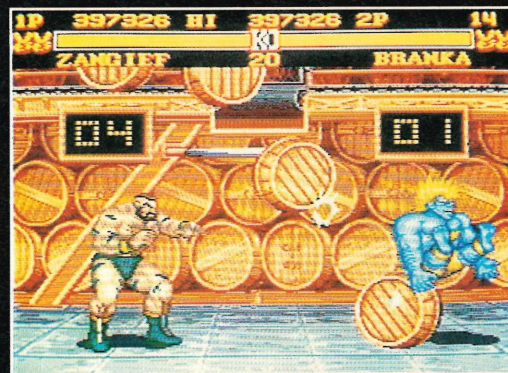


■ (Above) Yeah, Bison ain't so tough. Well, actually he is, but Ken doesn't know that. Mastering the Dragon Punch is an art unto itself, but once you've got it you're laughing.



■ Do you notice the smaller number of colours used on the Mega Drive version? Not unless you're really looking for them, though sometimes the screen looks kinda 'gaudy'.

■ (Right) The bogus bonus section as included in the SNES version has been dropped in favour of the original coin-op bonus screen of rolling barrels. They move real fast, though, and you have to be incredibly quick to get any kind of results.



■ In the heart of Las Vegas and Zangief does something unspeakable to Ken. At least, I think it's Ken, but you can't be too sure. Zangief's been tuned-up as a fighter with an awesome new special move – the Spinning Clothes Line. You have to see it to believe it.

version of *Street Fighter 2* is going to be actually *better* than the SNES title. But what about the controls, eh?

"We're going to release the six-Button Fighter Power Stick at the same time as the cartridge", she

said. "You'll be able to choose between a six and a three-Button configuration in the game. Sega are also releasing a six-Button pad, so there won't be any problem there."

So it looks like *Street Fighter 2* on the Sega is just as playable, controllable, fast and as smooth as the Nintendo version.

All the speech synthesis is in there, and the characters have got even more special moves. In short, it's an altogether better game. You can expect it to go on sale in the UK around about

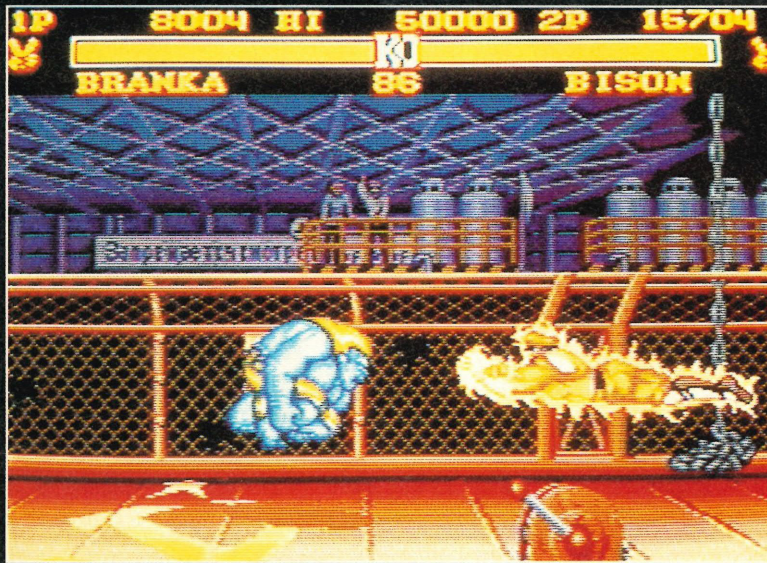


■ (Above) Vega does his old 'climbing up the railings and leaping on opponent's shoulders' stunt. Interesting, considering the lack of railings.

■ (Right) That magical *Champion Edition* player select means you can choose to play any one of the four 'boss' characters. Unless you can really master their special moves, you're better off with Ryu, Guile or Ken, but then *Street Fighter 2* always was a very personal kinda thing.







■ Bison's flaming Torpedo is horrifically damaging but easy to avoid – until he starts laying 'em on one after another, that is. And in a head-to-head contest like this, Branka doesn't stand a chance. Did I say Branka? Yup, it appears Branka's elder brother is here to stay.



■ (Left) The Fighter Power Stick from the Capcom bods themselves. Costing between \$75 and \$80 in the States, you can expect this beauty to arrive in the UK around July.

■ (Right) Quite how he hoists that elephantine bod into the air is beyond me, but you can bet when Honda hits, you're gonna know about it. Ken does what should be done and takes evasive action.

six weeks after its 11 June release in the States.

## SECRET PROJECT

As to the future of *Street Fighter 2*, Laurie knows but she's not saying. "I'm not sure I can answer this for you without getting into hot water! At some point, yes, we'll definitely see this game on the Mega CD, although I can't say when. It won't be a straight conversion though. It's our company's policy to always offer something new, and we won't release the same game on different consoles."

Which is to say that – given time – the *Turbo Edition* (due for release on the SNES) could, with

significant changes, very possibly find its way onto the Mega Drive in the near future.

"Mode 7 or not", says Laurie "the Mega Drive version doesn't suffer at all". I guess the time has come for Nintendo to put *that* in their pipe and smoke it.

At which point, it was time to go our separate ways. But in a final

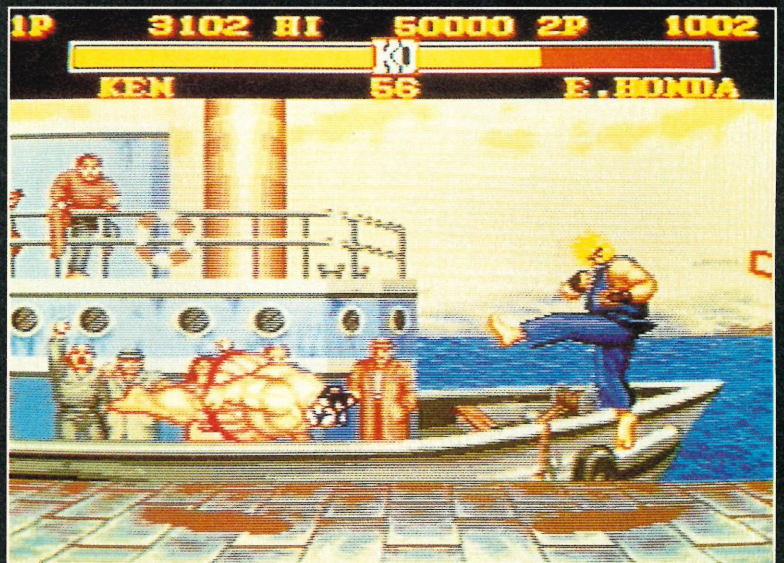


■ (Above) Hundred Foot Kicks ahoy as Chun Li delivers bone-shattering surgery to Dhalsim's chin. Best bet is to stand back and drop her with the odd fireball or two...

■ (Left) If you manage to get this far on Level 7, you're doing pretty damn well. Vega's a real tricky customer – he doesn't stay still for a second and when he hits you with them knives, you really feel it. Use your initiative and duck.



■ Against the serene backdrop of Buddhist monoliths, aerial warfare goes down between Sagat and the good ol' boy Ryu. Sagat's one of the game bosses and his balding pate hides a fighter of enormous ability. Beware of his kicks and, er, overall nastiness. Yes, that's it.



parting yelp, I managed to squeeze just one more nugget of golden information out of the amazing Ms Thornton. Will there

be a *Street Fighter 3* coming soon to the arcades? She paused before answering, "Yes..."

**SEGA POWER**

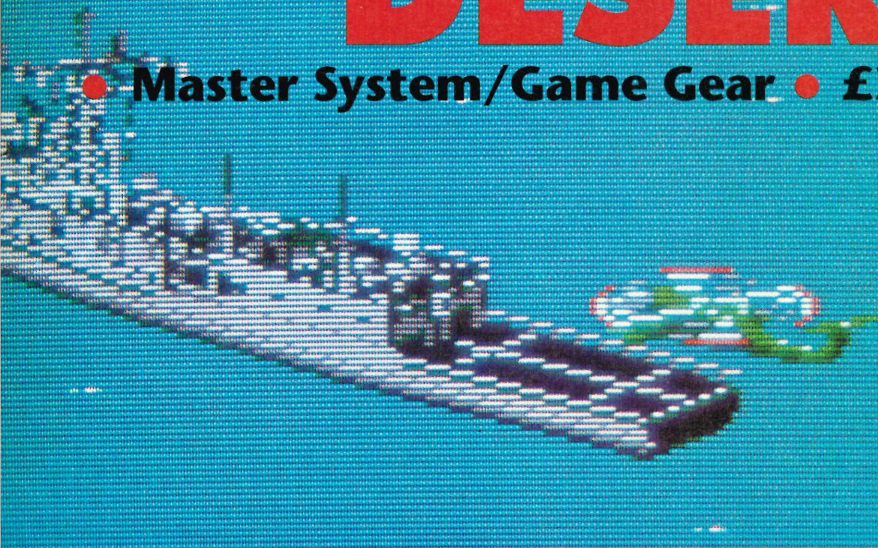


■ The characters in the background still drink from beer bottles and pluck chickens. "When we first saw the game running, we were totally impressed with what our programmers had achieved. It's something else – it really is", says Laurie Thornton of Capcom.



# DESERT STRIKE

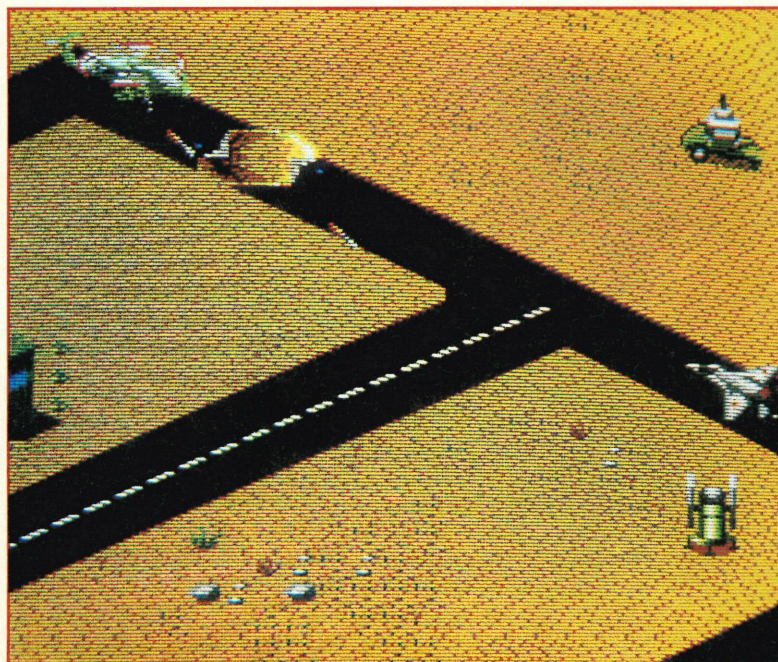
• Master System/Game Gear • £34.99 • Release: July • Domark •



■ The Game Gear is a natural for *Desert Strike*, the only obvious worry being that you'll be on top of the enemy before you can react. No worries, they've widened the gaming screen...



■ Same missions, same hazards – there's no doubting that Domark's programmers have really gone to town with this one. Capturing all the animation of the Apache Helicopter on the Master System is no easy task, but it all looks very promising so far...



■ They've redesigned the configuration of the airports (not really sure why), but all the air-defences are still firmly in place. As ever, keeping on the move is the key to survival.

wiping out enemy airports to blowing up power stations and garbage trucks (oh yes...).

The trick, according to Domark, was keeping "the intense feel of *Desert Strike*. It's a game with a lot of impact, and the Master System conversion is every bit as strong." Hmm, sounds great, but we'll reserve judgement until the game's finally finished and the review copies become available.

It'll certainly be surprising if they've managed to squeeze all the superlative gameplay into a 8-

bit cart. The movements of the Apache in the Mega Drive version were coded to act like the real thing – momentum as you came to a halt, widening radius when you swung into full-power turns – and there's no doubting that this was one of the game's major grooveometers. Don't expect to see the fine cinematic sequences in there though. But hey – whaddya expect? The Game Gear goes from strength to strength. And the Master System.

**SEGA POWER**

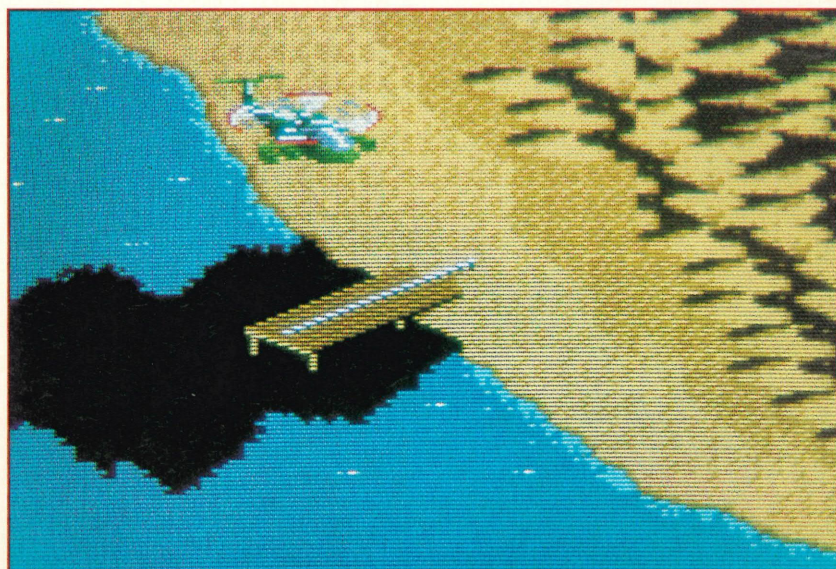
**T**HEY SAID IT COULDN'T be done on a mere 8-bits. They said the Master System wouldn't have the graphical power to run what was one of the undisputed smash titles of 1992. So Domark went out and proved 'em all completely wrong.

Yes, folks, *Desert Strike*, which has been locked in the Kremlin for the last 6 months, has now been successfully converted for the Master System and Game Gear.

For those of you who know Domark's track record, this shouldn't come as much of a surprise (the London firm have already made a name for themselves with high-quality 8-bit titles such as *Prince of Persia* and

*Super Space Invaders*). But what's impressive about the *Desert Strike* conversion is that they've managed to squeeze every level and almost every mission that was on the Mega Drive into just a 4 Megabit cartridge.

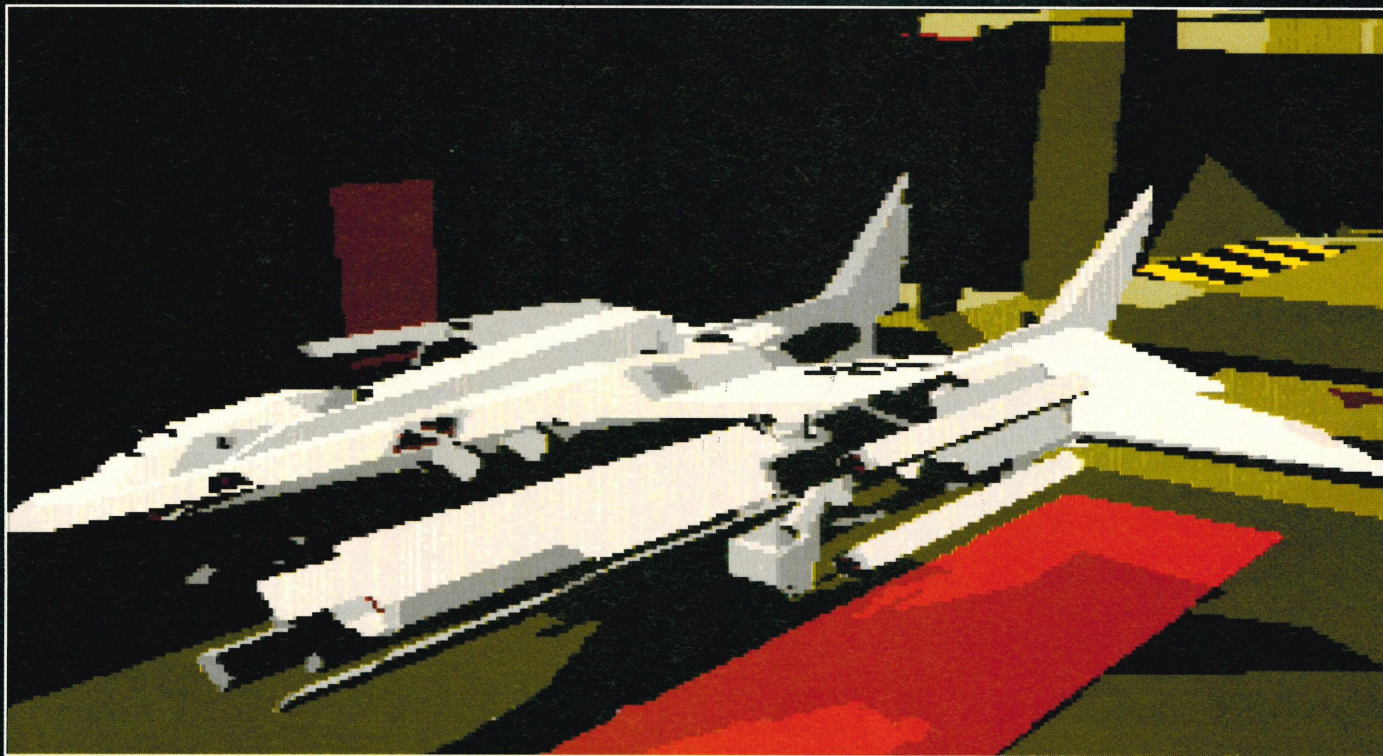
As before, you're sent on a series of desperate missions to demolish the evil empire of General Kilbaba, a middle-eastern nutter who's threatening the free world with nuclear armageddon if his (perfectly reasonable demands) are not met. In you go, in your Apache Attack helicopter with your chain-gun blazing through mission after mission. These range from



■ That'll be the mission when you've got to stop the oil leaks, then. Just fly up the coast delivering your payload to right the wrongs of the evil (and inherently mad) General Kilbaba.



■ (Right) The launch sequences of your Silpheed fighter are as impressive as anything you could hope for – constantly changing viewpoint angles, silky smooth animation and a wild sense of 'actually being there'.



■ (Below) Here you've flipped over the brow of some mountain to find an enemy ambush waiting for you. Severe jinking to the left and right, coupled with a blazing onslaught from your cannon, should hopefully see you through. Should...

# SILPHEED VR

● Mega CD ● £44.99 ● Released TBA ● Sega ●



**T**HERE ARE THOSE OUT there who reckon that the Mega CD is full of hot air. They've been blah-ing on that in Sega's struggle to get a CD system on the streets

before anyone else, they've cut corners on the hardware and that the custom sprite rotation chips and suchlike are just a bag of wind. Then came *Silpheed VR* to silence the critics. It's a spritely

rotators' dream come true, and also the very first of Sega's eagerly awaited Virtual VCR (see *Sega Power* news 41) titles.

The swooping, churning intro sequences lead into a game of such detail that it all seems kinda unnecessary. Well, I say detail, but the main *Silpheed* Fighter sprite is fairly unexciting, but the ground features really set this game aside graphically

from any other "comin' atcha" shooting title we've yet seen.

The version we saw was a very early rolling copy just in from Japan. There was still a great deal of work to do smoothing out the redrawing, but even so it was extremely impressive. Towering mountains and twisting rivers cut through forest sections in one stage, while on another oncoming spacefreighters glide silently past in deep space.

Your fighter starts the game with an array of weapons that can be powered-up as you fire through the levels. The number of adversaries increases as the ground rushes towards you. Fast, furious and gorgeous to look at, *Silpheed* should be on the shelves sometime in the third quarter of the year, say around August or September. And I for one, will be very keen to see a **SEGA POWER** completed version.



■ External doors glide open in preparation for a launch. The number of different levels couldn't be revealed when we saw the game, but each one is completely different.

■ (Right) The ground-hugging attack levels are superb, boasting some of the most detailed graphics ever seen in what is essentially just a shoot 'em up title. Overkill? Nahh!







■ And this is what it's all about. Your space vehicle is large, orange, and shaped kinda like a dustbin. 'S all part of Repugnant's risible charm, I suppose...

**W**HAT IS small, squat, bogey-shaped and surprisingly good fun to play? *Puggsy*, that's what, the story of an intensely ugly alien who crashes on a foreign world and struggles to escape the planet.

There's 60 levels of outworldly puzzles to make your way through,

■ There's some delectable parallax scrolling in *Puggsy*, as the unfortunate alien takes another hit. How sad, then, that parallax is something of the past.

# PUGGSY

● Mega Drive ● £39.99 ●  
Released June ● Psygnosis



■ And here's *Puggssyyy!* Ah, yes. Not much to look at, I know, but he means well and the graphics and gameplay look like being where they should be. Shame he looks like an ambulatory potato, really.



varied really and the whole thing involves a great deal of lateral thought. For example, on one of the levels *Puggsy* can't get past some flames so your only choice is to crawl along, in search of... a water pistol. Having found it, however, you discover it's empty, so off you go again, this time looking for something to fill it with. Ta da! There's a bucket of water, so off you go and douse the fire. But you've only got enough to put out three of the flames, so back you go to refill...you get the idea.

Each level's like that – the think, act, think variety – except they get gradually more taxing.

*Puggsy's* looking pretty good, really. Tough, varied levels coupled with

**SEGA POWER**

and the overall feel is one of a big, colourful *Lemmings* take-off.

The first thing you notice is the intro screen. Can that really be ray tracing on the screen? Oh yes – Psygnosis have managed to squeeze a few seconds of a fully animated video onto the Mega Drive – very nice! And the graphics of the rest of the game are equally impressive Mega Drive fare.

The levels in *Puggsy* are pretty

■ And this is where it all happens – this is the deserted island upon which you find yourself. Hmm, methinks this looks remarkably like Robotnik's terrain off the Master System version of *Sonic*, but still, there you go.



**P**opulous 2 is to the original what an F-16 is to a Fokker Wulf. The sequel is absolutely miles ahead of its predecessor and now the *Two Tribes* of *Populous* are coming to the Mega Drive, courtesy of Ladbroke Grove-based Virgin Games.

They've basically taken the original concept and gameplay of *Populous* and pumped it up by 100%. So, whereas your old-style earthquakes just shook the screen

# POPULOUS 2

● Mega Drive ● £39.99 ● Release: June ● Virgin ●

a little, they now cause filthy great holes in the landscape, volcanoes now erupt spewing lava which has to be blocked to prevent it entering the cities – cities which you get to design yourself. The emphasis has been on removing the computer-

■ The one thing you do notice about *Populous 2* are the uniform colours. Could it be that the 64 on-screen colours of the Mega Drive have gone on strike? Erm, very unlikely, methinks...

controlled elements such as game set-up and enabling the player to control nearly everything.

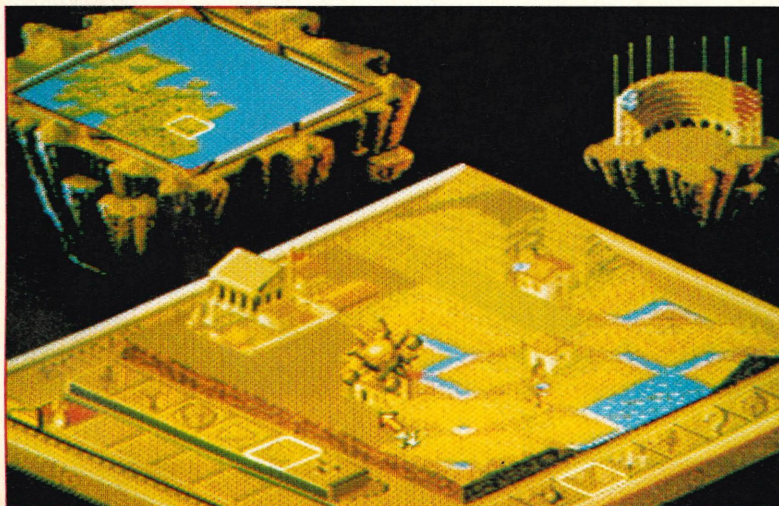
You also get to create your own God (if you so desire), meaning no two sessions have to be alike. This is a good thing because being the offspring of Zeus, there's nothing you're likely to hate more than a staid life. There's little chance of that, however, when you must "defeat 32 of Zeus's most powerful deities" before you can rightfully claim your seat among the major-league Gods.

Obviously then, it's not a radical departure from the original in

terms of game action, but then *Populous 2* wouldn't pretend to be anything more except, perhaps, in the slickness department. The graphics and smoothness have been re-worked resulting in a far more playable title. They've uncluttered the gaming screen in the process of updating the game and while there are still the same amount of options and controls available, everything is now just that little bit more accessible.

Simply marvellous news, that.

**SEGA POWER**



■ Everything's so much more detailed now making the Mega Drive version virtually indistinguishable from the Amiga title. Virgin's programmers have been busy...



**N**OT CONTENT WITH bringing what is indisputably the biggest video game

ever to the Mega Drive this summer, Capcom are also broaching the world of the Mega CD with a perfect conversion of the arcade monster *Final Fight*. This latest title is promising to be a kinda *Streets Of Rage 2* multiplied by a factor of ten. There's nothing startlingly new in

■ Boasting simultaneous two-player action and more levels than the SNES version, *Final Fight* makes *Streets Of Rage 2* look like a trip to the laundry. Each fighter has loads more special moves, too.

■ That's Haggar, a Police commissioner whose daughter's been kidnapped. As you might expect he's not too chuffed when he gets the message over the vid-phone. Some cop.

the gameplay – walk right, take time out to beat the squealing piglets out of three to five heavies, move along to the right again.

By comparison, it seems at this stage to be considerably better



# FINAL FIGHT

● Mega CD ● £44.99 ● Release: May ● Capcom ●



than the same game on the SNES. In addition to some new and longer levels you've also got the choice to play a two-player game. The speed and graphic quality of the visuals also make this CD title a more promising prospect than the Nintendo version.

There's more fighting moves to each of the characters, too – Cody, Haggar, and Guy are more menacing than a police patrol in Moss Side. The bonus screens are also straight out of the arcades where beating up on cars seems to be a firm favourite.

*Final Fight* doesn't at first appear to make too much use of

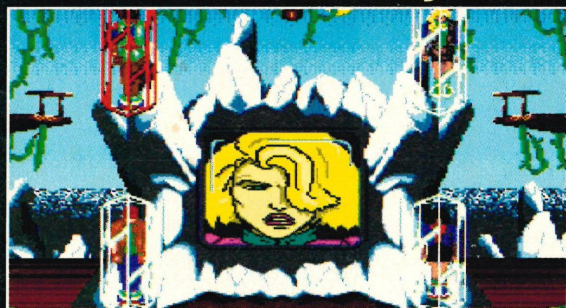
the Mega CD's potential power, but it's not long before you begin to appreciate the silky-smooth scrolling and fighting routines – luxuries that just weren't apparent on *Streets Of Rage 2*.

Don't expect revolutionized fight action though – Sega point out that many CD releases will stay fairly unremarkable, so as not to alienate fans who've gotten used to a certain format. Still, this formula worked for *Final Fight*'s arcade predecessor and there doesn't seem to be any reason why it shouldn't capture the hearts of the console fighting fans too.

**SEGA POWER**

# CAPTAIN PLANET

● Mega Drive ● £39.99 ●  
● Release: July ● Sega ●

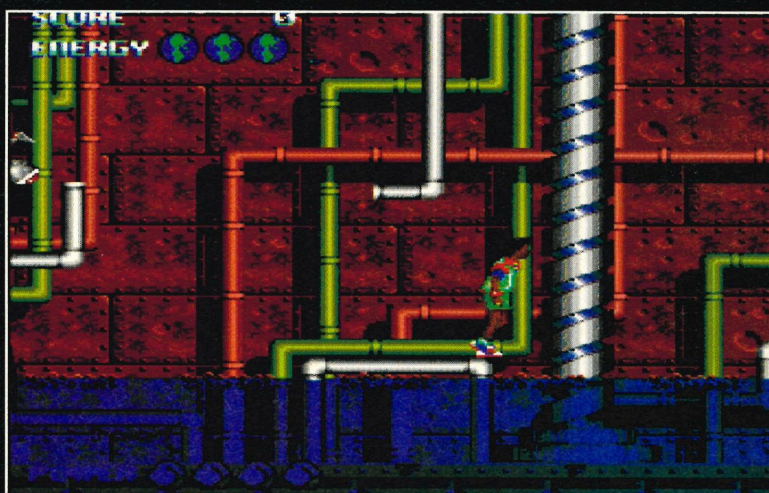


■ All the kids have to make it through their respective levels before finally coming together and becoming the Cap'n 'imself. Dunno who the babe in the middle is. Probably his gal or something.

**C**APTAIN PLANET IS A huge environmentally friendly cartoon character who does big business in the States. He's an overmuscled superhero who stretches lycra and bashes bosses all in the name of green trees and the ozone layer, and now Sega America have done a

fine job of converting the ecologically-aware Captain and his Planeteers onto the Mega Drive.

The Planeteers are a collection of meddlesome kids who run around, enforcing the Captain's bidding. They're not very bright and they're certainly not tough, but what they lack in physical ability they more than make up for



■ A-ha, signs of *Sonic*-ism in another thrill packed level of *Captain Planet*. Call me a philistine, but I just can't see myself getting worked up over this one...

in garish clothing schemes. Yes, there's no denying the Planeteers heinous dress sense, but what of the game, eh?

Well, the game is a nine-level platformer which uses constantly changing random attacks to keep the playability high. From one game to the next, you never know exactly where the threat's coming from. Nice one that, but it's all kinda nullified by the fact that there's no two-player mode. This seems to me to be just plain ridiculous, especially when you consider the number of kids lying

around just waiting to be used, but there you go.

Apparently, when the kids come together they actually *become* Captain Planet. Presumably they all melt into a pool of human schmuck and explode out of the Cap'n in a moth-like kinda way, but as we only played the game for a nanosecond at Sega's HQ in London it was hard to tell just what was what. Bit of running, bit of jumping and all the usual things that go into making a standard platformer.

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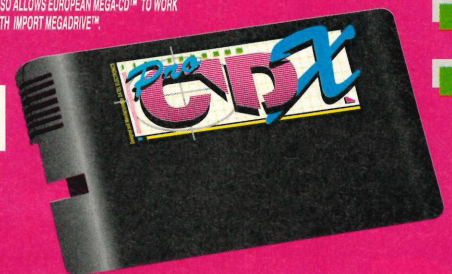
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# IT'S A MIRACLE

"This is the hottest new gizmo in music making power!"

**Making music with your 16-bit – impossible, surely? Well, not any more, thanks to the clever guys at The Software Toolworks. An all-in-one package, complete with keyboard and tutorial software, the Miracle enables you to scoff at the pros and do music your own way – and all for under £400... Dan Goodleff slicks his hair back, slaps on a grimace and hits the ivories with the best of 'em. Nine Inch Nails, eat your hearts out!**

**R**EMEMBER WHEN PLAYING A 'synth' meant switching on an old groaning organ in the attic and bashing away at a keyboard with about eight notes on it? Well, things have moved on a bit since then. Enter the Miracle Piano Teaching System – not just an independent keyboard, but also a rather natty piece of software that teaches you how to both play *and* read music using your Mega Drive. Yep, this is the hottest new gizmo in music making power for the Sega 16-bit!

Along with the Miracle keyboard itself, you'll find a cable to connect it to your console, a small foot pedal, earphones, a keyboard power supply, an overlay card – which fits snugly around the synth's buttons (to remind you of their alternate functions), two excellent manuals

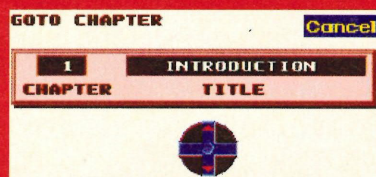
and, finally, the Miracle cart itself. Setting up the keyboard is simplicity itself. Just connect the Miracle cable to port two on the Mega Drive, a normal joystick to port one, whack in the cart, and then switch on the Miracle keyboard and your console. Voilá! You're ready to rock 'n' roll.

## INTO THE CONSERVATORY

A central display will now pop up showing you the various submenus of the program. The main menu screen is called the **Conservatory** and from here you can access **Administration**, the **Performance Hall**, the ►







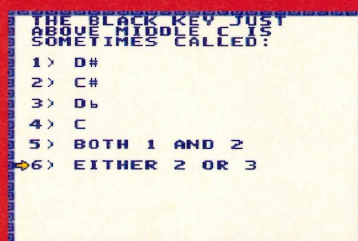
■ Now this is definitely a good place to start if, like me, your knowledge of music is a little thin on the ground. Use the joypad to select the chapter – then press Button A.



■ The great thing about the Classroom is that it's so easy to ping from section to section. Here, for example, you can "wind" forwards to a future lesson, try out the last lesson again – or zip out of the whole thing altogether and do something else.



■ And here's an example of what the manual calls a chalkboard – and it is just that. Read the text, try to understand what's going on (and then cock everything up in the activities later on – no-one said it would be easy...).



■ If you thought multiple choice was boring, you'd be right. Ha! Only joking. Here it's aimed at testing just how much of the previous lesson you've retained.



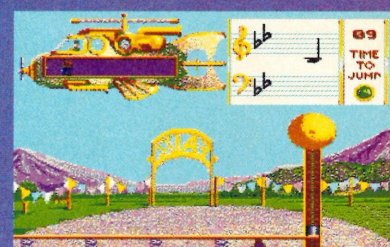
■ Here's an example of one of the earlier activities. You must play all the C notes on the keyboard with the appropriate fingers. The green cursor will only move on after you've hit the right note. (Notice the handy keys along the bottom of the display).



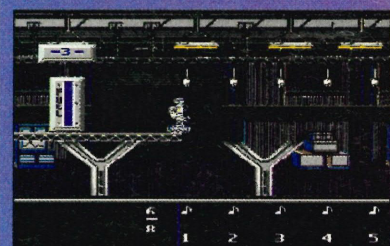
■ Come to the Arcade if you want to test your burgeoning musical skills and have fun at the same time. As with most rooms in the Conservatory, you can practise with one or both hands – it's all up to you.



■ The ducks move swiftly from right to left along the staff and you've got to hit the appropriate key on the Miracle keyboard to destroy them. Miss and a yellow splat mark indicates how far off the target you were...



■ Risk life and limb as parachutists leap to their deaths (*Are you sure? – Mark*) under your command. Hit the note/chord shown on the airship's banner if you want your men to land safely on the springy platform below.



■ Er, that'll teach you to leap ahead in the chapters. Roboman rushes forward, refuses to reach for the life-saving plug above him, gets out of synch and topples off the edge of the ramp. (I was always crap at rhythm...)



■ Okay, I chose the Child option... So what? It just makes the chalkboard lessons easier to read, that's all. (Volume controls the loudness of the accompanying Miracle orchestra, by the way).

➤ Practice room, the Arcade room and the Classroom.



## CLASSROOM

Don't let the name put you off – this is the meat and potatoes part of the Miracle program but, thankfully, there isn't a teacher in sight.

There're 36 chapters in all, each sub-divided up into lessons. These range from simple 'learning about music' stuff to 'let's try a ten-fingered polka with excessive syncopation.' (!) Everything is clearly laid out, although the text can be a little difficult to read if you're using a small screen.

The lessons are made up of 'chalkboards' and 'activities'. The chalkboards give you the theory behind the exercises you're about to attempt, whereas the activities actually test you on what you've been taught so far.

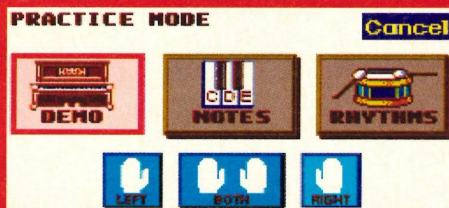
Activities range from rhythm and note recognition exercises through



■ Select any one of the 53 in-built songs and then play along with the Miracle orchestra. The level indicates which chapter covers the song.

to multiple choice quizzes and games... and, amazingly, it's not at all stuffy or boring. I didn't yawn once – honest!

Interaction is what makes the Miracle such a joy to use. What's more, the teacher isn't just spilling out the various lessons by rote. It actually *responds* to the way you play – make any mistakes and it'll focus on your particular errors (playing a little too slowly, not loud enough or whatever), and then ask you to try



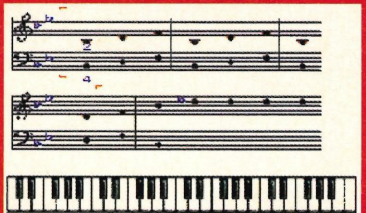
■ Practising with the Miracle isn't a chore. Just slip into this room, see how it should be done in the demo – and then brush up on those vital skills.



■ Um, since I can't play "Hound Dog" on my own, I decided to let the Miracle show me how it's done via the demo mode. (It plays a little mechanically, but it's still good enough to teach me a thing or two.)



■ This section tests your ability to tap out the rhythm of a selected piece. In this case, "Hound Dog." I knew I shouldn't have skipped those last few chapters...



■ This section tests your ability to recognise notes on the staff and play them with the appropriate fingers. The little red marks tell you when you need to change the position of your hands.

the exercise again. If you make the same mistake repeatedly, it even advises you to take a break

or practise in the Arcade section! The system is also remarkably flexible. You can easily whip in and



"Activities range from rhythm and note recognition to multiple choice quizzes and games."



out of different chapters/lessons just by using the joypad.

## ARCADE

The three 'games' inside the Arcade room aim to sharpen your musical skills...

In **Ducks**, you're treated to a display of staves along which ducks (representing notes) move from right to left. To shoot the duck you must hit the correct note on the keyboard. As a way of sharpening your sight-reading abilities, this is excellent.

**Ripchord** attempts to help you recognise chords on the stove. An airship flies into view, pulling along a board with the chord to be played. A hatch opens in the side of the airship revealing a set of skydivers. Hit the right chord on the keyboard to launch them safely onto a springy platform. Cock it up, though, and the men land with a sickening 'splat'.

The last game, **Roboman**, tests rhythm skills. Hit any key as the screen scrolls smoothly from right to left to make the robot pick up electric plugs dangling from the ceiling. If you do it right Roboman can lay a piece of floor panel in front of him. Move too slowly, however, and he fails to lay a panel in time and falls off the ramp ahead. Move too quickly, on the other hand, and you'll run out of fuel before you reach the end. Sounds easy, dunnit? But, believe

**MIDI:** Short for Musical Instrument Digital Interface. Basically, a standard across all synths, computers, keyboards (and other musical devices) that enables them to understand the same musical information (note length, pitch and so on) and thus communicate with each other.

**Middle C:** The white key (to the left of the two black keys) nearest the centre of the keyboard.

**Multi-timbrality:** The ability to play

a number of different voices all at the same time.

**Octave:** The seven white keys (moving from left to right up the keyboard) – A, B, C, D, E, F, G – along with the five black keys between them form an octave.

**Polyphony:** This describes how many notes you can play at the same time for a given sound.

**Stave:** The five horizontal lines in music notation on which notes and other musical information is written.

me, it gets damn hard with the more difficult later rhythms.

## ADMINISTRATION

Here you can set the volume of the Miracle orchestra and alter the format of the Classroom text.

## PERFORMANCE

When you want to show off, the Performance Hall is the place to come to. Select which built-in song you want to play, hit Button A and then play along with the orchestra.

## PRACTICE ROOM

There are three options available here: Demo, Notes and Rhythms. **Demo** is just that – the Miracle keyboard playing everything while you watch and learn.

**Notes** tests fingering and note recognition using, at first, simple

notes on-screen followed later by full music notation.

In **Rhythms**, you use any key to tap out the rhythm of any piece. The Mega Drive then helps out with a metronome

**SEGA POWER**

## THE MIRACLE £399

### SEGA POWER SAYS

"The Miracle Piano Teaching System is expensive, but when you consider what you're getting – a high-quality musical instrument complete with a brilliant teaching package – it's got to be considered excellent value. Definitely worth a look – if you can afford it..."

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### FINAL VERDICT

**90%**

The Miracle is a sturdy 49 key (four octave) keyboard with two built-in four inch speakers, 128 sound samples, velocity sensitive keys (the harder you press 'em the louder the sound) and the potential to play eight different sounds (or 'voices') at the same time.

It's important not to confuse this multi-timbral capability with the keyboard's ability to simultaneously play and sustain many individual 'notes' from a single sound sample (this is called polyphony).

The Miracle, in fact, boasts 16 note polyphony – i.e: you can play up to 16 individual notes at any one time (although some sounds can only cope with eight). Got all that? Good.

On top of the Miracle are eight big, but rather clumsy, buttons – six are preset instrument samples (piano, harpsichord etc.) but the remaining two control the volume. You can, however, access any one of the 128 sounds by just pressing two of the buttons simultaneously.

Sound quality varies, but is remarkably good for the price. Most are organised into handy groups – Classical, New Age, Jazz. Unfortunately, it's far too easy to get lost among the 128 sounds if you're not careful.

The back of the Miracle has two MIDI ports (IN and OUT), but no THRU (which could be a problem for some). There are also two jacks, so you can output the sound through your hi-fi if you want. There's also a connection for the foot pedal, an earphone socket and a port to connect the keyboard to the Mega Drive.

The 'damper' pedal is definitely the weakest part of the whole shebang. It's basically a tongue of plastic with a spongy topside. Squidge it with your foot to sustain the sounds. It works – but only just.

There's also a split-key function so you can play one voice with your left hand and another with your right. Annoyingly, however, the split point is always set at Middle C. More experienced users will find this restricting.

Beginners, however, can't go wrong with the *Miracle* – and you even get a teaching system for your money as well. Wooo!



# HELLO!

**Right then. What's happening on this page? We're trying to sell you another magazine, aren't we? Well, in a word, yes. We shan't beat about the bush, we shan't fudge the issue and there will almost certainly be no shilly-shallying. We'll just get on with it...**

We know you've just lashed out the best part of three or four quid buying this mag, and you're probably quite enjoying it. So the idea of heading back to your local newsagent's is probably not particularly appealing. We can understand that.

But the point is that GamesMaster magazine isn't optional. It's essential. It's the only place where you'll get a true overview of the whole video games scene, every month. Each issue comes bursting with reviews, previews, tips, cheats and features guaranteed to keep your games knowledge at its peak.

This month, for example, our featured stories are the arrival of a new Super NES Batman beat-em-up, the launch of the UK Mega CD, East 17 and Said Florence's Celebrity Challenge and a background look at Probe Software - Britain's leading development house.

There's a full 40 pages of software reviews, 20 pages of tips and, er, 2 pages of Dominik.

So there we have it. The latest issue is out now, and at the thoroughly inexpensive rate of £1.95, the question you've really got to ask yourself is - can I afford to be without it?

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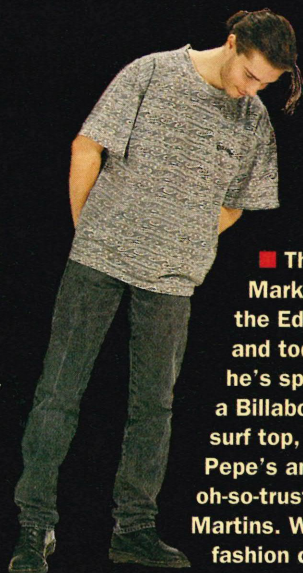
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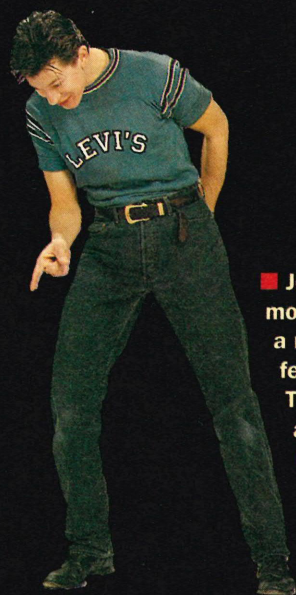


# REVIEWS

• There are times when we just can't resist acting dumb. Like now, for instance •



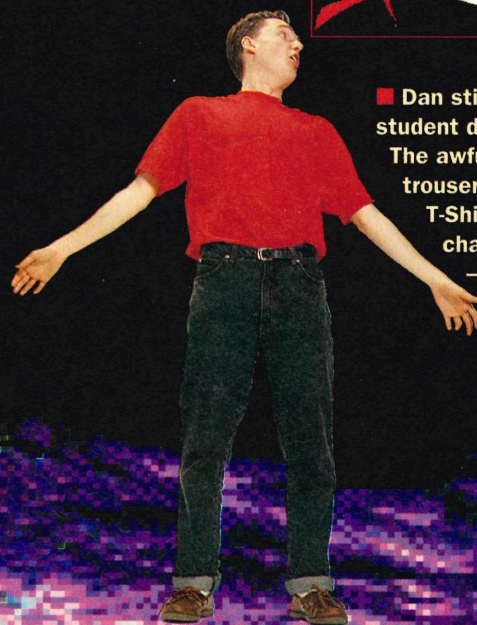
■ This is Mark. He's the Editor, and today he's sporting a Billabonic surf top, black Pepe's and his oh-so-trusty Doc Martins. What a fashion crisis.



■ John is modelling a rather fetching Levi's T-Shirt. Note also the simple but effective use of the belt to highlight the curves of his figure. Oh dear.



■ Dean favours the grunge look (when he's not wearing his great Uncle Dean knitted sweaters...). Observe the very carefully placed rip in his jeans. A real work of art.



■ Dan still remembers his student days with affection. The awful turn-ups on his trousers, the very loud T-Shirt... He hasn't changed at all – literally.



**32** Don't miss out on the best-looking 16-bit platformer ever.

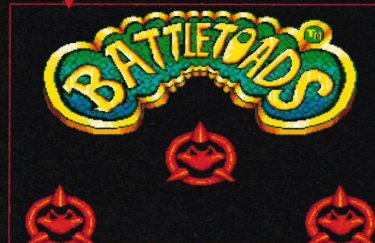


**36** ...on the ol' Master System. Is it a case of 'Thwak!' or 'Plop'?

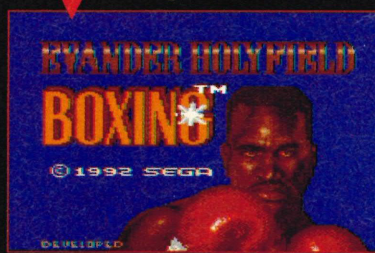


**37** Role-playing comes to the Game Gear in a beautifully big way.

**38** They Battle. They're Toads. It's you know what on the 16-bit!



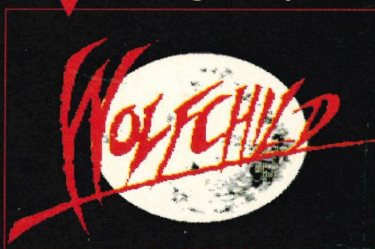
**42** Knockout stuff for the handheld – or more ringside dulldom?



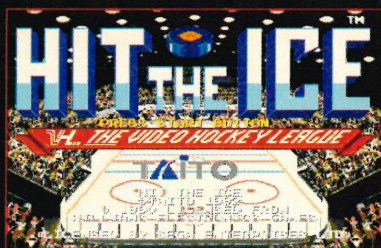
**43** Get your Mega Drive in training for the Summer Challenge.



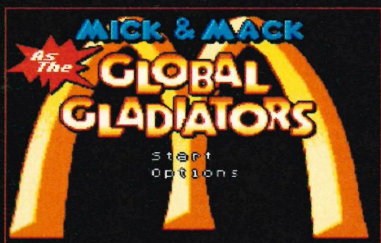
**44** Mediocre platform arcade adventuring – Mega CD style.







**45** We'll get a decent ice hockey sim on the Mega Drive one day.



**46** Now Master System owners can marvel at this eco-friendly romp.



**48** Is this handheld cart as bad as its Master System counterpart?



**49** At last! A Mega CD title with real actors and stuff. Hurrah.

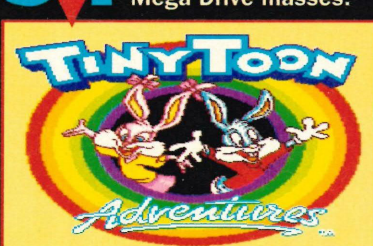
**50** A Street Fighter 2 rip-off on the 16-bit? Surely some mistake?



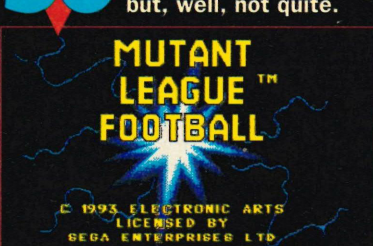
**52** Comic book heroes in good Mega Drive appearance shock!



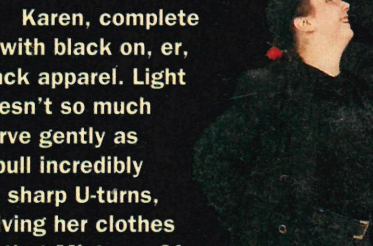
**54** Konami take Warner's cartoon hit to the Mega Drive masses.



**56** American Footy on the Mega Drive? Almost, but, well, not quite.



**57** Drive hard and check out the Mega CD's groovy sprite scaling.



**58** A good 16-bit footy game? Er, what d'you think?



**59** More quality cartoon japery, this time for all Game Gear types.



**60** Not so much a cold sore, more a Cool Spot. Thanks, Virgin.



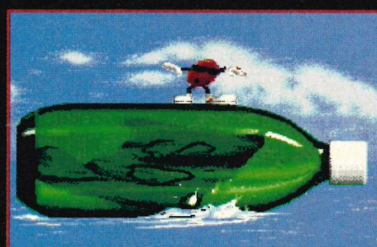
**57** Drive hard and check out the Mega CD's groovy sprite scaling.



