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SEGA POWER

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Is Virgin's soccer scorcher a FIFA beater?

EXCLUSIVE!

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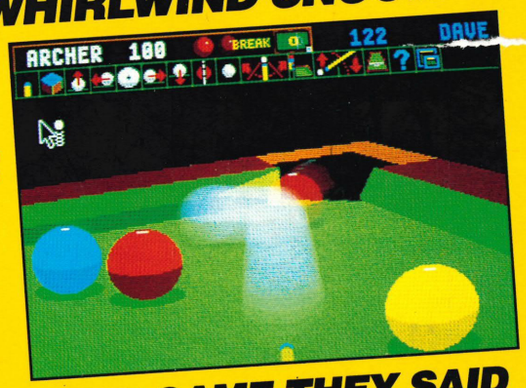

THE GAME THEY SAID COULDN'T BE DONE!

PLUS

Kick Off 3
World Cup USA '94
Ryan Giggs Champions

FREE! WORLD CUP '94 WALL CHART

VIRTUA RACING

The definitive review: Perfection or rip-off?

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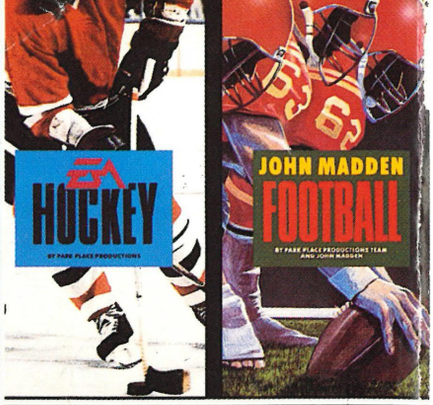
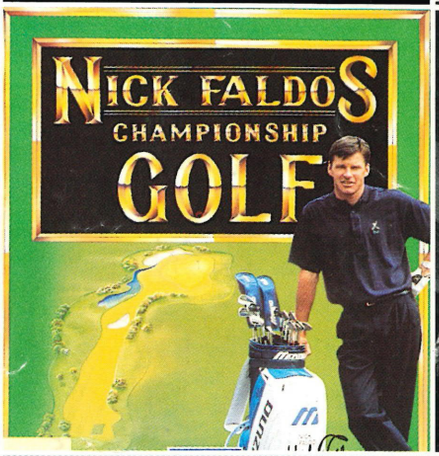
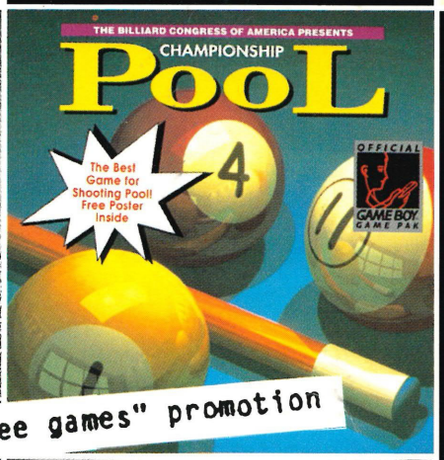


SPRING INTO SPORT

CRICKE

...with free accessories





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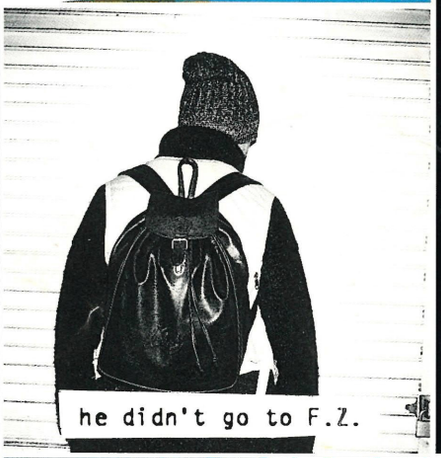
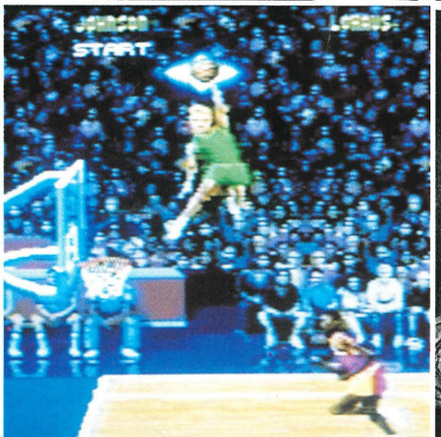
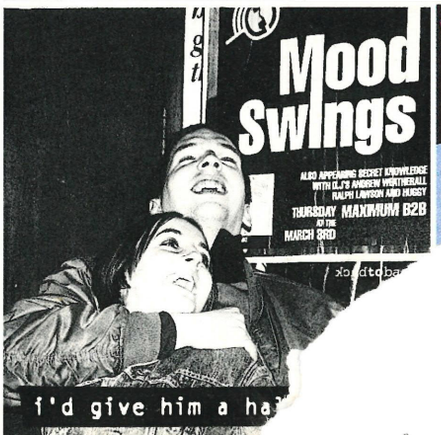
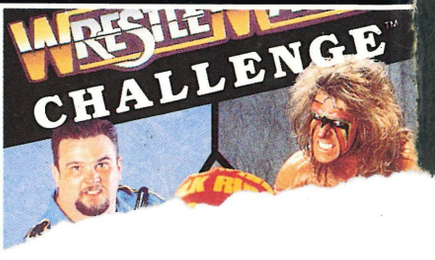




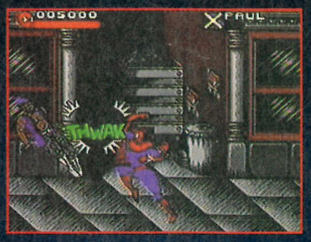




LICENCE-ORAMA AT ACCLAIM

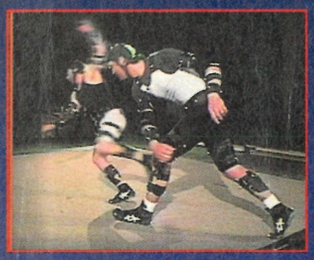
ACCLAIM, BEING THE productive people that they are, are busy beavering away on a couple of interesting new titles. As well as the Ryan Giggs football game (see page 29), there's another interesting title called *Maximum Carnage*. This is another Spiderman game, which looks like being the best one yet. Based on a whole new series of the adventures of our arachnid-like friend, *Maximum Carnage* features Spidey, Venom, Carnage and Captain America.

Acclaim are also working flat out in their new development studios. Titled the Advanced Technologies Group, they're working with actors, digitising left, right and centre. One such title that's currently in the development stage is *Alien Trilogy*. Based on the 'Alien' movies, this game'll be using all the powerful computer systems at Acclaim's disposal to create an atmospheric 3D blast-'em-up. These shots, although they're obviously not taken from the Mega Drive, will give you an idea of what the system can achieve.

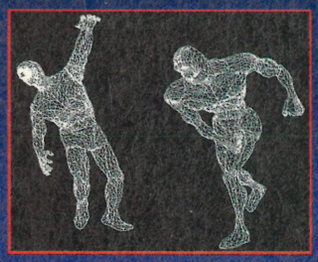


▶ Well, what can you say? It looks like Spidey's back for his best adventure yet. Or is he? Or *is* he?

Watch out for news on two big autumn numbers from Acclaim (besides *Mortal Kombat 2*). *True Lies* is based on the next Arnie/James Cameron flick, while *Stargate* is licensed from Kurt Russell's upcoming sci-fi number. We wait with baited breath. Call Acclaim on ☎ 071 344 5000.



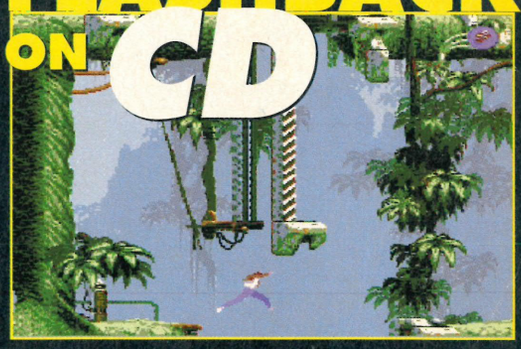
▲ Hey! It's motion being captured in Acclaim's motion capture studio.



▲ Once they capture the motion, they peel the skin off the actors.

▲ And then they paint the remaining skeletons. It's true.

FLASHBACK ON CD

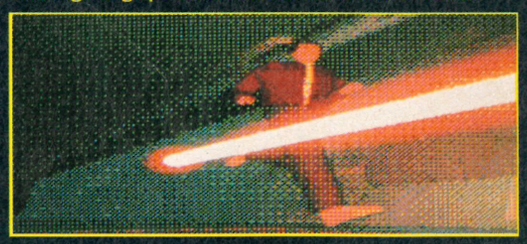


HURRAH! *FLASHBACK*, the game we voted number one in our infamous 'Mark And Dean's Excellent Sega Book', is destined for the Mega CD. Coming out in May or June, the CD version will be enhanced by loads of the scrummy animated sequences that we've come to expect from the very best of the CD games. Not only that, but the entire soundtrack has been re-recorded in Delphine's studio in France.

Add to that lots of quality cartoon graphics-type tomfoolery for all the plot links and in-between sections and you've got a CD version that should manage to get everyone's juices flowing rather well.

The gameplay will remain unchanged, but fear not, the game was near-perfection anyway. It stands to reason that if you already own the Mega Drive version, then it's absolutely pointless to think about buying this, but for everyone else, this could be another essential CD purchase.

■ It's difficult to beat the French when it comes to animation and in-game graphics. And now all this is on CD. Hurrah!



CALLING ALL THE HEROES

DESPITE IT NOT BEING highly rated in *Sega Power*, *Gunstar Heroes* (*Sega Power* 47: 73%) did go on to be a hugely successful game. The team behind the game, Treasure, are now well on the way to completing their second project – *Dynamite Headdy*.

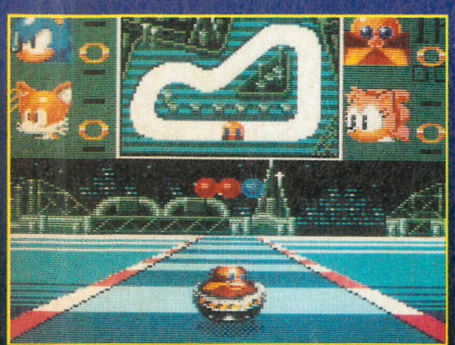
The hero of the game is a puppet, Headdy (in fact, all the characters are puppets) and he uses his head as a weapon, literally. We should have some more news next month, but here are some tasty teasy shots to view until then.

◀ Meet Dynamite Headdy – his name kind of hints at what this character uses to kill baddies. Go on, guess.

▶ What? Yes, it is a platform game.

◀ How did you guess? Did it have anything to do with the colours, the character and the platforms?

SONIC IN CART SHOCKER



UNBELIEVABLY HOT NEWS from Japan for all Game Gear owners! Sonic The Hedgehog is to star in Sega's very own *Mario Cart*-type racing game to be called *Sonic Drift*. You'll be racing against some of the characters from all three *Sonic* games – Robotnik, Amy Rose and Tails – in what promises to be one of the hottest releases this summer for the hand-held.

◀ Sonic's thumbs up! Happy to be involved in something other than a platform game.

▶ "Go, Robotnik! Go!" Will you find yourself cheering on even the meanest of characters?

MAJOR LEAGUE SONY DO BASEBALL TONIGHT

BASEBALL, EH? WHAT can you say? Many companies, including Sega and EA have tried to create decent baseball games, but somehow they've all managed to fall a bit flat – the games that is, not the companies. Sony are the next ones to try, and they believe that they can succeed where others have failed. (Well, they would, wouldn't they?) To support them in their quest, Sony have snapped up the licence to the American Sports Network, and *ESPN Baseball Tonight* is the name of the game.

Meir Malinsky, Sony's Director of Marketing, had this to say about the game: "Unique ESPN game footage and real digitised commentary by top American sports commentators turn this game into an interactive sporting event, with the gamer at the centre of the action."

Well, that's as maybe, but considering that almost nobody in Britain will have heard of these commentators and the fact that baseball is about as common over here as cricket is in America, Sony will have their work cut out trying to convince us Brits that their game can cut the mustard. It'll be hard for their offering to stand proud alongside the *FIFA International Soccer's* and the *Sensible Soccer's* of this world.

Anyway, there are 28 teams to choose from and also all the usual cups and leagues to play in. Sony are on ☎ 071 734 5151.

◀ **Erm, baseball, eh? Is that like cricket with a different bat?**

SONY GRAB OCEAN'S FLINTSTONES

SONY CONTINUE THEIR quest for world domination with the news that they've signed a huge deal with the games company Ocean. Ocean have been releasing games for about ten years, and now they actually produce them for a number of formats including the Amiga, PC and Nintendo.

The deal means that Sony will have the opportunity to release games licensed to the Ocean label. We have received word of the first titles to be released. *The Flintstones* – the game based on the film that'll be arriving on these shores sometime at the end of the summer. *Addams Family Values* – no surprises there, but there's not much news about the gameplay. Lastly we have *Mighty Max* – an American character that Sony currently have absolutely no news about. This all bodes well for the future though, as Ocean have always been a company associated with big licences. One of their biggest licences yet to come is *Jurassic Park 2*, but as yet there's no news of a Sega version. We live in hope. For more information call Sony on ☎ 071 734 5151.

SONY IMAGESOFT

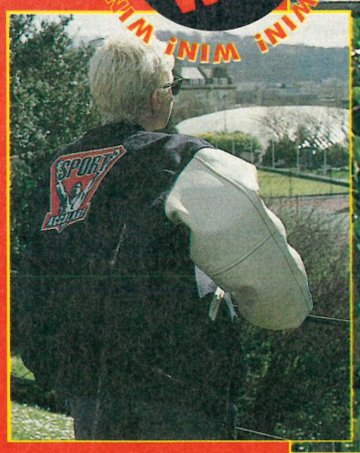
WIN! TOP ACCOLADE SPORTS GEAR

EVERYBODY AND THEIR pets must surely know about Accolade's Sports label by now, which includes *Winter Challenge*, *Pelé* (ahem), *Barkley: Shut Up And Jam!* and the up and coming *Brett Hull Hockey*.

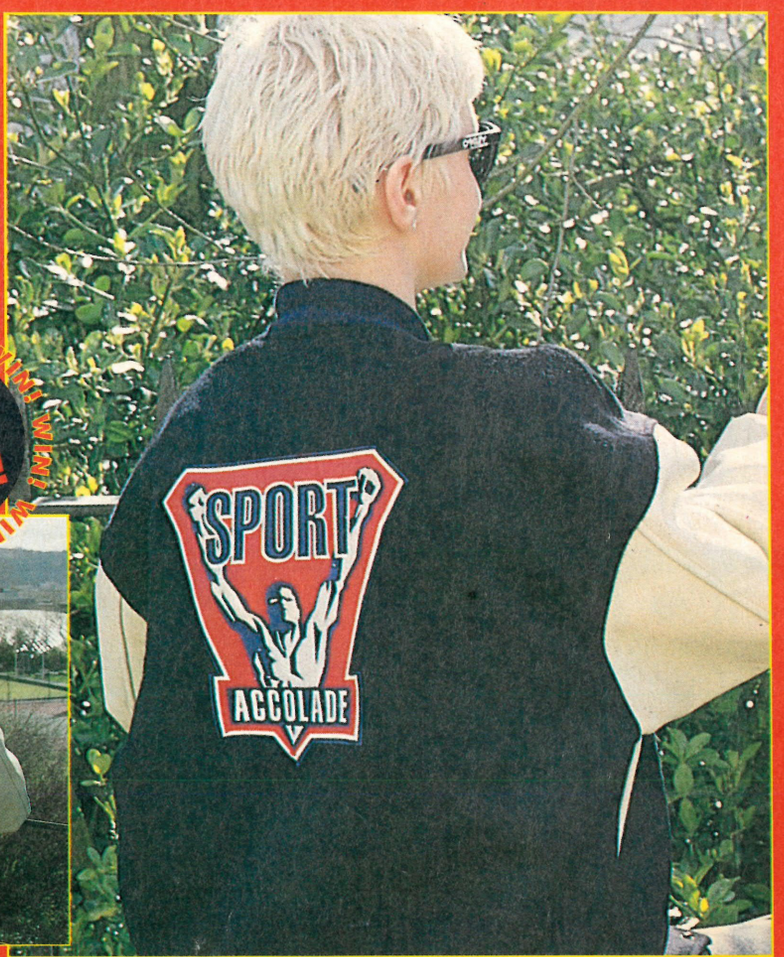
In the true fashion of generosity, Accolade have kindly donated a fine list of goodies which are just waiting to be won. For the winner we've got an Accolade Sports jacket, bag, two badges, a *Brett Hull* T-Shirt and a *Barkley: Shut Up And Jam!* T-Shirt. Second prize consists of a Sports bag, two badges and *Brett Hull* and *Barkley* T-Shirts. Finally, we have three runner-up prizes of *Brett Hull* and *Barkley* T-Shirts and two badges.

To win them we thought we'd ask you to do something a bit different. Imagine that Accolade were developing a snooker game. **We want you to write and tell us which celebrity you'd like to see as a licence for the game and why.** It doesn't have to be anyone from the world of snooker, but try to make the answer as funny and original as possible. Oh yeah, try to keep it to about 20 words too. The best one will get all the booty, the next best one will get slightly less booty and the next best three will get the runner-up prizes of slight amounts of booty-type things.

WIN! WIN! WIN!



Send your hilarious entries to: **Snooker Loopy Compo, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.** No employees of Future Publishing or Accolade, or their families, may enter and the editor, being the evil tyrant that he is, makes the final decision.



PLAY SIX GAMES AT ONCE!

▶ Play your favourite games for even more hours than before.

HORNBY, THE PEOPLE who brought us the Game Genie, have licensed another product from America. The peripheral in question is the 'Video Jukebox' from ASG. As the name implies, the system is basically a cartridge multi-player. Up to six games can be stored at any one time and you select which game you want to play by one of the buttons on the front of the machine. The systems can also be networked together to enable you to have an entire collection of games contained in these jukeboxes.

The price is as yet unconfirmed, and we haven't been fortunate enough to get a look at the jukebox ourselves. But as soon as we get hold of a reviewable copy we'll give you the full rundown. You can contact Hornby on ☎ 0843 225555.

WIN! AN OUTDOOR SURVIVAL KIT

TO CELEBRATE THE eventual release of *Dune: The Battle For Arrakis*, Virgin have given us ten sets of what can only be described as one of the more original prizes we've had to give away. It's a survival kit.

The pack contains all the more useful items you'd expect to find in a this sort of bundle. You've got your compass, cord, fishing equipment (?), groundsheet and some items of such weirdness that I can't possibly begin to describe them. If you're planning a weekend of camping then this item will probably be the most important item you could pack. *(Apart from a tent perhaps? – Rob)*

Winning one for yourself couldn't be easier. Everybody's been either a scout or a guide at some point, so all you've got to do is **tell us the name of the man who started the scouting movement.** Pretty simple, really.

Write the answer on a postcard (no letters, please!) and send it to: **Dib Dib Dob Dob, *Sega Power*, 30 Monmouth St, Bath, Avon BA1 2BW.** All the usual rules apply, plus one more – due to the nature of some of the sharper objects in the pack, we can only accept entries from people over the age of 15 years. So please put your name and age on the card or you won't be entered. Sorry, but them's the rules.

▲ Everything you'll ever need when you get lost in the desert. Honest.

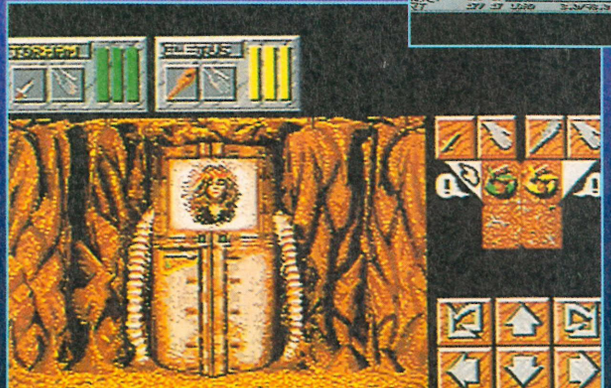
THE MOTHER OF ALL ROLE-PLAYING GAMES

▲ "Shouldn't you be at school or something? Okay, have it your own way."

DUNGEON MASTER HAS a huge reputation on most of the computer formats as a bit of a classic, spawning such imitations as *Eye of The Beholder* – which we printed shots of last month – and virtually all of the 3D-style RPGs. *Dungeon Master 2 – Skullkeep* has been released in Japan on the Mega CD, but it's not certain whether it'll get snapped up by any European or American publishers.

Anyway, take a look at these shots, and if you reckon that this is just the sort of game that we should have over here in Blighty, give Sega a ring on ☎ 071 733 3000 and tell them so. Who knows, you may even get the chance to make a difference.

◀ Boo! No need to be scared of these nasties. Just kill them.



▲ If you like RPGs, you'll like lots of stats and hit point things. Just like these, in fact.

◀ Now what's this? A futuristic satellite dish and television set. Great!

THE CHARTS

• It's good to see a new entry smashing to the top – and not just any new entry. Welcome to *Sonic 3*. •

ELSPA — European Leisure Software Publishers Association Ltd

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

MEGA DRIVE

1	SONIC 3	(NE)	(*Sega Power* 52: 90%)
2	FIFA SOCCER	▲	(*Sega Power* 50: 89%)
3	WINTER OLYMPICS	▲	(*Sega Power* 51: 78%)
4	SENSIBLE SOCCER	▼	(*Sega Power* 49: 93%)
5	ALADDIN	▼	(*Sega Power* 48: 91%)
6	NBA JAM	(NE)	(*Sega Power* 52: 90%)
7	SONIC SPINBALL	▼	(*Sega Power* 49: 90%)
8	MICRO MACHINES	▼	(*Sega Power* 40: 82%)
9	MORTAL KOMBAT	▼	(*Sega Power* 48: 82%)
10	JUNGLE STRIKE	▼	(*Sega Power* 44: 92%)
11	Eternal Champions	(NE)	(*Sega Power* 51: 72%)
12	Street Fighter 2	▼	(*Sega Power* 48: 94%)
13	Sonic The Hedgehog 2	▼	(*Sega Power* 37: 89%)
14	Zombies	▲	(*Sega Power* 48: 85%)
15	Toejam & Earl 2	▼	(*Sega Power* 50: 90%)
16	Lethal Enforcers	▼	(*Sega Power* 51: 78%)
17	NHLPA Hockey '93	●	(*Sega Power* 36: 93%)
18	Talespin	(NE)	(*Sega Power* 40: 75%)
19	Ecco	(NE)	(*Sega Power* 40: 92%)
20	Taz Mania	●	(*Sega Power* 33: 89%)

(NE)=New Entry ▼=Going up ▲=Going down ●=No change

The Hard Line=See pages 84-89

GAME GEAR

1	WINTER OLYMPICS	▲	(The Hard Line ★ ★)
2	OLYMPIC GOLD	(NE)	(*Sega Power* 34: 58%)
3	SONIC CHAOS	▼	(*Sega Power* 50: 94%)
4	DESERT STRIKE	▼	(The Hard Line ★ ★ ★ ★)
5	SENSIBLE SOCCER	(NE)	(*Sega Power* 51: 92%))
6	MORTAL KOMBAT	▲	(*Sega Power* 49: 89%)
7	SONIC 2	▼	(*Sega Power* 38: 97%)
8	JUNGLE BOOK	▼	(*Sega Power* 49: 84%)
9	F1	▲	(*Sega Power* 50: 88%))
10	ECCO THE DOLPHIN	▼	(*Sega Power* 47: 82%)
11	Shinobi 2	▼	(*Sega Power* 38: 73%)
12	Batman Returns	▼	(The Hard Line ★ ★)
13	World Class Leaderboard	▲	(*Sega Power* 26: 79%)
14	The Simpsons	(NE)	(The Hard Line ★ ★)
15	Spiderman	(NE)	(*Sega Power* 44: 56%)
16	Cool Spot	(NE)	(The Hard Line ★ ★ ★)
17	PGA Tour Golf	▼	(*Sega Power* 50: 58%)
18	Ariel: The Little Mermaid	▲	(*Sega Power* 43: 23%)
19	Crash Dummies	(NE)	(*Sega Power* 44: 21%)
20	NBA Jam	(NE)	(*Sega Power* 52: 89%)

MASTER SYSTEM

1	SONIC CHAOS	●	(*Sega Power* 49: 93%)
2	WINTER OLYMPICS	▲	(The Hard Line ★ ★)
3	JUNGLE BOOK	●	(*Sega Power* 49: 84%)
4	SENSIBLE SOCCER	(NE)	(*Sega Power* 51: 92%)
5	SONIC 2	(NE)	(*Sega Power* 37: 93%)
6	MORTAL KOMBAT	▼	(The Hard Line ★ ★)
7	DESERT STRIKE	▲	(*Sega Power* 49: 92%)
8	OLYMPIC GOLD	(NE)	(*Sega Power* 33: 64%)
9	TECMO WORLD CUP	▲	(*Sega Power* 43: 32%)
10	SHINOBI	(NE)	(The Hard Line ★ ★ ★)
11	New Zealand Story	●	(*Sega Power* 35: 85%)
12	Ninja Gaiden	(NE)	(*Sega Power* 34: 53%)
13	Fantastic Dizzy	(NE)	(The Hard Line ★ ★)
14	Terminator	(NE)	(*Sega Power* 32: 81%)
15	Taz Mania	(NE)	(*Sega Power* 37: 65%)
16	Back To The Future 2	(NE)	(*Sega Power* 26: 29%)
17	Alien^3	▼	(*Sega Power* 34: 72%)
18	Prince Of Persia	(NE)	(*Sega Power* 32: 92%)
19	Gauntlet	▼	(*Sega Power* 12: 87%)
20	Crash Dummies	(NE)	(*Sega Power* 44: 21%)

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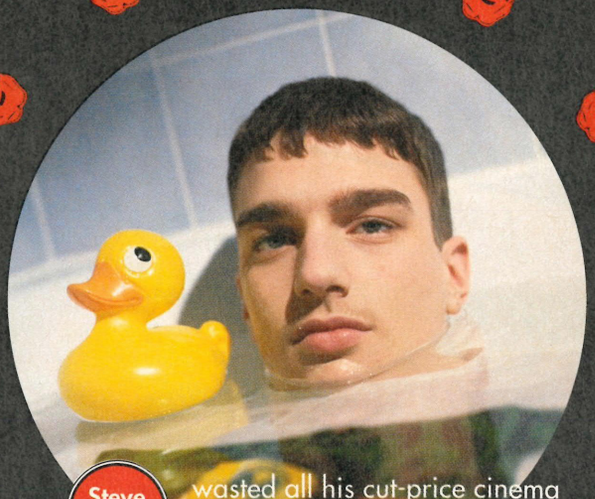
GREED, CORRUPTION & THE MIDLAND LIVECASH DEAL

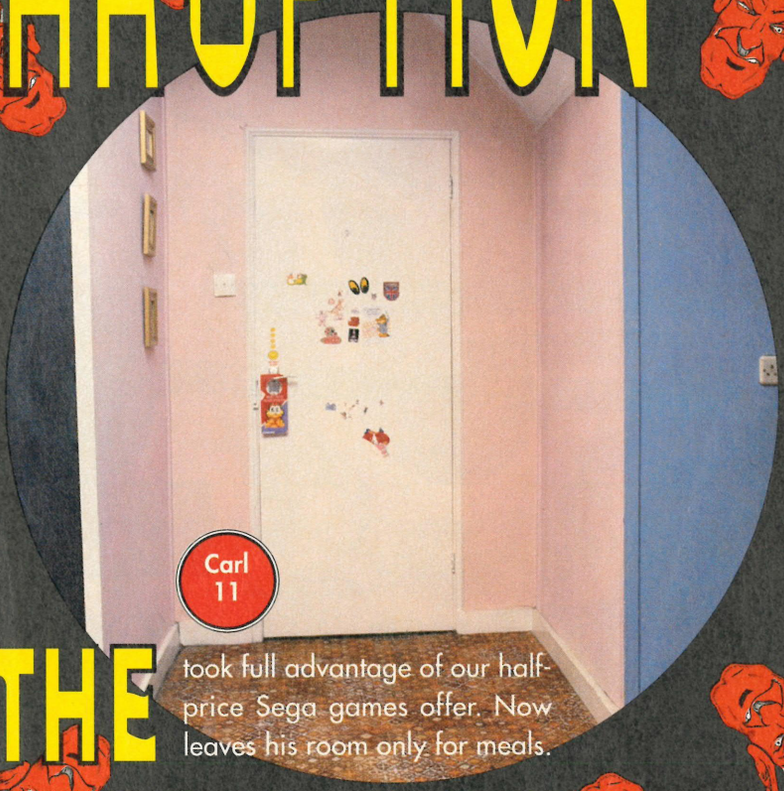
Sue 14

got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.



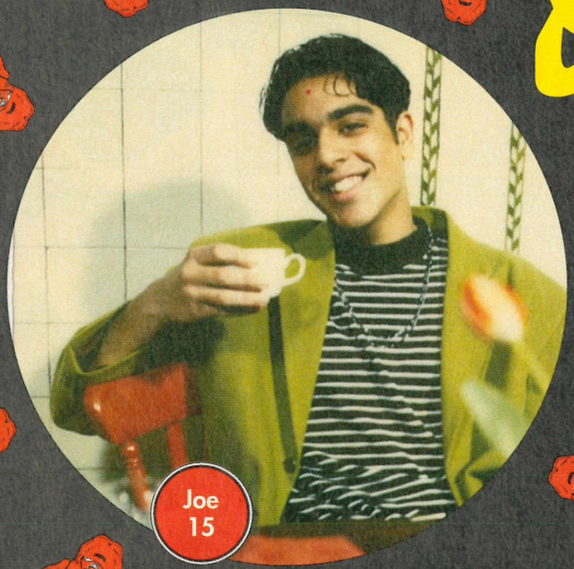
Steve 17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.



Carl 11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.



Joe 15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.

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WHICH CAN COME
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PREVIEWS

WE TAKE A CRITICAL GLANCE AT SOME NEW TITLES SOON TO BE RELEASED...

SPEED RACER

Mega Drive • £39.99 • Release: April • Accolade •

▲ X Racer appears on the monitor. He's rumoured to be Speed Racer's brother, an undercover agent who is not only Speed's competitor, but also his secret protector.

▲ "I guarantee that these cars have both had just one lady owner, honest Guv. And she only used it to visit her mum once a month. Who lived next door. You know, it really is a lovely motor..."

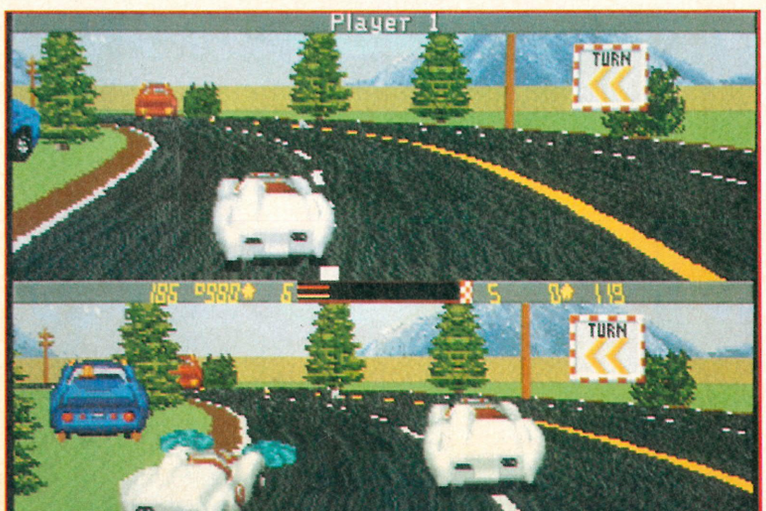
FASTEN YOUR SEAT belts speed freaks, and brush up on your trivia nostalgia buffs, you're in for a treat. Based on the '60s cartoon 'Speed Racer', now showing on Sky TV's Nikolodean, Accolade are launching a high-speed racing game – *Speed Racer In: The Challenge Of Racer X.*

As the courageous teenage Speed Racer driving the amazing Mach 5, or the mysterious Racer X in his Formula 1 race car, you get to test your skills on seven progressively difficult levels and over six high-octane tracks.

There are 16 villains for you to race against – such as Captain Terror and Snake Oiler – and impede your progress, but thankfully, you have chopper blades to slash through opponents. You can also pick up a variety of other gadgets and power-ups to supercharge the Mach 5 – things like a protective canopy, gripper tires to deal with oil slicks and autojacks to jump short distances.

The plots match those of the television series, and all the favourite characters are present, including Speed's feisty girlfriend, Trixie. Their animated faces are shown on an on-board screen, together with digitised voices which cheer you on and warn you of any approaching danger. Villains also appear to taunt you and warn you of their approach.

The animation looks excellent and a split-screen head-to-head is available. What's more important to us, though, is the theme tune. Altogether now, "Go Speed Racer, go Speed Racer, go Speed Racer go-ooooo..."

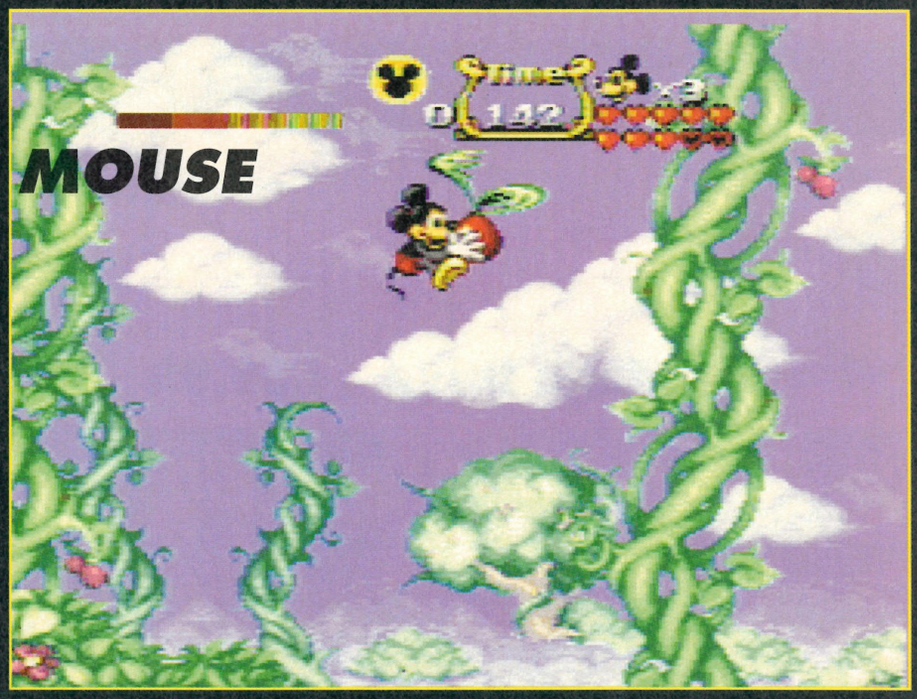


▶ In split-screen you can go head-to-head with a mate, which is the best way to play any racing game.

▲ The animation and gadgets available will hopefully lift *Speed Racer* above the run-of-the-mill, accelerate-and-brake, turn-left-and-right racing games.

THE MAGICAL QUEST STARRING MICKEY MOUSE

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



DISNEY CHARACTERS rarely fail to impress on Sega systems, and Mickey himself has had a pretty good time of it to date. The aptly-titled *Mickey Mouse*, together with *Land of Illusion*, both clocked up 90+ percentages on all formats. And what's more, the Mouse looks set to shine again as this latest offering reaches the Mega Drive.

The Magical Quest Starring Mickey Mouse was released to much acclaim on the SNES just over a year ago and possessed the qualities we've come to expect from Disney platformers. It was beautifully drawn, brilliantly animated and imaginatively packed with secret levels, but it was also a tad easy. Now according to Capcom bigwig Joseph Morici we can experience, "All of the same magic and adventure that made the previous version such a success". So expect a very similar conversion. It's a one or two-player game, in which you follow the Hollywood rodent as he embarks on his quest to rescue Pluto from the evil Emperor Pete, the mystical Ruler of the World. Six massive levels take you through the Dark Forest, Pete's Peak, Snowy Valley and finally on to Pete's Castle.

From what we've seen, it's an excellent conversion with superbly detailed graphics, both in terms of sprites and backgrounds, and the highly-animated gameplay looks wonderful. Once again the "too easy" shouts will be heard but, after all, the platformer with the blue spiky mammal isn't particularly taxing either, and that's never lacked popularity. It's the ability to explore and attempt the game in different ways that provides real longevity.

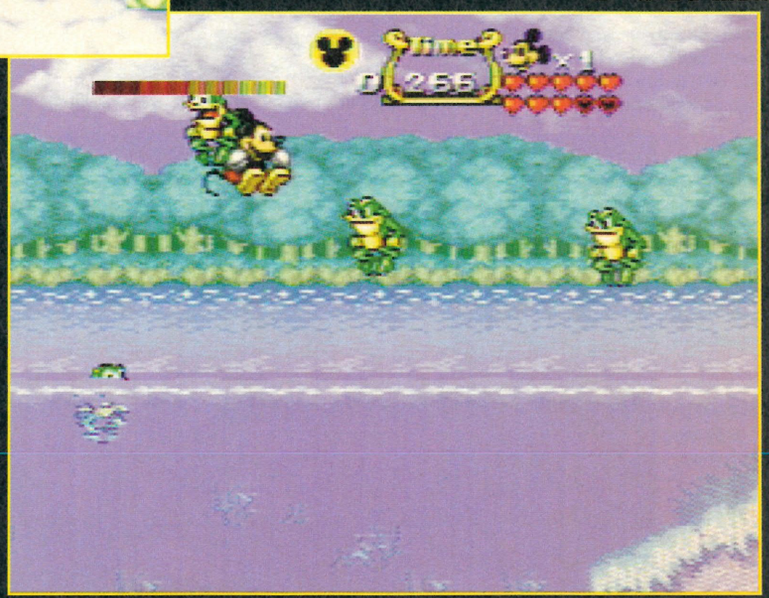
We'll be the first to bring you a progress report just as soon as our friend Mickey sets out on his latest console quest.

SEGA POWER

▶ Tomatoes like this help you to fly. Of course they do, everybody knows that.

▶ "Why not tell me something I don't know, Grandad," snaps Mickey uncharacteristicly.

▲ Hidden rooms are revealed by removing these blocks.



▲ Hot dog jumping frog, if it isn't the famous old Water and Frog level.

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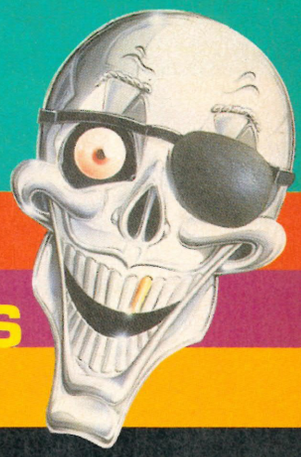

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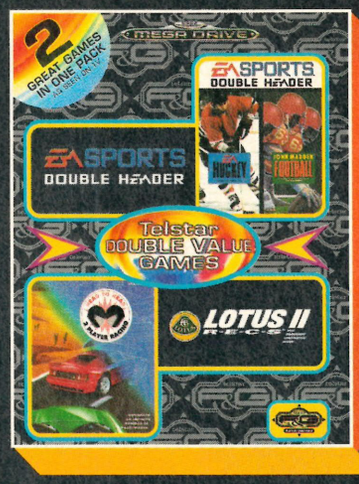

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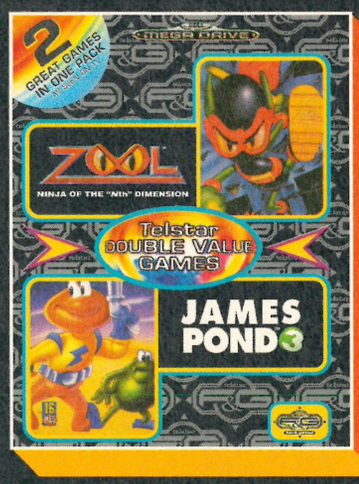

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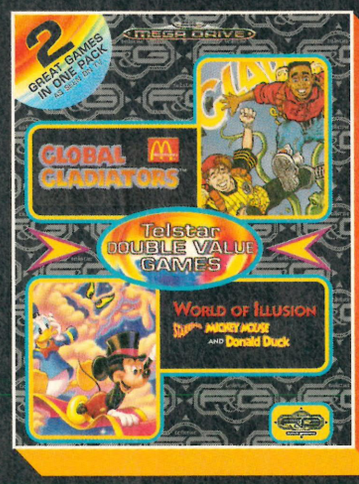

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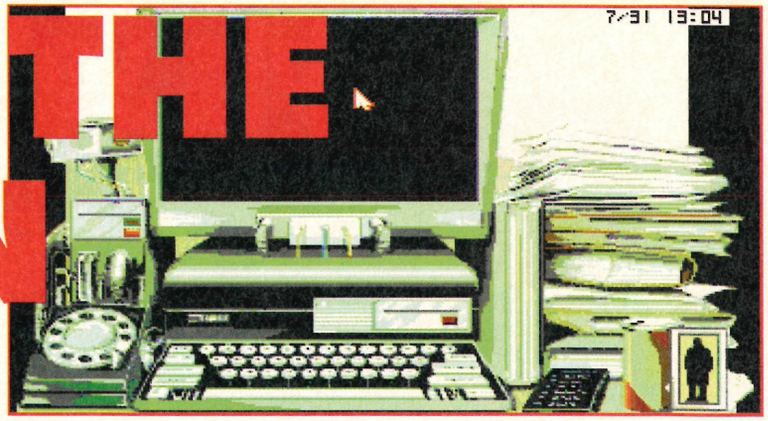
RISE OF THE DRAGON

• Mega CD • £49.95 • • Release: TBA • Sega US •



▲ The computer can be accessed with an ID card and used to glean extra important info.

Set against the futuristic backdrop of a crime-ridden Los Angeles, *Rise Of The Dragon* is a real click teaser, loosely based on the film 'Blade Runner'. You play Blade Hunter, an ex-cop turned private investigator, as he sets out to solve a gruesome murder. The game, which originally surfaced on the Amiga about four years ago, involves you picking up clues, figuring out mechanical devices and negotiating with various characters as you attempt to complete your quest within the allotted time.

The action is viewed from a 'Blade's-eye view' and it is generally very well presented with plenty of realistic touches. Time passes, with offices closing at night, travelling requiring extra time and Blade needing to grab forty winks every so often.

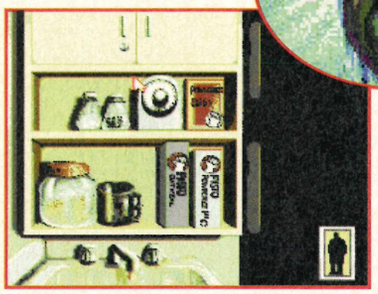
The game looks to be a routine point-and-click affair, although for a change, it's set against an exciting sci-fi backdrop, rather than the smog filled London of *Sherlock Holmes* and *Dracula Unleashed*. All the necessary icons and screens are available, together with excellent sampled speech and snippets of info which help you solve the crime.

In addition, there are a number of arcade sections to break up your role-playing and add extra dimensions to the gameplay.

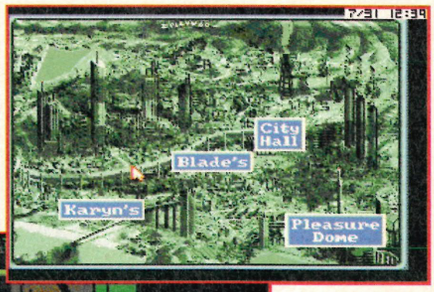
One word of warning, some of the language can be quite graphic and perhaps even offensive, so the game is very likely to carry a rating of some kind – possibly around 13. Also, there were criticisms of the game originally, centring on the ease with which it could be finished and the illogical nature of some of the puzzles.

It's pretty difficult to tell at this stage whether those problems are still rife, but rest assured as soon as we can get our hands on the game for an extended play, we'll let you know.

SEGA POWER

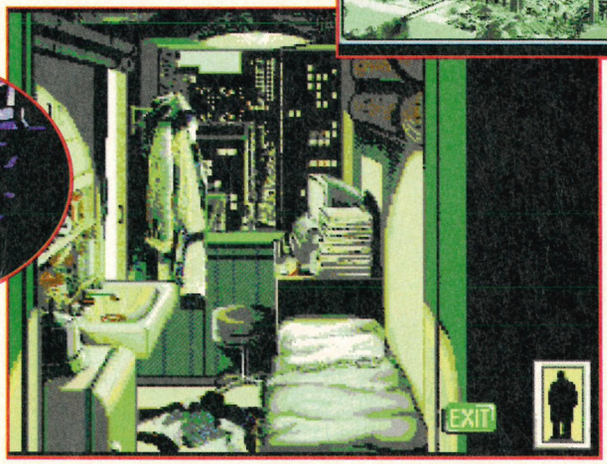


▲ You can turn the taps on to get some water and accompanying sound effects will come into play.

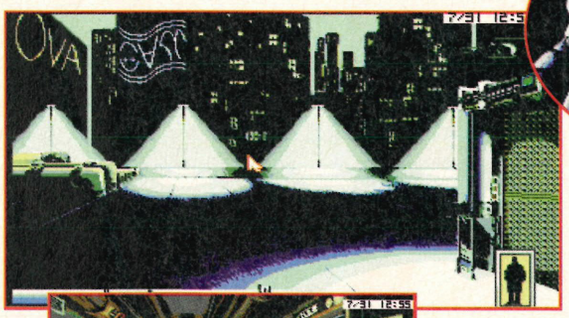


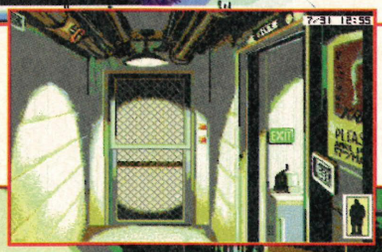
▲ Here's the map of the city you start with. Not many places marked, so it's up to you get out and explore for yourself.

◀ Out on the roof of the apartment, the neon flashes on and off, and helicopters fly by creating extra atmosphere.

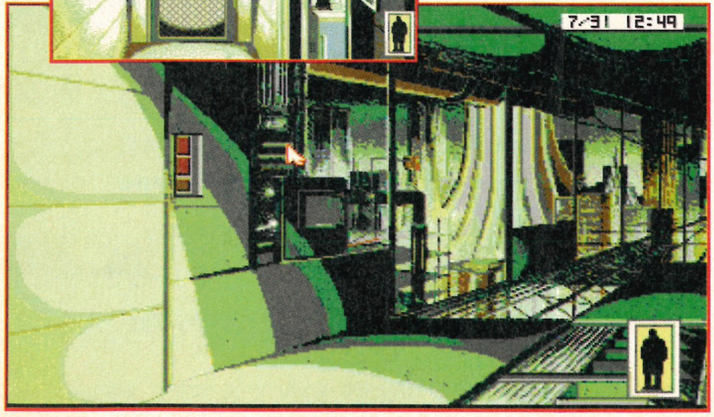


◀ This is the cramped accommodation where you begin your adventure. Use the cursor immediately to view things or pick them up if needed.





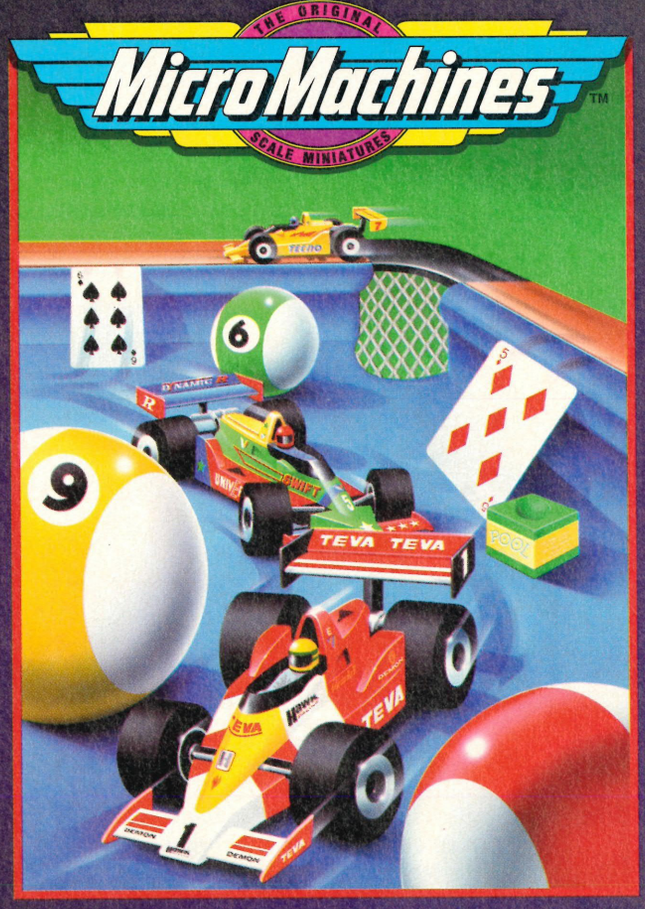
◀ The graphics in *Rise Of The Dragon* are fairly basic, but the CD's capabilities are certainly used in terms of sound quality and size of game.



◀ Careful where you tread when out on this walkway, because it's easy to fall to a sticky end.

▲ Out in the Em-way anything can happen – but as it's your best form of transport, you really have to roll with the punches.

THERE IS NO BETTER RACE GAME.



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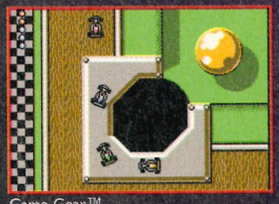
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CAN YOU KICK IT!

The Sega world has gone sports crazy. It all began last year with a deluge of soccer titles, followed by a spate of basketball sims. Now we're about to get the second wave of footy interpretations, along with Formula One racing, tennis and even snooker. Sega Power guides you through the sports titles of tomorrow, and talks to the people behind this energetic burst of activity.

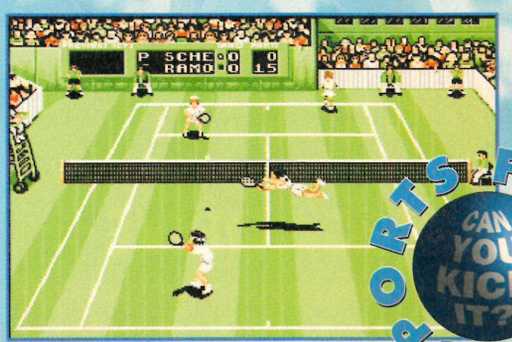
THE WORLD OF COMPUTER games has been tied in with sports since the very beginning. After all, the first ever interactive computer game was *Pong*. Since those heady days of two bats and a square block for a ball, the sports sim has become more ambitious, more diverse and more realistic. With the likes of *FIFA Soccer*, we've been treated to sims which look almost as exciting as their real life counterparts, and with *NBA Jam* the programmers have added cartoon excitement to an already fast-moving game. Along the way we've had multi-event Olympic games (with varying degrees of success), road racing titles (of which Domark's *F1* has been the stand out one), and a plethora of ball-related stuff. It seems that every gamesplayer has at least one sports game in their collection. We just can't get enough of them.