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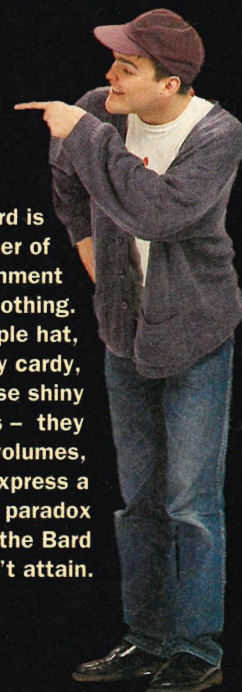


**59** More quality cartoon japery, this time for all Game Gear types.

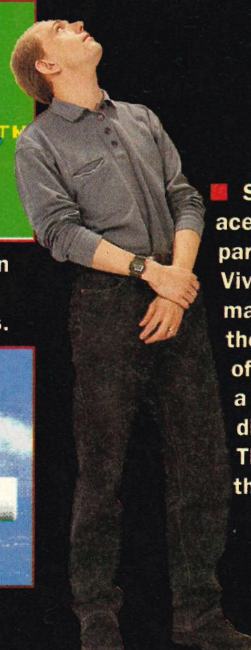


**60** Not so much a cold sore, more a Cool Spot. Thanks, Virgin.

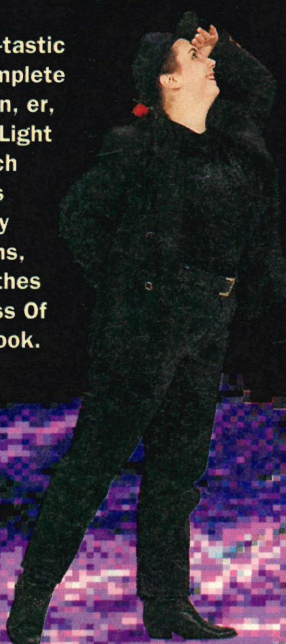
■ Richard is a master of ironic comment through clothing. The purple hat, the baggy cardy, and those shiny shoes – they speak volumes, and express a level of paradox even the Bard couldn't attain.



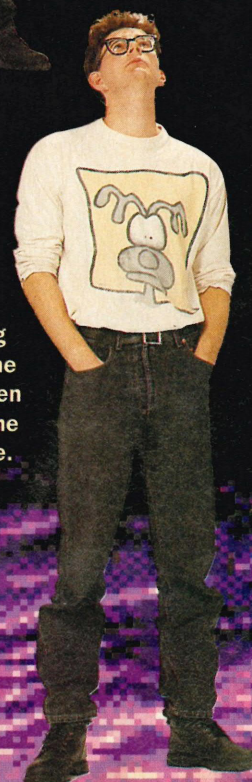
■ See how Trenton, ace reviewer and part-time model for Vivien Westwood, manages to wear the most modest of items in such a striking and distinct fashion. There's a lesson there for us all.



■ It's Goth-tastic Karen, complete with black on, er, black apparel. Light doesn't so much curve gently as pull incredibly sharp U-turns, giving her clothes that Mistress Of The Dark look.



■ Fashion for the bigger build isn't easy to find, but Mark Winstanley has somehow unearthed a neat shoulder-hugging sweat top. Note the resemblance between the real and the cartoon face.



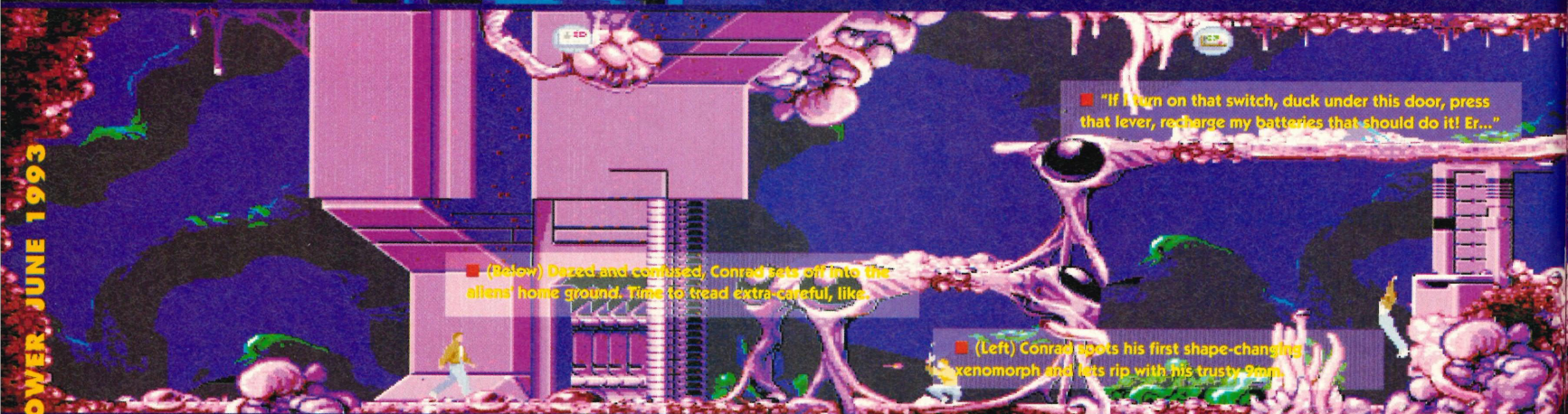


# FLASHBACK



• Mega Drive • US Gold • £39.99 • US Import •

SEGA POWER JUNE 1993



■ (Below) Dazed and confused, Conrad sets off into the aliens' home ground. Time to tread extra careful, like.

■ "If I turn on that switch, duck under this door, press that lever, recharge my batteries that should do it! Er..."

■ (Left) Conrad shoots his first shape-changing xenomorph and lets rip with his trusty gun.

Let's face it, it's not often that an arcade adventure causes serious rumbles on the industry grapevine, but *Flashback* has been making more noise than an Extreme Noise Terror gig. John Cantlie wipes the drool from his shoulders, plugs his ears and mucks in.

**D**URING THE HUGE European Computer Trade Show last year, I can distinctly remember being lured aside by a winking US Gold rep into a small cubicle, not a million miles from the men's toilets. My nerves, however, were soon calmed by the wonderful graphics of an unfinished game, called *Blue Flash*

**"Flashback is quite possibly the finest cart ever to appear on the Mega Drive"**

or something like that. "It's going to be just sooo good..." whispered the PR girl into my ear. I murmured my enthusiastic approval, asked for some more and got a clout round the head.

Six months later and the finished cart is sitting in front of me, going through its gorgeous motions. It's

hard to fault *Flashback*, it really is. The animation, gameplay, graphics and sound are all so well programmed they make *Another World* (which is sort of similar) seem quite dated by comparison. The levels are huge and challenging, the unfurling adventure

nothing short of riveting and the password system a godsend. So, on paper at least, you might think that the game the bods in the console industry have been hailing as a *Sonic 2* beater for months certainly delivers in the extreme.

And you'd be right – more or less. It's a sign of Delphine Software's abilities that they've managed to make the Mega Drive incarnation look and play so well – it's a lot faster than the Amiga version and some of the

animation routines look like they belong on a CD system. Yes, they really are *that* good.

But despite all the praise and indisputable excellence, there's still something about *Flashback* that just doesn't gel right.

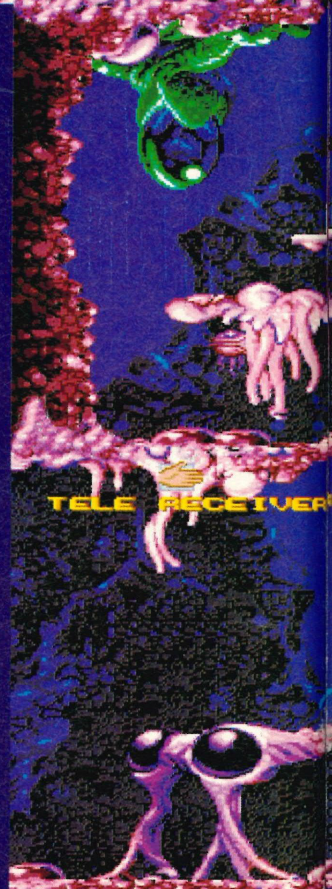
Call me a jaded old hack, but after four hours of play some of the game patterns start to become more than a little irksome. It's a thinking man's title all right – progress through the fascinating levels is slow and cautionary – but, really, all that to-ing and fro-ing...

Apart from the very odd flicker of tedium, though, *Flashback* is quite possibly the finest game yet to grace our Mega Drives.

## ONCE UPON...

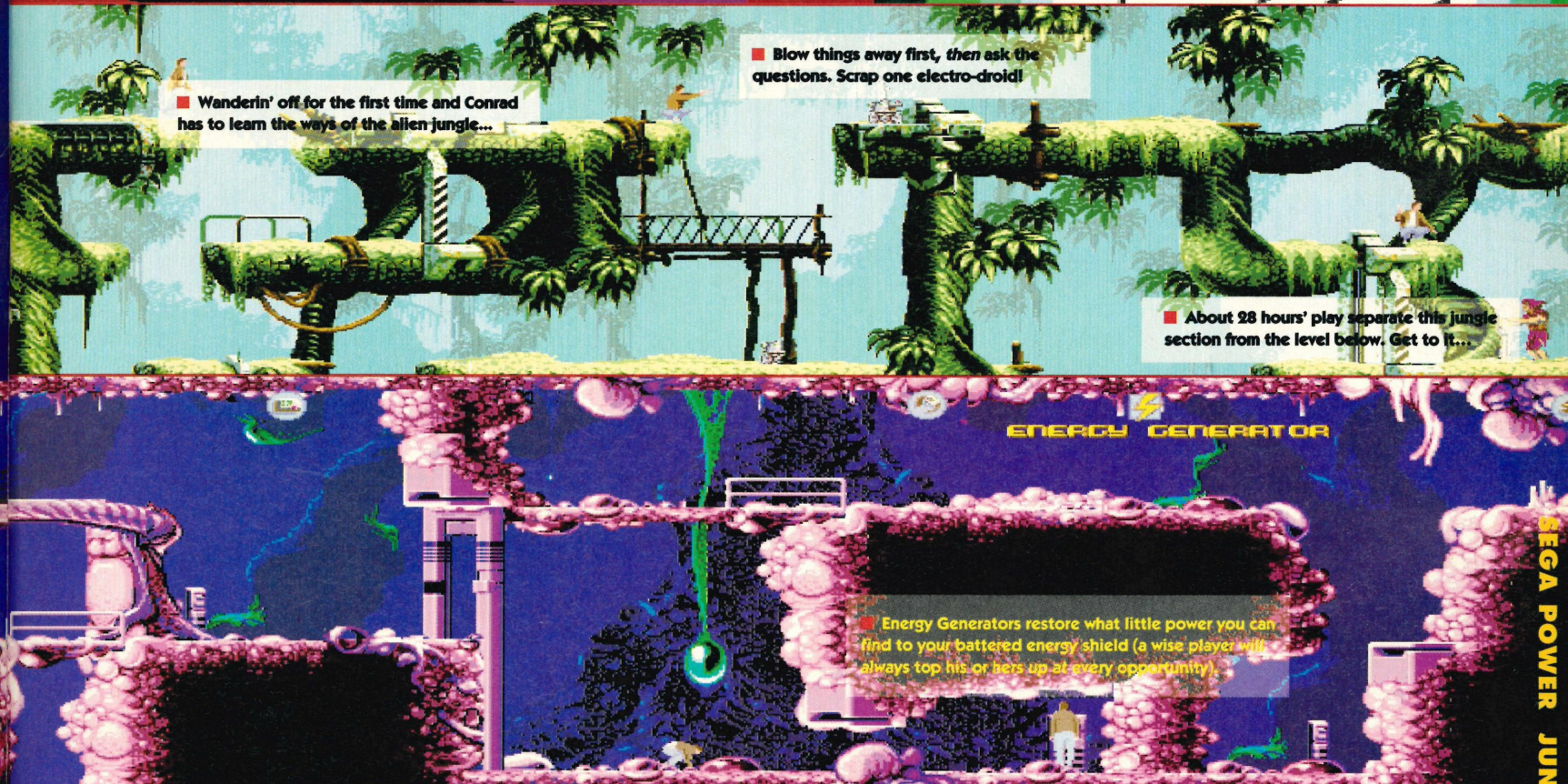
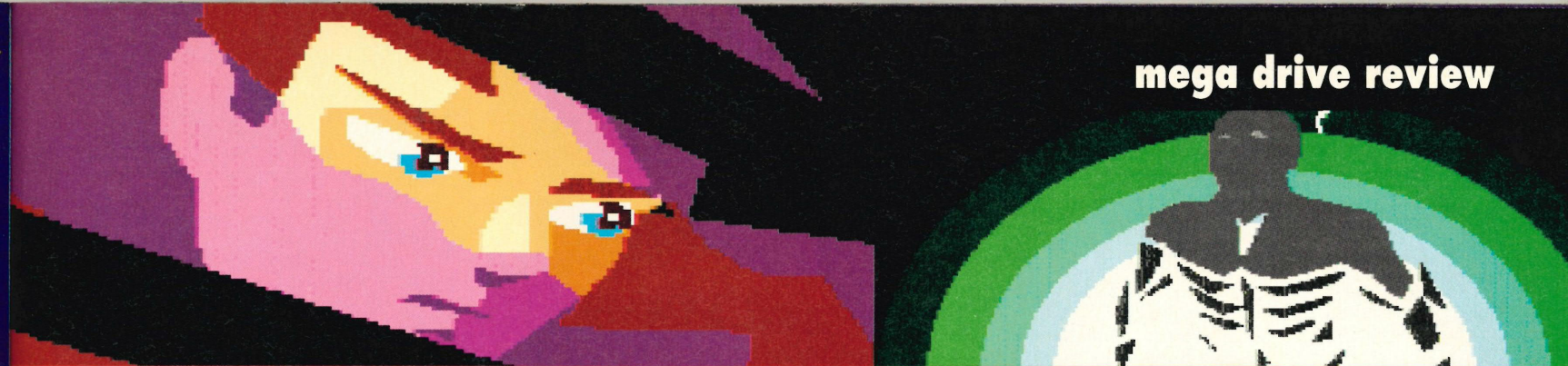
The storyline is very similar to 'Total Recall', but this time Conrad B Hart is the victim who's been dumped on an alien planet because he knows too much. It's up to you to guide Hart through five diverse stages and help him return to earth.

First things first – getting a job. Conrad needs money to buy a ticket home, remember. Sure, they're not



TELE RECEIVER





■ Wanderin' off for the first time and Conrad has to learn the ways of the alien jungle...

■ Blow things away first, then ask the questions. Scrap one electro-droid!

■ About 28 hours' play separate this jungle section from the level below. Get to it...

■ Energy Generators restore what little power you can find to your battered energy shield (a wise player will always top his or hers up at every opportunity).

your regular part-timers – this is an alien world, after all, and most of the employment involves assassinations and bodyguard work – but so what? It's this human element, having to earn the cash rather than stumble across treasure chests at random, the sense of being there and taking the blows of life, that really sets *Flashback* aside from any other title yet seen on the 16-bit Sega.

It's all so, well, so *real*. You want to talk animation? Try 24 frames per second, and while it's true that movement alone doesn't make a game, it's sure as dammit a large part of it.

Conrad jumps, swings, crouches, shoots, rolls and dies all so convincingly that you end up feeling sorry for the dude.

### BIG TIME PUZZLE

The challenges and puzzles that face you are as varied as the ways in which you can die. Generally, they follow the "If I press this switch here, that'll open that door there,

which will activate that lift over there" pattern although, to be honest, you can never be sure *exactly* what's going to happen.

### FOOLS RUSH IN...

Y'see, there's a fair amount of learning from your mistakes to be had in *Flashback* – but progress is, of course, always possible by just

keeping a wary eye on your surroundings and taking it gently. A cautious Conrad always enters a new screen crouching and ready to roll –

unless, of course, the new screen turns out to be a 50 foot drop into poison spikes. Rush into the various situations in *Flashback* and chances are you'll wind up bratwürst on some alien's toasting fork.

But there's so much more to the game. The action is frequently (though not disruptingly) broken up with cinematic sequences which provide vital clues or fill you in on the latest plot developments.

These are all as beautifully drawn as the rest of the game and fit in



■ The first glimpse of the aliens. Urrgghh!

perfectly with the action. Ah yes, the action. There's generally more of it than you can handle, but one slight drawback is that – because of the incredibly detailed animation – your movements are sometimes overly slow and cumbersome.

There's no immediate problem with that, though, because it never threatens to destroy the gameplay. You just have to anticipate any possible life-threatening situations, that's all. The moral of the story is always to draw your gun before entering a new screen.

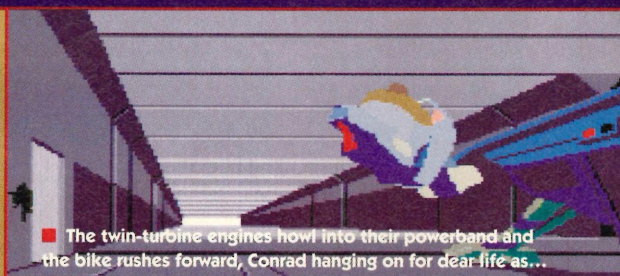
### EXPLORING

Of course, a game like *Flashback* is all about exploration – and, as you'd expect, you can manipulate and use the items you find en route with ease. Indeed, you won't be going very far if you don't make use of ➤

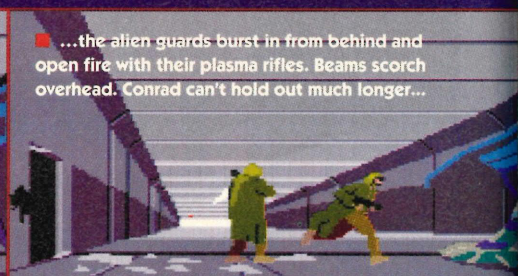




■ Conrad leaps on his trusty hover-bike, thumbs it into life and twists the throttle for all he's worth...



■ The twin-turbine engines howl into their powerband and the bike rushes forward, Conrad hanging on for dear-life as...



■ ...the alien guards burst in from behind and open fire with their plasma rifles. Beams scorch overhead. Conrad can't hold out much longer...



■ The troopers guard all things vital.

■ Throw the teleporter here.

■ Teleporting units are here.

■ Green stuff. Nastier than bombs.

■ Recharge your energy shield frequently.

■ Animated bombs. Very nasty!

■ Save your current location at this point.

■ Switches do the business on doors.



■ (Above) How to squeeze your way out of trouble, part one. First, find your teleporter – a squarish, plain-looking (but life-saving) device. Now toss it as far as you possibly can.



► what you find in double-quick time. Half the struggle's figuring out what goes where and what does what. A general clue is that items you find on one screen will normally be needed in about two screens' time, but it isn't a theory that always holds.

**"It's the wonder of the first play that really scorches into your mind..."**

## BACK 'N' FORTH

The first jungle stage, for instance, requires you to make your way to the extreme right of the level to pick up an ID card. Then it's back to the far left of the level if you want to progress any further. To-ing and fro-ing, y'see?

But take it as read that the stones you find lying around are

more than just pretty background scenery. Hurl them overhead to distract guards or squat down

and use 'em to activate switches – everything in *Flashback*'s so interwoven, so sort of in-bred (What? – Mark),

that one thing very rarely functions without the other. There's a definite technique to nearly every puzzle you encounter and each one's different. Unfortunately, herein lies the problem.

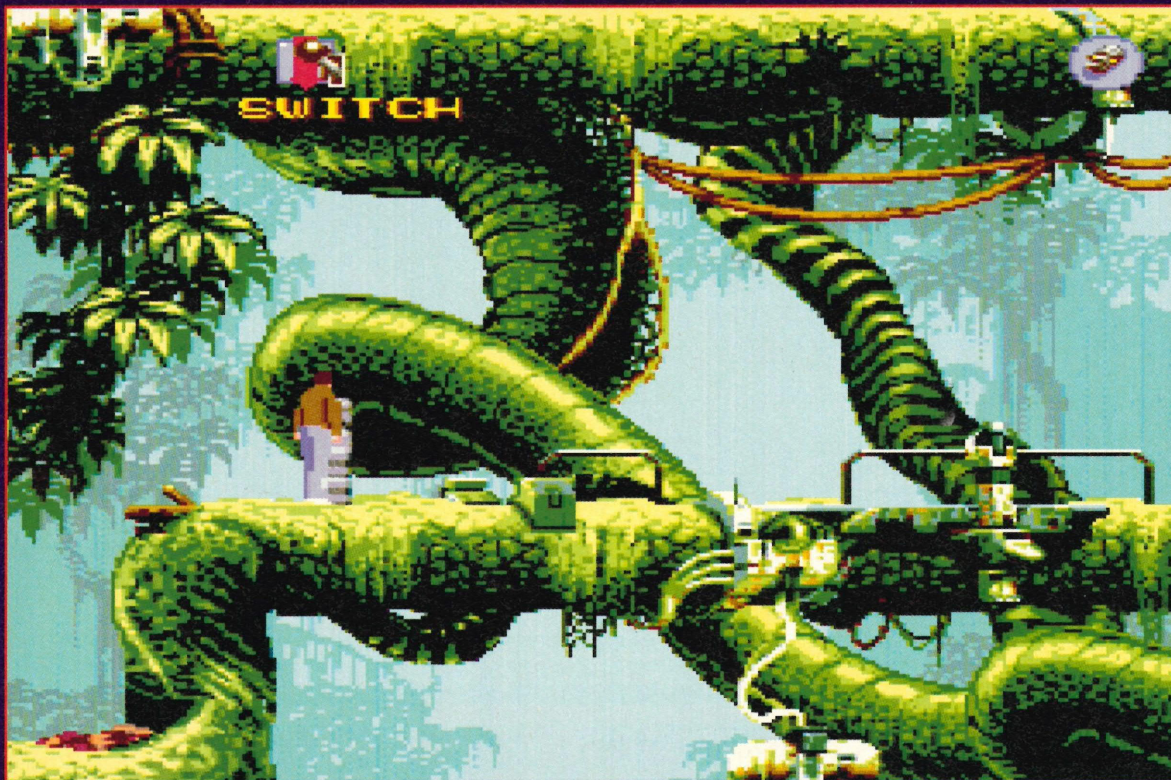
## ONE HIT WONDER

Once you worked out a specific solution, then that's it. It doesn't matter whether you play in Easy or Hard mode, French or English, it's always the same. And finishing the



■ ...He and the bike topple out of the alien sky and into a strange and unfriendly jungle. The alien seeker ship switches on its strobes and starts tracking for the renegade...

■ "Come and get it!" yells Conrad's mum from downstairs. Whoa! That must have been some Tequila sesh the night before. What d'ya mean it wasn't a dream? Er, mum... Mum, where are you?



■ Progress is all about switches and what to do with them (or 'conquering mysterious alien worlds at the press of a button'). Conrad, being a scientist, is naturally very good at this sort of thing. What a shame then that a physics flunky like me's controlling his actions. Ha!

game after the first stretch isn't so much a matter of skill as a question of time and patience.

A random element – such as guards or laser pods appearing wherever and whenever – would've bolstered *Flashback*'s already impressive playability by quite a considerable margin.

Overall then it's pretty fair to say that *Flashback* is a 'one-play, leave for two months and return' type of game. Even so, it's the

wonder of the first play that really scorches clean into your mind.

### TRUE STORIES

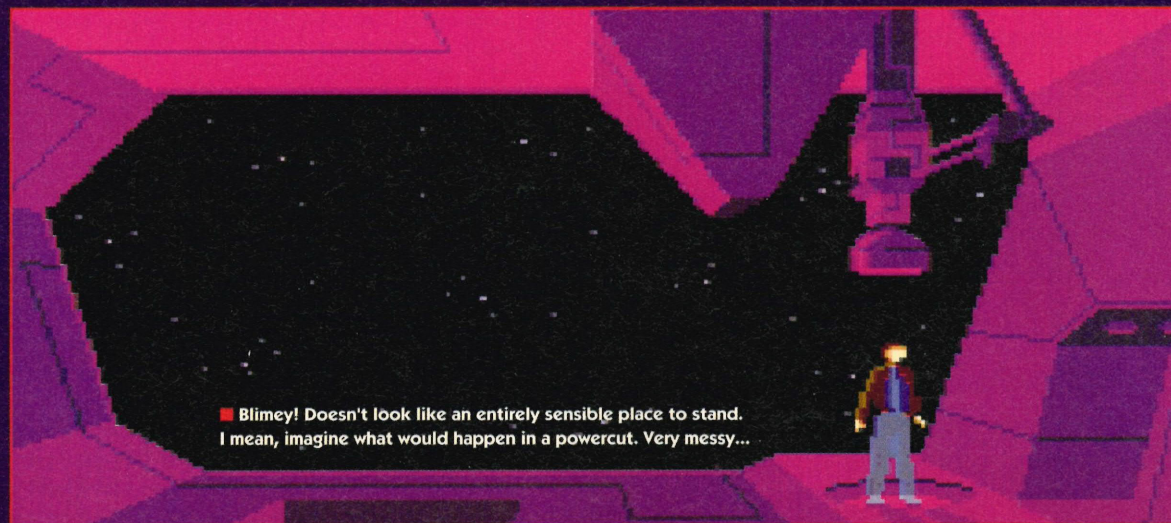
And in your quest to revitalise the great man's memory, the story and true horrors of what really happened to Conrad gradually come to light.

US Gold have got a massively impressive game on their hands here – I loved it. Brilliant stuff.

**SEGA POWER**

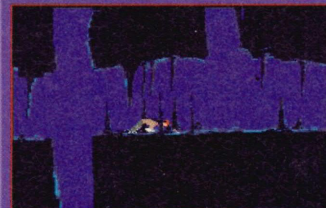


■ The Death Tower Show lives up to its name and sends Conrad sprawling as he strives to earn enough money to send himself home. I must be doing something wrong...



■ Blimey! Doesn't look like an entirely sensible place to stand. I mean, imagine what would happen in a powercut. Very messy...

## ALTERNATIVES



■ *Another World* isn't half as good

Sega delayed the release of *Flashback* because it's so similar to *Another World* (*Sega Power* 42: 83%). The former is far more polished and playable tho'. Both are in a class of their own, but *Flashback*'s clearly better.

## POWER POINTS

PLAYERS	1
LEVELS	5
SKILL LEVELS	3
RELEASE DATE	May

### OTHER DETAILS

Change the language (?), redefine control options and change difficulty settings.

### TIME TO COMPLETE

Two months, though as ever it depends on how much Sega time you have. Once completed, it's a doddle.

## FLASHBACK

• Mega Drive • US Gold •  
• £39.99 • US Import •

For more info, contact US Gold on ☎ (021) 356 3388

- Gobsmacking graphics
- Animation to die for
- Superb storyline and adventure
- So much to pick up and explore
- Utterly funky cinematic bits

### GRAPHICS



### SOUND



### ADDICTION



### BRAINPOWER



## FINAL VERDICT

"Superb graphics, unreal animation, gripping puzzles – it's got the lot.

The to-ing and, er, fro-ing gets a little tiresome, but that's the only criticism. Simply stunning..."

**93%**



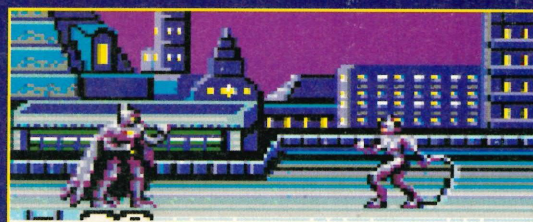
# BATMAN RETURNS

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

His Batmobile's been repossessed, Robin's on a work-placement scheme and poor old Batman has been reduced to ambling around a neon-lighted Gotham. Karen Levell records the demise of a superhero.

**A**N EVIL CRIME HAS been perpetrated in Gotham. Sega have succeeded in staining Batman's previously unimpeachable reputation by releasing a shoddy imposter onto

the 8-bit. The film 'Batman Returns' positively oozed with gothic atmosphere and action. Unfortunately, in Sega's latest platform beat-'em-up Gotham's menacing alleyways and grim roof tops have been replaced by a tidy



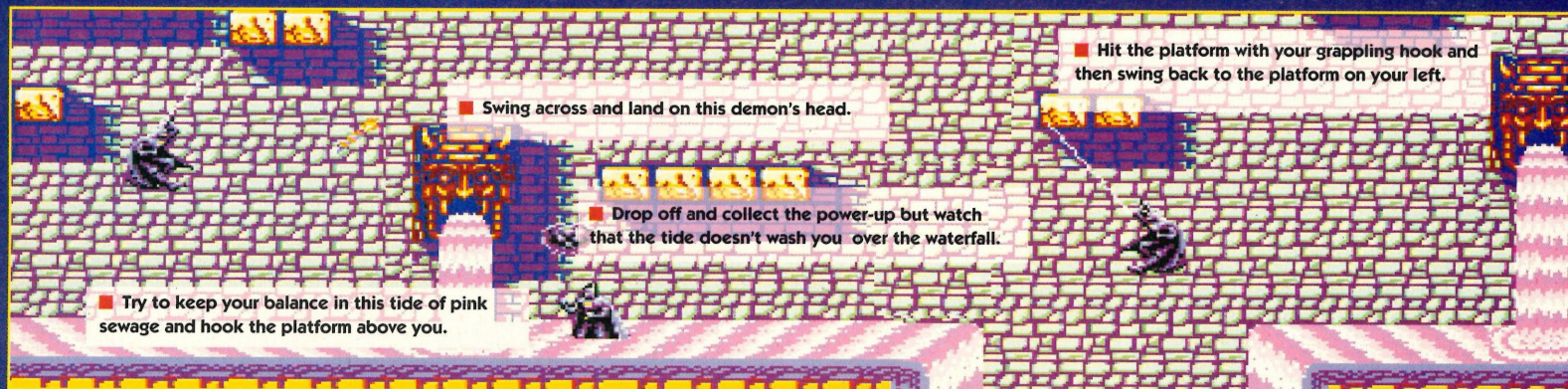
■ Old PVC knickers herself, Catwoman, shows up at the end of stage two to give you a good whippin'! There's no time for such frolics now, though, so take one of her lives and move on.

but, to my mind, rather gaudy and brash backdrop.

The small and ill-defined enemy sprites are also fairly uninspiring – they're so regimented in their positions and actions that there's nothing left to surprise you after

your first go and in the end you come to see them as an irritating nuisance rather than a serious threat. This predictability is the game's major flaw.

The famous Batman 'toys' are also sadly lacking – goodies such



■ Try to keep your balance in this tide of pink sewage and hook the platform above you.

■ Swing across and land on this demon's head.

■ Drop off and collect the power-up but watch that the tide doesn't wash you over the waterfall.

■ Hit the platform with your grappling hook and then swing back to the platform on your left.

# DEFENDERS OF OASIS



• Game Gear • Sega • £34.99 •  
• UK Official Release •



■ Boo, hiss! This is Ahri-man – all round bad dude who eats babies and scares blind people (he's also the one behind the attack on your dad's kingdom).

Take a prince, a wizard, magic, hordes of sinister creatures and what've you got? A damn fine RPG, that's what. Dan Goodleff sets off to save the realm.

**B**LIMEY! TALK ABOUT GETTING caught up in an Arabian story of Good versus Evil, betrayal, life and death... The story's a bit hackneyed, true, but the Eastern flavour and overall presentation is superb.

As Prince of Shanadar, you must search for the three Rings Of Power which will enable you to destroy the Snake King, Zahhak, and get in the Book Of Good Deed-Doers for life.

When you're travelling about, the display shows you and your environment (castles, villages, ports, ships) in isometric 3D. You can talk to folk you meet (from kings to sailors) – which is a good idea as they can often help.

And don't think the Prince is taking on this Snake geezer single-handedly. There are three other characters (who you recruit as you go along) to help you out.

Combat is particularly good fun. The creature(s) attacking are shown as static (but excellently drawn) graphics in the middle of the

## POWER POINTS

PLAYERS 1  
LEVELS Loads  
SKILL LEVELS No  
RELEASE DATE May

### OTHER DETAILS

Battery back-up. You can save up to three games onto cart, copy previous saved games, delete 'em or start a new game from scratch.

TIME TO COMPLETE  
A month



■ You've got a lot to do before Saleem will join your party, but have a chat with him anyway and see what you can find out.

My dream is to travel the seven seas just like my father.



as the Batmobile and utility belt have been ousted in favour of the batarang and the retractable grappling hook – and as a result the potential gameplay plummets.

The main challenge of *Batman Returns* is working out how to use your hook to reach certain platforms.

It's a shame then that this puzzling element is marred by

finicky gameplay. You have to ensure your hook hits a specific part of the platform or it won't grip. Frustrating? It redefines the word! Still, it's by far the most interesting part of the gameplay.

Sega have clearly recognised this and have provided two routes for each of the four stages. Route one concentrates more on enemy action while route two sets more challenging puzzles.

However, while this two route element extends the gameplay, Sega's almost mandatory policy of including infinite continues severely limits its longevity.

This feature coupled with predictable action and over-easy enemies means that once you've sussed out a particular sequence

of the game you'll complete it every time.

With some imagination, *Batman Returns* could've been an exciting, atmospheric title. As it is, though, it's destined to be submerged in a sea of humdrum platformers.

**SEGA POWER**

## POWER POINTS

**PLAYERS** 1  
**LEVELS** 8  
**SKILL LEVELS** No  
**RELEASE DATE** Out Now  
**OTHER DETAILS**  
Four stages, with two scenes each, and a choice of two routes per stage.

**TIME TO COMPLETE**  
A week or two.



■ This is the first boss you'll encounter – and has he got bad breath or what? Wait for him to drink from his bottle of meths and then whap his belly with your batarang.



■ Wait for the missile to skim overhead and then quickly hop down and confront your adversary. This game is sooo predictable!

## ALTERNATIVES



■ More ropy antics with Indy...

*Indiana Jones And The Last Crusade* (Sega Power 14: 65%) is another mundane game which challenges you to swing across perilous hazards.

■ Hmm, now here's a puzzle! While swinging across a huge hole in the pavement you hit a power up icon and reveal an orange extra life bonus. The question is, how do you pick it up?

## BATMAN RETURNS

● Master System ● Sega ●  
● £29.99 ● UK Official Release ●  
For more information, contact  
Sega on ☎ (071) 727 8070

- Choice of routes
- Puzzling challenges
- Regimented and easy foes
- Frustrating and finicky action
- Pitiful lack of atmosphere

### GRAPHICS



### SOUND



### ADDITION



### BRAINPOWER

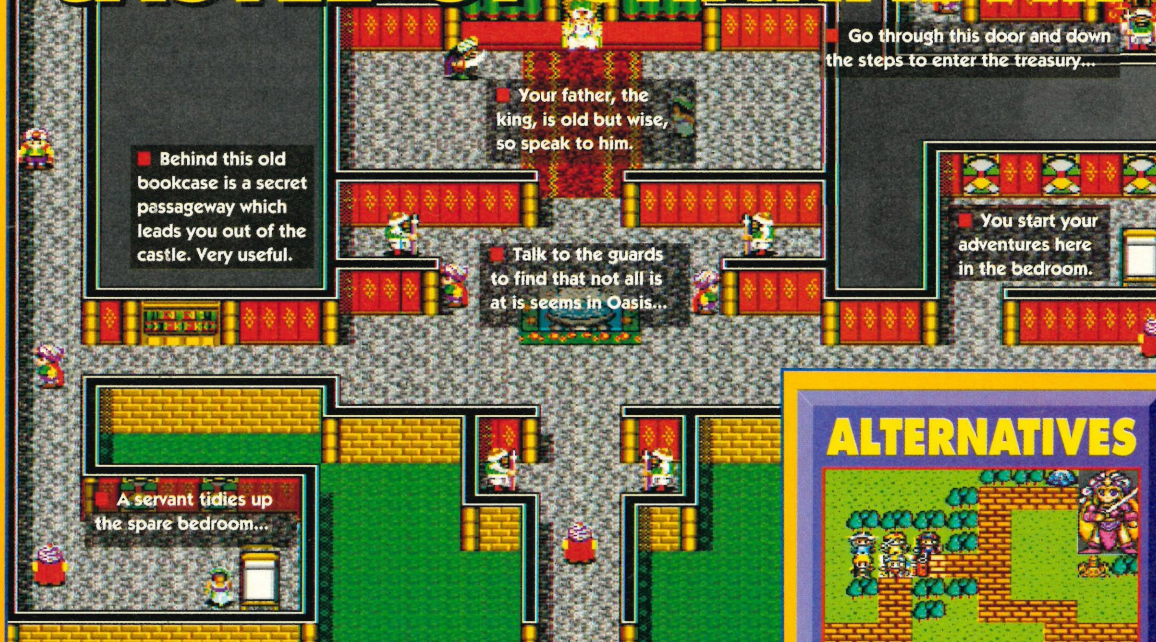


## FINAL VERDICT

"The puzzling action provides quite a tough challenge in the short term. After a week or so, however, you'll have memorised the levels' rigid patterns and the fun'll be over."

**67%**

# CASTLE OF SHANADAR



■ Behind this old bookcase is a secret passageway which leads you out of the castle. Very useful.

■ Your father, the king, is old but wise, so speak to him.

■ Talk to the guards to find that not all is at is seems in Oasis...

Go through this door and down the steps to enter the treasury...

■ You start your adventures here in the bedroom.

■ A servant tidies up the spare bedroom...

screen, battle then takes place in turns, with damage and other info scrolling across the display. Defeat the enemy and you'll earn experience points and money.

By pressing Start at any time, you can call up a Status screen. From here you can look at the typical RPG stats, use items you've bought in the shops or

picked up en route, re-equip your characters and even cast spells.

*Defenders Of Oasis* will suffer for being on the handheld – your batteries won't last that long, but as an RPG in its own right, it's excellent. Game Gear owners have had a raw deal so far, but now the wait's over. Truly an epic game.

**SEGA POWER**

## ALTERNATIVES



■ *Crystal Warriors* another quality game.

There isn't one. *Dragon Crystal* (The Hard Line \*\*\*) is an easily forgettable RPG/action mix, whereas *Crystal Warriors* (Sega Power 33: 93%) focuses more on the battle strategy side of things.



■ Surprised by wizards and a Leucotta. And my team aren't looking too healthy either...

## DEFENDERS OF OASIS

● Game Gear ● Sega ●  
● £34.99 ● UK Official Release ●  
For more information, contact  
Sega on ☎ (071) 727 8070

- Masses to see and do
- Exciting twisty storyline
- Loads of combat and exploration
- Novel Arabian adventure feel
- Limited by the battery life

### GRAPHICS



### SOUND



### ADDITION



### BRAINPOWER



## FINAL VERDICT

"The first RPG for the Game Gear – and it's a beauty. It hooks you in from the start with nicely tuned gameplay, great battle sequences and loads to see and do. Definitely worth the dosh."

**90%**



# BATTLE

● Mega Drive ● Tradewest

● £40 ● US Import ●

SEGA POWER JUNE 1993



"It's got the gameplay, it's got the longevity, it's got the 'ardness!"



■ And here you are, bursting onto the scene in a flurry of frog action. The Walkers are beautifully animated but not very difficult to knock over.

Over big, over tough and, yep, over here, *Battletoads* has undergone the test of time and emerged triumphant (dudes). Here's John Cantlie, undoubtedly the biggest toad of them all (*Oi, I heard that – John*), to do the review. Take it away, slimeball...

**T**HIS CARTRIDGE HAS caused more damn controversy round here than any other title since *Sonic 2*. Honest. Some people think it's great (us included), others hohum for a bit about its averageness – and a small minority think it's crap. They're wrong, of course, but then that's probably because they can't handle the concept of a Mega Drive game

that's both *really* tough (shock) and *really* big (double shock).

The storyline is typical gaming fare – Toad's buddy and gorgeous gal have been toadnapped by the perennially evil (but mysteriously beautiful) Dark Queen and it's up to you to guide the great snotskins through 11 levels of completely novel toad-squashing action in an effort to overthrow the evil witch and rescue them.

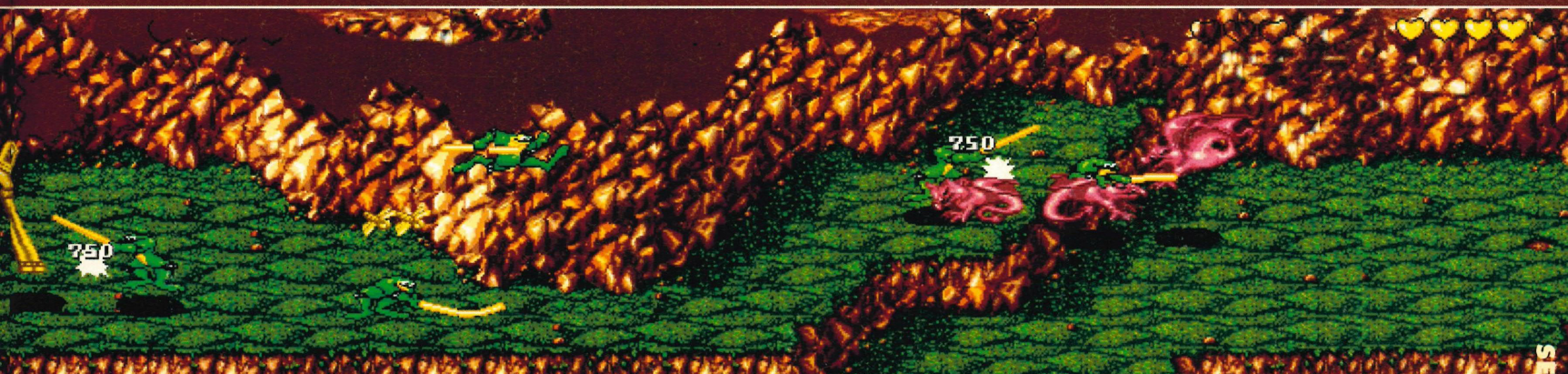
The first thing to hit you straight between the guts is the game's humour – it's full of nice little touches and toad mannerisms that'll bring a gentle smile or a big guffaw to your lips, depending on how easily your ribs are tickled.

■ This is the evil old hag who's the cause of all your troubles. Strange how demented female nasties nearly always rate a 9.5 on the babefest scale...





# TOADS



■ Fortunately, you can then use the pieces of metal tubing that make up their legs as bashing weapons. Smash yer way right on through!

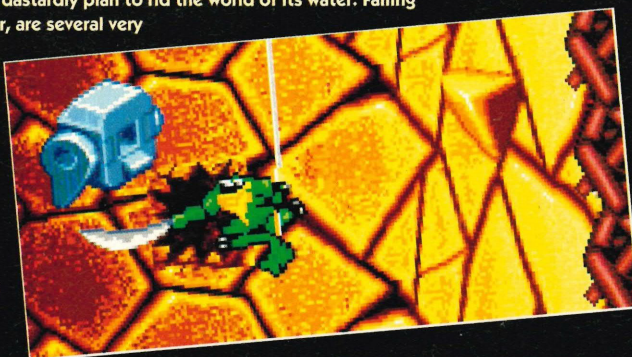
■ Er, yes. Time for a gratuitous jump before you get to the end. Thrilling stuff, eh, readers? Especially when you see what's up ahead...

■ Enter dragon-related tomfoolery as you fly and swipe your way into trouble. The character interaction helps to make the game so playable.



■ Further down the road and you're plummeting down the local well, having recently stumbled upon a dastardly plan to rid the world of its water. Falling with you, however, are several very heavy anvils...

■ You must demolish these anvils with a single flick of your feathers (!). (Handy that – toads aren't renowned for fluffy bodyparts.)



The gameplay initially strikes you as pretty simple too, as you amble along to the right, pressing Button B madly to pummel your opponents into submission. But then you jump

across the final chasm, discover you can jump on the backs of dragons – and then you suddenly realise *Battletoads* is a brilliantly diverse and immensely challenging game which doesn't flop heavily

## POWER POINTS

**PLAYERS** 1-2  
**LEVELS** 11  
**SKILL LEVELS** None  
**RELEASE DATE** Out now!

**OTHER DETAILS**  
No password system (a big mistake) – your six-bar energy meter falls all too quickly as well.

**TIME TO COMPLETE**  
Seven weeks.

okay and you'll be slipping and sliding through the ice caverns. And then there are the snakes...

*Battletoads* changes its tack on nearly every level, and it's this chameleon-like approach that makes it such a blast to play – you really never know what's coming up next.

Just don't expect to finish it within the week, though, because

**"Not irritatingly tough or impossibly tough – just tough!"**

if ever there was an excuse for reviewers to start wibbling on about a game being "too hard," this is it.

Even with the judicious use of a handy Pro Action Replay Cartridge (ahem...), I only got through to the sixth level or so – and getting even there took the best part of two hours' solid play. Very gritty ▶

into the category of platformer or shoot-'em-up. It's just all so, well, so completely *different*.

First, you're walking and fighting in traditional platformer style. Then you're descending a deep pit, kicking and scratching as you go. Reach the bottom and you're on light bikes, blipping around and over a devious series of obstacles at lunatic speed. Get through that

■ Another level, another perspective. This is you as seen from the cockpit of a massive toad-crushing device. Okay, so this level ain't very tough, but it's just an example of what makes *Battletoads* so diverse and fun to play.





# mega drive review

► stuff – and something that's been sorely missing in virtually all of Sega's 16-bit titles recently.

What isn't very gritty – in fact, it's very crap – is the two-player mode. It just doesn't gel properly, and what should have enhanced the gameplay and introduced another element of japes just dulls the action as you stumble around, constantly getting in each other's way and using up all the available screen space.

What makes *Battletoads* so

bizarre, though, is that, although the ugly foes you face really aren't that tough, the game itself is an absolute nightmare to finish. It's

**"The two-player mode is crap – you constantly end up in each other's way"**

not the specific creatures that make life hard, you see (most oncoming rats, walkers and other "things" take a mere coupla kicks

or punches to destroy), it's the situations you find yourself up against that make life a right bitch. Take the slithering snake section, for instance.

Enormous spikes all over the place, massive drop-offs with, er, enormous spikes lining every surface, and snakes you must cling to for dear life as they hurtle towards, yes, enormous spikes. It's all rather distressing. Your six energy bars and five lives veritably wither under a barrage of endless

## ALTERNATIVES



■ Ta, Ta, Taz Mania, Ta, Ta (etc. etc.)

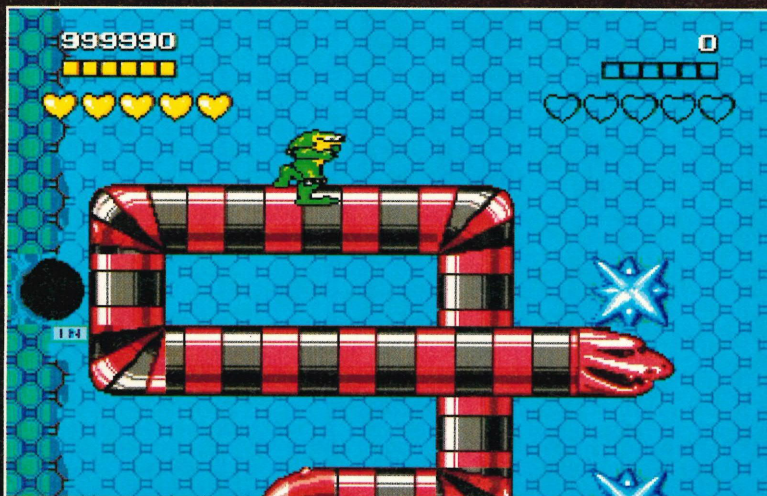
There are at least elements from *Captain America* (Sega Power 41: 61%), *Streets Of Rage 2* (Sega Power 41: 92%) and *Taz Mania* (Sega Power 33: 89%) in this quality pot pourri!



■ Up and at 'em, "Toads. The easiest way to clear this leap is to do it on the back of a dragon. Damn useful things, dragons.

■ Kapow! Toad goes down as he gets an axe wedged between his frontal lobes. Quick to recover, he wreaks his revenge...

■ Ooer! Things aren't looking too good as our edible hero runs into something hard, unyielding and five times his size.



■ (Above) A slithering, sliding level, for sure. The giant snakes have you clambering and clinging on for dear life as they squirm all over the joint. If you can't hang on, you die.



■ This is not your average white rooster. Eddies are sucking at your thruster (Er, yes, quite – Mark) as you weave a mover thru' the killer pillow-biters (Right, that's it. I've simply had enough of this surf talk – John).

restart requests.

Which wouldn't be so bad if most of the harder sections weren't just a question of learning from your mistakes and moving on from there.

The turbo-bikes level moves so quickly that it really is impossible to complete in one hit, and while that in itself ain't so bad, it does mean you end up dying and restarting the whole game time and time again, desperately trying to remember what the hell is about to come up next.

All this time, the Toads themselves are beautifully animated and drawn – if a little small – to a degree which is up there with the more 'artful' games of recent months.

They don't have the charisma or the gung-ho qualities of the Ninja Turtles, but the half-shelled heroes are lagging way behind in the gameplay stakes. Perhaps a case of less is more, methinks. All up then, *Battletoads* holds its head up alongside the best.

It may not have the blessing of Sega Europe – yet – but it's got the gameplay, it's definitely got the longevity and, most of all, it's got the 'ardness that makes it one of the most challenging titles we've yet seen on the Mega Drive.

Not irritatingly tough or impossibly tough, you understand, just *tough* tough. One day, all Mega Drive games will be made this way. We hope so anyway. Mr **SEGA POWER** Sega, it's up to you.

## BATTLETOADS

• Mega Drive • Tradewest •  
• £40 • US Import •

For more info, contact Console Plus on ☎ (0532) 500445

- Massive and diverse levels
- Wonderfully smooth gameplay
- Never gets boring or repetitive
- Action coming outta yer ears
- Too much trial and error

### GRAPHICS



### SOUND



### ADDITION



### BRAINPOWER



## FINAL VERDICT

"Could this be the first genuinely tough Mega Drive cart cunningly disguised as a platformer? Huge, tough and very very challenging – everything a Sega game should be."