"The world of Sega sports will never be the same again"

Now, standards have been set and a whole new bunch of titles are set to hit the Sega scene, sporting the latest control methods, rules accuracy and graphical effects. But the perfect re-creation of a sports game still eludes us, it seems. US Gold are about to try again with the official *World Cup USA '94* title, *Kick Off 3* is on the way and we're finally getting a Mega Drive interpretation of *Virtua Racing* – not to mention a four-player tennis title called *Pete Sampras Tennis*. But first, Virgin are set to wow the Sega world with two biggies for the third quarter of this year. Join us as we talk to veteran programmers Archer Maclean and Dino Dini about their long-awaited snooker and soccer games. The world of Sega sports will never be the same again. ▶

▲ *Archer Maclean's Snooker* on the Mega Drive: a wonder to behold or a load of old balls? We talk to Archer about Virgin's forthcoming snooker release.

▲ We exclusively talk to *Kick Off* programmer Dino Dini about his first Mega Drive project, *Goal!*

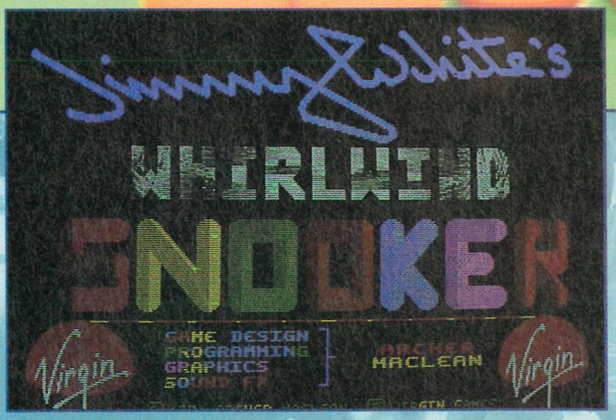


▶ *Pete Sampras Tennis* from Codemasters. The first game to use their four-player adaptor.

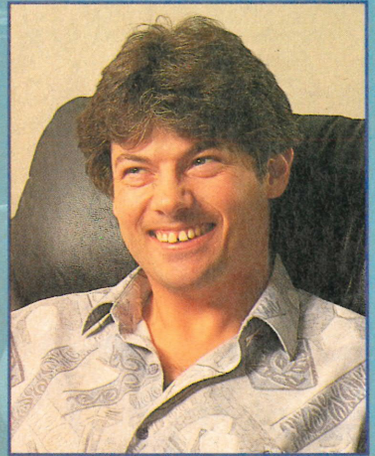
JIMMY WHITE, ARCHER MACLEAN AND A LOAD OF BALLS

Prepare yourself – the most accurate sports simulation ever is coming to the Mega Drive. If you think snooker is a sport for beery old men then think again, *Jimmy White's Whirlwind Snooker* has already transformed the world of Amiga games, and now programmer Archer Maclean is about to repeat the trick on the Mega Drive. And they said it couldn't be done. Mark Ramshaw paid Archer a visit, chalked up and potted a few questions in his direction.

▲ This is it. People thought it couldn't be done. Pah! How they were wrong. Archer Maclean has proved it – the Mega Drive *can* deal with 3D polygons.



◀ Well, it's a title screen, isn't it? Maybe if they spiced it up with a lovely picture of Jimmy White? Or a picture of a green snooker table. Why green? Well...

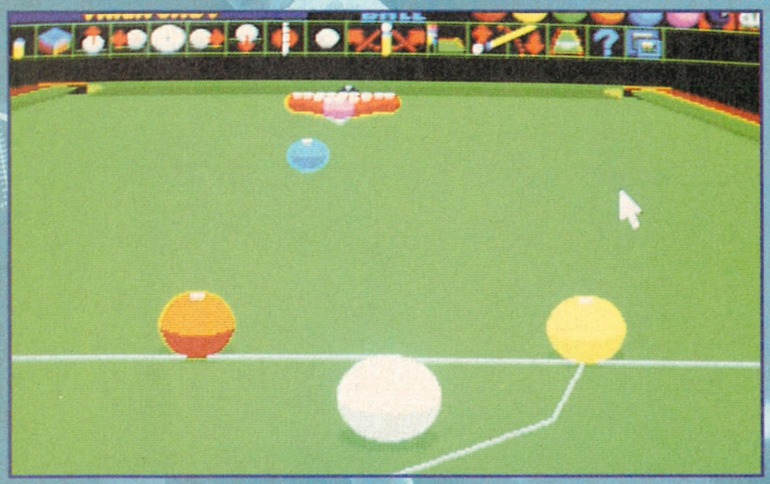


◀ A smiling Archer Maclean! Well, he has achieved something quite amazing, and we think he should be allowed to smile.

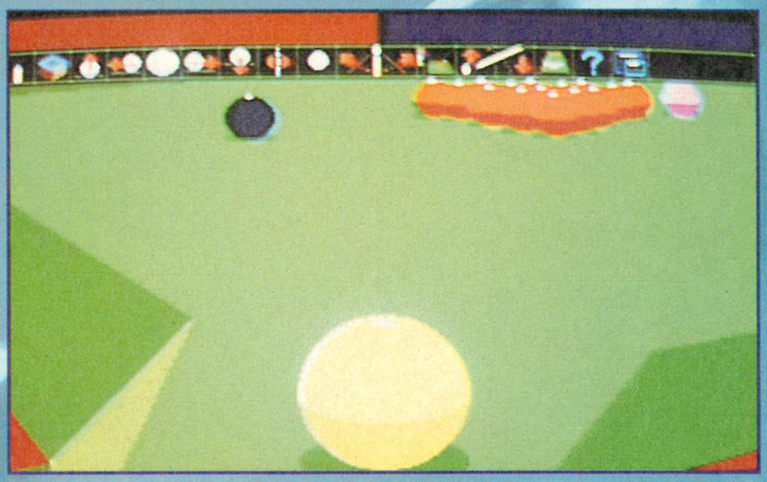
REMEMBER THE MYTH of the lone computer programmer, working away in the backroom for months on end until – lo – a classic computer game was produced? Well, that myth is alive and well, and living in tiny Ladbroke, Warwickshire. And the myth's name is Archer Maclean. But don't go thinking Archer is an anorak-wearing wizz-kid. Oh, no. Now in his early 30s, Archer has dabbled in electronics, has a degree in cybernetics, and traded on the stock exchange and in classic cars. Somewhere along the line he finds time to write award-winning video games.

His latest, a snooker game endorsed by baize-king Jimmy White is set to appear on the Mega Drive this autumn. Make no mistake, this game takes you right into the sport, with a completely adjustable camera view, superbly smooth 3D graphics, and a set of amazingly user-friendly icons and options. *Jimmy White's Whirlwind Snooker* does things with 3D that other programmers have never dreamt of doing on a standard Mega Drive. Let's talk to the man who's making it all happen...

The Amiga version appeared at the end of 1991. Just why has it taken so long for you to



Whatever you do, try to avoid potting the white one – it's not a good thing.



Breathtaking. I'm... erm... lost for words. Just look at the texture, the balls, the green-ness of it all. It's fabulous!

begin converting it to the 16-bit Mega Drive?

I actually started it a year ago, but because of other projects, I've only really begun to concentrate on it in the last six months. To pull it off, I've had to totally rewrite the game engine. It's not just the graphics which have caused problems. It isn't just a case of porting it from one machine to another – I wouldn't do it if it was.

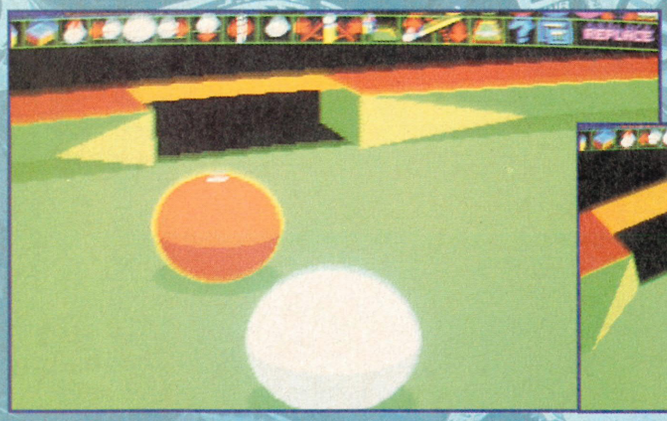
Doing a fast-action 3D snooker game is a bit of an unusual choice – how did the idea come about?

Back in 1988 I was mucking about with a video grabber while snooker was being shown on TV. Looking at a frozen image of the table reminded me of thoughts I'd had back in 1981 about a 3D snooker game. I eventually got some stuff together and showed a publisher, who didn't really believe it was possible to do. So, I had to rise to the occasion. When somebody says that it's impossible to produce something, I just have to prove them wrong. Even my first commercial game, Dropzone, *was the product of a £1,000 bet. I boasted to another programmer that I could write a game as good as any of the current crop of arcade games.*

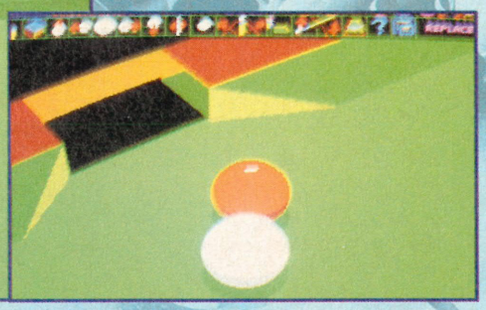
"The Mega Drive version of the game runs faster than the Amiga original."

Getting technical for a moment, what exactly is the problem with the Mega Drive and 3D games?

With the Mega Drive hardware you've got two very distinct parts – the graphics processor and the main 68000 processor. The main processor cannot access the graphics area directly – it all has to go through a port, and that happens whenever you want to update every single bit of the screen. What it means at the end of the day is that the Mega Drive is about four times slower than, say, the Amiga for polygon games. For sprite-based games the Mega Drive is absolutely fantastic – it's definitely the superior machine – but if you want to write 3D polygons directly to the screen, then you can just about forget it.



As and when you hit the ball...



...The camera follows its every move. This is when the whole game really comes to life.

But you've got the game running about as fast and smooth as *Virtua Racing* – all without the aid of extra hardware. How?

For Jimmy White's *I've come up with a method which only updates the areas of the screen which have changed visually – so at any one time, maybe only a quarter of the screen would need changing. The result is that, on average, the Mega Drive version of the game runs faster than the Amiga original. It does depend on what's on screen, but it can run up to 17 frames per second – and that's on a machine which supposedly can't do 3D graphics. You wouldn't believe how hard it's been to achieve.*

Are your 3D routines game-specific, or can we expect more fast-action 3D on the Mega Drive without any extra hardware?

Yeah, there's no reason why other programmers couldn't licence the system from me. It would take some work, but really it'd just be a case of getting their game code to give my graphics system the correct information.

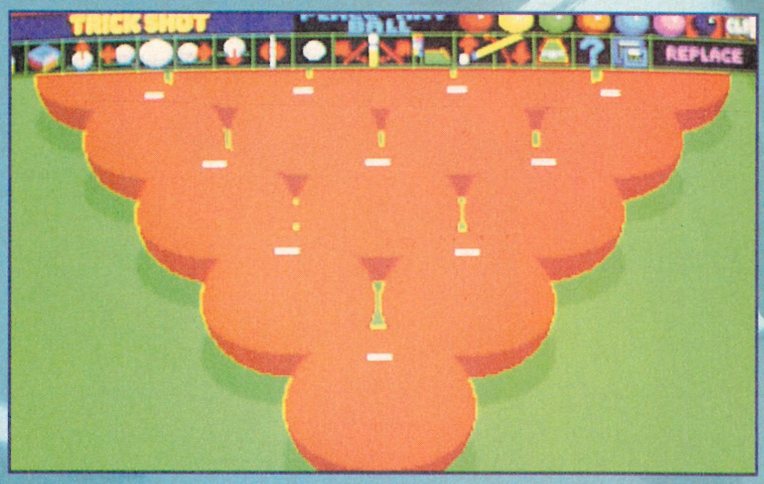
One of the really, really smart things about the game is the

ARCHER'S ILLUSTRIOUS PAST

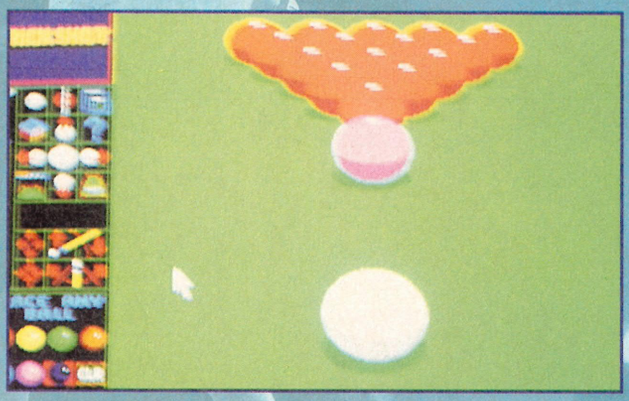
Make no mistake – this man has been around. Introduced to the delights of the video games industry in 1977, he's been working as a one-man purveyor of quality games ever since. Here's a quick run-down of his slim, but choice output. We could list all the awards these games have won, but frankly we'd have to double the issue size.

Game	Machine	Year	
Dropzone	(Atari/C64)	1984	An incredible shoot-'em-up, heavily inspired by the cult coin-op *Defender*.
International Karate	(Atari/C64)	1985	Archer's successful debut in the world of martial arts, a USA number one.
IK+	(C64/Atari/Amiga)	1987/8	Vastly improved version of *Karate*, still an excellent game. The *SF2* of its day.
Jimmy White's Whirlwind Snooker	(ST/Amiga/PC)	1991	An absolute breakthrough in sports sims, and an instant classic.
Archer Maclean's Pool	(ST/Amiga)	1992	More of the same, with refinements and – yes! – new rules.

▶ We've always wondered why all the red balls are placed in a 'V' shape? Does anyone know? Write in the usual address and tell us.



▶ See the menu thing on the left? Well, it's through this menu that you rotate the table, decide on the strength of your shot and choose which effects to use. Easy, really.



way you've got the ball movement so fluid.
The game is quite clever in that before a shot is taken, you see a little sequence of the cue going in and out – just as in a real game. While this is going on, however, it's working out the positions of all the balls for the next 15 seconds or so. Previous snooker and pool games have done all the maths while the balls have been in motion, and the results have always been slow and unconvincing.

Having been working in the industry since the very beginning, you must have some pretty definite views on the state of things. What do you think of all these game licences?
There are so many crap licence games out there. Not naming names, there are certain companies that specialise in half million pound licences, then give programmers six months or less to come up with something that has compromised gameplay. If only they could take a risk for a change, and spend some of that money on paying for good, original programming. Although Worldwind Snooker *has the Jimmy White name on it, it's also a good game. There aren't many licences like that.*

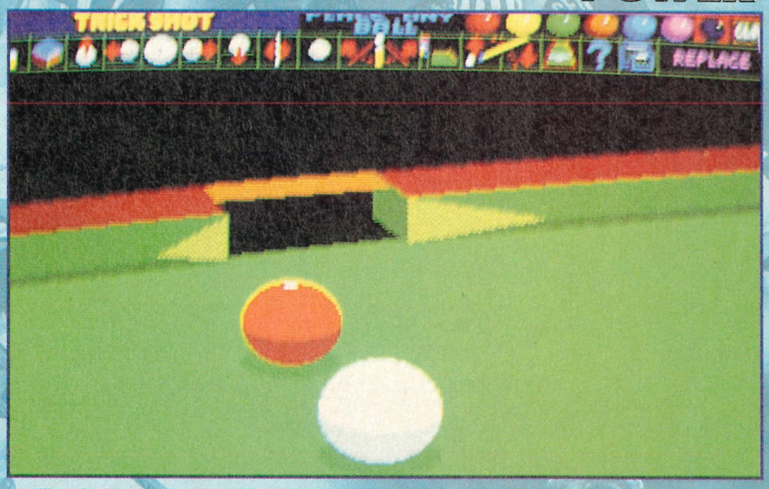
Which Sega games have impressed you?
I like Ecco The Dolphin, *and* FIFA International Soccer's *really great. It looks fantastic and I particularly like the sound on it. The crowd noises are done so well, it doesn't just sound like a crappy sample being repeated over and over.*

Okay, now that you've managed to do the impossible on the Mega Drive – what are you planning to do next?
Well, I've still got quite a few headaches with this one. Sound is going to be a real problem, but I'm confident I can do it properly somehow. The next logical thing will be to do a pool game for the Mega Drive too. Beyond that I'd really like to write Super Dropzone *for the Sega. I've designed the SNES version, which someone else is currently writing. But I'd like to handle the Sega one myself.*

And what about the next generation of machines – the 32-and 64-bit wonders?
Have you seen them up and running? They're amazing, they just do so much for you – 3D graphics, texture mapping, the whole lot. I definitely want to work on at least one of them, but I just hope that they're all reasonably compatible with each other. The other problem I can see is simply making full use of the machine and the space available. I'm looking towards getting a whole development team together by next year. You know, this could be the last game from me as a one-man developer.

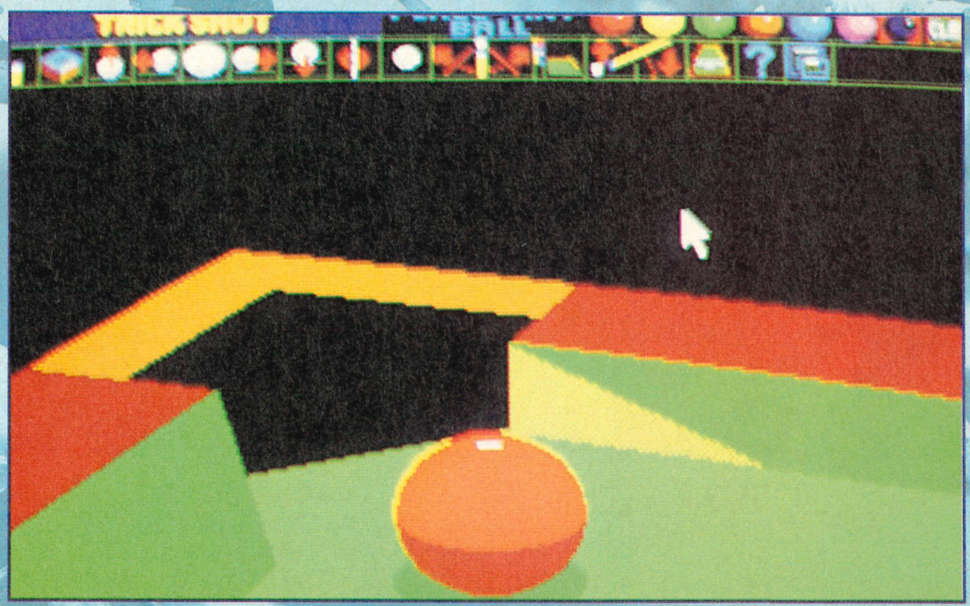
SEGA POWER

"The next logical thing will be to do a pool game for the Mega Drive too."



▲ The viewing angles are quite amazing. You can't help feeling that the whole table is incredibly deep and frighteningly three-dimensional. Don't ya think?

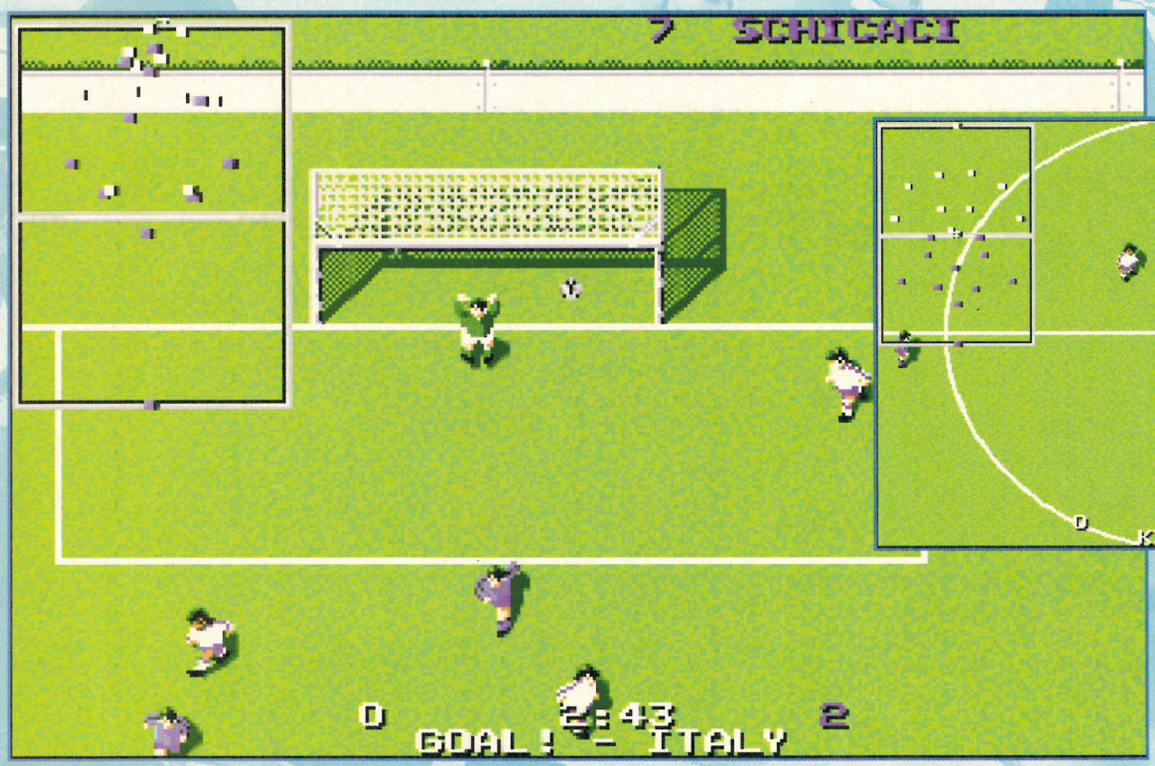
▶ Follow that ball into that hole. Mmm. What a shot! Can you see the perfect roundness of the ball though?



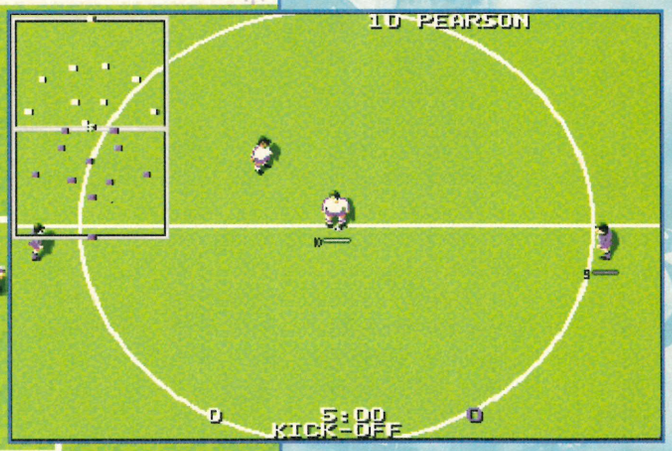
▲ "There's only one Archer Maclean, one Archer Macle-ean... hang on, who's that other guy holding the ball?"

FOOTBALL CRAZY?

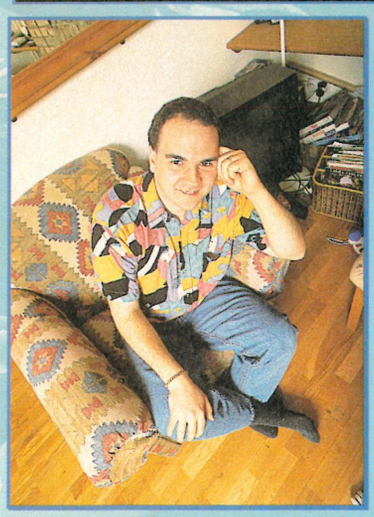
With the plethora of football games that are either on the market or about to be released, does any single one stand out from the others? When the master of computer footie, Dino Dini, announces he's doing a Mega Drive football game, it's certainly worth investigating. Dean Mortlock went to visit Dino in deepest Cambridgeshire to get the facts.



◀ So, it looks like England have let in another goal. As you can see, *Goal* is a very accurate football simulation.



▲ The small bar underneath the player shows his strength. As the energy bar runs down, the player becomes more prone to injury when tackled.



▲ This chappy is Dino Dini – the man behind *Goal* and the *Kick Off* games.

DINO DINI ISN'T A NAME that'll sound familiar to most Sega users, but the multitude of computer gamers who own a copy of *Kick Off* or *Kick Off 2* may well know who he is. Football games used to be dull, slow, unexciting and samey, but as soon as Dino waltzed in, everything changed.

Kick Off 1 was incredibly fast, it used players about one fifth of the size of anything seen before and was damn good fun to play. The sequel was pretty much more of the same, but with a whole load more options and a control system that had been slightly improved.

It was not to everyone's taste, though. Some people compared playing *Kick Off* to playing pinball – dribbling with the ball was tricky to master, so you spent most of the time 'bouncing' the ball between the players – but it was still the most exciting and playable football game to appear on any format. The arrival of Sensible Software's *Sensible Soccer* changed that, and people tended to fall into two camps. It seemed impossible to like both games and fierce – even violent – arguments were conducted across the country. The debate raged, the Government collapsed and a state of national emergency was declared. Well, okay, so it wasn't quite that bad.

"Kick Off was the most playable football game to appear on any format."

Now Dino's returned with *Goal*, a game that's done well on the Amiga and seems to include the best bits of *Kick Off* and *Sensible*

OVER 'ERE SON, ON ME 'EAD

All the set-pieces (throw-ins, corners and free-kicks) are done in the usual way, but with more flexibility than most football games. Dino explains, "To control the set moves you've got your standard left/right to move the direction of the ball, pressing up or down will control the strength and holding the A button down while pressing up or down will give you the height of the ball. After-touch can also be added to free-kicks and corners."

▶ Trust me, there's only one ball in this picture – it's just a humourous optical illusion. (Chuckle.)

Soccer, with a few more touches thrown in for good measure. With a Mega Drive version well on the way to completion, I asked Dino about computer games, the Mega Drive and, strangely enough, football...

"I always try to get 50 frames per second."

What made you get up one morning and decide to design a football game that was radically different?
I'm not really sure, it just happened that way. My philosophy has always been: speed comes first and then do what you can with the rest of the program. Wherever possible, I always try to get 50 frames of animation per second. When Kick Off *originally came out the graphics weren't considered to be up to much. They were functional, but that was about it. To me, graphics weren't of major importance in a sports game. Speed and playability were.*

Is the Mega Drive version a straight port-over from the Amiga one?
It's not direct. All the menu presentations are different. It took about six months of development and most of that time was spent working out all the routines for the Mega Drive. As you can see from the game, the player's able to zoom in and out of the pitch. That was done by shrinking all the graphics.

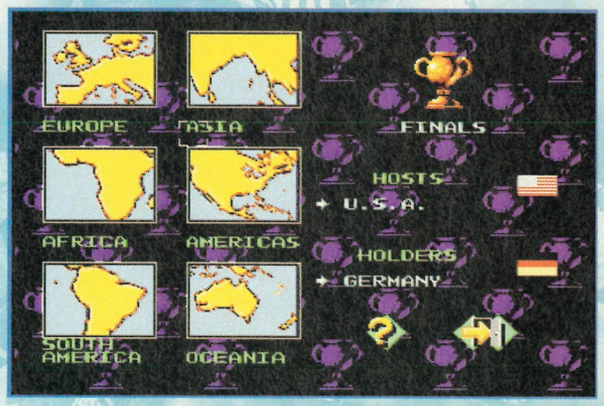
So the same graphics were used for both views?
Yeah. Everything that appears on the large view is there in the smaller one. Even the kit designs for the players, it's just that they're too small for you to see them. [Laughs.]

How did you find programming on the Mega Drive after working on Amigas and the like?
It was actually very nice doing something like Goal *because the Mega Drive is much more suited to the task than the Amiga was because of the way it handles sprites. The machine's faster and the whole sprite routines are very easy to use.*

Have Virgin left you to it with the development of *Goal*?
When I signed up with Virgin the game was pretty much designed already on the Amiga, and I have had to enhance certain features of the game for the Mega Drive version, but it's pretty much the same game.

Why are you doing *Goal* and not *Kick Off 3*?
My previous publisher was a company called Anco and I felt it necessary to move away from them to another publisher. Anco had the rights to the Kick Off *name, so I had to think of something new.*

From conception to completion, how long did the original version of *Goal* take? ➤

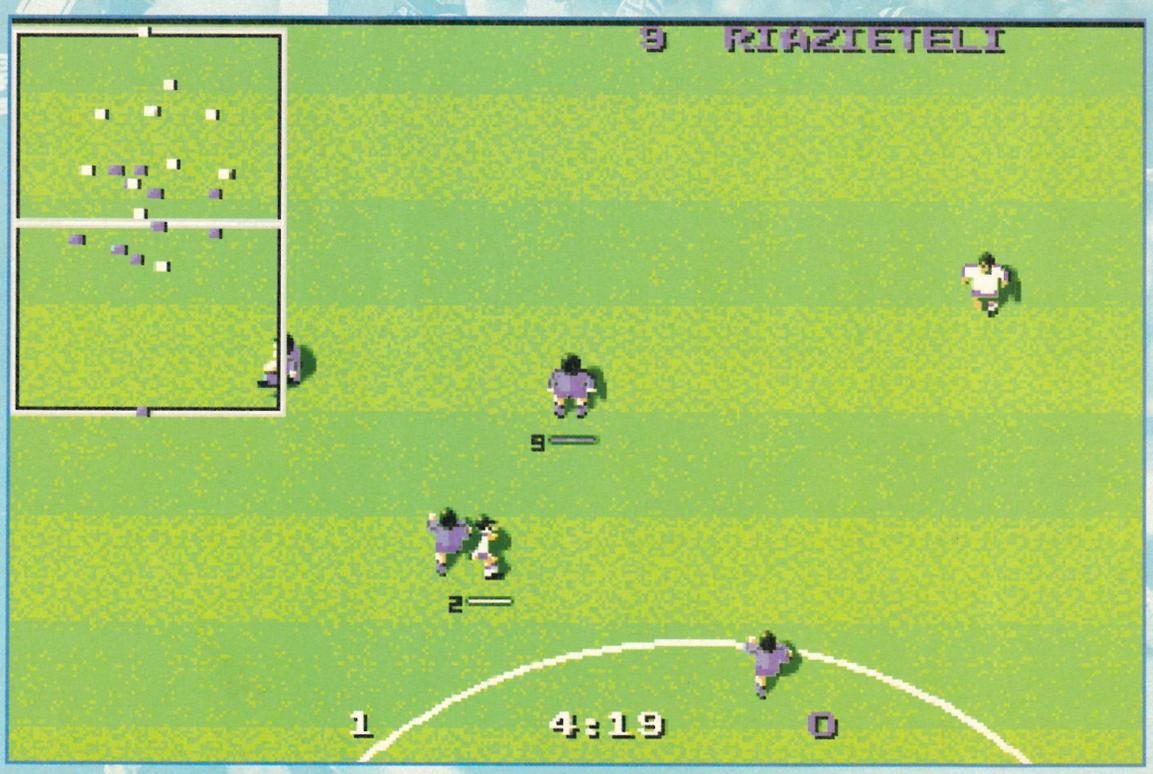


▲ At the start of the World Cup each area will play qualifying games until four teams go through to the final. Don't worry, though, you can cheat and put England in if you really want to.

MOVING ON UP

One criticism directed at the *Kick Off* games was that it was too difficult to control the ball while running. Dino reckons he has the solution, "In *Goal* we've added a more realistic movement to the players. It takes a few seconds for the players to run at full speed and a few seconds for them to slow down as well. That way you won't be able to run full pelt with the ball, but when you move slower, you have a lot more control over the ball, much like in the real game.

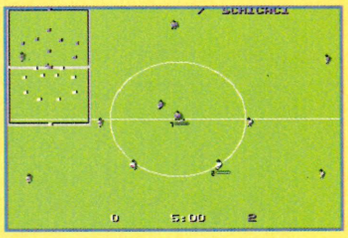
▲ As you can notice from the scanner, the English players are nowhere to be seen. Probably best, really. Am I being too cruel to our national team?

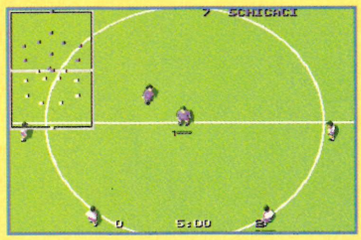


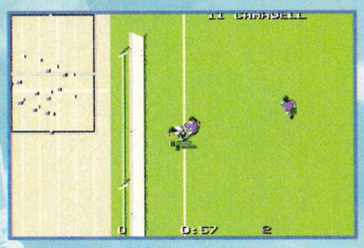
▶ Let's play a game of 'Spot the ball'; where could it possibly be? Yep, that's right. It's wedged in the back of the England net.

POINTS OF VIEW

After several minutes of cursing and swearing, Dino and myself finally managed to get these two pictures so that we could illustrate perfectly the difference between the two views.







▶ There's plenty of opportunity for a bit of decent hacking, but I didn't tell you that.

▶ There's total control over the direction, strength and height of the ball from all the set pieces. More than any other footie game I've seen, anyway.

◀ This is the set-up screen that'll greet you just before you start a match. Almost anything can be edited in the game: the referee, the pitch and the kit style and colour.

➤ *From start to finish the Amiga version took about 18 months.*

Were you able to take many of the routines from *Kick Off 2* to use in *Goal*?
Some of the low-level routines from Kick Off 2 *were used, but the best way to look at it is that* Kick Off 2 *took two years to write and* Goal *has taken five years because it's an extension of the work I did on the* Kick Off *games. I couldn't have written* Goal *if I hadn't done* Kick Off 2.

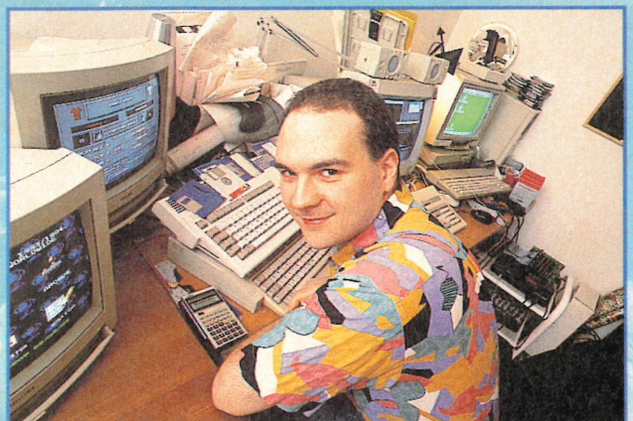
What projects did you work on before writing *Kick Off*?
I've done a lot of things for the first home computers that came out in the early eighties – in fact, the first computer I ever owned was an Acorn System 1. I then went on to Acorn Atoms and BBC Micros before settling on the Atari ST. The games I did were okay at the time, but there wasn't anywhere near the same amount of development time and effort taken with presentation as there is now.

Do you have any projects planned for the future?
It's very difficult because I'm working from home, and apart from the sound and the graphics, I do the whole program myself – from the menu screens to all the game's logic routines. All of this takes so long, that it's difficult to think of future projects.

What do you make of the *Kick Off* verses *Sensible* argument?
It's all a matter of taste, isn't it? I don't see what the point of the argument is really. The world is big enough for everybody and it's certainly big enough for two computer football games.

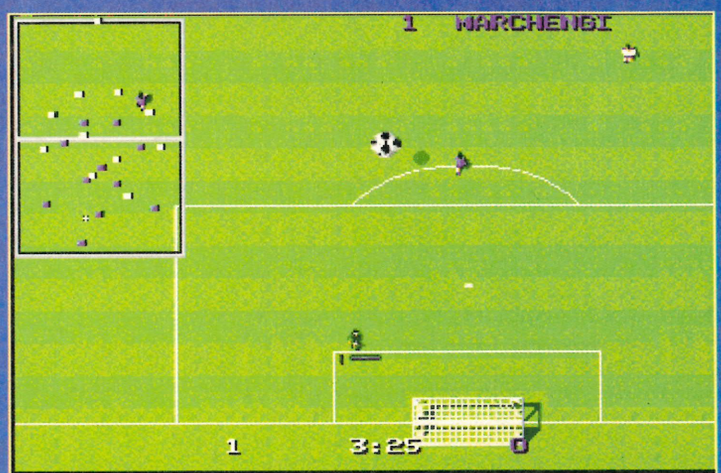
SEGA POWER

"Kick Off 2 took two years to write, and Goal has taken five years..."



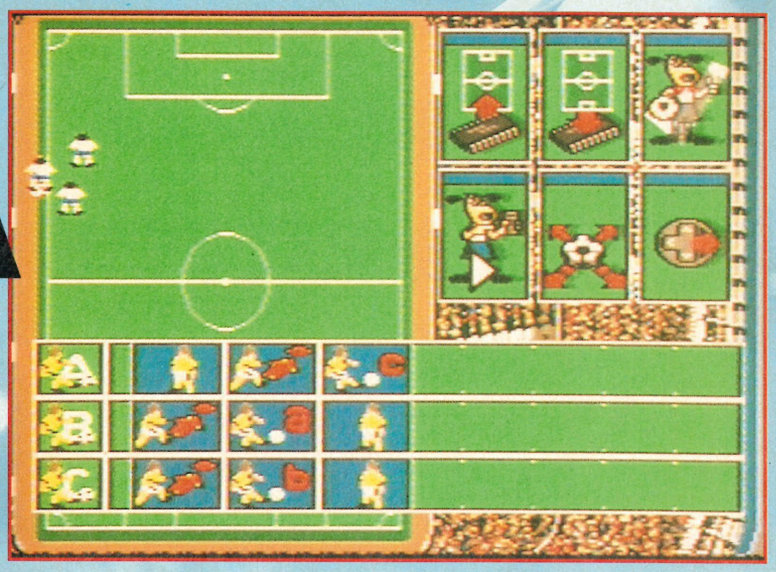
◀ All the code for the game was programmed on an Amiga and then ported across. The machine that performs this task will set you back about £1,500. Hmm, I'll order mine tomorrow.

GAME:	**GOAL**
STATUS:	97% complete
CART SIZE:	8 Megabit/8K backup RAM
SPEED:	50 frames per second animation. 50 frames per second pitch scrolling.
PITCH VIEW:	Two views – vertical or horizontal – plus zoom in and out feature.
PLAYERS:	Up to 24
LEVELS:	Five speed levels for either team. Three computer playing ability settings and three keeper ability settings.
TEAMS:	101 teams – 99 World Cup contenders, plus two special teams.
KITS:	Four styles of kit, all editable.
SQUADS:	All the teams have 20 players, so that's 2,020 players. Each player has eight stats that define how he plays, a total of 16,000 stats.
EDIT:	Up to 12 teams may be fully edited and saved to backup RAM.



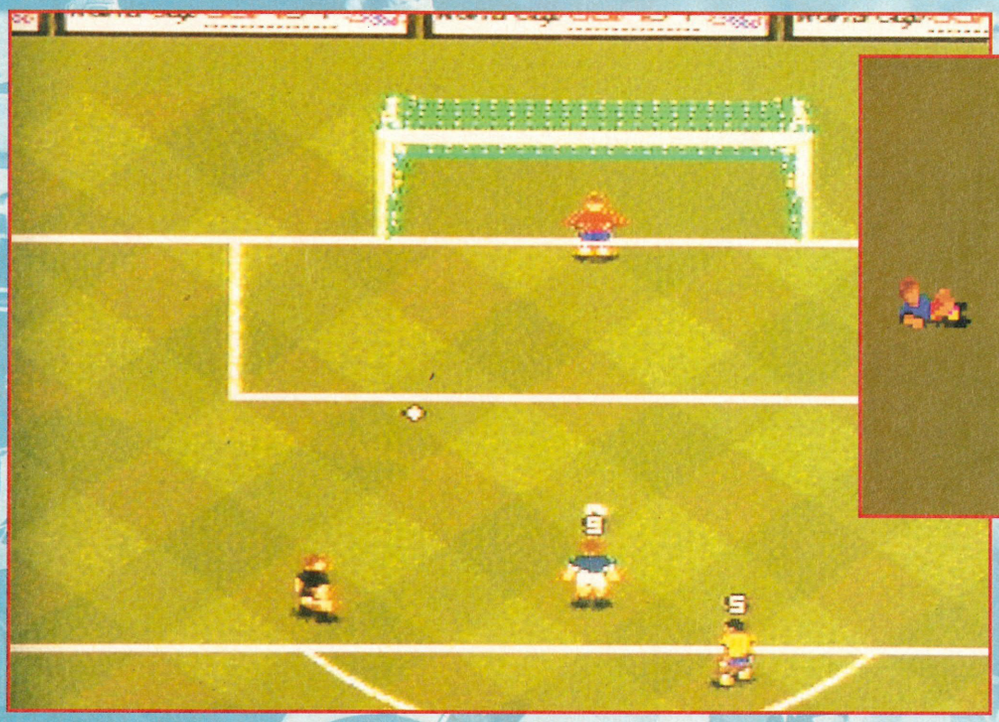
▲ I was going to mention to Dino that I thought the ball was about 10 sizes too big, but I didn't want to be rude. After all, he knows best. Doesn't he?

WORLD CUP USA '94



▶ Game options, control options and option options – all presided over by that ruddy little mascot.

● All formats ● £TBA ● Release: May ● US Gold ●



◀ Doesn't look half bad, does it? Those sprites don't dominate the pitch too much, while managing to retain detail.

▲ Here's a closer look at that player detail. Kind of like a shrunken *FIFA* player, isn't he? Or a pumped up *Sensible Soccer* player? You choose.

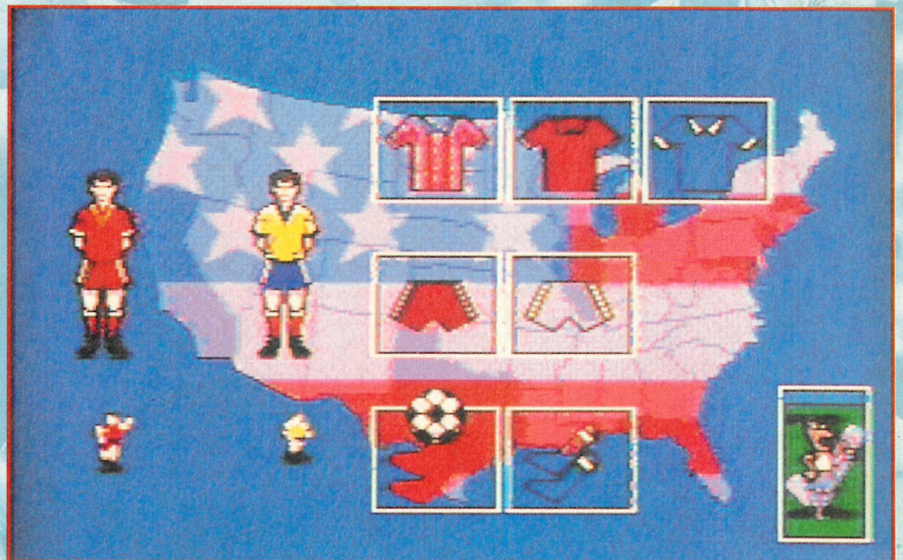
ANOTHER BIG SPORTING event, another game licence. Some things never change in the world of Sega. US Gold are the ones responsible for this latest contribution, and given the quality of recent footy games, they've sure got their work cut out. On their side they've got all the statistics and oomph that comes with basing a game around the sporting event of the year – remember, one billion people watched the last World Cup final.

In the Sega interpretation 24 teams will be vying for the Cup (the same number that compete in the real thing), with 16 players in each squad, playing it out in either Club, International or World Cup modes. The programmers are also going for a fair bit of in-game customisation: with an optional radar, various pitch types, adjustable game time, ball glue factor, player speed and even the ability to turn the offside rule on or off.

Mega Drive owners can look forward to four-player competitions, while Game Gear players will have the option to link up with another Gear owner. What enhancements the Mega CD version will be offering, we don't yet know.

"We've looked around at the other football games on the market, and we're putting the emphasis on the gameplay rather than the graphics with this one," reckons US Gold's Andrea Griffiths. That said, *World Cup USA '94* doesn't fare too badly on the visual front, falling somewhere between the lego precision of *Sensi Soccer* and the animation overload of *FIFA*. And there's talk of allowing you to include England in the last 24 teams of the World Cup. So, the only real dampener at this point is the fact that it all takes place in a country that knows nothing whatsoever about football. Do I not like that? Eh? Eh?

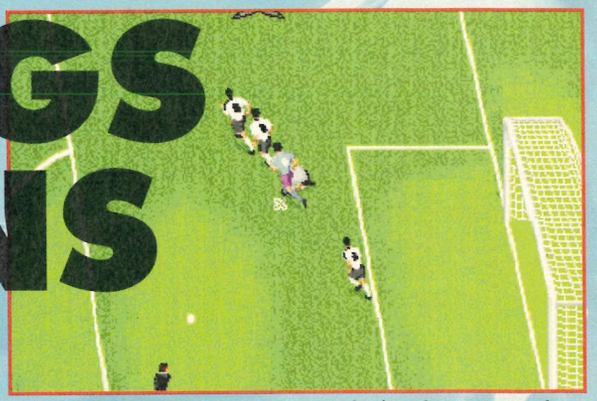
SEGA POWER



▲ The strip customising screen – can you guess which country the next World Cup is being held in?

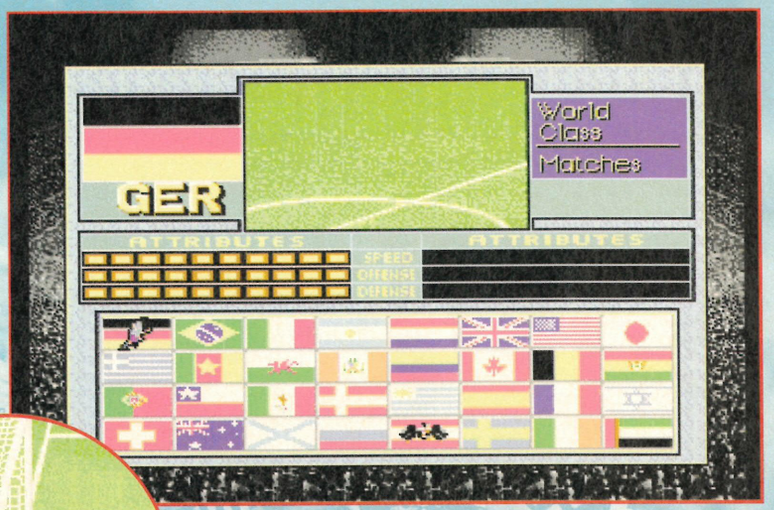
RYAN GIGGS CHAMPIONS

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

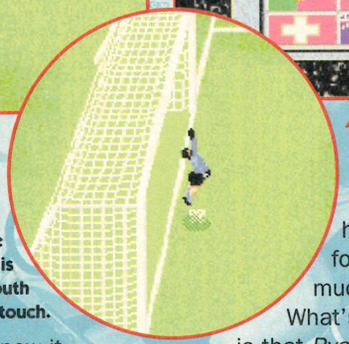


▲ The star player isn't a star player as such – just the one currently under control. Notice the way the guys actually lean into their run.

▲ The goalkeeper controls can be switched between auto, semi-manual and under full-player control. Can you guess which mode I'm using here?



▲ Pick a country, any country – chances are you'll be able to play 'em in this game. Rather than having individual team abilities, *Giggs* gives each team an overall set of performance statistics. Too simple, or just straightforward? You decide.



▶ He shoots, he doesn't score and the goalie is once again the hero of the hour. The way the pitch is worn around the goal mouth and penalty area is a nice touch.

THE FIRST THING TO confess about *Ryan Giggs Champions* is that aside from the subject matter, Ryan and his babe-magnet grin don't really have anything to do with the game. It could be Rod Hull & Emu Champions, it wouldn't make a jott of a difference. Luckily for Acclaim though, this isn't the end of the world as we know it. They've got Park Place doing the programming for their bid for the summer Sega soccer cup – and when you remember that these guys did *John Madden* for EA, then you know Acclaim are aiming to have another *NBA Jam* on their hands. But will they? The Mega Drive version we played was still very much 'in development', but the solid base for a highly realistic footy sim was very much in place.

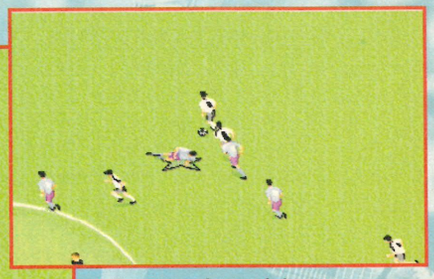
What's already evident is that *Ryan Giggs Champions* is far less arcadey than the others. The sprites may look clumsy in stills, but they move with a cinematic fluidity – kicking, running and passing as real football players would. This game doesn't go down the stick man route of *Sensible Soccer* or mimic the cartoon action of *FIFA*.

Inertia features very strongly in *Ryan Giggs Champions*, with players taking time to get up to full steam, then decelerating again in an alarmingly realistic way. Fans of other footy games will probably end up chasing after the ball only to overshoot for their first few games. But it's the learning curve in the control system which is all-important in *Giggs*. And it just could be the one thing that sets it apart from the rest. Even the side-on 3D pitch angle is quite unusual (though Imagineer have opted for a similar effect for *Kick Off 3*). Whether this tack will work for Acclaim remains to be seen. Either way, the Ryan Giggs tie-in is sure to bag one helluva lot of attention.

SEGA POWER

▲ *Ryan Giggs Champions* goes for a more realistic graphical style than its contemporaries. Even the pitch angle is more realistic than the overhead view.

▲ It wasn't me ref, I wasn't anywhere near him – another

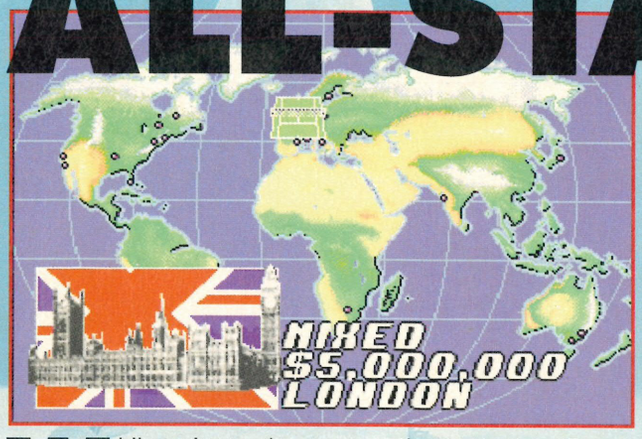


▲ There are plenty of chances to go sliding across the pitch in a vain attempt to intercept the ball.