**87%**



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# SUMMER CHALLENGE

Mega Drive • Accolade •  
£34.99 • Official Release

**Just when you thought it was safe, another multi-event sports sim wobbles into view. Rich Longhurst wishes he wasn't involved.**

**A**THLETICS MANAGES to nab hours of pure prime-time TV, but why? It's tediously dull to watch – and just look at those poor saps running the marathon or 10,000 metres. Are they enjoying themselves? No. So why on Earth

do software houses think you want to play such sims on your Mega Drive? Answer me that one, eh? Summer Challenge has eight events which all fall neatly into two categories: a) events which look nice and are ridiculously easy and b) events which look nice and

are incredibly boring. In the former group we have the javelin (press Button A and B really quickly, up – then let go), cycling (press A and B really quickly and steer a little bit) and archery (hold down B, steer a bit and then let go).

All it takes is just five minutes' practice at each event and you'll be miles ahead of the computer-controlled competitors. It doesn't even take much skill, just frantic Button-pressing and a bit of good



## POWER POINTS

PLAYERS	1-2
EVENTS	8
SKILL LEVELS	None
RELEASE DATE	May

## OTHER DETAILS

Save game feature included, but you don't really need it (you never die). You can also turn sound and music on/off.

## TIME TO COMPLETE

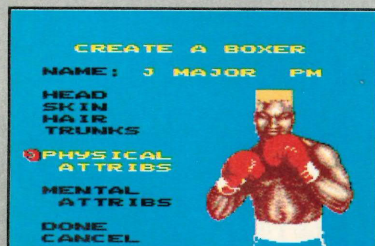
Two weeks.

Drum your fingers on the table and you'll have better sound effects than the sad taps that accompany the show jumping event...

# EVANDER HOLYFIELD'S REAL DEAL BOXING

• Game Gear • Sega • £24.99 • UK Official Release •

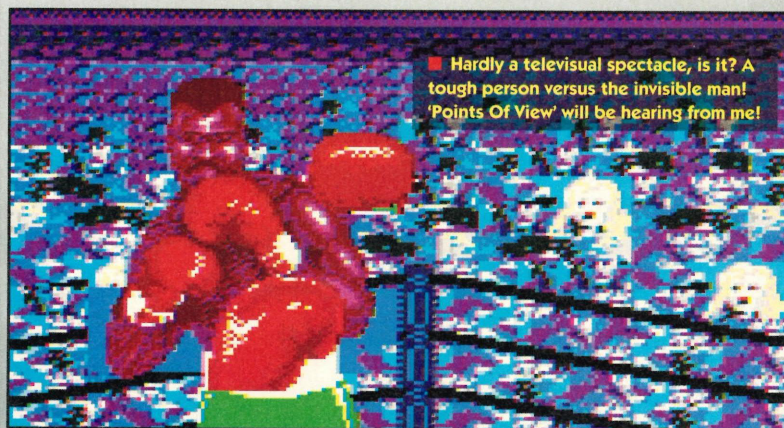
**"Boxing is the sport of gentleman" said Trenton Webb. So Mark called him "Sir" and proceeded to punch him solidly about the face. Ah, the joys of being an Editor.**



You're making this up! Craft your own superstar from these associated bits and pieces – then watch him get pummelled by the good, the great and the ugly. I never knew our John had it in him, I really didn't.

**I**F SMACKING PEOPLE IN THE gob was all there was to this sport then people would have called it "punching" not "boxing." Fortunately, Sega's new boxing sim – *Evander Holyfield's Real Deal Boxing* – seems to appreciate this fact.

Sure, the toe-to-toe slug-fest side of things still grabs all the headlines, but at least gameplay manages second billing. Adopting the tried and trusted "invisible



man in boxing gloves" perspective, Evander's handheld outing still takes a while to get the hang of. At first, the swinging display of the "Head-O-Cam" (!) makes timing

punches (so that they do as much damage as is humanly possible) really rather tricky.

However, *Real Deal* recognises the fact that it takes almost as





Anyone know the name of a famous kayak person? Or what the Eskimo word for a kayak is when a female person is paddling it?

timing. The game takes a turn for the worst with the second set of events. You've got the hurdles, kayaking, the pole vault, the high jump (pole vault but without the pole) and show-jumping.

A potentially pleasurable mix, you might think. Well, you'd be wrong. True, the controls are

straightforward, but it's only a matter of time, patience and practice before you work out how to win.

Events-wise it's not much worse than US Gold's *Olympic Gold* or E.A.'s fun *The Aquatic Games*, but it still falls

down badly on two counts. First, there are no difficulty levels, and, second, there's no excitement.

In the hurdles and cycling, for example, you only race against the clock – there are no competitors for you to race against on-screen. Can you imagine Linford Christie and Carl Lewis taking turns to leg

it down the track in a 100 metre Olympic Final? No, nor can I.

Unfortunately, what you're left with in the end is a collection of reasonable enough events which are moderately fun for the first few plays, but not very attractive in the long run.

I reckon *Summer Challenge* should be renamed *Summer Not-Very-Challenging-At-All-Really* because, for the most part, winning simply involves pounding the Buttons as fast as you can. There's no skill required at all.

As dull, boring and repetitive athletics games go, this is one of

the worst in Mega Drive history. Competent enough, but it ain't going to get our David Coleman foaming at the mouth.

**SEGA POWER**

## SUMMER CHALLENGE

• Mega Drive • Accolade •  
• £34.99 • UK Official Release •  
For more information, contact  
Accolade on ☎ (081) 877 0880

- Eight events to compete in
- Up to ten people can play
- Three events are way too easy
- The rest are terminally dull
- Mega Drive opponents are crap

### GRAPHICS



### SOUND



### ADDITION



### BRAINPOWER



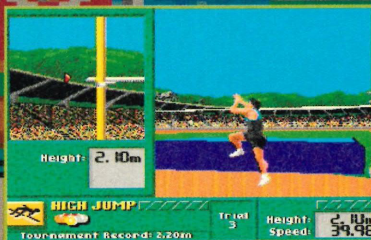
## FINAL VERDICT

"An okay sports sim, but the, er, "difficulty" tuning is just completely off target. Some events are far too easy – and you end up not caring anyway because they're all so dull to play..."

**51%**

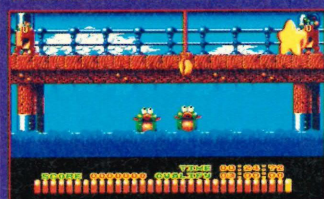


Robin Hood takes a break from riding through the glen to have a twang in the archery event – and wins a gold medal on his third attempt. Like the pink top, Rob.



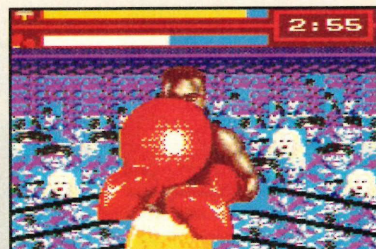
You're for the high jump if you don't manage to clear this one. (Sorry. Very bad joke. Won't let it happen again. It's early in the morning. My damn car wouldn't start...)

## ALTERNATIVES



James Pond in daft watery antics.

*The Aquatic Games* (Sega Power 35: 81%), starring our fishy friend James Pond, is the best athletics game around, closely followed by the more serious *Olympic Gold* (Sega Power 33: 77%).



I coulda' been a contenda if this bloke hadn't kept whacking me in the face, the ribs and all those other tender little places.

much energy to throw a punch as it does to take one. All but the fittest of fighters therefore have to pace their bouts.

This prevents *Evander* – the man was never a real *big* hitter himself, remember – from being

yet another Press-a-Button-Very-Fast type of game.

To spruce up the pretty limited range of punch left, punch right, dodge back (and so on) moves, Mr Holyfield offers a lockerfull of options – training, improving your attributes... – the most effective of which is the Tournament mode (which should've been called the career mode really).

If you lose your first fight (very likely) you can still carry on, train the boxer up and then have another shot at the title, y'see.

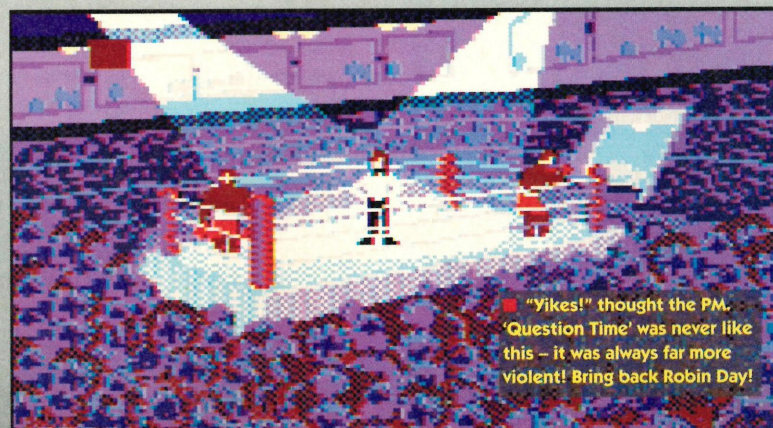
The choices aren't all cosmetic either. At the start, you get to choose your style (brawler, boxer or whatever), your killer instinct, your favourite punches – even what your initial strengths will be.

Then, once you've started, the nine option training plan comes into play. As each victory earns you more training options, so – slowly – you become a more likely contender for the crown.

The Tournament mode lasts a while and the Human Vs Human is always going to be a bit of a jape,



Close Encounters Of The Second Kind. The ref tries to count you out, oblivious to the arrival of an alien mothership overhead.



"Yikes!" thought the PM. 'Question Time' was never like this – it was always far more violent! Bring back Robin Day!

but *Evander Holyfield's* still fails in terms of longevity. Nevertheless, it's one of the best boxers around – for the first few rounds anyway.

**SEGA POWER**

## EVANDER HOLYFIELD'S REAL DEAL BOXING

• Game Gear • Sega •  
• £24.99 • UK Official Release •  
For more information, contact  
Sega on ☎ (081) 727 8070

- Good difficulty curve
- Each opponent is different
- Useful training mode
- Gameplay is a little shallow
- No long-term life

### GRAPHICS



### SOUND



### ADDITION



### BRAINPOWER



## FINAL VERDICT

"This game – like Evander himself – looks good and comes in pretty strong, but it just can't go the full distance – and in the end simply fails to live up to expectations."

**62%**

## POWER POINTS

PLAYERS 1-2  
LEVELS 15  
SKILL LEVELS None  
RELEASE DATE May

### OTHER DETAILS

15 different opponents to smash, plus reverse view, choice of control system and the chance to build your own boxer up from scratch.

### TIME TO COMPLETE

Three to four days.



# WOLFCHILD

• Mega CD • Sega • £39.99 • UK Official Release •

From the creators of Chuck Rock comes a platformer with real bite. Mark Ramshaw finds it's not all that wonderful though...

## H

I, KIDS! WELCOME to part 293 of my ongoing series 'How Not To Write A CD Title'. This month we'll be looking at *Wolfchild*, a slick platformer which achieved some success on the Amiga. Sadly, while Sega's

latest reincarnation has even more sheen (except for the intro sequence, which I'll single out and victimise in a moment), it just fails to make the grade as a full price Mega Drive title. And remember, of course, that this release is only available on CD. Oh, the shame of it! The scandal even.

Okay, let's start at the very beginning. Ah yes, the introduction sequence. It reeks of sloppiness. Every two or three seconds, all visuals, speech and sound effects abruptly end as the disc whirs away, searching for the next chunk of sequence (which only lasts for a moment or two anyway). In actual

■ The airship provides the first combat arena for our *Wolfchild*. Don't get your fur singed by those engine flames – unless you like having that bouffant effect, of course.

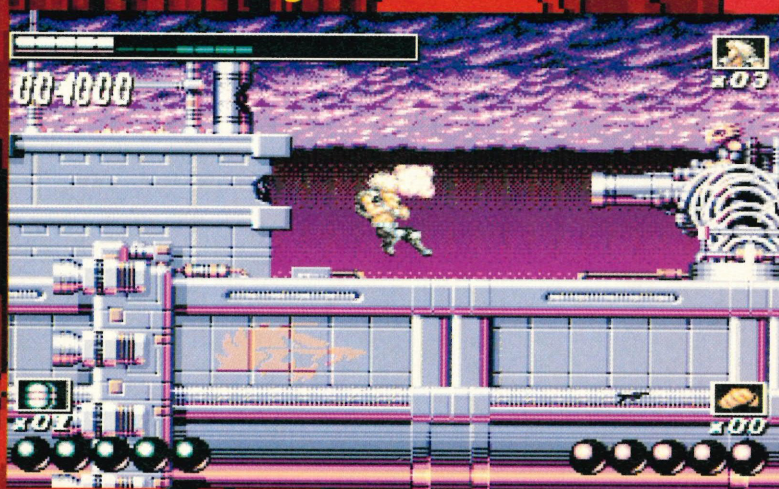


■ "Excuse me, sir! Can I pass?" The very infuriating Forest level. Laugh, I nearly did.

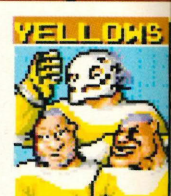
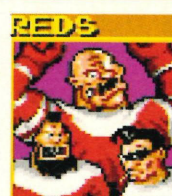
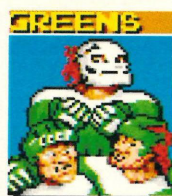
fact, more time is spent accessing the CD drive than displaying stuff.

Yeah, so I'm carping on about something as insignificant as the introductory sequence. But first impressions count, and *Wolfchild* doesn't do itself any favours with such a rushed front-end.

I'd kind of hoped that things would take a turn for the better when the game started. And for a while they do. The graphics are smart, with plenty of parallaxing, smooth scrolling and muchos



## ICE



• Mega Drive • Sega  
• £44.99 • Import •

In an effort to prove the Mega Drive a totally crap console, Taito have produced a crap game. Richard Longhurst is a little bit cross about it too.

### POWER POINTS

PLAYERS 1-2  
TEAMS 8  
SKILL LEVELS 2  
RELEASE DATE Out now

#### OTHER DETAILS

You can change lengths of matches, speed of puck and whether obstacles are thrown onto the ice or not.

TIME TO COMPLETE  
A couple of weeks.

■ Now that's what I call originality. Eight brutal teams, each with a name more exciting and imaginative than the next. Did Taito give up on this game halfway through, I wonder?

HERE'S NOTHING LIKE a good game of ice hockey, and *Hit The Ice* is nothing like a good game of ice hockey. I always thought it was supposed to be a furiously fast, action-packed sport with a good dose of violence. Well, not according to *Hit The Ice*.

This cart ignores the speed, cuts out the action, overdoses on the violence – and then doesn't even give you the proper game!

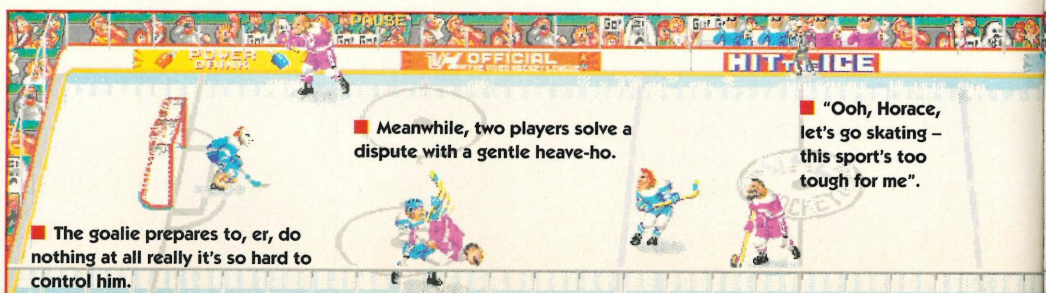
There are only three players per side, so surely it wouldn't have been beyond Taito's programming

abilities to let you choose which player you control?

But no – you always control the same ugly sucker, which means your guy spends most of the time loitering off-screen while you struggle to control the goalkeeper.

He's got no intelligence of his own, so he doesn't even come back to defend your patch until you make him (which is daft 'cos at the same time you're supposed to be controlling the goalie).

As always, the Mega Drive goalkeeper can stop just about any shot from any angle. Your

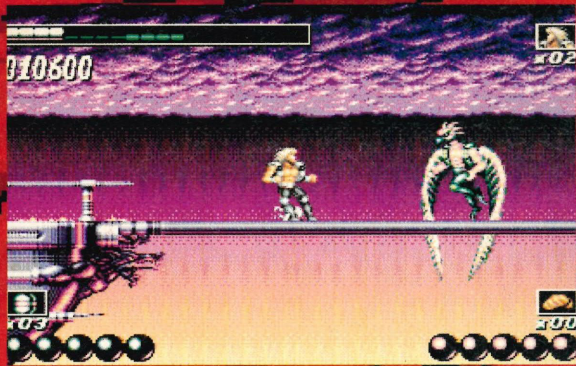


■ Meanwhile, two players solve a dispute with a gentle heave-ho.

■ The goalie prepares to, er, do nothing at all really it's so hard to control him.

■ "Ooh, Horace, let's go skating – this sport's too tough for me".





Between you and the very end of level one lies this nasty winged beastie. Just lob a few wolverine shots off at the ugly blighter and he'll soon do an Icarus, leaving you free to enter the Forest level.

action all over the screen. The *Wolfchild* hero runs, climbs, jumps and shoots his way around a giant aircraft, then down through a network of trees, branches and beyond. But as this journey takes place, cracks begin to appear in

the gameplay... The frustration level gets too much, the unfair deaths pile up – and you're left asking yourself why you bother.

Because of the slightly awkward controls, the unfair attacks from bad guys and traps, and the

wonderful 'back-too-far' policy (which forces you to retrace a long and arduous game route every time you get killed) the urge to continue playing rapidly wanes as time goes by.

Admittedly, I'm being a little bit harsh on this game. The actual soundtracks are quite neat, and some of the graphics are verging on the superb. The bad guys are also imaginatively done, with decent attack patterns and some visual flair. But I can't think of a single reason why this is on CD rather than a standard cart, and a budget-priced one at that.

Let's face it, re-hashes of the classic *Strider* aren't going to impress anyone into buying

Sega's spangly new piece of kit. If CD wasn't a read-only medium I'd have used *Wolfchild* as a blank disc by now... Catch my drift?

**SEGA POWER**

## POWER POINTS

**PLAYERS** 1  
**LEVELS** 10  
**SKILL LEVELS** 3  
**RELEASE DATE** Out now

### OTHER DETAILS

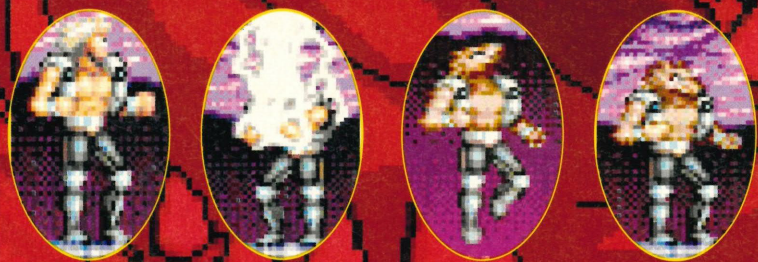
Easy, Medium and Hard skill levels which give you between three and six lives. There are also two continues.

### TIME TO COMPLETE

Two weeks.

## A-ROOO, WEREWOLVES OF LONDON

When the young *Wolfchild* gets his wolverine energy up to a high enough level something very strange happens – his muscles start to bulge, his facial hair grows out of control and he starts biting postmen!



## WOLFCHILD

• Mega CD • Sega •  
• £39.99 • UK Official Release •  
For more information, contact  
Sega on ☎ (071) 727 8070

- Atmospheric soundtrack
- Moody visuals
- Poor controls lead to death
- Some attacks are sooo annoying
- Why is it on CD anyway?

### GRAPHICS



### SOUND



### ADDITION



### BRAINPOWER



### FINAL VERDICT

"*Wolfchild*, I'm afraid, doesn't even scratch the surface of what the Mega CD is capable of. And it raises my blood pressure every time I play it. For CD fetishists and masochists only."

**47%**

keeper, on the other hand, has immense difficulty stopping a puck that's sliding along at a snail's pace from the halfway line.

You can struggle for ages to get a goal, and because your keeper's so hard to control, you can easily lose a hard fought for lead by a pathetically soft shot. It's so damn frustrating.

When you're on the attack, your options are limited to passing or shooting. In *NHLPA Hockey '93* you could hit the ball around from player to player in a kind of flowing movement then end with a flourish at the goalmouth.

In *Hit The Ice*, on the other hand, you have to struggle past the incredibly fouling opposition and then weedle your way into a decent shooting position. There aren't any penalties so your players can get pushed over or blocked with impunity, and while this might be vaguely amusing at



first, in the long run it makes the game incredibly irritating.

*Hit The Ice* isn't funny, it isn't enjoyable and as far as playing decent game of ice hockey goes, it just pales into insignificance against E.A.'s slick hockey sim.

Surely somebody must have realised that this was an appalling game before it hit the streets? And anyway, isn't that what the Official Sega Seal of Quality is for?

Exactly what sort of quality they're looking for is anyone's guess, though, because if dross like *Hit The Ice* can get approved, there's got to be something seriously wrong with the system.

**SEGA POWER**

## ALTERNATIVES



■ *Speedball 2*: sick and slick fun

Surprise, surprise, E.A.'s *NHLPA Hockey '93* (Sega Power 36: 93%) still rules the roost, but if you want a decent fighting sports sim, try out *Speedball 2* (Sega Power 28: 91%) as well.

■ Tee, hee, tee, hee, tee, hee! Look, he's been knocked out! No, no, stop it! You're killing me... What a funny game this is.

## HIT THE ICE

• Mega Drive • Sega •  
• £44.99 • Import •  
For more information, contact  
Telegames on ☎ (0533) 516861

- There's a two-player mode
- Only three players per team
- Limited control system
- Daft animations
- Hopelessly unentertaining

### GRAPHICS



### SOUND



### ADDITION



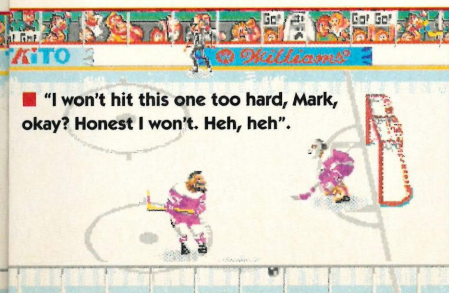
### BRAINPOWER



### FINAL VERDICT

"What a totally abysmal game! The ice hockey bits suck and the supposedly funny bits aren't in the least amusing. And to think this got through Sega's quality control net. Dire."

**31%**



■ "I won't hit this one too hard, Mark, okay? Honest I won't. Heh, heh".



# MICK AND MACK GLOBAL GLADIATORS

• Master System • Virgin • £32.99 • UK Official Release •



■ To reach the end of the game, you have to battle through three stages of this snow and ice.



■ These spewing machines are the most frequent obstacles you'll encounter on your travels.

**Gimme a Big Mac and fries to go... There have been a few green awareness games around recently, but Dean Mortlock wonders exactly what the connection could be between the environment and pickled gherkins – the mind boggles.**

**T**WO ENORMOUSLY heroic all-American, apple-pie eatin' boys are sitting in their favourite hamburger restaurant (I refuse to mention any names) dreaming about becoming ecologically friendly superheroes when, all of a sudden, an icon of said restaurant appears and their wish is granted.

Their task is to go through the four very different levels of a messy world, cleaning up all the mounds of rubbish that have been so carelessly scattered around.

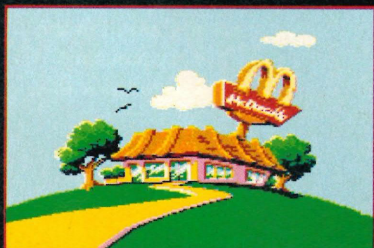
This rubbish, though, isn't your everyday empty milk cartons and crisp packets. This stuff's green, animated and spits toxic gunk at you (they remind me of a triple-shake, but I can't work out why). To destroy them, the boys must whip out their very nifty goo guns and give the nasties a hefty squirt. Believe me, this toxic-wasting

ammo's even better than a heavy injection of Domestos...

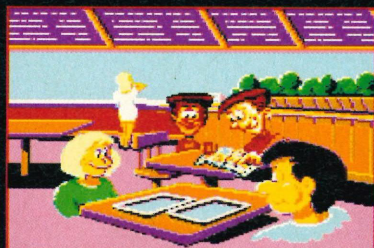
But trashing the trash isn't quite that easy. As soon as any garbage spots you, it'll launch its deadly gunk straight at ya. Thankfully, your gun is easy to control and you can direct the goo to hit most things around the screen. On the downside, the trash does tend to blend into the background and on occasions it's almost impossible to see what's on your tail. Beware of any suspicious looking vegetation – more often than not there's a pool of gunk hiding behind it.

Apart from cleaning up the levels, you've also got to collect a certain number of small rotating 'M's (symbols from that burger chain). You only have to collect 50 of them to finish the level, but if you collect another ten or 20 you'll be able to get through to the bonus game. This involves putting

## ARE YOU SITTING COMFORTABLY? THEN WE'LL BEGIN...



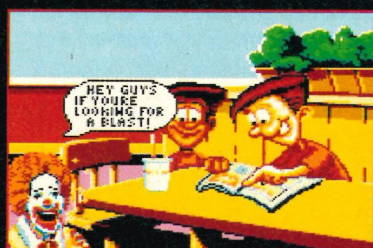
■ Once upon a time, in a land far, far away, there was a burger bar. Sat (as was its wont) on top of a perfect grassy knoll, with the bluest sky, it was such a happy place.



■ Inside this takeaway utopia two of its customers, Mick and Mack, were dreaming about how wonderful it would be to be like their heroes – The Global Gladiators.



■ Suddenly, stars of such beautifully intense colours started to appear from the comic's pages. Would the Global Gladiators appear now, right in front of their eyes?



■ Er, not quite. Instead, it's that sad old Ronald McDonald. Hardly a sight to inspire a young guy's dreams but I suppose you've got to take what you can get nowadays.





■ The rubbish falls from the sky and you have to put the bits in the right bin. Simple stuff, but if it settles on the ground the stage finishes.



■ Ahh, tranquility! One of the boys stands under a lovely tree with trashy sun by his side. A peaceful moment from level one.



■ The rain forest stage (or level two to you and me). There's lives aplenty to be had here, so keep your eyes peeled.



■ Things start to get a bit tricky now, you're on level three and the adversaries are coming thick and fast. Cripes!

the right piece of falling trash into the right bin (paper, bottles, cans – you get the idea). If you can manage to keep this up, you're rewarded with loads of extra points and the occasional extra life. Not exactly thrilling or original, but it does make an interesting break from the game.

The graphics in *Mick And Mack Global Gladiators* are much better than I had anticipated. The parallax scrolling present in the 16-bit version has gone and the backgrounds look a bit dull at times, but the rest of the visuals look superb. Both the characters zip around the screen very quickly, for example. The scrolling can look a bit jerky in places, but that's just a minor gripe.

Control over your ecologically-friendly heroes is fair, but things get a bit tricky when you try to land on a small platform. After a few hours' practice you should get the

hang of the controls, but the early games can still be very frustrating.

You start off with a whopping five lives and each one can take around six hits (depicted by a face which starts out happy but which becomes gradually unconscious with each subsequent hit). Luckily, you can top up your energy by nabbing the hearts (you'll usually find at least one on every level). There are also extra lives to be found, but these are a bit few and far between.

The options, however, are fairly weak. You have a sound and music on/off toggle and the ability to choose which character you wish to guide through the levels, but there's no two-player option.

It doesn't even matter which character you choose either. They both have exactly the same weapons and move in the same way – it comes down to personal preference in the end. Playability

is fairly tough, but the first couple of stages (each level is split into three zones) are simple enough to ease you into the game. It's a bit surprising that a difficulty option hasn't been included though – it's almost a standard feature nowadays. Still, the difficulty level here is well-paced.

The rubbish collecting angle is good (hey, don't we all recycle nowadays?), but the commercial overtones don't really work for me.

*Global Gladiators* is a good benchmark cart that shows that you can still obtain impressive results on an 8-bit system. The game isn't huge, but what's here is good and it'll take you a fair few days to complete.

There's not much inside that you won't have seen somewhere before, but it's packaged in such a way that it manages to keep everything fairly fresh and addictive.

SEGA POWER

## ALTERNATIVES



■ *Sonic 2* is the only one really.

When you're talking about fast collecting-objects-type games, then there's really only one alternative – and that's *Sonic The Hedgehog 2* (Sega Power 37: 93%). It's larger and more playable, but *Mick And Mack* holds up well against it.

## POWER POINTS

PLAYERS	1
LEVELS	4
SKILL LEVELS	1
RELEASE DATE	May

### OTHER DETAILS

Choose which character to play (either Mick or Mack) you also get the option to switch the music and sound effects on or off.

### TIME TO COMPLETE

Seven to nine days.

## GLOBAL GLADIATORS

- Master System • Virgin •
  - £32.99 • UK Official Release •
- For more info, contact Virgin on ☎ (081) 960 2255

- Great graphics
- Large levels
- Interesting bonus stage
- Fast action
- The eco-angle doesn't work

### GRAPHICS



### SOUND



### ADDITION



### BRAINPOWER



## FINAL VERDICT

"Another great looking 8-bit title. Nothing original, but it's good fun and fresh enough to keep you playing. With support like this, the Master has a good few years left in it yet!"

82%



# ARIEL

## THE LITTLE MERMAID

■ I don't quite remember these would-be cupids being in the Lost City Of Atlantis. No matter, just give as good as you get and send these half-baked cherubs to a watery grave.

● Game Gear ● Sega ● £29.99 ●

■ Two varieties of eel you meet in *Ariel*: the greenus smellius and the electric thathurtus.

### POWER POINTS

PLAYERS 1  
LEVELS 4  
SKILL LEVELS 3  
RELEASE DATE Out now

### OTHER DETAILS

You can choose to be either Ariel or Triton (her father) but it doesn't really make any difference to the gameplay.

### TIME TO COMPLETE

An hour at the most.



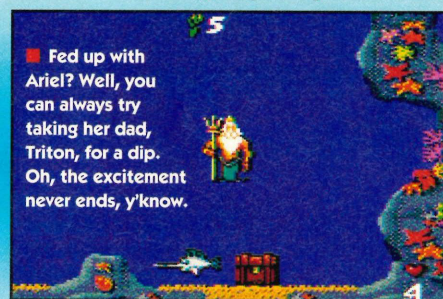
KAY, THE FILM was as schmaltzy as hell, but so what? I thought it was great – and just perfect for a game tie-in. A mermaid called Ariel has fallen in love with a prince, against her father's wishes, and is

● UK Official Release ●

Ever since she saw "The Little Mermaid," Karen Levell's been wandering around the local baths with a kilo of old haddock strapped to her thighs in the vain hope of attracting a prince. The things people'll do for love, eh?

so desperate to be with him that she has made a deal with the evil sea witch Ursula so that she can spend three days as a passionate human being... If the prince kisses her during this time she'll remain human forever. If not, she'll spend the rest of her life as a worm in Ursula's underwater garden. An ideal plot for a game, you might think.

Well, that's what I thought until I saw the Game Gear conversion.



■ Fed up with Ariel? Well, you can always try taking her dad, Triton, for a dip. Oh, the excitement never ends, y'know.

Sure, the graphics and animation are fine. The gameplay, on the other hand, sucks.

The game's essentially an underwater maze thang where,

**Can Trenton Webb solve the great mystery of the Unplugged Mega CD? And will he help or hinder Holmes in his bid to solve three classic cases?**



**V**ICTORIAN LONDON was a dark, dingy and dangerous place. If the books of the time are to be believed, it seems you couldn't turn a corner without bumping into a Ripper, a Jumping Jack, a Peeler, an Elephant Man – or Sherlock Holmes.

This game enables you to assume the role of the famous detective on your Mega CD, guiding the man around the Victorian metropolis and questioning folk via "live" video footage in an attempt to solve three terrible crimes. But talking to the right people at the right time is only half the problem...

Effectively a test of memory, logic and cross-referencing, *Sherlock* is also a game of suspicions and false leads. Using an address book, note book and an army of informers, the sleuth must dash about the city in his hansom cab, methodically grilling each "suspect" for titbits of information.

The first clues come in the intro sequence where you get to watch a slice of video footage showing a couple of 'actors' discussing the case. Then, after talking to Inspector Lestrade and scanning *The Times* for clues, the game's afoot.

You move about via an old map of London. Picking names from your books, you can either send "the boys" – your Baker Street Irregulars – around for a quick snoop, see what dirt you've got on the characters in your files or visit suspects/witnesses in person.

# Sherlock Holmes

## CONSULTING DETECTIVE

● Mega CD ● Sega ● £44 ● UK Official Release ●





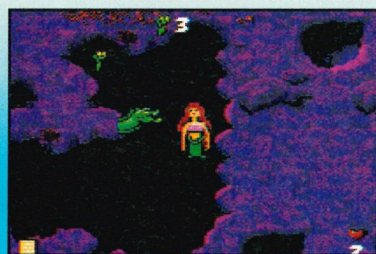
## ALTERNATIVES



■ *The Lucky Dime Caper* strikes back

If it's heaps of colourful Disney action you're after then try *The Lucky Dime Caper* (Sega Power 30: 92%). But if swimming's your thang you'll just have to hope *Ecco* (Sega Power 40: 92%) gets converted.

instead of leaping from ledge to ledge, Ariel (or Triton, her father) must swim among rocky outcrops, releasing the merpeople who have been trapped inside the bodies of



■ Eels are your main enemy in the game. They're not too difficult to kill – once you've managed to line Ariel up, that is.

worms. To help you out, there's a shop where you can trade the treasure you find for extra lives, ammo and fishy friends (who help you overcome obstacles and root

out additional treasure chests from the sandy sea bed).

While the backdrop changes for each of the measly four stages, the gameplay doesn't. And there aren't that many evil minions to deal with anyway – eels, clams, skeletons, eels and, er, archers... That's it. What's more, most of 'em are so static, you can just swim idly past. And the bosses are about as threatening as a coop of catatonic chickens.

It's hardly surprising then that I completed the entire game in half an hour. There are three different skill levels available, but a smaller

## ARIEL THE LITTLE MERMAID

• Game Gear • Sega • £29.99 •  
• UK Official Release •  
For more info, contact Sega on ☎ (071) 727 8070

- Nice visuals and calypso tunes
- Too few levels
- Repetitive and dull gameplay
- Pathetically easy enemies...
- ...and too simple overall

### GRAPHICS



### SOUND



### ADDITION



### BRAINPOWER



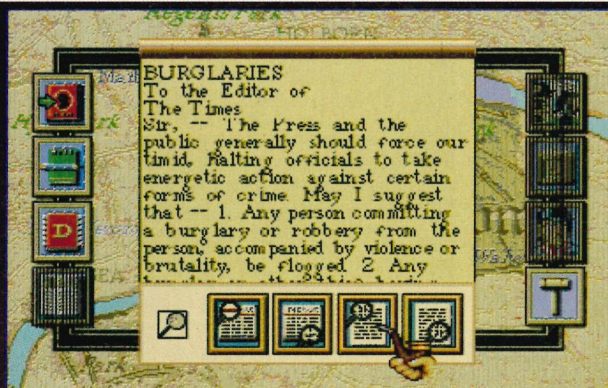
## FINAL VERDICT

"Don't be fooled by the pleasing graphics and the Disney licence. The gameplay's so banal even a caterpillar would soon get bored. You'll complete this in a matter of minutes."

**23%**

number of continues and fishy friends don't counteract the basic fault of over-easy enemies. Fans of the film beware, this is Game Gear gaming at its very worst.

**SEGA POWER**



■ Times haven't changed. Scan this London daily and you'll find that it's still full of pap about actresses, their lovers, murders and mummies.

It's these 'helping the police with their enquiries' bits that makes *Sherlock* so different.

If it weren't for these live bits of video and scanned pages from the Strand, the game would be an average to rather crushingly dull adventure. The moving piccies – while only an gimmick – do make all the difference, adding a tremendous amount of atmosphere to all the detecting business.

You don't actually get to ask any awkward questions yourself – the characters just natter – but the overall effect is still impressive.

■ The final mystery. A ton of cash goes to this last surviving Waterloo veteran. Someone's topping fogies for profit! Who'd do such a thing?

with each 'suspect' having his or her own little bit to say.

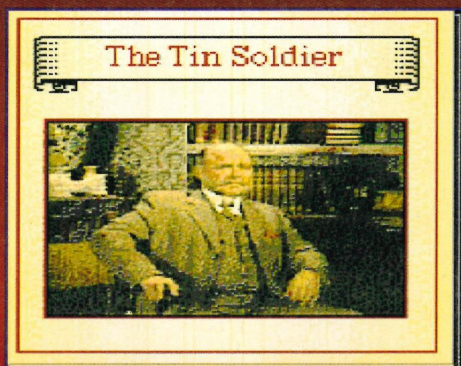
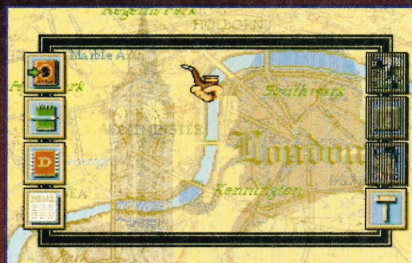
Each person only has one set 'narration', admittedly, and you'll probably watch it a couple of times in the course of the case, but there's still more than enough film here to justify the CD base. Shame about the dire

Cawkee accent though – "Gawd bless you, Mr 'Olmes" (etc.)...

*Sherlock* suffers in the staying power stakes. When you've ten suspects to talk to, play speeds along jes' fine, but when you're searching for that breakthrough clue, you have to put up with a horribly repetitive playing cycle.

A fine first attempt, *Sherlock* shows one path that interactive

■ Of course, we'll have a Phar'ol go at solving this one. I just hope we're in tomb...



## POWER POINTS

PLAYERS 1  
CASES 3  
SKILL LEVELS None  
RELEASE DATE Out now

### OTHER DETAILS

You can save a game at any time (and you'll need to too).

TIME TO COMPLETE  
Two weeks.

CD entertainment could follow. As an enjoyably frustrating game of detectiveness (and a landmark for Sega) it's worth checking out.

**SEGA POWER**

## SHERLOCK HOLMES

• Mega CD • Sega •  
• £44 • UK Official Release •  
For more information, contact Sega on ☎ (081) 727 8070

- Good use of video footage
- Loads of bods to meet and grill
- Highly atmospheric
- Only three cases to solve
- Gameplay can get repetitive

### GRAPHICS



### SOUND



### ADDITION



### BRAINPOWER



## FINAL VERDICT

"The gameplay's slow (and it's too repetitive), but *Sherlock Holmes* is deep enough to warrant further investigation. The conversation and confession video sequences are great too."

**73%**





■ Beware of Geese's annoyingly effective 'sneaking up and yelling right in your ear-hole' technique. He's the final boss of the game and devious methods are his trademark.

**Two-player beat-'em-ups are a law unto themselves – and great for knocking the hell out of your mates. Enter John Cantlie in the blue corner and Dean Mortlock in the red. Two players, two reviewers and a brief 30 minutes of battle. Take it away, boys...**

**W**ELL, LET'S be honest. This isn't the most original game in the world now, is it? I really don't need to tell you that it owes a hell of a lot to a certain upcoming streetfighting title...

This matters not, though, because *Fatal Fury* is still good enough to stand on its own two feet very nicely, thank you very

much... Now I think John has something to say on the matter.

Yes, folks, that's how Dean chose to open his review – straightaway drawing up the classic comparisons with another game before waffling on about nothing in particular.

Never mind. *Fatal Fury*'s great. It really is – but only in two-player mode, because it's way too easy when the Mega Drive takes control of your opponent during a solo

sojourn. But now back to Dean for the movie news...

Thanks, John. Yes, I agree. The plot is about as fishy as Captain Haddock's underwear, but then who really cares about the plot in this type of game? You must avenge the death of your father (yawn) – a martial arts expert called Mr Bogard – who was brutally killed by an evil tycoon called Geese Howard (double yawn). Whether this Geese character was actually a better artiste martiale than yer pop is not clear. Personally, I believe he used a Mac-10.

In one-player mode you take control of either one of the Bogard brothers (Terry or Andy, although you can also access Dirk via a special cheat option) or Joe Higashi. Joe's a family friend who has a rather disconcerting habit of



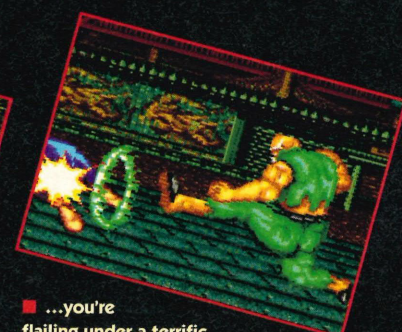
■ ...time to get ugly. He shakes off the aeons of time and suddenly sprouts muscles 'n' all manner of big, impressive things. Next thing you know...



■ The two-dimensional gaming area is a nice idea but really doesn't work that well. The only way to determine where you are is with the position of your shadow. The whole thing's just too damn random anyway...

turning into a fiery tiger and hurtling across vast open spaces.

Anyway, you progress through the various stages until you reach Geese's mansion. Then you have to defeat him in order to complete the game. Strange thing is, y'see, Dean considers the plot to be of importance. (*It is – Dean*) No it's not, tipsman, and this is my bit, so clear off. (*Killjoy – Dean*) Hippy!



■ ...you're flailing under a terrific barrage of kicks and fireballs. Impressive programming and kinda awesome to watch while you play.

## POWER POINTS

PLAYERS	1-2
LEVELS	8
SKILL LEVELS	3
RELEASE DATE	May

### OTHER DETAILS

Not much to choose between the skill levels when you're playing on your own – but the game really shines when two are behind the controls.

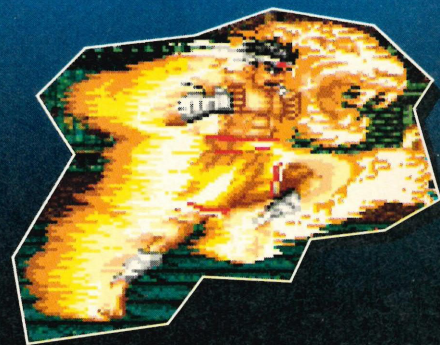
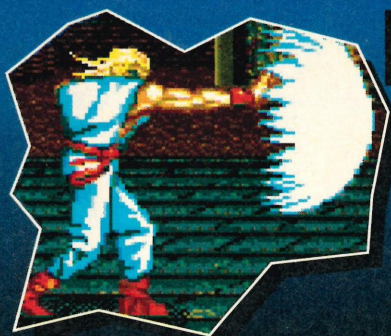
### TIME TO COMPLETE

A few days (in one-player mode anyway).



■ This old packet of crisps may look pathetic, but he's got a heinous trick up his lurid green tanktop and no mistake. If he takes too much of a kicking, it's...





# FURY

£44.99 • UK Official Release •



■ Raiden is a jolly large chap who has a rather unpleasant habit of blowing massive clouds of sulphur dioxide into his opponents' faces.

(You're both fired – Mark) Anyway, that's not important. What is important is the game's intense playability. It's as invigorating as the best of 'em – with enough fighting moves and speed to make it a more than satisfying joystick wobbler. Over to Dean.

I agree. It's a one-on-one beat-'em-up which is way faster than the SNES version. The characters are large, well-animated and filled to the brim with special

moves. The main bods – Terry/Andy Bogard and Joe Higashi (I've already fired that over their heads, Dean) – have four special attack moves each, while all the rest of the characters

have two. You access the specials in much the same way as you would in *Street Fighter 2* – by rolling the pad from right to down to left, and then pressing one of the Fire Buttons.

Getting these moves to work is no easy matter, however, and the first few games will definitely have you tearing your hair out as you try

in vain to get them to work. Care to throw in a little saying, John?

Don't mind if I do, Dean. Practice – as they say – makes perfect, so in no time at all you'll be performing 'Supershot kicks' and 'Palm slaps' all over the joint. The standard Sega joystick is not ideal for this, so I'd recommend you get yourself a tabletop stick. It makes the special moves a whole lot easier to perform.

The only feature that could be considered original is the ability to jump in and out of the screen. At any random point in the game, you can press jump to leap a little way into the background, you see.

You and the other player then invariably spend a couple of minutes bouncing in and out of the screen, just trying to get a decent hit in. Pretty ludicrous, and not exactly the cutting edge in fine programming. Still, it's something you learn to deal with.

Got anything you'd like to say before you dip your head in that vat of grease, Dean?

Well, yes, I have actually. The obvious question is: if you've got the money which one should you go for? This or Capcom's *Street Fighter 2 – Champion Edition*?

Listen, mate. You've seen the exclusive screenshots in previews (page 17). You need telling? *Street Fighter 2* is the biggest

arcade game ever, it's the best selling title ever for the SNES and now it's coming to the Mega Drive. *Fatal Fury* just can't compete with the mother of them all.

**SEGA POWER**

## ALTERNATIVES



■ Not much oomph in *Power Athlete*

*Street Fighter 2's* what you want, although as it's not released yet you may want to look at *Power Athlete* (Sega Power 40: 54%). This, however, would not be a good idea. It's crap.

## FATAL FURY

• Mega Drive • Sega •  
• £44.99 • UK Official Release •  
For more info, contact Sega on ☎ (071) 727 8070

- Large, well-animated sprites
- Fast action
- Loads of special moves
- Great two-player action
- Too simple in one-player mode

### GRAPHICS



### SOUND



### ADDITION



### BRAINPOWER



## FINAL VERDICT

"An alternative to that game. Most things that that game could have are here – fast action, special moves and large well-animated sprites. Too easy solo though."

**84%**



■ The appropriately-named Duck King does a brilliant and violent impression of Blanka's spinning attack by blasting in from the side of the screen and wreaking huge amounts of damage!



# X-MEN



● Mega Drive ● Sega ● £39.99 ● UK Official Release ●

Sega seem to have succeeded here. They've taken the very popular X-Men, added what they're so famous for – their own brand of platforming action – and come up with a very clever game indeed. Dean Mortlock's always wanted to wear a cape and shout "I'll save you!" so now's his chance.

**T**HE ABOVE AVERAGE plot for *X-Men* goes something like this: Magneto (evil type fellow) wants to destroy the great X-Men (decent, law-abiding folk) by beaming a deadly computer virus down into the Earth's key central computer system. Once the virus is transmitted, Magneto will be able to destroy the X-Men once and for all (cue peals of demonic laughter and flashes of lightning). The X-Men, if you haven't read the



■ This is the first boss you'll come across in *X-Men*. Juggernaut is his name and he doesn't really score that highly in the ol' brain department. All he does is charge backwards and forwards, ranting and raving. Perhaps it had something to do with his childhood, mmm?

comics before, are a bunch of talented teenage mutants who have been gathered together by a rather kindly doctor and made into world-redeeming superheroes. They therefore go about all the

time, righting wrongs and generally polishing each other's haloes.

I've never been a big fan of the X-Men myself, but I can see how they became so popular – and why they make such good characters

## POWER POINTS

PLAYERS	1-2
LEVELS	6
SKILL LEVELS	3
RELEASE DATE	May

### OTHER DETAILS

A choice of four different characters – and you can call up any one of them at any time. Hero special attacks work in the same kinda way. Levels are larger than normal.

### TIME TO COMPLETE

Six to eight days.

for a console game. *X-Men* is a somewhat basic 'get through the level and beat the guardians' kind of title, but it's still above average – thanks to the strength of the characters and the extra features.

One – or two players at the same time – can control any one (or two) of the four main X-Men

## I NEED A HERO – YOUR CHOICE OF X-MEN



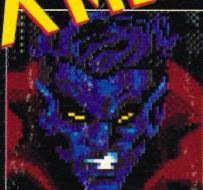
■ Called Cyclops (for the blindingly obvious reason that the poor chap's only got a single eye), Scott Summers overcomes his problem by projecting a purple laser from the middle of his forehead. (Like you do, don't you?)



■ This is Gambit, real name: Remy Lebeau. This guy's special attack is to throw a pack of 52 cards (which he keeps tucked away in his cloak) at any enemies that stand in his way. Oooh, bet they're scared!



■ Logan (also known as Wolverine) is very strong and athletic (although he does chase sticks and parked cars). Highly temperamental, but with a fresh bone and a warm rug you've got a friend for life.



■ Kurt (Nightcrawler) is a Cancerian who loves to travel, cook exotic dishes and transport his physical body to a separate dimension. Apart from that small quirk (and the blue skin), he's a pretty average guy.



■ This is level one – and it's a forest level. It's full of trees and, er, plenty of foresty-type people. The object is to get through it, losing as little energy as possible. Erm, will that do for a caption? I can't think of anything else... (No, you're fired, Dean. Next! – Mark)



# EVERYTHING YOU EVER WANTED TO KNOW ABOUT...

# X-MEN

# ...BUT WERE AFRAID TO ASK



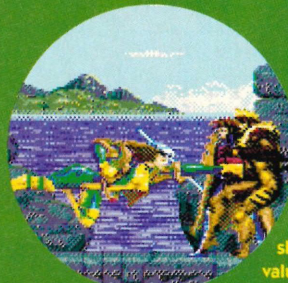
■ (Left) If you tend to blunder off the edge of cliffs or wander off spaceships then Jean Grey will helpfully lift you back up again with her pulsing purple energy sphere. Ta, Jean.



■ (Right) "My wings are like a shield of steel!" – does anyone remember 'Batfink'? Anyway, I digress. This is one of the helpers which you can call up at any time. His name's Archangel.



■ (Above) Ice Man is perfect for helping you across gaping ravines (and suchlike). He's also great at parties when some selfish gimmer uses up all ice cubes.



■ (Left) Rogue is one of the more useless guardians. If she was an object on the Antiques Roadshow she'd be an old teapot that looks really valuable, but is actually worth about 76p.



■ The second level is set inside a huge space station – and there are doors galore to open up (if you've got the right keys). There are a few secret potions hidden here too, so don't leave any room unturned (!).

(Gambit, Nightcrawler, Wolverine or Cyclops), and each character has his/its own blend of strengths and weaknesses.

You'll find certain guys better at getting through certain stages than others, you see. Fortunately, you have the option to change the X-Men at any time. You can start a level with Wolverine, for example, and then if you decide that one of the others bods would be better at getting through a particular point you just bring up a menu and select him/it instead.

In fact, it's best to use this tactic when you get to the bosses, because some of your guys will cause no damage whatsoever.

Each X-Man has his own special move. Wolverine has claws, for instance, whereas Nightcrawler can teleport out of danger. These come in especially handy when there's more than a couple of baddies on-screen.

What's more, you can even summon up one of the other so-called lesser X-Men as a kind of special attack. The other heroes include Rogue, Archangel, Iceman, Storm and Jean Grey. Simply bring

up the menu to select which guy or gal you want and hit the Button. The best time to use these guys is, again, on the bosses but particular combinations work better than others.

The graphics are top notch – very much in the style of

*Chakan* or *Green Dog*, but that's no bad thing as those games were graphically excellent anyway.

All the levels are huge and varied – from the forests of the first level to the asteroid belt in the third – and the sprites are large and move fairly well too.

Okay, so a couple of them move like they've got legs of jelly, but you can't really expect miracles. Sound is tolerable (it's certainly no worse than a lot of other stuff I've heard recently).

Everything gels together rather well to produce a platformer that manages to be fresh, interesting and challenging at the same time.

And in a market that's as stale as last Chrimbo's *Stilton*, that's got to be good news.

The game will obviously appeal to X-Men fans but, thankfully, it actually works on its own merits too – it isn't just a dodgy cart relying on famous characters to draw in the punters.

I've never read the comics, but I still managed to work out the characters' various strengths and weaknesses pretty quickly, so there isn't a real need to know all about the X-Men if you want to play this game.

Sadly, there are only six levels in total – but they are bigger and tougher than what you'll find in most other games. Even so, if you play *X-Men* on anything less than Hard mode, you'll complete it pretty quickly.

There's plenty of variety in the various characters as well – especially when you take into account all the moves and special options available.

If you've absolutely had enough of platformers then this game probably won't interest you too much, but for the rest who can't get enough, it's definitely a cart to keep an eager eye out for.

**SEGA POWER**



■ Level three – and our one-eyed, latex-wearing superhero has to dodge the meteors and still find time to polish off a few stray guards. Eeee, it's all work, this exciting superhero stuff.

## ALTERNATIVES



■ A classic web-'em-up: *Spider-Man*.

If you like your platformers cartoony, try out *Spider-Man* (Sega Power 24: 78%). If, on the other hand, you're after a good-looker, why not try the unusual *Chakan* (Sega Power 41: 83%).

## X-MEN

• Mega Drive • Sega •  
• £39.99 • UK Official Release •  
For more information, contact  
Sega on ☎ (071) 727 8070

- A good licence
- Varied characters
- X-Men devotees will love it
- A nice package of various ideas
- The usual: more levels please!

### GRAPHICS



### SOUND



### ADDITION



### BRAINPOWER



## FINAL VERDICT

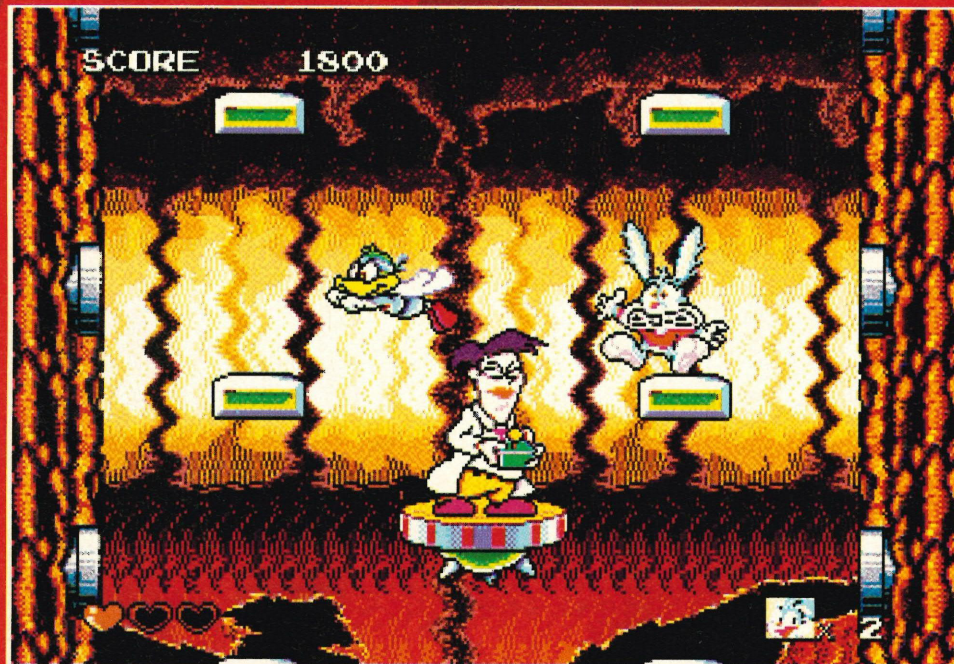
"If you're a fan of the original X-Men you'll love this. If not you'll probably like it anyway. It's got all the usual ingredients of a Sega platformer, but, thankfully, loads more in the playability dep't."

**81%**



# TINY

● Mega Drive ● Konami ● £39.99 ● UK Official Release ●



■ Going up – Buster takes the express tree lift. What a resourceful little lump of fluffiness he is.

■ (Left) Buster goes up against the sinister Dr Gene Splicer – and goes down big time. It isn't easy being a rabbit, you know.

It isn't easy babysitting the nephew of the infamous Bugs Bunny. Only a professional loony toon like Mark Ramshaw has a tail fluffy enough to bounce into action with Konami's new Warner Brother licence.

**B**USTER BUNNY – THE floppy-eared nephew of the one-and-only Bugs Bunny – must save Babs Bunny and find hidden treasure while avoiding the Buster-

splatting antics of Montana Max, who has coaxed the evil Dr Gene Splicer into helping him put an end to Buster's mission.

Bugs's nephew must hustle his way through the levels, collect carrots and search for a turtle to direct him through a "black hole" to get to the next level.

Okay, not classic stuff, you might think, but luckily it's saved by an abundance of slapstick cartoon japey.

Buster himself sports a variety of expressions and comic actions – just you watch as he slide down angled ropes using his floppy ears as a makeshift pulley! What's more, all these animated antics are helped along by some rather jolly in-game ditties. It's just

a shame that the other spot FX don't match up really.

The levels themselves are the usual post-Sonic affairs, but hardened players will have no trouble zipping through the relatively harmless early stages, and relishing the more dangerous, underground levels later on.

This may be a game based on a kids' cartoon, but with 33 levels it's sure more than kids' stuff.

Despite early impressions, *Tiny Toons* is quite a mean little beast.

The bad guys aren't the most intelligent or bizarrely designed in the business, but they serve their

purpose well, and, thankfully, Buster can put an end to their mischief by bouncing on their heads.

And then there's Dr Gene Splicer. He's fairly simple to deal with but rarely works alone – he brainwashes Buster's cartoon

■ Buster Bunny's progress is shown on this Mario-like map... With 33 levels altogether, our bunny's got his work cut out.

## POWER POINTS

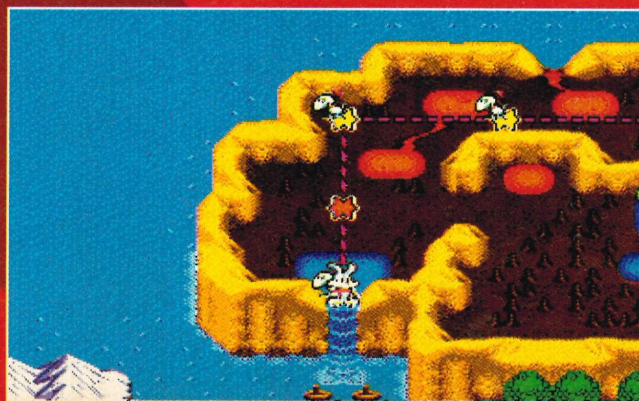
PLAYERS	1
LEVELS	33
SKILL LEVELS	NO
RELEASE DATE	MAY

### OTHER DETAILS

An option screen enables you to redefine the controls and run a sound test.

### TIME TO COMPLETE

You'll probably have finished this within a week.



## AND TH

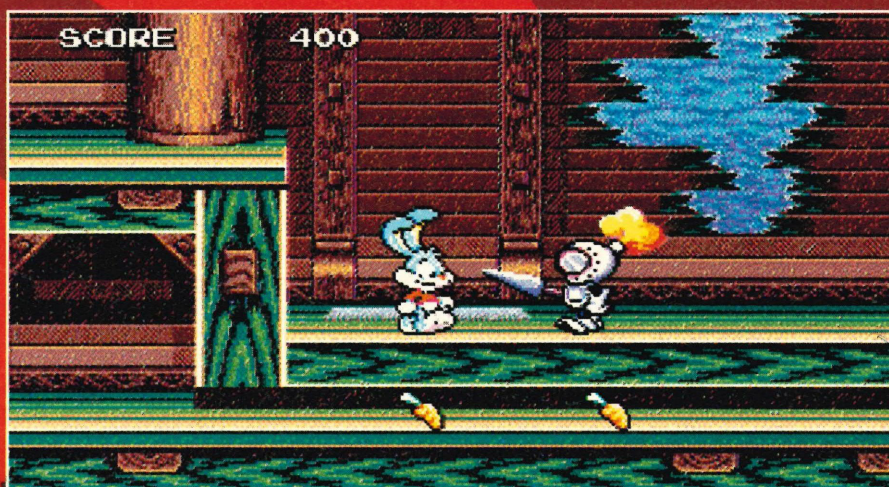




# TOONS

## BUSTER'S HIDDEN TREASURE

■ It's on a ship, like this, that you meet a knight, like this. Unfortunately, the knight likes to fight, so (I think you've been reading far too much Doctor Seuss! - Dan)...



■ Our Buster ain't gonna get very far if he doesn't outrun this little devil.



friends into attacking Buster himself. In addition to the cache of carrots littering the levels, there are also extra lives, invincibility and bonus help icons to collect. With one of these in your possession, Buster can whistle for one of his

allies to pop on-screen and smart bomb the bad guys.

But let's be frank, *Tiny Toons* isn't the most original Mega Drive game around. Nevertheless, it does have sass, polish and a

fair share of riveting moments. The 33 very individual levels certainly add a lot too. Most importantly of all, it's got the Warner cast in there.

The thing is, every time I play it, I can't help thinking of *Sonic*, the soon-to-be-released *Bubsy* and pretty much every other scrolling platformer around. If only *Tiny Toons* had managed to inject just a little more of that anarchic Warner Brothers cartoon flavour...

More comic set-pieces and better use of sound would have upped the fun-level no end. Yeah, so it lacks inspiration, but what it does it does damn well. It's got a difficulty curve other games would kill for.

So it's fluffy, it's cuddly and it's got small furry animals in it. Are you man enough to handle it?

SEGA POWER

### ALTERNATIVES



■ *Sonic* is the most obvious choice.

It may seem a bit predictable but *Sonic The Hedgehog* (Sega Power 22: 97%) is probably *Tiny Toons*' closest cousin. Of course, *Sonic* is the better of the two games, but then you've probably already got a copy of that anyway.

### TINY TOONS

● Mega Drive ● Konami ●  
● £39.99 ● UK Official Release ●  
For more information, call  
Konami on ☎ (081) 4292446

- Beautiful cartoon animation
- Excellent central character
- Lots of graphical variation
- Action-packed gameplay
- Not original or adrenaline-filled

#### GRAPHICS



#### SOUND



#### ADDITION



#### BRAINPOWER



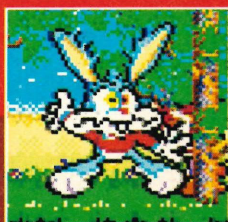
### FINAL VERDICT

"While never doing anything adventurous, *Tiny Toons* succeeds in bringing the flavour of the Warner Brother's cartoon to the Mega Drive. Neat, in a fluffy, cheeky kind of way."

81%

### AT'S NOT ALL, FOLKS...

Even when he's tripping, falling or fouling up, Buster's little bunny face is full of expression. Check out these carefully selected highlights...





# JAGUAR

• Mega CD • Sega • £44.99 • UK Official Release •



The famous tulip fields and windmills brighten up the roadside in Holland – the land of clogs and smelly cheeses. Unfortunately, they also divert your attention away from the hellish hairpins.

It may not look like it's benefitted from the CD transfer, but Mark Ramshaw finds a great deal hidden under this racer's bonnet.

**C**AN I MAKE A LITTLE confession? I used to think that the original Amiga version of *Jaguar XJ220* was one of the most average games I'd ever seen.

You might think this makes me a bad choice for this review, but fear not. Something very special

has taken place... A not-very-pretty duckling has transformed into a swan of sorts.

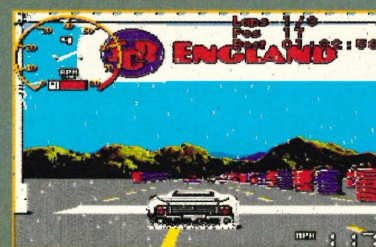
Take the 3D effects... The programmers have obviously got the sprite scaling hardware in the Mega CD working at full tilt – and the result is gorgeous. Not only do the road and cars zoom off the screen in an extremely polished way, but the roadside chevrons, trees, snowmen and other bits and pieces smoothly grow in size, giving a brilliant impression of perspective. The result is a racing game with an actual sensation of speed – a first for the Sega.

The choice of features you get in *Jaguar XJ220* would make a Burger King assistant blush. You want a split-screen two-player mode, without any loss of speed and negligible loss of vision? You

got it. You want to race anywhere in the world? You got it. You want to be able to enter race after race, using winnings to repair or boost up your Jag and pay the entry fees for races? You got it. Oh, and you

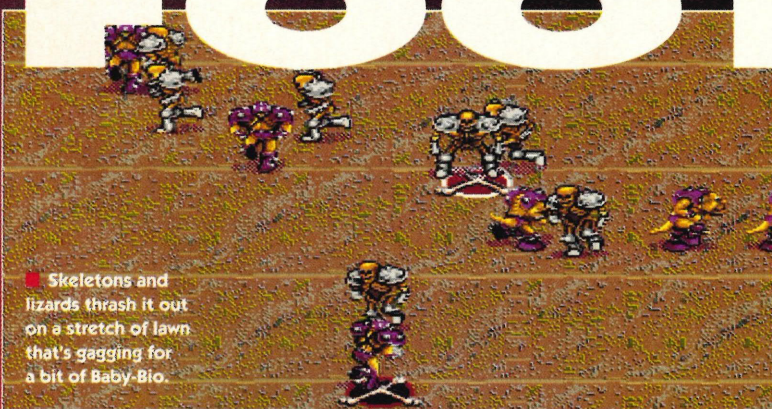
## AROUND THE

If the Grand Prix option doesn't appeal then go



■ This, rather surprisingly, is England. That's obviously why those annoying splashes of rain are pattering down and making the track dangerously slippery for racers.

# MUTANT LEAGUE FOOTBALL



■ Skeletons and lizards thrash it out on a stretch of lawn that's gagging for a bit of Baby-Bio.

Grab your pom-poms and go rah-rah-rah with Mark Winstanley's definitive view of touchdowns, quarterbacks and all manner of bizarre, alien, er, alien-ness (kind of).

**O**NE THING'S FOR sure, if you don't already know your linebackers from your cheerleaders you're going to be seriously confused by this one. It may be dripping with weirdos, skeletons and various disgusting

mutoids, but this is still your standard American Football game underneath – and if you're not a fan you're probably going to have all sorts of problems.

A thermonuclear war has destroyed mankind – and now alien invaders are roaming the

• Mega Drive • E.A • £39.99  
• UK Official Release •

planet and restless corpses sit upright in their graves, sleepily rubbing what used to be their eyes. Blimey – and people get upset when we have a particularly unseasonal rainfall.

Anyway, to solve disputes with as little bloodshed as possible, all the interested parties decide to settle their differences on the pitch. Fair enough.

The game follows the rules of US Foody quite strictly, with each side having four attempts to gain ten yards before possession is given to the other team. Each player selects a set 'play' from a menu before the teams line up.

If you select the Passing Play then you're presented with three

receivers to pass to. If you select Kick then you must press a Button at the right moment to activate the most powerful kick. If you choose the Running option then you just, er, run with it... Anyone familiar with the *John Madden*



■ The quarterback has a choice of three receivers to throw to (see the windows at the top of the display?). Not a very funny caption, I know, but strangely relevant.



# XJ220

want to be able to design your own course or modify existing ones? No problemo.

As a one-player game *Jaguar* whiles away an hour or two, but just try it in split-screen mode against a friend. That's when thing's really get hot under the bonnet. And though sprite-based

3D racers might seem a bit limited in the long term, the infinite possibilities of the track designer mean it'll be months before you get 'exhausted' (!) with this game.

*Jaguar* goes straight to the top of the class of Sega road racers, alongside such classics as *Road Rash* and *Road Rash 2*. The only

reason I'm not giving it a higher score is because I believe the Mega CD is capable of even more.

Just as the Mega CD's changing what we can expect from a Sega game, so *Jaguar* changes our expectations of what a 3D road blast should be all about.



■ Ruins and temple columns adorn the landscape of Greece. This is another relaxed course, but watch out - it's got one or two surprises up its innocent-looking sleeve.

## JAGUAR XJ220

- Mega CD • Sega •
- £44.99 • UK Official Release •
- For more information, contact Sega on ☎ (071) 727 8070
- Excellent 3D, sprite scaling...
- ...courses and track designer
- Outstanding two-player mode
- Outrageously funky tunes
- Boring in one-player mode

## GRAPHICS



## SOUND



## ADDITION



## BRAINPOWER



## FINAL VERDICT

"Silky smooth sprite scaling and detailed 3D, loads a variation in the courses and nifty extras such as the two-player mode and track designer all add up to a real hot-rodded affair."

# 84%

## HE WORLD IN A JAG

for the World Tour instead. Select your country from those available - and drive!



■ Two-player mode on the rather slippery Switzerland track - and there's some very pitiful driving going on. Handy hint: drive through (not into the sides of) the tunnels.



■ Peru may not be much of a looker, but the nightmare twists, turns and undulations make it a real test of your driving skills and concentration.

## POWER POINTS

- PLAYERS 1-2
- LEVELS N/A
- SKILL LEVELS None
- RELEASE DATE Out now

## OTHER DETAILS

Practice mode, single games or playoffs (so you can go through a series of matches). There's also a password system so you can save your current league position.

## TIME TO COMPLETE

A couple of weeks.



■ The Whiners are the most pathetic team in the league, which makes them great to play against. Chew astro turf, ya big jessie!

players with several thousand volts through to chucking dynamite in an effort to clear a path through the defence. There's even the useless option of killing the ref (which is funny at first but wears a bit thin after a while).

Unfortunately, there's a snag with the gameplay - it's a team game and yet you only ever get to control one character at any one

time. The Mega Drive does the rest. Quite often (especially when you're defending), the Mega Drive-controlled players do your job for you, leaving you out in the cold.

It's also dubious how much skill is involved in choosing between the plays. I seemed to have equal success - whatever play I selected - time after time after time.

*Mutant League Football* suffers from not going far enough. It sticks too closely to the official rules when it should have gone for a more anarchic approach. By doing this, real sports fans will

still prefer *John Madden*, and splat fans'll find the game getting in the way of the liberal splashings of gore. A bit washy really.



## MUTANT LEAGUE FOOTBALL

- Mega Drive • E.A. •
- £39.99 • UK Official Release •
- For more information, contact E.A. on ☎ (0753) 549442
- Novel angle for a sports sim
- Amusing atmosphere
- Little long-term appeal
- Not too much skill involved
- Not a good US Football sim

## GRAPHICS



## SOUND



## ADDITION



## BRAINPOWER



## FINAL VERDICT

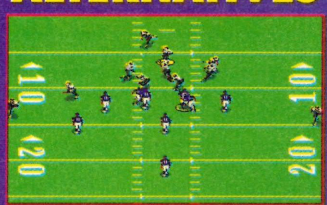
"An amusing variation on a straightforward American Footy theme, but the extras (killing, explosions...) don't really make up for the lack of depth. Wears thin all too quickly."

# 59%



■ Behold, a very cratered and barren surface! Just one of the numerous ways in which you can give your players that distinctive (and extremely painful) grazed knee effect.

## ALTERNATIVES



■ Joe Montana 3: superior frolics. Awesome grid-iron action is already available in the form of *John Madden '93* (Sega Power 38: 83%) and *Joe Montana 3* (Sega Power 38: 89%). There's no reason to bother with all this silly zombies stuff really.



# TOM AND JERRY

## The Movie

• Game Gear • Sega •  
• £24.99 • UK Official Release •

Call Dan Goodleff a sad old man who never really grew up if you want to, but this new Game Gear cat 'n' mouse affair is about as exciting as a day trip to Brownsea Island with the local vicar. Yes, *that* exciting...

### GIVE A DOG A BONUS

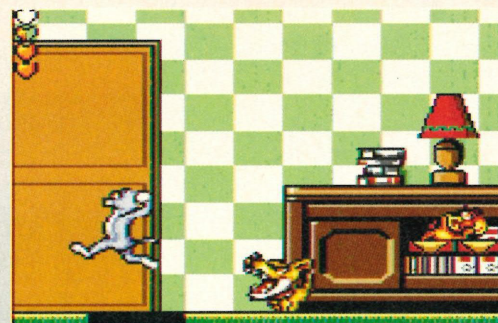


■ (Left) "Don't do it!" screams Tom as Jerry admits he just can't stand being in a bonus stage like this anymore and threatens to jump from a third story window.



■ (Right) Not the Tom and Jerry I remember... The second bonus stage - and Tom must chase Jerry around the maze while snapping up heart points.

**T**HE cartoons were clever, outrageous and tremendously funny. Tom And Jerry on the Game Gear, however, isn't. I mean, I'm no genius at games but I finished the thing in under two hours! And has Tom undergone a transformation since I last saw him? Okay, the Game Gear may



■ Yeowch! This big-headed dog is the end-of-level one boss. Lure him into that hole in the floor to get rid of him.

have a titchy screen, but this spritely rendition looks more like a wolf than a cat...

If you're a devotee of those great five-minute Saturday cartoon slots, then you'll know the story: cat chases mouse, cat often ends up fried, boiled, spiked (etc. etc.), mouse wins the day with smug grin... And this game is no different.

You've got to chase Jerry through five



■ The level five boss - an asp - chucks a skull at our Tom while Jerry lies back and takes it easy with a caramel.

# TECMO WORLD CUP SOCCER

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

There were times when games like this were banned by international conventions. Unfortunately, what with the Maastricht Treaty and all, now John Cantlie gets to review 'em. What a lucky, lucky chap...

**T**HIS GAME IS SO CRAP I can't be bothered. I really can't. It's kinda like Subbuteo - but

faster, out of date and hopelessly dull. There are loads of options packed inside, and the footballing characters, although rather tidily

and fiddly, are well-drawn and pretty decently animated.

It's not even slow - the ball fair howls from one side of the pitch to the other - so where's it all break down then, eh? The answer is *everywhere*.

**Example 1:** I'm so bored I set the game on Hard, define the halves at 45 minutes each (which roughly translates as five realtime minutes) and pitch myself against the Mega Drive, Brazil versus

Argentina. Except I don't play - I don't touch the joypad for the entire game - and, incredibly, the final score is nil-nil. It's then all decided by a series of penalty shootouts, but by this stage I'm fast asleep.

**Example 2:** Following the usual home truth that a head-to-head two-player game is always going to be more fun than a solo session, I challenge Karen to a match. After going through the options screens

■ What a truly marvellous save that was (This is football, not cricket, idiot! - Mark).

■ Number ten has an attack of the wobbly legs at a crucial time during the match.

■ Two players slug it out in the centre circle for control of the ball. Exciting, isn't it?





## POWER POINTS

**PLAYERS** 1  
**LEVELS** 5  
**SKILL LEVELS** No  
**RELEASE DATE** May

### OTHER DETAILS

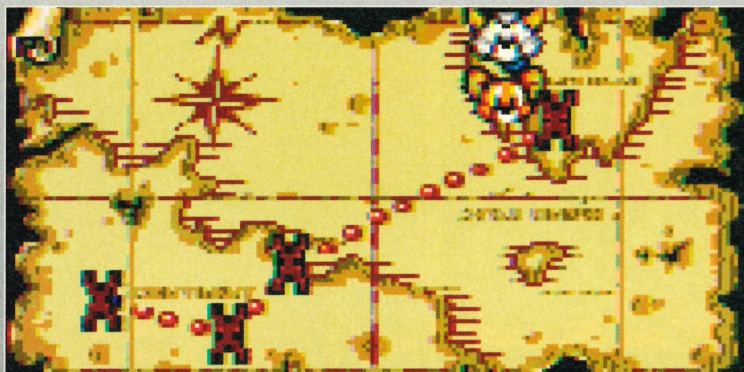
You start out with four lives and seven continues.

### TIME TO COMPLETE

A day at the most.

stages, ranging from Tom's House (?), where you have to avoid footballs, falling lampshades and brooms, a Deserted Isle (that is anything but deserted) to a cold Labyrinth, packed with knights and

■ Before each level you get a map, like this one, which prepares you for what's ahead. The crosses show where you've been so far.



fire-spitting statues. Between levels you also get the chance to boost your health points via a bonus stage (see the boxout on the facing page).

During the stages themselves, Tom must quickly run right, leap onto platforms, snatch health restorers, avoid spiky pits (sigh, I think you know what to expect).

If you fail to catch Jerry during a stage, you must then negotiate an end-of-stage boss (a dog, a crab, an asp, to name but three). Well, thinking about it, 'negotiate' is a bit strong really. 'Destroy with consummate ease' is probably a better description...

The bosses (if you can call them that) are simply far too easy to defeat. There's no sense of challenge, no sense of danger – and it's the same throughout the

## ALTERNATIVES



■ Donald in *The Lucky Dime Caper*

For platform thrills that provide a major challenge, try out the truly excellent *The Lucky Dime Caper* (Sega Power 30: 92%).

Superior graphics, a far bigger challenge – and better sonics too. Go for it.

whole game. And trying to catch Jerry before he reaches the end of a stage is more a case of luck than skilful play.

Often, the little rodent will chuck out a bomb or lay a mine just as you're in mid-leap – and you can't do anything to avoid it.

The scrolling's smooth and the main sprites are pleasant enough – Tom leaps particularly nicely – but, on the whole, everything is just so bland. Sound is as you'd expect – bearable.

And with seven continues, you might as well just give the game a

## TOM AND JERRY

• Game Gear • Sega •  
• £24.99 • UK Official Release •  
For more information, contact  
Sega on ☎ (071) 727 8070

- Characterful main sprites
- Dreadfully easy
- Too many continues
- Lack of difficulty options
- Shallow gameplay

### GRAPHICS



### SOUND



### ADDITION



### BRAINPOWER



## FINAL VERDICT

"This would probably be pleasant enough if it wasn't for the ridiculously easy gameplay. A very nice looking game that just fails to deliver the goods. Young 'uns may enjoy it though."

# 42%

revolver and ask it to do the decent thing... Great for kids, but for grown-ups, it's yet another case of "That's All, Folks!"

**SEGA POWER**

## POWER POINTS

**PLAYERS** 1-2  
**LEVELS** 23  
**SKILL LEVELS** 3  
**RELEASE DATE** May

### OTHER DETAILS

Nearly every match ends in a draw – and it's so simple you can leave the controls alone and let the goalkeeper do all the work. Uninspired crap.

### TIME TO COMPLETE

Who cares?

and deciding the strips, it only takes two minutes of actual play before both joypads are thrown down in a flurry of disgust. I may have scored a goal. Karen might have scored a goal. Neither of us

■ One of your players has got the ball and he's inside the penalty box. Kick it, man!



can remember – and neither of us gives a damn.

**Example 3:** Wahay! There's a World Cup option, enabling you to play right through to the top of the league, taking on 23 top teams as you go! The very idea of wading through this that many times was enough to weaken me bladder.

**Example 4:** Yes, now you too can watch the Master System play a game against *itself* – thanks to the special display mode. Strange thing is, the game actually looks quite good from here. What a lie!

That's where I gave up. *Tecmo World Cup Soccer* is Satan's colostomy bag and no mistake.

**SEGA POWER**

## ALTERNATIVES



■ I love football, don't you, mate?

*World Cup Italia '90* (Sega Power 16: 45%) has more of a football feel to it, but the overhead view doesn't thrill, and as to whether it's more playable than this *Tecmo*... Hmm, it's pretty close. Go for *Italia '90*, I reckon...

■ If only all the action in *Tecmo World Cup Soccer* looked like this. Actually, this is the pretty sick intro screen (which demonstrates quite clearly the wonderfully hashed skyline).

## TECMO WORLD CUP SOCCER

• Master System • Sega •  
• £29.99 • UK Official Release •  
For more information, contact  
Sega on ☎ (071) 727 8070

- Footballers look like footballers
- Not much else to choose from
- Gameplay is irritatingly fiddly
- Too fast for its own good
- Incredibly boring

### GRAPHICS



### SOUND



### ADDITION



### BRAINPOWER



## FINAL VERDICT

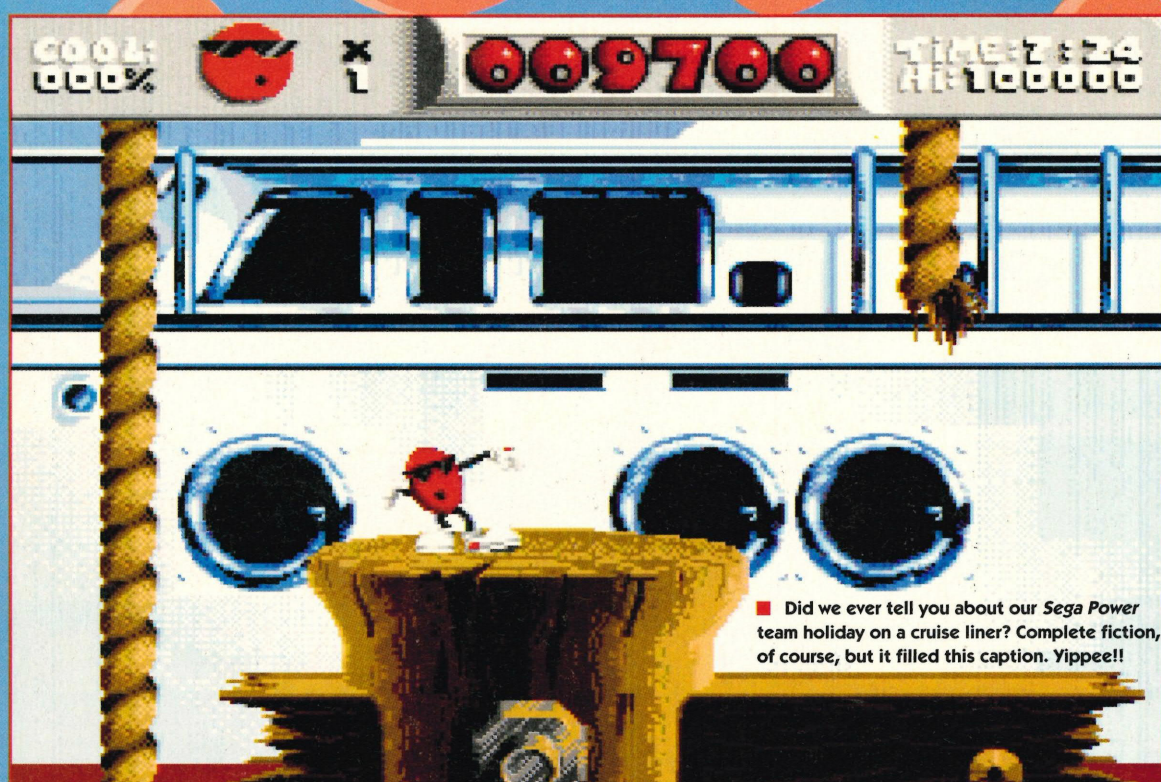
"A singularly boring game – I'd rather dangle my 'bits' in a bucket of freezing water than play this. Small and fiddly graphics, irritating gameplay – and just foul. Yuck, yuck, yuck!"

# 32%



# COOL

• Mega Drive • Virgin • £39.99 • UK Official Release •



■ Did we ever tell you about our *Sega Power* team holiday on a cruise liner? Complete fiction, of course, but it filled this caption. Yippee!!

Being neither remotely cool nor a small red (but subtly attractive) dot on the side of a drink's can, Mark Winstanley is ideally suited to writing one of those impartial review type things. Well, we thought so...

**T**HERE'S SOMETHING obviously missing from this game – and that's the shadow of product endorsement. Programmers have treated us to all manner of weird sprites over the last few years, but

to come up with such a strange main character takes either a really unique type of madness or the lure of a commercial tie-in.

Think about it. What link could possibly exist between a green plastic soft drink bottle and a red dot? Clue – it sounds a bit like "heaven cup."

For whatever reason, this carbonated-drink-with-a-red-dot-logo-link tie-in never materialised, but, fortunately, it doesn't affect the gameplay in the slightest.

Put at its simplest, *Cool Spot* features this, erm, spot, who's, you know, *really* cool. Presumably they left out the 'really' to make the title snappier. No doubt this is why *Golden Axe* was never called *Nice, Shiny Big Golden Axe*, but anyway, the game...

Spot's a boldly red chap with really chillin' shades and little red dots on his gloves and baseball shoes. These crimson spots serve to remind him of his role in life.

In a spookily similar manner, our new Ed has the words, 'Don't forget – you're called Mark and you're the Editor of *Sega Power*' scrawled across his bathroom mirror. But I digress...

Slam in the game and then sit back for a few minutes and check

■ More carbonated capers in the very green bonus round, where you frantically race against time to grab all the cool points you possibly can. Did that sound enthusiastic enough? Oh, I do hope so. I really do.

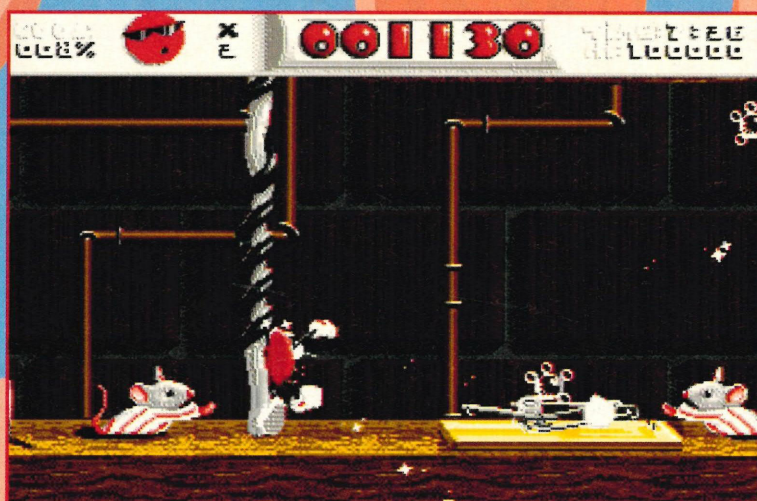
■ Fido Dido may appear on more T-Shirts than this little crimson character, but he hasn't got a great game of his own, has he?

■ Now try and work out the size of this green bottle, kids. This bit's just the base, so the top's way, way up there.





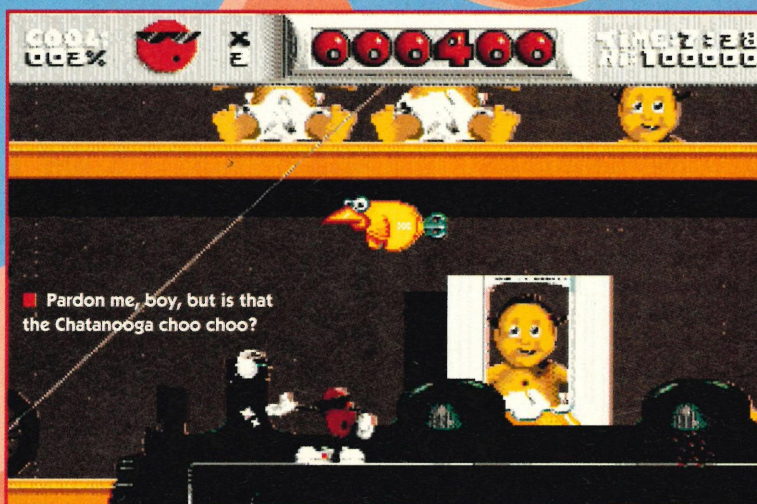
# SPOT



■ Killing baddies this cute takes a hard, cold heart. Ha ha! Let me at them. Yeah!

out the sonics which accompany the animated intro sequence. The calypso rhythm instantly captures that summer at the beach feeling.

So unless your mum complains, keep the music and sound effects options on, turn up the volume and soak up the atmosphere. In



■ Pardon me, boy, but is that the Chatanooga choo choo?

fact, why not go the whole hog and bung on a pair of flowery Bermuda shorts while you're about it?

The story behind the game is so completely unoriginal that it's not even worth going into the specifics. Suffice to say that in order to rescue his mates Spot's got to collect a load of points (inanimate, plain red dots) and then bust his buddies out of jail.

Trouble is, life isn't exactly a bowl of scrummy ice-cream when you're only an inch tall. You've got to, as they say, 'fight for your right to paarty!'

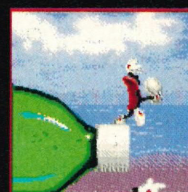
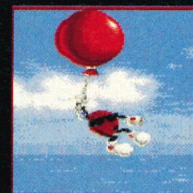
It's just as well then that Spot's got that 'never fully explained' fizzy drink link and can fire off bubbles to deadly effect. The worrying thing is, if a bit of carbon dioxide can blow away a big mouse from three feet, is it any wonder you occasionally feel a bit bloated after too much lemonade?

Anyway, it hardly sounds like ground-breaking stuff, does it? We've not yet convinced you to get the game, have we? Well, fret not.

What *Cool Spot's* got going for it in a big, big way, are its superior looks. There's something in the

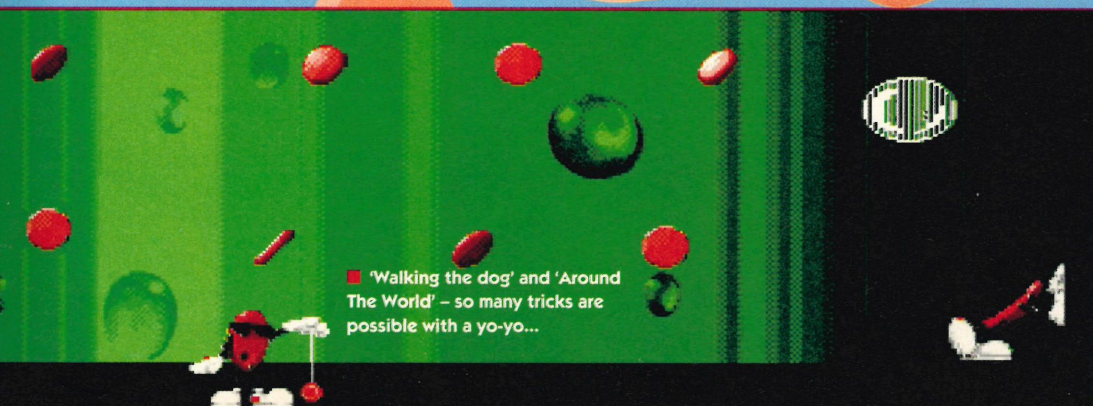
## SPOT ANTICS

Just a miniscule selection from the many interesting and amusing, um, positions that Spot gets into during the game. He's by far the best animated red dot-based character in any 16-bit video game ever, which isn't that surprising, since there aren't any others.

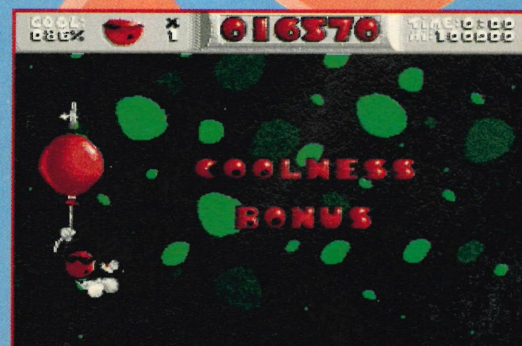


region of 250 (yep, 250!) separate animations – and that's just for Spot! This means that he doesn't just walk, he *mooves*!

He doesn't simply jump, he pirouettes. He doesn't come to a stop when there's nothing to do, he chills out in a totally frosty way, and, I mean, *totally frosty way*! ➤

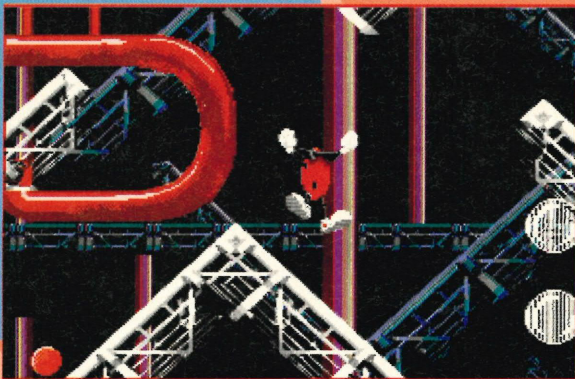


■ 'Walking the dog' and 'Around The World' – so many tricks are possible with a yo-yo...



■ Racking up a few more points for freedom and democracy, Spot zips off to the next level. On a balloon. Lovely.





There are some instances when coolness simply has to take second place to panic. Like, right about now, for instance.



Let's face it, Spot's going to get wet. You can only pray that his bright red bod is water resistant. (I had a boat like that once - Dan)

## POWER POINTS

PLAYERS	1
LEVELS	11
SKILL LEVELS	2
RELEASE DATE	May

### OTHER DETAILS

You can select your particular skill level - plus toggle the background music on/off.

### TIME TO COMPLETE

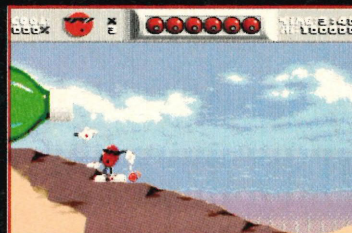
Several weeks.

It takes real talent to turn a flat red dot into a bopping funkmeister and whoever worked on this game really knew where his towel was at. Spot yawns, yo-yo's and even takes off his shades to give them a quick wipe - and that's when nothing's happening in the game.

All hell breaks loose, however, when the baddies fill the screen (well, as much as hell ever breaks loose on cute platform game). The mice, crustaceans, worms, flies and what have you snap, shoot and generally give Spot some serious grief. Fortunately, our chillin' hero can give as good as he gets and once he starts to 'get busy with the fizzy' there's more 'plink, plink, fizz' than you get in your average Alka Seltzer advert.

By now you're aware of the clever animation, the name - and even the non-relevant carbonated

## A DAY IN THE LIFE OF COOL SPOT...



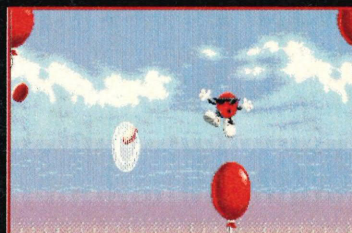
Leaving home is never easy, but you've got to be a brave spot and head off now.



And don't forget to pick these spots up along the way. Just do it, all right?



Introduce the bad guys to death by sodastream - a truly unique concept.



Like some diminutive circular Tarzan, complete with pumps and white gloves (!), you leap from balloon to balloon...



...until you've got enough points to bust out your pals from a cage strangely unaffected by the laws of gravity.



Hurrah! Striking a blow for free spots everywhere, you're free, free, free! But what do blobs do in their spare time?

## ALTERNATIVES



Mick And Mack: more of the same?

Surprise! The most obvious contender is *Mick And Mack - Global Gladiators* (Sega Power 40: 88%), which was created by the very same dude who did *Cool Spot*. Superb graphics and similar gameplay make it a close run thing between 'em.

beverage connection, but what about the game?

Well, beneath the gloss of the wonderful graphics and suchlike there lurks a cunningly disguised standard platformer. Oh dear.

On level one, half the screen is taken up by just the beach and a deckchair, while the top half consists of balloons. Making your way from one balloon string to the next may not look like a platform section, but it sure plays like one.

The average formula has an irritating and unwanted addition too, because you plummet back to earth every time you miss a jump. Another variation on the tired old

platform theme is found on the bonus level where you head up a bottle against the clock by leaping from bubble to bubble.

But, hey, *Cool Spot's* platform status is only a problem if you don't like that kinda thing. If this is your bag then get ready for some sharp software.

The sounds are genuinely more thumpin' than a kazoo band and the animation is scrummier than Kylie in hotpants. Desperate for a platform frenzy with more cred than a turbo charged Ferrari? Well, you could do a hell of a lot worse than try out this little number.

SEGA POWER

## COOL SPOT

- Mega Drive • Virgin •
- £39.99 • UK Official Release •
- For more information, call Virgin on ☎ (081) 960 2255

- Awesome character animation
- Funky summer-time music
- Pretty dudelicious atmosphere
- Not much variation in gameplay
- Yet another platformer

### GRAPHICS



### SOUND



### ADDITION



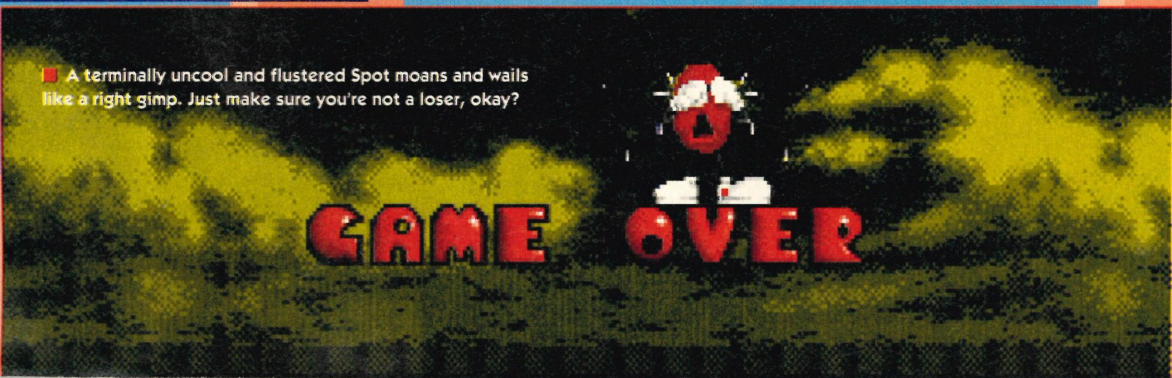
### BRAINPOWER



## FINAL VERDICT

"One of the finest looking platform games yet, with a wide variety of fantastic settings. It's good fun, but ultimately the gameplay is yet more ho-hum, run-of-the-mill platform stuff."

80%



A terminally uncool and flustered Spot moans and wails like a right gimp. Just make sure you're not a loser, okay?





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# MEGA

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# ARE YOU OUR AVERAGE SEGA POWER READER OR WHAT?

Way back in the January issue of *Sega Power* we asked for your feedback on the mag. Thousands of questionnaires flooded the the offices, so we fed the results into a hungry computer, pressed a couple of buttons and gleaned all manner of statistics and facts about you – our readers. Here, ladies and gentlemen, are those results in full...

## HOW LONG FOR AND WHAT WITH?

We asked you which machines you owned and for how long. The figures were pretty much as we expected, with **62%** of our readers owning Mega Drives, **32%** Master Systems and **27%** Game Gears.

This pretty much reflects the balance of games released for each machine – as well as the amount of coverage in a typical issue of *Sega Power* – so it looks like we've got that about right.

Most of you have owned your machine for at least 12 months too, so obviously a fair number of old-time Sega addicts out there.

## IT REALLY IS MORE FUN WITH TWO

When asked if you intended to buy another Sega machine, the Game Gear and Mega Drive were the obvious objects of desire, with nearly one half of our readers clearly intending to expand their range of Sega machines sometime in the near future.

## THAT SHADY PAST

On the (cough) subject of owning other machines, it's good to see that few of you own a Nintendo. By far the most popular were the Commodore 64 and the Spectrum, which were obviously computers that some of you used before moving on to their Sega machine.

## HOW MANY?

Seven is the magic number for Mega Drive and Master System owners. That's the average number of carts you guys own. Game Gear types seem to have an average of only five. Awww!

## HOW OFTEN DO YOU GET IT?

A quarter of you guys 'n' gals say you buy one cartridge a month, while pretty much the same number buy a cart about once every two months.

## DO YOU LIKE TO SHARE?

Nearly half of you share your carts with your friends, while 17% take

advantage of cartridge exchange companies. Lawks.

## YOU TAKE NOTICE OF WHO?

We asked you to rate out of ten the things which influenced you to buy a cartridge.

Incredibly, *Sega Power* reviews weighed in at 8.2, with friends' recommendations trailing behind at just 5.7.

The traditional 'buying on a hunch' routine only got 4 out of 10. Guess you lot really know who to trust then.

## TIME TO PLAY

It seems that the average *Sega Power* reader spends 15 hours a week playing Sega games. Yep, just as we suspected. You're all completely hooked.

## WHO READS US?

It appears that, on average, about three people read any single copy of *Sega Power*... Working on our great new circulation figures of 102,033 buyers, that means we've got a huge 306,099 readers out there! That sure makes us feel humble, we can tell you.

any hours a  
play on your S

Fourteen

11. Which other console  
read? Give them all a mar

Sega Power

Chess

Master System

Sonic 1 and 2

Master System

6. How many carts do you own?

Game Gear

Master System

Mega Drive

12. If *Sega Power* isn't  
console magazine, why  
you prefer about oth

Sega Power

65





## WHAT'S ON YOUR MIND?

Rate all the sections of the magazine we said. So you did, with the reviews and previews being by far the most popular with an average rating of 8.6, and poor old Captain Ages (deceased) and The Gallery (soon to be deceased) scraping 6.0 and 5.8 respectively.