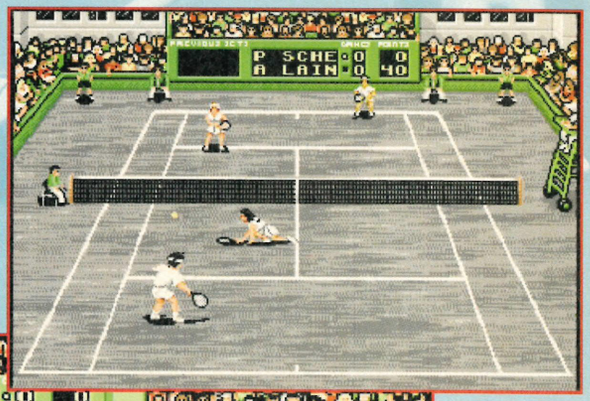
◀ This throw-in shot gives you a chance to the see the pitch scanner in full effect – very handy for those long-distance passes.

TENNIS ALL-STARS

• Mega Drive • Codemasters • £TBA • Release: June •



◀ Travel the world, play some tennis and win loads of wonga!



▶ Grey surface? Wouldn't that be really dangerous and hard to play on? Ah, well.

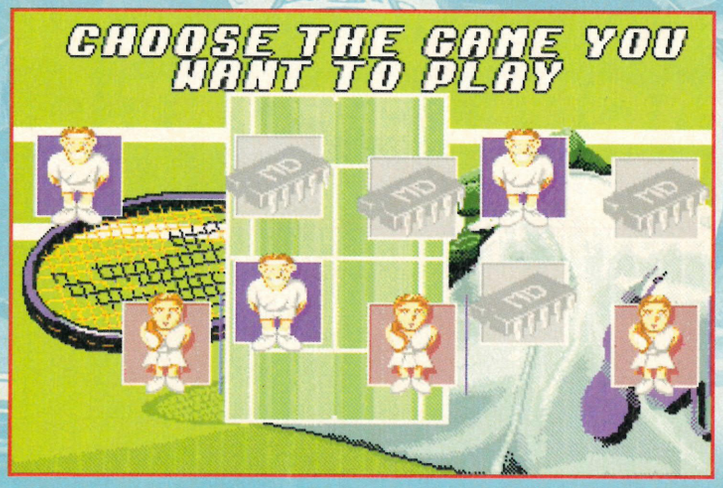
◀ Wa-hey! Superman decides to use his unique hovering powers to win the Wimbledon mixed doubles Final.

While we're on the subject of licensed sports games, it's well worth mentioning the new tennis game from Codemasters. Originally titled *Tennis All-Stars*, the Codies are just about to sign up one of the hottest properties on the tennis circuit, but you're gonna have to wait until next month to find out just who it is.

The game has all the usual features you'd expect to find in a tennis game: courts, rackets, balls and one of those net things, but there *is* more to this game. Oh yes. Firstly, there's the rather clever four-player mode (more of that in the box 'Four-Way Action' below), plus there's a World Tour mode where you travel the world playing in 62 international tournaments, with a password option to store character details and points. Add to that a Standard Tournament mode that enables you to play 33 tournaments in 28 world cities and a special Crazy Tennis mode.

Crazy Tennis involves power-ups (when you pick them up they change the size of the ball and the speed of the players), hands of fate that appear on the net and knock the ball back to you (ha ha) and even good ol' Dizzy makes a guest appearance. Codemasters' *Tennis All-Stars* (or whatever it ends up getting called) will be knocking around the shops sometime in June and should have a price tag in the region of £40. Sounds good to us.

SEGA POWER



◀ You can also decide what type of game you want to play – mixed doubles against chips, one chip and a girl, or beans, eggs and chips. Or something.

▲ Choose any of these strangely named players but watch out for the seeded players.

CODIES GO SPORTS MAD

Here's a list of future titles to appear on Codemasters' new 'Sportsmaster' label. No doubt they'll be trying to sign up all the top names for each sport. Who *will* they get for *Beach Challenge*? Hmn.

Tennis (MD/GG)
Global Golf (GG)
Cricket (TBA)
Rugby (MD)
Soccer (MD)
American Football (MD)
Ice Hockey (MD)
Beach Challenge (MD)

FOUR-WAY ACTION

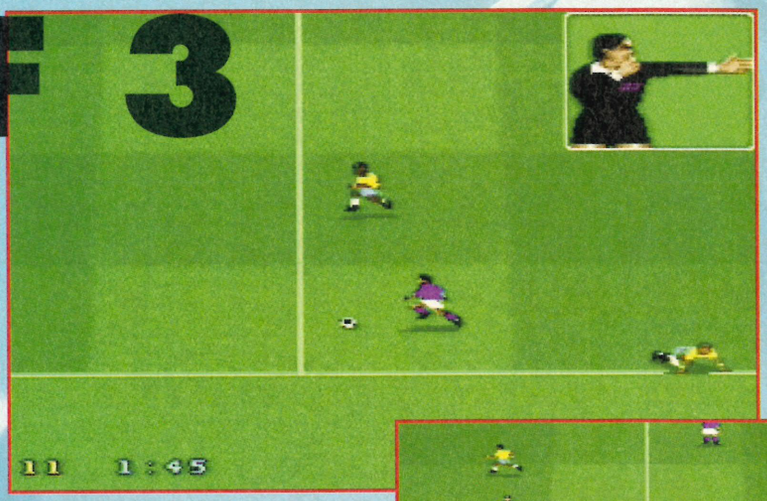
The J-Cart is Codemasters' answer to EA's 4-Way Play and Sega's Tap. The main advantage it has over these two is that the adaptor is built into the cart, and as such, saves you lots of money. One question that springs into my mind, therefore, is that if Codemasters can produce a cart with a built-in adaptor for £40, why is everyone else charging 20-odd pounds on top of the games for their adaptors?

KICK OFF 3

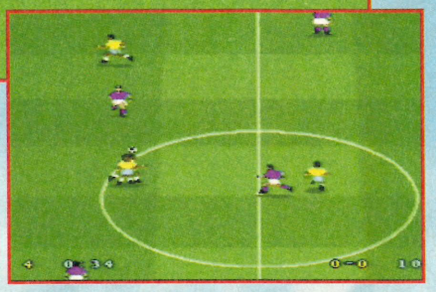
• Mega Drive • £TBA • Release: July • Imagineer •

QUITE SEPARATE FROM Dino Dini's new soccer game, new Sega publishers Imagineer are working on *Kick Off 3*. Programmed by Steve Screech, who worked with Dino on the two original titles, *KO3* is another title to base itself around the World Cup, with 32 international teams roughing it out on the sideways pitch (players of previous *Kick Off* games will remember that they featured a vertically-scrolling display).

The programmers are obviously aiming to give *World Cup USA '94* a run for its money, including screen upon screen of options, making *Kick Off 3* a far more user-definable affair than its predecessors. All the options and complexities in the world aren't going to turn a duff footy game into a gem, though. But luckily, from what we've seen so far, *Kick Off 3* looks set to offer superior gameplay to its Sega predecessor, *Super Kick Off*. The footballers are fairly well animated, the controls are pretty neat and the ball control is pretty flexible. It's just a question of whether it can compete with the more strategic slant of US Gold's *World Cup USA '94*, or Dino's creation. The screen shots you can see here are from the Nintendo version, but Imagineer assure us that the Mega Drive one will be pretty much identical, and ready for release in July.

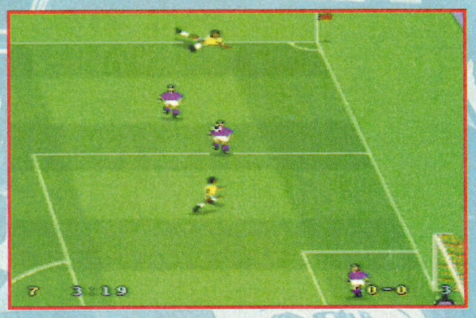


▶ Italy versus Brazil maybe? Well, the sprites here don't quite match those in *Ryan Giggs* or *FIFA*, but there are loads of options.

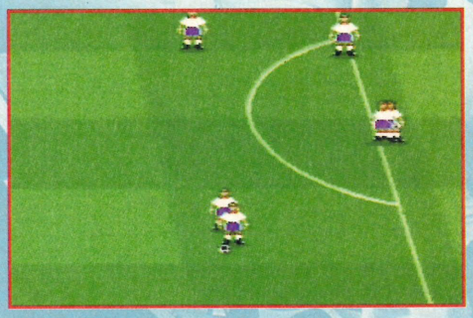


▲ "Look! When I put my foot on the centre spot, a ball appears on that guy's head!"

SEGA POWER



▲ The Brazilian player's leg suddenly started floating in the air.



▲ This looks like the French team – hmm, yes. I can recognise Jean-Pierre Papin and Eric Cantona. Really.

▲ Hang on, we thought *Goal!* was a Dino Dini production from Virgin. Oh, sorry, weren't we supposed to mention that?

SPORTS FOR ALL — CAN YOU KICK IT?

AND THERE'S MORE, SPORT...

VIRTUA RACING

The king of coin-ops finally makes it to the Mega Drive. But just how much are you willing to pay for perfection? And can the 16-bit machine ever hope to hold a candle to a massive coin-op. Find out what the general gaming public have said about the game's controversial price, and check out the definitive review on page 32.

▲ Unbelievably exciting and fast racing action, but you've got to pay for it.

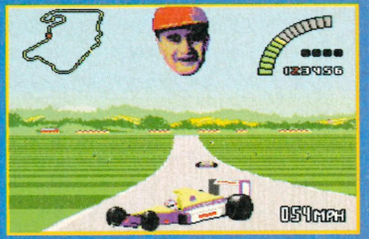
HYPERDUNK

Taking the multi-player theme to the extreme, *Hyperdunk* gives Mega Drive owners endowed with two Sega Taps the chance to battle it out with seven friends. Find out if Konami's effort can possibly match up to Acclaim's supremely brilliant *NBA Jam* on page 37.

▲ Slam it in! Find out all about Konami's eight-player basketball extravaganza, and whether it's actually possible to sit eight people around a 14 inch television screen.

NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING

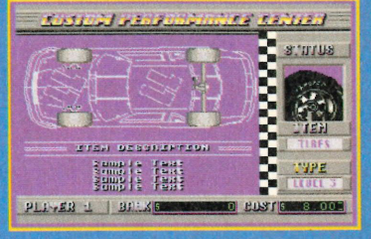
Originally created by UK programmers Gremlin, but currently only available on import, this 3D road racer has the big name (in both senses of the phrase) and the smooth graphics. But can anything hope to gain the racing pole position now that *Virtua Racing* is here? Reviewed on page 54.



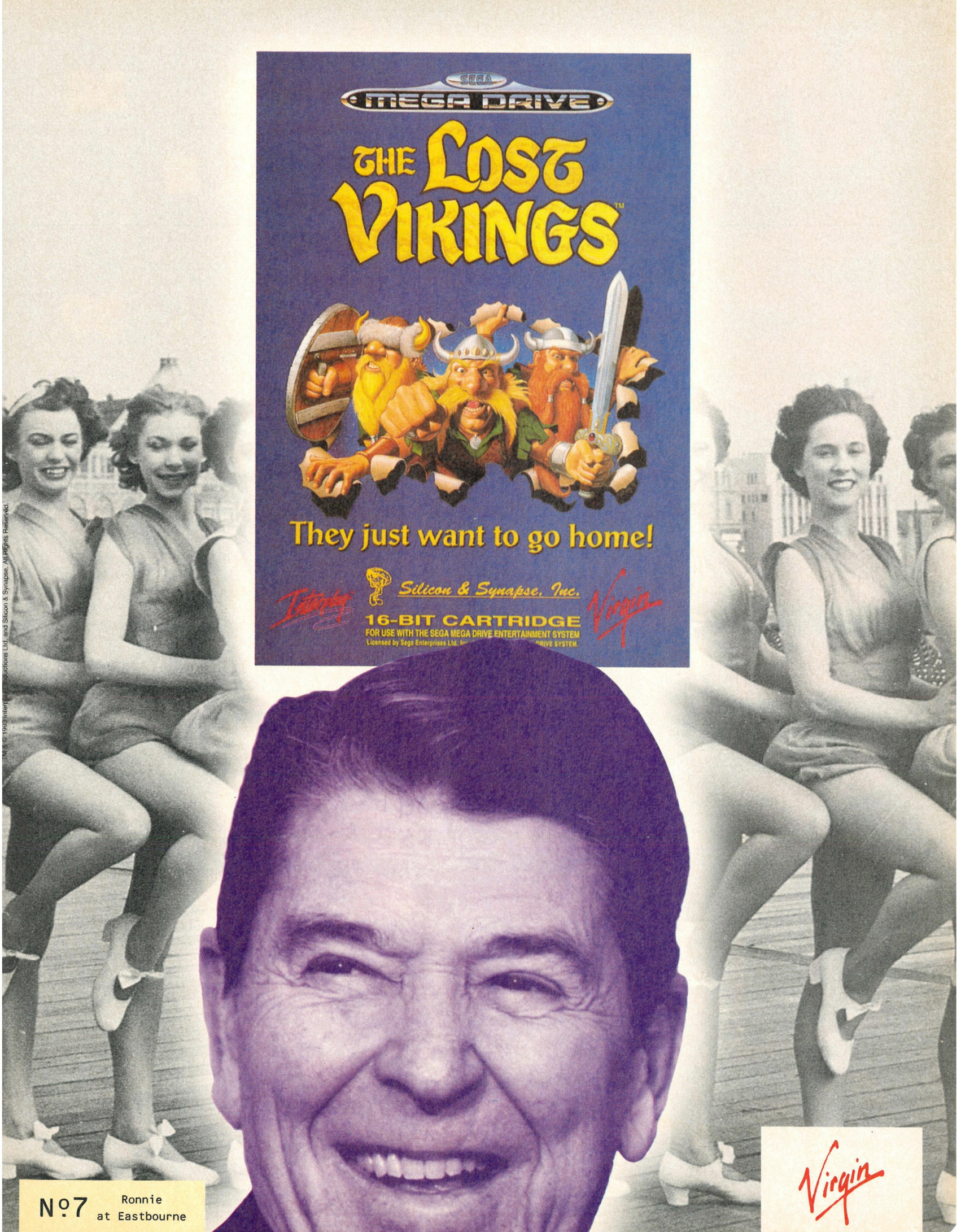
▲ Nice to see you Nige! What do you meen I should be facing the other way?

MARIO ANDRETTI'S RACING

Finally, watch out for a full report on Electronic Arts' forthcoming *Mario Andretti's Racing* in the near future. It's still in its very early stages, but with three different race styles, multiple player and viewing options, as well as a wealth of technical information, this could be one to watch out for.



▲ It looks like the options on this one will add more than a little spice to racing.



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REVIEWS

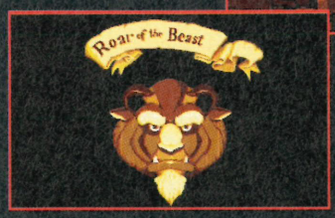
• Probably the most game-packed line-up of new UK and import titles in the world. •

34 Put the pedal to the metal in the most talked about Mega Drive game of the last year!

38 Brace yourself for more Japanese beat–'em-up action.

39 Weird strategy-based conquest import with totally bizarre name shocker.

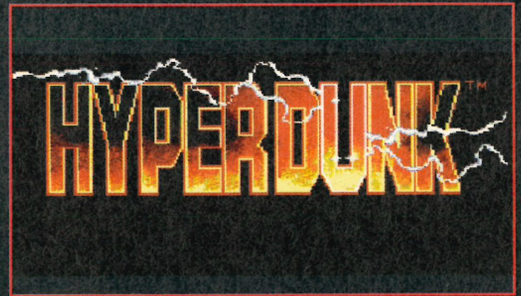
40 Those Renovation lads do it again with *Dragon's Lair*-style sort of thing.



42 Disney's *Beauty And The Beast* gets a roar deal.

44 It's pink and fluffy, it's filled with flowers, it's aimed at girls, and it's just a little bit patronising.

46 Secret mission? Pah, we all know about it.



47 Can Konami maintain the high standards set by *Lethal* and *Rocket Knight* with this basketball thang?

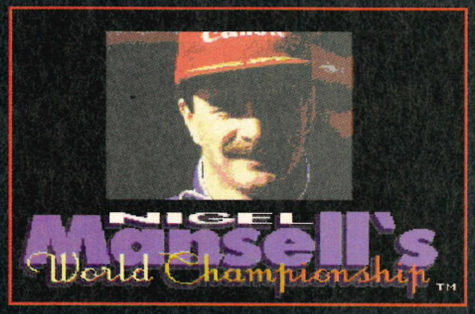
48 Top Game Gear super-hero action alert!

50

Can Chester bounce back in his second adventure? Can he make us go 'woooh'? Can he? Eh?

52

But is it anywhere near as good as That Other Racing Game?



54

The dinsoaur of all licences goes 8-bit.

55

Absolutely, positively the last *Terminator* game Acclaim will ever, ever, ever release. Well, probably.

56

It's apocalypse now, but everything's just a bit more sedate than we expected.

60

More Mega than any *Turrican* game you've ever seen before. And that's a promise.

62

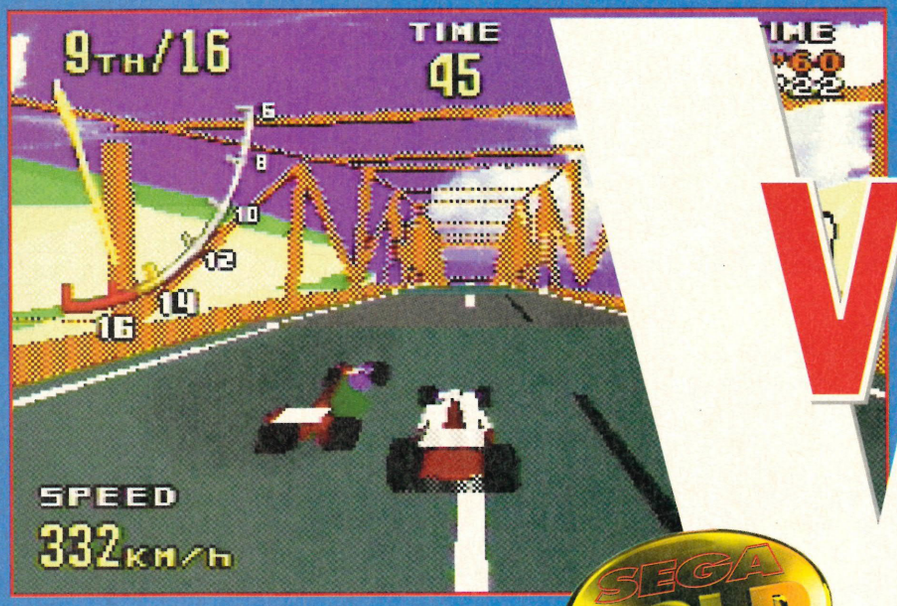
Classic cartoon characters thrust into the big wide world of platform games shock.

64

One of the most addictive 16-bit games ever.

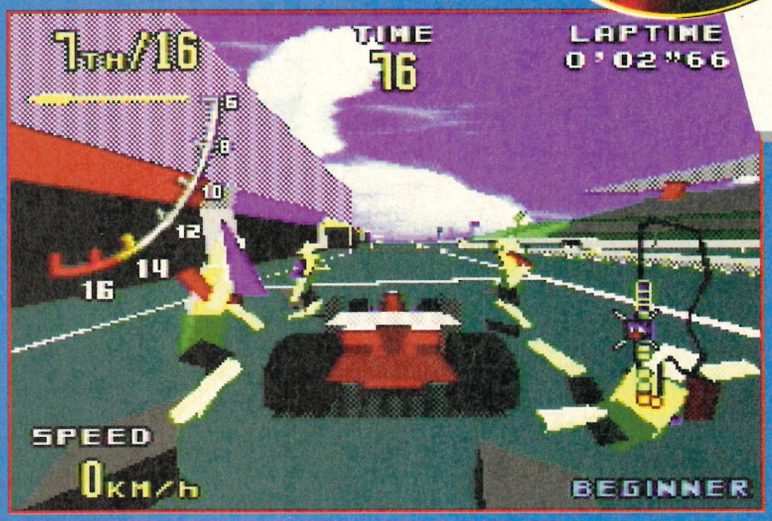
■ That *Power* Crew
Top row: MARK RAMSHAW
Middle row: ANDY STOUT and DEAN MORTLOCK
Bottom row: ROB PEGLEY, PAUL PETTENGALE and RICH LONGHURST

Virtua Racing



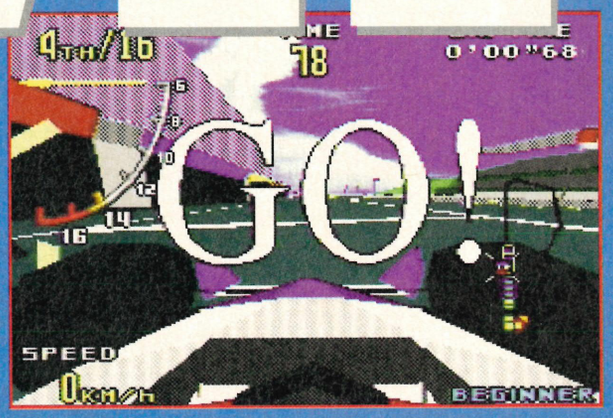
▲ These individual shots could never capture the real beauty of *Virtua Racing*'s superbly smooth scrolling which makes it the best looking racing game ever.

SEGA GOLD POWER



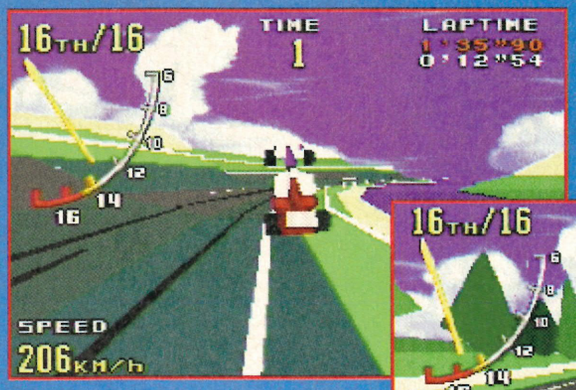
◀ The polygon pit men give you a quick service before you speed off at the start.

▶ It's very obvious when you have to get moving, this massive sign tells you to shift it.



• Mega Drive • Sega • £69.99 • UK Release •

You want speed? Well, speed costs, and right here's where you decide whether to start paying. Rob Pegley took a spin round those pricey polygons and generally lapped it up.



◀ Wa-hay! Take corners too quickly and you tend to take off in a big way. At 206 kmph and above, anything can happen. And does.

▶ Up to 322 kmph and still in last place, what can you do? Surely that car on my right can't be about to lap me. How fast is *he* going, if I'm zipping along at over 300 kmph?

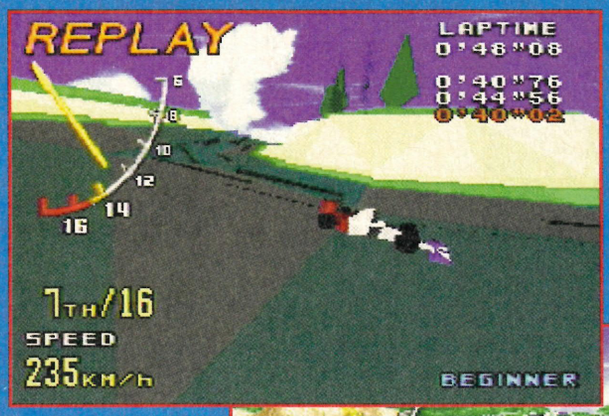
You'd think it would have been impossible to take the adrenaline rush, superbly smooth polygon reproduction and sheer fun of *Virtua Racing* and stick it on a cart for the console, wouldn't you? But Sega have managed it.

I mean, how do you get over £10,000 worth of top racing coin-op onto a Mega Drive cart? That's not a joke by the way – like how do you get two whales (to Wales) in a mini? Answer – over the Severn Bridge (ha, ha). I'm serious here.

The answer is DSP chip (Digital Signal Processor) or Sega Virtual Processor as it is also known. I'm not sure how it works... but it does. And, without wanting to blind you with science, it basically gives the ability to reproduce complicated polygon graphics on the console quicker than ever seen before. Indeed, faster than you can say "*Virt...*" See what I mean?

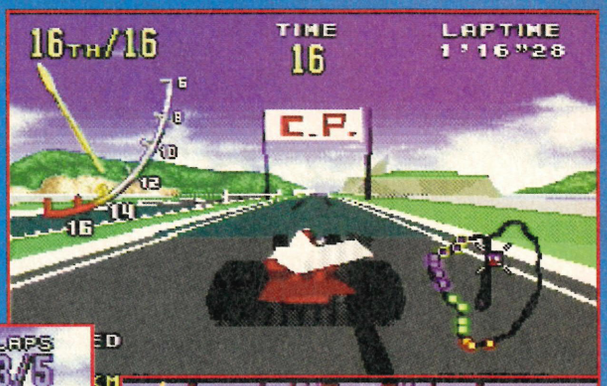
What I was going to say, is faster than you can say "*Virtua Racing* is the best-looking, most playable and most exciting racing game that I've ever had the privilege to play." But then that's quite a long sentence and I could probably draw you a couple of polygons myself in the time it took me to say that.

But, it's true. Sega have done what seemed totally impossible and have recreated *Virtua Racing* on the Mega Drive. And, while it isn't quite as good as owning the coin-op, it is a better conversion than anyone could have dreamt of. And, unlike the coin-op, it won't take up the whole of your bedroom.

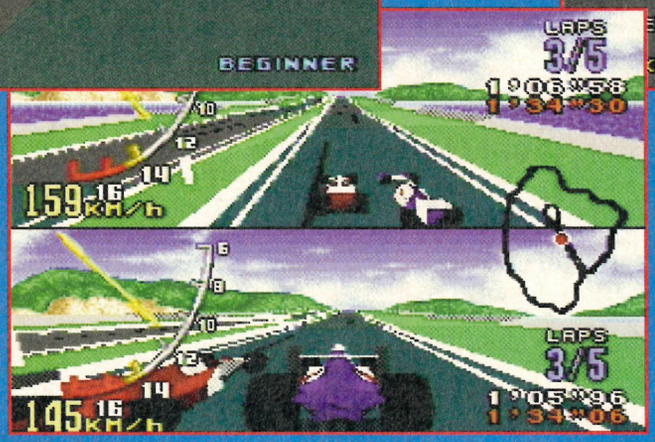


It's amazing the feeling of exhilaration – just you and the open road. Put that finger down, boy.

If you finish first, you get to see the whole thing over, from another angle.

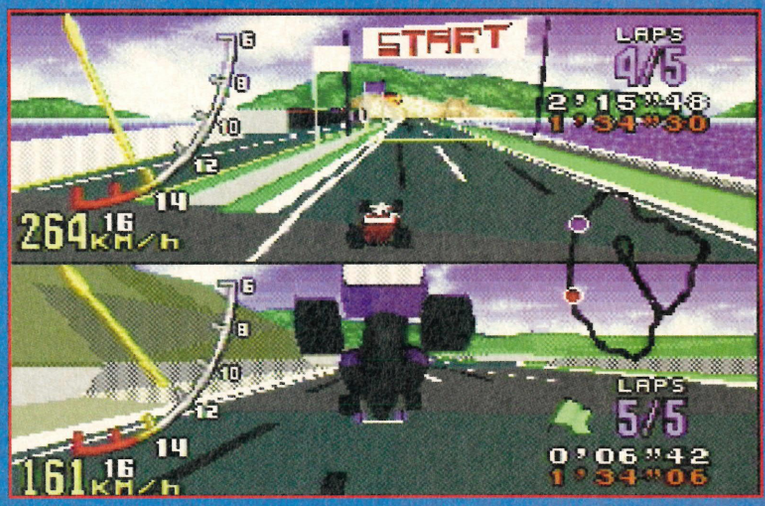


A perfect example of two-player mode seen from two different views. This really is superb fun.



And again, as the two cars race across the bridge at around 300 kmph.

The green flag indicates that the blue car is in the lead, but after this mid-air take off it might not be for too long.



POWER POINTS

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

OTHER DETAILS
A handicap system is available for two-player racing. Hey, compete on equal terms with your gran.

TIME TO COMPLETE
Forever in two-player mode, and almost as long if you're playing on your own.

The screen's slight blurring cannot be helped due to the console's graphical capabilities and the sound is a tad tinny in comparison to the arcade version. Obviously, there is no steering wheel or feeling of inertia, but that apart, it's great.

In fact, with my criticisms out of the way, I feel free to rave. Oh, but there's the price. A penny short of 70 quid. Without wanting to dwell on it too much, despite the added costs of the processor, it seems a little excessive. Is it simply an excuse to raise the price level of games in general? It's a bone of contention and only time will tell whether or not this is their intention. For now, I'll gush about the game and you can decide whether to club together with your mates to buy it.

As with the coin-op, there are three courses to attempt, and three skill levels ranging from Sunday driver to boy racer and beyond. Automatic gears leave you to concentrate on your road holding, however, transmission gears are available once you've mastered the basics. The skill levels also relate not only to the speed of opponents but the time limits that you have to match or break. These limits aren't just there for the sake of it either, and become pretty tricky as you progress through the levels.

If you manage to finish first then an action replay takes you through the whole of your triumphant race from other camera angles. That's as if the four existing angles aren't enough. With considerable ease, you can alternate between four vastly differing views, and the camera will pan incredibly smoothly to the required angle, with absolutely no effect on the action. It looks superb.

There being only three courses doesn't help its longevity. But, with a cheat, you can create

VERY GOOD FOUR VIEW

This is vroom with a view and you can scroll smoothly between which ever one takes your fancy.

Right down at track level you get a driver's eye view of the action.

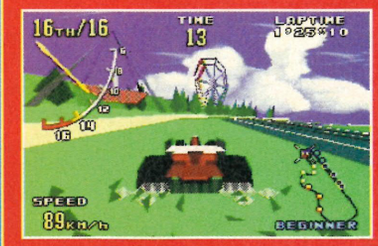
Move next to the camera just behind the car, to see a bigger picture.

Then pan out to this view, which we found gave the greatest control overall.

Further still gives the overhead view. This can make the action difficult to see, especially in two-player mode.

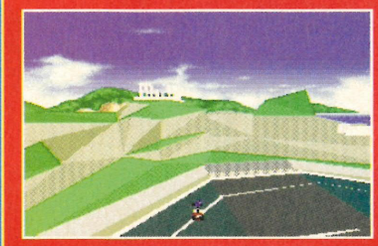
WISH YOU WERE HERE

There are a few famous *Virtua Racing* landmarks to look out when you're not going too fast to notice. Here are some postcards from the edge...

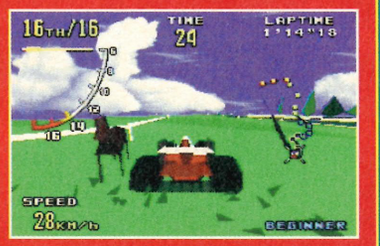


▲ The Big Wheel, possibly the best known of all the sights. So called because it's a wheel which is big.

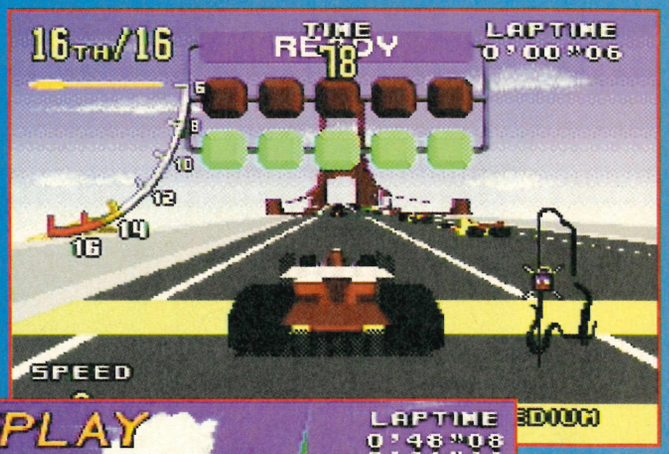
▲ Less well-known is the Windmill. So called because it's a mill which is wind. No, that's not right.



▲ Harder to spot still is the Acropolis. Set high in the hills overlooking the aptly named Acropolis track.



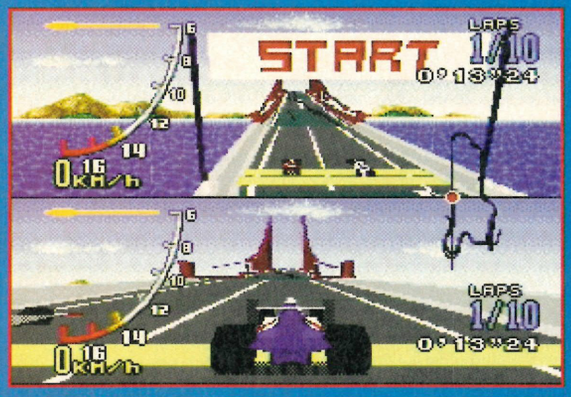
▲ Finally, here's an exclusive. The *Virtua Racing* horse. See if you can spot this one. There is also a cow, but we'll let you find that for yourself.



▲ When you race on the medium rather than beginner track, you start from a line on the bridge, rather than speeding it out of the pits. Oh, and it's much harder!

◀ The replay camers angles are excellent, and well worth the wait.

➤ mirror images of the tracks to double their number to six – this still doesn't compare to even basic racing games that have at least ten. The point, however, is that this isn't about one-player driving. It's fun to practise and race alone, but the game really comes into its own in split-screen two-player mode. The same camera angles are available and the whole thing is superb fun.



◀ Start of the two-player race viewed from track level and from above. Both are equally brilliant. It's up to you which you use.

So, while doubts surround *Virtua Racing*'s ability as long term console entertainment, rather than a quick arcade fix, you can't ignore the fact that this is a superb game to play. Some of the individual shots of the game look decidedly dodgy, but bare in mind that the overall movement of polygons gives a racing effect that has never been achieved before on the console. It's a question of playability against price, and excitement against lastability.

Doing simple calculations, for 70 quid you could get seven hours worth of playing on the coin-op or you could play this for months and months at home on your Mega Drive. It's a great conversion, you work it out.

SEGA POWER

VIRTUA RACING

• Mega Drive • Sega •
• £69.99 • UK Release •
For more info, contact Sega on ☎ (071) 3733000

▲ Polygon perfection
▲ Adrenaline heaven
▲ Challenging gameplay
▲ Incredibly playable
▼ That hefty price tag

GRAPHICS 9
SOUND 8
ADDICTION 9
LIFESPAN 8

FINAL VERDICT

"Simply the best looking and most exciting racing experience available on console. Superb if you can afford it."

91%

BUT HEY, WHAT DO YOU THINK?

Rob took his trusty notebook and a camera to Level One at HMV in London, to ask a few people what they thought about that hefty price tag, and whether *Virtua Racing* would be on their shopping list. Here's what they told him...

Mark Feldman aged 13, from Walthamstow, thought that £70 was too expensive. "The most I'd pay for a game is £50," he told Rob.

Pete Croucher (22), from Luton, also thought £70 was way too expensive, "Especially as you can now get hold of plenty of much cheaper second hand games," he added.

Julian T Lewis (15) and his brother Reuben (12), from East Acton, both thought it was too much to pay for a game, "That's the same price as a console," said Julian. The maximum Reuben would be prepared to pay for a game is £45, whilst Julian would pay £60. Neither would be getting *Virtua Racing*.

"A bit pricey isn't it?" commented Stephen Irving (17), from Crewe. He thought £60 was a more realistic price.

"How much?!" exclaimed Adam Todd (13), from Ipswich.

Antony Grant (13) from Sunbury, Middlesex was one of only two people to defend the price. "It's a bit expensive, but it is a virtual game I suppose," he said. As his mum pointed out, however, "Where are teenage kids going to get £70 from?"

Big spender Mark Randall (15), from Islington, said that he would be willing to buy *Virtua Racing*. A fan of beat-'em-ups, the most he had paid to date was £60.

Finally, Mark Philpot (17), from Norwich, said that he wasn't willing to pay £70 even though he was a big fan of the arcade game. "The most I've paid is £60 for *SF2 Turbo*, £60 for this would also be a more sensible price".

So, there you have it, the kids just say no...

▲ Margaret Jones (16), from Bow, thinks that her brother wants *Virtua Racing*, but at £70 it was above her limit of £40 to £50.

▲ Another gamesplayer unwilling to fork out 70 quid, was Peter Tendler (13), from Fareham, Hants. The £40 he paid for *Night Trap*, was the most he has paid for a game.

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GAMESTER

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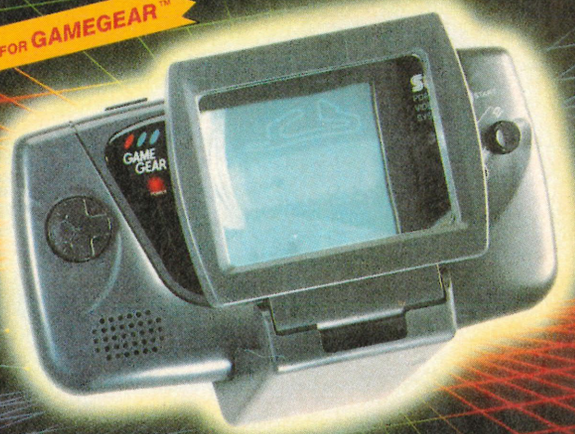
FOR GAMEGEAR™

- ACCUMULATEUR RECHARGEABLE
- COMPLET AVEC ADAPTATEUR SECTEUR POUR GAMEGEAR
- WIEDERAUFLADBARER BATTERIESATZ
- KOMPLETT MIT NETZADAPTER FÜR GAMEGEAR

WIDEVIEW

SCREEN MAGNIFIER
2.5 X MAGNIFICATION FOR GAMEGEAR

FOR GAMEGEAR™



- AGRANDISSEUR D'ÉCRAN
- GROSSISSEMENT DE 2,5 POUR GAMEGEAR
- BILDSCHIRMVERGRÖßERUNGSGLAS
- 2,5-FACHE VERGRÖßERUNG FÜR GAMEGEAR

MEGA DRIVE CARRY CASE:
(Console and Games not included).

SUPER ACTION CASE: CARRY CASE COMPLETE WITH SCREEN MAGNIFIER, POWERGRIP AND MAINS ADAPTOR,
(Gamegear, Games and Batteries not included).

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ART OF FIGHTING

▲ Not a pretty sight slumped on the floor like that, is he? Still, better to look a bit stupid, than have your head ripped off like in *Mortal Kombat*.

• Mega Drive • Sega •
£49.95 • Jap Import •

Hey, it's another beat-'em-up. Time to get ugly again, which is pretty damn easy for Rob Pegley. Go on, don't be soft...

Not so much of a beat-'em-up, as a straight forward kick-'em-up, this one. In fact, with more opportunities to use your feet than an average game of the brilliant *Sensible Soccer*, it might

◄ Spit when you're winning. You only spit when you're winning. This yob has a quick gob on the floor to signify his victories.

◄ To keep a better eye on the battles going on around the map you can bring up this battleground option. This gives a number for all the possible battle cites – enabling you to quickly home in on the battle of your choice.

◄ The most interesting part of the game is the 3D battle section. Having said that, though, the action is still slow and slightly less than thrilling.

• Mega Drive • Koei •
£54.95 • US Import •

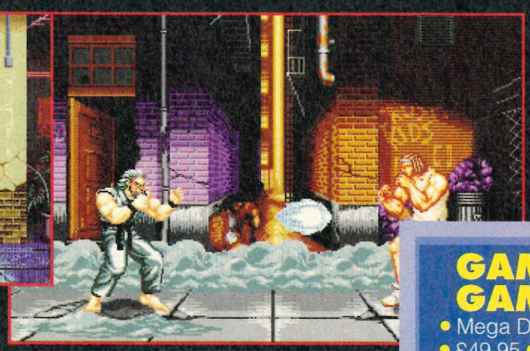
When Mark said "Whoever wants to review this lovely RPG, take one step forward" everyone took one step backwards. Everyone, that is, apart from Dean Mortlock. Oh dear...

Romance III of the three kingdoms DRAGON OF DESTINY

There are strategy games and there are strategy games. When most people think of a computer game that forces them to use the old grey matter, the initial ones that pop in mind are things like *Shining Force*, *Landstalker* and *Shining In The Darkness*. *Romance of The Three Kingdoms 3: Dragon of Destiny* is another league up from that. Comparing this game to something like *Landstalker* is like comparing 'Question Time' to 'Play School'.

The plot of the game could not possibly be fully described in a

Walking on the ceiling fails to impress the girl in this bar. Maybe he should just buy her a drink, or



The Athlete catches an icy blast up the back alley. He'll catch his death in those shorts, but at least he's got a vest on. Good boy.

POWER POINTS

PLAYERS	1-2
CHARACTERS	10
SKILL LEVELS	4
RELEASE DATE	Out now

OTHER DETAILS
Bonus games enable you to improve your fighter's abilities.

TIME TO COMPLETE
A few days in one-player mode. Two-player games have a longer lifespan, but you'll be bored fairly soon.

better have been called *Art Of Kicking Someone's Head In*, than *Art Of Fighting*.

We know that you all love a good scrap – the *Sega Power* Readers Poll proved it – what with *SF2* and *MK* thrashing all opposition. We also know, however, that you're fairly selective about your choice of combat games. That being the case, it's unlikely that many of you will want to shell out 50 quid for this. On the surface it looks reasonable fodder for testosterone junkies, with detailed sprites and flash settings. As soon as the sprites start to move in a zombie like shuffle, however, you know there's a problem. Pretty soon you'll also be aware of the lack of decent moves. The best way to complete the game is by varying the type of kick you use, when you use it and which part of your opponent's body it is employed on. Putting the boot in like that is initially appealing, but ultimately becomes tedious.

There is a plot to guide the one-player action along, namely that the two brothers you can elect to control have had their sister stolen, and they have to go from one scrap to another gaining information as to her whereabouts. Not at all predictable or sexist (repeat this in a sarcastic voice, for full effect).

If you want to expand your beat-'em-up collection, then this has a quirky appeal to it, but is certainly not a patch on the existing stars of the genre.

SEGA POWER

The magical mystery tour ends up in a surprise venue, where hopefully you'll find your missing sister. Will it be too late though?

GAME NAME GAME NAME

• Mega Drive • Sega Japan • • £49.95 • Japanese Import •
For more info, contact Dream Machines on ☎ (0429) 869459.

▲ Detailed sprites
▲ Decent backdrops
▼ Unrealistic movements
▼ Not enough moves
▼ Slow and unresponsive

GRAPHICS	7
SOUND	5
ADDICTION	6
LIFESPAN	6

FINAL VERDICT
"Graphically pleasing with a few odd-ball characters, but has limited and very slow moves. Not a patch on *MK* or *SF2*."

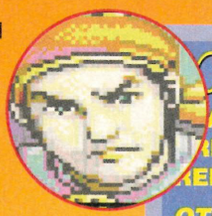
58%

one-page review, but I'll try to give you the basics. The game's set around the third century (AD) in China and you have to try to take control of the Dragon's Throne – the Emperor's seat of power. To do this you have to defeat all the other warlords and gain control of each of the 46 cities in the game.

Involving is certainly one word you could use to describe this game. There are over 500 historical figures to converse with, 46 cities, armies to strengthen and moral to build. Taxes can be altered to either make loads of money, or reduced to increase popularity and there are more numbers floating around than you'll find at the New York stock exchange.

For the type of game that it is, Romance Of The Three Kingdoms is a fine example. It's slow, incredibly dull and about as action packed as an omnibus edition of 'The Late Show'. Am I being too cruel? I don't think so. I've always found this type of game very boring, and I'm not ashamed to say so. If this is your sort of game though, you'll find it fascinating. Why didn't we get someone to review this game who actually liked RPGs? Because we couldn't find anyone. Ha!

SEGA POWER



POWER POINTS

PLAYERS	1-8
AREAS	6
RELEASE DATE	Out now

OTHER DETAILS
Battery back-up.

TIME TO COMPLETE
Centuries!

On occasions, the leaders will send a messenger to another leader. You then go to this graphically amazing screen. Don't you agree? No? Try looking at a dull map screen for half an hour – then I think you'll agree with me.

ROMANCE 3

• Mega Drive • Koie •
• £54.95 • US Import •
Thanks to Dream Machines ☎ (0429) 869459 for the cart.

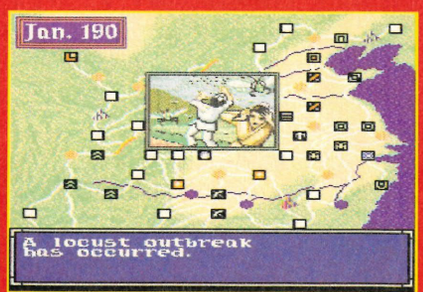
▲ Factually accurate
▲ Tons of options
▲ Erm, lots to do?
▼ Let's be honest, it's a bit dull...
▼ ...And far too expensive

GRAPHICS	6
SOUND	3
ADDICTION	5
LIFESPAN	8

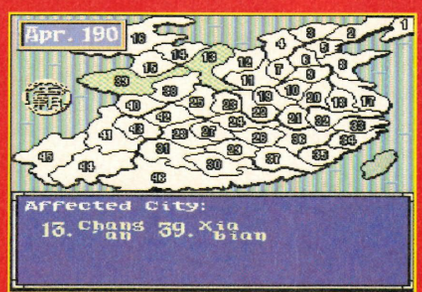
FINAL VERDICT
"If you're a fan of very slow, very involved and very dull RPGs then *Romance 3* is one of the best ones out there at the mo'."

65%

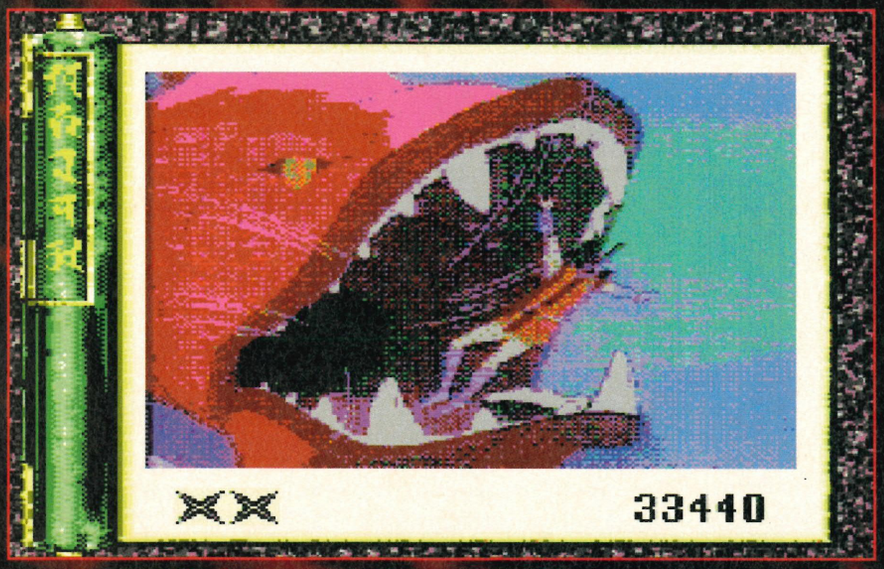
THEY CAME FROM THE SKIES



Natural disasters will occur from time to time. These include tidal waves and locusts.



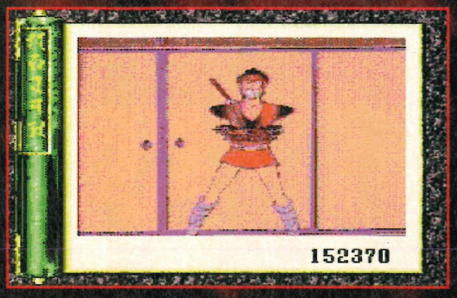
You get a report after the disaster to show how much of the land's been damaged. It always happen s when you least want it and it'll wipe out about half of your land.



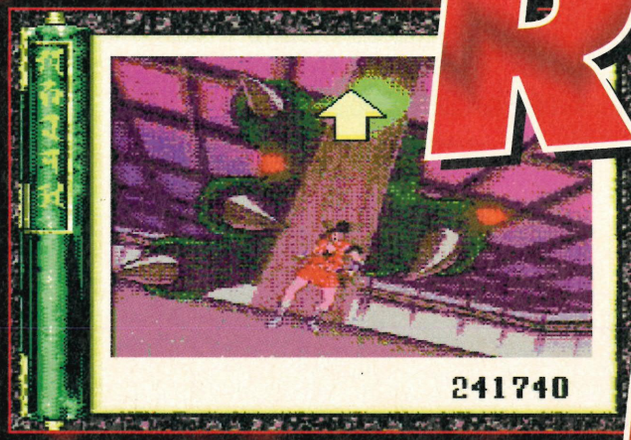
▲ The brave men of the Ninja Marine Dental Squad (Kamikaze Division) on the lookout for cavaties.

▲ Blimey, snuffed out again. Would you believe it? This time it's complete and rather perturbing evisceration with a rather large axe.

REVE OF NIN



▲ Hayate, bored of his life as a prospective Ninja warrior, decides to put his name forward as a Tory party candidate.



► Intelligence test number three. There's a big green claw coming at you and a big yellow arrow pointing upwards. If you can't figure this out, you're in trouble.

• Mega CD • Renovation • £44.95 • US Import •

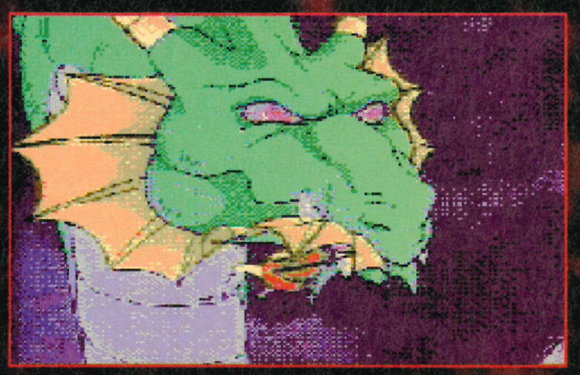
Andy Stout was either a Ninja warrior in a previous life or a gardener from Cobham. Seeing as how there are very few top gardening games on the Mega CD though, we let him loose on this.