Phew, it looks like we timed the removal of those two undesirables just right.

## THE GOLDEN AGE OF SEGA POWER

The Average *Sega Power* Reader is just about to hit that very special seventeenth birthday, so many happy returns, congratulations, happy birthday (and all that).

## SEX

The gender breakdown (*Ye what? – Dan*) turns out pretty much as we expected really, with only 5% of our readers being female, and the rest, er, being male. Come on, girls, tell your friends about us! (*Especially me! – John*)

## YOU DO WHAT?

Nine tenths of our readers spend free time watching TV and videos. No surprises there, although we are rather surprised that only just over half of you are into sports.

You can't sit in front of your *Sega* all day long, surely? Movies, books and music also scored highly – which would seem to bode well for our exciting new Media Inc. section.

## AND LISTEN TO WHO?

Would you believe that jazz is the music favoured by most *Sega Power* readers? Nah, only kidding. Chart, dance and rock all gained equal billing with about half our

readers into each music type (many of you like more than one style of music, thank heavens). Only a fifth of you like rap, strangely, with classical music half as popular again. What a mixture!

## TIME TO PLAY

When it comes to leisure items beyond your *Sega*, books were by far the most popular, with 70% of you claiming you while away your time with your nose stuck in a good book. It seems that model railways and toy cars are a thing of the past...

## WHAT DO YOU LOOK LIKE?

Trainers, T-Shirts and jeans are, unsurprisingly, *de rigueur* for the Average *Sega Power* Reader. Those designer jeans are a bit of a no-no, it seems, and baseball caps only found favour with half of you. The half who've just ran out of hair mousse, presumably.

## EAT IT!

Eager health freaks? Not you lot. Burgers constitute an essential part of the diet of over 70% of our readers. Chinese food had a pretty good showing, but spud-u-don't like and pizzas aren't something you crave particularly.

I guess the Teenage Mutant Turtles aren't fans of *Sega Power*.

## YOU DON'T JUST GET US, DO YOU?

Your tastes in magazines are wide

and varied, it seems. The dubious qualities of 'Viz' are by far the most attractive (a quarter of our readers get it regularly – fnarr!), with 'Shoot', 'Red Dwarf', and 'Judge Dredd' all vying for that coveted second place.

## TUNE IN, TURN ON, DROP OUT!

When it comes to television, the big BBC and ITV stations obviously are a hit with everyone (well, you all watch them anyway). BSKyB still has some catching up to do (although MTV is kinda popular). Musically, Radio One and local FM

are the main stations you're tuning into. Gosh.

And that pretty much wraps it up. That, in a sizable nutshell, is our Average *Sega Power* Reader.

So did any of it sound like you? Do you fit the extremely detailed description? Where were you on the night of 3 May 1992? Perhaps you saw something suspicious. Call us right now. We're offering a reward, but if you'd rather remain anonymo... (*Stop it there! – Mark*)

**SEGA POWER**

**HAVE YOU WON £200 WORTH OF CARTS?**

Yes. If, that is, your name is **Stephen Blick** and you live in the **West Midlands**.

When we ran our survey we promised that one very lucky *Sega Power* reader would win £200 of cartridges simply by filling in and returning the huge questionnaire we featured in the January issue. His form was pulled out from the thousands sent in

and as a result he's going to find his cart collection several titles larger before very long. Congratulations, **Stephen**. Hope you enjoy 'em – they're on their way...



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## Killer Konsole Klub

**BETTER THAN A POKE IN THE  
EAR WITH A WET FISH !!!**



Isn't love a wonderful thing !! Caz Cool found out that Bitmap Boy is a member of the Killer Konsole Klub, so she rushed up to him and declared her undying love to him ! Aaaahhh !! Y'see, Caz Cool was so impressed by the Killer Konsole Klub, she joined straight away !! So because Bitmap Boy got Caz Cool to join, he had the choice of either having a fiver off a new game, £2.50 off a used game or a FREE part exchange. So he's chuffed. And Caz Cool is even happier because she gets at least 12.5% off most new Sega and Nintendo games, 15% off used games, part exchanges from four quid and an excellent bi-monthly newsletter, packed with news, reviews, competitions and tips. All this for only £7.50 a year !!



Doug T. Trainspotter is also in love. But he has no girls chasing after him because he isn't a member of the Killer Konsole Klub. Nope, the only thing he could pull is a flask. Aaaahh ! Isn't love a FUNNY thing !

If you want to be as happy as Bitmap Boy and Caz, then fill in the form below. Please include either a cheque or postal order for £7.50 made payable to 'Killer Konsoles'.

If you want to be like Doug T. Trainspotter and have a love affair with your flask, well, that's fine, but don't forget to get any burns you may acquire treated by your local casualty department !!

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ADDRESS \_\_\_\_\_

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MACHINE(S) OWNED \_\_\_\_\_

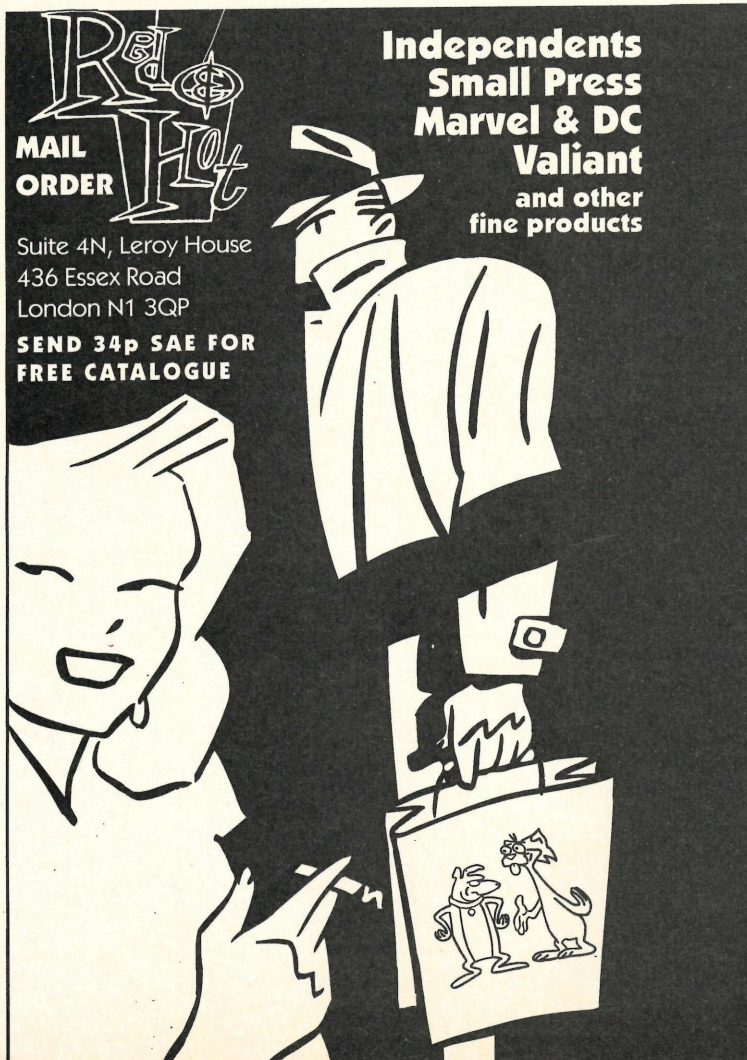
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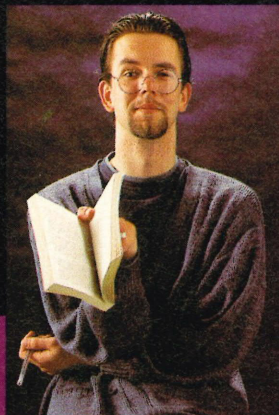
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# POWER TIPS

• An entire book of tips not good enough for you then, eh? •



■ Dean Mortlock intelligent, knowledgeable and with a first class degree in gaming. That's what he tells us, anyway.

## MUHAMMAD ALI'S BOXING

(Issue 39: 89%)  
Virgin £39.99

Steven Edwards from *Kirby in Merseyside* is the slugger who's battled his way through the whole of this Mega Drive game. If you're a bit of a bantam weight, then these codes could be just what you need.

ØØ75B7CZ  
ØØ7BBNCZ  
ØK72BNCZ  
ØK7CB4CZ  
ØK7WB4CZ  
ØK74BBCZ  
ØK7ABECZ (Final fight)

Dean Mortlock, tipsmeister extraordinaire and man of the moment, is back in a revamped tips section for the masses. No bog standard cheats here we'll have you know though – only the best and choicest tips for our lads and lasses, y'hear?

## ANOTHER WORLD

(Issue 42: 83%) Virgin £39.99

Yeah, I know we only reviewed this 16-bit game last month, but while I was playing it I managed to acquire some of the level codes. So here they are.

If you're still having problems, then you'll be pleased to know that I'll be starting a full player's guide next month.

### Level

1  
2  
3  
4  
5  
6  
7  
8

### Code

LDKD  
HTDC  
CLLD  
LBKG  
XDDJ  
FXLC  
KRFK  
KLFB



■ Share Dean's discoveries on *Another World*.

## PUTT 'N' PUTTER

(Issue 28: 67%) Sega £25.99

Jonathan Stemp from *Kent* sent us a whole bagful of Game Gear cheats – but I've only got room for his codes for *Putt 'N' Putter* this month. And to answer your question, Jonathan, I'm afraid there aren't any cheats for *Super Off-Road Racer*, but if I hear of any, I'll pass them on.

### Beginner

Hole 3 SANAT  
Hole 7 DKGKL  
Hole 10 OATBK  
Hole 13 BKMLD  
Hole 16 LKPKO

### Master

Hole 4 WBNAU  
Hole 7 KBQAT  
Hole 10 PLJFK

## STREETS OF RAGE

(Issue 38: 83%) Sega £29.99

If you want extra continues on the 16-bit version, then press left, left, Button B, B, B, C, C, C and then Start on the Game Over screen, you'll be able to continue from where you last copped it.

And for a level select and invincibility on the Game Gear version, go to options and then to sound test. Play sound 11 and then press Buttons 1 and 2 together. You can now turn the damage on and off (or select your level). Thanks to **Graham Almour** from *Stoke-on-Trent* for this most excellent tip.

## GADGET TWINS

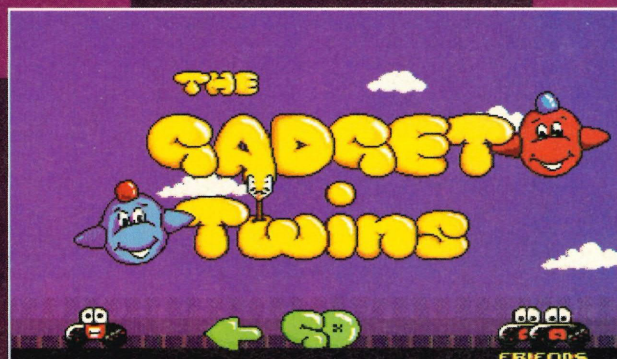
(Issue 39: 83%) Imagitec  
£39.99

If you fancy a level select option for this fun, cutesy, fluffy, bunny-like Mega Drive shoot-'em-up (gag), then you can thank the very distinguished **Rick Scott** (a bod from Imagitec) for this snippetty bit here.

Connect two pads to your Mega Drive (even though you

won't actually use the second one) and wait until the title screen appears.

When Bop and Bump come in from the sides, press Buttons C, A, right and left twice (it spells CARL – the programmer's name). The colours of the two planes will now swap and when you start the game you should, if everything's gone smoothly, be invincible.



■ *Gadget Twins* has been around for a few months now – and for all those lucky owners out there here's an invincibility cheat.

## BLACK HOLE ASSAULT

(To be reviewed)

Hidden in the depths of this rancid CD is a secret game. It's only a version of that oldie *Pong* but it's better than *Black Hole Assault* any day.

To get it, just enter your name as AZY, choose Operation BHA and then enter AZY. A new title screen will pop up and all you have to do is press Start to begin the game.

■ Isn't this *Black Hole Assault*? Don't expect much from the hidden game but it's fun for about seven seconds.







■ Having problems setting your soul to eternal rest? Your spells won't cut the mustard, eh? Well, fear not dying has never been so easy thanks to the ghostly James Walsh.

## CHAKAN

(Issue 41: 83%) Sega £39.99

Nobody said that the quest to release your tortured soul would be easy, but this tip should help you on your way.

Select the practice mode and then start the game. Now head towards the small platform above the air portal.

Press Start and select a Passage spell. You should now have all the weapons spells and skipped the first 12 levels.

Many grave-warming thanks to **James Walsh** from **Bolton in Lancashire** for that wonderfully poignant and incredibly useful epitaph. Cheers, mate.

## HUMANS

(Issue 39: 89%)

Imagitec £39.99

Code time again. And this time it's for this very competent *Lemmings* variant by Imagitec.

Level	Code
5	TMHCPYPCDOHQ
6	DTMFCPWJWFPW
7	FKNMZXDGJKBW
8	XSJKNQLMFHWZ
9	DVDQNTKTMHSF
10	VYJMDMPVXHHD
11	SDKJRGJHDWZQ
12	HCDFWZSNXCPH
13	CBJHXXDMHSVL
14	FPYBCXGPMMP
15	SRQHNLDLDRWPG
16	NYZKBLPGZXMF
17	ZGXMLRRNWHLK
18	RKLLKDZHXNQP
19	VCRMFKNSRDMF
20	WDFGNXGRRMPN
21	YXLPBBLXWHBQ
22	XQHHWPQBIMPC
23	VYNSJGFQJHCB
24	SDMFCJKBCJGZ
25	TKJXCLWLZTWP
26	CVYXWHYRGDWD
27	WTBDCBXTWL
28	QXJKDYRMLSTC
29	VSPQXYVCLVCB
30	MFKTJGNSXQJM
31	FHWHHMTJCJSPN
32	FTWFSBZLYNXS
33	LWLSTSLVWDRX
34	WXTXBCHBWLDC
35	ZSRGHXCZYFLQ
36	ZGHWLXJSXSZM
37	RSBMVGSTSB
38	CZQNJYZWLWFQ
39	ZFPKPYXJCRGX
40	NSFLKXCBJDWF

There'll be some more codes for *Humans* next month.



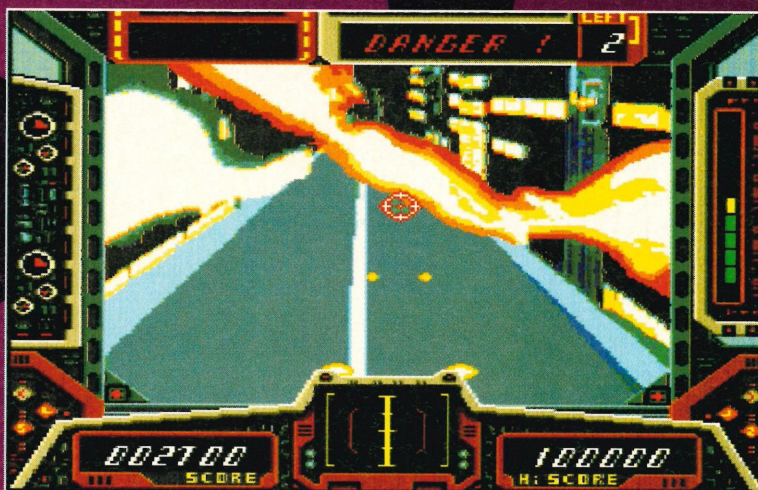
■ Loads codes for those mad *Humans*.

## COBRA COMMAND

(Free with Mega CD system)

Fancy a training mode for this CD game? Well, this 'ere code enables you to restart the game from where you died (the offending baddie that wiped you out will also be missing). Now you can get through the more difficult sections with ease.

Go to the title screen and press up, down, left, right, down and then Start on pad one. The new training mode will be revealed under Difficulty Level on the configuration screen.



■ I'd like to think that this screenshot manages to capture the feel of *Cobra Command* – the fast action, the amazing cartoon animation... Then again, if you've managed to get hold of a Mega CD you'll know all about those zippy visuals, won't you?

## LHX ATTACK CHOPPER

(Issue 35: 73%) E.A. £39.99

For all those people who can get through all the easy stages and want to experience the delights of the later levels, here are a few codes that will transport you to the missions on the Very Hard level. It is that too...

Majestic Twelve:	CBAAEC
Anterior Nova:	CBCAIEC
Reindeer Flotilla:	CBCAQHC
Phoenix:	CBCAYGC
Rainbow Veil:	CBCAAVA
Chess:	CBCAIUA
Lobster Quadrille:	CBCAQXA
Hen House:	CBCEYWC
Desert Two:	CBCEBFE
Flaming Arrow:	CBCEJEE
Plain Aria:	CBCERHE
Lobster Quadrille:	CBCEZGE
Reindeer Flotilla:	CBCEBVG
Flaming Arrow:	CBCEJUG
Hen House:	CBCERXG
Lava Lamp:	CBCEZWG

Anterior Nova:	CDCEANE
Gemini:	CDCEIME
Chess:	CDCEQPE
Binary Rainstorm:	CDCEYOE
Freedom Train:	CDCEA9G
Arc Light:	CDCEY-G
Anterior Nova:	CDCEBNA
Reindeer Flotilla:	CDCEJMA
Hop Toad:	CDCERPA
Olympic Torch:	CDCEZOA
Lobster Quadrille:	CDCEB9C
Grand Theft Hokum:	CDCEJ7C
Flaming Arrow:	CDCER?C



■ If you're sick and tired of blowing away the various armed craft in *LHX Attack Chopper*, you can always go for a spot of Camel baiting instead. Sounds fun, eh?

## ROLO TO THE RESCUE

(Issue 39: 88%) E.A. £39.99

From the title screen press – and hold down – up and left, and A and C. Press reset, but keep all the Buttons held down. After a few seconds, press B to get a menu that'll give you infinite lives, invincibility and the the whole map. Thanx to **David Pearce** from **London**.

**Got a tip?** Want to tell us about it – but you're outta paper? Well, here's the answer. Just write your tip, cheat or whatever on the coupon below...

NAME .....

ADDRESS .....

YOUR TIP/CHEAT .....

TIPS COUPON

...stuff it in an envelope and post the whole lot to: **POWER TIPS** Sega Power, 30 Monmouth Street, Bath, Avon, BA1 2RW. Go ahead, make Power's day!



# JAMES

**With the Mega Drive version (Sega Power 37: 76% Domark £39.99) doing its very best in the shops, what better time for a solution to the famous double-agent's game! Dean Mortlock squeezes into his freshly pressed dinner jacket, collects his Walther PPK, gets a Bermuda tan and guides you through the bad guys without so much as a by your leave. What a guy!**

**G**UIDES, GUIDES, guides... Do we pack 'em in or what? And, look, I haven't mentioned the luscious Miss Money Penny once! Oops...

## GENERAL TIP

- The aptly named Q Cases give you three grenades, three health points, two ammo clips and they also act as restart points, so never forget to pick them up when you get the chance!
- Each time you kill a boss, you'll get a heart which gives you three health points. Remember to pick it up before it self-destructs tho'.
- You'll get a health point every time you rescue one of the babes on display too.

- Always try to pick up as many ammo clips as possible, but (again) be quick. If you don't think you'll be able to get to one before it self-destructs, leave it.
- When you're going up a ladder and there's a guard on the platform above you, wait until he's gone off-screen (or as far away as possible) before climbing onto the platform. With skill you'll be able to climb up without getting shot.
- If the distance isn't too great, drop off a platform rather than use the ladder. You're a lot easier to pick off on a ladder (it takes ages to climb down them). Only drop down from a height when you can clearly see the platform below you.

ladder, go right. Eventually you'll find the first woman to rescue. After you've nabbed her, go back the way you came and return to your starting position.

Now go up the ladder and move across the top of the ship. Here you'll find the second woman. Drop off the end of the platform and head down the steps. Go along and down the next ladder. You'll see a large swinging submarine-thing to the right.

This drops down on top of you when you get to the bottom of the ladder and start to go to the right. To avoid getting crushed, edge slowly to the right. Now, as soon as it appears, leg it to the left.

After it's fallen, move to the right side of the platform and go up the ladder. Continue to the right. You'll come across a few guards here. Use the doorways (by pressing up on the pad) to avoid their fire – and then shoot 'em in the back. It won't earn you any medals for honour but it will save you a good deal of energy.

Go down the ladder (onto the boats), jump across to the right and then go up the ladder on the third boat along. When you get to the top, head left and pick up the Q Case. Go back to the right and climb up the ladder at the end.

Once you're at the top, run along the platform, jumping over



● These very helpful objects are called Q Cases. They'll give you oodles of health and cartridges. They also act as restart points.

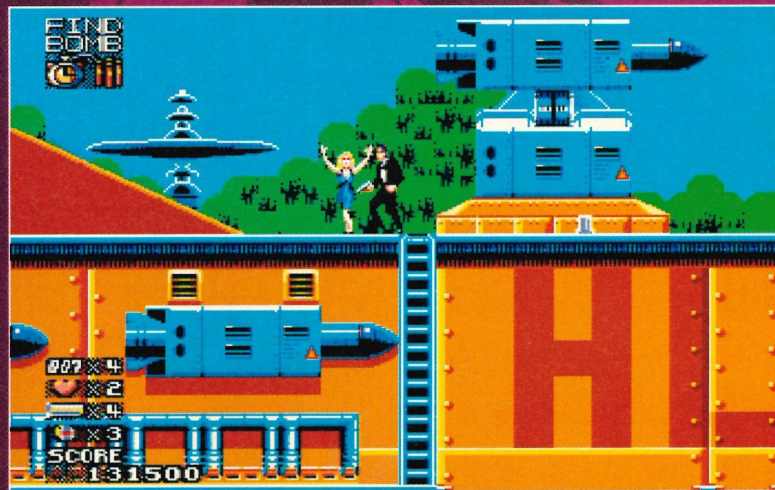
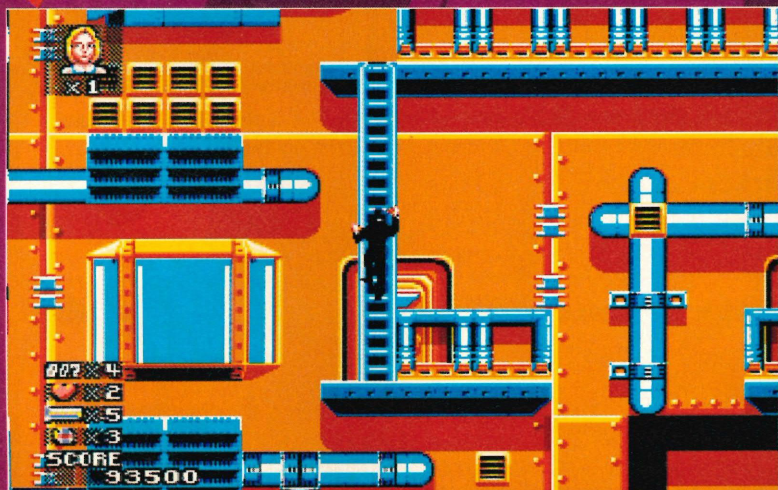
the gaps as you go. When you reach the end, go up another ladder and then move along to the right.

Go up the very next ladder. You'll find the final woman at the top, just to the left. Free her, head right, go down the ladder and activate the bomb.

You've now got 59 seconds to complete the level. Jump on the next platform to the right and kill the guard. Take the lift down. Hop off at the bottom and go up the steps – but don't go all the way up. Kill the guards, then wait...

## 1 LEVEL ONE Women: three

First off, follow the arrows down. When you get to the bottom of the



■ The first level is dead simple. Try to keep out of the water though – the sharks that inhabit it are less than friendly. (That's writerspeak for mindbogglingly life-threatening by the way.)

■ Gasping babe voice: "Oh, Mr Bond. I knew you were coming!" Yet another woman flings herself into the arms of our heroic James. How does he do it? Is it his aftershave or what?



# BOND



• The man with the severe dental work is back. Don't get too close to him or he'll shake you and then lob you over the side. Still, the sharks aren't that difficult to avoid.



## LEVEL TWO

Women: seven

Shoot the guard *before* jumping over the spiked pit. Climb up the first pair of trees you come to – then stop when you get to the rope that goes to the left. Amble across this rope and pick up the woman.

Go back along the rope and then go straight up. When you get to the tree with the green ladder, go up it. At the top you'll find the second woman. Now go back down the ladder and jump across to the right. You'll come to a platform.

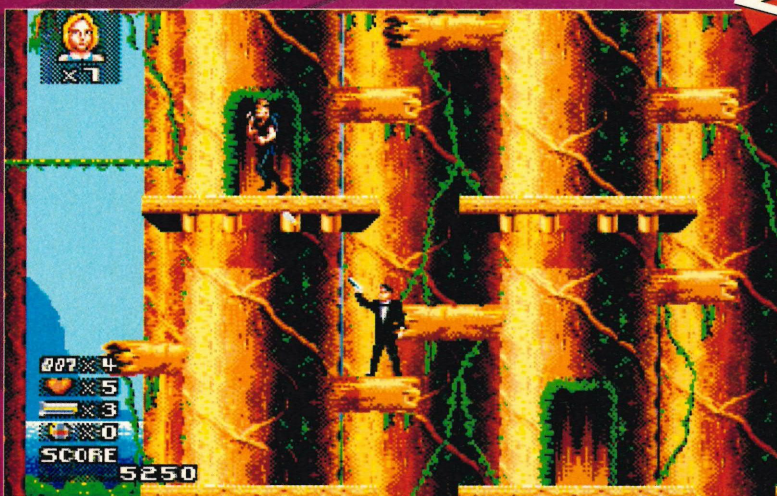
Jump on it and shoot the guard. Now for the second boss...

## Boss Two

This is the nasty voodoo guy from 'You Only Live Twice' and he's easy to waste. Crouch down and keep firing to avoid his weapon. 10-15 hits is all it'll take.

Afterwards, continue right and then jump into the tree. Climb to the top and you'll find the third woman. Fall off to the left, past the rockface, and drop into the second room. Go left into the chamber and up the ladders for woman number four. Now go back down the ladders and leave.

Climb a short way up the next tree and use the branch to clear the spiked pit. Shoot the guard and head right. Go past the next ladder and drop into the pit. The fifth woman is to your left. Go back up and head left.



• Why does he always go on secret missions wearing a dinner jacket? And how come he always looks so damn immaculate, even after scrambling through a sweltering rainforest?

## Boss One

The first boss is easy enough. He's the one and only Jaws from 'Moonwalker' and 'The Spy Who Loved Me' films, and his route sends him backwards and forwards across the top platform.

If you just keep blasting away, he'll soon die. Remember to quickly rush up and get the heart he drops after he cops it. If he

does manage to nab you, he'll only chuck you off the boat.

And once you're in the water, grabbing the ladder before the sharks get you is more a matter of speed than skill.

When you've disposed of Jaws, head right. Go down the lift and then wait by the exit sign.

A submarine will now take you all the way to level two.



■ This screenshot shows perfectly the correct position and stance you need to defeat the first boss on level two. Fortunately, you don't need any jungle magic to send this voodoo geezer into the ground for good. Not that I believe in voodoo, of course (ack).

Climb the ladder, shoot the guard and get the Q Case on the left of the first platform. Climb to the top and go right to meet...

the sixth woman and then start to drop down the tree.

When you reach the bottom you'll find the seventh (and last) woman. Head right, go up the slope and catch the descending lift. At the bottom, head left and activate the bomb. Exit right.

**There'll be loads more tips for James Bond next month...**

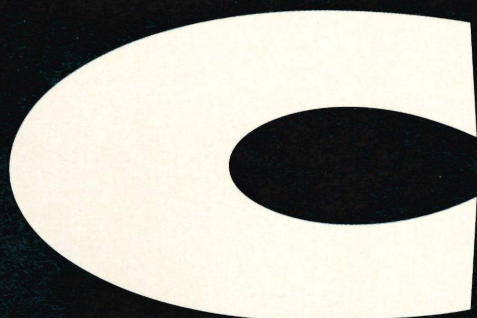
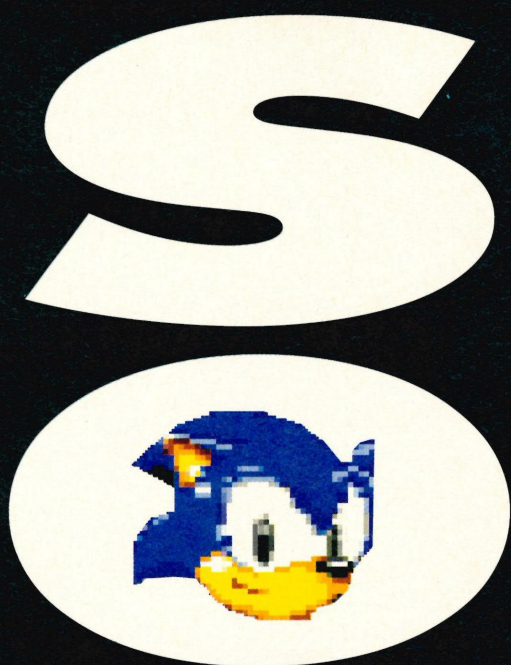
## Boss Three

Don't get too close to this guy – just keep him on the righthand edge of the screen and let fly. Now continue right until you come to the air jets. To reach the top branches, you have to jump on these and then press hard right. Head right to get

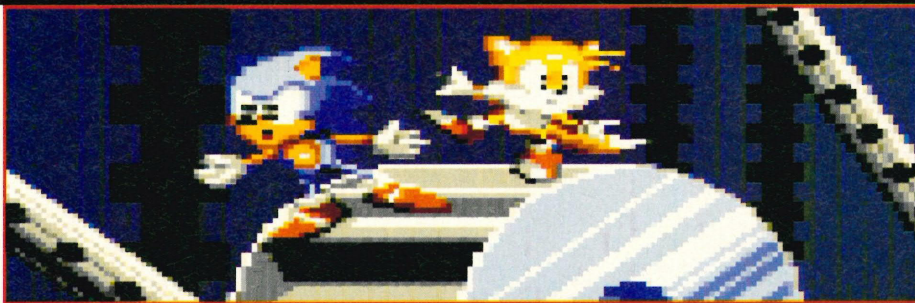
■ Not really a boss, more of a slight obstacle, this one. Keep your distance and keep firing. You can use grenades if you want (but don't get too close).







Here's the final part to our *Sonic 2* guide on the Master System (*Sega Power 37*: 93% Sega £34.99). Relish these in-depth tips – Dean doesn't like to admit they're the best in the business (but we know they are).



**L**IVES, SECRET ROOMS, Emeralds – I've got 'em all covered. Just pore over these intensive hints from my tips cupboard (?) and find out everything there is to know about the fox and the hog.

### GIMMICK MOUNTAIN ZONE

#### ACT ONE

This is one of the most interesting Zones in the game. Sticky CDs (!?! ) abound, revolving at around 300 revolutions per minute (although I must admit, they don't look much like CDs to me).

From now on, things also start to get a mite trickier, so you'll need to plan your route through the following Acts very carefully.

#### Enemies

The exploding robots are your biggest problem. When you get close to them they tend to explode (surprise) and throw out bombs in all directions.

Getting past these guys is quite simple though. Move in real close, wait for them to start shaking – and then move back before they detonate. Apart from that, there are no enemies on this Act that should have you foaming at the mouth in frustration.

#### Lives

Two more lives up for grabs here. The first one is located at the start of the revolving platform section (the bit after the spinning CDs). To get it, just walk through the wall to the right and then drop down. Now go to the left.

The second life is a bit more tricky to nab. After you've collected the first one, you should be able to spot the second in a secret room to the right.

Go to the top righthand corner of the level and, ignoring the cart, scoot down the ramp. If you jump just before the end, you should land on the ledge that will take you to the extra life.



■ Sonic goes spinnin' around on the sticky CDs. (Well, what would you call them then?)



**ACT TWO**

Much the same as the last Act, only a lot bigger! There's nothing here that you won't have seen already, but there's still plenty of scope for exploration.

**Enemies**

The exploding robots are joined by insane monkeys who bounce up and down on the spot. They're totally mad, but not difficult to dispose of once you know how.

**Lives**

There are a juicy two lives to be had on this Act. You'll find them both in the secret section that contains the Emerald (see below).

The first one is at the end of the secret passage – just before you jump onto the spinning CDs. If you jump towards the left and through the wall, you'll land in a secret room containing the life.

You'll find the second life near the second CD. Jump off this to the left (and up) and you'll go through to another secret room, complete with the extra Sonic. Now, how to get that Emerald...

**Emerald**

There is a secret section near the start of this Act which contains the Chaos Emerald.

Go across the conveyor belts and up the ramp. At the top, jump to the left. You should find yourself in a secret room.

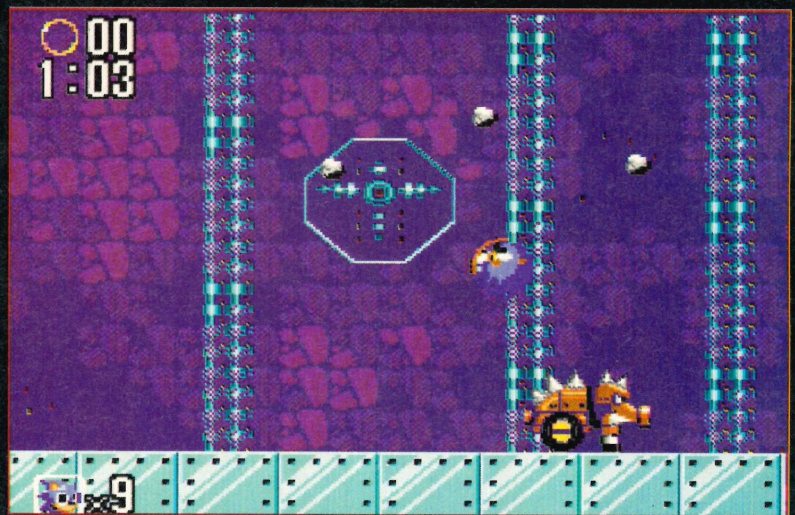
Go along to the left, up the CDs and along to the right to find the Emerald itself. Go back the way you came to get back to the main part of the Act.

**Guardian**

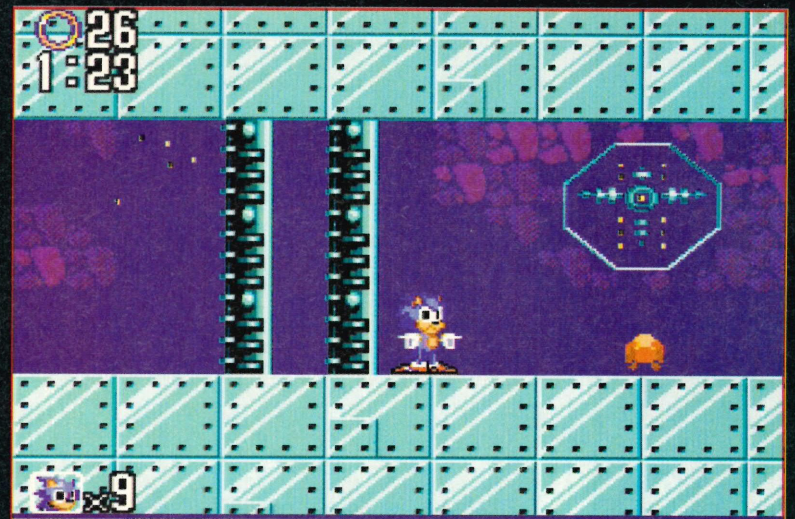
This nasty mechanical-pig type thing is the trickiest guardian

so far (but that's not saying much really). He moves back and forth across the screen while you have to watch out for the metal spikes on his back.

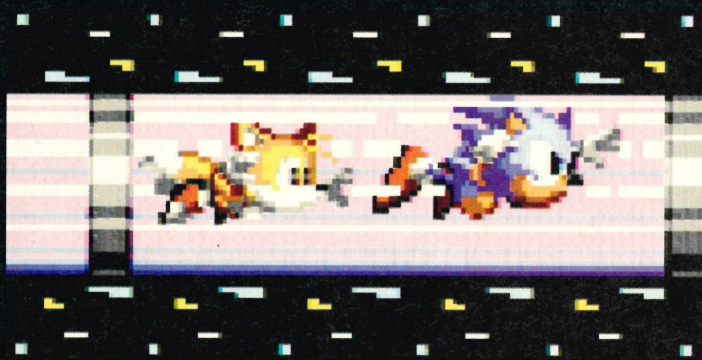
Eventually, he'll stop on one side of the screen and the spikes will retract for a couple of seconds. That's your cue to attack. Watch out for the three boulders that drop down after you hit him. If you time your jumps right, you should avoid them easily. Once he's dead, you can cheer loudly. *Next!*



■ The only tricky thing about this guardian from Act Two of The Gimmick Mountain Zone is the boulder shower that rains down on you after you've bashed him. Anyone got a broly?



■ You'll have no problems getting the fifth Emerald, but take time out to look around the secret room because there's a couple of free extra lives to be had here too.



■ These tubes look impossible to navigate at first, but if you follow our guide you'll be an expert before you can say "loo brush and bleaching agents, eat your hearts out!"

**SCRAMBLED EGG ZONE****ACT ONE**

These Acts are a nightmare because they're full of pipes that seem to take you nowhere in particular. With a bit of practice, however, the route through this maze will soon become apparent. But for those of you who still can't get through, I've included the routes in more detail below.

**Enemies**

All the old favourites are back – these include the flying turtles (?), the exploding robots and the rest of Robotnik's tin creations. They're more distracting than anything, fortunately, but keep an eye out for them anyway.

**The Pipes Of Doom**

At the start, jump up into the first pipe, then go immediately right. Now go up. You drop down into a large room full of rings. Collect as

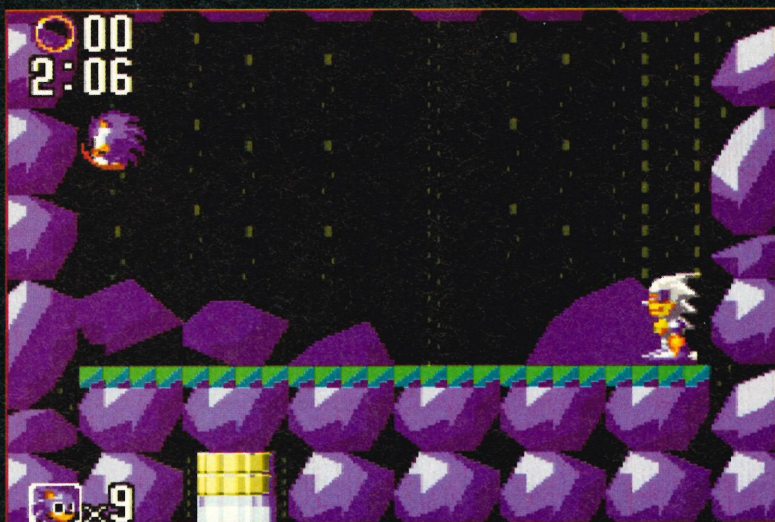
many as you can and you should be well on your way to earning yourself an extra life.

Now drop out of the room, go along to the left and move up. You'll emerge into another room. Go to the far lefthand side and jump onto the spring. Go up into the pipe. Remain inside until the end and then move to the right. Now drop off into the first gap you come to. Go down through the pipe to collect an extra life.

Return to the room with the spring and then go back up that pipe. At the top, go across the platforms, down the slope and into another pipe. This will take you up to a higher part of the level. Here you should come across about 20 rings in the shape of an arrow pointing to the left (there's a hint for you).

Go into the pipe and take the first junction to the left and then the next one going down. Just before the end of the pipe, push right to enter another room with ➤





■ The Steel Sonic – and the most challenging guardian so far. As long as you keep spinning, you'll be fine. Just try to judge when he's going to attack so you can take defensive action.



■ You've defeated the Silver Sonic – and he's left you the sixth Emerald. If you haven't got all the Emeralds up to here, however, the game will end and you won't have rescued Tails!

► an extra life. Now go back out and down to land on a platform. Jump to the left and into the pipe. You'll end up in a small room with a rings TV. Pop into the pipe here and it will take you to another, larger room. Jump up onto the top platform and then up into the pipe above. Collect the extra life and then jump back into the pipe. Stay on the platform you land on. This will take you along to the left. Ignore the first two pipes, but jump into the third...

Things will start to look a bit more complicated from now on. Just don't panic! If you follow my instructions below you'll be through before you can say "Blimey, that was easy!"

Take the pipe going up and, at the first junction, go down. Take the first right, go down again and

then turn immediately left. This will take you to the exit.

## ACT TWO

This Act looks very complicated, but it's actually quite a bit easier than the last one! Whatever you do, *don't* spend hours looking for the Emerald, 'cos you won't find it. This is the only Zone in the game where the Chaos Emerald *isn't* located on the second Act – just to fool you...

### Enemies

All the nasties you met in the last Act reappear with a vengeance here. Watch out for the exploding robots at the start of the level. Here's an idiot-proof method to help you deal with these decidedly less-than-friendly tinheads:



1. Wait until the robot's moved to the far right side of its platform.
2. Jump across. The robot will start to shake.
3. Now quickly jump back to the platform on your left (you'll get hit if you aren't quick because the robot explodes soon afterwards).
4. Continue moving right, dealing with other robots as and when you come to them in the same way.

### The Pipes Of Doom (Part Two)

Travel across the platforms, then move up into the pipe at the end. At the top, jump across to the small platform on the right. Continue to the right and speed down the ramp.

With a bit of luck, you should land on a large platform with an extra life. If you drop off here to the left (carefully), you'll land on another platform – and this one's got an extra life on it. Drop off here and head to the right. Now get onto the moving platform and jump up into the pipe. Follow it around so that you land back on the platform. Jump off, collect the rings and then repeat with the next platform. Follow the platform up and jump into the pipe. You'll have to do a

quick loop of the circuit to give the platform time to go around to the other side of the pipe.

When you do finally jump into it, press down, right and then up. When you now fall out the other end, you'll be able to land back on the platform.

Stay on the moving platform (jump over the static ones) then leap into the pipe. You'll be at the exit in no time.

### Emerald

To get the Chaos Emerald on this Act, you have to battle with and defeat the Silver Sonic.

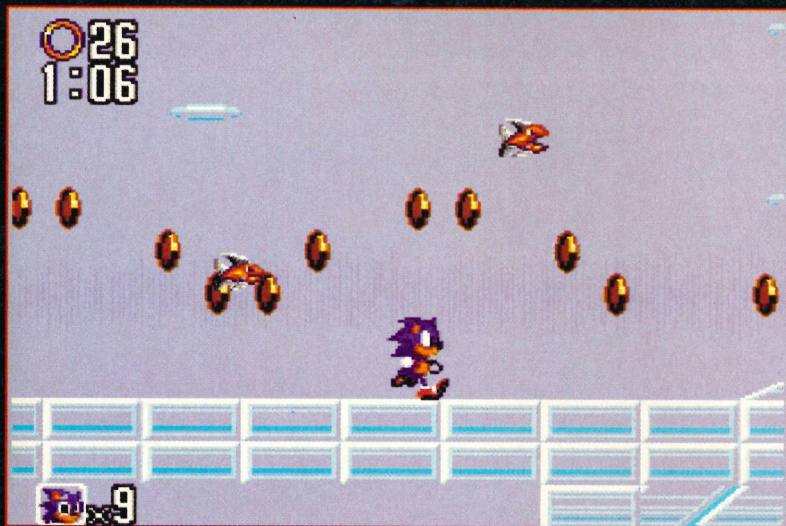
### Guardian

The Silver Sonic has all your abilities – he can both spin-attack and bounce around the screen in a most energetic fashion. The secret to defeating him is to keep in a ball as much as possible.

He's vulnerable when he unravels for a couple of seconds at the sides of the screen or when he zips about the place using his rocket shoes. If you've collected all the Emeralds up to now, you'll get the sixth and final Emerald when you kill the Silver Sonic. Now it's off to the last Zone for the final battle







■ The Crystal Egg Zone (?). Not too taxing, Act One – and you're well on your way to being reunited with Tails (hurrah!). Don't fret about the killer fish. They ain't so hard really.

with Robotnik. If, however, you haven't collected all the Emeralds, the game will end here.

## CRYSTAL EGG ZONE

### ACT ONE

You'd expect this to be one of the toughest Zones around, wouldn't you – being the last one 'n' all? Well, it isn't.

Don't go anywhere near the top of the level. Instead, at the start of the Act, drop down to the very bottom. Follow this section along and then go up the slope. Now go along a bit and drop down. From

here you should be able to nab an invincibility TV. Bomb along to the right to find the exit!

#### Enemies

The only new enemy to cope with on this Act are the simpleton fish. There's also a hefty amount of spikes to contend with, so always check what you're about to jump on before you leap.

#### Lives

None. Zilch. Stuff all. Er, nothing.

### ACT TWO

The very last Act, and it's a bit on the hefty side (well, it's bigger



than the last Act anyway). You've got to jump through loads of ice blocks, springs and spiky things as well... Final advice: dodge everything that looks dodgy and, erm, jump on all the TV things (You're fired! – Mark).

#### Enemies

The floating fish float dangerously (not really) and there's more spikes than you'd find in a pervert's wardrobe (?).

#### Lives

If things weren't easy enough already, you're now given *another* two extra lives.

The first one is near the beginning of the level. From the start, jump across the spikes and work your way up by bouncing on the diagonal springs. The life is located at the top on the right.

The other life is located near the end of the Act. Jump up the round balls (the ones that act like

the CDs) and head to the right. Use the spring to jump across the large gap. Walk through the wall and you should now be able to see the extra Sonic.

#### Guardian

Finally, you have to confront Dr Robotnik (or Gladys to his friends). As imposing as he may seem, he's no more difficult than any of the other guardians.

When you first enter his room, spin-attack him and then vanish into the tube. Try to go around in a clockwise direction. He'll send out bombs and lightning bolts, but you'll be safe in the tube.

After the second, longer lightning flash, jump back into the chamber and attack. Be as quick as you can and then jump back into the tube. Repeat this eight times. That's all there is to it. Tails is safe and Robotnik is sent off to count his royalties... **SEGA POWER**



3:01

■ Well, it's finally over. Robotnik has once again been defeated. With his tail firmly placed between his legs, he's off for a sequel (probably)

3:15

■ And in his place appears that hero of foxes everywhere – and mate for life – Miles Prower (Hurrah for Sonic etc. etc.).



■ Happy and jolly, our two frisky friends once again frolic in the sunny meadows, glad at long last that innocent animal folk are now free to gambol at they please (Gerroff! – Dan).

■ Everybody lives happily ever after – and Robotnik is banished for another 12 months. Meanwhile, Sonic and Miles become one with the universe.



END



# UNCLE DEAN'S

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I can't help you with everyday problems, like managing your bank balance or fixing that oil leak in your car, but when it comes to Sega games, I've got everything in the bag (and more besides). Carts wither before my gaze!

## CASTLE OF ILLUSION

(Issue 17: 96%) Sega £29.99

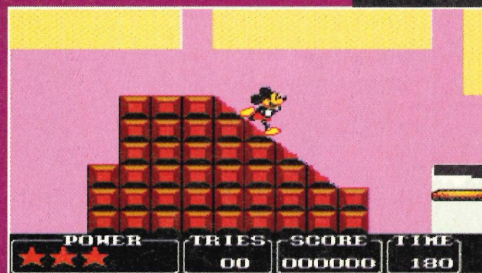
I'm having trouble defeating the third end-of-level boss (otherwise known as the chocolate boss) in this Mega Drive game. Any ideas?  
**Alison Pembroke, Glasgow**

Like most guardians, Alison, this one is very easy to defeat once you know the pattern. First, go to the side of the screen away from the

boss and then wait patiently for him to re-assemble.

When he's complete, pick up the spare bit of chocolate that should be lying nearby and lob it at him.

Now all you have to do is repeat the process on the other side of the screen – and carry on boshing him with your buttocks until he dies. It really is that easy.



He may well be an American rodent with a voice that grates the ears at the best of times and mates who are about as interesting as a piece of tarmac, but he's still the star of a few good games – *Castle Of Illusion* is one of the best.

## POWER STRIKE

(Hard Line \*\*\*\*\*) Sega £24.99

Have you got any cheats for this Master System game?  
**Henry Cromie, Co. Down**

Short and to the point, Henry. If you press the joypad down, right, down, down, down, left, right, up, right and then press Button 1 twice on the title screen, you'll get a whopping ten extra lives for your trouble.

## SHADOW OF THE BEAST

(Issue 26: 79%) Tecmagik £32.99

How do I defeat Skariour The Slayer in this 16-bit game?  
**T Williams, Cardiff**

Try to have a good supply of lives in hand for this encounter, T. The only vulnerable spot on Skariour is his big toe. Run towards him and smack him there. If you quickly run back to the left side of the screen you should easily avoid his club.

## SONIC 2 – THE FLUFFY CLOUDS SCANDAL

Please could you print a map on how to get the Chaos Emerald in the Sky High Zone of the Master System version of *Sonic 2* (Sega Power 37: 93%, Sega £34.99). I've read loads of mags but none of

them say how to get it. Please help – it's driving me mad!  
**Lee Fixter, Scunthorpe**

I printed a descriptive guide for that level last month, Lee, but it is the

trickiest Emerald to get and since I have had loads of letters on the subject, well...

So for the those bods out there who are still having problems, here's a map to help you out...

You should be able to get to this position in the Sky High Zone without my help, so I'll start the map from here if you don't mind!

This is one of the three springy clouds you'll need to reach the Emerald. The other two are on either side. Jump carefully now!



And here's the Chaos Emerald. If you time the jump on the very last cloud to perfection, you should reach it without any problems.

**Y**OU'D THINK A TRULY tiptastic 99 pages of tips, courtesy of The Really Groovy Tips Book on the front of this month's mag, would be help enough for everyone, but still the letters pour in. Damn good job too.