Well, she seems innocent enough. You've just battled your way through a horde of different monsters whose ultimate goal in life seems to be sinking their various sharp protuberences into your tender flesh. Traps have opened under your feet and plummeted you down into yawning chasms, filled with gleaming spears ready to tear your skin into shreds. You've had to leap from collapsing buildings and contort yourself in to bizarre shapes to avoid being ground into paste by spinning machinery. Wolves have tried to eat you and a six-armed, 100-feet tall monstrosity has tried to chop you into salami. This has not been a good day.

And then she appears in front of you – red hair cascading round her shoulders, mouth seductively whispering hello. All seems well with the world for a brief second, and you relax.

This is a very stupid thing to do. Like, wake up and smell the napalm here. Everything you've come across so far has tried to terminate your life with extreme prejudice, so why on earth shouldn't she? Lo and behold, her hair turns into a swarming nest of snakes and she tries to rip your tonsils out of an unexpected orifice. Bet *she* doesn't use Timotei.

This is the way things tend to go in animated games on the Mega CD. No light, no shade, just a long queue of interesting and unusual ways to die backed up on the CD's memory, and ready to be unleashed on you if your reaction time is just slightly slow.



◄ Death comes in many ways in this game, all of them slightly nastily. This time, death comes courtesy of some rather sharp, pointy sticks.

▲ Luckily enough, not too many people get eaten by dragons nowadays. Maybe that's why you can't get an insurance policy against it.

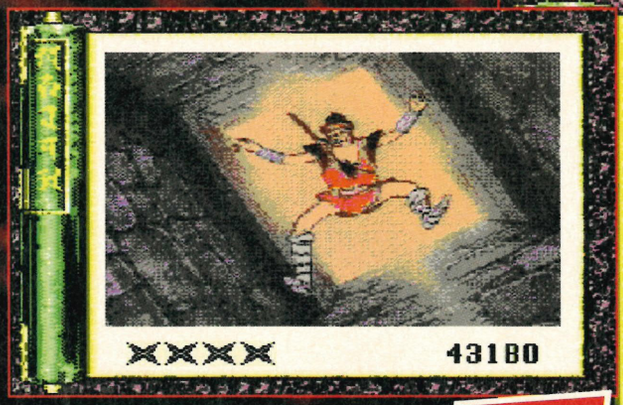
POWER POINTS

PLAYERS	1
LEVELS	18
SKILL LEVELS	3
RELEASE DATE	Out now

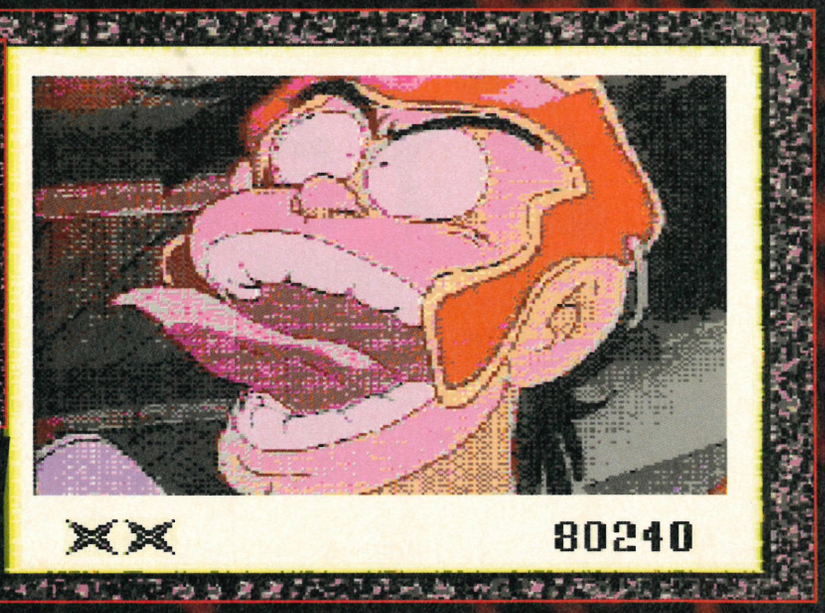
OTHER DETAILS
Two useful continues.

TIME TO COMPLETE
On hard? One week.

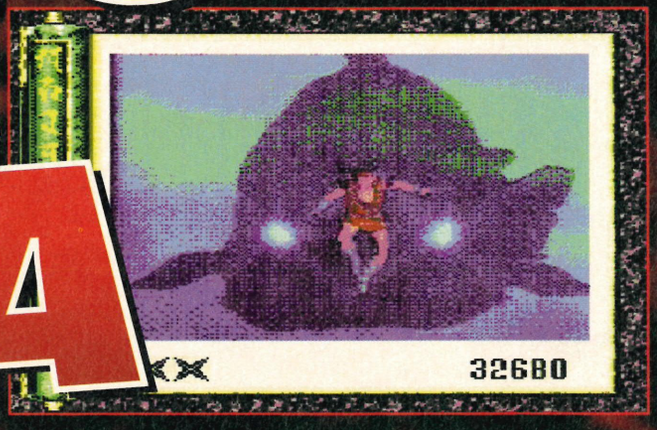
ENGE THE NJA



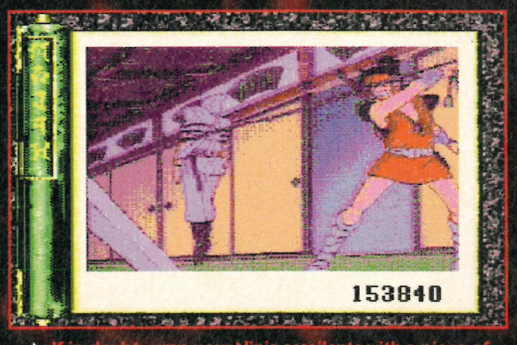
▶ Oh joy, another way to have your life force terminated in a jolly quick manner. Wonderful thing is Newtonian physics.



▲ What a waste, it's only when you die that you realise that you've got an incredibly long tongue. The fun you could have had with that too.



◀ Look, when you go fishing you're: a) meant to take a rod with you; b) not actually get into the water; and c) go after something a bit smaller than you are.



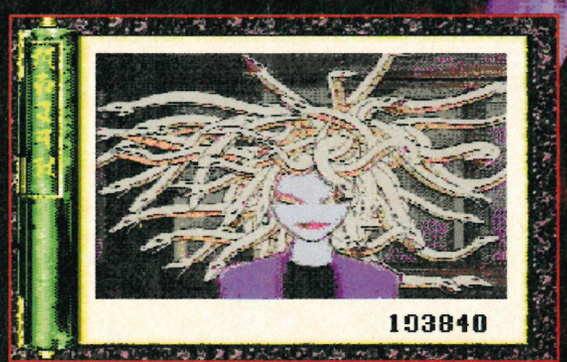
▲ If in doubt, wrap your Ninja assailants with a piece of chain and then pull. Wait for dizziness to set in, they'll fall to the floor and then you can kick their heads in.

Revenge Of The Ninja comes from the same gene-pool as *Dragon's Lair* and their ilk – an action fueled and filled cartoon, where occasionally, the controls pass over to your own hands. You're playing a trainee Ninja called Hayate, you have to storm the Castle Of Evil very much on your own and rescue the Princess Terisita, and an odd, huge, yellow arrow appears on the screen to tell you what to do.

The limitations of this sort of thing are blindingly obvious. All you can actually do is move in four directions and attack the gallery of monsters that boil at you from all sides. The cue flashes on screen and you stab the appropriate button, that's all there is too it. No brainpower, no puzzling out, no exploring – just rapid hand/eye coordination.

That said though, *Revenge Of The Ninja* does look gorgeous with traces of manga viciousness cropping up in the 30 minutes worth of traditional fantasy-style animation. It's less dated than *Dragon's Lair* too, with a higher proportion of cues popping up which can almost fool you into thinking you're playing a truly interactive game. It also boasts skill levels, ranging from easy – with its rather forgiving reaction time – to hard – where all that happens is a sign saying 'action' flashes up and you've got to decide which option to take.

If beauty was only skin deep, this would be a classic. However, we tend to like a bit more gameplay with some semblence of longevity thrown in. There are 18 levels in the Castle Of Evil, and that should take you about an hour on Easy mode.



▲ I'm sorry, I don't care what anyone says, but no amount of pro-vitamin or dandruff-reducing formula is going to sort that lot out.

▶ Oh truly deep joy. As if battling the living monsters wasn't bad enough, the dead start heaving their way out of the ground and going for you too.

REVENGE OF THE NINJA

• Mega CD • Renovation •
• £44.95 • US Import •
Thanks to Dream Machines
☎ (0429) 869459 for the CD.

▲ Excellent animation
▲ Superb sound
▼ Almost non-existent gameplay
▼ Huge longevity question mark
▼ Did we mention the gameplay?

GRAPHICS 9
SOUND 8
ADDICTION 4
LIFESPAN 2

FINAL VERDICT

"Another visually stunning game on the Mega CD which plays like a lump of concrete. Too small, too short and too easy."

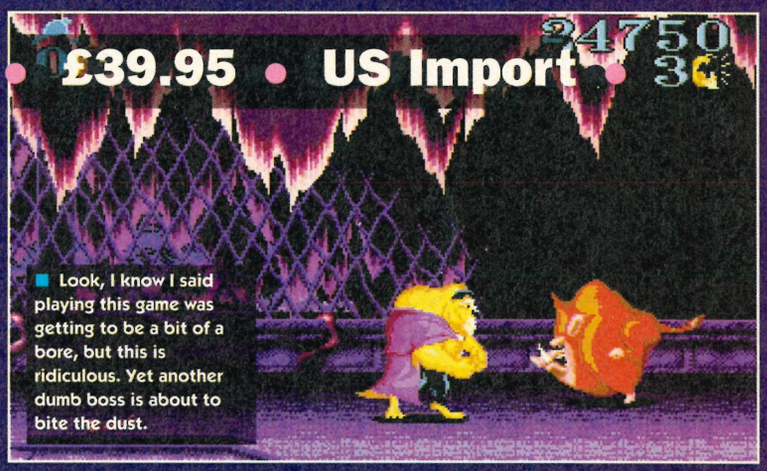
68%

SEGA POWER

Beauty and the BEAST
ROAR OF THE BEAST

• Mega Drive • Sunsoft • £39.95 • US Import •

Never afraid to push back the boundaries of complete and utter laziness, Richard Longhurst introduces the world's first do-it-yourself review.



■ Look, I know I said playing this game was getting to be a bit of a bore, but this is ridiculous. Yet another dumb boss is about to bite the dust.

▶ Grin and bear it, you won't have to put up with this monotony for much longer. In fact, you don't have to put up with it at all if you don't buy the game.

▲ I spy with my little eye, the beginning of level 1 – boredom ahoy! Don't get too excited, you may be seeing a lot of this.

RIGHT, WHAT YOU need to do is get a pen and paper. Got them? Good. Now, make a list of things you hate about platform games. Your list could look something like this:

1. Paying £40 for gameplay you've seen lots of times before.
2. Monotonous game structure which has you plodding from left to right, without letting you go up or down.
3. Controlling a large sprite which moves much slower than the small enemies.
4. Enemies that are in the same place every time, and that can all be killed with the same punch.
5. Bosses with easily predictable attack patterns.
6. Bad collision detection which means you get killed when you shouldn't even have been hit.
7. Only having one continue which sends you back to the start of a whole game section, rather than the start of the level.
8. Irritating music which you switch off quickly.

And so we have *ROTB*'s main failings. I'd be prepared to bet that your list has a few points in common with mine, even if you've seen the game. It begs the question, though, that if it's so easy for you and me to point out what makes a bad platformer, how come the bozo programmers and designers at Sunsoft can't work it out too? SEGA POWER

◀ Introducing the Beast – be amazed at the soporific hero's enormous roar which leaves enemies frozen to the spot.

POWER POINTS

PLAYERS	1
CHAPTERS	6+
SKILL LEVELS	None
RELEASE DATE	Out now

OTHER DETAILS
You can decide which button does what. There is one miserly continue.

TIME TO COMPLETE
Two weeks.

ROAR OF THE BEAST

• Mega Drive • Sunsoft • £39.95 • US Import •

Thanks to Video Games Centre ☎ (0202) 527314 for the loan.

▲ Smooth animation, large sprites
▲ It's got the story right
▼ Unbelievably dull gameplay
▼ Monotonous pace
▼ Predictable and terminally slow

GRAPHICS	7
SOUND	5
ADDICTION	2
LIFESPAN	3

FINAL VERDICT
"Someone call the vet – it's about time the Beast was neutered before he spawns any more unwanted offspring."

39%

There are some
COOL PEOPLE

There are many
COOL SPOTS

But there's
only one

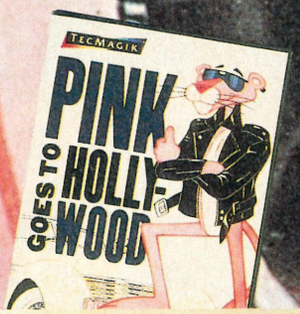
COOL GAME

The intrepid Pink Hero arrives in Hollywood to audition for a movie and unwittingly becomes the star attraction as he wreaks havoc in a bid to escape the legendary Inspector Clouseau.

PINK GOES TO HOLLYWOOD!
Never has a game been so cool.

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

BANDAI



SEGA MEGA DRIVE

TECMAGIK

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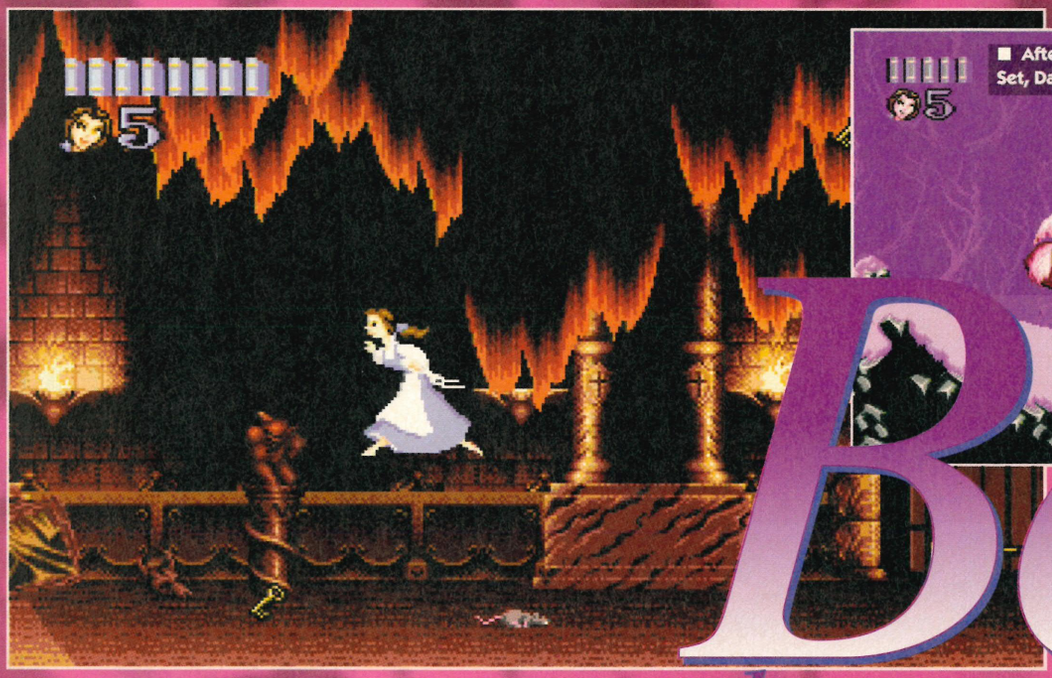
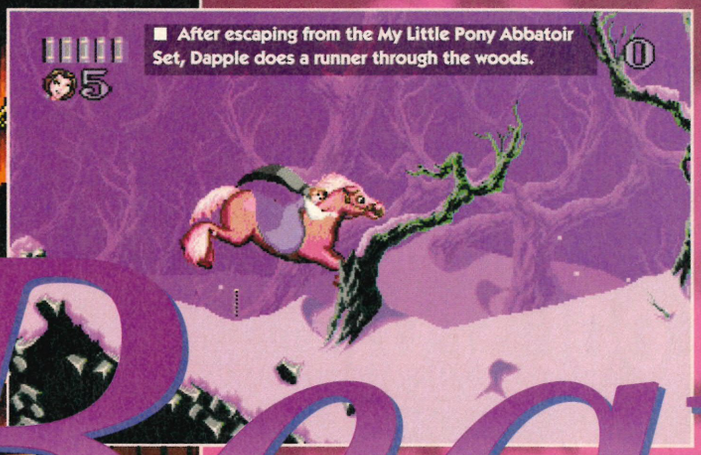


▲ Our Doris Day lookalike skips over creepy mice in the castle, what a brave girl she is.



■ After escaping from the My Little Pony Abbatoir Set, Dapple does a runner through the woods.

Beau and the BEA

Belle

● Mega Drive ●

▲ Her housework done, Belle sets out for a lovely day's shopping. Will the excitement ever end?

Rob's sister, Roberta Pegley, put down her knitting, got him to help her switch on that complicated "computer thingy" and had an adorable little game of *Belle's Quest*. It wasn't easy either, she very nearly broke a nail playing it.

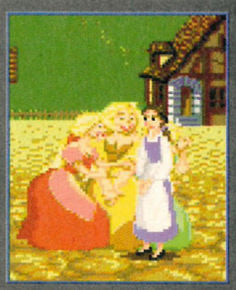
AS A GIRL, I LIKE nothing better than playing with useless patronising things in violet boxes with pictures of horses on the front. So you can imagine how chuffed I was when *Belle's Quest* came along. Up until now I'd always been baffled as to what Rob saw in computer games. All that action, adventure, puzzling and bloodshed is obviously not for the weaker sex, like myself.

But now, however, a whole new world has opened up to me. With females apparently in mind, those darling little men at Sunsoft have thought of everything to make this virgin gaming experience a gentle affair for us girls. Rob described it as, "a tedious platform adventure with a few blatantly obvious puzzles thrown in" – boys talk, eh? Tsk. He also said the animation and graphical attention to detail was excellent, and I can see exactly what he means. He then enthused about the parallax scrolling and the smoothness of it all, which confused me a little.

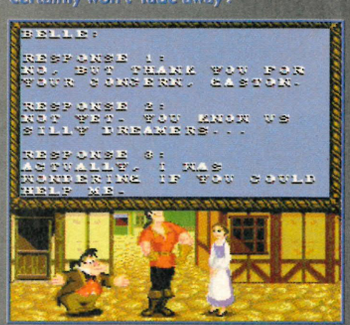
ROLLING STONES

A chance for Belle to be manipulative and for me to indulge in musical puns. Otherwise I can't get no satisfaction (see?).

▲ Belle is about to have a 'nineteenth nervous breakdown' due to this rock. It certainly won't 'fade away'.



◄ "Ceston is sooo strong," say these honky tonk women. Which gives our heroine a 'jumping jack flash' of inspiration.

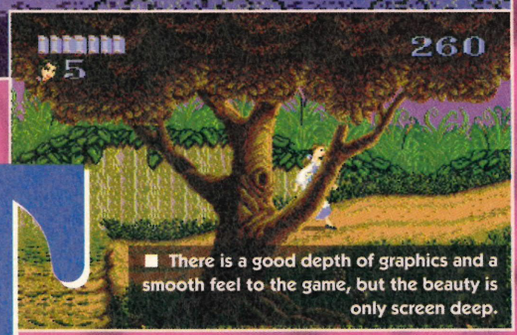


▲ After a bit of sweet talk, Caston says, "I wanna be your man". (Maybe you're too old for the hilarity of these puns).

▲ And with a 'harlem shuffle', Caston rolls away the stone... *(Wasn't that Mott The Hoople? – Mark).*

...ity ...AST ...s Quest

■ Go on girl have a good cry, you'll feel a lot better for it. He wasn't worth it though, no man ever is...



■ There is a good depth of graphics and a smooth feel to the game, but the beauty is only screen deep.

THROWING THE BOOK AT YOU

This is a 'real' lesson for life.

◀ The Book-keeper needs someone to catalogue his books. Now that sounds like woman's work to me...

▲ ...catch the books and stack them on the shelves. Excellent practice for tidying up the house, while your chauvinistic husband is at work programming computer games like this.

◀ Belle loves France. Paris in the spring, with the red roses in bloom. Oh, to be a girl.

POWER POINTS

PLAYERS	1
LEVELS	5 (ish)
SKILL LEVELS	None
RELEASE DATE	Out now

OTHER DETAILS
Continues, extra lives and sub-levels available.

TIME TO COMPLETE
A day.

Sunsoft • £39.99 • US Import •

"Pity it's wasted on such a crap game," was his parting comment. You know, he's a hateful little boy, my brother.

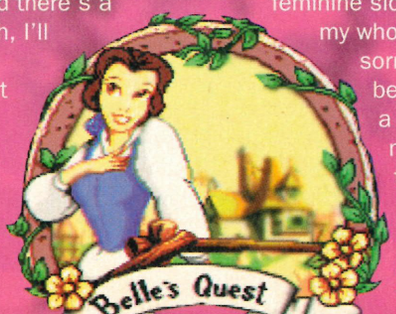
I like *Belle's Quest* because it's got such a lovely storyline to it. That of a poor helpless girl like me being imprisoned by a beast who lusts after her, so that her dad is free to escape and go down the boozer. At first Belle's not really into him because he looks so beastly, and hey I can understand that. But he's such a nice guy and eventually she comes round and there's a happy ending. Oh, I'll admit it, I cried.

It's not violent like some of those other horrid games either. Belle never explodes in a mass of body parts and blood – if she loses a life, she simply kneels down and weeps a little. How absolutely gorgeous. Also, it never says "Game Over" in that hurtful tone of finality, it just soothes with the words "never mind, just try again". Lovely touch that. And to cap it all, Belle skips along in a sweet little frock rather than running and jumping like other sprites... erm, I mean computer people thingies. Those characters, I just get pooped watching them, honestly.

The levels really appeal to my feminine side, too... I mean my whole feminine self, sorry. Near the beginning there is a heavy rock to be moved and I need to use my manipulative powers to persuade some big lug of a man to do it for me. He's such a brute, but quite cute with it. Then I have to wander around woods and a castle for hours on end. It's monotonous, very easy and involves no skill or brainpower whatsoever, but I quite like that, because it reminds me of washing up and ironing.

Then... oh, look I can't do this anymore. The readers can quite obviously see it's me in a wig, I haven't shaved for days for a start. And I can't pretend to like this sort of game. *Belle's Quest* is a complete bimbo of a game, it looks great but has absolutely nothing to it. Patronising to females, patronising to game players, humanity and possibly even fairy tale Beasts.

I quite like this dress I've got on though, Mark. Is it all right if I keep it a bit longer? It makes me feel kinda... *(Snip – Clare)*. Hey, careful where you're snipping Clare... but then again...



BELLE'S QUEST

• Mega Drive • Sunsoft •
• £39.99 • US Import •
Thanks to Dream Machines
☎ (0429) 869 459 for the loan.

▲ Adorable animation
▲ Lovely fluffy graphics
▼ Watered down platforms
▼ Pathetic puzzles
▼ Dare I say it? Patronising

GRAPHICS	8
SOUND	2
ADDICTION	3
LIFESPAN	3

FINAL VERDICT
"A bimbo of a game. Looks beautiful, with smooth, graceful movement, but lacks any real substance."

48%

SEGA POWER

Asterix AND THE SECRET MISSION

POWER POINTS

PLAYERS	1
LEVELS	6
SKILL LEVELS	none
RELEASE DATE	Out now

OTHER DETAILS
Dogmatix-ridden bonus rounds.

TIME TO COMPLETE
Two weeks.

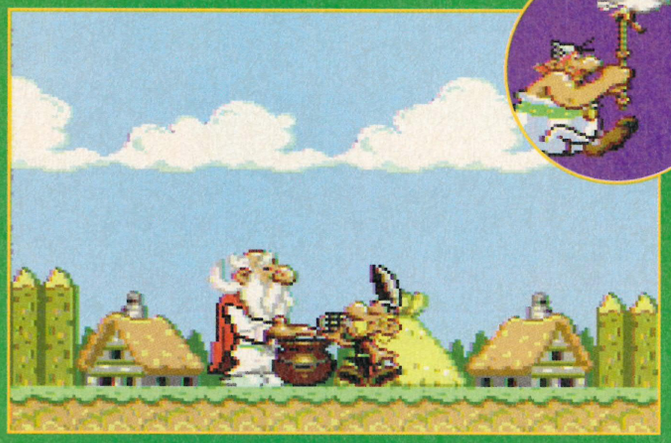
• Game Gear • Sega • £29.99 • UK Release •

We asked Andy Stout if he knew anything about the Roman Empire. "Erat statuae nausus fractus," he replied. Well, that's that then.

Cartoon characters don't always convert well into pixels, especially the static ones. Our Gallic friend Asterix, however, is a complete exception – the minuscule Gallic warrior with the daft, pointy winged helmet transforms brilliantly from ink to sprite.

This is not so much due to the games but more thanks to the animation. For a 16-bit game shrunk down onto the bite-sized Game Gear screen, the sprites here are excellent. Much poring over the original books must have been done by the programmers, since most of the physical peculiarities of Asterix (and not forgetting his lumbering hillside of a companion, Obelix) are well and truly ingrained on the cart.

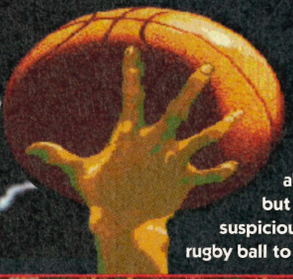
So, what do you have to do with these lovingly crafted moving



▶ Getafix thoughtfully gives Asterix some of the magic go-juice before he sets off on his quest, but then he's nice like that.

◀ Asterix meets one of the famous Flying Flaming Yogis deep down in the bowels of Gaul.

HYPERDUNK



◀ I don't know about you, but that looks suspiciously like a rugby ball to me.

• Mega Drive • Konami • £44.99 • UK Release •

The man was huge. Seven foot of solid muscle, feet the size of walruses and an attitude set on rabid. "So," asked Andy Stout, "Is it true you were named after the popular '80s beat combo Shakkatak, then?

▶ The ball bounces back skywards off the rim. If you actually got points for that I'd be forging ahead by now.

▶ It's always useful to check the players' stats so you can work out who to leave on the bench. I never knew the late F Zappa played for Minnesota though.

Basketball seems to have transformed and re-invented itself from minority nowhere sport to the meaning of life in just a couple of months. Increased TV coverage, magazine features, and suddenly a whole American sub-culture is springing up fully formed in Britain.

Or is it? Maybe all this is an illusion caused by the extreme playability of *NBA Jam* – a sports game that doesn't necessitate you actually liking or knowing anything about basketball – and the extreme number of its imitators. Maybe we've all been sucked in by the hype.

You'd have to be completely drawn under all this hype though, to see *Hyperdunk* in the same league. This is a rare lemon from Konami, a game that would fall quickly by the wayside even if it didn't have to suffer being measured up to some truly illustrious competition.

The one advantage it has is accommodating up to eight

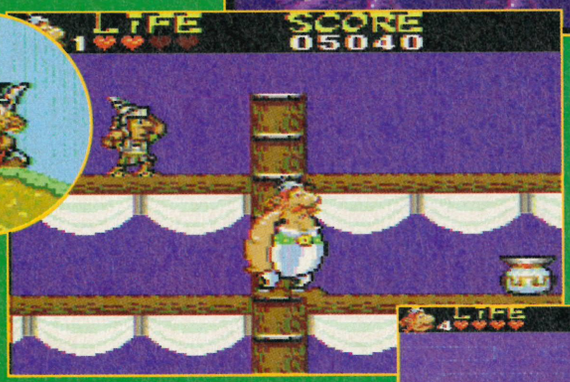
▲ The Roman army performing one of their legendary battlefield moves that made them the terror of Europa and part of Asia. Here we see the Leggit Sharpish.

◀ Caesar, not content with just sending normal patrols after our plucky little hero, starts sending the flying squad after him. Hmm, historically accurate I don't think.

images? Collect plants, that's what. Getafix – the druid – has run out of magic herbs for the magic potion, and we all know that no potion equals no resistance to the occupying Roman Imperialists. After all, what have the Romans ever done for us? Er, well, there are the roads and the aqueducts of course, and other choice snippets from the 'Life Of Brian', but I digress. What you have to do is choose between being either one of the Indominatable Gauls and whizz around Gaul collecting these weeds, while avoiding the soldiers.

Easy this isn't. Enough thought has gone into this game to make sure that you can't just breeze through the levels collecting what you need. Puzzles and tricky platform bits abound no less, and though it has all been done before, the Asterix camouflage is enough to give it a certain edge over the competition. "Alea jacta est," as the man once said.

SEGA POWER



◀ Obelix frolicking in the rigging. Hang on, 'frolicking' just doesn't sound right, it really needs something that rhymes in there. Gigging in the rigging? Wigging in the rigging?

▲ Obelix, the nutritionally challenged menhir manufacturer who fell in a cauldron of magic potion when he was a baby, and is now permanently affected by it. Factual caption, or what?

ASTERIX & THE SECRET MISSION

• Game Gear • Sega •
• £29.99 • UK Release •
For more info, contact Sega on ☎ (071) 3733000.

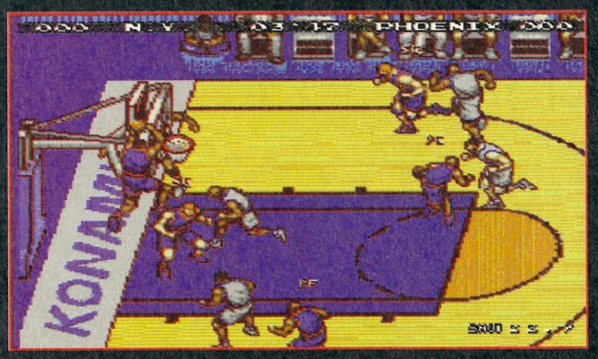
▲ Top Gallic action
▲ Good sprite animation
▲ Decent difficulty level
▼ Could have more originality...
▼ ...And more Cacophonix

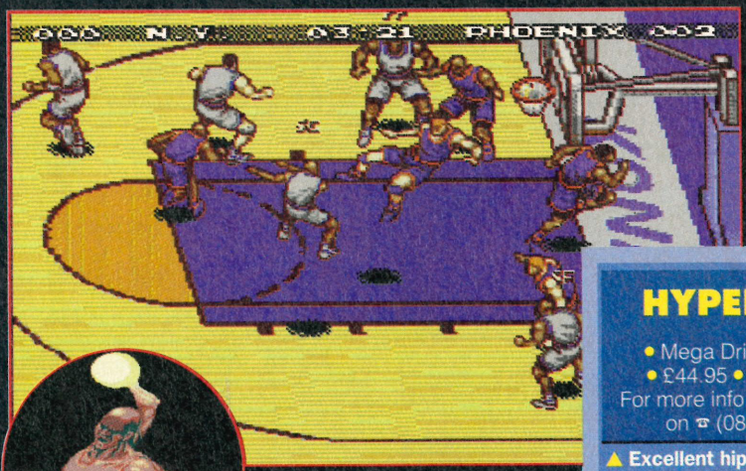
GRAPHICS 9
SOUND 7
ADDICTION 7
LIFESPAN 6

FINAL VERDICT

"Quality Asterix merchandise with a decent feel to it. Could be more original and have more of the books' humour."

78%





◀ Lots of basketball players clustered round a hoop at one end of the court. Wow, thrilling isn't it?

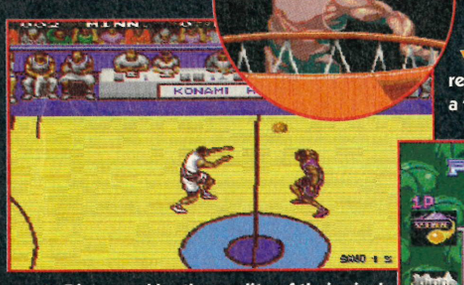
POWER POINTS

PLAYERS	1-8
LEVELS	N/A
SKILL LEVELS	none
RELEASE DATE	Out now

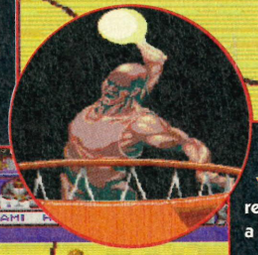
TIME TO COMPLETE
Two weeks to win the playoffs.

players, nothing else suffers any serious scrutiny. Graphically, it resembles an 8-bit release far more than a Mega Drive game, which wouldn't be so much of a crime if it didn't play like one too. Basketball is a game featuring more scoring than is really good for its health, and though you score in *Hyperdunk*, it all seems to happen in slow motion.

▲ One of the game's spectacular hyperdunks under way. Erm, we did say spectacular didn't



▲ Distressed by the quality of their pixel representations, most of the players go on strike just leaving a skeleton force behind.



▼ It's the play-off tree! Well, it's not really a tree – but it kind of looks like a family tree. You know.

Everything's in place, but the excitement is just missing.

The intro sequence is marvellous, but from there on in it falls apart. Mushy controls, sub-standard graphics, no pace and no thrills. Assume the voice of a worryingly distressed American commentator and shout, "Reeejeeected!"

SEGA POWER

HYPERDUNK

• Mega Drive • Konami •
• £44.95 • UK Release •
For more info, contact Konami on ☎ (081) 4292446.

▲ Excellent hip hop intro
▲ Up to eight players
▼ Dubious graphics
▼ Indifferent gameplay
▼ It's not you know what

GRAPHICS 6
SOUND 5
ADDICTION 4
LIFESPAN 5

FINAL VERDICT

"To get anywhere in the current tsunami of basketball hype you have to have something really special. *Hyperdunk* doesn't."

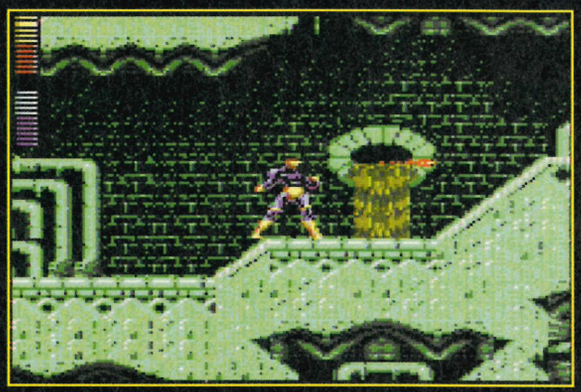
52%

X-MEN

• Game Gear • Sega • £32.95 • US Import •

▶ A winged, monsterish looking sort of thing and a big, pulsating red heart. One of these is good for you, one isn't. Tough call.

The world needs superheroes. It needs people of tough moral fibre and an innate sense of justice to combat evil. That's what it needs, Andy Stout is what it gets. Bummer.



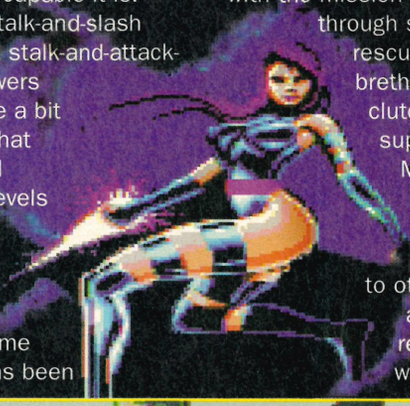
▶ Being a superhero means you get to jet off to all the most exotic locations. Here, Cyclops visits the sewers under Norwich.

There isn't much to being a superhero. Just get a couple of slightly dubious special powers, a pair of tights to wear your underpants outside of, and ponce about saving the world and things like that. Blimey, I could do it. Get a beat up pair of black leggings, a pair of Marks 'n' Sparks' finest and that's it. I can already turn invisible (normally after the words 'It's your round, Stout' are uttered).

The X-Men were always different though – a collection of mutants orphaned from society and normally nursing some deep, psychological traumas. It wasn't all about the 'Snow White', pure forces of good against evil. It was about the screwed-up and slightly deranged forces of good against evil, and a hell of a lot more satisfying.

Luckily, their Game Gear transition isn't one of those completely crap affairs that destroys all your illusions either. Brilliant and world shattering it isn't, good and capable it is.

X-Men is a stalk-and-slash platformer (or a stalk-and-attack-with-mutant-powers platformer to be a bit more precise) that almost attained *Flashback*-ian levels of graphic excellence on the Mega Drive. Naturally enough, the Game Gear version has been shrunk down somewhat from all that, but it's still a tad on the incredibly large size.



Come the start, and you have to choose between Wolverine and Cyclops, with the mission to traipse through six levels and rescue your mutant brethren from the clutches of the super bad guy, Magneto. You can switch between either of them (and to other X-Men as and when you rescue them) which as they all have different powers of varying usefulness is a bit handy.

Okay, so come across one of the hordes of nasties lurking round the screen and it's easy to descend into frenzied button-stabbing mode, but *X-Men*'s got more to offer. Large, challenging, full of mutants, hidden areas and the like, *X-Men* is almost worthy of the comic that spawned it.

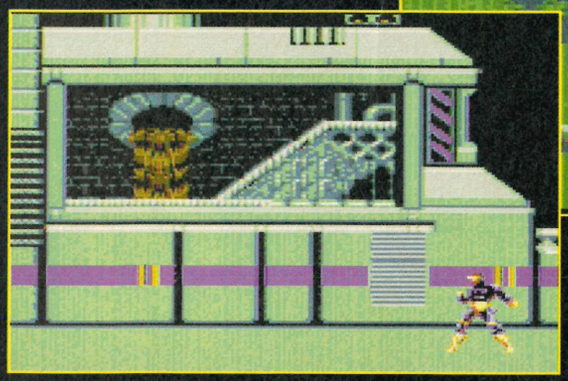
SEGA POWER

POWER POINTS

PLAYERS	1
LEVELS	6
SKILL LEVELS	2
RELEASE DATE	Out now

TIME TO COMPLETE
Three weeks.

▲ Wolverine gets a rock thrown at him by one of the members of the Taste Police, Prehistory Branch. I mean, what do you expect wearing that shade of yellow and blue together.



◀ The Danger Room where you choose who to be and where to go. Here, it looks like you're going to be Cyclops and you're off down the sewers.

X-MEN

• Game Gear • Sega • • £32.95 • US Import •

Thanks to Dream Machines ☎ (0429) 869459 for the cart.

▲ Enormous game area
▲ Mutants are very PC
▲ Tricky little number
▼ Sound is dubious
▼ Button-stabbing leanings

GRAPHICS	8
SOUND	6
ADDICTION	8
LIFESPAN	8

FINAL VERDICT

"One of the most original variants on the platform theme whose Game Gear incarnation is smooth and challenging."

81%

MEGA

Britain's best-selling Mega Drive magazine

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WORLD EXCLUSIVE!

Virtua Racing: MEGA takes pole position to bring you the first review...

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04

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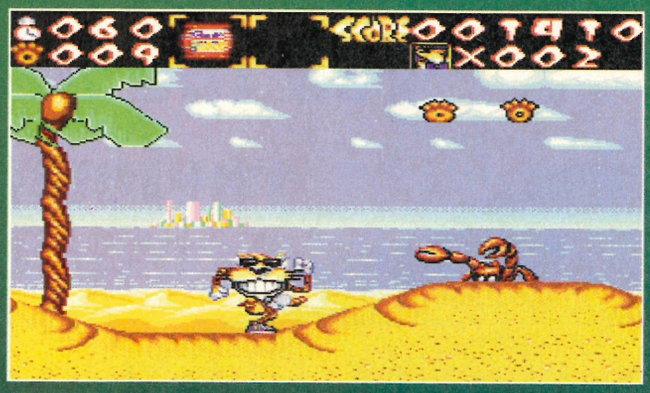
CHESTER CHEETAH

• Mega Drive • Kaneko • £44.95 • US Import •

Rob Pegley enjoyed this platformer so much he ran off down the street celebrating. But that was four days ago now, and we're starting to worry about where he's got to.



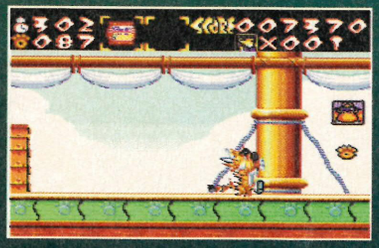
◀ Look at the cheesy grin on this character as he does a bit of twisting by the sea.

▶ There's plenty of eye-popping action to watch out for in *Wild Wild Quest*. Here, Chester is excited about a sale at the shop.

◀ More top eye-popping action. This time, for maximum comic effect, Chester pops his eyes out under water.

EVERY MONTH WHEN the mag goes off to print, we breathe a sigh of relief, take five and then off we go again. Full of enthusiasm we survey the list of games to be reviewed. Dean looks at the list. I look at the list. Our eyes are invariably drawn to the same platformer.

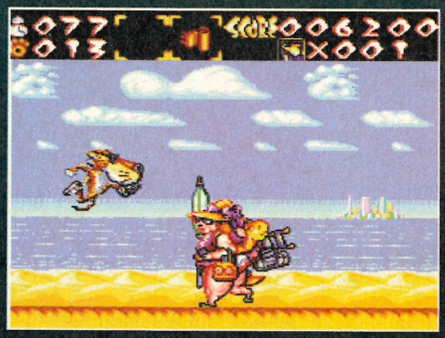
Dean (the Reviews Editor, responsible for allocating games) looks at me and grins. I (the lowly Staff Writer) look at Dean, pleading. He throws his head back, and from deep within comes the sort of laugh the Devil would be proud of. He hands me the cart, I swear a bit and we say no more about it. Last month it was *High Seas Havoc*, this month it's Chester Cheetah and his *Wild Wild Quest*.



▶ The animation really is pretty special, the only problem is that you have to play the game to actually see it.

This inane, putrid pile of poo is just a run-of-the-mill platformer. Cheeky chappy Chester Cheetah has busted out of a zoo, some geezer called Mean Eugene has ripped up his map and scattered it across the USA, and Chester has to find it before he can reach Hip City. All of this involves much predictable running and jumping.

The perfunctory options, enemies, power-ups and displays are all there, but as we are loathe to say at *Sega Power* Towers, "you've seen it all before, only better". The animation is smooth and the graphics are half-decent, but that's its *only* saving grace.



▶ This fat sunseeker is one of the very first bosses you encounter. Is she a babe, or what?

POWER POINTS

PLAYERS	1
LEVELS	10
SKILL LEVELS	3
RELEASE DATE	Out now

OTHER DETAILS
There are continues, although why anyone would bother with them I have no idea.

TIME TO COMPLETE
A day or two.

WILD WILD QUEST

• Mega Drive • Kaneko • • £44.95 • US Import •
Thanks to Dream Machines ☎ (0429) 869 459 for the loan.

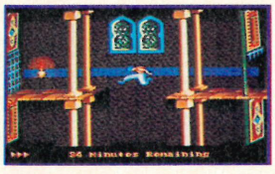
▲ Looks and sounds okay
▼ Familiar platform gripes...
▼ ...like predictable gameplay...
▼ ...lack of action...
▼ ...and so on and so on

GRAPHICS	7
SOUND	6
ADDICTION	1
LIFESPAN	1

FINAL VERDICT
"Behind the facade of well-animated graphics, there is absolutely nothing to entice you to buy this platformer. Vacuous and facile."

12%

SEGA POWER



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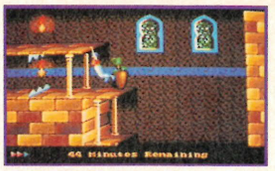
Time is ticking away...
Your princess awaits...

PRINCE of PERSIA

SEGA MEGA DRIVE

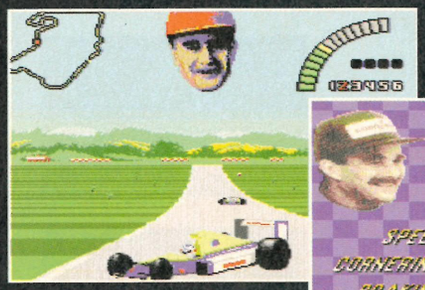
DOMARK®



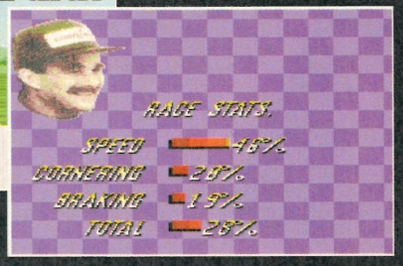
A MAN THAT CAN

Where you see the sign of the Helmet, you know that help is at hand.

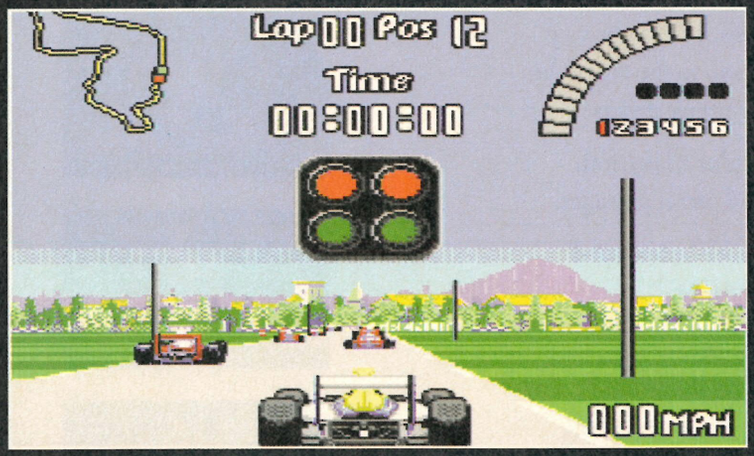
Nigel gives you his professional opinion on how to compete with the best.



"Try going the other way and not crashing as often," are Nigel's wise words here.

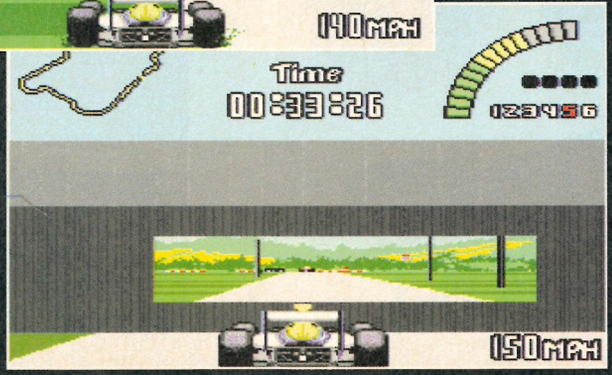


My driving skills fail to impress Mr Mansell. What does he know.



The famous Mansell Mobile sits waiting patiently to cream its opponents.

With the race under way, the Mansell Mobile skids off the track beautifully, and hangs back just waiting to cream its opponents. Hhhmm!



With the opponents rapidly disappearing into the sunset, any thoughts of creaming them seem to be fading fast. Oh dear.

NIGEL MANSELL'S World Championship

• Mega Drive • Gametek • £44.95 • US Import •

Just like Rob Pegley, you too could be Nigel Mansell. All you need is this top new racing game, a dead rat under your nose and an annoying voice. One out of three will have to do.

DESPITE BEING A polished racing game, it's difficult to see the relevance of *Mansell's World Championship* in the general scheme of things. For a start it's based around Nigel Mansell's triumphant 1992 season, which for all its glory is something of a fading memory, with Damon Hill taking the mantle of Britain's Formula One golden boy.

Then of course, there's the fact that Nigel 'boring' Mansell has legged it off to the States to drive Indy Cars for Paul Newman. So, perhaps this is aimed at the Americans – after all, this is a US import. That being the case, why pitch it at them in a format they've never really accepted, that of the Formula One World Championship? On the other hand, even if Gametek had got the licence for Nigel Mansell's Indy Car successes, it would only have improved the concept, not the game itself.

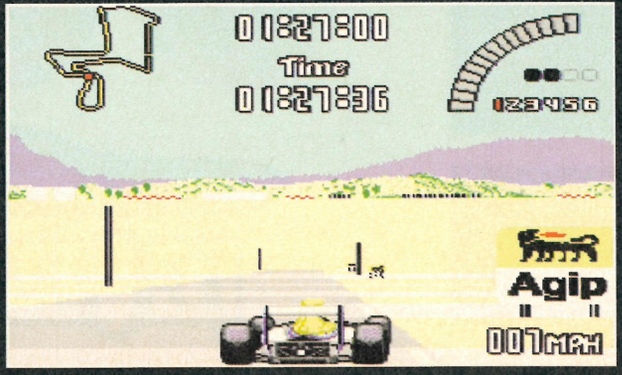
Then there is the dilemma of where this fits into the already heavily-populated world of racing games. It's certainly not as good as Domark's *F1* for a start, but matches up to most others. The presentation is very professional, and the track replication and

POWER POINTS

PLAYERS 1
TRACKS 16
SKILL LEVELS 2
RELEASE DATE Out now

OTHER DETAILS
Password system to preserve your season.

TIME TO COMPLETE
It takes a month or two to complete, but you'll keep going back to it.



With the race over and his opponents sitting back in the pits drinking champagne, Nigel limps home in last place. I think he's a bit lost though...

EL Sell's hampionship

CHECK MATE

◀ You start back in 12th position on the grid when competing in a whole season...

▶ ...and finish back in 12th position if you're anything like me.

▶ Each of the tracks are very detailed, right down to the extent to which certain types off products advertised are given prominence.

▲ The rain starts to come down and everything gets a bit tricky.

variety is excellent. However, it lacks the split-screen two-player mode that we've all come to love. It also lacks the sprite scaling superiority and delicious sense of speed that *F1* has. And, unless a racing game can live up to the standards set by *F1*, there seems little point investing in it.

Were it not for *F1*, there are a number of features that would lift this above its contemporaries. The ability to repeat Nigel's success will probably appeal to motor racing fans, and enthusiasts will undoubtedly recognise the complete set of tracks from the Formula One season. For those who have a less consuming passion for the sport, the inclusion of 'real' circuits makes the game even more authentic.

Tracks for instance. There are 16 of them, each accurately mapped and replicated, with Nigel's wise words to give you tips. You can race them one at a time, or in order as you complete a whole season. There are qualifying races to gain your starting position and driving practice lets you have the track all to yourself.

Then there are the small touches you look for in a game like this. The ability to select gears, tyres, aerofoils and modify bits and bobs. The pit stops, options and graphical presentation. Everything is there that you'd expect, but nothing more. No sign of innovation, just clinical driving game features.

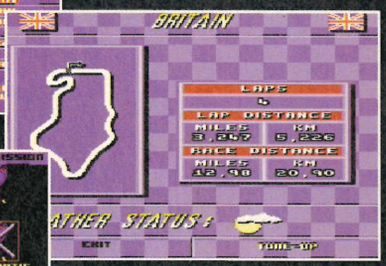
The handling itself? Well, it's about the same as anything else on the market (bar *F1* of course). It's smooth and fast, with decent graphics, but lacks true feeling.

On its own it's a great game, but put in context, it's another average one. It fails to live up to the standards set by *F1* and is likely to be blown away completely be *Virtua Racing* (if you can afford it – see page 32).

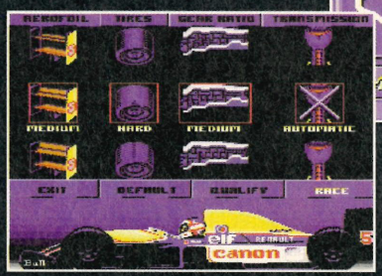
SEGA POWER

SCREEN TEST

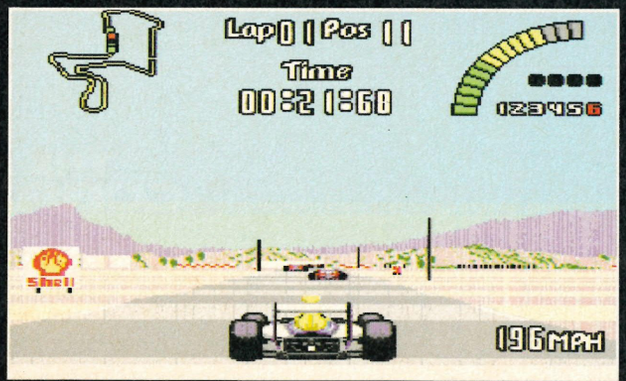
◀ TRACK SELECTION: 10/10. Excellent use of colour and graphics. Well done.



▲ THE TRACK: Hmm, 4/10. Informative and useful. Not very pretty, though.



◀ MODIFICATION: 7/10. Impressive graphics, but not very original.



◀ Up into sixth gear and the car is about to hit the 200mph mark. Time to really burn some rubber and finally reel those suckers in. Go Nigel, go!

▲ There is a decent sense of speed with *Mansell*'s, but it's not *Virtua Racing* is it?

MANSELL'S CHAMPIONSHIP

• Mega Drive • Gametek •
• £44.95 • US Import •
Thanks to Dream Machines
☎ (0429) 869 459 for the loan.

▲ 16 historically accurate tracks
▲ Excellent full-screen racing
▲ Polished presentation
▼ No split-screen action
▼ Distinct lack of innovation

GRAPHICS 8
SOUND 6
ADDICTION 7
LIFESPAN 7

FINAL VERDICT

"Smart thematic racing game with a variety of options, but not really a prime mover within the genre. My money's still on *F1*."

78%

▶ Yes, this one is the Twolegblue-jeepchase rosaurus. Too easy. Ask me another.

◀ Here is the Bigneckthingosaurus. Ask me anything about dinosaurs, I know it all.

JURASSIC PARK

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

POWER

PLAYERS	1
LEVELS	5
SKILL LEVELS	None
RELEASE DATE	Out now

OTHER DETAILS
Continues and extra lives are available, although avoid the continues if you want to complete the whole thing.

TIME TO COMPLETE
A couple of days.

Who better to review *Jurassic Park* than our very own old fossil, Rob Pegley. He's 26 this month. That's almost as old as... ooh, Andy Stout.

FLICKING THROUGH my Dictionary Of Console Game Review Clichés, I came across that old chestnut, "great graphics, but a run-of-the-mill platformer, which is too short and too easy". That sounds suitable to me, so I think I'll include that one somewhere in my synopsis of *Jurassic Park*.

Under 'F' I stumbled upon another classic 'Film Licences (the waste of)'. The dictionary definition was: "Classic action-packed film, reduced to a shambling platform wreck of its previous celluloid incarnation, eg 'Star Wars' and 'Terminator 2'". In pencil I wrote down 'Jurassic Park' as a future reminder to myself. I ploughed on.

It was like bumping into old friends, "seen-it-all-before beat-'em-up", the not-to-be-forgotten "mundane bog-standard

T2 JUDGME

▶ This sequence sees you driving to John Conner's house on a minuscule motorbike – makes *Paperboy 2* on the Master System look very sophisticated.

• Mega Drive • Acclaim •
• £39.99 • UK Release •

Cosmetic surgery and sex-change ops are all the rage these days. Richard Longhurst brings you this recording from an operating theatre where another victim's gone under the knife.

POWER POINTS

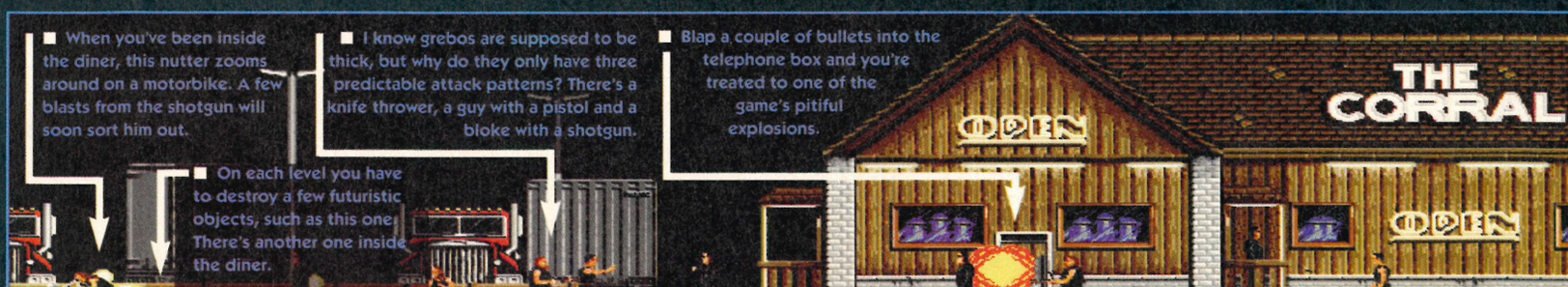
PLAYERS	1
LEVELS	8
SKILL LEVELS	None
RELEASE DATE	Out now

TIME TO COMPLETE
You'll be frustrated after fifteen minutes and dead bored after an hour.

WARD 10, operating theatre 7, Nurse wheels in the next patient who has been booked in for the controversial interactivisation surgery. "It's all right Mr Day, you won't be in there long. One minute you're a film, the next you're a game, it's as simple as that. There's nothing to worry about, all the big names have had it done, 'Cliffhanger', 'Last Action Hero', 'Demolition Man'... We've seen some stars come through here."

"Get that slab of celluloid, sorry, lovingly-crafted piece of film-making on the table, Nurse."

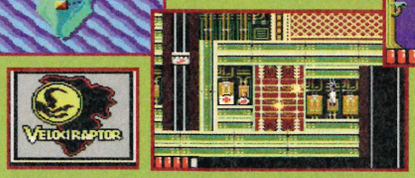
"More gas, quick! I don't want this sucker to see what I'm gonna



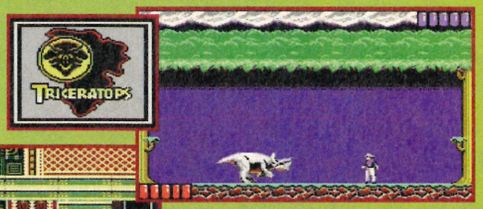
JURASSIC PARK'N'RIDE

This is the small island off the coast of Costa Rica where genetic manipulation is afoot.

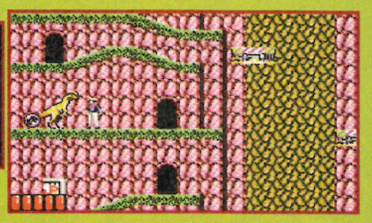
▲ Set off from the Visitor's Centre to capture the loose dinosaurs and return for the final confrontation.



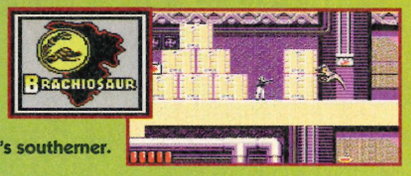
▲ To the north lie the Velociraptors who are running amok within the generator building.



◀ The Triceratops lies to the west, and what a gorgeous creature he is, the big baby.



▲ The Pteranodon waits over on the east coast, living among the famous pink cliffs.



▶ More pastel shades, more dino capers. The Brachiosaur is the island's southerner.

JURASSIC PARK

• Master System • Sega •
• £29.99 • UK Release •
For more information, contact Sega on ☎ (071) 373 3000

▲ Monster graphics
▲ Stuffed with dinos
▼ Prehistoric gameplay...
▼ ...for Neanderthals
▼ Doesn't last an age

GRAPHICS 8
SOUND 6
ADDICTION 4
LIFESPAN 2

FINAL VERDICT

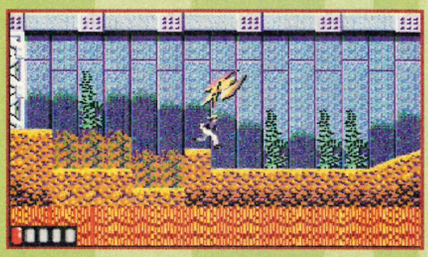
"A repeat of the Game Gear version. Great graphics, plenty of dinos, but what little gameplay it possesses is pretty facile."

54%

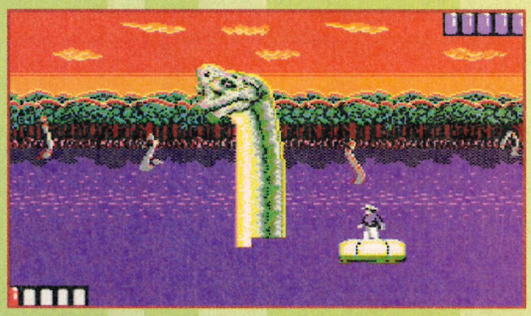
adventure romp", the pithy "lacks originality" and of course "another formulaic platform plodder". They all fitted, but which would I employ in my copy?

Then, magically, I happened upon a phrase which could've been written about this very game. It read: "While the sprite animation owes something to the classic *Flashback*, and the levels ooze graphic superiority to most Master System games, filled with impressive bosses, the gameplay is tedious and repetitive. The ability to change weapons enhances this short romp, and there are glimpses of stunted originality, but it lacks..." Then I noticed that the ink was still wet and Dean had a mischievous grin on his face.

There are plenty more fish in the sea when it comes to games of this genre *(No more clichés puh-leeeze – Mark)*. The thing is, all of these phrases are clichés because they're true *(Right that's enough – Mark)*...

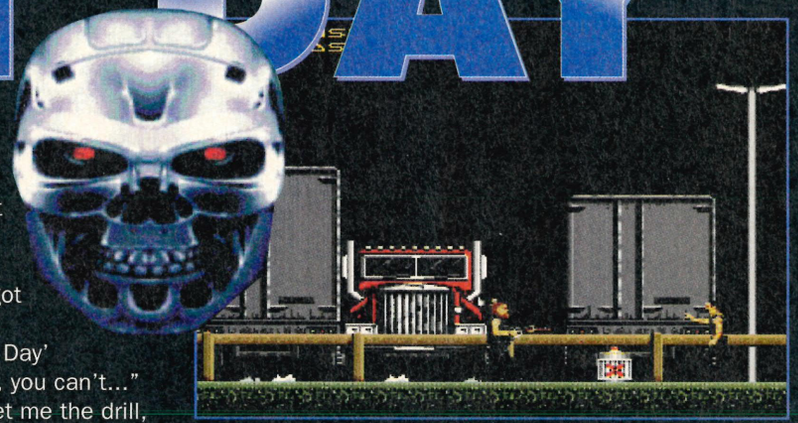


▶ Aha! The Neckstickingout-ofwaterosaurus. Little known to most archaeologists, but what do they know?



◀ It can be a pain running along solidified lava, with prehistoric birds trying to kill you. Still, it's all in a day's work for us.

NT DAY



do to 'im. Right, where's that scalpel? The big one. This guy's got a lot of style – if he's ever going to be a game we've got to rip it all out."

"But 'Judgment Day' was a popular film, you can't..."

"Shut up and get me the drill, there are some computer-generated rendered graphics in 'ere. They'll 'ave to come out."

"And be replaced with what?"

"Ah, good point nursie. I saw some poxy sprites round 'ere, they'll do. Stuff 'em in and sew 'im up. No, 'ang on, there's somethin' else. The whole thing is stuffed full of breathtaking action scenes. They've all gotta come out. People don't want big guns and 'uge explosions, they want stodge and slowness."

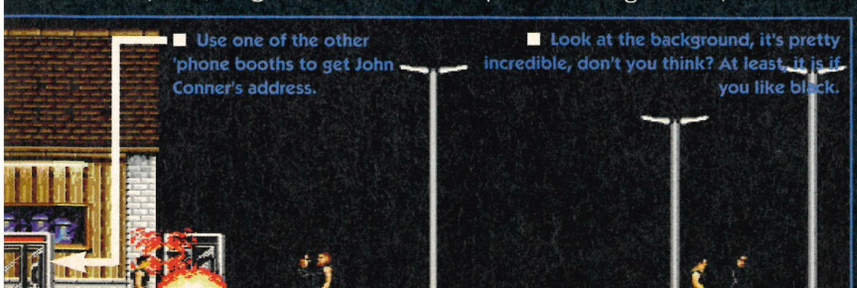
"But, but, but... shouldn't you put something back in, like that stuff... Oh, what's it called? You know, the thing they're all going on about in *Sega Power*."

"What? You mean gameplay? Don't be daft. Now, help me knacker all these sound effects."

"No, I can't go on doctor, just look what you've done! Nobody's ever going to buy this now."

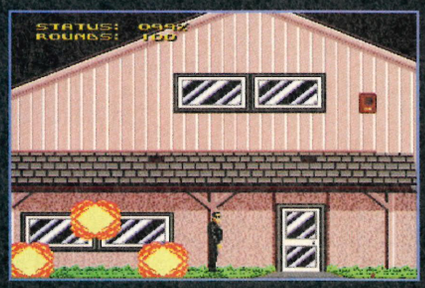
"You might 'ave a point there doll face... It don't matter though, I didn't touch the plot. The name's okay too, so the kids will still buy it. [Cackles heartlessly.]"

"But wait a minute, you're not a doctor at all. You're a games programmer! [Screams.]"



■ Use one of the other 'phone booths to get John Conner's address.

■ Look at the background, it's pretty incredible, don't you think? At least, it is if you like black.



◀ Look, this is 1994, with the Mega Drive in its zenith, right? So why are the graphics so dreadful?

◀ The collision detection is awful. If you're standing a bit too close to your opponent, your punches miss. It's not even as if the fighting area has been given any depth.

T2: JUDGEMENT DAY

• Mega Drive • Acclaim •
• £39.99 • UK Release •
For more information, contact Acclaim on ☎ (071) 344 5000

▲ Faithful to the movie's plot
▼ Lacks excitement throughout
▼ Weedy little sprites
▼ Stodgy control system
▼ Extremely basic platform action

GRAPHICS 3
SOUND 4
ADDICTION 2
LIFESPAN 3

FINAL VERDICT

"The film's style has been removed like an unwanted appendix, and it's had a lobotomy in the excitement department."

27%

THIRD WORLD WAR

• Mega CD • Extreme • £44.95 • US Import •

As the rest of the Power Crew ran screaming from the building, Mark Ramshaw innocently asked, "So just what does happen if I press this big red button?"

▲ Pull off an invasion and you get to play around in this 3D war game section. Unfortunately, it's not as much fun as it looks, but there you go.

◀ It's the end of the world as we know it – at least it will be if you tilt the balance just a little too far.

▲ Having tanks the size of skyscrapers always help when trying to take over a country.

Talk about misleading titles. I jumped at the chance to review this game, expecting an all-action blaster set some time in a future Earth embroiled in nuclear destruction. Instead, I find that the idea is to avert Third World War, and concentrate on world peace – with a little domination thrown in for good measure. But that's cool, I can be a pacifist as much as the next marine. And there's still that megalomaniacal edge to things, which sure keeps me as happy as a sandboy.

The thing is, *Third World War* is a far heavier proposition than any Sega owner might expect. If I were to bombard you with a whole load of eco-socio-politico buzzwords – like national moral, level of law and order, budget available, gross national product, troop deployment, super weapons development, air strikes, foreign investment, aid to terrorists or governments, non-aggression pacts, cover operations, industry development, media manipulation, tax audits, forces comparisons – then you'd probably go a funny shade of grey and start mumbling, "Leave me alone." But they're all part and parcel of *Third Word War*, so if you do intend to delve into the shadowy area of world domination then be well prepared.

I guess this is something of a breath of fresh air in a world of platform games and rushed Mega CD titles. And it's all very worthy, and pretty well programmed. But all the statistics can be very tiresome, there's just too much to deal with, and controlling it with a joypad is a pain. Sorry guys, but I really can't imagine too many people getting their jollies from this.

SEGA POWER

▲ You've got admire the detail which has been packed into *Third World War*. It's just not terribly exciting.

POWER POINTS

PLAYERS	1
SCENARIOS	5
SKILL LEVELS	none
RELEASE DATE	Out now

OTHER DETAILS
Rated MA-13, saves to RAM, play one of 16 countries.

TIME TO COMPLETE
How long have you got?

THIRD WORLD WAR

• Mega CD • Extreme •
• £44.95 • US Import •
Thanks to Dream Machines
☎ (0429) 869459 for the CD.

▲ Far deeper than most games
▲ With loads to discover and do
▼ Too much to worry about
▼ Not enough immediate fun
▼ A bit tedious, really

GRAPHICS	6
SOUND	6
ADDICTION	6
LIFESPAN	8

FINAL VERDICT
"An interesting mix of stats, politics, world maps and cute 3D bits. But it's a lumbering dinosaur of a game with few thrills."

55%

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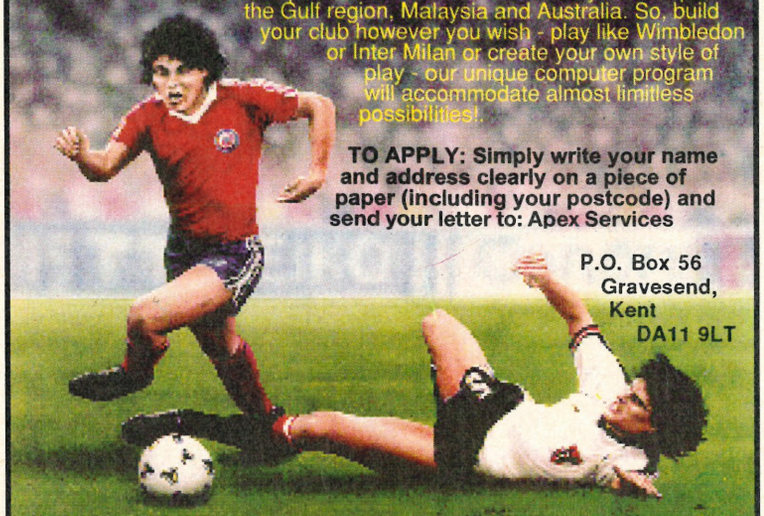

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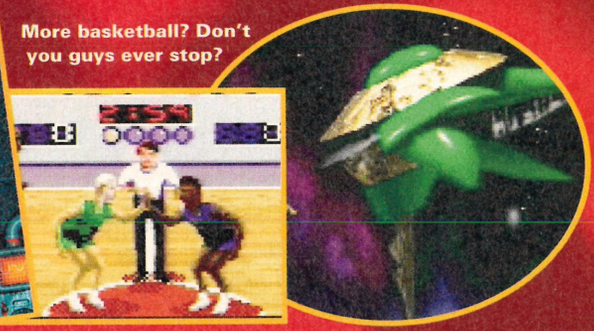
REVIEWS

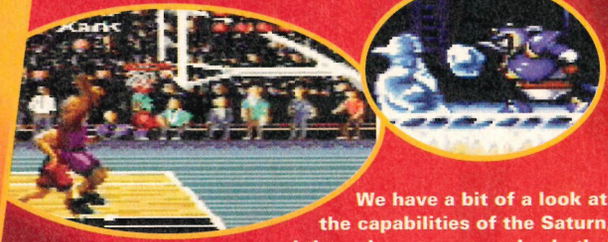
A selection of the most anticipated and highest profile games on ALL the systems, rounded up and given a real tough time by the GamesMaster posse. Take a look at the fabulous new *Twinbee - Rainbow Bell Adventures* for the SNES, the work-stoppingly exciting *Skitchin'* on the Mega Drive, the greatest PC explore-em-up yet in *Doom*... Plus, the first batch of games on Atari's 64-bit Jaguar .

More basketball? Don't you guys ever stop?



PREVIEWS

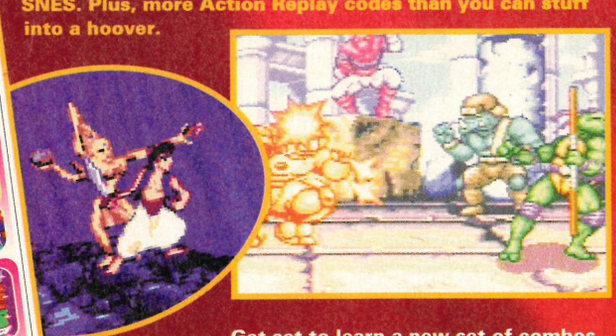
We give you a full report on this year's Consumer Electronics Show in Las Vegas, where all that's forthcoming on the video games scene is unveiled. Highlights include the first look at Sega's brand new Saturn console.



We have a bit of a look at the capabilities of the Saturn, and then play some more basketball.

TIPS

Player's guides to *Toejam and Earl 2* on the Mega Drive, *Turtles Tournament Fighters* on the SNES and *Cannon Fodder* on the Amiga, along with the next thrilling instalment of our complete solution to *Secret of Mana* on the SNES. Plus, more Action Replay codes than you can stuff into a hoover.



Get set to learn a new set of combos, this time for *Turtle Fighters* (SNES).

OUT ON THE 17TH FEBRUARY

Yep. Basketball. That's basically the theme of this issue. We've got reviews of *NBA Jam* and NBA *Showdown*, previews of *Hyper Dunk* and *Barkley – Shut Up And Jam!*, plus - for heaven's sake! - one pretty darned fabulous competition (see below). It is, if you will, something of a slammin' issue.

WIN! a complete basketball outfit. You get a giant backboard and hoop (to put in your "drive"), a huge, orange basketball, and a top NBA strip to wear before you attempt to play. Not at all bad.

ALSO WIN! a fabulous Zool coin-op, courtesy of them lovely geezers and geezettes at Gremlin, by simply filling in our fun-packed and vaguely educational crossword.

He's Blue, he's a Bit Bumpy, and he's Back. *Sonic 3* – is it actually worth the cash. Or what? Eh?

PRESENTED BY GAMES MASTER & TOTAL!

Take this card to WOOLWORTHS and collect a 2 for the price of 1 ticket to one of these great movies

COOL RUNNINGS™ (PG)

THE THREE™ MUSKETEERS (PG)

© Walt Disney company 1994

PLUS

£4.50 off a choice of three top games*

*Distributed by Sony Electronic Publishing

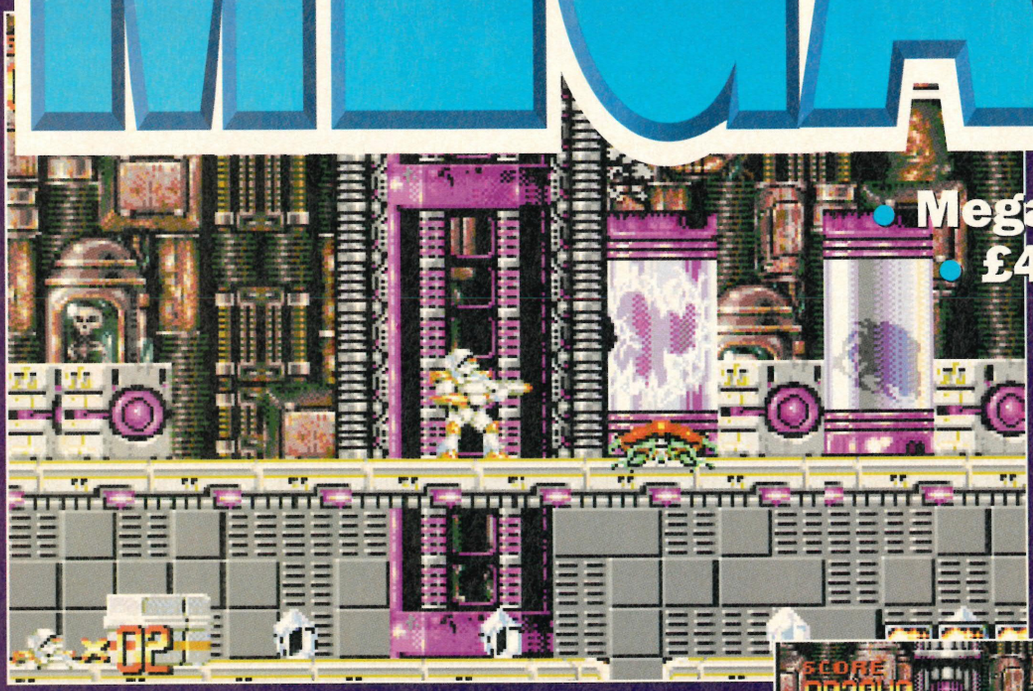
Offer closes 31 March 1994

FREE! on this month's cover, you'll find this strange card-shaped object. It may *look* like an inoffensive piece of cardboard, but does an inoffensive piece of cardboard give you a "2 for the price of 1" deal on tickets for two fab new Disney movies? PLUS £4.50 off a choice of three top games? No. This one does. So... there you go then.

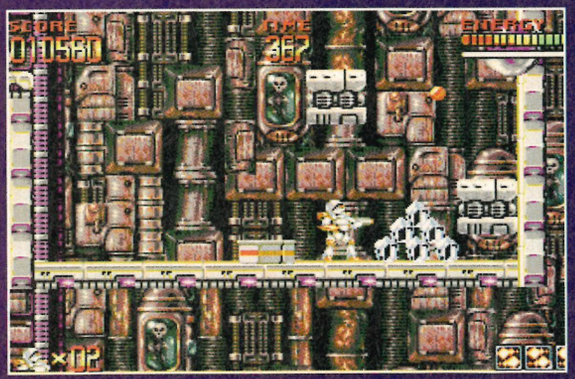
MEGA TU

• Mega Drive • Data East
• £45 • US Import •

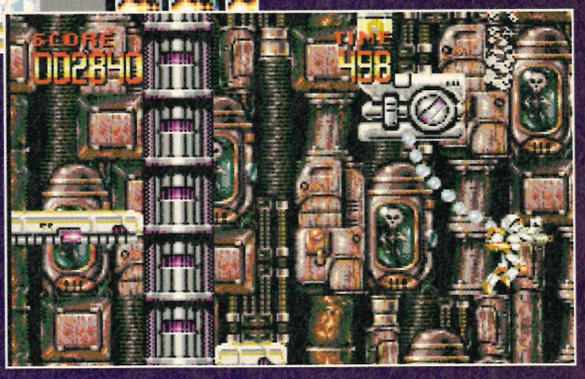
We thought that giving Dean Mortlock this blaster was a bad idea. When we saw him covering himself in tin foil, screaming loudly and dribbling, we were convinced...



▲ Ever seen the film 'Aliens'? It's very good isn't it?



◀ There's an old saying that goes something like this: Diamonds are a girl's best friend. It's a bit silly, isn't it? Diamonds are rife in *Mega Turrican* and you get points awarded to you at the end of each level for every one you get.



◀ Although it may seem that your super-powerful rope/grappling attachment is made up from lots of blue balls that don't actually join, it's actually a highly advanced and very powerful, erm, rope/grappling attachment.

Something I always believed the Mega Drive was painfully lacking was a decent blasting platform game. I mean, you get blasters and you certainly get enough platform games, but you rarely get a decent mix of the two – the only one that immediately springs to mind is *Robocop Versus Terminator* (*Sega Power* 49: 90%). Now along comes *Mega Turrican* and, it has to be said, it's not bad. It's probably about 7/8 good and 1/8 could be considered quite awful – well, nothing's perfect.

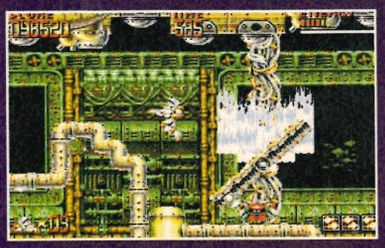
The Nintendo machines have always been well graced in the

▲ To break up the first level, Data East have kindly given us a lift section.

POWER POINTS

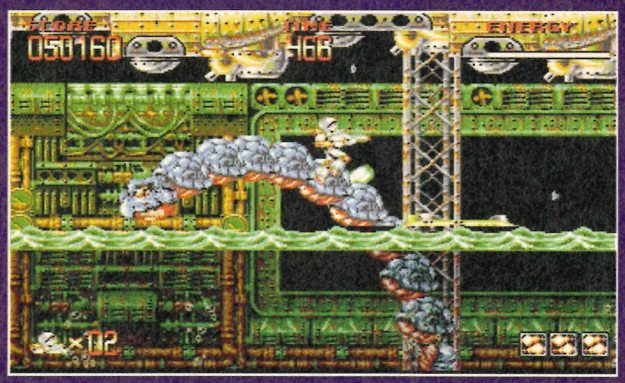
PLAYERS	1
LEVELS	7/8
SKILL LEVELS	3
RELEASE DATE	Out now

TIME TO COMPLETE
A week, tops.



▲ There are plenty of scaling-type effects and the like, too. Gorgeous when it moves.

RRICAN



◀ Sea monster? Yes, of course I see the ruddy great big monster, stupid. Who do you think I am, erm, somebody with bad eyesight?

blaster-platform department. All three systems have been supported by the excellent Contra range of games, and if you've ever played any of those games, then you'll be pleased to know that *Mega Turrican* plays very much along those lines.

There's nothing much here that you won't have seen before: power-ups a plenty, tons of enemies, secret rooms containing bags of extra lives and huge, well-animated guardians. But the presentation and design of the levels mean that you'll never explore all the game in the first couple of days play.

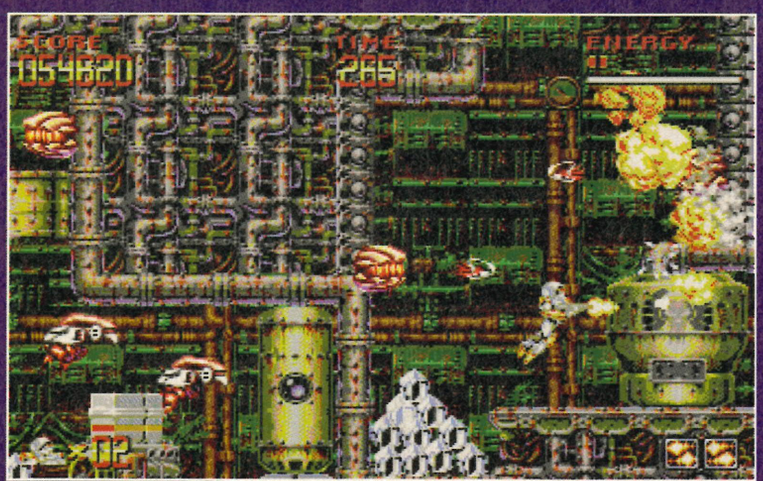
Weapons are better than average, too. The power-ups that are mentioned before are impressive, with bits of laser fire flying all over the shop. On top of that, you also have two extra weapons as standard. One is a Smart bomb affair that'll destroy everything on screen, while the other turns Turrican into a ball and allows you to drop bombs everywhere – pretty explosive stuff. On the subject of extras, you also get a grappling-rope option. While this is a luxury in some parts of the game, it's also a necessity in others.

When playing the game on the Easy level, there are only two levels, and although they're quite tricky, they can easily be completed after a couple of hours. Then go on to the Medium level and you'll go through the same two levels as before, but with a couple of harder ones bolted on the end.

This, I feel, is better than just having the same levels – only harder – on a tougher skill level. Having said that, I believe that with a couple of days hard play the game should be completed. Then it all boils down to personal preference.

With platform games ten-a-penny, only the best should, and will, sell. There are far too many sub-standard efforts out there. So when one comes along that looks good and plays well, it's worth shouting about. *Mega Turrican* manages to get all the ingredients in the right amounts and if you don't mind buying a game that you'll probably complete in a few days, but have a lot of fun doing it, then this is the game for you.

SEGA POWER



▲ Yep, even violent, nasty platformers like *Mega Turrican* have to go the way of *Sonic* and include an underwater level. Thankfully though, this one is actually quite good.

▲ The end of level one guardian is, erm, a huge blob of ooze with teeth, isn't it? Shoot the eyes and avoid the teeth.

PICK-'EM-UPS

◀ The good thing about the extra lives is there's a screen at the end of each level that tells you how many you found.

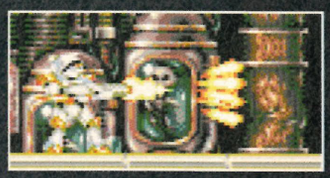
▶ The green pick-'em-up is probably the most common one you'll find.

◀ Next we have the red icon. Not quite as powerful as the green beauty.

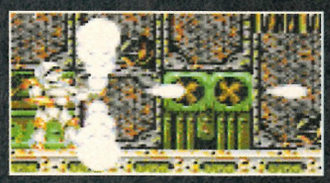
▶ This one will add a seeking missile to whatever weapon you're currently totin'.

◀ The third, and last, weapon power-up is the white one.

The heart pick-'em-up will restore your energy. Dead useful...



▲ The red power-up gives you an excellent spread fire.



▲ The white one isn't very powerful but it has two extra missiles.

MEGA TURRICAN

• Mega Drive • Data East •
• £45 • US Import •
Thanks to Dream Machines
☎ (0429) 869459 for the cart.

▲ Great blasting action
▲ Tons of secret rooms
▲ Sampled speech and good music
▲ Expertly presented
▼ Needs more levels

GRAPHICS 8
SOUND 9
ADDICTION 8
LIFESPAN 6

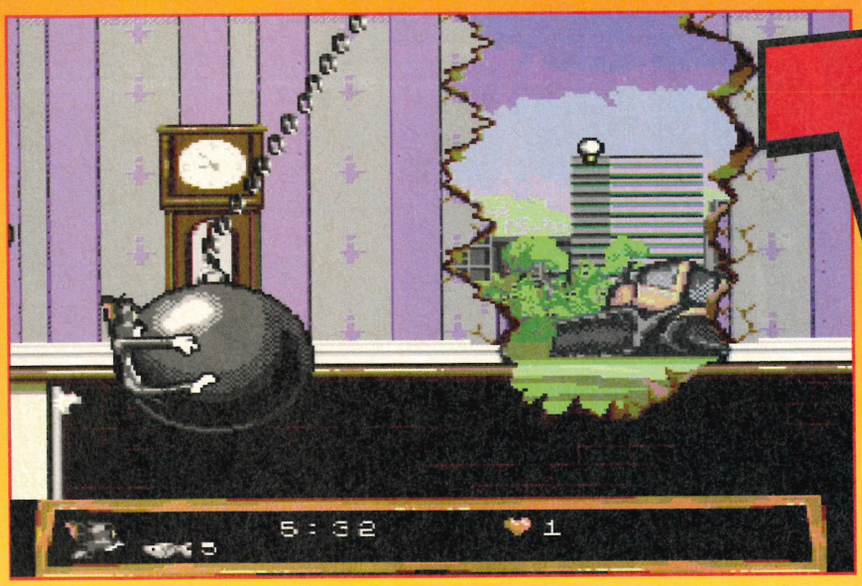
FINAL VERDICT

"A top blaster-platformer that, although short on levels, is addictive and tough enough to warrant a serious look at."

87%

Tom and

FRANTIC



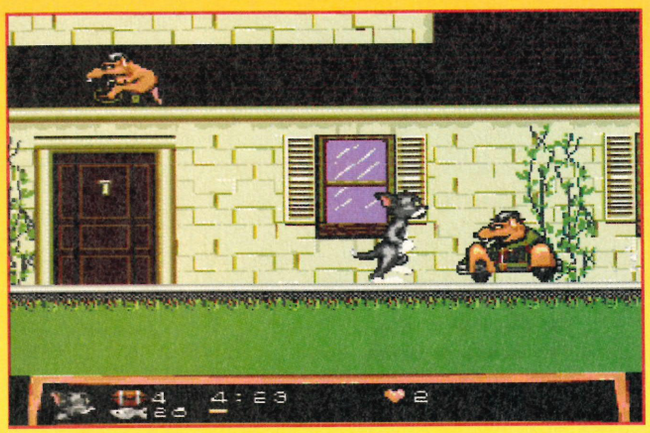
▲ There are some humourous cartoon japes, but frankly it's all too little too late.

• Mega Drive • Hi Tech •
£44.95 • US Import •

Tom And Jerry comes under the spotlight as your very own quizmaster, Rob Pegley, plays a little cat and mouse. The rat.

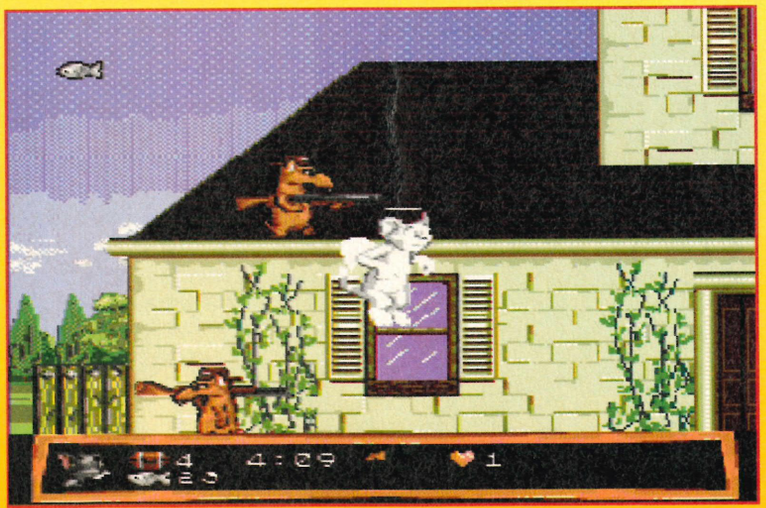
The scene: the set of a quiz show in an American TV studio, erm, in America. The audience have just given guest host Rob Pegley a rousing reception, and the contestants are ready to play 'Jeopardy'.

Rob: Hi there contestant, what's your name and, more importantly, are you ready to play 'Jeopardy'?
Contestant: My name's Hank, and I sure am Rob.
Rob: You know the rules, I give an answer and you have to tell me what the question is.
Hank: You got it.
Rob: So, if I were to say, "By far the best games magazine in existence, you'd say?"...
Hank: What is *Sega Power*? *(Wild applause from the audience.)*
Rob: Good answer, Hank. Now pick a subject.
Hank: I'll go for Predictable Cartoon Platform Capers On The Mega Drive, please Rob.
Rob: Could be tricky Hank, there are a lot of them.
Hank: I'll take my chances.
Rob: Okay, Hank. Right, here goes: *(Reads from card.)* "Two great cartoon characters who have a large following but somehow fail to capture their appeal in a platform arena."
Hank: Who are Tom and Jerry?
(Audience applaud wildly.)
Rob: OK, this'll test you... "A particularly linear and predictable experience, which although is at times well drawn with humourous animation, is



▶ Rats in cars? Do you ever remember rats in cars in 'Tom and Jerry'? Me neither. They're easy to spin through and kill though, if you're not happy with them either.

◀ The fish icons seen top left need to be collected, gain 100 and you get an extra life. In Jerry's case you need to pick up cheese.



▲ When one of the characters die, their little soul floats away to pet heaven (in a shadowy-ghosty kind of way). C'mon everybody say 'Aaahhh'.

POWER POINTS

PLAYERS	1-2
LEVELS	8
SKILL LEVELS	3
RELEASE DATE	Out now

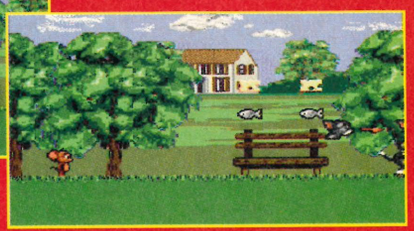
OTHER DETAILS
Continues, extra lives and power-ups available throughout.

TIME TO COMPLETE
Two to three days.

ARE YOU GONNA GO

In two-player mode there is no time to drag your heels and watch the birdies, so get your arse in gear and keep up...

▲ It's not right that Tom and Jerry are friends, but anyhow here they are ambling along in harmony.



▼ If Tom gets up some speed though, an arrow points the way for Jerry to catch up.

JERRY ANTICS

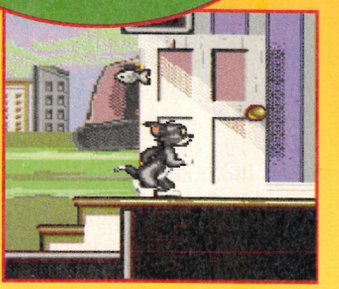
◀ I don't think Spike is happy with Tom's Max Bygrave impression here. What's the betting he cuts the act short.

▼ Here is Tom leaving his body after being attacked by Spike. Lucky he's got nine lives.

■ The chandeliers fall on Tom's head, in the very best tradition of comic cartoon japery.

■ As the building is shaken by the demolition workers, it all starts to fall apart. The shelves will vibrate and fall if you stand on them for too long and bowling balls materialise from nowhere to roll over Tom's toes.

■ The birds will swoop down to peck you, and the televisions explode in your face, so be very careful how you go.



▲ The presentation lets the whole game down with the lack of detailed graphics and large chunks of black or green bits. Like these.

very easy and naive in terms of its presentation. Perhaps even a little amateurish."

Hank: What is the gameplay of *Tom And Jerry* like?

(Audience applaud wildly.)

Rob: Another subject for you?

Hank: No, throw me another one of these.

Rob: Okay. Here's a long one. *(Winks at the audience, who laugh hysterically.)* "The fact that Tom and Jerry are friends and don't chase each other. The lack of actions to attempt, with running and jumping being the staple ingredients. The flimsy storyline. The cute cloying nature of the end sequence. The slow and particularly easy gameplay. And finally, the fact that a game which looks like it was programmed five years ago, is retailing for £45."

Hank: What really bugs you about *Tom And Jerry: Frantic Antics*?

(Ear drums pop as the audience's applause reaches new highs.)

Rob: You're doing well Hank, reckon you can keep it up?

Hank: Try me Rob.

Rob: Fine. "The two-player option makes a decent change from normal platform titles of this sort and the perky cartoon animation really is very well done at times, despite its poor presentation."

Hank: What good points does *Tom and Jerry* possess?

Rob: A quick one to keep you interested and then we're on for the big one. "It's by no means frantic and there are no antics in it."

▶ Another night on the tiles. Here he's acting like a cat on a hot tin roof.

Hank: Why is this cart so badly named? Don't waste my time Rob.

Rob: Okay. You've done well so far, but this is for the car. Here goes. The answer is, "I've no idea," what's the question, Hank?

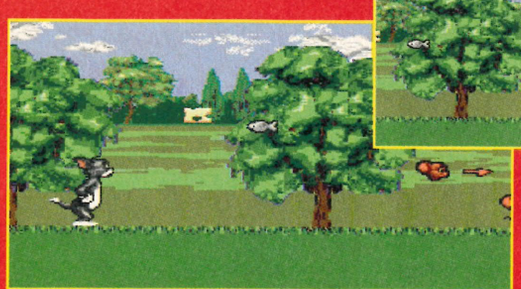
Hank: Erm... I think... I think, it's, why would anyone want to buy *Frantic Antics*?

(The audience groan.)

Rob: Oh, bad luck Hank, the answer was in fact – why is it that companies continue to release dross like this each month with a cartoon licence attached, when the console games industry has made such strides away from this sort of game over the last few years – and I (in my alternative employment as a staff writer with *Sega Power*) have to end up reviewing them? Still, bit of a tough one that. So, you get a runner-up prize of a copy of *Frantic Antics*.

(The audience snigger.)

MY WAY?



▲ Likewise, if Jerry gets his little legs shifting, then an icon of his head shows Tom he's lagging.

▲ And, once he catches up, the two are back together again as a team. Yuk! Yuk! Yuk!

FRANTIC ANTICS

• Mega Drive • Hi Tech •
• £44.95 • US Import •
Thanks to Dream Machine
☎ (0429) 869459 for the cart.

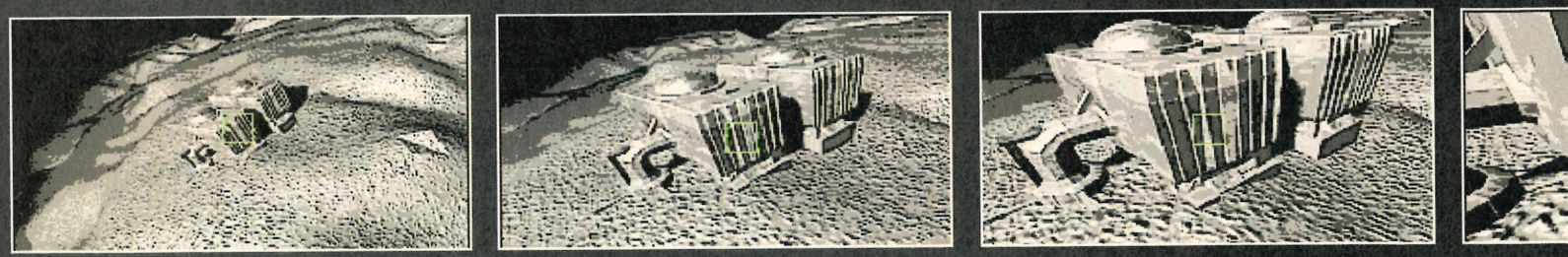
▲ Perky cartoon animation
▲ Glimpses of humour
▼ Extremely basic gameplay...
▼ ...Which is very repetitive
▼ And amateurishly presented

GRAPHICS 6
SOUND 3
ADDICTION 3
LIFESPAN 2

FINAL VERDICT

"It's Tom and Jerry, but not as we know and love them. Here, they're friends. Not very frantic, and hardly any antics."

43%

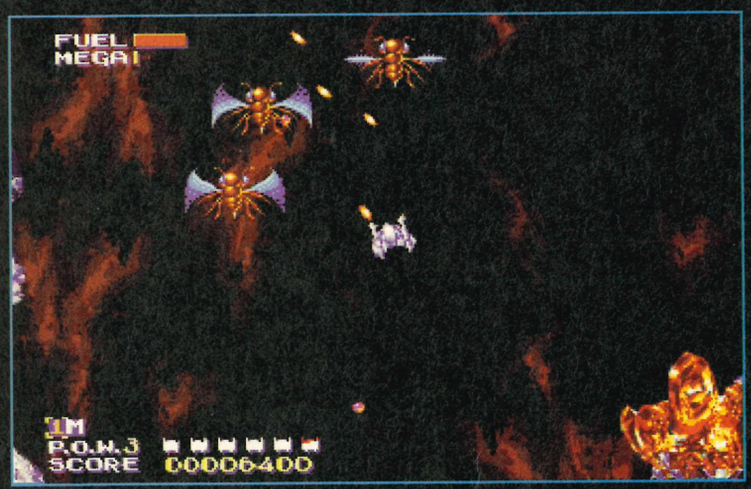


LIGHTS, CAMERA, ACTION Unusually, the intro for *Sub-Terrania* is rather good. Being a humble Mega Drive and all, they've managed to squeeze a lot on there.

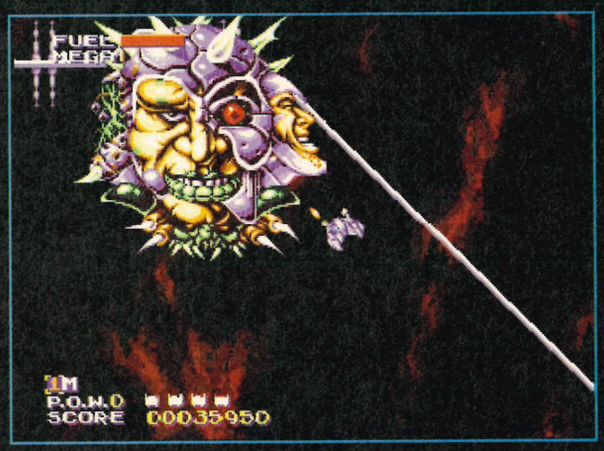
SUB TERRANIA

• Mega Drive • Sega • £TBA • UK Release •

Gravity is a funny thing. Sub-Terrania has loads of it and Dean Mortlock's not feeling too comfortable. Ah, well. That's a pity.



▲ Nasty flying things are the order of the day in *Sub-Terrania*. Using missiles reduces the number of hits you need to kill a baddie.

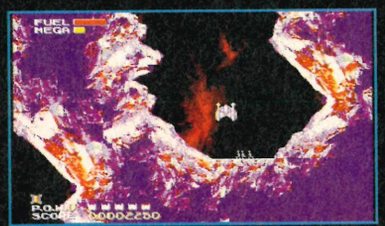


▶ As big nasties go, this one is bigger and nastier than most. Different sections have to be shot away before you can tackle the main section.

This first paragraph will only make any sense to people who've been playing computer games for years, but for their benefit, it has to be done. If everybody else skips forward to the next paragraph, we'll catch up with you later. Okay? Right, that's that lot gone, let's talk nostalgia. *Sub-Terrania* is basically a cross between *Thrust* and *Choplifter*. All the gravity and inertia that made *Thrust* so addictive is here, plus all the rescue elements from *Choplifter*.

Okay, you lot should be joining about here. Sorry to be elitist, but it wouldn't have made any sense to you, honest. *Sub-Terrania* is a game that's easy to play, but quite difficult to describe. The simplest way, I suppose, would be to say that you control a small

▲ Ever seen a small spaceship explode into squillions of separate sections? There.

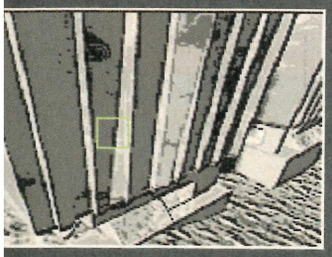


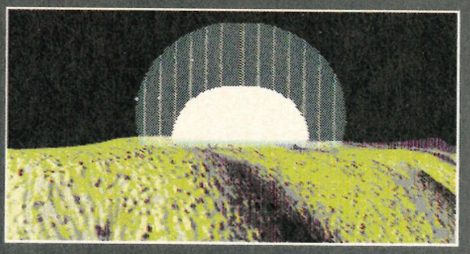
▲ In true *Choplifter*-style, there are hundreds of bandy-legged individuals.