Send your letters for all kinds of advice to: **Uncle Dean's Problem Pages, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW.**

## TERMINATOR

(Issue 32: 81%) Virgin £32.99

Could you show me a map of the police station and tell me where to find Sarah Connor on the Master System version of *Terminator*?

Also, is there any possibility of a continue cheat? I would be very grateful for it.

**Tom Symons, Taunton**

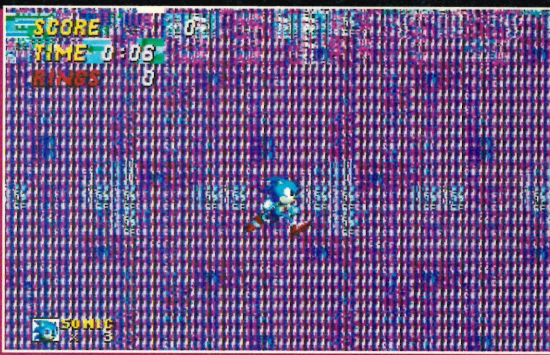
I can't give you a continue cheat, Tom, but what I can give you is a level select – which is nearly as good. We printed this cheat last month but for anyone else out there who might find it interesting, here it is, in full, again:

Go to the main *Terminator* screen, hold down Button 2 and then press Button 1. The screen will go black for a few seconds. While the screen is black, do the following on the joypad: left, left, up, up, right, right, down and down.

Two zeros should appear on-screen. You can now select your starting level by pressing left and right on the pad.

As for the map, well, Tom, I think there's got to be something left for you to do, right?





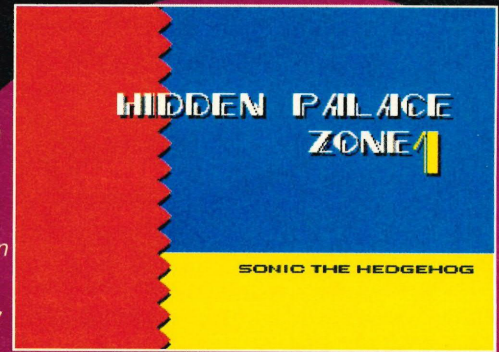
■ Almost unplayable and very unpleasant (to say the least) on the eyes, this is the Hidden Palace Zone, which, er, doesn't quite live up to its name anymore. Entertaining for a while though.

## SONIC 2 HIDDEN LEVEL

■ I've been through all the sounds in the sound test on *Sonic 2* on the Mega Drive (*Sega Power* 37: 89%, Sega £39.99), but I still can't work out where sound ten is. Can you shed some light on this?

**Stephen Webb, London**

*Indeed I can, Stephen. Sound ten is used in a hidden level of the game (called, oddly enough, the Hidden Palace Zone). However, to access this Zone you'll need an Action Replay Cart and this code: FFFE100008. This'll take you straight there. Shame the Zone's virtually unplayable though.*



■ Yep! The screen says it all. Sega haven't cleaned up their software properly and you can now access all the crappy bits they never thought anyone would ever find.

## CHUCK ROCK

(Issue 32: 87%) Virgin £39.99

■ Please, please, please can you help me with the Mega Drive version of *Chuck Rock*.

I can get through to level three, but I can't kill the monster at the end of the level. I've tried everything I can think of, but to no avail. Can you help me?

**T Bassett, Cardiff**

*Attacking this guy, definitely the trickiest of bosses in Chuck Rock, is a nightmare, I agree. You lose your belly-attack capability and everything slows down terribly. Fortunately, you can still give a powerful kick.*

*Hit him in the belly and watch out for the crabs and the spit (!?!). If you get in quickly enough, you should be able to get in two hits before having to swim away out of the danger zone.*

## BART VS THE SPACE MUTANTS

(33: 59%) Flying Edge £39.99

■ My brother and I have a big problem that we hope you can solve (I'll try – Dean). We recently bought *Bart Vs The Space Mutants* for the Master System and the problem is – we're still stuck on level one.

How do you change the colour of the parasol over the door of Tool World (one of the shops)? Please help us. We have tried everything we can think of!

**Tracy Cutmore, Newhaven**

*The answer to your problem is a lot easier than you think, Tracy. First, buy the wrench and the key. Now come back outside and spray the hydrant. Select the wrench and use it on said hydrant.*

*This will then explode and soak the parasol with water – which will wash off all the wet paint!*

## DESERT STRIKE

(Issue 29: 91%) E.A. £39.99

■ Can you please tell me the best way to rescue the prisoners-of-war in campaign two of this Mega Drive game? After destroying the radars, electricity cables, nuclear plant and jail, I keep losing all my lives trying to blow up the four towers which surround the prisoner-of-war camp.

**Cassim Tilly, Preston**



■ Security is high at the very latest *Desert Strike* Butlins complex. Anti-aircraft guns are scattered around the tents and Apache helicopters patrol the skies. Armed marksman are trained to pick off anyone who looks like they're having – horror – a good time.

*Well, Cassim, you've done everything in the right order but you're obviously missing something out somewhere. Letting off a couple of Hellfires at the towers should do the trick.*

*Just make sure you're fully armed up and protected by a decent amount of armour. Now swoop in fast, fire the Hellfires and fly out quickly again to avoid any further damage. Practise this, get your aim right and it shouldn't be too much of a problem.*

## BATMAN RETURNS

(Issue 38: 52%) Sega £39.99

■ I know there aren't any cheats for this game (Well, not at the moment anyway – Dean), but seeing as I've just got one of those Action Replay thingies, I just wondered if you had any codes that could be of help to me?

I'm stuck on the fourth level and, being at the ripe old age of 32, my gameplaying abilities

aren't quite what they were. Any help would be appreciated.

**David Sawyer, Ilford, London**

*Listen, David. 32 is no age – honest! But while there are no cheats as yet for Batman Returns, I do have an Action Replay code that you might find useful. Enter FFFE31002C for*

**SEGA POWER**

## SPIDER-MAN

(31: 84%) Flying Edge £32.99

■ Please help me with *Spider-Man* on the Game Gear. I can get up to level 7 (the one where you have to fight Venom, Dr. Octopus and the Lizard King) and I can get to the bomb, but I don't know what to do after that. Help!

**Matt Bickle, Hillingdon Heath**

*The bomb is actually quite simple to disarm, Matthew. It's basically just a case of punching each of*

*the flashing numbers until you manage to turn them all off. There's no set pattern, so you don't even have to hit them in a certain order or anything.*

*The only life-threatening things to watch out for while you're doing this are the homing missiles that come at you from the hills in the background.*

*As long as you keep on the move while you're switching off the lights, you should be able to avoid them easily.*

■ Spider-Man can supposedly do everything a spider can. Does this mean he has trouble getting out of the bath, ends up all kinda crushed inside a piece of toilet paper and then gets flushed down the loo?



**For any kind of help write to: Uncle Dean's Problem Pages, Sega Power, 30 Monmouth**

**Street, Bath, Avon BA1 2BW. I'll do my level best to sort you out – whatever your problem may be.**



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## SEGA POWER'S STAR RATINGS

\* Awful. Horrible. Nasty.  
 \*\* Um, some may like it.  
 \*\*\* Not bad, not brilliant.  
 \*\*\*\* Worth the mooley.  
 \*\*\*\*\* State-of-the-art!  
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Please note that Import prices will vary from company to company. The prices quoted are typical but only use them as a guide.

## MEGA DRIVE

**AERO BLASTERS** (Import) £30  
 A very fast horizontally-scrolling shoot-'em-up, notable for its superfast tunnel sequence and major end-of-level guardians. \*\*\*\*\*

**AFTER BURNER 2** SEGA £34.99  
 The coin-op is a case of "nice graphics shame about the game" and while this version follows suit, it is a thrilling but short blast. \*\*\*\*

**AIR DIVER** (Import) £30  
 First person perspective shoot-'em-up, with large enemies and some fast and frantic blasting. Not much lastability though. \*\*\*

**ALEX KIDD IN THE ENCHANTED CASTLE** SEGA £19.99  
 Alex goes 16-bit in this colourful platformer. As with other Kidd games, the jolly atmosphere belies the testing gameplay. \*\*

**ALIEN<sup>3</sup> FLYING EDGE** £34.99  
 Well, what can you say? It's good, but not earth-shattering. The big movie licence will draw a crowd and the graphics are excellent, but it's a run-of-the-mill platformer. \*\*\*\*

**ALIEN STORM** SEGA £19.99  
 Horizontally-scrolling blast-'em-up in the vein of a high-tech Golden Axe. Looks neat, but it's crippled by easy gameplay. \*\*\*

**ALISIA DRAGON** SEGA £19.99  
 A slick and professional platform dragon-'em-up, with incredibly hectic gameplay. \*\*\*\*

**ALTERED BEAST** SEGA £34.99  
 Once this came free with the Mega Drive, and even then they couldn't get rid of it. However much you enjoyed the coin-op, give this conversion a wide berth. Naff, naff, naff. \*\*

**AMBITION OF CAESAR** (Import) £35  
 A typical wargame with plain graphics and grey-matter gaming. Aimed at strategy buffs, but with plenty of difficulty levels. \*\*\*

**ANOTHER WORLD** VIRGIN £39.99  
 Solve the puzzles and guide Lester back to his homeland in this excellently animated and highly original arcade/adventure game. Shame there's not more of it! \*\*\*\*

**AQUATIC GAMES** E.A. £34.99  
 James Pond is back, and this time things are different. Compete with rival sea life in 11 events in this watery version of Track & Field. Tons of humour, and the events are varied enough to keep interest up for a while. \*\*\*

**ARCH RIVALS** FLYING EDGE £39.99  
 Nice idea, shame about the execution. There are some good touches and fair gameplay – you can beat up your opponents, for example – but after a hard session you begin to wonder if that's it. Yes, it is. \*\*\*

**ARIEL THE LITTLE MERMAID** SEGA £40  
 Total yawnsville. This is one of the most boring games ever released. Avoid. \*

**ARNOLD PALMER TOURNAMENT GOLF** SEGA £34.99  
 Impressive-looking game with convincing 3D courses and good player animation, but dull gameplay. Seasoned golfers should go for PGA Tour Golf 2 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 LYNOS** (Import) £20  
 Known as Target Earth in the USA. This tough eight-stage scrolly shooter is quite tricky to

control. Persevere and you might just enjoy it. There again, you might not. \*\*\*

**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. \*\*\*

**ATOMIC RUNNER** (Import) £34  
 Another shoot-'em-up! This one's really good, although there is a strange control method. Check it out anyway. \*\*\*\*

**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. Not something you'd be proud to own. \*\*\*

**688 ATTACK SUB** SEGA £35  
 Detailed submarine sim with enough arcade action for blasters, lots of missions, smart visuals and some decent speech. \*\*\*\*

**BACK TO THE FUTURE 3** IMAGE WORKS £34.99  
 Third in the trilogy, not quite as bad as its predecessors, but still pretty dire. Four totally unsatisfying stages. \*\*

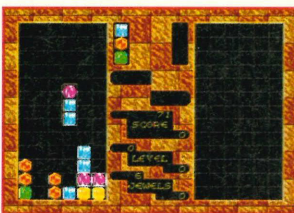
**BATMAN** (Import) £35  
 Yet another average film conversion. Sunsoft play it safe with a platform stroll around and beat-'em-up. Plenty of fisticuffs with end-of-level Penguins and Jokers, but it doesn't push the Mega Drive or you. \*\*\*

**BATMAN RETURNS** SEGA £39.99  
 This game creates a pretty good atmosphere with its gloomy graphics and haunting sound effects, but the gameplay stinks. \*\*\*

**BATMAN: REVENGE OF THE JOKER** (Import) £44  
 This has got to be the worst of the Batman platform beat-'em-up games – bland graphics, bland sounds and bland gameplay. \*\*

**BATTLE GOLFER** (Import) £30  
 Weird title, eh? Well, this is a weird game – it's a golfing arcade adventure, believe it or not. You'll have to know a bit of Japanese to follow what's going on. \*\*\*

**BATTLE SQUADRON** E.A. £39.99  
 This is one classy vertical scroller. The snazzy graphics can't disguise some serious flaws in the gameplay, like the high difficulty level and puny power-ups, but it's still hotter than the summer of '76. \*\*\*\*



Columns.

**BIMINI RUN** (Import) £30  
 Smooth and convincing 3D in this speedboat shoot-'em-up with rolling waves and some really whizzy craft. It's jolly fun but nothing to get overexcited about. \*\*\*

**BIO HAZARD BATTLE** SEGA £39.99  
 Another shoot-'em-up, but don't rub this one out too quickly. The graphics are interesting, and the gameplay is challenging enough to warrant at least a second look. \*\*\*\*

**BLOCK OUT** E.A. £19.99  
 Take the classic, block-shifting Tetris, add a new dimension along with a different perspective and voilà! Easily as addictive as Tetris, but expensive. \*\*\*\*\*

**BONANZA BROTHERS** SEGA £19.99  
 Cult coin-op caper on your MD. Faithful conversion (two-player mode is included), but the game is still flawed. \*\*\*

**BUCK ROGERS** E.A. £49.99  
 Another classy title from E.A. Stop the RAM organization from corrupting the Earth with your team of adventurers. Investigate, explore and enjoy. \*\*\*\*

**BUDOKAN** E.A. £39.99  
 Straightforward martial arts: learn the kendo, nunchaku, karate and bo disciplines. Lovely animation, but a bit dated. \*\*\*

**BURNING FORCE** NAMCO £34.95  
 Space Harrier with different scenery. Similar faults too: repetitive, tricky targetting and perennial collision faults. \*\*

**CADASH** TAITO (Import) £36  
 A good attempt at trying to mix arcade action with a role-playing game. Good graphics and animation, but it's still far too easy. Quite a big problem really. \*\*\*

**CALIFORNIA GAMES** SEGA £19.99  
 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. \*\*\*

**CAPTAIN AMERICA** (Import) £40  
 This pleasingly silly platform scrolling beat-'em-up is marred by clumsy gameplay. The action lacks any kind of momentum, and it's hopelessly overpriced for what it is. \*\*\*

**CASTLE OF ILLUSION** SEGA £39.99  
 Mickey Mouse himself stars in this classic platformer. Everything is groovily portrayed using subtle shading and some beautiful parallax. Gameplay is great too. \*\*\*\*\*

**CENTURION** E.A. £39.99  
 A strategy game in which you plan your campaign, order your Roman legions into battle. Far too shallow for thinkers and too samey for arcaders. Dull. \*\*

**CHAKAN** SEGA £39.99  
 This awesomely challenging and atmospheric platformer breathes a bit of life into the tired genre. Frustrating gameplay but brilliant graphics and FX. \*\*\*\*

**CHAMPIONSHIP PRO-AM** (Import) £35  
 The speed and fluidity of this racing title is without fault. It looks nice and plays well and the extras are just fine but underneath this game's simply too repetitive. \*\*\*

**CHIKI CHIKI BOYS** SEGA (Import) £35  
 An unoriginal and uninspiring platform game from the land of the rising sun. Plenty of challenge but little else of interest. \*\*

**CHUCK ROCK** VIRGIN £39.99  
 Groovy goings-on 100 million years B.C. with wild sonics and kicking graphics as Chuck rescues his wife from the evil Gary Gritter. I'm not sure why he's bothering, I bet she's got hairy armpits and smells of goat... \*\*\*\*

**COLUMNS** SEGA £29.99  
 A Tetris clone (a dropping tiles into a pit kinda thing) with a superb one-on-one challenge mode. More of an end-of-blast relaxer than a game. Simple and addictive. \*\*\*\*

**CORPORATION** VIRGIN £39.99  
 Stacks of atmosphere and excellent 3D set this apart from its rivals. Select what attributes your hero is gonna need and then break into the Corporation to uncover vile secrets about genetic splicing. Nice one. \*\*\*\*

**CRACK DOWN** SEGA £34.99  
 Two-player split-screen scroller where you guide agents around, plant bombs and zap the enemy before they zap you. Map graphics are tidy and the Gauntlet-style gameplay is very addictive. Ageing badly, though. \*\*\*\*

**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 choice who needs this tripe? \*\*

**CYBERBALL** SEGA £19.99  
 Odd futuresport variation on American Footy, licensed from the arcades. Er, odd. \*\*

**DANGEROUS SEED** (Import) £30  
 Vertical shooter offering nothing new. All the normal features, but tiny visuals make the action messy and confusing. \*\*

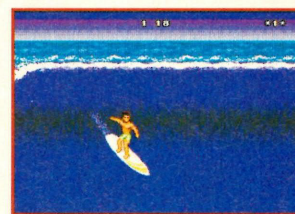
**DARIUS 2** (Import) £30  
 Also known as Sagaia, this huge horizontally-scrolling blaster has a stonking 26 levels for you to zap your way through. Fairly ordinary gameplay, but it's still challenging and has seven different endings. \*\*\*\*

**DARK CASTLE** E.A. £34.99  
 Overly frustrating platform-cum-puzzle gothic adventure. Get rid of the Black Knight and



Dragon's Fury.

save the castle. The poor graphics and gameplay let this one down. \*\*\*



California Games.

**DARWIN 4081** (Import) £30  
 Attractive vertical scroller with intriguing power-ups: your ship evolves with DNA! Nicely animated missiles and different arms make this one stand out from the crowd. \*\*\*\*

**DAVID ROBINSON SUPREME COURT BASKETBALL** SEGA £39.99  
 Fast, smooth and great fun. Sexy scrolling with 180 degree view changes. Nice "sneakers on the gym floor" sound effects, but can get a bit messy when things get frantic. \*\*\*\*

**DEATH DUEL** (Import) £35  
 Hyped as a bloodthirsty game this complete pile of cack is about as frightening as an episode of 'Dangermouse'. \*

**DECAP ATTACK** SEGA £34.99  
 A hilariously funny platform game with great visuals. As Chuck D. Head, you must bash in the enemies, reach the evil Max D Cap and save the world from a fate worse than death. Not as daft or as easy as it sounds. \*\*\*\*

**DESERT STRIKE** E.A. £39.99  
 Without doubt one of the best games of all time. Pilot your Apache Gunship through four complex scenarios and repel the evil dictator General Kilbaba. Excellent. \*\*\*\*

**DEVILISH** (Import) £34  
 Grooved-up release of the age old Breakout game. Excellent backdrops and end-of-level bosses lift this above your humdrum bat 'n' balling fare. Fast and funky too. \*\*\*

**DICK TRACY** SEGA £19.99  
 Major improvement over the Master System version, but still suffers from the routine gameplay of its counterpart. It's a horizontal scroller with bonus rounds and comic-book intermission screens. \*\*\*\*

**DJ BOY** SEGA £34.99  
 Mr Big whisks away the hero's beloved, leading to a beat-'em-up on roller skates. Disastrous sound and routine action. \*

**DODGE BALL** (Import) £35  
 A different idea for a sport, but it tends to tire very quickly – the sport itself is pretty feeble. Not too bad in two-player mode though (like most sports). \*\*

**DOUBLE DRAGON** BALLISTIC £29.99  
 God help us all. A tacky conversion of an ancient game is not a recipe for success. One of the lowest scoring Mega Drive carts of all time. You have been warned... \*

**DOUBLE DRAGON 3** FLYING EDGE £39.99  
 Dull beat-'em-up that's far too easy to complete in one-player mode and not much better with two players. Far too expensive for what it really is. \*

**DRAGON'S FURY** DOMARK £39.99  
 This pinball style game is a 16-bit classic. Smooth graphics and addictive gameplay make this cart a must buy. \*\*\*\*\*

**DUNGEONS & DRAGONS** (Import) £39  
 While not quite in the Phantasy Star league. Dungeons and Dragons is still a very good game. Miles better than the blimmin' awful Heroes Of The Lance anyway! \*\*\*\*

**DYNAMITE DUKE** SEGA £34.99  
 Unusual Operation Wolf clone featuring Duke, the man with the transparent chest (so you can see what's coming). Limited. \*\*

**E.A. HOCKEY** E.A. £39.99  
 Detailed ice hockey sim with smooth visuals and plenty of rip-roaring ice action. The two-player option is good and there's even a punch-up sequence. \*\*\*\*\*

**ECCO THE DOLPHIN** SEGA £39.99  
 The stunning underwater graphics of this "explore the caverns and solve the riddles" title coupled with the original gameplay make this a must for everyone. \*\*\*\*\*



**ELEMENTAL MASTER (Import) £25**  
After a great introduction, this is just another vertically-scrolling shoot-'em-up. Beautiful visuals, but little depth and too easy. \*\*\*

**EMPIRE OF STEEL FLYING EDGE £34.99**  
Different graphics, different aliens, different noises – but everything else is exactly the same as every other shoot-'em-up ever done for the Mega Drive. Dull, dull, dull. \*\*

**E.S.W.A.T. SEGA £34.99**  
At first, this armoured Shinobi-style shooter isn't too impressive. Later on though, it displays some really moody scenes. \*\*\*\*

**EUROPEAN CLUB SOCCER VIRGIN £34.99**  
Nice introduction screen and options, but the whole thing is let down by poorish gameplay and it's simply far too easy to beat in one-player mode. But the password facility is an absolute Godsend and the two-player mode is sharp enough. \*\*\*

**EX-MUTANTS (Import) £40**  
The speech FX and the above average graphics of this platformer can't save it from a bad case of mediocrity. \*\*\*

**FAERY TALE ADVENTURE E.A. £39.99**  
Jolly RPG whose computer game ancestry is just a bit too obvious. Punny characters, weird combat and generally dated gameplay. Big adventure, but not worth the effort. \*\*

**FANTASIA SEGA £29.99**  
Spectacular animation, gorgeous scenery and an amazing classical soundtrack – but Mickey Mouse fans will be disappointed with the gameplay. A repetitive shoot-'n'-collect-'em-up with tricky controls. \*\*\*

**FATAL LABYRINTH SEGA £19.99**  
Roam around the labyrinth role-playing game. Overhead graphics reveal themselves as you enter each room, which is nice, but the game itself is just too easy. \*\*

**FATAL REWIND E.A. £39.99**  
Novel rewind feature lifts this up from a humdrum platformer, and lets you see where you went wrong. Loads of keys and explore-'em-up action, but still very frustrating – even for skilled game-players like us. \*\*\*

**FATMAN (Import) £30**  
Enter the arena to fight for riches – and your life! There are several nicely animated and unpalatable adversaries for you to combat. This is a very unusual beat-'em-up. \*\*\*

**FERRARI GRAND PRIX CHALLENGE FLYING EDGE £30**  
Good fun and there are loads of options, but a severe lack of any realism means that the game is ultimately a disappointment. \*\*\*

**FIRE MUSTANG (Import) £30**  
A cross between P-47 and a bucket of cold sick, this nasty horizontal shooter is slow, unattractive and unbearably dull. \*

**FLICKY SEGA £20**  
Cheap maze-chaser with 99 levels of moderately addictive platform action. Cute, and definitely aimed at younger players, but fun for old 'uns too! \*\*\*

**FORGOTTEN WORLDS SEGA £34.99**  
Two-player shoot-'em-up with an unusual firing method. Beautiful backdrops and loads of enemies. Great solo too. \*\*\*

**F-22 INTERCEPTOR E.A. £39.99**  
The first ever flight simulation for the Mega Drive, but lacking in the gameplay department, Mrs Jones. Great graphics and sound effects, and some wild head-to-head confrontations, but a tad samey. \*\*\*

**GADGET TWINS IMAGITEC £39.99**  
In this novel and well designed shoot-'em-up you choose to be a plane with personality (!). The graphics are fairly cute, but the gameplay is as hard as nails. Also includes a stonking two-player option. An excellent game for someone who's bored with the usual zap'n' blast titles. \*\*\*\*



■ Gain Ground.

**GAIN GROUND SEGA £19.99**  
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. \*\*\*

**GALAHAD E.A. £39.99**  
Nothing too original in this RPG platformer, but what there is well done. The central figure is nicely animated, and there's lots to do and see. One thing for sure, you're not going to complete it too quickly. \*\*\*

**GALAXY FORCE 2 SEGA £19.99**  
A conversion of the 360° spinning coin-op. Fast and furious action all shown from a 3D angle, but it all gets tiresome after a while. Could have been better. \*\*\*

**GAMES (THE) WINTER CHALLENGE SEGA £39.99**  
Eight event sports game that really comes into its own when you play with a group of friends. Get ready to eat snow and ice in the Ski Jump, Luge, and Biathlon (among others). \*\*

**GEORGE FOREMAN'S (Import) KO BOXING £35**  
Oh dear! Stand still and deliver one of your three (ooh, wow!) punches. Not exactly exciting. If boxing's your bag, get *Muhammad Ali's Heavyweight Boxing* – it's miles better than this crap. \*



■ Fatal Labyrinth.

**GHOSTBUSTERS SEGA £19.99**  
Platform shooter with characters from the movie. Plain backdrops with some great sprites and a few nice effects. The word mediocre doesn't begin to describe it. \*\*\*

**GHOULS 'N' GHOSTS SEGA £44.99**  
Tricky rendition of the coin-op with ghouls, spirits and all manner of creepy nasties. Amazing visuals and some superb stereo sound. Unmissable! \*\*\*\*

**G-LOC SEGA £40**  
Dull and repetitive flight sim. To say it's crap would be a gross understatement. \*

**GLEY LANCER (Import) £34.99**  
Better-than-average Japanese shoot-'em-up. There's enough here to make it worthy of a few good plays. Not as difficult as *Thunderforce 4*, and not quite as playable either. \*\*\*\*

**GOLDEN AXE SEGA £34.99**  
Hack-'n'-slash with all the frills of the classic coin-op. Two-player mode isn't as smooth as expected and for one player it's too easy to finish – a major downer. \*\*\*\*

**GOLDEN AXE 2 SEGA £19.99**  
Okay if you haven't seen the original, but don't expect anything radically different. Fun, but you can finish it in a few hours. \*\*\*\*

**GRANADA (Import) £35**  
Overhead multi-directional scroller where you use the "Granada" vehicle to defeat enemies and destroy booby-trapped power stations. Only four levels but fun. \*\*\*

**GRAND SLAM TELETENET (Import) £35**  
A graphically good tennis game – but with the usual problems: it's just too easy. You'll probably complete it in a day or two. \*\*\*

**GREEN DOG SEGA £39.99**  
A super cool beach bum stars in this very run-of-the-mill platformer. Good graphics though, but lacks any sort of spark to make it stand out from the crowd. \*\*\*

**GYNOUNG SEGA £19.99**  
Unimaginative horizontal scroller with a range of weapons and tedious enemies to conquer. It's samey and a complete pain. \*\*

**HARDBALL SEGA £39.99**  
Baseball is an easy sport to simulate, but tricky to make addictive. Flawed. \*\*\*\*

**HARDBALL 3 ACCOLADE £39.99**  
As baseball games go this is one of the best – smooth animation, simple control system and deep gameplay. But the statistics are dull and fielding is a pain. \*\*\*

**HARD DRIVIN' TENGEN £25**  
Remove the steering wheel, sit-in cockpit and

FM stereo sound, and you've got a competent 3D driving simulation, but nothing to write home about. \*\*

**HEAVY UNIT (Import) £30**  
Multi-directional scrolling blaster with loads of power-ups, guardians and bland scenery (yawn). There are a million other far better Mega Drive shoot-'em-ups to go for. \*\*\*

**HELLFIRE SEGA £34.99**  
Improves upon the Toaplan arcade coin-op with extra weaponry and difficulty levels. This is a tense horizontal scroller with nice attack waves and decent power-ups too. \*\*\*\*

**HERZOG ZWEI SEGA £19.99**  
You command a range of armoured weaponry, and have to handle battle plans and juggle with logistics in real time. A mix of action and strategy – tough but very rewarding. \*\*\*\*

**HOME ALONE SEGA £39.99**  
An appalling insult to video games. This is crap – pure and simple. Avoid!

**HUMANS IMAGITEC £39.99**  
An excellent puzzler that mixes arcade action with strategy very well. The levels end up looking pretty similar, but it's a small price to pay for such a fun game. \*\*\*\*

**IMMORTAL, THE E.A. £39.99**  
A highly polished arcade adventure with some gory graphics. Nice blend of arcade and adventuring action, but £40 is rather a lot of dosh to fork out – even for this. \*\*\*\*

**INDIANA JONES AND THE LAST CRUSADE US GOLD £39.99**  
The platform action is fairly faithful to the blockbuster film, but the tricky control method makes what is already difficult game virtually impossible. For patient players only. \*\*

**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. For puzzle fans only. \*\*\*\*

**JAMES BOND DOMARK £39.99**  
Not as obviously impressive as the Master System version, but it has its fans. \*\*

**JAMES "BUSTER" DOUGLAS BOXING SEGA £34.99**  
Almost the same as *Final Blow*, this completely awful boxing simulation is unintentionally funny. \*\*

**JAMES POND E.A. £39.99**  
A fishy tale under the waves. Guide James around 12 levels, collect icons and fend off loads of finny fiends. The sequel is miles, miles better on all counts. \*\*

**JAMES POND 2 E.A. £39.99**  
Thwart Dr Maybe's evil plans to take over Santa's Toy Factory in James's second outing. Fun, even if Dr Maybe does take over the Factory in the end. Oh well... \*\*\*\*

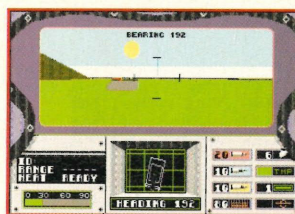
**JEWEL MASTER SEGA £34.99**  
A run-of-the-mill, ho-hum, everyday platform beat-'em-up with a novel ring feature. Swap rings and you can alter the kinds of magical weapons you use. Believe me, this one's as dull as ditchwater... \*\*\*

**JOE MONTANA FOOTBALL SEGA £19.99**  
With *John Madden* about, *Joe Montana* has to offer something really special to drag you away – but doesn't. The visuals are less polished, the gameplay is less tactical and it's a pushover for one player. \*\*\*

**JOE MONTANA 2 SEGA £34.99**  
Much, much better than the original *Montana* and it provides a nice change to the *John Madden* series. The really big plus is the digitised speech commentary throughout the game. It really is unbelievable. \*\*\*\*

**JOE MONTANA 3 SEGA £39.99**  
This is even better than the second version, and it's getting closer to that prestigious and much coveted Madden crown all the time... Improved speech and plays make this a very competent game. Now, what about a version of English footy? \*\*\*\*

**JOHN MADDEN AMERICAN FOOTBALL E.A. £39.99**  
All the thrills of the grid-iron without the pain. Heaps of tactical play, amazing 3D perspective and sampled sound. (If you haven't got this already though, go for *John Madden Football '93* instead.) \*\*\*\*



■ M1 - Abrams Battle Tank.

**JOHN MADDEN FOOTBALL '92 E.A. £39.99**  
A new and improved version of the original game with lots of new features. 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.) \*\*\*\*

**JOHN MADDEN FOOTBALL '93 E.A. £39.99**  
Can't fault it as a football game, but the differences between this and the '92 version aren't that noticeable. If you haven't got any of the *John Madden* series, get it. \*\*\*\*

**JORDAN VS BIRD E.A. £34.99**  
Dire, boring, inane, small-minded, shallow, useless. 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. \*\*\*\*

**K-A-GE-KI (Import) £35**  
Fight your way up an eight level building in this no-holds-barred oriental boxing game. Great graphics, comic characters, cool tunes and Japanese speech! What more could you ask for? Lots of fun. \*\*\*\*

**KID CHAMELEON SEGA £39.99**  
A great platformer, but the gameplay is lacking. Help the Kid rescue kiddies, using magic helmets to transform him into a wall-climbing expert or a block-smashing maniac (among others). Far too easy. \*\*\*\*

**KING'S BOUNTY E.A. £39.99**  
Role-playing games are renowned for being long on play and short on prettiness and this is typical: loads and loads of adventure, but not much to see or hear really. RPGers only need apply – others will find it tiresome to say the least. \*\*\*\*

**KLAX TENGEN £34.99**  
This tumbling-tile cross between *Columns* and *Tetris* was all the rage when it first appeared. Heaven knows why: after an hour this mediocre puzzler is back in its box. \*\*



■ King's Bounty.

**KRUSTY'S SUPER FLYING EDGE FUN HOUSE £39.99**  
A cross between *Lemmings* and a platformer, but with loads of levels. Very frustrating, but jolly good nonetheless. Worth checking out if this is your 'bag.' \*\*\*

**LAKEERS VS CELTIC (Import) £35**  
From the same team that brought you *John Madden*, this basketball sim has impressive graphics, fast play and heaps of options. Not fantastic by any means, but it's still great for two players. \*\*\*\*

**LAST BATTLE SEGA £19.99**  
Dull martial arts beat-'em-up. Defeat an opponent, walk along, defeat an opponent, walk along again... Yuck, \*

**LEMMINGS (Import) £39.99**  
After what seems like decades, the suicidal *Lemmings* are finally with us. Most people will love them, but a few will hate 'em too. Not a game for action heads, but still fun. \*\*\*\*

**LHX ATTACK CHOPPER E.A. £39.99**  
A good attempt at a heli-sim, but the lack of interesting missions makes play all too dull before long. Combat is good fun though, and there's an excellent range of external 'copter views. If you're looking for real adventure try *Desert Strike* instead. \*\*

**LOTUS TURBO CHALLENGE E.A. £39.99**  
Great graphics and fast, smooth gameplay, but it can be dead boring in one-player mode. More race circuits would also have boosted the game's longevity. Great fun in two-player mode though. \*\*\*

**MARVEL LAND (Import) £40**  
Sonic meets *Wonderboy* in this colourful scrolling platform game. Great visuals, stunning parallax, cute characters, a vast amount of collectables and novel power-ups make this one a winner. \*\*\*\*

**M1 - ABRAMS BATTLE TANK SEGA £38**  
3D filled vector graphic tank simulation set in a possible World War 3 environment. 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, loads bonuses, plenty of tactical play and cute graphics. \*\*\*\*

**MARBLE MADNESS E.A. £39.99**  
Guide your marble through the 3D courses and avoid all manner of traps, machinery and marble-gobbling monsters. Loads of laughs in two-player mode. Damn fine. \*\*\*\*

**MARIO LEMIEUX HOCKEY SEGA £39.99**  
Not as good as *E.A. Hockey*, but pretty good nonetheless. The tournament mode will keep you playing for weeks and there are enough options for even the most fickle player. It suffers, however, from an appalling lack of decent sound effects. \*\*\*

**MEGA LO MANIA VIRGIN £39.99**  
This God-sim cum wargame would've been a classic if only there'd been more of it. The depth of gameplay, which sees the mismatching of technology from the stone age to the post-nuclear era is engrossing. It's just a shame there's not more of it. \*\*\*\*

**MEGAPANEL (Import) £30**  
Sliding tile puzzler in the same vein as *Tetris* – but upside-down. Panicky action with a fab two-player mode. \*\*\*\*

**MERCYS SEGA £19.99**  
Tedious shoot-'em-up action. Awful control system ruins what little gameplay there is. This really is a bag of tosh... \*\*

**MICK AND MACK GLOBAL GLADIATORS VIRGIN £39.99**  
A great platform shooter with a dubious ecological tie-in with McDonald's. Great sound, graphics and a brilliant bonus stage. More variety and it could've been a classic. \*\*\*\*

**MICRO MACHINES CODEMASTERS £34.99**  
A really simple idea that's been turned into a terrific little racing game. There's not much depth to the gameplay, but who needs it with a great title like this? \*\*\*\*

**MIDNIGHT RESISTANCE (Import) £38**  
Your Rambo-style character faces up to some impressive hardware in this scroly blaster. The unusual controls are tricky, but the arcade action is good enough. \*\*

**MIG-29 FULCRUM ACCOLADE £39.99**  
This is an excellent addition to the Mega Drive's flight sim repertoire. Superb, fast-moving polygonal graphics, and excellent flight sequences. Unfortunately, there's no sense of altitude. Great stuff anyway. \*\*\*\*

**MIGHT AND MAGIC: GATES TO ANOTHER WORLD E.A. £49.99**  
Incredibly deep RPG, but slightly marred by an out-of-date combat method and very basic visuals. Not for beginners either. \*\*\*\*

**MIKE DITKA POWER FOOTBALL BALLISTIC £39.95**  
Ballistic try to steal the American Football crown from *John Madden* and fail. While it's fun in two-player mode, it just doesn't compare. *John Madden* still has the edge on gameplay, graphics and sound. \*\*\*\*

**MONDU'S FIGHT PALACE (Import) £25**  
Sad Kung Fu/wrestling game. Looks okay, sounds dire and plays even worse. \*\*

**MOONWALKER SEGA £19.99**  
Platform dance-'em-to-death (!) starring the famous Wacko Jacko. Ludicrous design is carried off by the gorgeous animation and toe-tapping tracks. \*\*\*



## MUHAMMAD ALI HEAVYWEIGHT BOXING

VIGIN £TBA

Now, this is how boxing games really should be. The game comes into its own in the two-player mode where things can get really hectic. The subject won't, however, appeal to everyone out there. \*\*\*

## 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. \*\*\*

## MYSTICAL FIGHTER (Import) £39.99

A competent beat-'em-up with a lot of rough edges. Not enough moves and hapless enemies make it too simplistic, but it's easy to get into and satisfying. \*\*\*

## MYSTICAL DEFENDER SEGA £19.99

Looking for all the world like *Spellcaster* on the Master System, this curious beat-'em-up is quite a good game once you get into it. The visuals are atmospheric and the gameplay is moderately appealing too. \*\*\*

## NEW ZEALAND STORY (Import) £35

Some seem disturbed by the layout. Why? It's just as good as the coin-op and the gameplay is completely unharmed. Cute-'n'-cuddly platformer with oodles of playability. Awesome. Awesome. Awesome. \*\*\*\*\*

## NHLPA HOCKEY '93 E.A. £39.99

*E.A. Hockey* is back, and very swanky it looks too. New moves, new players and more statistics than you can shake a hockey stick at. It's blinkin' brill! \*\*\*\*\*

## NSLAUGHT BALLISTIC £39.99

Thoroughly mindless blast-'em-up. Good parallax scrolling, but the graphics aren't very good and the battles are almost identical. There are plenty of decent blasts on the Mega Drive, this however, isn't one of them. \*\*

## OLYMPIC GOLD US GOLD £39.99

Joystick bashing is back with this full-on sports sim for the '90s. Compete in seven olympic events and get whipped up into a fervour of Barcelona-related activities. Just don't expect it to last too long, that's all. \*\*\*

## OUTLANDER (Import) £34.95

With its unusual mix of beat-'em-up and racing this game has managed to create something fresh and challenging. Unfortunately, neither element is safe-of-the-art. It may be unique, but it's no classic. \*\*\*

## OUT RUN SEGA £19.99

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. \*\*\*

## OUT RUN 2019 SEGA £39.99

It looks dull, it plays dull and, whaddaya know? It is dull! If you're after a decent racing game carry on looking 'cos this isn't it! \*

## PAC-MANIA DOMARK £34.99

A slick 3D interpretation of the oldie, complete with lemon and ghosts. Effective, but nothing new... \*\*\*

## PAPERBOY DOMARK £34.99

Deliver papers on a street that's more of an assault course than a quiet suburb. Avoid lawnmowers, reckless drivers, drunkards and so on. Come on, Domark, things have moved on since this. \*\*

## PGA TOUR GOLF E.A. £39.99

Drive, pitch and putt all from the comfort of your own armchair. Good 3D views, loads of options and a multi-player mode too (if you haven't got this already though, go for *PGA Tour Golf 2* instead) \*\*\*\*\*

## PGA TOUR GOLF 2 E.A. £39.99

This is an improved version of the original. Additional courses, new controls and a new type of play-off match, called the skins game, make it the best golfing simulation on the 16-bit. However, as with most EASN carts it's not worth getting if you've got the original \*\*\*\*\*



■ Predator 2.



■ Mystic Defender.

## PHANTASY SOLDIER 3 (Import) £35

*Strider* but without the knobs on. The action is enthralling and the smooth visuals are very atmospheric. With all its fabulous cartoon sequences, this is another winner. \*\*\*\*

## PHANTASY STAR 2 SEGA £59.99

Long-awaited sequel to the Master System role-playing game. With a massive quest set over different worlds and four characters to control, you should be thankful for the handy battery back-up! \*\*\*\*

## PHANTASY STAR 3 SEGA £49.99

Another in this great RPG series. Beautiful visuals, a whole gameworld to explore and a veritable mountain of quests, subquests and subsubquests, this has got to be the most engrossing RPG game ever! \*\*\*\*\*

## PHELIOS SEGA £34.99

Colourful vertical scroller which looks like a Master System title – but that's no bad thing. There's some neat gameplay, but the level select option means no surprises after the first day. \*\*\*

## PIGSKIN FOOTBRAWL (Import) £40

At first this variation on the American Football theme seems pretty good – but then you realise there's just not enough to do. The added violence doesn't hide what is basically a very poor game. \*\*

## PIT-FIGHTER DOMARK £39.99

Elements of wrestlin' and street-fightin' combine in this above average fighting game. There's plenty of action to be had, but it's more fun playing against a mate than playing on your own against the Mega... \*\*\*

## POPULOUS E.A. £39.99

Play none other than God Himself in this novel strategy game. Destroy your enemy's people with natural disasters (earthquakes, floods etc) and take control of the land. Neat visuals and curiously addictive gameplay. \*\*\*\*

## POWER ATHLETE (Import) £40

This game tries to rip-off *Street Fighter 2* and fails. The visuals are nice and big and there are some decent enough touches, but overall there's a definite lack of moves and finesse. Fun (as they say) with two players. \*\*

## POWERBALL (Import) £35

Violent future sport in this *Speedball* clone. Sleek graphics and fast-paced action (with loads of aggro, of course) make it one for those who can't get hold of the much preferred *Speedball 2*. \*\*\*

## POWERMONGER E.A. £39.99

A brilliant and huge world sim with ample variables to tax the mind of a military genius. Slow response time and a tad difficult to "get into" though. \*\*\*\*

## PREDATOR 2 FLYING EDGE £39.99

Good graphics don't make a good game, and *Predator 2* is a perfect example. The gameplay's boring and the control method is well dodgy. Pretty bad. \*

## QUACKSHOT SEGA £39.99

A nine-levelled running, shooting (and everything) arcade adventure with def graphics and Donald Duck. Old Mickey had better start watching his back. Luvly stuff. \*\*\*\*\*

## RAIDEN TRAD (Import) £40

Incredibly detailed vertical scroller, with mean parallax scrolling. Aliens do battle over earth 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. All the cutsey features of the original, plus a harder game. Gorgeous! \*\*\*\*\*

## RAMBO 3 SEGA £19.99

Rambo infiltrates an enemy camp on a rescue mission. Overhead stroll-around-'n'-shoot views plus smart head-on boss stages. Good sound and explosive action. \*\*\*

## RASTAN SAGA 2 SEGA £30

Sword swingin', rope climbin' barbarian action. The subtle MS game is replaced by coarse graphics, big characters, and overkill. For hack-'n'-slash fans only. \*\*\*

## RBI 4 BASEBALL (Import) £35

Baseball has never been an easy sport to convert to video game. This is probably one of the best so far. The graphics are cartoony and there's a good choice of stadiums, but it just doesn't come together in the end. For Major League fans only. \*\*\*

## THE REVENGE OF SHINOBI SEGA £19.99

Arcade quality *Shinobi* sequel with stunning backdrops; parallax scrolling, colour fades and tons of special effects. Compelling martial arts action with thumpin' soundtracks. \*\*\*\*

## RINGSIDE ANGEL (Import) £30

Dubious or what? Scantly clad grrlles grappling with each other in the wrestling ring in a game that lacks depth and quality. Apart from the titillating graphics, this is poor. \*\*

## RINGS OF POWER E.A. £49.99

A disappointing RPG with nice scenario and character development, but a dreadful control method. The graphics are jerky too. \*\*

## RISKY WOODS E.A. £39.99

This is yet another platformer to join the 'okay' brigade. Not good, not bad, just incredibly mediocre. There are much better platformers around for your money. \*\*\*

## ROAD RASH E.A. £39.99

Terrific two-wheeler with brilliant 3D graphics and great animation. Win races, and update your wheels. You can even smack your opponents off their bikes. \*\*\*\*\*

## ROAD RASH 2 E.A. £39.99

They've taken the original *Road Rash* and done the impossible – improved it! Two-player mode, new course, better bikes, and now you can even get revenge on the old rozzers, all of which make this the ultimate racing game for rashers and non-rashers alike! \*\*\*\*\*

## ROLLING THUNDER 2 SEGA £39.99

If secret agents are your thing this is one import from the US worth sniffing down. Huge levels, excellently evil henchmen to waste and loads of weapons to find. Suffers from poor animation, though. \*\*\*\*

## ROLO TO THE RESCUE E.A. £39.99

A truly massive and enjoyable game, flawed only by the lack of a password back-up. Graphics, gameplay and sound are without fault. A fantastic title! \*\*\*\*

## SAINT SWORD (Import) £35

Multi-directionally scrolling hack-'n'-slice with eerie backdrops but naff animation. Okay, if you're quite desperate. \*\*

## 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.

## SHADOW DANCER SEGA £34.99

This sequel to *Shinobi* is a one Ninja and his dog affair as the martial artist brings his pooch into the fray. Not as good as *The Revenge Of Shinobi*, but a pretty fun anyway. \*\*

## SHADOW OF THE BEAST E.A. £19.99

A visually stunning game that puts other Mega Drive titles to shame. Sadly, that can't be said of the rather limp gameplay – there's just too much tedious wandering about. The action bits are good when you can find 'em. \*\*\*

## SHADOW OF THE BEAST 2 E.A. £39.99

An extremely disappointing sequel which expands on the worst elements of the previous game. It forces you to wander around looking for things to do. Not much fun really. \*\*

## SHINING IN THE DARKNESS SEGA £44.99

From the makers of *Dragonquest 3* and *4* comes this fab RPG. Startling graphics, super smooth animation and complex labyrinths to explore. A true classic. \*\*\*\*\*

## SHOVE IT! THE WAREHOUSE GAME (Import) £30

Known as *Boxle* or *Soko-Ban*, this block-sliding puzzle game doesn't boast special sound or graphics, but the gameplay is wonderfully addictive. A real thinkers' game (so that leaves us lot out of it). \*\*\*\*

## THE SIMPSONS FLYING EDGE £39.99

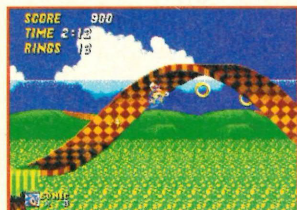
It's Bart versus the space mutants, and all hell's breaking loose in Springfield. Not that you'll care much, the sprites are too small and gameplay too dull to get you even remotely interested in this garish platformer. \*\*\*

## SKY SHARK (Import) £30

Also known as *Fire Shark*, you pilot a bi-plane in this vertical scroller with all the usuals: bolt-on weaponry, power-ups and some huge end-of-level guardians. \*\*\*

## SMASH TV FLYING EDGE £39.99

One of the best, meanest arcade games of the past few years finally makes it to the Mega Drive, but it's lost all the magic in the process. Oh dear. \*\*\*



■ Sonic The Hedgehog 2.