POWER POINTS

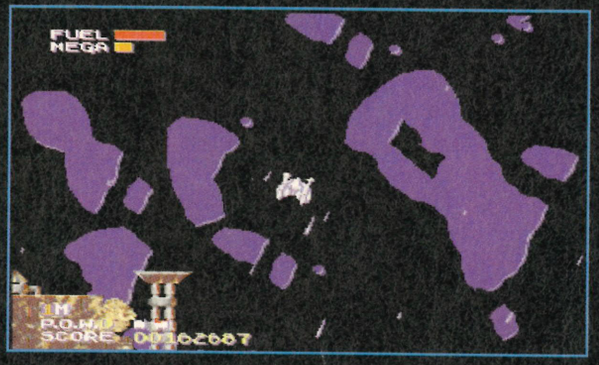
PLAYERS	1
LEVELS	9
SKILL LEVELS	3
RELEASE DATE	May

TIME TO COMPLETE
Three days max.





Shame they didn't bung on a couple more levels instead. Anyway, here's some shots from said intro...



◀ Weather conditions do come into play. On the fifth level you get thunder, lightning and oodles of rain. It doesn't make any difference to the control of your ship, though.

▲ Watching the demo is ideal to get an idea of the controls. The small joypad in the corner of the screen will show you the controls as the demo rolls.

▲ This large mirror-type object will be needed to deflect the laser on the third level. So, don't drop it.

craft around a number of levels. Not entirely difficult in itself, but throw in some gravity and a little inertia, and then things start to sound a tad trickier. The inertia basically means the faster you go, the longer it takes you to slow down. When you see the layout of the levels with their narrow tunnels and craggy rocklines, you'll understand why it gets tricky. When you finally mention that you've also got to collect fuel pods scattered around in order to stay up in the air, then things start sounding pretty difficult.

Every level has it's own mission, with a set order in which to complete your tasks before you'll be able to use the exit to take you to the next one. This way of doing things keeps the gameplay fresh – you never know exactly what is coming along. (Well, apart from when you start again.) As enjoyable as I found playing *Sub-Terrania*, I still find a fault in the age-old problem of the game's longevity. There's a total of nine levels, and after a few hours play, I was on the seventh. No matter how good a game looks, and even if the presentation makes your palms sweat for a bit, how long are you going to be playing a game once you've completed it? The main difference between this and *Thrust*, is that *Thrust* took hours of hair-removing tension to get anywhere. *Sub-Terrania* is more likely to be collecting dust on your shelf after just a couple of weeks.

SEGA POWER

OBJECTS OF DESIRE

◀ Every game has to have the usual extra life pick-up, and *Sub-Terrania*'s no exception.

◀ The fuel pick-up is the most important one in the game.

◀ Almost as important as the very important fuel is the slightly important shield.

◀ Missiles are great for blowing things up.

SUB-TERRANIA

• Megs Drive • Sega •
• £TBA • UK Release •
For more info, contact Sega on ☎ (071) 3733000.

▲ Original gameplay
▲ Top presentation
▲ Very playable – for a while
▼ Nine levels just aren't enough
▼ It's just too darn easy

GRAPHICS 8
SOUND 7
ADDICTION 7
LIFESPAN 4

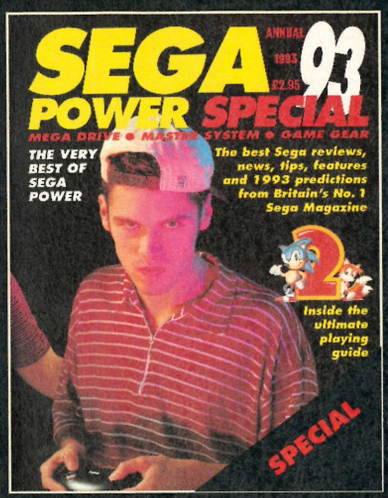
FINAL VERDICT

"An original game from Sega! It's been a while. Enjoyable for the first few hours, but the short lifespan leads to frustration."

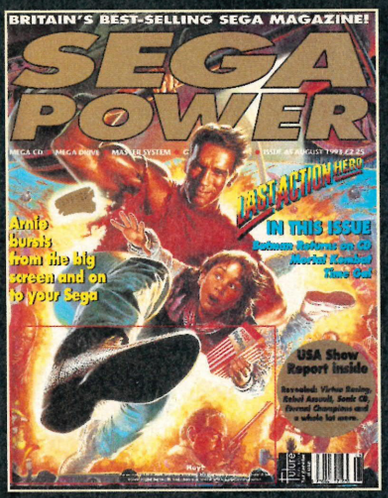
79%

BACK ISSUES

• Here's your chance to catch up on any issues you've missed. •



Sega Power Special '93: the best of 1992 – with revamped reviews of *Road Rash, Super Kick-Off, Sonic 2, Phantasy Star 3, Prince Of Persia*... Plus tips, hints – and loads more.



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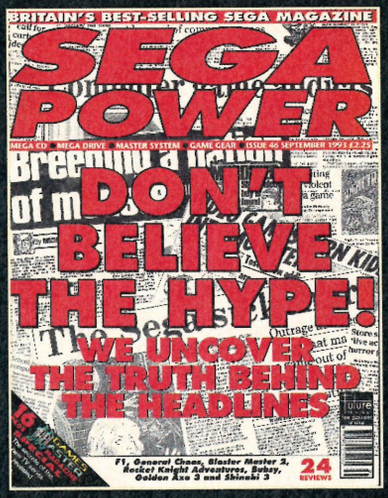

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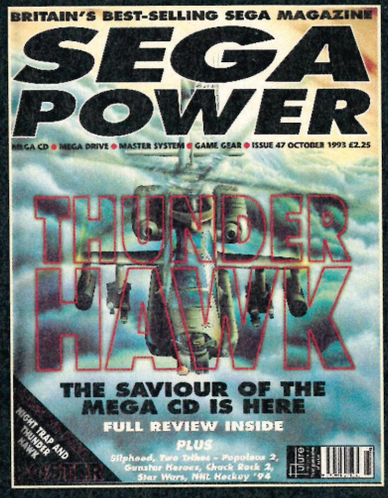

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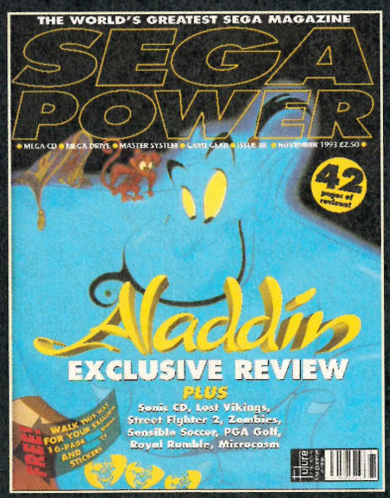

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SEGA POWER MAY 1994

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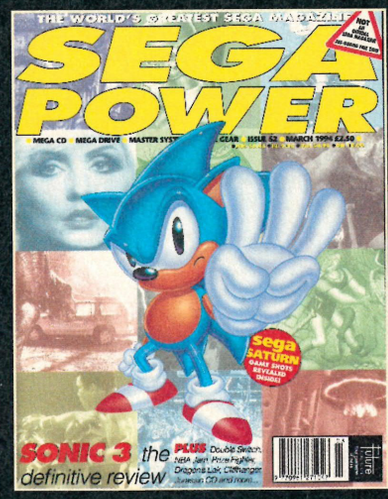

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GIRL ON THE GAME

• Whatever the problem, don't let it get you down, Karen's here to help. •

▲ Most advice columns tell you to talk to a teacher, doctor or, worse still, a parent! Not us, we've got Karen for you to confide in. And you can trust her.

This month we show you how to teach an old hog new tricks in the first part of our complete solution to *Sonic 3* (*Sega Power* 52: 90%) and there are more boot-clomping antics in *Landstalker* on the Mega Drive (*Sega Power* 48: 89%).

TIPS: 1. PAYMENT GIVEN FOR SERVICES IN EXCESS OF THE standard charge. 2. Helpful hints or warnings. Well, hang on. I've given out loads of hints and warnings, but I don't remember getting any dosh for 'em. 'Bout time you lot payed up, I think. Send your tips to: **Girl On The Game, *Sega Power*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.** Dammit, I think I've just talked myself into even more work...

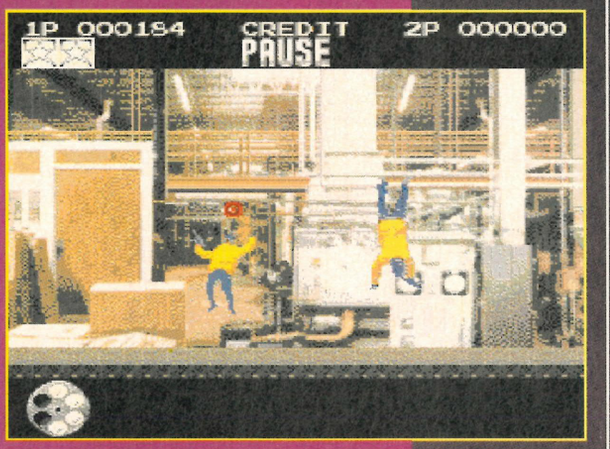
LETHAL ENFORCERS

(*Sega Power* 49: 89%) Konami

■ I know this is probably a bit sad, but I can't kill the knife-throwing boss in *Lethal Enforcers* on the Mega CD. Can you help?

Mark Owlat, Stoke-On-Trent

Well, Mark, there are no hard and fast rules, but I always find it helps if you aim at whatever weapon the end-of-level boss is toting. It still damages them, but it also seems to stop them hitting you so easily. Apart from that it's just a case of watching your aim and re-loading as often as you possibly can. That should make mincemeat of any knife-throwing boss.



▲ Spokesmen today dismissed rumours that competitors were unhappy with the venue of this year's UK Trampolining Championship.

SHINOBI 3

(*Sega Power* 46: 79%) Sega

▲ See that purple blob climbing the wall? That's Mark, that is.

■ Have you got any cheats for *Shinobi 3* on the Mega Drive? I keep getting killed on level 2. By the way, does Mark Ramshaw really look like he does in his photos?

Sue Flint, Oxford

Well, Sue, how do you fancy making yourself invulnerable from every kind of attack? I thought you would. Simply go to the Music Test option and play the tunes He Runs, Japonesque, Shinobi Walk, Sakura and Getufu in that order. Then return to the title screen, start a new game and whaddaya know – you're invincible. Oh, and no, Mark doesn't look anything like his piccies in the magazine. He's actually an amorphous purple blob with green tentacles and a single antenna.

PHANTASY STAR 3

(*Sega Power* 25: 93%) Sega

■ Help!!! I'm having severe trouble with *Phantasy Star 3*. After many weeks of playing this game I've managed to complete the first two stages, but I'm severely stuck on the third stage looking for Laya's pendant. Now, as a pensioner player, I'm writing to you for help because I want to live long enough to complete this game.

A very much younger player said that you had done aid sheets in your magazine at the end of 1992. Could you please sell me the back copies covering stages 3 and 4 of this game, or photostat copies of the relevant pages?

D Williams, Deal

Well, D, I'm not sure I can help to extend your life, but I can tell you the location of Laya's pendant. After visiting the Layan Palace in the world of Arida (where you convince Laya's younger sister to join your party), go back to Hazatak and save up as many Dimates as possible. Then head southwest to reach the cave entrance. When you exit Frigidia look at the monitor. See the stalk that starts at the bottom of the map and ends in the water? That's Mystoke. Go there and enter the castle.

You'll find Laya's pendant here. The inhabitants will now tell you that you must be tested. Buy the enhanced protective gear, loads of Trimate and save up before entering. When you finally get the pendant (it's on the ground floor in a treasure chest), use a fire escape to get out of the place.

If you're still interested in getting hold of the full solution to Phantasy Star 3, *the back issues you need are* Sega Power *32, 34, 36 and 37. You can always get in touch with our back issues department on ☎ (0458) 274 011 for more details. Oh, and live long and prosper.*

JURASSIC PARK

(*Sega Power* 48: 70%) Sega

◀ "No, no, Mr Rex, I promise this won't hurt at all..."

■ I need your help with *Jurassic Park* on the Mega Drive. I can get to the Visitor's Centre with the 'raptor, but I can't seem to shake the leg. Please could you help me?

Stuart Norris, Witham

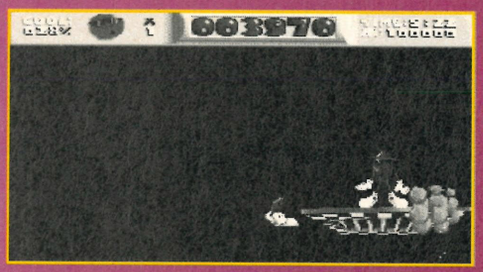
I've had a flood of letters about this, so for anyone who's sick of being the dessert on the 'raptor menu, here's how you defeat those prehistoric snappers...

To finish the game as Grant, drop down between the 'raptors, sidle right a bit and lob a red grenade at the bigger skeleton. It should wobble and a few bones will tumble down. Do the same to the smaller one, then chuck one more at the right-hand relic. They should now collapse on top of the poor rappies, squashing 'em dead.

As the 'raptor you have to claw at the base of the larger skeleton, and then it too should crash to the floor, along with that nasty Grant bloke.

COOL SPOT

(*Sega Power* 43: 80%) Virgin



◀ You want to instantly arrive at the end of the level? You got it.

■ I recently bought *Cool Spot* on the Mega Drive and I've heard that you can skip levels. Could you tell me how to do it, please?

Martin White, Witham

Good news travels fast, doesn't it Martin? Yes, there is a cheat to skip levels and here's how you do it. Start the game as normal, then pause it and press A, B, C, B, A, C, A, B, C, B, A and C. Now simply unpause the game to jump to the end of the level. No problem.

CASTLE OF ILLUSION

(The Hard Line ✱✱✱✱) Sega

■ Help! I'm stuck on the Chocolate Boss in Mickey Mouse *Castle Of Illusion* (Game Gear). I can't kill him. Please help!!!

Janice Juett, St Albans

Hey, chill out, Jan. After falling into the pit, wait where you are and dodge the falling blocks, then run to the side furthest away from the boss. Wait until the last block has whizzed across the screen and the boss is complete again. Then quickly run past him and pick up the piece of chocolate which is lying on the floor from the previous shower. Now chuck it at the boss, but be prepared to dodge the shower of blocks. Run to the other side of the screen, wait until the boss reforms, then run past him again. Pick up the block and chuck it at him. Keep repeating this process until the boss finally 'flakes' away. Sorted!

TAILSPIN

(*Sega Power* 45: 61%) Sega

■ I've heard that there's a cheat to give you some extra lives in *Talespin* on the Game Gear. I've looked, but I can't seem to find them. Do you know of any?

Karl Frode, Cheadle

▶ Before 'The Jungle Book', Baloo had to take any work he could get, including this sad number.

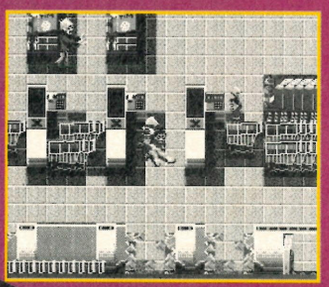
Yep, I do. Pause the game during the aeroplane stages, then rotate the D-Pad clockwise. When you hear a bell unpause the game and you'll have nine lives and unlimited energy. Easy when you know how, isn't it?

ZOMBIES

(*Sega Power* 48: 85%) Konami

■ I recently bought *Zombies* on the Mega Drive. Could you please, please, please help me? I'm stuck on level 10 and I was wondering if you know of any more level codes. I'd be eternally grateful for any help you could give me.

Andy Connor, Birmingham



◀ Zombies, eh? Can't live with 'em, can't die with 'em. Bloody useless, really.

Yes, yes, yes, I can help you. We printed these codes a few months ago, but as you asked so nicely I'll type 'em all in again. Sheesh, the things I do for you.

Level 13	DCFK
Level 17	BMLK
Level 21	PQBR
Level 25	LLNN
Level 29	QNKR
Level 33	SDHM
Level 37	BKVR
Level 41	BZPM
Level 45	BNYZ

Credit level: QSDZ

SEGA POWER

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Win £50 for your tips! If you want a shot at winning the dosh, send in your *original* player's guides, tips and cheats to Girl On The Game at the address below. All entries will be judged by the tips mistress herself and any winners will be contacted by post. All decisions are final, so shut yer face.

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SONIC 3

No doubt you'll be like a hog with two tails (or at least one Tails and an Echidna named Knuckles) if you've bought the latest *Sonic* adventure (*Sega Power* 52: 90%). Have you managed to get very far, though? Well I, Rob Pegley, am prepared to grab the spikeadelic one by the prickles and drag him through the first three levels. Follow me Sonic Youth...

ZONE 1: ANGEL ISLAND

Welcome to the Floating Island, this is an opportunity to warm up, with the normal array of springs and rings. It really does get very hot, however, when Robotnik sets fire to the Island. Time to spin, Sonic, spin...

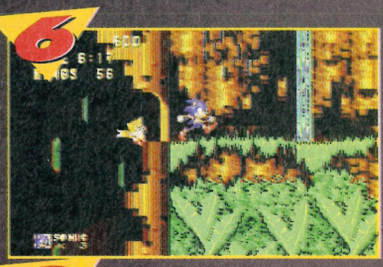
◀ Just spin blast rocks, or anything that looks at all suspect. These rocks hide a spring and there's another at the top of the palm. Use them both to spring you high to the left...

▲ ...where ten rings and some speed shoes await. Then fly off to the right.

▲ These trapezes are a tad tricky and timing is of the essence. Swing across to the right.

▶ There are so many routes to take, and no one particular route is better than any other. There are plenty of shields to pick up as well.

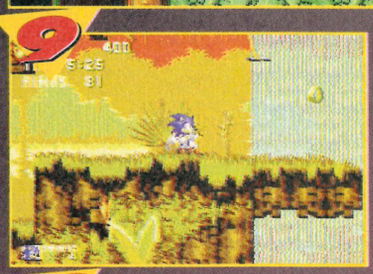
◀ Drop to the water shield, a bubble that gives you air underwater and also squashes things.



◀ Get up speed to run around the tower. The walls disappear and you come out at the top.

◀ Keep heading left and eventually you can't go any further. The screen goes up in fire, but fear not because Sonic's spikes are not singed.

◀ If you drop down here, before hitting the springs, the first of the bonus rings awaits (if you have 50 rings, that is).



◀ The surroundings are burnt out by the fire. At the first waterfall there is a deathslide to speed you downwards.

▶ Don't jump off straight away at the end, spin around a couple of times. Let go on the up-swing and you can get some shields.

◀ The electricity shield acts as a ring magnet as well as giving protection. And to the right lies a fire shield.

◀ Head left to complete the first act. Bounce the sign for extra points. If it lands in the correct place you gain a bonus shield.

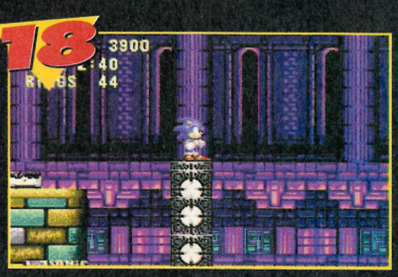
◀ The bubble in action. Rather than trying to jump onto the spiky logs rotating above, just spin dash below them.

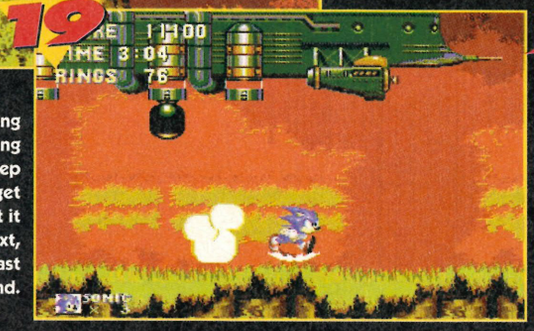
◀ You can't go any further because of the water level below. Hit this switch and it will disappear.

▶ Pull the plug and away the water flows. Head down and along the cavern that is left.

◀ This rotating bridge is a bit tricky. As it reaches its zenith and begins to fall flat, just leg it across.

◀ Even though *Sonic 3* is bigger, this level is about practice, practice, practice.





▶ When the bombing blimp starts coming from behind, just keep running. Tails might get hit a few times, but it doesn't matter. Next, Dr Robotnik will fly past in the background.

▲ Doesn't he look lovely? Spin through these rocks and you enter a long spin tunnel which shoots you high in the air at the end.

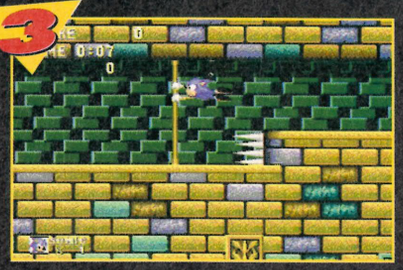
◀ Don't wait on the bridge because Robotnik smashes it. Keep spinning into him, while avoiding firebombs, or jumping off the platform if he disappears behind the waterfall.

ZONE 2: HYDROCITY

It's time to turn reservoir hog and perfect the hoggy paddle in the fairly straightforward underwater section.

◀ As you fall through the water, drop to the left and bounce on the spring to collect some ring bonuses. Then zip off to the right.

▲ This opens a tunnel and the water sucks you along. Stay near the top to avoid the spikes.



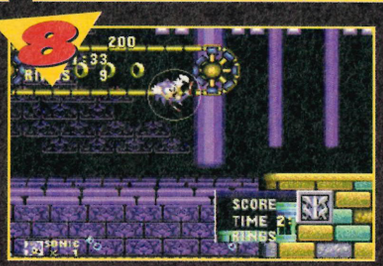
▲ Walk up the pole and let go as you are washed along. Still avoiding the spikes.

▶ You smash out of the wall at the end. Try to stay left again to pick up extra rings rather than speeding straight off to the right.

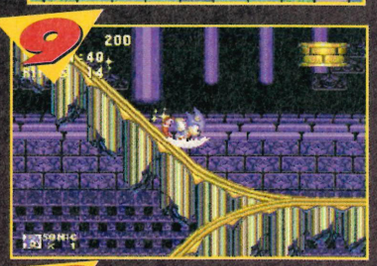
◀ If one of these fish grab you then shake Sonic from left to right to get the blighter off.

◀ If you're not in a bubble take on air whenever you see it. Wait for big bubbles and jump up to gulp the air.

◀ Pick up an underwater shield and as you land on the bridge it will disappear. Look out for the guy firing at you.

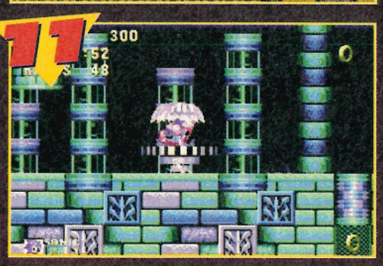


◀ At the end of the next tunnel you are shot high into the air. Land to the right or you will have to fight your way back up.



◀ Remember these? Just pick up a full head of steam and go with the flow. Don't interfere with the laws of physics.

▶ If you have over 50 rings a bonus game awaits here. Hit the rebounders and stay at the top. If you flick the switch gumballs with bonuses fall out.



◀ A helping hand to speed you on. This hand pushes Sonic onto a turntable, and that revs him up for the slides.

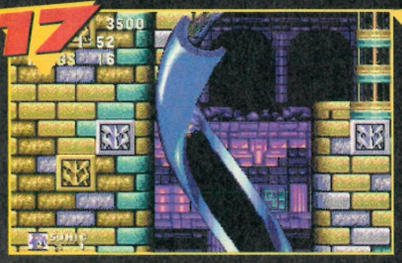
◀ This machine spins you around. Stay near the centre and bounce underneath the boss to defeat him.

◀ As you spin through the walls, the walls behind you start to close in. Make sure you're good at spinning Sonic first. Not easy.

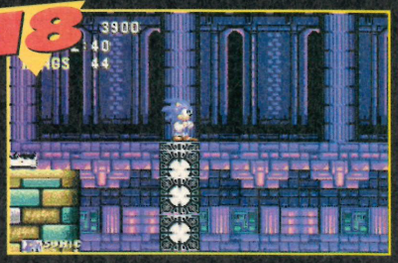
◀ It's a matter of getting him to stay still and then spinning him through the walls. Tricky.

▶ The final spin takes you up onto this rotating platform. Let the spring take you to better things.

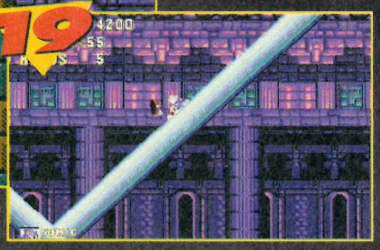
▲ The tunnels and slides aren't that tricky, but they're fast. It really shows the size of the playing area as you zip along these.



▲ Just let the swirling sides take the strain as you zip along on the jet stream.

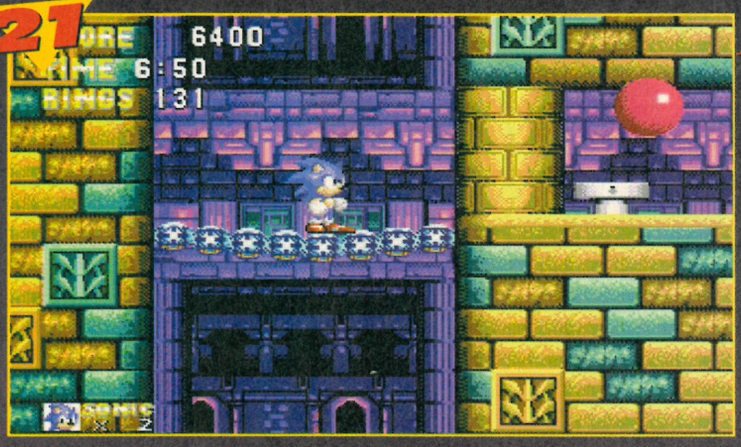


▲ These platforms snake along and change shape, but do it slowly so you can stay on.

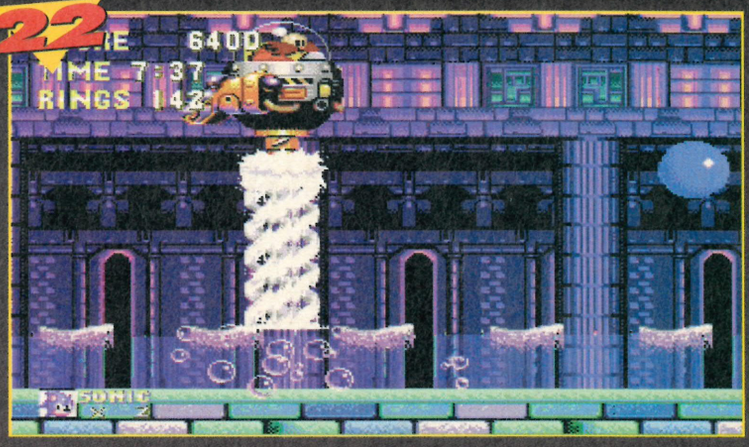


◀ The water slides are massive and fast. Again it's a case of going with the flow.

◀ Wait until these spinning platforms get close and then hop above the spikes.



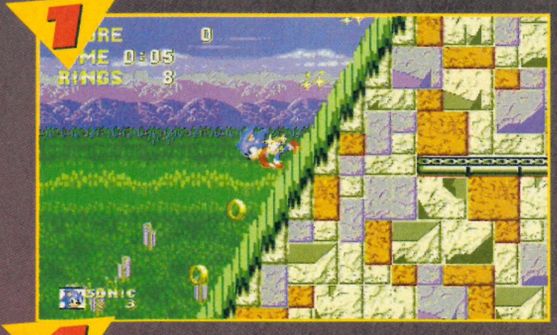
▲ Just when you think you're safe, Knuckles hits a switch and this bridge disintegrates. A tunnel then sucks you off for a final confrontation with Robotnik.



▲ Avoid the depth charges the Doctor drops and bounce high up in the corners away from his whirlpool. Hit the windshield whenever he drops to a decent height.

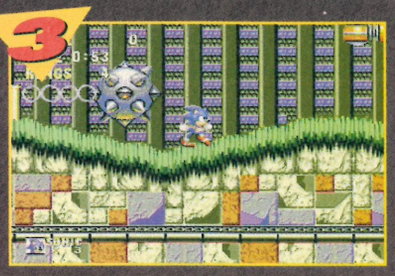
ZONE 3: MARBLE GARDEN

Explore the ancient city with the use of your spin dash attack. Remember, you ain't nothin' but a round hog, spinnin' all the time. So, go the whole hog and curl up like a good 'un, to flick switches and crash through walls.

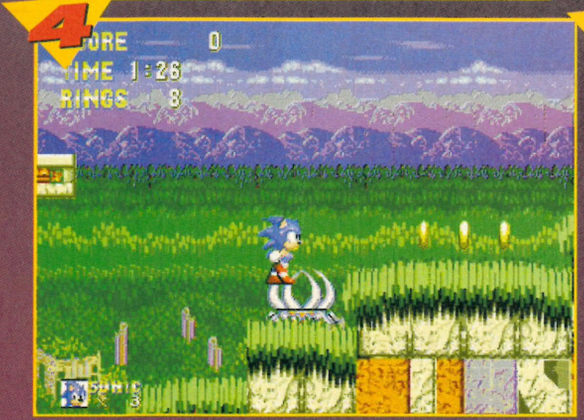


◀ There is an amazing sense of speed on the first few hills. Just stay close to the ground to pick up as many rings as you possibly can, and don't fight gravity. Just leg it.

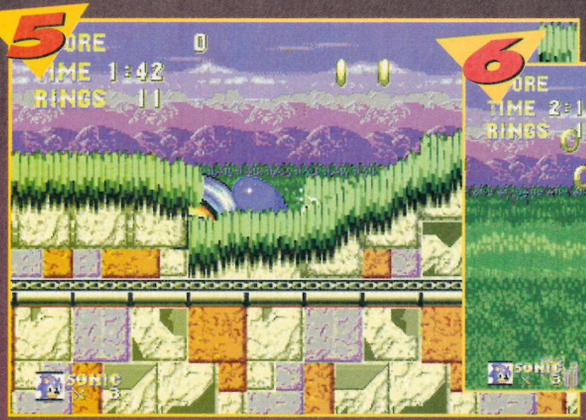
▲ Platforms crumble to reveal labyrinths. You can spin through the pillars with grid markings.



▲ Once you've met this spinning spike-ball, you can just see a mid-boss lurking in wait.

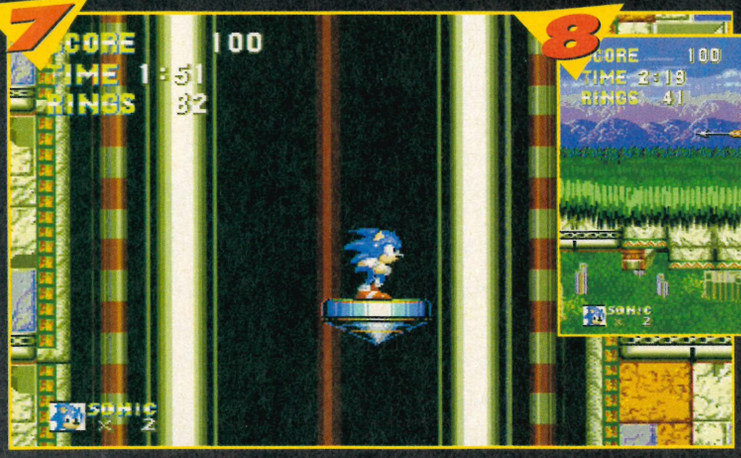


▶ Some of the spikes are tricky, because they're not actually spiky. You can bounce on the ones that stick out further, but they're not completely harmless because they spit pellets at you.



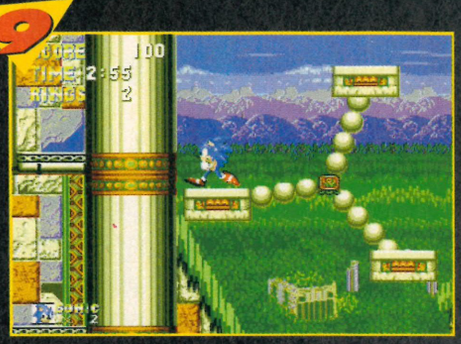
▲ Spin switches are another new feature. Crouch down alongside them and they move whole sections of scenery. It is often necessary to use them to open up the level.

▲ Here's something else new. Once safely on the gyroscope Sonic drifts into the air. The flightpath is dependent on how fast Sonic's legs go, so take it easy.



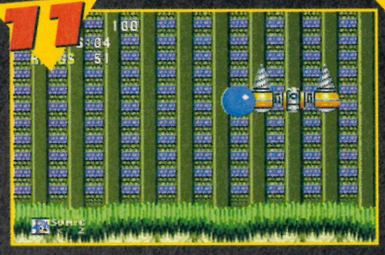
▲ When the gyroscope hits grass it speeds up. But stay with it because if you jump off it disappears, and you need it to burst through walls and take you down these lift shafts.

▲ These statues have to be overcome before you can open up some sections. Hit them in the eye three times to open up levels, but stay away from the arrows they spit at you.



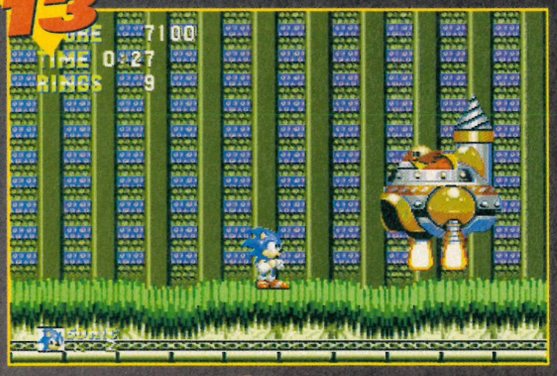
▲ When you reach this spinning lift you can find a shield at the top-left of the screen. Pick this up and then drop onto the hill below to pick up speed.

▶ Another tricky one this. In one movement drop down hard against the wall and then spin through it before the spiked ball comes back at you. Careful.

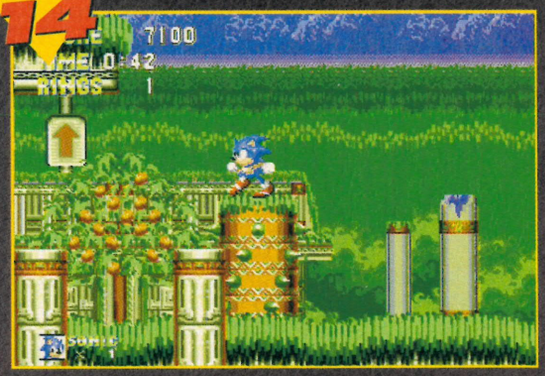


▲ Spin at this boss to beat him. But watch out, his spikes can point up or down, and he makes pointed rocks fall from above.

▲ Past that bully lies a pulley. Grab hold and it'll drag you up the steep inclines. Hop off as soon as it stops.

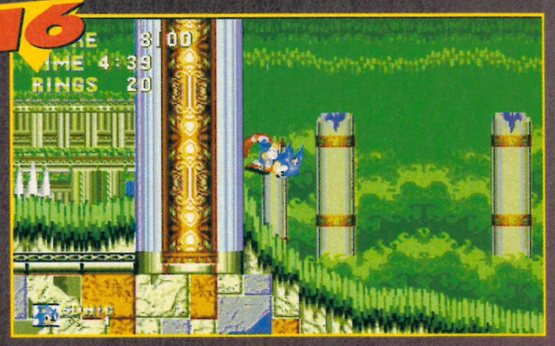


◀ Robotnik makes a brief appearance here, although you only get one or two hits at him before he's off. Be warned, he sets the ruins shaking and you'll need to move quickly through some sections to avoid being trapped by collapsing pillars.

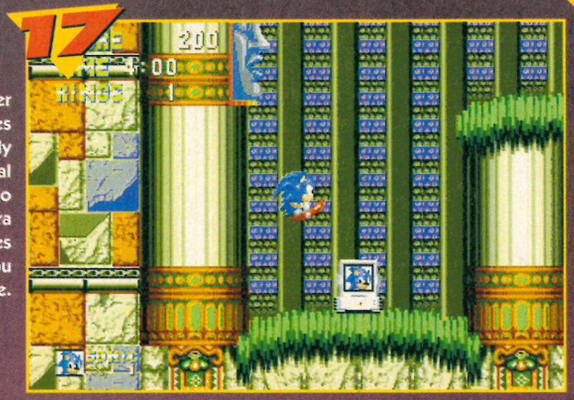


◀ Get on top of this rotating spike when it is at its lowest point. Arrows such as this give you pointers the whole way through the level, whenever there's more than one possible route.

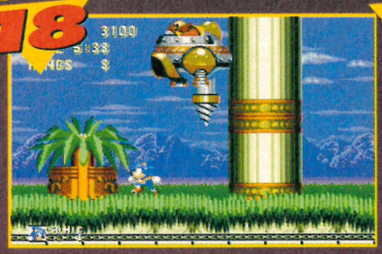
▶ More gyrating through the lift shaft. You need high speed to attempt this, otherwise it'll take you absolutely ages.



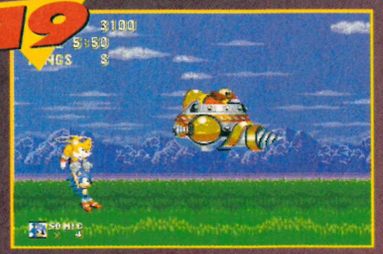
▶ Sonic sticks to these pillars and runs around them. Again it needs to be done at high speed or he'll fall off. In fact, unless you spin attack the pillars, Sonic won't even attempt them.



▶ Another hidden floor gives way shortly before the final confrontation to reveal an extra life. It's at times like this that you really need one.



▲ Here's Robotnik. He lands and damages the terrain, before taking off in his ship.



▲ Tails gives you a lift and you drop onto his windscreen. Avoid the fire and spike.

That's the easy bit done. Don't miss next month's issue, in which I'll show you how to finish *Sonic 3*. If I've finished it in time, that is!

JURASSIC PARK

The CD version of *Jurassic Park* (*Sega Power* 52: 86%) is a tricky affair. It wasn't too hard for *Ben O'Reilly* from *Reigate*, though. He sent us the complete solution to the game and managed to bag himself 50 smackers. Anyway, because it's so long and rather complicated, we've split the solution up over several issues. And yes, this is part one. Many thanks to everyone at Dream Machines for the loan of the CD.

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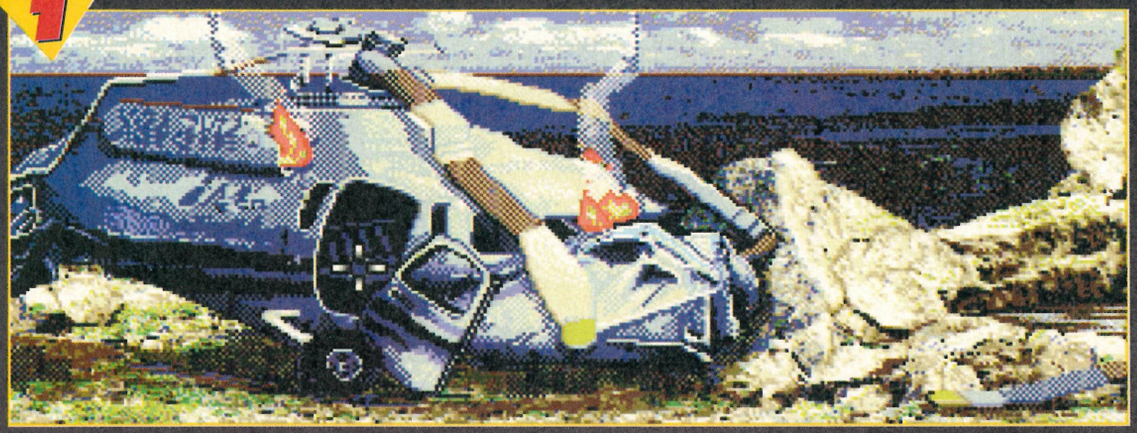

AT THE START OF YOUR ADVENTURE, you're facing your crashed helicopter **(1)**. Place the cursor over the door of the wrecked vehicle, and press the button to open the door and reveal a stun gun lying on the seat. After picking it up, scroll the screen a bit to the left and you'll notice a small rock. Pick it up. Now scroll to the left a bit more, and you'll notice a large tunnel. Enter the tunnel and you'll go through to a clearing containing the Brachiosaurus enclosure.

Scroll right and you'll come across a Compy video terminal, and next to this there's a shallow pit. Examine the pit, and you'll find a security card **(2)**. Pick this up and scroll back to where you started, then 'travel' along the road in front of you – you'll end up at the main Jurassic Park gates. Continue going forward and enter the Visitors' Centre **(3)**.

INSIDE THE VISITORS' CENTRE

Check out the red container to your left and pick up the pliers. Now leave the Centre and head back to the main gates.

Find the security clearance box by the gates and nick the next security card from it by using the pliers. Now scroll right until you're facing the path that leads to the pens with the Dilos and Gallimimus in them. Stroll down this path and you'll confront two of the Gallimimi **(4)**. Fire your stun gun, that'll scare them away, leaving you free to take their eggs and a nearby rock. (Although I'm not sure why they should be so protective over a lump of stone.) Now scroll right, and go down the first path you come across.

You'll come across two more Gallimimi, but this time, you have to place the cursor over a tree to the left of them. When it changes to a hand, repeatedly press the button until you push the tree over. When they run off, steal their eggs and go forward along the path that the escaping dinosaurs make.

The course of fate will send you to a clearing with a shallow pit in the middle of it. Examine the pit and you'll find some more eggs. Now scroll left until you come across a Gallimimus on the other side of a river. To move it, shoot the frog on your side of the river bank **(5)**. This will startle the frog and cause it to jump over the river and straight into the mouth of the waiting Gallimimus. Happy with his lot, the Gallimimus will then leave the screen enabling you to go across the river.

The next screen you come to contains two more Gallimimi at a watering hole, as well as some eggs. Stun the dinos – you'll have to charge the gun to maximum by holding down the button for a few seconds – and then 'acquire' their eggs. Scroll to the left until you get to the storm drain and place the cursor over the roll of chicken wire in front of it. Click on the wire to roll it away and reveal a

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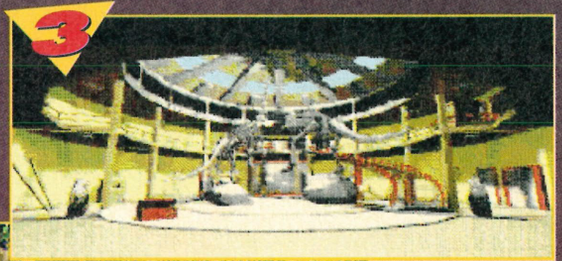

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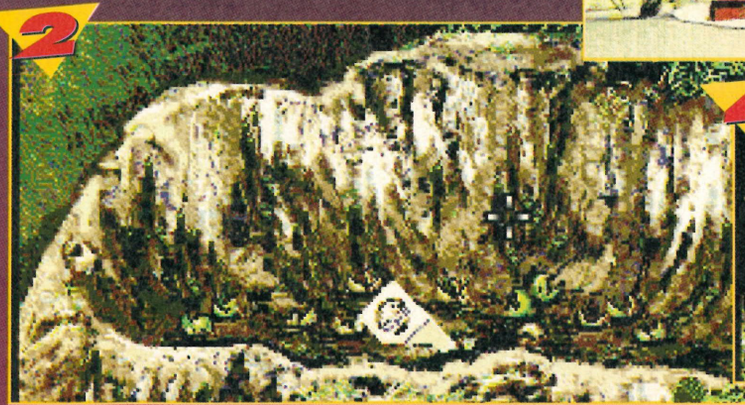

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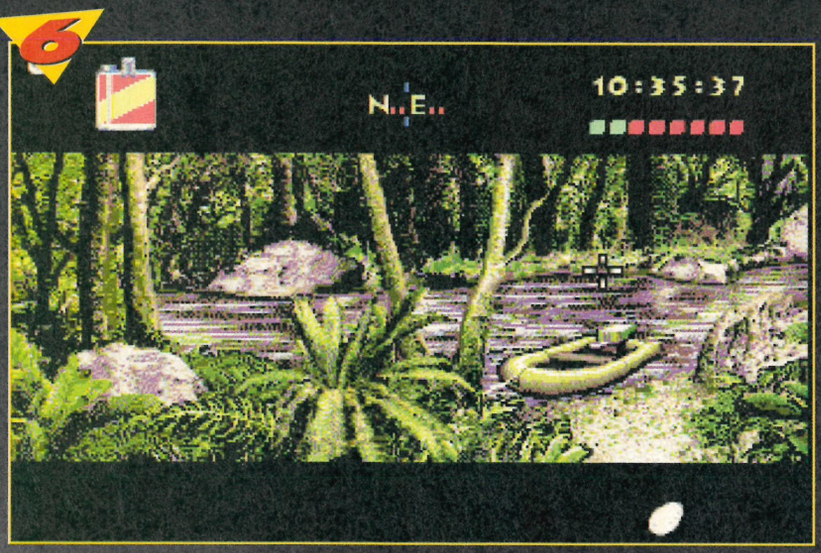


pair of bolt cutters. Pick them up and use them on the drain cover. Then go into the drain.

INSIDE THE DRAIN

Once inside, use the bolt cutters again to remove the four bolts on the cover at the other end of the drain. When you go through the other end, you'll recognise it as the place where you scared off the dinosaurs by felling the tree. Quickly stun the Gallimimus that's kicking rocks at you and grab the eggs it was guarding. Now use the bolt cutters on the rope to the right-hand side of the screen to bring down the blue sack. A wrench will fall out of the sack which, naturally, you should pick up.

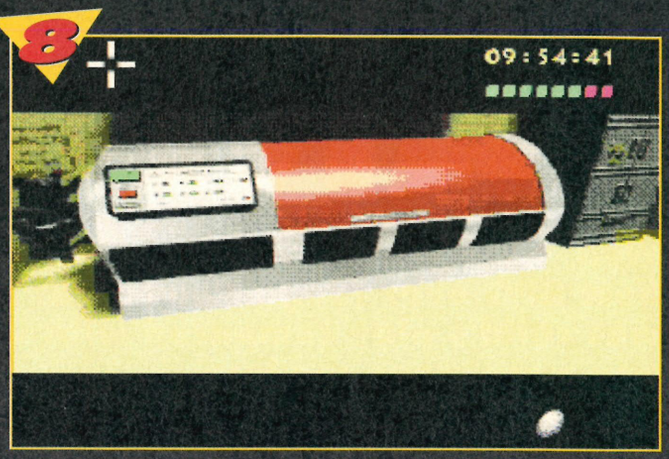
Scroll right until you reach the path that you originally came in on, and go down it. When you get to the next location, scroll around and stop when you get to the river. Use one of your rocks to steady the log in the river and then go across. Now you'll find yourself in a clearing filled with Dilophosauri.

The Dilos can be picked off with your stun gun on maximum power, but you've got to be quick or they'll take off a fair chunk of your energy. Then scroll to an abandoned jeep, open the door, and pick up the gas can that falls out. In front of the jeep is another shallow pit. Examine it and whip out the Compy eggs and T Rex CD you'll find there.

UP THE RIVER

Now locate the dingy **(6)** (it's moored near the jeep) and use the gas can on the motor. Click on the dingy and it'll take you up the river. Back on dry land you're once again attacked by Dilos in the bushes. Use the tried and tested stun gun to knock them all out, and then look around the area for a medi-kit, which should be very close to where the Dilos were. You should also be able to find some Dilo eggs next to the kit.

You should have a pretty good collection of eggs by now **(7)**, so the next step is to get to the Visitors' Centre ASAP. Once in the Centre, go up the stairs, and using the security key, open the middle door. Then go straight through the first room you enter and you'll be in the incubator room **(8)**. Use the card to activate the incubator and then simply click on 'Load eggs' to store them safely.

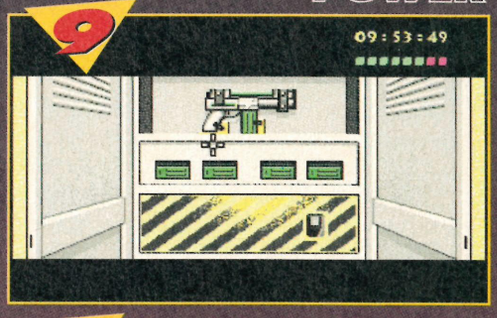


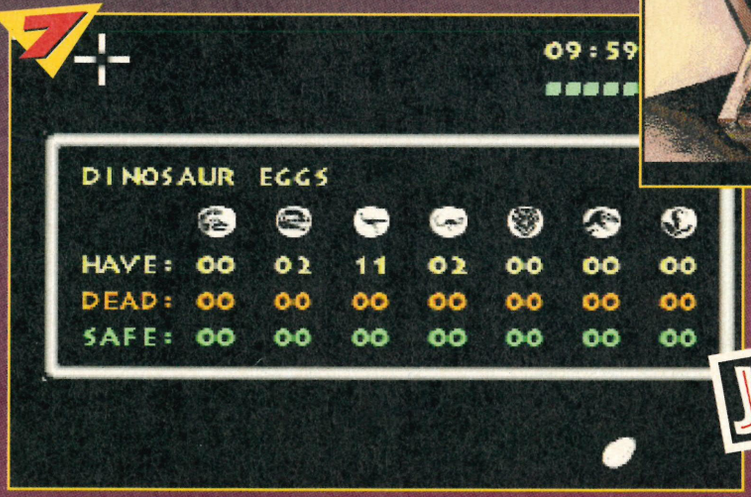
Investigating the cupboard will supply you with a tranquilliser gun and some cartridges for it **(9)**. (There's also a medi-pack in the room next to the cupboard.) Leave the room, and when you arrive back at the top of the stairs, go into the first room you come across.

You're now in the control room and you'll do well to check any messages left on the computer by your contact, Emily – you are also given the option to save your game position here. Leave the room and examine the tall box to your right **(10)**. Using the bolt cutters, cut the straps holding the box together, and inside you'll find a scanner. Now head downstairs and, using the bolt cutters again, open the box to the right of the main doors. In here you'll find some more tranq cartridges.

THE T-REX ENCLOSURE

Leave the Visitors' Centre and scroll right until you're facing a signpost with T-Rex and Raptor signs on it. Take the path that goes along next to it and you'll arrive at the T-Rex enclosure. On your right is a path leading to the Raptor section and in front of you is the path that'll take you to the Triceratops area. Directly in front of you is a trashed jeep. There's some wire cutters in the boot, but seeing as you don't use them in the game, you might as well leave them there.





LANDSTALKER

Well, here we are again, ready to tackle the next part of *Landstalker*, the best RPG ever (*Sega Power* 48: 89%). Last month's bit, although difficult, was child's play compared with what you're about to come up against. Oh, you poor, poor readers...

WHEN WE LEFT YOU LAST, YOU'D JUST REGAINED THE PURPLE JEWEL FROM THE WIZARD MIR, who has revealed that Duke Mercator isn't quite the golden boy that you've been led to believe. So, on with the tale.

Leave Mir's Castle and head back to the Mercator, and up to the Castle to see the Duke. You'll now discover what a complete git he is as he nicks the jewels from you and drops you into the labyrinth beneath the Castle.