## SONIC THE HEDGEHOG SEGA £34.99

World famous and rightly so. This is almost certainly the game that has sold more Sega systems than anything else. It's a bit easy and it's looking slightly dated now, but it's still one of the best games you'll ever see. \*\*\*\*\*

## SONIC THE HEDGEHOG 2 SEGA £39.99

A very fair sequel to that legendary game. More levels, tougher guardians and generally more of a meaty challenge would have been welcome. Still, we can't have everything, can we? \*\*\*\*

## SPACE HARRIER 2 SEGA £19.99

Suffers from coin-optis: 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 *Space Invaders* brought up to date (nearly). Ancient but addictive gameplay gets an injection of variety with power-ups and colourful visuals. Very playable. Nostalgia freaks will love it! \*\*\*\*

## SPEEDBALL 2 VIRGIN £39.99

A future sports sim with added violence. Great in two-player mode and "sporting" some great action sequences. Plenty of body-mangling fun to be had. \*\*\*\*\*

## SPIDER-MAN FLYING EDGE £19.99

Very addictive and tricky version of ol' Spidey. The animation is great and helped along by the moody soundtrack. This one's web-slingin'-tabulous, mate. \*\*\*\*

## SPLATTERHOUSE 2 NAMCO (Import) £38

For a title whose main selling point is its over-the-top gory graphics, *Splatterhouse 2* is a major disappointment. The graphics aren't that gory anyway. \*\*

## STAR CONTROL BALLISTIC £34.99

A truly huge game squeezed onto a Mega Drive cart. Stunning presentation graphics disguise a simple strategy game with arcade elements. Not for Han Solos though. \*\*\*\*

## STAR CRUISER (Import) £35

An unplayable vertical space shooter because of the Japanese 'question and response' end-of-level sequence. This is great if you like the first level or can speak the lingo. \*

## STARFLIGHT E.A. £39.99

A curious blend of trading, shoot-'em-up and adventure. Plenty of quests and subquests, but the interesting parts of the game are too few and far between. \*\*

## STEEL TALONS (Import) £34.99

This helicopter sim has it's roots in the arcades. And while those dedicated machines can chuck the graphics about at speed, the Mega Drive just isn't up to it. The result is sad jerky action and simplistic gameplay. \*

## 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. \*\*\*

## STREET SMART (Import) £30

Standard slug-it-out fare with extremely poor animation, an awful control method, repetitive action and win-in-one-go difficulty. Not so smart, after all. \*\*

## STREETS OF RAGE SEGA £34.99

Double *Dragon*-style street fighter with a range of 40 combat moves! Loads of enemies, frenzied activity and brilliant soundtracks. A great slice of urban guerrilla warfare. \*\*\*\*

## STREETS OF RAGE 2 SEGA £44.99

The best beat-'em-up just got better – and this time there are even more streets filled with scum just waiting to be bashed to oblivion. The 16 Meg cart delivers the goods: huge sprites, pumping music and arcade quality action. Move over *Streets Of Rage*... \*\*\*\*\*

## STRIDER SEGA £19.99

A huge scrolling hack-'em-up, which really doesn't cut the mustard any more. \*\*\*\*\*

## SUNSET RIDERS KONAMI £40

A mid-range scrolling platform game with a Western theme. The hysterical two-player mode compensates to some extent for the simplicity and brevity of the gameplay. \*\*\*

## 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 BATTLETANK (Import) £34.99

Okay, it looks like a strategy wargame – but it's not. In fact it's a pretty limited arcade game dressed up to look like a wargame. Don't be fooled by the surface gloss. \*\*

## SUPER HANG ON SEGA £19.99

Another coin-op classic of yesteryear. Fine, but a bit mouldy. \*\*\*\*

## SUPER HIGH IMPACT (Import) £39.95

Grid-Iron, but in a lower league than *John Madden's* and *Joe Montana*. Also a lot simpler in the play department. Give it a miss. \*\*

## SUPER H.Q. SEGA (Import) £35

Simple, dated and ludicrously easy! Considering the other brilliant driving games available you'd be bonkers to buy this. \*

## SUPER HYDLIDE SEGA £19.99

Phantasy Starstyle fantasy adventure sporting drab visuals and weak plot. The depth and length of quest make up the deficit. \*\*

## SUPER KICK-OFF US GOLD £39.99

You wanted a decent football game and you've got one! You'll need patience to get used to controlling the players, but it's more than worth the effort. \*\*\*\*\*

## SUPER LEAGUE BASEBALL SEGA £34.99

As a 16-bit rendition of American Baseball, this is decent enough, but go for the superior *Hard Ball 3* instead. \*\*\*

## SUPER MONACO G.P. SEGA £34.99

Coin-op conversion which only sacrifices visuals. Options to improve your car, controls and play modes though. Sound is a tad disappointing, but play is gripping. \*\*\*\*\*

## SUPER MONACO G.P. 2 SEGA £34.99

Bigger and badder sequel to the original game, this time with the golden touch of Ayrtton Senna himself. Hit the gas and burn some rubber, baby. Groovy! \*\*\*\*\*

## SUPER OFF ROAD ACCOLADE £29.99

Coin-op conversion let down by tiny graphics. Gameplay is pretty good though, as is the two-player version. \*\*\*

## SUPER REAL BASKETBALL SEGA £34.99

Detailed close-ups of the action, realistic court views and fairly decent sound FX. An okayish sports sim, with a great two-player mode. \*\*

## SUPER REAL VOLLEYBALL (Import) £37

Two dimensional graphics plus lame animation make the game look flat. Dull gameplay makes it even flatter. \*\*

## SUPER THUNDERBLADE SEGA £19.99

A spruced-up version, but it's not really very



super. The 3D perspective is far too ambitious and the scrolling scenes are too average to make you want to pant with excitement. \*

## SWORD OF SODAN E.A. £39.99

This is a direct (and admittedly not very good) Amiga port-over. Technically ambitious hack-'em-up with amazing stills but dead ropey animation. Weak gameplay grows all too rapidly too. Spend your 40 quid on something less boring instead. \*\*

## SWORD OF VERMILLION SEGA £49.99

One of the better RPGs you can get for the Mega Drive. Typical arcade adventuring with scrolly maps, boss sequences and menu screens. As with other RPGs, it's not on the cheap side... \*\*\*\*

## TALESPIN SEGA £39.99

Yet another Disney platform, but sadly this one's not as strong as some of the others. The graphics just don't have the cutesy, cartoon feel that could've really made the game. Go for the infinitely cuter *Rolo To The Rescue* instead. \*\*

## TAZ MANIA SEGA £39.99

Totally convincing cartoon action with Taz, the insatiable Devil from Down-under. Looks good, sounds great, all spoiled by lack of any depth in the gameplay. \*\*\*

## TEAM USA BASKETBALL E.A. £39.99

Yes, folks, as if there weren't enough basketball games on the market already, E.A. now decide to release yet another. This one is better than most. \*\*\*

## TECHNOCOP (Import) £30

Mix of racing and almost *Impossible Mission*-style shooting and searching action. Very violent (what's wrong with that?), but lacks the gameplay extra which made *Impossible Mission* such a classic. \*\*\*

## TEENAGE MUTANT HERO TURTLES KONAMI £40

The Turtles star in this unimaginative beat-'em-up. The only thing which saves this from being banished to the ranks of total mediocrity are the two-player mode and the humorous cartoon touches. \*\*

## TERMINATOR VIRGIN £34.99

Arnie's debut on the Mega Drive is not all it could have been really. Stunning graphics and excellent gameplay are negated by the four short levels. \*\*\*\*

## TERMINATOR 2 FLYING EDGE £39.99

Flying Edge have done a very good job of converting the complex arcade game into a 16-bit format. It works quite brilliantly with the Menacer, but it's also a blast to play with the trusty old joypad. \*\*\*\*

## TEST DRIVE 2: THE DUEL BALLISTIC £34.99

Live out your fantasies (no, not those fantasies...) by driving a Ferrari F40, a Porsche or a Lamborghini. On second thoughts it's yet another title which has seen better days, so don't bother. \*\*\*

## TETRIS Deleted

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. Unfortunately it's not actually available anymore, but check out the Small Ads section. \*\*\*\*

## THUNDERFORCE 2 TECHNOSOFT £34.99

Alternate eight-way and horizontally-scrolling blaster with tons of power-ups. Shocking parallax and stonking sounds and enemies. Level select reduces lasting interest. \*\*\*\*

## THUNDERFORCE 3 TECHNOSOFT £30

Show-off horizontal scroller with huge enemies and stunning visual trickery. Damn good blast, but it won't last forever. \*\*\*\*

## THUNDERFORCE 4 TECHNOSOFT £34.95

The fourth in the series, and the best so far. Tons of gorgeous levels and a huge challenge. Truly toasty! \*\*\*\*

## TIGER HELI (Import) £35

Vertically-scrolling coin-op conversion, with loadsa choppers, planes and tanks. Good visuals and that indefinable something that'll keep you coming back. Try it. \*\*\*\*

## TOEJAM AND EARL SEGA £39.99

Help the two slamin' aliens of the title rebuild their spaceship so they can escape Earth! It's the mad two-player action (complete with zany enemies) that lifts this game up into the stratosphere. \*\*\*\*

## TOKI SEGA £19.99

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 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. \*\*\*

## TOXIC CRUSADERS (Import)

The cartoon isn't that amazing – and neither is this! It's packed with baddies and weapons, but still lacks that addictive spark. It's also just a tad too easy. \*\*\*

## TURBO OUT RUN SEGA £19.99

A truly crap 3D driving game with no challenge and no two-player option. Driving games can be great 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. \*\*\*

## TROUBLE SHOOTER (Import) £29.99

One of the slickest shoot-'em-ups we've yet seen, starring the two luscious babes Crystal and Madison. Four different super weapons – and the terrible 'Ha, ha' monster is in there too. Great graphic and sonic effects. \*\*\*\*

## TRUXTON SEGA £34.99

Bright, bold and brassy vertical shoot-'em-up. Wild weaponry with auras to match. Too easy to complete but good to relieve the tension between bouts of serious fighting. \*\*\*\*

## TWIN COBRA (Import) £30

Fly a chopper in this vertical scroller. Modern day action with warplanes, ack-ack, warships and so on. Sluggish controls, standard backdrops but impressive smart bombs mark this one out from the crowd. \*\*\*

## TWIN HAWK SEGA £34.99

The only original thing in this vertical scroller is that you can pilot a squadron of planes at the same time. Everything else – power-ups and so on – you've seen before. \*\*\*

## TWINKLE TALE (Import) £34.99

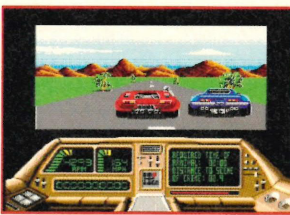
A game very much in the *Elemental Master* mould. Not as good though. \*\*

## TWISTED FLIPPER E.A. £39.99

A fairly decent pinball game boasting great tunes and good graphics, but a poor rival to *Dragon's Fury*. Also called *Cruel Ball*. \*\*\*

## TWO CRUDE DUDES SEGA £40

Poorly animated sprites and two crude colours make up the visuals in this poor man's version of *Streets Of Rage*. The gameplay's gammy, the characters are obnoxious and all in all it's a pile of cack! \*



■ Technocop.

## ULTIMATE TIGER (Import) £37

Oh dear, how sad. 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. \*\*\*

## UNIVERSAL SOLDIER ACCOLADE £34.99

Turrican for '93. An updated and vastly improved version of an old old crinkly. It's got nothing at all to do with 'Universal Soldier', but that's probably a plus point. \*\*\*\*

## VALIS 3 (Import) £30

Swords and sorcery scroller with excellent visuals, smart intermission screens and astounding music and sound effects. Characters join you as you go along and help out when things get dodgy. This really is one hell of a quality slash-'em-up. \*\*\*\*

## VERYTEX (Import) £35

Visually impressive scrolling shoot-'em-up with massive end-of-level guardians, but 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. Slick and very playable but not for everyone – especially if insane blast-'em-up action is more your thing. \*\*\*\*

## WARDNER (Import) £35

A ho-hum *Alex Kidd* like platformer which has some very nice tunes but there's 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 the numerous continues work against longevity. \*\*\*\*

## WARRIOR OF ROME (Import) £40

Repulse pirates and storm Cleopatra's Palace in this wargame set in ancient Rome. Sadly, there are only four scenarios, the graphics are crap and the control system is poor. \*\*

## WARRIOR OF ROME 2 (Import) £40

An improvement on the first title. There's loads of strategy, bags of options and menus, and some edge of the seat gameplay. On the other hand, if you're not into strategy games you'll probably find this boring as hell. \*\*\*

## WHERE IN TIME IS CARMEN SANDIEGO? E.A. £49.99

Expensive (you get a New American Desk Encyclopaedia for your dosh too), but this is a novel concept – the first in Electronic Arts' 'Edutainment' series. \*\*\*

## WHIPRUSH (Import) £15

Shoot-'em-up which scrolls in a variety of directions – often changing its mind mid-level. Collectable weaponry, tough nasties and long levels. Nice, but not the best... \*\*\*

## WONDERBOY 3 MONSTER LAIR SEGA £34.99

*Wonderboy*, of Master System fame, dips to an all-time low in this scrolling collect-'em-up. Game style is very 8-bit – you'd be better off with the Master System version of *Wonderboy 3* and the Converter. \*\*

## WORLD CLASS LEADERBOARD US GOLD £37.99

One second your opponent's Nick Faldo, the next he's Stevie Wonder in this erratic, but nonetheless quite splendid, golfing simulation. Good against a friend, but far too frustrating against the console. \*\*\*

## WORLD CUP ITALIA '90 VIRGIN £19.99

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. \*\*

## WORLD OF ILLUSIONS SEGA £39.99

The Mickey and Donald saga continues. This time, however, they're in the same game! Too easy, but just playing it is a dream. \*\*\*\*

## WRESTLE WAR SEGA £19.99

With loads of moves, some nicely detailed characters and dynamic animation, this game is particularly recommended to fans of the, er, sport. Others should steer well clear. \*\*\*

## WWF SUPER WRESTLEMANIA FLYING EDGE £39.99

Certainly the best wrestling game on the 16-bit to date, but it hasn't really got much in the way of competition, has it? Lots of nice digitised graphics and moves, but it can't help feeling that it's really a load of tosh... \*\*

## XENON 2 VIRGIN £34.99

A vertically-scrolling shoot-'em-up in the classic tradition. Not as good as the Master System version and the gameplay has some very serious flaws... \*\*\*

## XDR (Import) £35

X-Dazed-Ray believe it or not. Horizontal scroller with gaudy backdrops and insipid blasting. Simple gamestyle with dodgy collision detection and nothing new. \*\*

## Y'S 3 (Import) £44.99

Standard role playing adventuring. The gameplay is quite frustrating and the graphics are mediocre. If RPGs are your thing, try *Shining In The Darkness* instead. \*\*\*

## ZANY GOLF E.A. £39.99

Crazy golf? Well, it's a good idea all right, but there's just not enough depth or courses to make it worth the money. \*\*

## ZERO WING SEGA £19.90

Toaplan provide their most polished and fantastic horizontal blaster to date with *Zero Wing*. Tight scenics and lovely sprites make it a brilliant visual treat and the sonics are great



■ Basketball Nightmare.

too. Not quite a *Hellfire* beater, but pretty damn close! \*\*\*\*\*

## ZOOM £29.99

Quite simply a spiced up version of the ancient *Painter* coin-op. Really 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 it's still nothing special. \*\*\*

## MASTER SYSTEM

## ACE OF ACES SEGA £32.99

Load of trash that falls short between a simulation and an arcade. Ghostly graphics and really crap gameplay make this even nastier than Kelly Le Brock's taste in aftershave. Yuk! \*

## ACTION FIGHTER SEGA £12.99

There are loads of excellent vertical scrollers, but this isn't one of them. Put it near the bottom of the list for this genre. Dull graphics and duller gameplay. \*\*

## AERIAL ASSAULT SEGA £29.99

P-47 rip-off which has you flying a sortie against an enemy airforce. You know the score: attack waves, power-up pods, end-of-level mothers – it's all here. \*\*\*\*

## AFTER BURNER SEGA £29.99

An okay conversion of a rather dull coin-op. The graphics prove to be the games biggest asset. It's surprisingly good to look at, with speedy visuals and plenty of movement. It just goes on a bit, that's all. \*\*

## ALEX KIDD IN HIGH-TECH WORLD SEGA £29.99

This three-stage arcade adventure has some nice features but it's slow and far too easy. Recommended for youngsters only. \*\*

## ALEX KIDD AND THE LOST STARS SEGA £29.99

Worst of the series because of its tame platform action. Might keep a youngster happy for a wet afternoon – and pig's might fly. \*\*

## ALEX KIDD IN MIRACLE WORLD SEGA £24.99

Alex's first outing is now the standard builtin Master System game – and it's not a bad one to start off with either. Colourful arcade adventuring with tough puzzles and loads and loads of variety. \*\*\*

## ALEX KIDD IN SHINOBI WORLD SEGA £29.99

Novel twist to the *Alex Kidd* line-up – it's really a very slick, *Shinobi* meets *Super Mario Bros*. Possibly too easy to complete but you get plenty of laughs along the way – and in games that's a blessing. \*\*\*\*

## ALF SEGA £30

Pure, undiluted swill. And 30 quid? Do us a favour... \*

## ALIEN 3 FLYING EDGE £34.99

An okay version of the Mega Drive game, but still lacking in the graphic and sound departments. It's also a helluva lot easier than its 16-bit rival. \*\*

## ALIEN STORM SEGA £29.99

Meat great gobs of slime and hideously deformed mutants in this mix of horizontally-scrolling shoot-'em-up and 3D target practice. Okay, but no long-lasting challenge. \*\*\*

## ALIEN SYNDROME SEGA £29.99

Even without all the groovy graphic frills and the excellent two-player mode, this title is still a neat coin-op conversion. \*\*\*

## ALTERED BEAST SEGA £29.99

Four levels of beat-'em-up action with jerky scrolling, unresponsive controls, messy visuals and tired old gameplay. \*\*

## AMERICAN BASEBALL SEGA £29.99

Competent translation of the United State's

favourite sport with behind-the-player and overhead views – plus some neat zoom-ins on close calls. \*\*\*

## AMERICAN PRO FOOTBALL SEGA £29.99

Here's one for all you grid-iron fans out there. Nice mix of tactics and hands-on action, and the ever popular two-player mode really delivers. Shame about the scratchy sampled play calls though. \*\*\*\*

## ARCADE SMASH HITS VIRGIN £29.99

Another quantum leap backwards for ideas, this time from Virgin. Three games – *Missile Command*, *Space Invaders* and *Centipede* – on one cart offer good value for money, but they'll won't last you that long. \*\*

## ASSAULT CITY SEGA £29.99

Horizontally-scrolling shoot-'em-up in the style of *Operation Wolf*. It's nice and colourful, but the graphics are flat and the bosses far too easy to beat. \*\*\*

## ASTERIX SEGA £29.99

A platform adventure with truly awesome graphics and great Gallic gameplay. \*\*\*\*

## ASTRO WARRIOR/PIT POT COMBO CART SEGA £29.99

Neat little dual game cart with vertically-scrolling shoot-'em-up and platform puzzler. *Pit Pot* is nothing to shout about, but *Astro Warrior* is still one of the better blasters on the Master System. \*\*\*

## AZTEC ADVENTURE SEGA £12.99

A strange little stroll-around-and-shoot-'em-up with Latin American overtones. Not terribly exciting but if you're looking for a lasting challenge, this could fit the bill. \*\*\*

## BANK PANIC SEGA £17.99

Wild West antics as you try to defeat crowds of gun-toting baddies. Nice quick-draw gameplay with oodles of gunsmoke plus bright and jolly visuals. \*\*\*

## BASKETBALL NIGHTMARE SEGA £29.99

Wierd title, eh? Well, this bizarre game is essentially a basketball sim played by monsters. Good close-ups of shots and very enjoyable in two-player mode. \*\*\*

## BATTLE OUT RUN SEGA £29.99

This one goes up against Taito's *Chase H.Q.* and wins by a bumper. Ultra fast road racing with some crunching mean demolition derbying thrown in for good measure. Adrenaline glands at the ready, folks, this is it! \*\*\*\*

## BACK TO THE FUTURE 2 IMAGE WORKS £29.99

Please, this really isn't worth wasting time on. Suffice to say, this game's even worse than the sequel, which is, obviously... \*

## BACK TO THE FUTURE 3 IMAGE WORKS £29.99

...pretty junk in itself. \*

## BLADE EAGLE 3D SEGA £19.99

Vertically-scrolling shoot-'em-up viewed from 'overhead.' You have to guide your ship 'into' and 'out of' the screen – the only innovative feature in the whole game. \*\*\*

## BOMBER RAID SEGA £29.99

Another vertically-scrolling fire button frenzy, with planes, tanks and guns. Nice range of power-ups, heavy-duty zapping, but suffers from being a tad too easy. \*\*\*

## BUBBLE BOBBLE SEGA £29.99

Blow bubbles, trap monsters, burst 'em and then gather up the bonuses as you try to rescue your girlfriends from an evil witch. A hectic but enjoyable version of the arcade hit with a fun simultaneous two-player mode. \*\*\*\*

## CALIFORNIA GAMES SEGA £29.99

The first and still the best *Games* game of the series, featuring all the usual beach-bum pastimes: skateboarding, roller skate, foot bag, surfing, frisbee and BMX riding. \*\*\*\*

## CAPTAIN SILVER SEGA £29.99

Scrolling piratey beat-'em-up which looks like a pile of old grog at first glance, but can be surprisingly addictive. \*\*\*

## CASINO GAMES SEGA £29.99

A selection of wheelin' and dealin' in Las Vegas has you playing Blackjack, pinball, poker and one-armed bandits (eh?) in the quest for more money. Decent but very uninspired. \*\*

## CASTLE OF ILLUSION SEGA £29.99

Mickey is well animated, the backdrops are stunning and the gameplay brilliant – this game works beautifully. \*\*\*\*



**CHAMPIONS OF EUROPE** **TECMAGIK £29.99**  
In "steaming piles of cack" terms, this footy game is somewhere at the top... \*

**CHOPCLIFTER** **SEGA £24.99**  
Pilot your sophisticated chopper into enemy territory, rescue your chums and high-tail it home in this cult game. Superb horizontal scrolling with some lovely parallax, great controls and fabulous detail. \*\*\*

**CHUCK ROCK** **VIRGIN £29.99**  
S'not as exciting as other platformers of this ilk. Too much progress relies on learning from your mistakes instead of forward planning. It's good, but not *that* good. \*\*\*

**CLOUD MASTER** **SEGA £24.99**  
This oriental horizontal scroller replaces spaceships with kids on clouds and aliens with wizards, monkeys and pigs (er, yes...). Cute but still as tough as nails. \*\*\*

**COLUMNS** **SEGA £24.99**  
Nintendo practically own *Tetris*, so Sega got their own back and came up with *Columns* instead. Similar gameplay, but success is a bit too random. The simultaneous two-player option is superb though and makes this a game worth checking out. \*\*\*

**CYBER SHINOBI** **SEGA £29.99**  
*Shinobi 2*, more or less, but not a patch on the first game. Unwieldy controls, poor collision detection, jerky scrolling, drab graphics and unlimited continues! \*\*

**CYBORG HUNTER** **SEGA £24.99**  
Unusual scrolling mazy beat-'em-up. Ride on lifts, patrol the corridors, duff up aliens and collect the goodies. Neat, but repetitive. \*\*\*

**DANAN THE JUNGLE FIGHTER** **SEGA £29.99**  
Take *Rastan*, throw in some Dr Dolittle and you might get this detailed but unvarying scrolling beat-'em-up. \*\*\*

**DEAD ANGLE** **SEGA £29.99**  
*Operation Wolf* meets the mafia in this scrolling Light Phaser coin-op conversion. Six levels of smart '20s-style backdrops plus a high body count make this one worth oiling your trigger finger for. \*\*\*

**DOUBLE DRAGON** **SEGA £29.99**  
The Lee brothers star in this two-player scrolling beat-'em-up. Simple gameplay, horribly flickery and scenically unimpressive. \*\*

**DYNAMITE DUKE** **SEGA £29.99**  
A mindless *Operation Wolf*-style shooter. There's an end-of-level punch-out between Duke and baddie for a change, but it all sounds a tad familiar. \*\*\*

**DYNAMITE DUX** **SEGA £29.99**  
As close to the coin-op as you're ever gonna get. Guide your cutsey duck through six big levels of danger while lobbing bombs and dousing fire demons. For all its good points though, it's still far too easy! \*\*\*

**ENDURO RACER** **SEGA £9.99**  
Definitely not the coin-op, this one. For a start, the course scrolls diagonally as you steer your bike across a tortuous dirt track. There are five different courses (played twice), and you can finish it in a week (great if you've got a week and ten quid to spare). \*\*

**E.S.W.A.T.** **SEGA £29.99**  
Poorly animated and with pathetic graphics, this multi-level platformer really has nothing to offer anyone over the age of seven. \*\*

**FANTASY ZONE** **SEGA £12.99**  
The best *Defender*-style horizontal scroller on the Master System to date. At the price, it's great value for money. \*\*\*

**FANTASY ZONE 2** **SEGA £24.99**  
Pretty similar to the original *Fantasy Zone* but beefed up with loads of zippiest aliens, meatier weaponry and tougher end-of-level bosses. Just as tight, just as energetic and just as playable as the original. What the hell, get 'em both and have a good time. \*\*\*\*\*

**FANTASY ZONE 3 THE MAZE** **SEGA £24.99**  
Pac Man meets *Fantasy Zone* in this peculiar labyrinthine shoot-'em-up. There are few games like it on the Master System so it may appeal to fans of the genre. Blasting addicts should steer well clear though. \*\*\*

**FIRE AND FORGET 2** **SEGA £29.99**  
Copied from the tedious computer versions, this is easily the best of the bunch. It's a speedy drive-'n-fly with plenty of vehicles to blast and icons to collect. Unfortunately, it's still as dull as a wet weekend in Bognor. \*\*

**FORGOTTEN WORLDS** **SEGA £34.99**  
Stunning shoot-'em-up conversion ruined by

the lack of a two-player option and an over-easy mission. Suitable for newcomers, but otherwise steer clear... \*\*\*

**GAIN GROUND** **SEGA £29.99**  
Innovative combat game set over a series of static screens. Choose a team member and clear each area. Interesting strategy element but average visuals. \*\*\*

**GALAXY FORCE** **SEGA £29.99**  
Stunning 3D shoot-'em-up with amazing visual effects. Not the coin-op by any means, but a fine attempt nonetheless. \*\*\*\*

**GANGSTER TOWN** **SEGA £24.99**  
Two-player Light Phaser title where you're combating '20s hoodlums. Each level depicts a different scene (like a 3D car chase) and you have to maintain a high hit ratio/score to progress. Standard Phaser fare. \*\*\*

**GAUNTLET** **SEGA £29.99**  
Almost perfect conversion of the golden oldie coin-op. A bit samey after a while, but still one hell of a beautiful game! \*\*\*\*

**GEORGE FOREMAN'S FLYING EDGE KO BOXING** **£29.99**  
AAAAARGH!! How could Flying Edge release this pap – or Sega approve it for that matter? This is awful on a grand scale. Buy it and all your friends will laugh at you. \*



■ Impossible Mission.

**GHOSTBUSTERS** **SEGA £29.99**  
Pot-pouri of driving, trapping, climbing, and shooting make *Ghostbusters* not half bad. Activision's prehistoric title could do with tarting up a bit though – especially the cringeworthy soundtrack! \*\*\*\*

**GHOST HOUSE** **SEGA £17.99**  
Spooky little platform romp with ghosts, ghouls and a big Dracula baddie to deal with. The ladder climbing, shooting and punching gets a bit dull after a while, but this is still a playable game – and cheap too! \*\*\*

**GHOULS 'N' GHOSTS** **SEGA £29.99**  
Medieval hack-'n'-slash with dragons, demons and a long 'n' varied quest. Easier than it should be but a great game anyway. \*\*\*\*

**G-LOC** **SEGA £29.99**  
This is a poor man's *After Burner*, but with a few more extra features to liven up the dull gameplay. A bit unfair to expect the Master System to cope with the superfast graphics really. Only average. \*\*\*

**GLOBAL DEFENCE** **SEGA £12.99**  
Take the Strategic Defence Initiative with this version of Sega's slottie. A sort of *Operation Wolf* meets *Missile Command* with some very pretty graphics. Different enough to make it worth investigating. \*\*\*\*

**GOLDEN AXE** **SEGA £29.99**  
Technically impressive version of the Sega game. Two-player option is missing and it's a bit easy but the enjoyable hack-'n'-slay action remains intact. \*\*\*\*

**GOLDEN AXE WARRIOR** **SEGA £32.99**  
Akin to *Golvellius*, this is a flick-screen quest for magic and monsters. Pretty, but too tame for true RPGers. \*\*

**GOLFAMANIA** **SEGA £32.99**  
Tidy golf simulation which features overhead views rather than a 3D perspective of the course. Fast and unfussy. \*\*\*\*

**GOLVELLIUS** **SEGA £29.99**  
There's a fair amount of fumpin' and frettin' in this arcade role-playing game. A good intro to the world of fantasy adventure which tests your powers of reason and reaction. \*\*\*\*

**GREAT BASEBALL** **SEGA £24.99**  
This baseball simulation has been superseded by *American Baseball*, but there's little to choose between the two. Lacks the graphical frills of its rival, but it's a fiver cheaper. \*\*

**GREAT BASKETBALL** **SEGA £24.99**  
Old sport sim with titchy sprites and overly colourful pitch graphics. Pass, shoot, tackle and that's yer lot. \*\*

**GREAT FOOTBALL** **SEGA £24.99**  
No, this isn't soccer from old Blighty – this is yet more American Football. There are very few tactical plays, a heavy sprite glitch and a poor one-player mode. \*\*\*

**GREAT GOLF** **SEGA £24.99**  
*Leaderboard*-style 3D golf simulation with the emphasis on simplicity rather than golfing realism. Neat scenes but animation and ball movement are rubbish. \*\*\*

**GREAT ICE HOCKEY** **SEGA Deleted**  
Wonderfully whizzy ice hockey sim which uses the now-defunct Sega Sports Pad. Great, but totally useless if you can't get the Sports Pad and game together. \*\*\*\*

**GREAT VOLLEYBALL** **SEGA £24.99**  
A simulation which doesn't work too well. Odd perspective and fiddly controls make it difficult to get to grips with, while dull gameplay and a lack of options ensure a short life. \*\*

**HANG ON** **SEGA £9.99**  
Coin-op two-wheeler affair, but without the arcade handlebars. Fast road racer, which although lacking in visuals it makes up for the deficit with sheer exhilaration and speed – it's quite spectacular to play. Entertaining and pretty much timeless. \*\*\*\*

**HANG ON/ASTRO WARRIOR COMBO CART** **SEGA (Not applicable)**  
New Sega owners could do well to pick this up on the cheap because it originally came free with the Base System. Two titles for your money here: a fine racer and a very playable vertical scroller. \*\*\*\*

**HANG ON/SAFARI HUNT COMBO CART** **SEGA (Not applicable)**  
This game came bundled free with early Master System bundles. You've got a choice between a tense road racer or one of the better Light Phaser pot-shooters. \*\*\*\*

**HEAVYWEIGHT CHAMPIONSHIP BOXING** **SEGA £24.99**  
Fisticuffs à la *Final Blow*. Big, meaty sprites but lacking good animation. \*\*\*

**INDIANA JONES AND THE LAST CRUSADE** **US GOLD £29.99**  
Last movie in the trilogy sets the scene for this multi-level platform beat-'em-up where you help Indy recover the Holy Grail. One of the neatest looking Master System titles available, but marred, by the finickity gameplay. \*\*\*

**IMPOSSIBLE MISSION** **US GOLD £29.99**  
This classic platform-leaper is brilliant. Jump the robots and prevent the Mad Scientist from causing global nuclear destruction. \*\*\*\*\*

**JAMES BOND** **DOMARK £34.99**  
This piece of quality programming is almost identical to the 16-bit version – with all the evil henchmen from the films, great graphics and huge, action-packed levels. \*\*\*\*

**JOE MONTANA FOOTBALL** **SEGA £29.99**  
Yet another American footy game. A lacklustre sports simulation overshadowed by *American Pro Football* in all departments. \*\*\*

**KENSEIDEN** **SEGA £29.99**  
Pretty oriental slice-'em-up. The main character is fairly slow and unresponsive, but there's a lot of game here. \*\*\*\*

**KLAX** **SEGA £24.99**  
Become what amounts to a 3D brickie with this puzzler from Domark. Braintaxing fun, but nothing spectacular. If puzzles are your thing, then go for it. \*\*\*

**KUNG FU KID** **SEGA £24.99**  
Flying kicks aplenty in this scrolly *Kung Fu Master* variant. The mission is a tad more interesting than *Black Belt* and the visuals a lot more appealing. Good. \*\*\*\*

**LAND OF ILLUSION** **SEGA £29.99**  
Mickey's second outing is everything a platform game's supposed to be, with fantastic graphics, captivating gameplay and a terrific atmosphere. \*\*\*\*\*

**LEMMINGS** **SEGA £29.99**  
Considering the limitations of the machine, this is a fantastic conversion. 100 levels of brain-enhancing frolics as you desperately try to save the hapless rodents from their suicidal tendencies. Nice! \*\*\*\*

**LINE OF FIRE** **SEGA £29.99**  
Don't expect the 3D visuals of the coin-op – this is just another vertically scrolling shoot-

'em-up with loads of baddies to dis'. Graphics are nice but poorly animated. Gameplay is nuffin' special. \*\*\*

**LORD OF THE SWORD** **SEGA £29.99**  
This arcade adventure tries both elements and does neither. The repetitive form of the gameplay is too shallow for puzzlers, and too joysticky for thinkers. Pretty though. \*\*\*

**THE LUCKY DIME CAPER** **SEGA £29.99**  
This platform adventure romp has it all: superlative graphics and literally tons to see and do. With seven levels (from Mexico to the North Pole) to explore, superhero Donald Duck himself and a host of other Disney characters to interact with, you really have your work cut out for you. \*\*\*\*\*

**MARBLE MADNESS** **DOMARK £29.99**  
Classic rolling game that stands up on its own on the Master System. Not much lasting appeal and no two-player mode, but pretty tough and fun to play. \*\*\*

**MARKSMAN SHOOTING/TRAP SHOOTING COMBO CART** **SEGA Deleted**  
Ancient pack containing two Light Phaser games. An okay combo cart, but why bother with this when you can have *Safari Hunt* as well if you go for the *Marksmen Shooting, Trap Shooting, Safari Hunt* cart below? \*\*

**MARKSMAN SHOOTING/TRAPSHOOTING/SAFARI HUNT COMBO CART** **SEGA Not applicable**  
Once upon a time, this combo cart came free with the Light Phaser. This package includes three shooting games – the best of which is *Safari Hunt*. There's loadsa nicely animated targets too. \*\*\*

**MASTER CHESS** **SEGA £29.99**  
Chess – it's as simple as that. If you can't play, it won't teach you, but *lonely chess* players will absolutely love this version. 3D and 2D views, plus loads of options: set up moves and so on. \*\*\*\*\*

**MASTER OF DARKNESS** **SEGA £29.99**  
A fair attempt at a platformer in the *Ninja Gaiden* mould. But like the vast majority of games nowadays though, it's really not that original – and it's too short. \*\*\*

**MAZE HUNTER 3D** **SEGA £19.99**  
Grab those 3D goggles for some real depth! For once the 3D works really well, but the game itself is disappointing. \*\*

**MIRACLE WARRIORS** **SEGA £32.99**  
Control four heroes in this Jap fantasy RPG. With spells to cast, monstrous creatures to kill and a huge quest to complete, you'll be thankful for the battery back-up. \*\*\*\*

**MISSILE DEFENCE 3D** **SEGA £19.99**  
Master owners with Light Phaser and 3D glasses will be overjoyed to see a game which uses both. However, they'll be underjoyed that it's a simple blaster with a couple of levels which cycle over and over... \*\*

**MONOPOLY** **SEGA £29.99**  
Classic boardgaming on your Master System. Includes an option for up to ten players to participate – plus battery back-up. The graphics and sound are below par, but the gameplay is where it's at. \*\*\*

**MOONWALKER** **SEGA £29.99**  
Old Wacko Jacko gets pixelled in this oddball platform beat-'em-up where you defeat baddies with fatal dance moves. \*\*\*

**MS PAC-MAN** **SEGA £29.99**  
The title may have been brought up to date but the gameplay is straight from the Stone Age. A faithful conversion of the coin-op and what's more, you can get Pac-Man to join in with the brilliant two-player mode. Lots of fun. \*\*\*\*

**MY HERO** **SEGA £17.99**  
Knife-throwing, gut-punching horizontal scroller. The cartoon graphics are an eyesore, but the ninja action's pretty decent. \*\*\*



■ Line Of Fire.



■ Lord Of The Sword.

**NEW ZEALAND STORY** **TECMAGIK £34.99**  
A very good example of how a top-class platform game should be done. \*\*\*\*

**NINJA** **SEGA £9.99**  
*Commando*-style vertical scroller set in medieval Japan. Plenty of combat, a bit of magic, the occasional puzzle, a few surprises and it's under a tenner! \*\*\*\*

**NINJA GAIDEN** **SEGA £32.99**  
An above-average ninja platform game with good graphics, – even if they are a tad on the small side. Unfortunately, a bit too similar to other platformers. \*\*

**OLYMPIC GOLD** **US GOLD £34.99**  
Sporting sims like this are often regarded as dull, boring and repetitive. *Olympic Gold* rises above this level by a fair amount, but after a while it's bound to become dull, boring and repetitive. Ah, well... \*\*\*

**OPERATION WOLF** **SEGA £29.99**  
Classic coin-op carnage. Blast all the guerrillas as the scene scrolls past – and don't forget to rescue the hostages as well. Play with the joystick or Light Phaser – but play it till you drop with exhaustion! \*\*\*\*\*

**OUT RUN** **SEGA £29.99**  
Take away the steering wheel and snazzy graphics you get with the coin-op and what's left? A competent road racer. The road junctions don't work very well and the action is a bit lacklustre, but it's good fun. \*\*\*

**OUT RUN EUROPA** **SEGA £29.99**  
The series continues with yet another spiced up version of *Out Run*. Race across Europe for stolen secrets in this, the best Master System driving game to date. \*\*\*\*

**OUT RUN 3D** **SEGA £29.99**  
Asking the Master System to run a detailed racer and do it in 3D is hoping for a bit much really. Effective visuals, but the gameplay suffers because of them: everything is less smooth and less pacy. \*\*\*

**PAC-MANIA** **TECMAGIK £29.99**  
Blimey, this one's well ancient – remember the original *Pac Man*? This a four-way scrolling isometric version, except that now you can get Pacco to jump over ghosts! Not only is it smooth and very playable, it also brings back good memories. \*\*\*\*

**PAPERBOY** **SEGA £29.99**  
Guide your paperboy through a diagonally scrolling suburbia of runaway lawnmowers while hurling newspapers into the correct houses. Beautifully converted. \*\*\*\*

**PARLOUR GAMES** **SEGA £17.99**  
What an odd program! It offers you pool, darts and 'world bingo', and has been available in the US for yonks. Entertaining and a break from blasting. \*\*\*

**PENGUIN LAND** **SEGA £29.99**  
Vertical platform puzzler and a cross between *Pengo* and the everso everso famous *Boulderdash*. Guide penguin and egg through each infested level, avoiding monsters and keeping the egg in one piece. Brilliantly designed and very addictive. \*\*\*\*

**PHANTASY STAR** **SEGA £39.99**  
If you're into RPG adventures this is the one to go for. Explore stunning 3D labyrinths and solve a quest big enough to last for months. Astounding and huge. Get it. \*\*\*\*\*

**PIT-FIGHTER** **DOMARK £32.99**  
*Pit-Fighter* was never really designed for the 8-bit systems – and it shows. The graphics are small and badly defined, and the gameplay is repetitive and slow. A sad effort. \*\*

**POPULOUS** **TECMAGIK £34.99**  
Unbelievably good rendition of the God game that launched a thousand clones. Wreak havoc (floods, volcanoes, earthquakes and so on) upon the enemy population in order to defeat the opposing deity. \*\*\*\*\*

**POSEIDON WARS 3D** **SEGA £19.99**  
Sea combat pre-dating *Operation Wolf*, but



similar in style. Smart static 3D pictures, although the effect is somewhat lost during play. Timid and lacking in depth. \*\*

**POWER STRIKE SEGA £24.99**  
Frantic vertical shoot-'em-up with stonking power-ups, ultra-fast scrolling and brain-burstin' energy. A real test for even the most battle-hardened of blasting fans. \*\*\*\*\*

**PREDATOR 2 SEGA £34.99**  
A regular child of averagesville, this title is so unspectacular it hurts. Fun for a while but it's nothing to fax home about. \*\*

**PRINCE OF PERSIA DOMARK £29.99**  
This has got to be one of the best animated carts on the Master ever. Huge dungeon area to explore and diverse ways to die which will keep you on your toes all the way to the end. A real milestone in 8-bit graphics. \*\*\*\*\*

**PRO WRESTLING SEGA £24.99**  
Have a solo bout or join a chum in a team. Wrestling is better than boxing (it offers you more moves) but this sim falls short on lastability. Briefly entertaining. \*\*

**PSYCHIC WORLD SEGA £29.99**  
Scrolling platform arcade adventure across five stages with mid and end-of-level bosses. The 'psychic' bit involves telekinetic powers. Nothing special. \*\*

**PSYCHO FOX SEGA £29.99**  
With some of the fastest, smoothest eight-way scrolling on the Master System and some massive levels, this was almost the perfect platformer. Oodles of fun to be had as you change into different animal characters and chuck yer bird at the enemy! \*\*\*\*

**PUTT AND PUTTER GOLF SEGA £29.99**  
Bland looking title, but it has everything to offer in the two-player addictiveness stakes. Putt your way through 36 weird courses. Lasting ability and fun in one-player mode are highly questionable though. \*\*\*\*

**QUARTET SEGA £24.99**  
Originally a four-player coin-op, this version should be called *Duet*. The two-player scrolling platform blaster has all the ingredients, but only half bakes them – and that takes away a lot of the fun. \*\*\*

**RAINBOW ISLANDS SEGA £29.99**  
This vertically scrolling platform sequel to *Bubble Bobble* hasn't got the depth of gameplay it had on the 16-bit but it's still a colourful, challenging and addictive title. \*\*\*

**RAMBO 3 SEGA £29.99**  
This visually impressive Light Phaser blaster borrows heavily from *Operation Wolf* – but that's no bad thing. Certainly a rare Phaser game – one of quality. \*\*\*\*

**RAMPAGE SEGA £29.99**  
You and a buddy control a giant werewolf, ape or lizard and must smash up all the on-screen buildings. Strictly for fun of course! \*\*\*\*

**RAMPART DOMARK £29.99**  
A novel puzzle and arcade mix in which you must build walls, claim land, shoot ships and generally stop your opponent from doing the same. Fun for two. \*\*

**RASTAN SEGA £29.99**  
The Barbaric conversion from the Taito coin-op. Moody, atmospheric, action-packed and very playable, this is probably the best sounding game you can get on the Master System to date – and that's the truth. \*\*\*\*\*

**R.C. GRAND PRIX SEGA £29.99**  
Fast multi-directional scroller has you steering your little car against three opponents. Technically impressive, but dull as ditchwater and just too easy. A no-no. \*\*

**RENEGADE SEGA £40**  
Easy gameplay, disappointing graphics and no atmosphere. Avoid this beat-'em-up. \*

**RESCUE MISSION SEGA £9.99**  
As your medics attempt to reach injured G.I.s by rail, you have to shoot the enemy troops' bombs with your Light Phaser. Unusual approach, but really needs more variety. \*\*

**ROCKY SEGA £29.99**  
A boxing simulation. Train your boxer in the gym and prepare to fight for the title. Impressively animated but you won't be at it for long and it's no good for would-be solo Rockys either. \*\*

**R-TYPE SEGA £29.99**  
Irem's coin-op in all its glory. If you enjoy the odd blast, they don't come any odder or blaster than this. Buy it. \*\*\*\*\*

**SAGAIA SEGA £32.99**  
This really is one of the better shoot-'em-ups for the 8-bit, with some of the most original guardians ever. You're not going to complete it in a day either. Unfortunately it has rather naff sounds. \*\*\*\*

**SCRAMBLE SPIRITS SEGA £29.99**  
A bit too close to Sega's coin-op original, this one. This mediocre vertical shoot-'em-up doesn't really set the pulse racing. \*\*

**SECRET COMMAND SEGA £12.99**  
Ikari Warriors style two-player vertical scroller. Jungle graphics are fine and the action heavy enough. Known as *Rambo* in the US, and *Secret Command* on the screen! \*\*\*\*

**SHADOW OF THE BEAST TECMAKIG £29.99**  
Beneath the supersmooth graphics and animation in this horizontal scroller lies very little in the gameplay department. \*\*

**SHANGHAI SEGA £24.99**  
Curious Chinese puzzle game: pair up tiles to remove them from the pile of assorted ones on-screen. Quietly entertaining for one or two players. A stunning end sequence! \*\*\*\*\*

**SHINOBI SEGA £29.99**  
This aged ninja-'em-up is still the best of its kind on the Master System. Long varied levels, smart bonus rounds, good graphics and captivating moments that'll have you grippin' yer stick. \*\*\*\*\*

**SHOOTING GALLERY SEGA £24.99**  
Strictly for Light Phaser owners, it presents a series of animated targets just asking to be plugged! Plenty of variety in the visuals – and a few nice effects. \*\*\*\*

**SLAP SHOT SEGA £29.99**  
Ice hockey with slippery players and a hands-on punch-up option. A good two-player sim but lacking in long-term interest. \*\*

**SMASH TV FLYING EDGE £29.99**  
Slightly easier than the impossible Mega Drive version, but the graphics are really awful and the firing is mostly hit and miss. \*\*

**SONIC THE HEDGEHOG SEGA £29.99**  
The quickly picky out on the Master System. Supersmooth graphics and totally dreamy gameplay. You really have to see it to believe it – it's the best there is. \*\*\*\*\*

**SONIC THE HEDGEHOG 2 SEGA £34.99**  
The super-sonic hog returns! And it's guaranteed to be a best-seller. The levels are bigger, they're crammed with secret rooms – and it's even faster than the original. Still a tad too easy, but who cares when a game's this much fun? \*\*\*\*\*

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**SPACE GUN SEGA £29.99**  
Good to see a new Phaser title – and this one isn't half bad. The graphics are better than most of the earlier releases and it's jolly good fun with the Gun (although it does get a bit repetitive after a while). \*\*

**SPACE HARRIER SEGA £29.99**  
Old coin-op conversion (with a ridiculous plot) which still looks good. It's a 3D shooter with massive enemies and stunning perspective effects. Good for a meaty blast any day. \*\*\*

**SPACE HARRIER 3D SEGA £19.99**  
Impressive arcade action, and the 3D visuals really add depth to the game. Sufficiently different from *Space Harrier* to warrant a second purchase if you're a fan. \*\*\*\*

**SPEEDBALL SEGA £29.99**  
Violent future sports are all the rage at the moment and this one started it all off. Superb for two players, with a league providing the challenge for the solitary gamer. \*\*\*\*

**SPELLCASTER SEGA £29.99**  
Intriguing arcade-cum-adventure game with a great mix of action and puzzle elements.

Thank heavens for the save game feature, you'd be in the soup without it. \*\*\*\*\*

**SPIDER-MAN FLYING EDGE £29.99**  
Yet another *Shinobi*-style scrolling platformer. Plain backdrops, tedious gameplay and a yucky control method are good reasons to steer clear of this rather lame web-'em-up. Only for real Spidey fans. \*\*

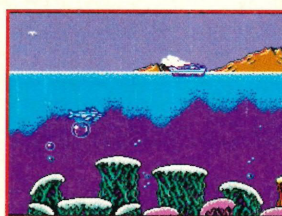
**SPORTS PAD FOOTBALL SEGA Deleted**  
Great football but, unfortunately, requires the Sega Sports Pad. It would be great – if only you could get hold of the thing! \*\*\*\*

**SPY VS SPY SEGA £17.99**  
Help the zany spies do battle on the split-screen as you collect booty traps, outwit your adversary and head for the airport. Great fun in two-player mode. \*\*

**STRIDER SEGA £29.99**  
As acrobatic hero, Hiryu, you must save the world in this scrolling platform-cum-beat-'em-up game. It looks good but it fails to offer any long-term challenge. \*\*

**STRIDER 2 US GOLD £TBA**  
This game looks great, but it's so unforgiving in the gameplay that you won't finish it. Go for the original instead. It's much better. \*\*

**SUBMARINE ATTACK SEGA £29.99**  
This aquatic, horizontally-scrolling shoot-'em-up is a colourful affair with power-ups and guardians. Unoriginal and sadly easy, the end is just a little bit too high. \*\*



■ Submarine Attack.

**SUMMER GAMES SEGA £29.99**  
This is a multi-player sequel to *World Games*. The limited action relies heavily on strict joystick moves and the novelty of having a heavy gold weight slung around your neck soon wears off. \*\*

**SUPER KICK-OFF US GOLD £34.99**  
At last! An English footy game for the Master System which has every feature you could possibly ask for. Overhead views of the pitch, great graphics and intelligent gameplay. This is a right scorcher. \*\*\*\*\*

**SUPER MONACO G.P. SEGA £29.99**  
With dual viewscreens, two players can race head-to-head in this quality conversion. It's fun, but the cars don't handle very well, and you won't see much scenery as you're pegging it around the course. Shame. \*\*

**SUPER MONACO G.P. 2 SEGA £29.99**  
Slow, slow, and slower still. *Super Monaco G.P. 2* grinds to a halt before it's even begun. Improvements to graphics and sound have been made, but it's still vague. \*\*

**SUPER REAL BASKETBALL SEGA £24.99**  
A marked improvement over *Great Basketball* and *Basketball Nightmare*, but still left wanting in the lastability stakes. \*\*

**SUPER SPACE INVADERS DOMARK £29.99**  
The game that started it all is now available on your MS. Plan your route to the big end-of-level boss and enjoy all the invader novelties (splitting Invaders, for instance) and handy power-ups. \*\*\*\*\*

**TAZ MANIA SEGA £29.99**  
So much has been cut from the original 16-bit game, that you're left with just a standard platform game. Shame really... \*\*

**TEDDY BOY SEGA £9.99**  
Weird, multi-directionally-scrolling platform game with just about the oddest enemies in existence. Very cute, addictive and ridiculously cheap. Whatever you do though, don't play it late at night – it'll drive you nutty. \*\*

**TENNIS ACE SEGA £29.99**  
Simply the best tennis game you can get for the Master System. Two-player modes, singles, doubles, tournaments – the whole umpire/strawberry shebang in one single cart. Recommended to absolutely everyone – whether you're a tennis fan or not. \*\*\*\*\*

**TERMINATOR VIRGIN £29.99**  
Pretty average platformer. There's enough action for dihedrals and good gameplay too, but the sound's awful and there simply aren't enough levels. Far too shallow. \*\*

**THUNDER BLADE SEGA £29.99**  
This was a bold attempt to convert the Sega coin-op onto the Master System. The scrolling blast-'em-up sections work well, but the 3D effects suffers quite badly. Saved by hectic action and a very challenging mission. \*\*

**TIME SOLDIERS SEGA £29.99**  
Multi-directionally scrolling *Commando* variant (with end-of-level guardians) for two players. Nice backdrops and some meaty power-ups make it worth a look – just. \*\*

**TOM AND JERRY SEGA £29.99**  
Some good graphics help make this look – initially – very attractive, but after only a few plays you realise that the game is really a huge crock! What a disappointment! \*\*

**TRANSBOT SEGA £9.99**  
Tedious and boring horizontally scrolling shooter, with a few puny power-ups. \*

**TRIVIAL PURSUIT DOMARK £32.99**  
Not everyone's idea of a fun game, but perfect for those nights when you've got your friends round. Squillions of questions and loads of humour. Excellent! \*\*

**ULTIMA 4 SEGA £39.99**  
First of the *Ultima* series of role-playing game adventures available for the 8-bit. With more depth than the Caymen Trough, more strategy than *Stormin'* Norman and enough spells to fill an Oxford Dictionary, this is one astounding game. Buy it – you won't believe how good it is. \*\*\*\*\*

**VIGILANTE SEGA £29.99**  
Horizontally-scrolling street beat-'em-up with a highly oriental flavour. Fists and feet start flying as the battle heats up. Grows tepid all too soon though. \*\*

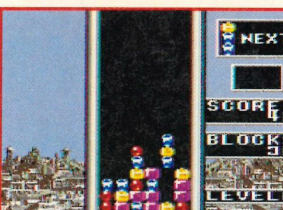
**WANTED SEGA £24.99**  
One of the better Light Phaser games which has you battling against Wild West outlaws. Bonus screens and scrolling stages provide variety but it still desperately needs more levels. \*\*

**WIMBLEDON SEGA £29.99**  
Not the best sport in the world, but this is a brilliant simulation nonetheless. Loads of different play options (singles, doubles, tournaments, clay or lawn courts...). And, more importantly, it's damn good fun too. \*\*\*\*

**WONDERBOY SEGA £24.99**  
Archaic scrolling jump-'n'-shoot game. Terrific conversion with lots of playability, but getting a bit long in the tooth. \*\*

**WONDERBOY IN MONSTERLAND SEGA £29.99**  
The original's action is exchanged in favour of an arcade adventure with lots of places to visit, enemies to destroy and hidden items to find and use. \*\*\*\*

**WONDERBOY 3 THE DRAGON'S TRAP SEGA £29.99**  
*Wonderboy* comes of age in this astonishing arcade adventure. Gorgeous graphics, brilliant puzzles, hidden rooms and a huge playing area. The best of the series and definitely a must buy. \*\*\*\*\*



■ Columns.