THE LABYRINTH

▲ It's a bit late now to find out the truth about the Duke, but fear not, he's bound to meet a sticky end. Eventually.

◀ Move these pots into the corners of the room to make the lift rise. It's quite simple, really.

This is a fairly straightforward little maze. Wander around until you find a room with four pots in it, and put one in each corner to make a lift appear. Then just keep exploring until you reach a winding staircase, guarded by a huge number of the Duke's soldiers. When you reach the top, you meet Zak the Draconian. Follow him to the top of the battlements and he flies off with Princess Lara. Fall down and go back into the Castle, and then over to the barracks to rescue Arthur from a large soldier.

Talk to Arthur to find a key and then head to the outside door of the Castle and open it. Go in and activate the switch, then go through the now-drained fountain, and enter the Greenmaze.

▲ Parting, as they say, is such sweet sorrow.

▲ Nice fellow Zak. No, really. He is.

▶ Funny things, switches. You can turn them on or you can turn them off. This one, however, must be switched before entering the Greenmaze.

THE GREENMAZE

▲ "Ah, young man. I remember when all this was fields and you could buy a house with two chickens." Etc.

This is a horrendously complicated maze, but with some practice, you should be able to negotiate it. The aim is to find an injured dog called Einstein, and heal him. After that, follow the dog to his master, Cutter, who gives you the Einstein whistle, which lets you talk to dogs. Now explore again and find the Sunstone. Call Cutter and Einstein with the whistle, and Cutter will clear the way for you. Now get the stone and use the tree to teleport to the entrance of the Greenmaze. Take the Sunstone to the lighthouse in Ryuma and then go to Mercator and board the ship to Verla.

▲ "Look Nigel! Woofy's trying to tell us something! What's that you say Woofy? I think, therefore, I am?"

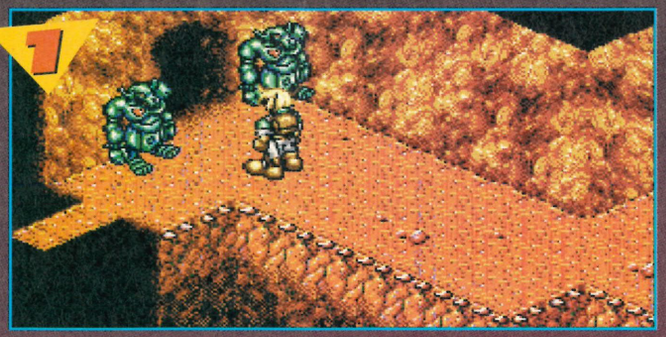
▲ Right. So, there's this talking dog? Oh, I see. You've got a whistle that allows you to talk to dogs. It all makes perfect sense now.

▲ "Blah, blah, fields, blah, blah, Hovis, blah, chickens, blah, Blitz of London, blah, blah." Ad lib to fade.

▲ You're now on your way to Verla and well on your way to getting to the end of the game. Which, spookily enough, leads us perfectly onto....

VERLA

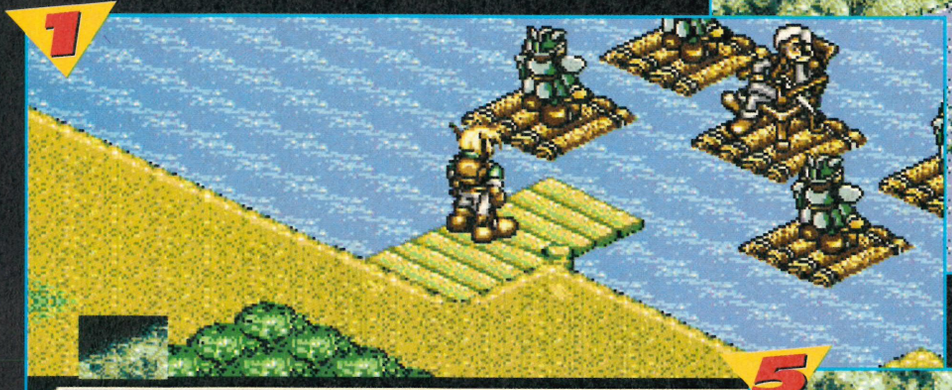
▼ Yer name's not down on the guest list, so yer not comin' in.



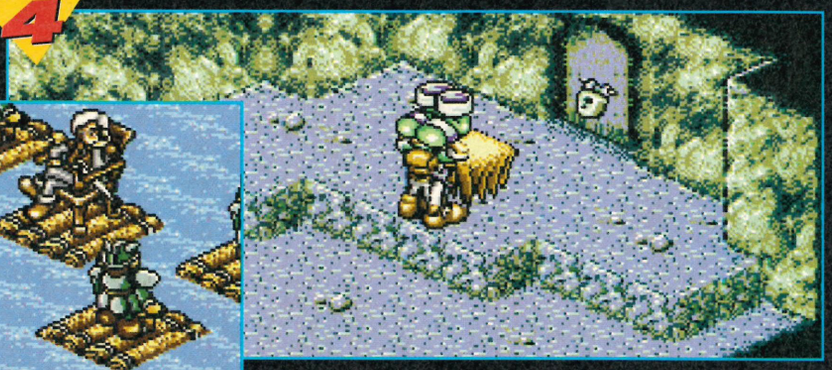
▲ With the new improved Sword of Extreme Redness, you should find that you can easily destroy pretty much anything you damn well please.

Explore the village and you'll be confronted by some guards, but no-one else. Talk to the one remaining man and then head northwest to the mines. You need to explore the whole place, with the aim of releasing the three sets of villagers held in the three tunnels in the mine. The puzzles are not very difficult so you should be able to release all three sets. After that you need to head back to Verla. Talk to everyone in the village and you will acquire a sword. Then head back through the mines and a previously blocked entrance will be open to you. You can now go through to Destel.

DESTEL



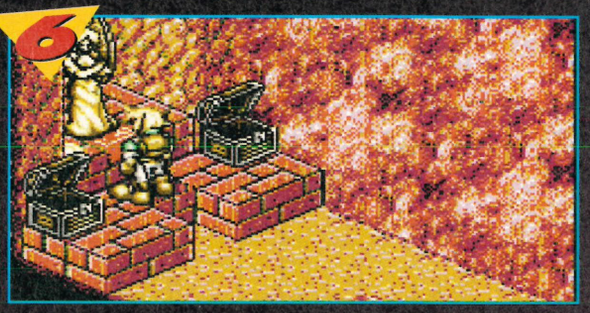
▲ The Duke may well be evil, but he does look quite cool out on those rafts.



▲ Nigel always was a simple lad. He never could grasp the fact that boots were supposed to go on your feet and not on your head.

◀ There's nothing worse than some sad old git – especially if he's obviously quite mad and also thinks he's funny.

▲ This guardian's easy enough to destroy. I mean, just look at him. He doesn't look that challenging, does he?

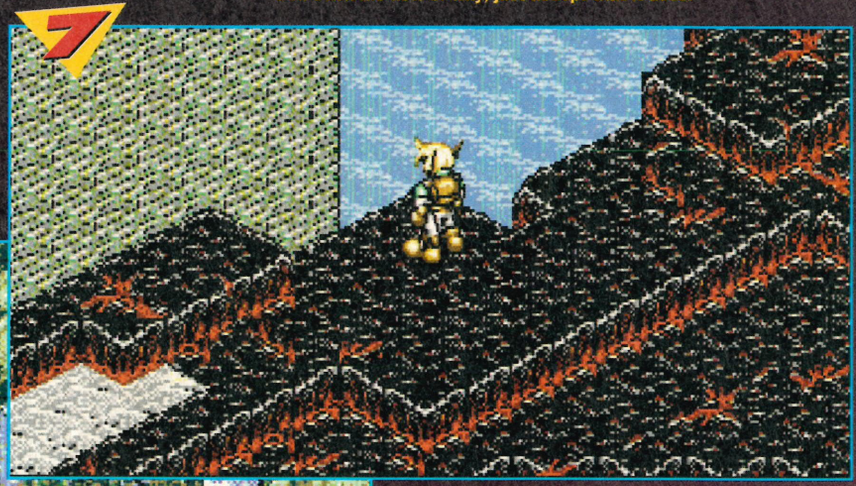


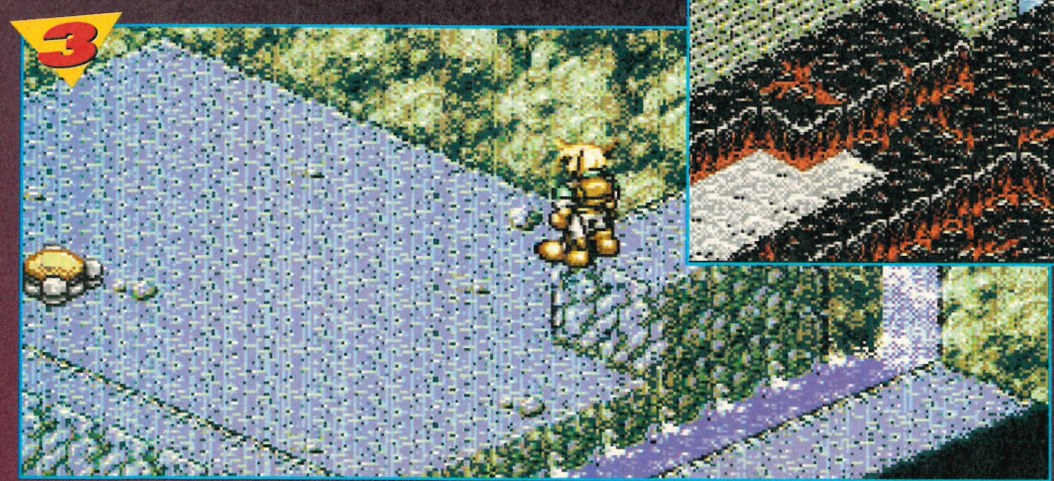
▲ Use a Statue of Gaia here and a bridge to the Shrine will appear. Don't ask me how or why, just accept that it does.

Explore the village and then leave by the top exit. You'll meet the Duke who is just leaving, so head off northeast and climb to the top of the hill to see where he ends up. Now return to Destel and enter the cave. Explore as usual until you find a room with three crates and four holes. Put the crates in three of the holes and then stand in the fourth hole to make a chest appear. Get the key and then continue onwards until you reach a room with one pot and a switch. You need to activate the switch to get to the door, but you can't use the pot to do this, so instead, use the pot to get up to the top part of the room, making sure one monster follows you. Then kill the monster when he's standing on the switch and continue onwards.

Next, you meet a large hammer-wielding guardian. You need to kill him and get the healing boots that drop down.

Now head on out of the caves and wander about the countryside 'till you find another cave with a statue of the Goddess in it. Stand in front of the Goddess and use a statue of Gaia. Go out of the cave and a bridge will have formed to take you to the Shrine.





▲ Nigel stands near the waterfall and contemplates on the direction that his life's going in.

◀ To get through this room you have to kill the monster... Erm, that you actually can't see at the moment, but is there, honest. Yes, kill the monster when he's standing on the switch. I think.

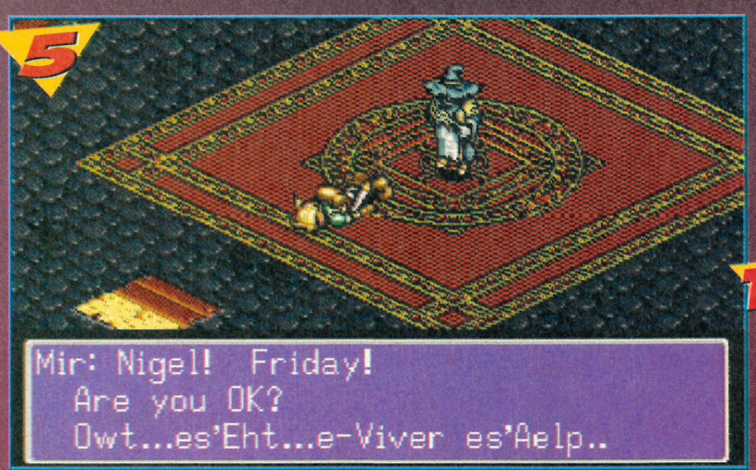
THE SHRINE

▲ There's a switch and a chest. Can you sense the connection?

◀ I could try to make up some wonderously funny caption about large green heads, but that would be a bit predictable. Wouldn't it?

▶ "No really, Huge Green Monster, there's loads of food and huge female green monsters in this deep pit. Honest!"

▲ Bah and piffle mate. You're going down and that's all there is to it.



▲ I've got a rug that looks just like Mir's. No, honest I really have. It's ever so nice.

▲ Here's Nigel leaving the land of the towering Bonsai trees.

◀ When you defeat the Duke (hurrah!) Zak will come to challenge you. Don't worry, though, if you can defeat the Duke you can certainly defeat Zak.

▶ If you use Gola's Eye on this golden statue here, you'll be transported back to somewhere near the start of the game.

▲ This guy is extremely tenacious, and he doesn't give up very easily, does he?

As you progress through the game and into the Shrine, the puzzles get harder. The first puzzle you come across is a room with a chest on a high block, a platform, a chest and a switch. You need to stand on the platform and throw the chest at the switch, then quickly jump across when a second platform briefly appears. Get the key. The next puzzle involves a ball and a large green pressure pad. When you get to this room you have to pick up the ball and stand by the door. Jump and throw the ball at the pad and then sprint through the door. Make your way through the Shrine until you finally meet the Duke. Defeat him, and Zak will appear and attack you. You'll find yourself whisked away to Mir's Tower where he gives you the axe-magic spell, which enables you to cut down those strangely-coloured trees. Head back to Mercator and through the Greenmaze exit. Cut down the trees and wander around 'till you meet Zak. He'll challenge you to a fight but Friday will suggest a better place. Go to this location and defeat Zak, then find the statue of the Goddess, and use Gola's eye. You'll find yourself where you started. Go through the cave until you find the Duke. Wait 'till he's gone and follow him to Kazalt.

And that's where we'll leave you until next month's final instalment, in which we'll discover the secrets of King Nola's treasure and meet some rather nasty things.

SEGA POWER

◀ Does this make any sense to you? If it does, then you'll be happy to know that the tips finish next month.

POWER TIPS

You should be ashamed of yourself, cheating like that. I'd never do that.

Pacing the drawing room at Baker Street, The Girl inhaled on the pipe. "You see, Dr Watson, Robotnik couldn't have murdered the fox. The lining of his gloves would have been eaten away by the poison. No, it must have been the hedgehog. I want to re-examine his prickles." "You don't mean..." blustered Watson. "That's right, Doctor," The Girl replied, "The Tips."

REN & STIMPY

(Sega Power 52: 56%) Sega

Okay, I know this isn't exactly the hardest game in the world, but Dean Mortlock (formerly of Uncleness fame) was missing his old tips section and felt he had to contribute something. So, let's hear it for the old guy...

Stage	Code
2	42Z0000 0PJ82XL
3	0700000 0DJ44XF
4	4310000 0DJ24XB
5	2320003 THJ44XK

MASTER OF DARKNESS

(Sega Power 45: 80%) Sega

We thought this game was excellent when we reviewed the Game Gear version in the dim and distant past, and it seems **John Redbrook** from **Lincolnshire** agrees heartily with us. He's the helpful guy who sent in this wonderful, multi-tasking cheat.

When the title screen appears, press diagonally Up and Left and hold it there for about three seconds. Then press 1, 2 and Start. If the cheat's worked you'll see an option which offers you a level select, nine lives and invincibility. John says that some of his friends have managed to do the same cheat by pressing diagonally Up and Right, instead of Up and Left, so be prepared to experiment. Thanks for that, John.

GUNSTAR HEROES

(Sega Power 47: 73%) Sega

Did you know that if you kick the power-up pods on *Gunstar Heroes* after they've dropped their goodies, they'll drop two more collectables? Well, you do now. Thanks go to **Joe Dean** from **Newcastle** for that little gem of a cheat.

SHINING FORCE

(Sega Power 44: 89%) Sega

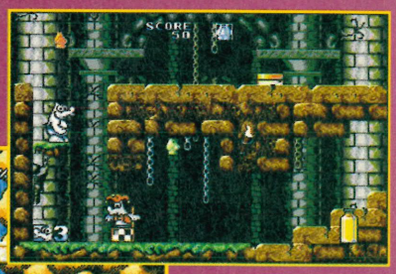
Hands up all those blokes out there who appreciate a bit of female flesh. Pervs! No. Sorry. What I meant to say is, you can now change the appearance of the magic-users in the brilliant *Shining Force*. Simply search the bottom-left of the Moonstone cave and give the object you find to Tao. Now, the next time she fights she'll be wearing a mini-skirt. If you search the area to the left of the three snipers in the Laser Eye battle, you'll find another hidden chest. Give the item to Anri, and the next time she fights she'll be wearing a bikini. Hmmph! Where are the blokes' G-strings? That's what I want to know. Anyway, thanks to new-man **Andrew Storr** for discovering that.

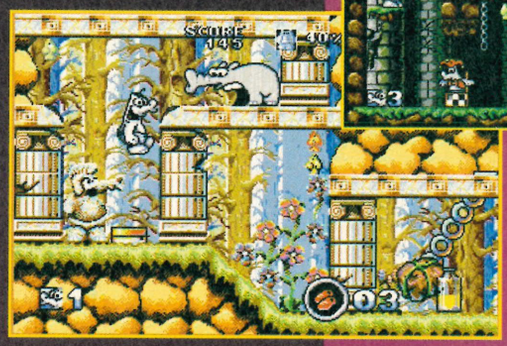
THE OTTIFANTS

(Sega Power 49: 64%) Sega

Joanne Mett from **Suffolk** has sent me all these groovy level codes for this *Lemmings*-style platformer.

Basement	JYSF
Construction Site	AOHT
Office	PIHE
Jungle	NRCF





▲ "It's no good, dear. We're going to have to redecorate this place."

◀ "Ah, that's much better. You know, I can almost smell the flowers on this wallpaper."

WIZ 'N' LIZ

(Sega Power 48: 78%) Psygnosis

As promised in last month's Power Tips here's the second part of our guide to spell-casting in Psygnosis's *Wiz 'N' Liz*. Thanks again to **Ed 'Pink Floyd' Lomas** for sending them in.

	LEMON	ONION	PEAR	CHERRY	AVOCADO	M'ROOM
LEMON	Bonus letters swapped					
ONION	1 extra point	No dying Wabbits				
PEAR	Stars worth double	Fruit increased	DO (Finders keepers)			
CHERRY	DO (Odd info)	20,000 extra points	175 extra stars	DO (Bouncing wabbits)		
AVOCADO	1 extra star	125 extra stars	200 extra stars	Stars returned	All bonus letters given	
M'ROOM	1 extra second & 300 extra stars	Double cheeseburger to go	50 seconds extra time	Level skipped	Extra life	Magic sapphire collected

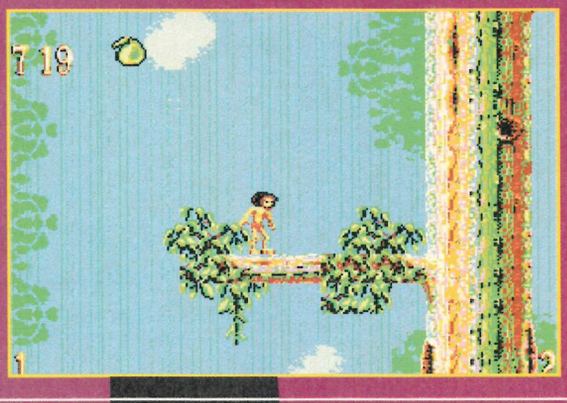
KEY DO – Door open

JUNGLE BOOK

(Sega Power 49: 84%) Virgin

Are you tired of monkeying around with this silky smooth platformer? Well, there's no need to tear your hair out any more because here's a selection of level select cheats for the Game Gear version...

Wait until the Disney logo fades from the screen, then press Up, Down, Up, Down, Left, Right, Left and Right. You'll now be able to select your starting level at the Start Game screen by pressing Left and Right. It's as easy as that. So, like, get with the beat, baggy...



▶ A level select for the Game Gear version of *Jungle Book*? It's a bare necessity, mate.

GAME GENIE CODES

After years of faithful service the Game Genie helpline is due to close, but the good news is that from now on Game Genie updates will be sent to you completely free of charge. All you have to do is write to: **Game Genie Codebook Updates, Hornby Hobbies, Westwood, Margate, Kent CT9 4JX** enclosing an A4 SAE (you'll need to use a 50p stamp). They'll then send you your very own Game Genie update book, crammed full of *all* the codes produced for the system since the original codebook was printed.

MEGA DRIVE

● FIFA International Soccer

RZZB66XE	Master code: must be entered
GBVADAZY	Both players' goals are worth eight
PYNADTYJ	Player 1 starts with eight points

● Sonic 3

Level Select	Enter the code: **AA6T – AAXC** and press Start. When Sonic waves his finger press Start.
Level Design	Access the level select as above. Choose the level you want to play and press A and Start. Once on the level press B to change Sonic into a ring, then press A to change the object and C to place the object. Pressing B will turn you back into Sonic.
Super Sonic	Use the level design as above and use button A to turn Sonic into a TV. Place the TV on the screen by pressing C and then press B to return Sonic to normal. Jump on the TV and you will then become Super Sonic.
Slow Motion	Use the level design as above. Press Start to pause the game, and then hold down B to play the game in slow motion.

● Sonic Spinball

AW7T4A5L	Infinite lives
AXNA8A94	Infinite balls in all bonus rounds
AE8A5N58	Start on level 2
AJ8A5N58	Start on level 3
AN8A5N58	Start on level 4

● Shinobi 3

CJSAEA7G	Infinite energy
AX6TAA2E	Infinite credits
AT3AEA72	Infinite shurikens
AT1TEA4E	Infinite ninjitsu items

ACTION REPLAY CODES

For all the latest codes, phone the Action Replay helpline on ☎ **(0782) 745 992.** Phone between **9am and 5.30pm on weekdays,** and between **9.30am and 1.30pm on Saturdays.**

MEGA DRIVE

● Sonic Spinball

0003226600	Enables you to play UK version on a Japanese or US machine
FF579E0003	Infinite lives
FF579E1003	Boss room is open

● Aladdin

0003406000	Enables you to play UK version on a Japanese or US machine

● Robocop Vs The Terminator

FFF08C0040	Infinite energy
FF009C0005	Infinite lives
FFF0F000FF	Invulnerable
FFF1AA000X	Replace X for weapon select 1 – Ed Gattling Gun 2 – Grenade Launcher 3 – Bazooka 4 – Plasma Rifle 5 – Homing missile 6 – Laser 7 – Flame Thrower

● Zool

0006906006	Use with code below to enable you to play the UK version on Japanese machines
0001F04A20	Use with above code
0006906006	Use with code below to enable you to play the UK version on US machines
0001F05520	Use with above code
FFED530004	Unlimited energy
FFEB030000	All candy has been collected
FFEB690010	Unlimited time

GAME GEAR

● Cool Spot

00D18F2F	Infinite energy
00D18E03	Infinite lives

● Ecco The Dolphin

00CAC123	Infinite air and energy

● Jurassic Park

00CA0003	Infinite energy
00C90003	Infinite energy in the car
00C1EA04	Infinite energy in Action Scene
00C02404	Infinite lives

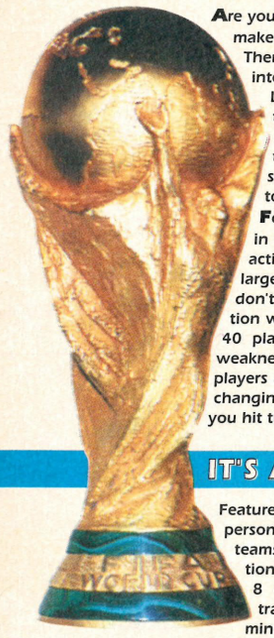
ECCO CD

(Sega Power 47: 87%) Sega

Right, hands up all those who want a cheat that'll give them infinite lives and a level select. Okey-dokey. Start the game as usual, then make Ecco do a U-turn. When he's facing you square-on, press Start, then Right, B, C, B, C, Down, C and Up. You should now see a special de-bug type screen.

◀ "Anyone for a tuna samie? Sorry, Ecco. Didn't see you there."

FOOTBALL CHAMPIONS PLAY BY MAIL



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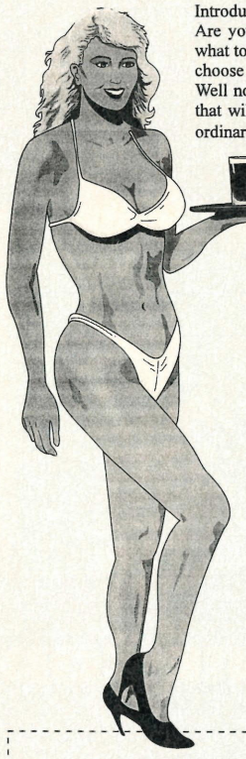

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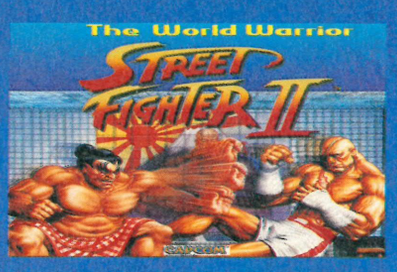

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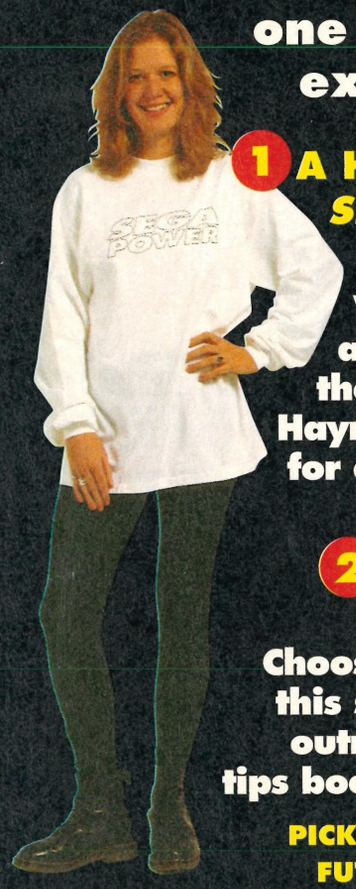

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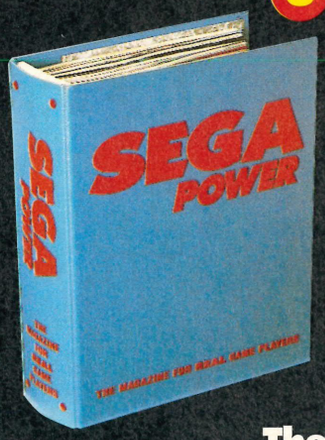

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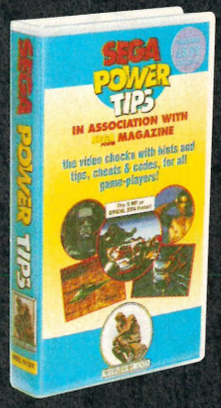

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***** State-of-the-art!

ALL NEW ENTRIES ARE IN BLUE

Please note that import prices will vary from company to company. The prices quoted are typical (read very reliable – ho, ho, ho!) but only use them as a guide.

MEGA CD

AFTER BURNER 3 SEGA £39.99
This title has the dubious honour of being the lowest rated game ever to grace any of the four Sega systems. Complete crap. *

BATMAN RETURNS (Import) £54
This combination of platforming and stunning 3D racing sections really shows what the Mega CD is capable of. Smart. ****

BLACK HOLE ASSAULT SEGA £39.99
Powerful visuals make this seem appealing, but they can't make up for the very shallow beat-'em-up gameplay. **

CHUCK ROCK SONY IMAGESOFT £39.99
Nice game shame about the format. Neat graphics and sonics don't hide the tired platform formula. ***

CHUCK ROCK 2: SON OF CHUCK CORE DESIGN £TBA
A brilliantly animated intro adds atmosphere, as do the new sounds and the music. The gameplay's the same as the Mega Drive version, but it's still great fun. ****

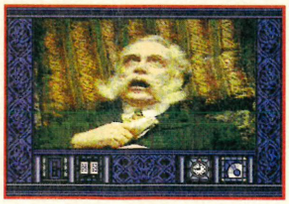
CLIFFHANGER SONY IMAGESOFT £44.95
This game hasn't got any friends, it wears anoraks and probably has a poster of John Major on its wall. Avoid, or be ridiculed forever. *Cliffhanger?* Cliff Richard more like. *

DEVASTATOR (Import) £44.99
This Jap import's a mix of easy explore 'n' shooty sections and simplistic horizontally-scrolling blasting. A waste of hardware. **

DOUBLE SWITCH Digital Pictures £44.95
Great use of FMV, even if it is appallingly acted. It's fast and action-packed, but doesn't push interactive gaming very far. ****

DRACULA IMAGESOFT £44.95
Superb rotating backdrops, beautiful animation and yummy graphics do little to hide a very dull beat-'em-up. Poor. **

DRACULA UNLEASHED SEGA £TBA
Similar to the *Sherlock Holmes* CDs, but infinitely more playable. The gameplay is rewarding and well presented. The action is exciting and, at times, absurdly funny.****



DRAGON'S LAIR READYSOFT £44.95
This looks stunning, but plays like an iron doughnut. *Dragon's Lair* is excellent to watch, but it's also frustrating, annoying and ultimately far too shallow. ***

DUNE VIRGIN £49.99
Brain-pounding strategy and intriguing first-person adventure. The gameworld draws you in and holds you until the last twist. ****

DYNAMIC GOLF (Import) £44.95
This is a good game with lots of options and a great control system, but the Japanese text makes it pretty difficult and the gameplay is a bit slow. ***

ECCO THE DOLPHIN (Import £49.99)
Ecco on the CD doesn't really do anything the Mega Drive version can't, but the music – ahh! Absolute bliss. Sega should've done something with the code though. ****

FINAL FIGHT SEGA £44.99
This faithfully converted coin-op is the best in the walk-thump-walk genre – the limited range of attack moves won't appeal to die-hard fighting fanatics though. ****

GROUND ZERO TEXAS SONY IMAGESOFT £44.99
At least we're seeing some software that pushes the Mega CD to its limits. This is much more playable than *Night Trap* and infinitely better than *Mad Dog McCree*. *****

HOOK SONY IMAGESOFT £TBA
A well presented platform romp with one or two fresh ideas. There's plenty of addictive bite despite the infinite continues. ***

JAGUAR XJ220 SEGA £44.99
Silky smooth sprite scaling, detailed 3D, varied courses, two player-mode and a track designer make this road racer a real hot-rodded affair. Stunning stuff. ****

JOE MONTANA'S NFL FOOTBALL SEGA £44.95
A competent football title, which uses the Mega CD's capabilities well. Unfortunately, it doesn't measure up to the sheer playability of the *Madden* series of games. ****

JURASSIC PARK SEGA £TBA
Sega have managed to make a CD version of 'Jurassic' that actually does the film justice. It won't appeal if you hate platform games, but for the rest of us it's *Jurassic*-great. ****

KEOI FLYING SQUADRON (IMPORT) £49.95
A shoot-'em-up to push you harder than ever. Slick graphics, excellent sound and great gameplay lift this CD high above the mainstream. Very tough. ****

LETHAL ENFORCERS KONAMI £54.99
Blasting at the screen brings out the blood lust in us all, but unless Konami are planning to use the 'free' gun with future games, you'll be paying a lot for a brief flurry of fun. ****

LUNAR SEGA £44.95
An utterly brilliant role-playing game, which combines a marvellous story and a gigantic playing area. *Lunar* is, without doubt, the most impressive Mega Drive RPG ever. *****

MAD DOG AMERICAN LASER GAMES McCREE £TBA
A doggone, two-bit, son-of-a-gun, snake-in-the-grass conversion, which makes use of the CD's capabilities. The gun is great but that's not enough to save the day. *

MICROCOSM PSYGNOSIS £TBA
Microcosm looks better than it plays and the gameplay really needs to have much more depth. This game does look wonderful though, and the urge to progress is quite strong.***

MYSTERY MANSION SEGA £TBA
Mystery Mansion ranks alongside *Thunderhawk* and *Night Trap* as a truly original program for the Mega CD. Unfortunately, it's far too easy to finish. ***

NHL HOCKEY '94 E.A. £39.99
E.A. Hockey was always going to be a 'must buy' title for the Mega CD, but while superb sound and great video clips make some use of the CD, little else is enhanced. A good bargain, though. *****

NIGHT TRAP SEGA £44.99
Some scenes are unsuitable for young children but it's not as gory as everyone makes out. What it is, however, is a damn fine game. Excellent stuff. ****

NIGHT STRIKER 3 (Import) £44.99
If this is a CD game then I'm a small lump of cheese called Rupert. Whoever designed this probably thinks that CD stands for Completely Dull, because that's what this game is. *

PRIZE FIGHTER SEGA £49.99
One of the more entertaining CD titles, it's a great showcase for the machine. It's not all that playable, but beats all other contenders on its ability to get the blood racing. ****

PRINCE OF PERSIA SEGA £44.99
A great platform game with plenty of challenging puzzles and superb fencing sequences, but why is it on CD? ***

PUGGSY PSYGNOSIS £44.99
A great puzzle game. If you have a Mega CD it's certainly worth buying if you haven't played the Mega Drive version. It'll last you ages and there's plenty of scope for replay. ****

RACING ACES SEGA £44.95
Racing Aces can't decide whether it wants to be a race game, a shoot-'em-up or a flight sim. It tries to be all three at once, but unfortunately fails dismally on each count. *

ROAD AVENGERS SEGA £44.99
It looks great and plays great – for a few hours – but the gameplay is pretty shallow. More of a demo than anything else. ***

SHERLOCK HOLMES SEGA £44
Atmospheric super-sleuth game. The gameplay's slow and repetitive but it's deep enough to warrant further investigation. ***

SHERLOCK HOLMES 2 (Import) £50
This carries on from where the last game left off – and it's not bad at all. Two CDs ensure you get the most from the full-motion video, but the mysteries aren't that hot. ***

SEWER SHARK SONY IMAGESOFT £39.99
This game could persuade you to get a Mega CD. Real actors, real sound, real movie footage! Don't be fooled. This is a mangy asthmatic dog. *

SILPHEED (Import) £59.95
There are some really beautiful moments which lift this above the majority of CDs, but some of the gameplay is a bit on the antiquated side. Still, on the whole, Silpheed is a breathtaking ride. ****

SONIC CD SEGA £44.99
As usual, there's a question over longevity, but with over 63 levels of gorgeous graphics and typical *Sonic* gameplay, this has got to be the hog's best outing yet. ****

STELLAR-FIRE DYNAMIX £TBA
Stellar-Fire is a slick polygon shoot-'em-up, but once you've seen the detail in *Thunderhawk* you won't want to put up with this. It's okay, but not spectacular. ***

THE AMAZING SPIDERMAN VS THE KINGPIN SEGA £29.95
The cartoon bits are great, but once you've watched them all the novelty starts to wear off. The rock soundtrack is abominable and underneath it all, *Spiderman Vs The Kingpin* is really pretty average. ***

THE SECRET OF MONKEY ISLAND JVC £44.95
The Secret of Monkey Island is a brilliant adventure game which bodes well for the Mega CD. Let's hope LucasArts convert some of their more recent titles as well. ****

THE TERMINATOR Virgin £29.99
This is a complete waste of money. There are loads of better platform shoot-'em-ups for the Mega Drive, some of which are on budget. The music is great, but unfortunately that can't save the game. **

THUNDERHAWK CORE £44.99
Awesome to look at, listen to and play. Put it this way, if you've got a Mega CD, and you're not going to buy this game, then you might as well throw your system away. Yes, it really is that good. *****

TIME GAL SEGA £44.99
This game works on cartoon appeal alone. Okay, there's very little gameplay, but what is there, is fairly tough. ***

WILLY BEAMISH SEGA £44.99
This is a point and click adventure title in the same style as *The Secret Of Monkey Island* on the Amiga. Unfortunately, the response time is just a bit too slow to be really enjoyable. Shame. **

WOLFCHILD SEGA £39.99
Superb graphics and sound, but they hardly make up for the awkward controls and frustrating gameplay. **

WWF RAGE IN THE CAGE ACCLAIM £TBA
It may be more limited than your standard martial arts beat-'em-up, and it may not make that much use of the Mega CD, but there's no denying that *Rage In The Cage* is a laugh and a half. ****

MEGA DRIVE

ADDAMS FAMILY ACCLAIM £39.99
It may be just another platformer, but the kooky adventures of Gomez and his family translate well to the Mega Drive. The levels are varied and it's tougher than your run-of-the-mill two-day affair. ****

AERO BLASTERS (Import) £30
A very fast horizontally-scrolling shoot-'em-up, notable for its fast tunnel sequence and major end-of-level guardians. *****

AERO THE ACROBAT SUNSOFT £39.95
There are more than enough original touches to save this title from potential platform oblivion. It's a testing and fun little number, which also represents excellent value for money. A good buy. ****

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 (if short) blast. ****

AIR DIVER (Import) £30
This is a first person perspective shoot-'em-up game, with large enemies and some fast and frantic blasting. There's not a great deal of lastability though. ***

ALADDIN SEGA £49.99
A not-to-be-missed blend of Disney-quality animation and the cream of 16-bit platforming. Ultimately, this is just another platform game, but it does it so well no-one's going to complain. Simply stunning. *****

ALEX KIDD IN THE ENCHANTED CASTLE SEGA £19.99
Alex goes 16-bit in this colourful platformer. As with the other games, the jolly atmosphere belies the testing gameplay. ***

ALIEN3 FLYING EDGE £34.99
Well, what can you say? It's good, but not earth-shattering. The big licence will draw in the crowds and the graphics are excellent, but it's still 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 DRAGOON 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. Give this coin-op conversion a wide berth. **

AMAZING TENNIS (Import) £40
One of the best of the tennis games currently available. The silly angle 'n' perspective is the only downer. ***

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. ***

ANDRE AGASSI TENNIS TEKMAGIK £39.99
You can hardly control the ball, the gameplay's too slow and the whole thing is uninspiring. The graphics and sound are okay, but this is still a very duff game. *

ANOTHER WORLD VIRGIN £39.99
Solve the puzzles and guide Lester back to his homeworld in this excellently animated and highly original game. ****

AQUATIC GAMES E.A. £34.99
James Pond, everyone's favourite underwater agent, 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 your interest engaged for quite a while. ***

ARCH RIVALS FLYING EDGE £39.99
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
This game's done the impossible by failing to capture *any* of the film's charm. 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 utterly dull gameplay. **

ARROW FLASH £20
Mundane horizontal blaster with overly fancy backdrops and a change-into-a-robot mode. Just pick up icons, blast a few aliens and that's yer lot. ***

ASSAULT SUIT LEYNOS (Import) £20
Known as *Target Earth* in the USA. This tough scrolly shooter is tricky to control. Persevere though and you might just enjoy it. ***

ASTERIX SEGA £49.99
The brilliant cartoony animation and humour is spoiled by a frustrating time limit feature, which precludes any investigation of the levels' twists and turns. ***

ATOMIC ROBOKID (Import) £25
Pretty, multi-directional scrolling shoot-'em-up. Frustrating gameplay 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. ****

AWESOME POSSUM TENGEN £TBA
This is *Busby*, but with a green attitude. It's nowhere near as playable as *Busby*, though. If you want to be a decent human being, recycle everything you possibly can and play *Sonic 3* instead. **

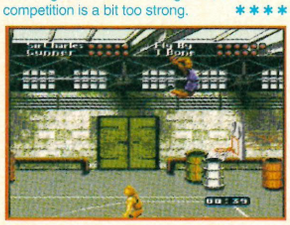
AXIS FZ (Import) £30
Blaster viewed from nearly overhead. Control is a bit sticky and the disorientating graphics just don't look right on the screen. ***

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. **

BALLJACKS SEGA £34.99
A futuristic sport sim that suffers from shallow and easy gameplay. Poor. **

BARKLEY: SHUT UP AND JAM! ACCOLADE £29.99
This is just a touch too close to *NBA Jam* for its own good. It's not a bad game , but the competition is a bit too strong. ****



BART'S NIGHTMARE ACCLAIM £39.99
Lightweight gameplay and crap graphics condemn this mixed bag of subgames. Original plot though. *

BATMAN (Import) £35
Sunsoft play it safe with a platform stroll around and beat-'em-up. Plenty of fisticuffs with end-of-level Penguins and Jokers, but it doesn't push the Mega Drive or you. ***

BATMAN RETURNS SEGA £39.99
Batman Returns creates a pretty good atmosphere with its gloomy graphics and haunting sound effects, the only problem is the gameplay which 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
You'll have to know a bit of Japanese to follow this golfing arcade adventure! ***

BATTLE SQUADRON E.A. £39.99
The snazzy graphics can't disguise the high difficulty level and puny power-ups, but it's still hotter than the summer of '76. ****

BATTLETOADS (Import) £40
This curious mix of platforming and beat-'em-up action is extremely big, tough and very challenging. In short, it's everything a computer game should be. ****

BATTLETOADS DOUBLE DRAGON (US Import) £47.95
Combining two sets of characters could have created a great game, but sadly in *Battletoads Double Dragon* it's a case of three plus two equals minus seven. Shame. *

BILL WALSH COLLEGE FOOTBALL E.A. £44.99
Their latest American footy title is more user friendly and has a greater number of plays, but whether it's worth trading your Madden game for is questionable. ***

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
Okay, so this is yet 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. ****

BLADES OF VENGEANCE E.A. £44.99
If you like your vengeance to come in the form of a blade, then this is as good a hack 'n' slash as any. But at £45 it's E.A. who're making the real killing. ***

BLASTER MASTER 2 (Import) £40
Tanks and guns spice up the usual platform formula in this game. The levels, although unastounding, are different enough to make it one of the best choices currently available. Worth a look. ***

BLOCK OUT E.A. £19.99
Take the classic, block-shifting *Tetris*, add a new dimension along with a different perspective and voilá! Easily as addictive as *Tetris*, but expensive. *****

B.O.B. E.A. £44.99
The novelty of the cartoony graphics and humour soon pail as you become bogged down with the finicky controls and repetitive platform action. Big shame. ***

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. ***

BOXING LEGENDS OF THE RING (US Import) £42.95
A hard-hitting blood bath, which is one of the best Mega Drive boxing games available at the moment. However, long-term single-player appeal is still pretty limited. ****

BUBBA 'N' STIX CORE DESIGN £44.99
A platform puzzler that fails to grab the imagination. *Bubba 'N' Stix* has some nice touches, but not really enough to lift it into the league of *The Lost Vikings*. ***

BUBSY ACCOLADE £39.99
Bubsy's a loveable character and great to look at, but this title proves once and for all that great graphics do not make a great game. If you're after a poor man's Sonic this could be for you. ***

BUCK ROGERS E.A. £49.99
Stop the RAM organisation 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
This game is basically *Space Harrier* with different scenery. It has similar faults too: repetitive, tricky targeting and perennial collision faults. **

CADASH TAITO (Import)£36
A good attempt at trying to mix arcade action with a RPG. Good graphics and animation, but it's still far too easy. ***

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. ***

CAPTAIN PLANET AND THE PLANETEERS SEGA £39.99
A below par platformer with a few imaginative aspects, but the gameplay's so boring not even that great environmentalist, Captain Planet, could save it from the trash can. **

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. *****

CASTLEVANIA KONAMI £TBA
Long stretches of mundane platforms are interspersed with stunning graphical set-pieces. A very playable and, at times, clever romp. But it's far too easy. ***

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 BOWLING (Import) £36.95
This recreates the mechanics of bowling almost perfectly, but since you never slip or fumble it's just too easy to score top marks all the time. *

CHAMPIONSHIP PRO-AM (Import) £35
The speed of this racing title is without fault. It looks nice and plays well but underneath this game's simply too repetitive. ***

CHESTER CHEETAH (Import) £44.99
Yet another tedious platformer. A lack of enemies, variety and any spark of originality condemn this one. *

CHIKI CHIKI BOYS SEGA (Import)£35
Uninspiring platform game from Japan. There are plenty of challenges to get stuck into but little else. **

CHUCK ROCK VIRGIN £39.99
Groovy goings-on 100 million years B.C, with wild sonics and graphics as Chuck rescues his wife from the evil Gary Gritter. ****

CHUCK ROCK 2 CORE £39.99
Superb graphics and the active use of the programmers' imaginations lift this above the normal crop of platformers. ****

COLUMNS SEGA £29.99
A *Tetris* clone with a superb challenge mode. Simple and addictive. ****

COOL SPOT VIRGIN £39.99
Okay, the gameplay maybe a bit unoriginal but this is still one classy-looking title . The tunes are pretty chillin' too. ****

CORPORATION VIRGIN £39.99
Stacks of atmosphere and excellent 3D set this apart from its rivals. Break into the Corporation to uncover vile secrets about genetic splicing. Nice one. ****

COSMIC SPACEHEAD CODEMASTERS 39.99
A strange mix of platforming and adventuring, which doesn't score highly on either count. Shows a lot of promise, but in the end fails to deliver. One of those 'if only' titles. ***

CRACK DOWN SEGA £34.99
Two-player split-screen scroller where you guide agents around, plant bombs and zap the enemy. *Gauntlet*-style gameplay is very addictive. Ageing badly, though. ****

CRASH DUMMIES ACCLAIM £39.99
If you have the toys and watch the cartoon, you might enjoy this. In fact it's just another platform game released to squeeze the market for some extra cash. **

CURSE (Import) £25
This Horizontal shoot-'em-ups features vile visuals, appaling animation, sour sounds and limited levels. **

CYBERBALL SEGA £19.99
Odd future-sport variation on American Footy, licensed from the arcades. Er, odd. **

CYBORG JUSTICE SEGA £34.99
This is a brilliant beat-'em-up, boasting loads of different moves and weapons, but sadly the enemies aren't varied enough. ***

DANGEROUS SEED (Import) £30
Vertical shooter which, unfortunately, offers nothing new. All the normal features are there, but tiny visuals make the action seem messy and confusing. **

DARIUS 2 (Import) £30
Also known as *Sagaia*, this huge horizontally-scrolling blaster has a stonking 26 levels and seven different endings for you to zap your way through. ****

DARK CASTLE E.A. £34.99
Overly frustrating platform-cum-puzzle gothic adventure. The unimaginative plot involves you getting rid of the Black Knight and saving the castle. The poor graphics and gameplay let this one down. ***

DARWIN 4081 (Import) £30
Attractive vertical scroller with intriguing power-ups: your ship evolves with DNA! *(What will they come up with next? – Karen)* Nicely animated missiles and different arms make this one stand out. ****

DASHIN' DESPERADOES DATA EAST £39.95
Genuinely original gaming ideas are scarce these days, but this one's new on me. *Dashin' Desperadoes* is excellent fun, especially when you're playing against a friend. ****

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 it can get a little bit messy when things get really frantic ****

DAVIS CUP TENNIS SEGA £39.99
The definitive tennis game is here at last – and it captures every element of the great British tradition. Fast, loads of shots to choose from and highly addictive. ****

DEATH DUEL (Import)£35
Hyped as a bloodthirsty game this complete pile of cack is about as frightening as an episode of 'Dangermouse'. Most definitely one to avoid. *

DECAP ATTACK SEGA £34.99
Decap Attack is a hilariously funny platform game with some great visuals. As Chuck D Head, you have to reach the evil Max D Cap and save the world. It's not as daft or easy as it sounds. ****

DESERT STRIKE E.A. £39.99
This is, without doubt, one of the most impressive games of all time. Pilot your Apache Gunship through four complex scenarios and repel the evil dictator, General Kilbaba. Truly excellent stuff. *****

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. ****

DINOSAURS FOR HIRE SEGA £36.95
A classic example of assembly-line programming. The game performs adequately in all departments, but the lack of features shows a dearth of imagination. ***

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
Certainly a different idea for a sport, but it tends to tire very quickly – the sport itself is pretty feeble. It's not too bad in two-player mode though. **

DOUBLE CLUTCH SEGA £34.99
The great handling can't make up for suspiciously similar courses and a general lack of speed. This'd be a really good bargain if it cost £10, but it doesn't, so it isn't. **

DOUBLE DRAGON BALLISTIC £29.99
As you can see this is 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. *

DR ROBOTNIK'S MEAN BEAN MACHINE SEGA £44.95
Almost the same as *Columns*, but with some new features and bags of addictive, non-stop gameplay. If you haven't got *Columns*, then this game is a 'must buy'. Otherwise, it's not really essential. ****

DRAGON'S FURY DOMARK £39.99
This pinball style game is a 16-bit classic. Beautifully smooth graphics and very addictive gameplay make this cart a 'must buy' title. *****

DRAGON'S REVENGE TENGEN £39.99
Simplicity really is an extremely important part of the charm in Tengen's *Dragon's Revenge*, but there's a real danger that it's all starting to look a little bit dated now. It could well dragon a bit (ouch). ****

DUNE 2: THE BATTLE FOR ARRAKIS VIRGIN £44.99
Way out of the norm and all the better for it, *Dune 2* is one of the best Mega Drive games we've ever seen. Don't be scared by the strategy angle, this is definitely a real babe of a game. *****

DUNGEONS & DRAGONS (Import) £39
While not quite in the *Phantasy Star* league., this is still a very good game. ****

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
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. If you haven't bought it yet though, go for *NHL Hockey '94* instead. ****

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. 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. ****

ETERNAL CHAMPIONS SEGA £59.99
This game has all the ingredients of a great beat-'em-up, but sadly falls short at the final hurdle. Ultimately, this is just a week clone of *SF 2* and is bound to live in its shadow. ***

EUROPEAN CLUB SOCCER VIRGIN £34.99
Nice introduction and options, but the whole thing is let down by poor gameplay. It's simply too easy to beat in one-player mode. ***

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
A jolly role-playing game whose computer game ancestry is just a bit too obvious. Puny characters, weedy combat and decidedly dated gameplay. **

FATAL FURY SEGA £44.99
A very good attempt at a rival to *that* game. Large characters, plenty of special moves and fast action. But *Street Fighter 2* easily wins out. ****

FANTASIA SEGA £29.99
Spectacular animation, gorgeous scenery and an amazing classical soundtrack – but the gameplay is disappointing. A repetitive shoot-'n'-collect-'em-up with tricky controls. ***

FANTASTIC DIZZY CODEMASTERS £39.99
A massive challenge with loads of puzzles and platforming fun. If you fancy something to exercise the grey cells as well as the finger muscles then this could be for you. ****

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. ***

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
This is good fun and there are loads of options, but a severe lack of any realism whatsoever means that the game is ultimately a disappointment. ***

FIFA INTERNATIONAL SOCCER E.A. £49.99
The most authentic looking footy sim on the market. It may lack *Sensible's* playability, but it'll give the football game genre a kick up the nineties. Well played E.A., nice one. ****