**WONDERBOY 3 IN MONSTERWORLD SEGA £32.99**  
Another *Wonderboy* game, and while it's the latest in the series, it's far too simplistic. \*\*

**WOODY POP SEGA Deleted**  
This ancient *Arkanoid* clone with cutesy characters, piles of power-ups and nicely designed screens. This game's claim to fame is that it's the only one ever made for Sega's ill-fated Paddle Control. Only available on card, which tells you its age. \*\*\*\*

**WORLD CLASS LEADERBOARD US GOLD £29.99**  
This old 3D golf game looks dated, but the course view works well – and there are plenty of trees, bunkers, ponds and other hazards to

look out for while you changing your clubs around. It lacks options, but in multi-player mode it's heaps of fun! \*\*\*\*

**WORLD CUP ITALIA '90 SEGA £24.99**  
This soccer simulation viewed from above just missed the whole competition when released. And good job too! This is best viewed from a long way off. \*\*

**WORLD GRAND PRIX SEGA £12.99**  
This five-year-old first class racer is still as good as ever – and stands up well to its more recent competitors too. Standard 3D road update and view-behind-the-car visuals, but it can still get the pulse pounding! \*\*\*\*

**WORLD SOCCER SEGA £24.99**  
Tricky scrolling soccer simulation, viewed from the stands. Unusual gameplay could be a lot faster, but its nice range of options gives *Italia '90* a pummelling. \*\*\*\*

**XENON 2 VIRGIN £24.99**  
Tricky and tough aliens make for a real challenge in this fabulous vertically-scrolling shoot-'em-up. It's not quite a 'classic', but it still manages to offer plenty of engaging and enthralling action. \*\*\*\*

**Y'S THE VANISHED OMENS SEGA £32.99**  
This RPG boasts large scrolling maps and a variety of puzzles and plots to keep you glued to your screen. \*\*\*\*

**ZILLION SEGA £24.99**  
Expansive *Impossible Mission*-style explore-'n'-shoot. Plenty to do but absolutely awful control method which completely ruins what gameplay there is... \*\*\*\*

**ZILLION 2 TRI FORMATION SEGA £24.99**  
Sequel to *Zillion* which misses the point entirely. This drab scrolling shoot-'em-up is repetitive and ultimately unrewarding. \*\*

## GAME GEAR

**AERIAL ASSAULT SEGA £27.99**  
Quite nice graphics in this rather plain blast-'em-up, but the gameplay is so dodgy, it's just not worth telling you about it. \*

**ALIEN 3 FLYING EDGE £29.99**  
Looking dated already, but still a solid and damn fine platform title for the 'Gear. 15 levels, multiple weapons and horde upon horde of aliens means the action never stops. It can get a tad samey though. \*\*\*\*

**ALIEN SYNDROME SEGA 29.99**  
This title is okay as far as it goes. The gameplay is fine but unfortunately, you'll probably finish it in a couple of hours. This is a severe waste of money. \*\*

**AXE BATTLER SEGA £29.99**  
This arcade adventure is a *Golden Axe* spin-off. The inclusion of the puzzle elements makes it ultimately more challenging than the original game. It's also better than the *Golden Axe Warrior* on the MS. \*\*\*

**BATTER UP (Import) £20**  
This baseball sim works well and has a great head-to-head option, good graphics and neat sound FX. There's still room for improvement in the gameplay, though the two-player mode really lifts things up. On your own, you may as well pack up and go home. \*\*\*

**CASTLE OF ILLUSION SEGA £24.99**  
Mickey Mouse in all his glory, with superb gameplay, pretty backdrops and a cracking soundtrack – it may be getting old, but this is still a fun game. There is a major problem though: the tiny display makes this fiddly game all the more tricky to play. \*\*\*\*

**THE CHESSMASTER SEGA £24.99**  
Oodles and oodles and oodles of chess-related tem-foolery. Well, c'mon, what did you expect? You can't go wrong with a version as stonkingly good as this. \*\*\*\*\*

**CHUCK ROCK SEGA £27.99**  
A standard platformer with a couple of satisfying puzzle elements thrown in for good measure. Essentially it's the same as the Master System version except it's not as good. The controls are tricky and it's too unforgiving in the gameplay department. \*\*

**COLUMNS SEGA £19.99**  
A fun puzzler with a *Tetris* gamestyle. Drop the columns of coloured jewels and get three-in-a-row. Mindlessly addictive, you'll be glad to hear, and it offers a great Gear-to-Gear two-player option. You can even change the playing pieces to a limited extent. \*\*\*\*



■ Rastan.



## CRYSTAL WARRIORS

SEGA £29.99

Tactics and action cross paths in this absolute killer of a game. Gets you addicted from the start and then pulls you right into the action. Absolutely gorgeous graphics and animation too. This is definitely one to go for. \*\*\*\*\*

## DEVILISH

SEGA £24.99

A good attempt at a cross between *Arkanoid* and pinball. Unfortunately, the game just isn't that addictive, and has very little lasting appeal. \*\*\*

## DRAGON CRYSTAL

SEGA £24.99

Role-playing arcade adventure featuring mazy pathways revealed only upon exploration. This good idea is marred by continual dead ends. Poor 'statistical' combat hammers the final nail in the coffin of tedious gameplay. \*\*

## FACTORY PANIC

SEGA £24.99

A novel puzzle-'em-up which has you changing switches on a complex system of conveyor belts in order to guide various goodies to your hungry customers. Sadly, the security guards get in your way and mar the otherwise enjoyable puzzlin' gameplay. \*\*

## FANTASY ZONE

SEGA £24.99

Brilliant presentation let down by sluggish controls and repetitiveness, though colours and graphics are every bit as good as the Master version. Untapped potential. \*\*

## G-LOC

SEGA £24.99

Superb introduction sequence followed by some not-very-superb gameplay. Fast, *After Burner*-like, but with all the bad aspects of that game: repetitive, undemanding and unfulfilling. Not to be confused with the coin-op. \*\*

## GEORGE FOREMAN'S KO

SEGA £24.99

One of the worst games around for your handheld. There's very little skill involved – just smack away and hope for the best. \*

## HALLEY WARS

SEGA £24.99

Taito's vertically-scrolling shoot-'em-up isn't really all that innovative, but in the vein of the coin-op, it's still a darn good blast. Enough variety to stifle yawns and more than enough action. Nice one. \*\*\*\*

## 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 too. Unfortunately the gameplay is far, far too repetitive and as a result you won't want to return to this. \*\*

## JOE MONTANA FOOTBALL

SEGA £24.99

Loads of intro and outro screens plus the whole of the NFL, all ruined by over-easy gameplay and lack of options. Choose tails every time on the toss to win and throw the ball and you can't go wrong. \*\*\*\*

## LUCKY DIME CAPER

SEGA £24.99

Mickey and Sonic now have a true rival... As good as the Master System version: massive cartoon sprites, great animation and some frustratingly addictive gameplay. \*\*\*\*\*

## LEMMINGS

SEGA £27.99

Now Game Gear owners get their chance to save the suicidal rodents. Everybody may have scoffed at the thought of it, but Probe have produced a blinder of a version. \*\*\*\*

## MARBLE MADNESS

DOMARK £27.99

Does the idea of rolling a marble around a seemingly endless amount of ramps interest

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you? If so, then you'll love this conversion 'cos it's pretty damn close to the original. Not a game for everybody though. \*\*\*\*

## NINJA GAIDEN

SEGA £24.99

A fun walk, jump and hack-'em-up with fiddly little graphics but six levels of frantic ninja action. If you liked *GG Shinobi* then you're gonna absolutely love this. \*\*\*\*

## OLYMPIC GOLD

US GOLD £27.99

A balanced series of events, well animated and nicely presented. The Gear is a bit small for the frantic Button-bashing, however, and the gameplay is a bit old hat. \*\*\*\*

## OUT RUN

SEGA £24.99

Play this classic 3D racing game on your own or with a mate via the Gear-to-Gear option. Nice graphics and a good impression of speed. More courses would have been nice, but it's still a lot of fun. \*\*\*\*

## OUT RUN EUROPA

SEGA £19.99

This action cum driving game is definitely worth checking out. Plenty of levels and some of the sexiest graphics we've yet seen on the Game Gear. \*\*\*\*

## PAC-MAN

(Import) £20

The famous lemon is back! Pac-Man returns to chomp his way through the blue maze while avoiding the colourful ghosts. This still remains a brilliant conversion of the coin-op, with graphics and sound effects straight from the original. Lovely stuff. \*\*\*\*\*

## PENGO

SEGA £19.99

Ancient gameplay but it's still decent enough. Slide the ice blocks to squash your enemies and make with the strategic thinking. Simple, fairly dull and with no longevity. \*\*

## POPILS

(Import) £20

Rescue your gorgeous chick from Popils the sorcerer. 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. \*\*\*\*\*

## PRINCE OF PERSIA

DOMARK £27.99

Beautiful 8-bit conversion from the Master System title. Faster and smoother than ever before. Huge levels, puzzling mazes and

animation that'll take your breath away make this a very special game. \*\*\*\*\*

## PSYCHIC WORLD

SEGA £19.99

Scroll 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. \*\*

## PUTT AND PUTTER

SEGA £25.99

Crazy golf – but wait! Don't let that put you off. It's quite fun really. Impressive graphics and a neat two-player option, but the lack of variety makes it boring in the long run. \*\*

## SHINOBI (GG)

SEGA £24.99

First dedicated Game Gear title, and what a stonker it is too. This beautiful *Shinobi* game has level select, gorgeous graphics, and superlively sonics – but hell's teeth, is it tough. This is a lasting challenge for mobile gamers everywhere. \*\*\*\*\*

## SHINOBI 2

SEGA £27.99

The *Shinobi* legend continues with the inevitable sequel. Big levels and very tough bosses provide plenty of quality gameplay, but it's still easier than the original. Having said that, it's one mighty fine game. \*\*\*\*



Spider-Man.

## SLIDER

SEGA £24.99

99 levels of monsters, mazes and mayhem as you try to clear up the polluted labyrinths of the ecologically unsound planet of Rozen. Plenty of neat extras, but there's no two-player mode and far too many continue options. \*\*\*\*

## SOLITAIRE POKER

SEGA £25.99

This blend of solitaire and poker (yeah, yeah, we know it sounds a bit odd) will severely test your mental abilities. Good fun, but not really something shoot-'em-up buffs have been waiting for. \*\*

## SONIC THE HEDGEHOG

SEGA £29.99

Just as juicy as the MS version, this classic game has all the features of the original. The action's even been enlarged to cope with the GG's smaller display. \*\*\*\*\*

## SONIC THE HEDGEHOG 2

SEGA £27.99

The Game Gear comes good again. This is even better than the Master System title! The game is virtually identical, but the guardians are even tougher. The best cart on any hand held, anywhere – no arguments! \*\*\*\*\*

## SPACE HARRIER

SEGA £24.99

Ignore the ridiculous scenario, just play the game instead. Three dimensional action as you pilot your jet-powered hero into enemy territory, destroying all manner of huge and segmented nasties. \*\*\*\*

## SPIDER-MAN

SEGA £24.99

Oodles of web-slinging fun with the arachnoid superhero. Brilliant conversion for the handheld. Slick animation, stunning graphics

and great soundtrack combine to make this a classic cart. \*\*\*\*

## STREETS OF RAGE

SEGA £29.99

The top beat-'em-up makes it to the Game Gear. The graphics aren't as sharp, but all the levels and moves have been included. If you liked the 16-bit version, then you're gonna love this. It's gotta two-player mode too! \*\*\*\*

## SUPER KICK-OFF

US GOLD £27.99

This Master System classic works brilliantly on the Game Gear and has all the features of its bigger counterpart. Excellent footy gameplay and loads of definable options. \*\*\*\*\*

## SUPER MONACO G.P.

SEGA £19.99

Compromised graphics and unrealistic handling make this a game for racing freaks only. You've been warned... \*\*

## SUPER OFF-ROAD RACER

VIRGIN £24.99

A perfect conversion of an excellent coin-op. The Game Gear copes extremely well with the small graphics, and if you have a Gear to Gear cable, two of you can play. \*\*\*\*

## TAZ MANIA

SEGA £29.99

A good example of a bad Mega Drive to Game Gear conversion. The game loses all of its character, most of the enemies and a whole lot of its charm. \*\*

## TERMINATOR

VIRGIN £TBA

It's hard trying to imagine anyone squeezing the whole of *Arnie* onto the small Game Gear screen, but that's exactly what Virgin have done. Much better than the Mega Drive version and very nearly a classic. \*\*\*\*

## WIMBLEDON

SEGA £29.99

The best tennis game for the Game Gear (let's face it, it's the only tennis game for the Game Gear). Fast, frantic and furious. There's a password feature so you can build up the strength of your particular tennis ace over the various tournaments. An absolutely essential buy for all tennis fans. \*\*\*\*

## WONDERBOY

SEGA £19.99

Old scrolling jump-'n'-shoot with plain visuals but a typical cute 'n' cuddly hero to save the world with. It takes a long time to get into the action, and even when you get that far, it's pretty undercooked. \*\*

## WONDERBOY: THE DRAGON'S TRAP

SEGA £29.99

This has got to be a joke! Very slow, very boring and pretty crap as well. There are plenty of platformers to choose from, so don't pick this one. \*\*

## WOODY POP

SEGA £19.99

Remember those early video games of the '70s which had in-built versions of *Breakout* – the game where you had to destroy a wall of bricks by bouncing a ball against them? Well, this is really more of the same, but updated. Limited level select, with piles of power-ups and distinctive graphics make this by far the best of its type so far. \*\*\*\*

## WORLD CLASS LEADERBOARD

SEGA £24.99

This is a wonderfully playable golf simulation boasting four courses and 72 holes. Realistic three-dimensional graphics, good ball movement and some great animation of your player. Fun for golfers and non-golfers alike, but a Save Game feature would've been nice for later on in the game. \*\*\*\*

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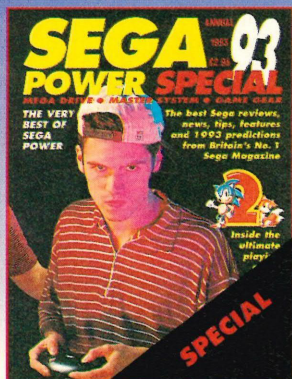
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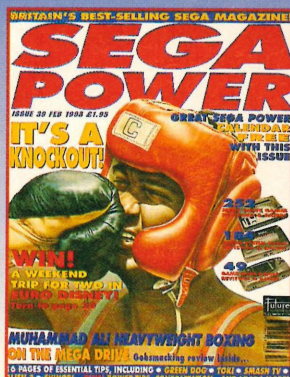
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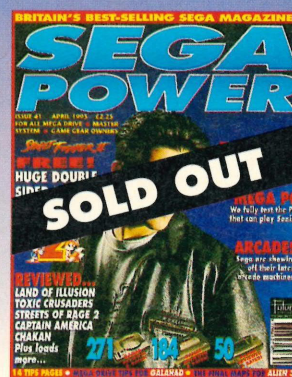
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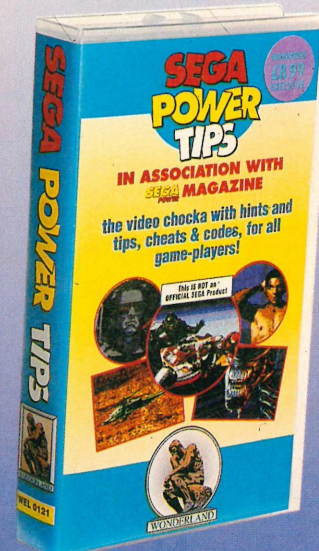
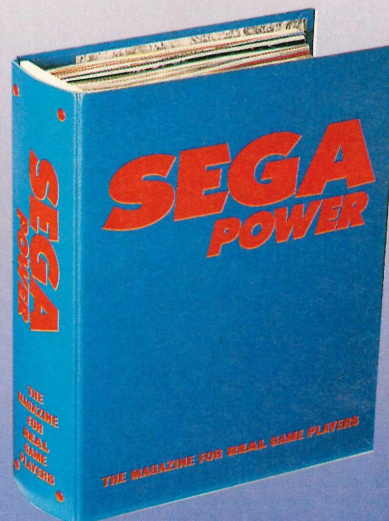


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For sale: Boxed Game Gear with AC adapter and 6 games (Columns, Sonic, Joe Montana's Football, Wonderboy, Woody Pop and a boxed copy of Mickey Mouse). £200 o.n.o. Also for sale: Casio pocket colour TV - £70 o.n.o.  
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**Tel: (0283) 211737**

For sale: Mega Drive, 2 joypads, all leads and 3 games including Kid Chameleon - almost brand new. I'll sell for £120.  
**Tel: (0895) 675648**

3 month old Mega Drive (9 month guarantee remaining) with Lemmings, Madden '93, Pac Mania, LHX Attack

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**Tel: (0606) 835136**

For sale: Game Gear version of Sonic 2 (boxed with instructions). £16.

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For sale: 8 Master System games: Sonic 1 and 2, Mickey Mouse, Donald Duck, Lemmings, R-Type, Super Kick-Off, Wimbledon. £15 each.

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**Tel: (0223) 221173**

I'll swap my Mega Drive version of Arnold Palmer Golf for either Streets Of Rage, Quackshot, Sonic, ToeJam And Earl, Flicky or Road Rash.

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**Tel: (0272) 513622**

I'll swap Shinobi, Rastan or Spider-Man for Impossible Mission, Speedball 1 or 2, Slap Shot, Space Gun or Lemmings. 1 for 1 only. Hand exchange in the Norfolk/Suffolk area.

**Tel: (0493) 369705**

I'll swap Sonic 2, James Pond 2 and Wrestlemania for Phantasy Star 3, Populous and E.A. Hockey '93. I'll also swap Golden Axe and Wrestle War for any decent games. All games are boxed with instructions and I'll only accept carts in a likewise condition.

**Tel: (0256) 473240**

I'll swap my Master System version of Ghost House for Fantasy Zone on the same system. I'll also swap Sonic, Prince Of Persia or Strider for Psycho Fox or Bubble Bobble. Oxfordshire area only.

**Tel: (0295) 78724**

I'll swap my Mega Drive version of Golden Axe 2, Sonic or Taz Mania for Micro Machines, Streets Of Rage 2, Road Rash 2 or NHLPA Hockey '93.

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Yo! I'm a 12 year old Sega mad boy, looking for a female penpal of the same age. Interested? Then write to: **30 Heron Close, South Beach Est, Blyth, Northumberland NE24 3QQ.** Sega is crap! Anyone who wants to argue about it write to: **Sega arguments, 5 Stuart Cres, Hayes, Middlesex UB3 2QR.** If you've got the guts! SNES rules! Penpals wanted: Are you aged 18-30? Interested in the Master and having a good laugh? Then why not write to me at: **118 Daiglen Drive, South Ockendon, Essex RM15 5AR.** All letters will be answered. I'm looking for an 11 or 12 year old girl penpal. She must be into Sega games. Write to (enclosing a photo if possible) **167 Morville Street, Bow, London E3 2PL - Bye for now!**

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UK Mega Drive games wanted: Joe Montana 2 or NHLPA Hockey '93. I'll pay up to £25. Must be boxed with instructions.

**Tel: (0255) 880947**

Wanted: Instruction booklet for After Burner 2 (photocopy will do). Any helpers?

**Tel: (0276) 26910**

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**Tel: (0256) 851301**

Mega Drive and Master System games wanted. I'll pay up to £22 for each game or I'll swap if you prefer.

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**Tel: (0286) 880057** or send your list of games to: **Bryn Mor, Carmel, Caernarvon, Gwynedd LL54 7AD**

Master System games wanted (must be boxed and preferably with the instructions). I'll pay up to £10 for each cart. All titles considered.

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Signed

Date



**Got a problem? Or a piece of invaluable information? Or are you just bored senseless and want to litter our office with scraps of paper? Whatever the reason, get it down in writing and send it in to: Mail Bonding, Sega Power, 30 Monmouth Street, Bath, Avon. BA1 2BW.**

## NO NEWS IS GOOD NEWS!

Dear *Sega Power*,

I am 13 years of age. I own a Mega Drive and contrary to popular belief I'm not a computer junkie. I'm appalled by the press given to computer/video games. Whenever there's an investigation into video game addiction all the game examples are of platform games or shoot-'em-ups, never sports, puzzle or role playing games.

The cases of epilepsy which have been brought up recently also annoy me. There's a warning to players in game manuals. Besides, games don't cause epilepsy they can only trigger fits. Other things can trigger fits, but you never see, "Flashing lights killed my child" in a newspaper.

I'm compelled to believe that the people who conduct these 'investigations' have never played the games. Take for example the statement: "People who play games suffer in their education". I disagree. It depends on the person. It'd be nice if people stopped making generalisations and recognised it only applies to a minority of players.

I've also noticed that investigations are always made into things that children enjoy. Strange that! And now some teachers want to monitor and censor games and their content. Is this fair?

One last point, have you ever noticed whenever investigations are made into games they always use

console games and never computer games? So, what they're saying is that it's okay to spend hours in front of a computer but, it's dangerous to play on your console for half an hour. Yet, if you play a computer game you'll be nearer the screen than you would be when playing a console! Richard Boyd, Rayleigh



*The 'low end' newspapers have always, and always will, latch on to the Next Big Thing. They'll then build it up, grab as many column inches as they can, then get bored. The backlash will then start. Negative stories sell papers, so it makes sense for them to rip something apart after they've championed it and increased its profile.*

*It was inevitable that the tabloids would do this with console games, it was only ever a question of how they'd do it. Now the fuss has died down over the connection between epilepsy and computer games (ie. the facts have been revealed), they'll probably change tack and jump on the "Cartridges Are Too Expensive" debate. We'll just let them get on with it, and stick to the facts.*

*In the meantime, have a Sega Power T Shirt, for raising such an interesting topic. Mark*

## NOSTALGIA CARTS

Dear *Sega Power*,

There must be hundreds, neh, thousands of people out there who remember the days of the *Jetpac*, *3D Ant Attack*, *Back To School* (Spectrum) and other such classics!

From time to time, I still yearn for a blast on game from the past. The point is, do you think it'd be possible for a company to make a compilation of Spectrum, Commodore and Apple games. The Mega Drive carts have so much room you could fit loads of games on 'em. Make it twenty of the best, give it a decent price tag and I think that somebody, somewhere could be on a winner.

Uncle C, Cheadle, Staffs

happen. So, how about it software companies? Mark

## SPECIAL EFFECTS

Dear *Sega Power*,

I've bought every copy of your magazine since issue 31. I just want to ask you one question though. I want to know where I can get my hands on the *Sega Power '93 Special*? I've looked in nearly every newsagents in Oldham! Oh, and one other question,

please can I have all the Sega Power teams' autographs. I'd be very grateful.

Satchine Sodha, Oldham, Lancs

*Check out this month's back issues page and you'll find the Sega Power '93 Special added to the ranks of past classics. As for the team ➤*



*There's really no reason why it couldn't be done, but let's be honest, it's unlikely to happen. As good as those old classic were (and I still have fond memories of Jet Pac and Ant Attack), I really doubt whether the majority of Sega owners would be willing to fork out for oldies, even at thirty quid for twenty. Still, I'd like to see it*

• After a hard days game playing, we like to put down our joysticks, swap high fives, then settle down to some readers' letters •

# MAIL BONDING



autographs – aw, shucks – it's not the kind adulation we usually encourage, but just this once. You can always throw darts at it. **Mark**

## GIRL TALK

Dear *Sega Power*,

I'm getting a bit sick of the "video games are sexist" argument. I'm a 16 year old female gamer and I can't see what all the fuss is about. I mean, does it really matter what the sex of a computer sprite is? No, I don't think so.

I know this has been said hundreds of times before, but it's the gameplay that counts. If the game is a load of cobbles nobody's going to play it. But

people aren't going to look at a game and say, 'Oh, I'm not going to buy that because the main character isn't female,' are they? No. So where's the problem? If the main character's female – fine. If it's not, then don't start complaining about it, because it's something that's just not worth getting worked up about.

**Sarah Margle, Ware**

PS. Where has Andy Smith actually gone?

*Sounds fair to us, Sarah. But what about those games where the guy has to rescue the girl? Isn't that depicting females as weak and inferior? Any other readers care to vent their spleens over this one?*

(Andy, by the way, has decided to dip into the "other side" of the game industry.) **Mark**

## FIT TO PLAY?

Dear *Sega Power*,

I've something to say concerning the media hype over epilepsy attacks caused by playing on a console. There is, of course, a slight possibility that such attacks may occur but as a sufferer of "Petit Mal," the mildest form of epilepsy, you would imagine I would be more susceptible.

However, I've had no attacks while playing my Mega Drive (my prized possession). My mother had said nothing before all this hype, but now she's set guidelines: How long I'm allowed to play, how far from the TV I have to sit etc.

All I can say is the power of journalism has succeeded once more. Naturally, there is a risk but it's so slight it's not going to effect 99.9% of console users.

Can I stress to worried parents and gamers alike that the risk is so slight you need only take the slightest notice.

Congrats on a truly smart mag! **Ian Hutchings, Wellington**

*Thanks Ian, I think you've made the point perfectly. Mark*

## FULL OF MENACE

Dear *Sega Power*,

First congratulations on a great magazine, it is the best Sega mag I've ever read.

Could you please tell me if the Menacer light gun is compatible with Master System games played via a Master System Converter for the Mega Drive.

**Chris Stockford, Abingdon**

*'Fraid not, Chris. Er, sorry. Mark*

## KARAOKE HELL

Dear *Sega Power*,

I've heard about a new system called the Wondermega. Would you please tell me if it exists, and if it does, when will it be released?

**John P, Leeds**

*The Wondermega is a combined Mega Drive, Mega CD and Karaoke unit, produced by JVC and available in Japan.*

*At the moment, however, there are no plans for a release in this country and to be perfectly honest with you you're not missing a helluva lot. Well, not unless you're*

*some kind of weird Karaoke sicko, that is. Dean*

## BURN OUT!

Dear *Sega Power*,

Firstly what a stonker of a mag, for sheer content, it's truly unsurpassable. Anyway, my question is this: I've been playing video games since the year dot and I've always used a normal TV (I can't afford the luxury of a monitor). As yet, I've never heard (or known) of a TV that has been affected by the games, even though all consoles discourage the use of conventional tubed screens. I know this must be worrying parents (and of course, aged gamers like myself). I've just shelled out a sizeable wad on a full digital ncam 28 inch TV and I don't want to have *Corporation* superimposed over everything I decide to watch.

I'm not asking you to condone the use of tubed screens, just advise the masses with your infinite wisdom.

**Spig, Abingdon**

*What I assume you're talking about is the fear of permanently "burning" a video image into the tube of your TV. It was a common fear in the early days of video games when Pong was all the rage. These days the graphics on video screens rarely remain in the same place for more than a few seconds, so there's really no worry. You'd have to leave a stationary image, with the contrast right on full for at least a day before any kind of after-image would be permanent. Of course, if you want a real video game experience, then try one of those nifty screen projection systems. Now that's how Sega should be played. Mark*

## CRASHING CARTS?

Dear *Sega Power*,

Last Xmas my father received the *Trivial Pursuit* cart for his Master System. He was pleased with it until the family visited and decided to have a tournament.

The game allows 6 names to be entered, therefore you would assume 6 people can play, yes? Well, so we thought! But after the first round of questions the cart "crashed." My father faced a mass of coloured squares where his counter should've been and his name was total gobbledygook.

The questions, however, were understandable, so we attempted

# THERE ARE MORE QUESTIONS THAN ANSWERS

Every month we receive thousands of letters, many of which are asking very similar questions. Unfortunately, we simply don't have the space to print every single one. So, we've decided to compile a list of the most frequently asked questions. That way we can answer more of your letters than ever before...

## THE QUESTIONS

## AND NOW, THE ANSWERS...

1a) Can you use an American or Japanese Mega CD with a British Mega Drive? ..... **No**

b) Can you use a British Mega CD with an American or Japanese Mega Drive? ..... **No**

c) What about the CD games, will the British releases work on American and Japanese systems? ..... **No**

d) How much will Mega CD games cost? ..... **About £40 (the same as a cartridge, hurrah!)**

2a) Will there be a Game Gear converter which enables you to play Atari Lynx games on the Sega handheld? ..... **No**

b) Will *Sega Power* review Atari Lynx games? ..... **No (that's why we're called Sega Power)**

3) Will players have to buy a special six button joypad to play *Street Fighter 2* on the Mega Drive? ..... **As far as we know, the game will have an option for anyone who wishes to buy a specially produced six button joypad.**

4) Are the following games ever going to be released for Sega systems?

*Chuck Rock 2* ..... **Yes**

*James Pond 3* ..... **Yes (watch this space)**

*Road Rash 3* ..... **Already being planned**

*Sensible Soccer* ..... **Yes**

*Sim City* ..... **No**

*Sonic 3* ..... **Of course**

*ToeJam And Earl 2* ..... **On it's way as we speak**

*WWF Super Wrestlemania 2* ..... **maybe (watch out for a Mega CD WWF game)**

5) Will the following games ever be converted to the 8-bit systems?

*Desert Strike* ..... **Yes (see this month's previews)**

*Golden Axe 2* ..... **No**

*John Madden* ..... **No**

*Road Rash* ..... **And – phew! – no**



# THE BLUFFER'S GUIDE TO WRITING A LETTER TO SEGA POWER

Here at Sega Power, we've decided that it's time to be cruel to be kind. It's not that there's anything wrong with the letters we print. It's just that a worrying number of letters are

either unreadable, banging on about subjects we've already covered six months earlier, or simply impenetrable. It's not that we're ungrateful, really we're not. But we figured it was

high time to give a little instruction. So, without further ado, here are the dos and don'ts for writing that really important letter to the one and only Mail Bonding...

## DO

1. Write about a fresh subject. We're dying to hear about something new and controversial.
2. Send us criticisms of the magazine. Nobody is perfect, even us, so we'd love to hear what you've got to say.
3. Then again, if you do think that one of our reviewers is talking out of his or her bottom, then tell us about.
4. Adorn your envelopes with art – particularly if you're frustrated by the Gallery's demise.
5. Make us smile or laugh (that could include all those dodgy pictures of you, your family, or nubile babes or hunks).

There, now c'mon admit it – that wasn't too painful was it? Now, just bear these little points in

mind when you write to us next time, and your chances of getting printed will increase

16. Mark your letter 'Letters' or 'Mail Bonding'.
7. Make it neat, legible and take care with your sentences.

## DON'T

1. Use the line 'You're magazine is great' as an introduction.
2. Say 'I bet you won't print this letter'. We won't.
3. Begin with 'I am writing' – we know.
4. Go on about *Sonic The Hedgehog 2* being better/worse than our reviewer thought.
5. Ask for a freebie, 'cos it ain't gonna happen, okay?
6. Forget to include your name and address.

tenfold. Thank you, for listening, this public service announcement ends.

to put up with the situation. But when the next person tried to take their turn the same thing occurred and instead of showing their counter's position on the board, it showed my father's!

We returned the cart to the retailers (Toys R Us) the next day. They were very helpful and replaced the cart with another, but on returning home we found the same thing wrong with this one. By now my brother had discovered that his copy had the same problem and his was bought from a different store (Virgin Games Centre).

My father then went back to Toys R Us and told them what he'd found. They then tried all the copies they had in stock and they were all the same. They rang their supplier and everyone decided that there was a problem.

The carts were then removed from sale at all their branches and they said that they think the manufacturers may have to recall all their faulty games.

I thought that all your readers should be aware of this problem and should try their copies. Also, I'd like to know whether you've heard any thing about this problem. And if you've got any idea about what'll happen next.

**Debbie Kilkenny, Doncaster**

*They were unaware of any problems with the Master System cartridge, but assured us that they'd be looking into it. Perhaps the faulty batch was limited to your area, though it still seems strange that the news of the problem never reached the manufacturers. What about all you other Trivial Pursuit types? Any problems? Mark*

## THE PRICE OF HYPE

Dear Sega Power,

Regarding comments made in response to my first letter published last issue (*Sega Power* 40), there are a couple of points I would like to clear up.

Firstly, on reflection, I'm willing to concede that *Sonic 2* isn't quite such a bad game (*Hurrah! Mark*) when compared to some of the rubbish released on the 8-bit. The problem is that Sega created a very high quality threshold with the original title which the sequel simply doesn't live up to. This is something that we, the public, shouldn't accept.

Over the last thirteen years the computer industry has grown from a cute and inoffensive baby into a greedy psychotic adolescent. *Sonic 2* represents an important, and in my view, distressing landmark in its life.

In the aftermath of *Sonic Twosday* our spikey blue friend spent about as much time in the financial pages of the heavy

weight broad-sheet press as he did between the covers of computer magazines. A quick examination of some statistics reveals why:

● Whitney Houston's "I Will Always Love You" single sold one million copies in its first week of release in the states.

● Simply Red's "Stars" album was the most popular record of 1992 and earned around about £18 million.

● *Sonic 2* coined £27 million in 24 hours. That's £18,750 a minute or £312.50 a second if you prefer. These are the sort of figures that would make the Sultan of Bruni have an orgasm (whoops! Sorry – rub his hands together) and it's all down to media hype.

To get to the point I'd like to know how many of the people who queued with me in the Virgin Games Centre on 24 November 1992 knew what they were buying. Had they read a review? Had they played a demo? I don't think so. It was pure hype that generated an irresistible compulsion to buy that sold the game in such huge quantities. That's something we should all be wary of.

Look at it hypothetically. If *Sonic 2* had been total crap in your view as well as mine, it would still have sold by the truckload on that Tuesday. The games industry received a

**M**AD DOGS and English men go out in the midday sun. Well, judging by these letters a few of our readers have been lapping up a fair amount of the old UV rays. Sun-stroke? Heat exhaustion? Or plain insanity? We'll leave it up to you to decide...

■ ...Hello, ye Sega Power! There be something nasty stinking where I be! It be called ye Nintendo! I be destroying all these heaps of pus! You may have heard of the Game Plus for ye Game Boy that plugs into ye Game Gear and into ye TV and ye picture on ye Game Gear appears on ye TV! (You may have seen them at Comet). I sign with my blood... Jack The Ripper

You are Kenneth Brannagh, and I claim my five pounds. Mark

■ ...It sais that on the title screan press up down left right till ya hear a ping. So I did that, then pressed A and start, like it said. Apparently buttons A & B are now very interesting indeed! I don't know what that's meant to mean, and anyway it makes not the slightest bit of difference. Please explain.

*I only wish I could, the world would be a much brighter place for it. Mark*

■ ...I have been reding a lot of magazines I think they are relly good. I want this computer game if you can send me *Sonic 2* if not can you send me a game genie but if not can you send a selechon of magazines

*Stop the world, I want to get off. Mark*

■ ...I have just bought *Desert Strike*. After blowing the Madmans yacht to hell the guy giving instructions says I'm rubbish! Well thats a bit dissapointing so back to the game. Since I've only just got the game I use the cheat BQQAEZ which gives me ten lives, if I didn't use it would I still be dissapointed?

*I should think you probably would. Yes indeedy. Mark.*



message from the punters that day. They've seen that the packaging is more important than the product, that hype can sell on a massive scale. Profitability is being placed before playability and sooner or later a lot of people are going to get their fingers burned.  
**Andrew Gibson, Colchester**

*Yes, it would have sold by the truckload, despite the reviews. But, just because there was a whole load of hype surrounding it, were you really that pressured into buying it? If, like the average Sega owner, you're unable to buy carts willy nilly, then why didn't you wait for the first reviews to appear? Why didn't you pop into Boots or some other store where you could try the game out? Sega weren't forcing anybody to buy the game.*

*Maybe you'd argue that the game sold on the back of the quality of the first Sonic. But is anyone really that gullible? Sequels which are superior to the prequels can be counted on one hand (Road Rash 2, the movie "Terminator 2", and er...). If Sonic 2 had been badly received by the majority of Sega owners, then sales would have dropped pretty damn quickly. After all, there's no publicity like word-of-mouth. Mark*

### HIRE-PURCHASE

Dear Sega Power,  
My local video shop has been renting out Mega Drive games for quite some time now on a try and buy basis. You can hire out a game for £2 per night or £3 for two nights, then if you decide you want to buy it you can have a new copy less the rental fee paid.

I don't know if this try-and-buy scheme is common practice elsewhere, but I think it's a great idea because you can play new games for a couple of quid instead of forking out £30-£50 only to find you've bought a load of GAK!  
**Squidgy B, Exmouth**

*We at Sega Power think it's a groovy idea, as are shops which buy back carts when you're bored with them. Legally though, things aren't so simple. Renters have to buy a licence from Sega, but most of them haven't bothered. So, you could soon be waving goodbye to your local cart rental outfit if they aren't legit. Mark*

### SECOND BEST?

Dear Sega Power,  
I felt compelled to put pen to

paper due to your unsavoury review of PGA 2 on the Mega Drive and also to highlight one or two other matters.

So, the original PGA received a creditable 90%. When the sequel was reviewed, however, which is of course the same game (with improved options and graphics etc) received a paucity 79%.

Not only has it been down rated but it puts your review of the much inferior World Class Leaderboard at 83% points ahead.

I can understand you saying it's not worth having both PGA and PGA 2, but what about the players who wish to exchange their copies or those who have yet to obtain either title?

The same thing can be said about Sonic with 97% and Sonic 2 which scored 89%. The sequel is much improved in all aspects, however, but it still fails to score in the nineties.

Talking about sequels: Road Rash (93%), Road Rash 2 (94%), John Madden (92%), John Madden '92 (93%), Super Monaco G.P. (92%), Super Monaco G.P. 2 (93%) – something just doesn't seem right, they're all the same games with re-vamped extras.

I would like to finish off by saying that I've been buying your mag since the first issue when you reviewed Wonderboy 3 on the Master System. I think you all do a great job and I agree with 90% of what you review, however, the above questions do need answers. I look forward to reading your response.

**Adrian Walker, Birchwood**

*Ah, the old sequels debate again. The first thing to bear in mind is that any review is subjective. Sure, there's a big difference between a great game and a crap one. But there's a large gulf in between, where personal opinion counts for quite a lot. That's why we tell you who's reviewing each game, and it's also why we'll be introducing second opinions into reviews where other team members wildly disagree with the score or sentiments of the review.*

*As for the low mark of PGA 2, remember that the original PGA was reviewed a helluva long time ago (issue 19, to be exact). Were it to be reviewed as a new release, I doubt it would scrape as high a review as PGA 2 did. Time does erode the appeal of a product. As for Sonic 2, there's no doubting that it was technically*

*better than the first game. But by using the same gameplay format as the first Sonic it lost a lot of impact, and it was simply too easy to complete.*

*As for the other titles, the marks reflect the opinion that the original games are still classics, but the sequels have tweaked the gameplay sufficiently to improve on the first game (but probably not enough to warrant owning both). I hope that clears things up. Mark*

### YOU'RE WRONG

Dear Sega Power,

I am a proud Game Gear owner with 10 games, one of which is Taz Mania.

I was puzzled to see that when you reviewed Taz Mania for the Game Gear in issue 38 the screen shots you showed were from the Master System version and not for the handheld.

Is this the reason it got such a small score? Please could you review the 'Gear version as I would really like to know its proper percentage mark.

Apart from this, congratulations on a fine magazine.

**Matthew Beckett, Norwich**

*You're absolutely right, Matthew. They do look like Master System screenshots. Funny thing is though, you're also incredibly and amazingly wrong because they are in fact Game Gear grabs.*

*Not only does it look similar to the 8-bit console version though, it's also ludicrously easy to finish. That's why it got 59%, and yes, that's the score for the Game Gear version which I reviewed and took screen shots of.*

*True, we had a problem with our Game Gear grabbing device at the time and that's why they're a rather bizarre colour, but they sure ain't from the Master System version of the game. John*

**SEGA POWER**

## COMPO WINNER!

**S.W. Greenham from Bristol is the lucky winner of our Slob Out For A Year compo. So put your feet up, S.W., 'cos a satellite dish with free sport and movie channel subscriptions will be in your hands very shortly. Once again, many thanks to US Gold for stumping up for the goodies. And that's yer lot for this month – more lucky winners next ish.**

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■ We welcome unsolicited material but cannot guarantee returning anything unless it is accompanied by an SAE. Oh, there's just one more thing. We can't reply to personal letters – sorry!

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SLIP ON A PAIR OF DAYGLO TIGHTS AND A STRANGE MASK. THEN ATTEMPT TO WALK DOWN THE HIGH STREET WITHOUT GETTING ARRESTED BY THE VICE SQUAD.

AND... RIGHT! I'M OFF TO POST MY LETTER TO JIM. AND WHILE I'M AT IT, I'LL SEND OFF FOR SOME NEW GAMES FROM THE TOTTENHAM COURT ROAD

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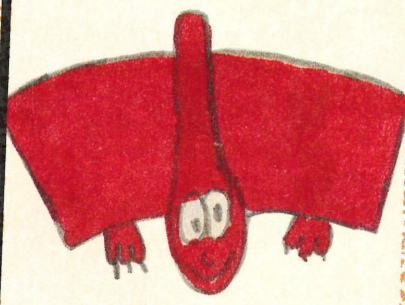
Come with us one last time as we delve into the world of high art – *Sega Power*-style. We simply don't have the space any more, so this is our final display of *your* work. Thanks to all of you who've sent stuff in over the past year or so. And remember, we still want your envelope art!



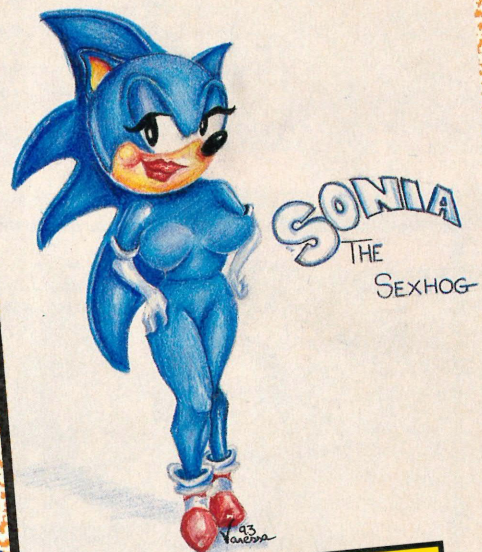
■ The anonymous artist responsible for this effort might have got the timing wrong, but it's still a corker.



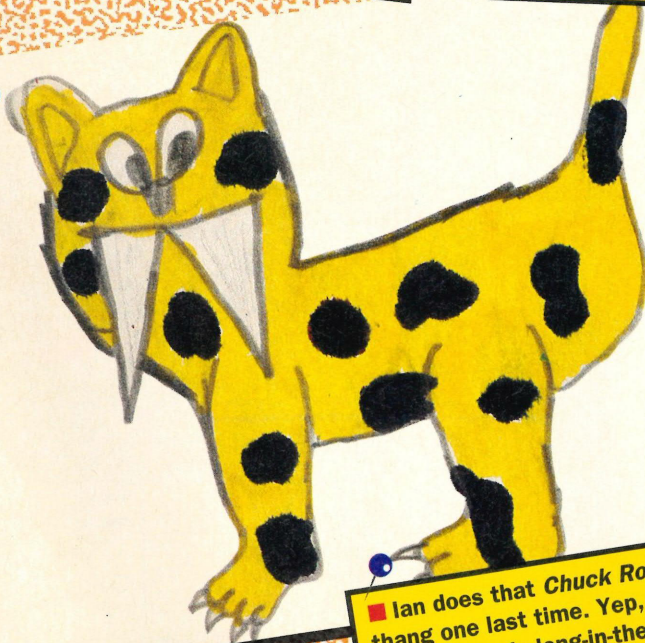
■ The ubiquitous Paul Johnson strikes again with a groovy *Street Fighter 2* creation. Cheers, Paul.



■ Ian Darren is responsible for this creature from *Chuck Rock*. Where's Dan when you need him?



■ Forget Sonic, here's Sonia. And you can forget those accusations of sexism – this one's from Vanessa Gullick.



■ Ian does that *Chuck Rock* thang one last time. Yep, the Gallery sure is long-in-the-tooth.



■ Ian Hopper of Hull is another old hand at the Gallery, and obviously another *Street Fighter 2* fan.



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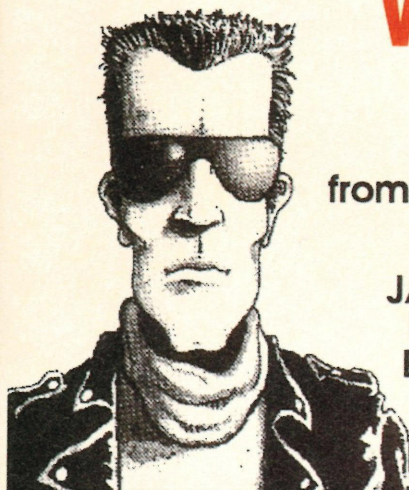
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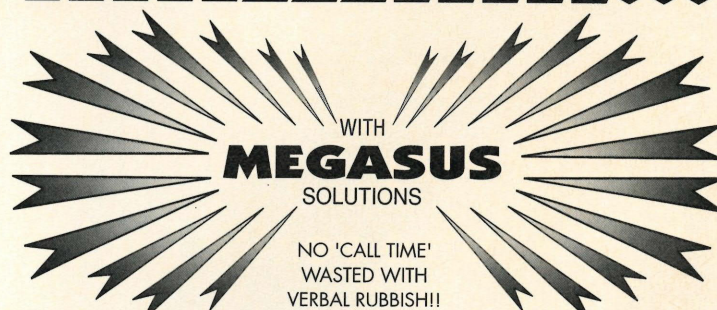
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next month

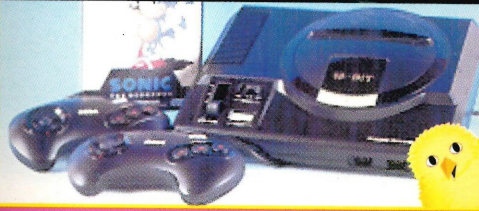
# NEXT MONTH'S SEGA POWER EXPOSED!

You want us to let you in on the secrets of the July issue? Okay, but don't spread it around. First, we've just got to tell you about our outrageously cool free poster of **CENSORED**. But the real biggie will be our massive exclusive on one of the biggest gaming sensations ever, the world famous **CENSORED**. Plus, we'll also be blowing the whistle on the latest hot development from the USA, **CENSORED**. And, of course, you can trust *Sega Power* to tell you all about **CENSORED**, and the simply massive **CENSORED**. Issue 44 is going to be utterly unmissable. Get yours, from Thursday 3 June onwards, or risk social ridicule. PS: If you're really lucky, we might tell you about this....





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# SEGA POWER

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Dear *Sega Power* Subscriber Reader-Type Person,

Are we alone? Can we talk? This is one of those letters where we're supposed to tell you all about the great new issue of *Sega Power*. But we'd rather not spoil the surprise, to be honest. Okay, so there's a rather chunky book of tips free with this issue, written by our very own Uncle Dean Mortlock, that covers a whole galaxy of Mega Drive, Master System and Game Gear games. That much is obvious. But just look at the handsome black cover – what more need we say? It blows the gaff wide open on the real coup of the ish. Of course, there's a whole load more inside. But we're sure it'll be much more fun for you to discover it for yourself as you go along.

So let's talk about the team, eh? (We have to massage our egos sometimes, don'tcha know.) Well, Mark has been making his presence felt in the offices. His obsession with arty actress Béatrice Dalle has spread to the office walls in the form of countless postcards. And the music in the office has taken a turn for the guitar heavy too. Oh dear.

John, Jason and Dean, meanwhile, have become totally obsessed with the ace Mega CD game *Jaguar* – playing for the right to free cups of tea from the loser. Jason now has a duty to make John infinity cups of tea over the next few weeks. It truly is a sad world.

Ace production team Dan and Karen, meanwhile, have been relishing the chance to do some reviewing for *Sega Power* in their spare time. Who's going to check their copy for spelling mistakes we're not sure. Check out their results for yourself this very issue and write and let us know how you rate 'em.

Which leaves Maryanne, the real bossy boots of the *Sega Power* team. There are so many juicy titbits we could tell you about Maryanne and her partying lifestyle. Unfortunately, she's just threatened to beat us up if we do. So, um, we won't.

And that's pretty much it really. We'd love to tell you about the countless failed surf trips, the tears, the heartache and the joy behind the scenes at *Sega Power* central. And we'd love to lavish you free gifts. But we can't. And we've run out of space. So, until next month, stay frosty, troops.

The *Sega Power* Crew