FIRE MUSTANG (Import) £30
This is, unfortunately, a cross between *P-47* and a bucket of cold sick. This nasty horizontal shooter is slow, unattractive and unbearably dull. *

FLASHBACK (Import) £39.99
Simply stunning arcade action title with a 'Total Recall' type storyline. Superb graphics, unreal animation and gripping puzzles – this game's got the lot. *****

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! ***

THE FLINTSTONES SEGA £34.99
Typical platform gubbins that'll only appeal to die-hard friends of the Bedrock fraternity. Average 'n' dull. **

FORGOTTEN WORLDS SEGA £34.99
Two-player shoot-'em-up with an unusual firing method. Beautiful backdrops and loads of enemies. Great solo too. ****

F1 DOMARK £44.99
This is, without a doubt, the best Sega racing game on any console – and that includes the Mega CD. The sheer speed of the sprite scaling is simply awesome. Go out and get it right now. *****

F15 STRIKE EAGLE 2 MICROPROSE £44.99
A confused game that slips down the gaps between being an actual flight sim and a nasty, shooty-type thing. Unfortunately, it's a bit unconvincing on both fronts. ***

F-117 NIGHT STORM E.A. £44.99
A complex flight sim with an emphasis on historically-based storylines. Not bad, but it's basically *LHX Attack Chopper* in Stealth Bomber clothing. ***

F-22 INTERCEPTOR E.A. £39.99
Great graphics and sound effects, and some wild head-to-head confrontations, but a tad too samey. ***

GADGET TWINS IMAGITEC £39.99
In this novel, well-designed shoot-'em-up you choose to be a plane with personality (!). The graphics are pretty cute, but the gameplay is as hard as nails. It includes a stonking two-player option. ****

GAIN GROUND SEGA £19.99
Choose the right soldiers in this intriguing flick-screen combat game. This game is pretty heavy on the strategy, but its slower pace might well make a refreshing 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 plenty to do and see. ****

GALAXY FORCE 2 SEGA £19.99
This 360° spinning coin-op conversion has bags of fast and furious 3D action, but it all gets a bit tiresome after a while. ***

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. * ***

GAUNTLET 4 TENGEN £44.99
Gauntlet's paid its due to the gameplaying world and this version – which is compatible with both E.A.'s and Sega's four-player taps – is good enough to induce tears of nostalgia in anyone who remembers the original. ***

GENERAL CHAOS E.A. £44.99
This bizarre strategy-cum-wargame is one of the first to use Electronic Arts' 4-Way Play adapter so up to eight of you can battle it out simultaneously. Very original. ****

GEORGE FOREMAN'S KO BOXING (Import) £35
Oh dear! Stand still and deliver one of your three punches. Not exactly exciting. *

GHOSTBUSTERS SEGA £19.99
Platform shooter which the word mediocre doesn't begin to describe. ***

GHOULS 'N' GHOSTS SEGA £44.99
Tricky rendition of the coin-op with ghouls, spirits and creepy nasties. Amazing visuals and some superb stereo sound. *****

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. Worth a look. ****

GODS ACCOLADE £44.99
Unlike most platformers this one makes you think – and think hard. As well as coping with hordes of violent creatures, you also have to solve a plethora of puzzles. ****

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 it should have been and for one player it's simply far too easy to finish. ****

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. ****

GOLDEN AXE 3 SEGA £44.99
Not the sequel we expected, I'm afraid. Everything about this game smells. If you've got the superior *Golden Axe 2*, be content with that – you won't find anything here. *

GRANADA (Import) £35
Overhead multi-directional scroller where you use the "Granada" vehicle to defeat enemies and destroy booby-trapped power stations. Only four levels but fun. ****

GRAND SLAM TELENET (Import) £35
A graphically excellent and competent tennis game – but with the usual problem: it's too easy. You'll complete it in a day or two. ***

GREATEST HEAVYWEIGHTS SEGA £49.99
Lacks the blood and guts factor seen in *Boxing Legends*, but it's certainly a more intuitive and realistic sim. This one should certainly rank pretty highly among the Mega Drive heavyweights. ****

GREEN DOG SEGA £39.99
A cool beach bum stars in this run-of-the-mill platformer. Good graphics, but lacks any sort of spark to make it stand out. ***

GUNSHIP US GOLD £44.99
Make no mistake, war is a horrific and ugly thing and that's one of the few things that *Gunship* has got right. Buy a sim or buy a shoot-'em-up. Just don't buy this. *

GUNSTAR HEROES SEGA £39.99
This is visually excellent and plays well too. The four levels won't take long to complete, however, and the 20 or so big bosses on the last stage soon get tiresome. ***

GYNOUG 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 £3-9.99
As baseball sims go this is one of the best. Smooth animation, simple control system and deep gameplay. But fielding is a pain. ***

HARD DRIVIN' TENGEN £25
Competent 3D driving simulation, but nothing to write home about. **

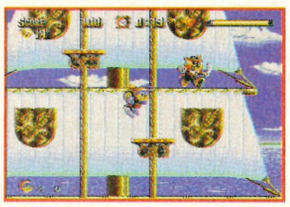
HAUNTING E.A. £49.99
This is strictly a one-hit wonder. Once you've seen all the funny animations, there's very little left. It's more of a pop-up video than a game. And what's with the £50 price tag? **

HEAVY UNIT (Import) £30
Multi-directional scrolling blaster with loadsa 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're in command of a range of armoured weaponry, and have to handle battle plans and juggle with logistics in real time. A subtle blend of action and strategy. ****

HIGH SEAS HAVOC DATA EAST £39.95
Fans of *Sonic* will probably glean enjoyment from this polished platform game. It has smooth animation and some excellent graphics, but it's unoriginal and positively wreaks of the blue 'hog. ***



HIT THE ICE SEGA £44.99
Pathetic three-a-side rendition of ice-hockey. The controls are a nightmare and the violence soon becomes incredibly irritating. Dross. *

HOME ALONE SEGA £39.99
An appaling insult to video games. This is crap – pure and simple. Avoid! *

HOOK SONY IMAGESOFT £39.99
There's very little difference between the Mega Drive and Mega CD versions of *Hook*. It's certainly nothing spectacular, just a run-of-the-mill game which won't take you very long to complete. ***

HUMANS IMAGITEC £39.99
An excellent puzzler that mixes arcade action with strategy very well (without looking like a Lemmings rip off). The levels look pretty similar, true, 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. ****

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 a difficult game virtually impossible to get to grips with. For patient players only. ***

INSECTOR X (Import) £25
Target giant insects 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
This is a game that offers tactical gameplay similar to a kind of reverse Shanghai (of course, that won't help you if you've never played it). This game's definitely for puzzle fans only. ****

INTERNATIONAL RUGBY DOMARK £39.99
Rugby? Pah! Don't make me laugh. A lack of decent set plays, hopeless tackles, crap passing, minute graphics and a total disregard for the sport's rules – need I go on? *

JACK NICKLAUS POWER CHALLENGE ACCOLADE £39.99
Great graphics and plenty of options, but it simply fails to excite in solo mode. Fun with two though. ***

JAMES BOND DOMARK £39.99
Not as obviously impressive as the MS version, but it has its fans. ***

JAMES "BUSTER" DOUGLAS BOXING SEGA £34.99
Almost the same as *Final Blow*, this utterly dire boxing simulation is unintentionally funny. Say no more. **

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... ****

JAMES POND 3 OPERATION STARFISH E.A. £44.99
A weird, but brilliant platformer, which is impossible to put down, but big enough to keep you going for ages. A brilliant game which you'll be proud to own. ****

JEWEL MASTER SEGA £34.99
A run-of-the-mill platform beat-'em-up with a novel ring feature. Swap rings and you can alter the kinds of magical weapons you use. Dull as ditchwater... ***

JOE MONTANA FOOTBALL SEGA £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*. The really big plus is the digitised commentary throughout the game. ****

JOE MONTANA 3 SEGA £39.99
Better than the second version, and it's getting closer to that prestigious *Madden* crown all the time. A very competent game. ****

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.) ****

JOHN MADDEN FOOTBALL '92 E.A. £39.99
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. ****

JUNGLE STRIKE E.A. £44.99
Take on the might of a South American drug baron in this long-awaited sequel to *Desert Strike*. This game is all that you could want and much more. Bigger, faster and more varied. Get it. *****

JURASSIC PARK SEGA £45
We hate to say it, but *Jurassic Park* is so completely average it makes your eyes water. It's a lovely idea and the monsters are fiendish, but it looks like Sega haven't put much effort in. ***

KA-GE-KI (Import) £35
You have to 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! Lots of fun. ****

KICK BOXING MICRO WORLD £27.95
This is not a classic by any means. *Kick Boxing* may keep you relatively happy for a while, but it's certainly no contender for the highly sought after *SF 2* belt. ***

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 very long on play and short on prettiness, and this is typical: loads of adventure, but not a great deal to see or hear really. RPGers only need apply. ****

KING OF THE MONSTERS SEGA £39.99
This 'Godzilla'-style fighting game lacks both a variety of attack moves and the silliness of the B-movies. Disappointing. **

KLAX TENGEN £34.99
This tumbling-tile cross between *Columns* and *Tetris* was all the rage when it first appeared. Heaven knows why: after an hour this mediocre puzzler is back in its box. **

KRUSTY'S SUPER FUN HOUSE FLYING EDGE £39.99
A cross between *Lemmings* and a platformer, but with loads of levels. Very frustrating, but jolly good nonetheless. Worth checking out if this is your 'bag.' ***

LAKERS VS CELTIC (Import) £35
From the team that brought you *John Madden*, this basketball sim has impressive graphics, fast play and heaps of options. Not fantastic, but great for two players. ****

LANDSTALKER SEGA £44.99
An almost flawless diamond of an RPG, which is guaranteed to shine in the constellation of Mega Drive games forever. If only the main character wasn't called Nigel... *****

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 the little critters, but a few people will hate them too. Not a game for action heads, but still lots of fun. ****

LETHAL ENFORCERS KONAMI £64.99
Lethal Enforcers is a slightly crude blend of graphics and arcade gameplay, which is a hell of a lot of fun to play. Sixty five quid is also a hell of a lot to spend on a game. ****

LHX ATTACK CHOPPER E.A. £39.99
A good attempt at a helicopter sim, but the lack of interesting missions makes the gameplay all too dull before long. If you're looking for real adventure you should try *Jungle Strike* instead. ***

LOTUS 2 E.A. £44.99
Right, you've got Domark's *F1*, and now you've got E.A.'s *Lotus 2*. *F1* is without doubt the best racing game and *Lotus 2* isn't. What more do you need to know? ****

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. ***

MADDEN NFL '94 E.A. £TBA
It's *Madden's* and everyone loves it. But the four-player feature is confusing and, apart from the league, it's much the same as previous versions. ****

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
Here you have a 3D filled vector graphic tank simulation set in a possible World War 3 environment. Scenery isn't very detailed but it's fast. ****

MAGICAL FLYING HAT TURBO ADVENTURE (Import) £30
The Mega Drive equivalent of *Psycho Fox* with superb multi-directional scrolling and devious platform action. Huge levels, loadsa bonuses, plenty of tactical play and cute 'n' cuddly 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 while surreal music burbles away in the background. Loads of laughs with two. 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. ★★★

MAZIN WARS **SEGA £44.99**
Definitely one of the better beat-'em-ups around at the moment, with smooth animation, tough gameplay and a brill *Street Fighter 2*-style subgame. ★★★

McDONALD'S TREASURELAND ADVENTURE **SEGA £39.95**
This is a platformer that's certainly none the worse for the *McDonald's* tie-in. Unfortunately, *McDonald's Treasureland Adventure* is just too cute and easy for older players. ★★★

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. ★★★★

MEGAPANEL **(Import) £30**
Sliding tile puzzler in the same vein as *Tetris* – but upside-down. Panicky action with a fab two-player mode. ★★★★

MERCS **SEGA £19.99**
Tedious shoot-'em-up action. The awful controls ruin what little gameplay there is. Don't bother with this. ★★

MICK AND MACK GLOBAL GLADIATORS **VIRGIN £39.99**
A great platform shooter with a dubious ecological tie-in . 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 scrolly blaster. The unusual controls are tricky, but the arcade action is good enough. ★★★

MiG-29 FULCRUM **ACCOLADE £39.99**
Superb, fast-moving polygonal graphics, and excellent fight sequences. Unfortunately, there's absolutely no sense of altitude. Great stuff anyway. ★★★★

MIGHT AND MAGIC: GATES TO ANOTHER WORLD **E.A. £49.99**
An incredibly deep role-playing game, 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 really. ★★★★

MONDU'S FIGHT PALACE **(Import) £25**
Sad Kung Fu/wrestling game. It looks okay, sounds absolutely dire and plays even worse. One to avoid. ★★

MOONWALKER **SEGA £19.99**
Platform dance-'em-to-death (!) starring the famous Wacko Jacko. Ludicrous design is carried off by the gorgeous animation and some great toe-tapping tracks. ★★★

MORTAL KOMBAT **ACCLAIM £49.99**
Great conversion. Everything from the arcade game is in here, and if you're a fan of the beat-'em-up genre then you'll enjoy *Mortal Kombat*. But, sadly, it's just not a *Street Fighter 2* beater. ★★★★

MUHAMMAD ALI HEAVYWEIGHT BOXING **VIRGIN £TBA**
Now this is how boxing games really *should* be made. The game comes into its own in the two-player mode. ★★★★

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. ★★★

MUTANT LEAGUE FOOTBALL **E.A. £39.99**
E. A.'s latest American footy spin-off falls well short of their previous sport-sim standards. The sporting side of *Mutant League Football* lacks the plays of the *Madden* series, while the over-the-top violence lacks humour. A wishy-washy effort. ★★

MUTANT LEAGUE HOCKEY **E.A. £44.99**
Mutant League Hockey is an excellent sports game, which takes the best that ice hockey has to offer and throws in some violence and mayhem for added excitement. ★★★★

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. ★★★

MYSTIC 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. ★★★

NBA JAM **ACCLAIM £49.00**
With near-perfect controls, intelligent computer players and a true feel for the sport, *NBA Jam* is definitely one of the best sports titles on the Mega Drive. Go try some slam dunking now. ★★★★★

NBA SHOWDOWN **E.A. £49.99**
A standard E.A. sports sim – authentic, full of stats and well packaged. It's just not very exciting and lacks that slam-dunk-rimshaking-*Jam* factor. ★★★

NEW ZEALAND STORY **(Import) £35**
Some seem very disturbed by the layout, why? It's just as good as the coin-op version and the gameplay is unharmed. This is a cute-'n'-cuddly platformer with oodles and oodles of playability. ★★★★★

NFL FOOTBALL '94 **SEGA £39.95**
This is a great football game, and one that should certainly appeal to the enthusiast. It can, however, get bogged down in a sea of stats. The speech adds atmosphere, but can sound jilted. ★★★

NHL HOCKEY '94 **E.A. £44.99**
NHL Hockey '94 is a bit pricey, but this is definitely the best of the bunch. It's got the smooth action and graphics we've come to expect, but it's also compatible with E.A.'s 4-Way Play, which makes for some heated multi-player games. ★★★★★

NHLPA HOCKEY '93 **E.A. £39.99**
This is the second in the *E.A. Hockey* series. It's better than the original (with new moves and players), but only get it if you can't get hold of the preferred *NHL '94*. ★★★★

NORMY'S BEACH BABE-O-RAMA **E.A. £44.99**
The platform game from Hell. A random character wanders through meaningless scenery in search of an extremely dubious storyline. Be sure to wash your hands twice after use. ★

ONSLAUGHT **BALLISTIC £39.99**
Thoroughly mindless blast-'em-up fare. There's some good parallax scrolling, but the graphics aren't very good and the battles are almost identical. ★★

OLYMPIC GOLD **US GOLD £39.99**
Joystick bashing is back with a vengeance in this full-on sports simulation 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, while it may be unique, it's certainly no classic. ★★★

OUT RUN **SEGA £19.99**
Drive through five varied stages in this 3D racing game. This doesn't really deliver the fun of the MS 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 then just carry on looking, matey, '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. ★★

PAPERBOY 2 **DOMARK £39.99**
Amusing sideline slapstick but there's little to hold your interest. The extra features fail to deliver the gameplay boost that this '80s-style title so desperately needs. ★★

PELÉ **ACCOLADE £39.99**
Given all the things you can do with a football game there's absolutely no excuse for this toilet. It's even worse than Kevin Keegan's hairstyle circa 1978, and that's saying something. Avoid. ★

PGA EUROPEAN TOUR **E.A. £39.99**
Just a few enhancements to what was already a top game. The best golfing sim on the Mega Drive, only rivalled perhaps by *PGA Tour Golf* and (ahem) *PGA Tour Golf 2*. ★★★★

PGA TOUR GOLF **E.A. £39.99**
Good 3D views, loads of options and a multi-player mode too (if you haven't already got 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 skins game, make it, without a doubt, the best golfing simulation on the 16-bit. However, as with most E.A.S.N. carts, it's not worth getting if you've got the original. ★★★★

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. ★★★★

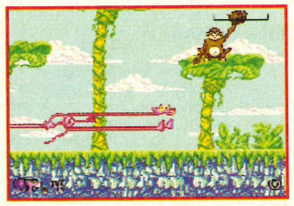
PHANTASY STAR 2 **SEGA £59.99**
Long-awaited sequel to the Master System RPG. With a massive quest set over different worlds and four characters to control, you'll be thankful for the battery back-up! ★★★★

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 MS title – but that's no bad thing. There's some neat gameplay, but the level select 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 not enough to do. The added violence doesn't hide the poor gameplay. ★★

PINK GOES TO HOLLYWOOD **TECMAGIK £TBA**
Never the most exciting cartoon, Pink remains consistent in his rather indifferent platform incarnation. The familiar Mancini soundtrack helps, but the gameplay is mediocre. ★★★



PIRATES! GOLD **MICROPROSE £TBA**
This isn't going to set the world alight, but it does manage to create a very piratey atmosphere. If you've seen 'Treasure Island' more times than 'Jurassic Park' you'll definitely like this. ★★★

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 strategy game. Destroy your enemy's people with natural disasters. Neat visuals and curiously addictive gameplay. If you haven't already got this, though, go for *Two Tribes Populous 2* instead. ★★★★

POWER ATHLETE **(Import) £40**
Ties to rip off *Street Fighter 2* and fails. The visuals are nice and big and there are some decent touches, but there's a definite lack of moves and finesse. Fun with two players. ★★

POWERBALL **(Import) £35**
Violent future sport in this *Speedball* clone. Sleek graphics and fast-paced action make it one for those who can't get hold of the much preferred *Speedball 2*. ★★★

POWERMONGER **E.A. £39.99**
A brilliant and huge world simulation 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 always make a good game, and *Predator 2* is a perfect example. The gameplay's boring and the control method is well dodgy. Pretty bad. ★

PRINCE OF PERSIA **DOMARK £TBA**
This is a great platformer, circa 1990. However, these days it neither looks or plays as well as similar games – it's outdated and fails to keep up with the competition. ★★★

PRO MOVES SOCCER **SEGA £34.95**
If this is any indication of how the Americans will handle the World Cup it should be cancelled now. *Pro Moves Soccer* isn't a 'funny old game', it's a very sad one. ★

P.T.O. **KOEI £42.95**
A realistic but incredibly dull recreation of the WW2 Japanese campaigns. This game is bound to appeal to enthusiasts, which means that Koei will sell, ooh, a couple of hundred copies, tops. ★

PUGGSY **PSYGNOSIS £44.99**
The graphics are gorgeous, but the gameplay can be frustrating, which'll please puzzler fans and annoy the hell out of everyone else. Still, it's better than most. ★★★

QUACKSHOT **SEGA £39.99**
From Mexico to the North Pole this is a nine-levelled running and shooting arcade adventure with def graphics and Donald Duck. Old Mickey had better start watching his back. Luvverly stuff. ★★★★★

RAIDEN TRAD **(Import) £40**
Incredibly detailed vertical scroller, with mean parallax scrolling. Aliens do battle over earthy scenery. Hefty power-ups and decent coin-op action. ★★★★

RAINBOW ISLANDS **(Import) £38**
The sequel to *Bubble Bobble* has Bub and Bob back on the platform trail, this time throwing colourful rainbows instead of bubbles. All the cutesy features of the original are included, plus it's a harder game. Absolutely gorgeous! ★★★★★

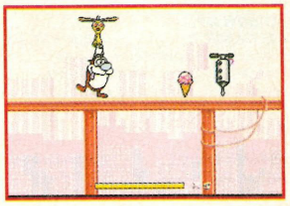
RAMBO 3 **SEGA £19.99**
Rambo infiltrates an enemy camp on a rescue mission. Overhead stroll-around-'n'-shoot views plus smart head-on boss stages. Good sound and explosive action. ★★★

RANGER-X **SEGA £39.99**
This is one of the more impressive shooting titles now available. A thinking man's blast-'em-up with gameplay that's tough enough to wop Arnie. ★★★★

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. 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. ★★★

REN & STIMPY **SEGA £44.95**
Okay, you know the score. *Ren & Stimpy* is a simple platformer and it's from Sega. You've seen it all before, and to be perfectly honest it's already been done a hell of a lot better. ★★



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' sounds. ★★★★

RINGSIDE ANGEL **(Import) £30**
Dubious or what? Scantily clad girlies grappling with each other in the wrestling ring in a game that lacks depth and quality. ★★

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**
Yet another platformer to join the 'okay' gang. Not good, not bad, just mediocre. ★★★

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 and done the impossible – improved it! Two-player mode, new course, better bikes – you can even get revenge on the rozzers. The ultimate racing game for rashers everywhere. ★★★★★

ROBOCOP 3 **ACCLAIM £39.99**
A pretty competent platform game, but it's hardly going to alight the world. Varied and moody – the changeable weapons add a strategic angle to the above-average gameplay. Not bad at all. ★★★

ROBOCOP VERSUS THE TERMINATOR **VIRGIN £44.99**
A game which offers the merging of two powerful characters in a violent, action-packed, platform frenzy. Hugely enjoyable and extremely polished. Definitely one of this year's best platformers. ★★★★★

ROCKET KNIGHT ADVENTURES **SEGA £39.99**
Bags of gamestyles, great looking, loads of gameplay and no two levels look the same. The action is so hectic you'll be hard at it for a couple of weeks, although it's long-term appeal is questionable. ★★★★

ROLLING THUNDER 2 **SEGA £39.99**
If secret agents are your thing this is one worth sniffing down. Huge levels, evil henchmen and loads of weapons to find. Suffers from poor animation though. ★★★★

ROLLING THUNDER 3 **NAMCO £44.95**
A lamentable walking-along-shooting-things game that would've looked crap if it had been released five years ago. Even the baddies look embarrassed to be involved in it. ★

ROLO TO THE RESCUE **E.A. £39.99**
It's cute 'n' cuddly platform time again. *Rolo*'s a truly massive game, flawed only by the lack of a password back-up. Graphics, gameplay and sound are without fault. ★★★★

SAINT SWORD **(Import) £35**
This is a multi-directional scrolling hack-'n'-slice with eerie backdrops and some very naff animation. ★★

The hard line

SENSIBLE SOCCER — **SONY IMAGESOFT £39.99**
Okay, it may not look all that incredible, but all the important aspects of the game, like dribbling, passing and positioning of players are in here. *Sensible Soccer* is, frankly, the finest football simulation ever. ★★★★★

SHADOW BLASTERS — **(Import) £30**
Multi-character scrolling beat-'em-up in the *Mystic Defender* mould. Poor control, limp gameplay and very little excitement. ★★

SHADOW DANCER — **SEGA £34.99**
This sequel to *Shinobi* is a one Ninja and his dog affair as the martial artist brings his pooch into the fray. Not as good as *The Revenge Of Shinobi*, but a pretty fun anyway. ★★★

SHADOW OF THE BEAST — **E.A. £19.99**
This visually stunning game has 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 all the worst elements of the previous game. It forces you to wander around the huge playing area looking for things to do. Not much fun really. ★★

SHINING FORCE — **SEGA £44.99**
A beautifully-produced RPG. Great tactical battle sequences, loads of unique, cute characters, speedy gameplay and lots to see 'n' do. Gorgeous to play and look at. ★★★★

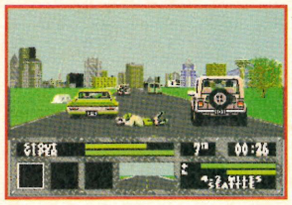
SHINING IN THE DARKNESS — **SEGA £44.99**
From the makers of *Dragonquest 3* and *4* comes this fab role-playing game. Startling graphics, super smooth animation and complex labyrinths to explore. A true classic for fans of the genre. ★★★★★

SHINOBI 3 — **SEGA £39.99**
This is to its predecessors what Kellogg's Special K is to cornflakes – same ingredients but a different shape. It's a very playable, but unremarkable, platforming title. ★★★

SHOVE IT! THE WAREHOUSE GAME — **(Import) £30**
Known as *Boxxle* or *Soko-Ban*, this block-sliding puzzle game doesn't boast special sound or graphics, but the gameplay is wonderfully addictive. ★★★★

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. ★★★

SKITCHIN' — **E.A. £44.99**
Skitchin' can be seen as a good substitute for *Road Rash* – it has more variation and a generous amount of violence. It's hardly on the cutting edge of gaming, though. ★★★★



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 and 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. ★★★

SNAKE, RATTLE 'N' ROLL — **SEGA £44.99**
An original concept which has you collecting and adding segments to your snake's body. Sadly, there just isn't enough going on and there are too few levels. Even in two-player mode it lacks thrills, and the puzzles aren't so much brain-taxing as plain annoying. ★★

SOCKET — **Vic Tokai £39.95**
This is the closest platformer to *Sonic*, since...ooh *Sonic 2*, I suppose. It's fast, good-looking, very playable, instantly addictive, but much too easy. Short but sweet. ★★★

SOLDIERS OF FORTUNE — **SPECTRUM £44.95**
SOF is an absolute blast, and a serious contender for the best Mega Drive shoot-'em-up title ever. You won't find a shooter as well crafted as this in a hurry. ★★★★★

SONIC SPINBALL — **SEGA £39.99**
Fast, smooth and starring the hog – Sega have created a near-perfect pinball game. It looks good, plays well and there are more extras than you could wish for. ★★★★★

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 looks slightly dated now), but it's still one of the best games around. ★★★★★

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've been welcome. Still, we can't have everything in life, can we? ★★★★

SONIC 3 — **SEGA £TBA**
No radical changes to the gameplan, but the sheer size, superb graphics, wealth of imagination and above all playability, guarantee *Sonic 3* gold status. A 'must buy' title and no doubt about it. ★★★★★

SPACE HARRIER 2 — **SEGA £19.99**
Suffers from coin-op-itis: 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. ★★★★

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. ★★★★★

SPEEDWAY PRO — **(IMPORT) £39.99**
If this game was a person it'd be John Major. If it was a film it'd be 'Super Mario Bros', and if you tried to find it in a supermarket you'd find it in the poultry section. Enough said? ★

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. ★★★★

SPIDER-MAN AND THE X-MEN — **ACCLAIM £39.99**
When you have a platformer as obviously average as this, making it overtly hard isn't really going to help. You're only going to battle on if the gameplay hooks you – and that just doesn't happen here. ★★

SPLATTERHOUSE 2 — **NAMCO (Import) £38**
For a title whose main selling point is its OOT gory graphics, this is a disappointment. The graphics aren't that gory anyway. ★★

SPLATTERHOUSE 3 — **(Import) £44.99**
Short, dull, easy and about as frightening as Sooty. Next... ★★★

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. ★★★★

STAR CRUISER — **(Import) £35**
An unplayable vertical space shooter because of the Japanese 'question and response' end-of-level sequence. ★

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 — **TENGEN (Import) £34.99**
This helicopter sim has its 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 FIGHTER 2 — **Sega £59.99**
The ultimate in ultra-violent pixel annihilation. *SF 2* is the beat-'em-up taken to its logical conclusion on the 16-bit. You really can believe the hype about *SF 2*. ★★★★★

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. ★★

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 warfare at its best. Nice one. ★★★★

STREETS OF RAGE 2 — **SEGA £44.99**
The 16 Meg cart really delivers the goods: huge sprites, pumping music and arcade-quality action. Move over *Streets Of Rage*, big brother's arrived... ★★★★★

STRIDER — **SEGA £19.99**
This is an absolutely huge scrolling hack-'em-up, which unfortunately doesn't cut the mustard any more. ★★★★

STRIDER 2 — **US GOLD £44.99**
This is a highly disappointing sequel. Too short, too easy and too late. ★★

SUMMER CHALLENGE — **ACCOLADE £34.99**
An okay sports-sim, but the difficulty tuning is way off target. Some events are far too easy, but you end up not caring anyway because they're all so dull to play. ★★

SUMO FIGHTER — **SEGA £42.95**
More of a throw-'em-about-a-bit than an out-and-out beat-'em-up. It's a reasonable button-frenzy action game with novelty appeal, but it lacks violence. ★★★

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 BASEBALL 2020 — **E.A. £49.99**
The sport's limitations mean it's not really arcadey enough to appeal to non-baseball fans – although the two-player mode will keep 'em happy for a while. A bit pricey. ★★★

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 have to be completely bonkers to buy this. ★

SUPER HYDLIDE — **SEGA £19.99**
RPG-style fantasy adventure sporting drab visuals and weak plot. The depth and length of quest make up for 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. ★★★

SUPERMAN — **VIRGIN £TBA**
There's nothing super about this boring platformer. A tragically wasted licence. ★

SUPER MONACO G.P. — **SEGA £34.99**
Coin-op conversion which only loses visuals in coming to the Mega Drive. There are, however, options to improve your car, alter the controls and select between play modes – fortunately. Sound is disappointing, but the play is gripping enough. ★★★★★

SUPER MONACO G.P. 2 — **SEGA £34.99**
Bigger and badder sequel to the original game, this time with the golden touch of Ayrton Senna himself. Hit the gas and burn some rubber, baby. Groovy! ★★★★★

SUPER OFF ROAD — **ACCOLADE £29.99**
This is a coin-op conversion which is, unfortunately, let down by tiny graphics. Gameplay is pretty good, though, as is the two-player mode. ★★★

SUPER REAL BASKETBALL — **SEGA £34.99**
Detailed close-ups of the action, realistic court views and fairly decent sound FX. An okayish sports simulation, which has 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 much too average to make you want to pant with excitement. Shame. ★

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 ropy animation. Weak gameplay grows all too rapidly too. Spend your 40 quid on something less boring instead. ★★

SWORD OF VERMILLION — **SEGA £49.99**
This is one of the better role-playing games you can get for the Mega Drive. Typical arcade adventuring with scrolly maps, boss sequences and menu screens to boot. As with many other RPGs, it's certainly not on the cheap side... ★★★★

TALESPIN — **SEGA £39.99**
Another Disney platformer, but sadly this one's not as strong as some of the others you may have seen. The graphics just don't have the cutesy, cartoon feel which could've made it something special. ★★★

TAZ MANIA — **SEGA £39.99**
Totally convincing cartoon action with Taz, the insatiable Devil from Down-under. Looks good, sounds great, but 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, here's E.A.'s contribution. This one is better than most, luckily. ★★★

TECHNO CLASH — **E.A. £39.99**
A mix of gaming genres which doesn't really go the full distance. The care taken with the RPG elements raise it above the usual beat-'em-up cobblers though. ★★★

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. ★★★

TECMO CUP FOOTBALL — **SEGA £39.99**
A bizarre mix of football and RPG make this one of the most unusual games around. Use your knowledge of footy to decide how to beat the opposition. Not one for the light-hearted *Super Kick-Off* crowd. ★★★

TEENAGE MUTANT HERO TURTLES — **KONAMI £40**
The Turtles star in this unimaginative beat-'em-up. The only things which save this from being banished to the ranks of total mediocrity are the two-player mode and the humourous cartoon touches. ★★

TERMINATOR — **VIRGIN £34.99**
Arnie's debut on the 16-bit is not all it could have been. It's got some stunning graphics and excellent gameplay, true, but four short levels just aren't enough. A bit disappointing, I'm afraid. ★★★★

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 (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. ★★★★★

THE LOST VIKINGS — **VIRGIN £TBA**
There's never a dull moment in *Vikings*. It's a slick and humorous mix of platform action and strategic problems, which knocks *Humans* into a pointy, winged helmet. ★★★★

THE OTTIFANTS — **SEGA £44.99**
The Ottifants are massive in Germany, but are unlikely to catch on here. Nevertheless, this is a quirky and mildly appealing mix of platform and *Lemmings*-style fun. ★★★

THUNDERFORCE 2 — **TECHNOSOFT £34.99**
Alternate eight-way and horizontally-scrolling blaster with tons of power-ups. There is some shocking parallax as well as stonking sounds and enemies. Level select reduces lasting interest, however. ★★★★

THUNDERFORCE 3 — **TECHNOSOFT £30**
Show-offy horizontal scroller with huge enemies and stunning visual trickery. It's a damn good blast, but it won't keep you entertained forever. ★★★★

THUNDERFORCE 4 — **TECHNOSOFT £34.95**
The fourth in the famous shoot-'em-up series and the best so far. Tons of simply gorgeous levels and an absolutely massive challenge. Truly toastin'! ★★★★★

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. ★★★★

TINY TOONS — **KONAMI £39.99**
Starring Bugs Bunny's young nephew, Buster, this game is full of slapstick cartoon japery. A little too Sonic-esque at times perhaps, but it's kinda nice in a fluffy sorta way. ★★★★

TOEJAM AND EARL — **SEGA £39.99**
Help the two slammin' 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 higher levels of the stratosphere. ★★★★★

TOEJAM & EARL IN PANIC ON FUNKOTRON — **SEGA £49.99**
Toejam & Earl is a wicked fusion of snappy gags, mellow gameplay and funky vibes. Do the right thing and wise up to these soulful alien dudes. Get on a Toejam tip. ★★★★★

TOKI — **SEGA £19.99**
Go ape-spit (shome mishtake, shurely?) with this decent enough platformer. It's quite nice to look at, but nothing truly ball crunching and there's no password system. ★★★

TORA! TORA! — **(Import) £35**
Flying Shark play-a-like, with all the trimmings. Vertical scroll your way through all ten levels in a few goes. ★★★

TOXIC CRUSADERS — **(Import)**
The cartoon isn't that amazing – and neither is this! It's packed with baddies and weapons, but lacks that addictive spark. Too easy. ★★★

TOYS — **(Import) £42.95**
Oh dear. Isometric walking around shooting type effort with lame graphics and limp gameplay. Crap. ★

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 seen yet, starring the two luscious babes Crystal and Madison. There are four different super weapons – and the terrible 'Ha, ha' monster is in there too. It also has great graphic and sonic effects. ★★★★

TRUXTON **SEGA £34.99**
A bright, bold and brassy vertical shoot-'em-up. Wild weaponry with aurals to match. Just a bit too easy for most people but good to relieve the tension between bouts of serious fighting. Worth a look. ****

TURTLES TOURNAMENT FIGHTERS **KONAMI £49.99**
Tournament Fighters is a shameful rip-off of *Street Fighter 2*, only without the class, style, sophistication, excitement and gameplay. It's okay, but far from perfect. ***

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 some good graphics to boot, but a poor rival to *Dragon's Fury*. *Twisted Flipper* has also been released under the name of *Crue Ball*. ***

TWO CRUDE DUDES **SEGA £40**
Poorly animated sprites and too crude colours make up the uninspiring visuals in this poor man's *Streets Of Rage*. The gameplay's gammy and the characters are obnoxious. Pure undiluted cack. *

TWO TRIBES POPULOUS 2 **VIRGIN £44.99**
If you liked the original then you're gonna love this. Detailed graphics, 1,000 worlds to conquer, 29 devastating effects, tough strategy, customised games and more options than a missile in an Iraqi arms dump – this is the god sim of the '90s. *****

ULTIMATE SOCCER **SEGA £44.99**
More options than you'll need and up to eight players (with two Sega Taps) make this an excellently presented game. The footy's not bad either. ****

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 you should expect. Playability isn't up to much and the sound does little to persuade you to buy it. ***

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. *Verytex* is an above average game, but that's not really saying much, is it?. ***

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VIRTUAL PINBALL **E.A. £44.99**
It all sounds perfect in theory, but there just aren't enough of the frills which make a great game of pinball. As a result it soon gets extremely monotonous. ***

VOLFIED **(Import) £25**
This is a version of *Qix* with stylised backdrops and tweaked gameplay. Slick and eminently playable but certainly not everyone's cup of tea. ****

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 included. This game has coin-op graphics and good tunes, but the numerous continues work against the longevity. ****

WARPSPEED **ACCOLADE £34.99**
Tiresome shoot-'em-up with poor targeting and zero gameplay. *

WARRIOR OF ROME **(Import) £40**
Repulse pirates and storm Cleopatra's Palace in this wargame which is set in ancient Rome . Sadly, there are only four scenarios, the graphics are utterly 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. ***

WHERE IN THE WORLD IS CARMEN SANDIEGO? **E.A. £44.99**
This is the latest in the E.A.'s Edutainment series. This time you'll get a faceful of geography. It's terminally dull, but your mum will love it. **

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... ***

WIMBLEDON **SEGA £39.99**
It's dodgy collision detection means it's not a *Davis Cup Tennis* beater, but this is still one of the best tennis sims available on the Mega Drive. It's compatible with Sega's four player multi-tap too. ****

WINTER CHALLENGE **ACCOLADE £19.99**
Although it's not spectacular, this is an enjoyable enough Scandinavian-style sporting festival, which is made a great deal more appealing by the extremely good price. It's certainly a great deal better than shooting reindeer anyway. ****

WINTER OLYMPICS **US GOLD £49.99**
A licence to bore. There's only so much you can do to simulate winter sports, but Lillehammer '94 really does deserve much better than this poor effort. It's definitely not worth £50. **

WIZ 'N' LIZ **PSYGNOSIS £44.95**
Fast, different and very jolly, *Wiz 'N' Liz* aims to do it for the 'kids' and just about delivers. Lack of structure and flimsy content are its two downfalls, though. Not a bad way to spend your cash, though. ***

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**
This soccer game is, to put it mildly, extremely poor. Tired old gameplay and average graphics make this a soccer fan game only, I'm afraid. **

WORLD OF ILLUSION **SEGA £39.99**
The Mickey and Donald saga continues. This time, however, they're in the same game! Too easy, but who cares with a game that plays like a dream? ****

WRESTLE WAR **SEGA £19.99**
With loads of moves, some nicely detailed characters and dynamic animation, *Wrestle War* is particularly recommended to fans of the, er, sport. Other people should steer well clear of it. ***

WWF ROYAL RUMBLE **ACCLAIM £49.99**
This certainly stands up well against the competition. Having said that, *Royal Rumble* is really only a game which'll appeal to fans of the 'sport' – that's about, ooh, 13 people now, isn't it? ****

WWF SUPER WRESTLEMANIA **FLYING EDGE £39.99**
Lots of nice digitised graphics and moves, but I just can't help feeling that it's really a load of old tosh... **

XENON 2 **VIRGIN £34.99**
Xenon 2 is a vertically-scrolling shoot-'em-up. Sadly, this is not as good as the Master System version and the gameplay has some flaws... ***

XDR **(Import) £35**
X-Dazedly-Ray believe it or not. This game is a horizontal scroller with gaudy backdrops and insipid blasting. Simple gamestyle with some dodgy collision detection and nothing new to offer. **

X-MEN **SEGA £39.99**
In a platform saturated market this graphically smooth game manages to come up with a slightly different format – where you can switch your character (and special attack moves) between levels. ****

Y'S 3 **(Import) £44.99**
Standard role playing adventuring. The gameplay is quite frustrating and the graphics are mediocre. If role-playing games are your thing, you'd be better off buying *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 too. Not quite a *Hellfire* beater, but pretty damn close! ****

ZOMBIES **KONAMI £44.99**
Well-executed homage to every trash horror movie that's ever screamed its way out of Hollywood. It's certainly not a brain game, but it's funny and excellent if you play in two-player mode. ****

ZOOL **GREMLIN £TBA**
This *James Pond/Sonic* crossbreed is one of the more challenging platformers currently on the market. The game does lack originality, but the fast pace and variety of the gameplay make up for it. ***

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. The graphics are nicely detailed and there is plenty to destroy, but *1943* is still nothing special. ***

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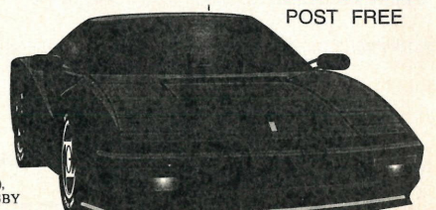

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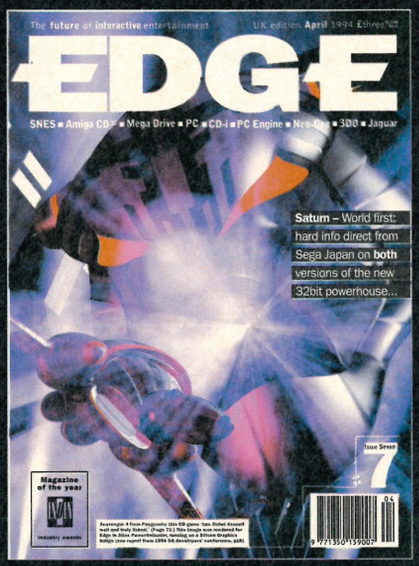

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GUNHED

MOVIE

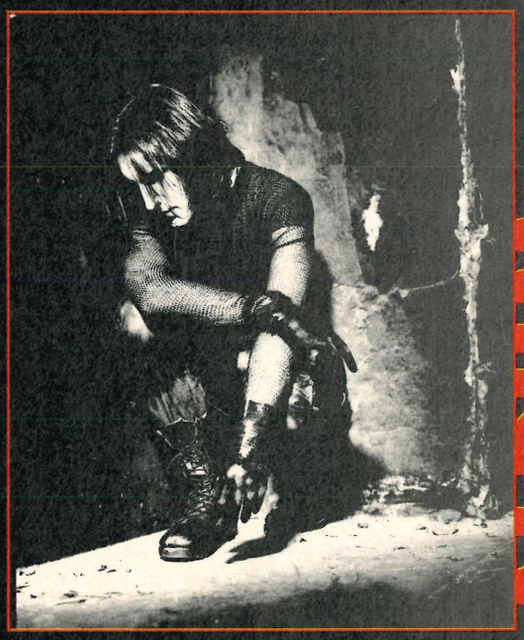
Manga Entertainment
Cert: 12
Release: Out now

Manga have gone for a 'Blade Runner', 'Aliens'-esque romp featuring human-like robots and war-machine-like humans in this release. The plot is typically thin, with a handful of humans and one 'Gunhed' robot going up against an entire island packed with rebellious machines, including Chiron 5 – a power-crazed super computer. This obviously means that there are over 100 minutes of crossfire and battles between super machines, all in swanky blue-and-black-o-vision. If you're familiar with Ridley Scott's habit of giving every scene moody lighting, then you'll know what to expect here. The performances are pretty functional, but that doesn't really matter – it's the effects which count here. And for the most part, they do the job more than adequately. But, like so many science fiction movies which place the visuals above the script, 'Gunhed' is a film which is more of a cult status symbol than a piece of entertainment. If gun fetishism is your thing though, you should try to catch it on its run of UK cinemas throughout April and May. ★★★

NINE INCH NAILS

ALBUM

The Downward Spiral
Island Records/TVT
Release: Out now



As the acceptable face of industrial rock, Nine Inch Nails have progressively become harder and more hate-fuelled with each release. And if they've never matched the aural assault of their debut album 'Pretty Hate Machine', you can rest assured that they're still railing against everyone and everything. Trent Reznor isn't just the frontman of the band, he *is* Nine Inch Nails, masterminding the aggression, orchestrating the avalanche of metallic samples, and alternately screaming and growling a whole bunch of twisted and bitter lyrics. Make no mistake, this man has a major attitude problem. And the record's all the better for it, with lines such as, "He sewed his eyes shut because he is afraid to see," rising up from the seething aural mass. With the incessant, rhythmic clatter of metal on metal providing the backing for distorted – almost robotic – vocals, this is the sound of cyberpunk. ★★★★

SAINT ETIENNE

ALBUM

Tiger Bay
(Heavenly)
Release: Out now

With their eclectic snatches of '70s retro, ambient dub and a mish-mash of pop culture references, Saint Etienne's last two albums were of the purest pop fun. 'You're In A Bad Way' typified the feel of 'So Tough', as a surreal monologue from 'Billy Liar' lead into sweet Euro ultra-pop. Their third full album outing, however, sees them in whimsical and experimental mood as they concentrate on ambience and orchestration. Panned by the critics, the album is an altogether gentler affair, more suited to late-night background music and 'Grandstand' intros, than up-beat occasions. 'Tiger Bay' is polished, but sadly lacks character. The samples are scarce, the fun has left, and frankly, it would be a good thing if Saint Etienne were to regress a little. ★★★

PRIMAL SCREAM

ALBUM

Give Out But Don't Give Up
(Creation)
Release: Out now

Dismiss 'Give out...' as a Stones derivative if you wish, but give Gillespie credit for his determination not to provide a simple reworking of 'Screamadelica'. Sure, The Stones' influence is prominent, but so is gospel, funk, blues and the futuristic samples of 'Screamadelica'. More importantly, all are juggled with the same enthusiasm and expertise of the last album, to produce the same multi-textured piece of genius. 'Give out...' slaloms through influences and eras, grabbing what it fancies from all of them. Even better than the real thing? It's close enough for me. ★★★★★

THE RATINGS

★★★★★ Most excellent
★★★★ Really rather fly
★★★ S'alright
★★ Oh dear
★ Sad

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Datel 67
Dixons 6, 7
Domark 51
East London Games Centre 90
Flix Video & Games Ltd 82
Future Zone 2, 3
Games by Mail 82
Games House 92
Hi - Technology 82
Home Grown Productions ...91
Intermediates.....99
ITS Entertainment 94
Konami 100
Legendary 91
LMP 37
Mars Confectionary.....14
Mega Exchange.....90
Mega - K 94
Midland Bank 13
Modern Publications 57, 90, 92
MSB Games.....91
Music 4 You.....57
Music of Life 82
System Game.....91
Tecmagic 43
Telestar 17
Virgin 31

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THE WAR OF VIOLENCE

Dear *Sega Power*,
I'm writing about the rising tide of violence, but you may be surprised to hear that I'm not over 18! I'm 11 years old, and was disgusted when I played *Robocop Versus Terminator*. As soon as I got into the game the first thing I saw when I fired a shot was blood and guts everywhere. Why? I thought. Why did Virgin have to include so much gore?
Stephen Hynde, Kings Lynn

Dear *Sega Power*,
I'd like to address all the people who have criticized *Mortal Kombat*. I had it for Christmas and my mum says that she'd rather have me take my anger out on the computer than have me take it out on someone on the streets.
Robert Hebdige, Chesterfield

***So, that's the voice on the streets, as it were. What do the rest of you reckon? Are any other gameplayers out there disgusted by the increasing level of violence and gore in video games? Or is it appropriate to show the fountains of blood which gush out of somebody's chest after a few rounds from a semi-automatic have been pumped into it? We want your views.* Mark.**

BIGGER, BETTER, MORE

Dear *Sega Power*,
I'm a proud Mega Drive owner and I am thinking of buying a Mega CD, so please, please answer the following questions.
1. What speed does the Mega CD's processor run at?
2. What is the capacity of one CD?
3. Does the Mega CD have more colours than the Mega Drive?
4. Will *Thunderhawk*, *Jaguar XJ220* or *The Secret of Monkey Island* ever come out on the Mega Drive.
5. Will the price of the Mega CD have gone down by Christmas '94?
Greg C Steer, Kelsall

The Mega CD's processor runs at 12.5MHz, with a storage capacity of 660Mb on each compact disc. No, the Mega CD doesn't have more colours than the Mega Drive, and you can bet yer bum that Thunderhawk, Jaguar XJ220 and The Secret Of Monkey Island will never see the light of day on the Mega Drive. As for a Mega CD price reduction, there's been no news, but Christmas is still a long time away in the world of computer and video hardware. Just sit back and hope. **Mark.**

A GOOD CONVERSION

Dear *Sega Power*,
Being a fan of American football, and an owner of *FIFA International Soccer* on the Mega Drive, I was wondering if this could turn out to be a good idea: the screen view on *FIFA* is great, (you can see all the players and the ball clearly) wouldn't it be good if Electronic Arts were to bring out an American football game with the same screen view, great graphics and sound? I think it would, what do the *Power* Crew think?
Richard Elson, West Sussex

Something tells me that EA have already been thinking the same thing. Whether they'll go ahead and do it, is debatable, especially since they've already taken the trouble to release a whole host of John Madden *and* Bill Walsh *games.* **Mark.**

CHARM SCHOOL

Dear *Sega Power*,
Some questions – answer them or die.
1. Is it true that Sega are giving video games certificates, like an 18 for *Mortal Kombat 2*?
2. Will they give coin-ops certificates too?
3. Is *Mortal Kombat 2* coming out on the Mega Drive?
4. If so, when is it coming out?
5. Is *Dragon's Lair* coming out on the Mega Drive?
Darren P Mooney, Houghton Regis

I like your style, Darren. Sega aren't giving games certificates, but ELSPA – the governing software body – are. They'll be judged just as movies and videos are. There aren't any plans to rate arcade machines at present, but if they continue to get more violent, then I'm sure there'll be pressure for it to happen. Mortal Kombat 2 *will be winging its way on to the Mega Drive this Autumn, while* Dragon's Lair *will be getting the cart treatment when Lucifer buys a snowplough.* **Mark.**

BAD TO THE BONE

Dear *Sega Power*,
I read your review of Acclaim's *NBA Jam* on the Mega Drive, and thought, 'Wow! I gotta get this.' But as I looked at the power points box, I noticed that four people can play at the same time. Which adaptor do I need – Sega's Tap or EA's Four-Way Play? Also, you said in issue 52 that Datel's new Universal Adaptor Pro cheat device will let you play European games on a foreign Mega Drive. But will it let you play foreign games on a European Mega Drive? And will there be a Master System and Game Gear version?
Tom Wall, Cardiff

OUTTA YER TREE!

This is where we put the weird people. It's a bit obvious, isn't it?

■ **Fee Fie Foe Fum give me all your games, or your done. In other words, I demand all your games, magazine's dosh and consoles or you'll find that something dreadful will happen to Dean, or I'll sue you, or get my daddy on you. Because he's big and strong, and he'll rip you apart because his biceps are gung and his triceps are small, and he'll bring his poodle and it will bite your head off. By the way, you only have one week to give me the stuff, or he'll come.**

What can I say? **Mark.**

■ **I am considering having a Chinese takeaway for my supper tonight, I normally opt for the Chicken Fried Rice and Cantonese Spring Rolls, but now I'm thinking of trying a nice curry dish instead. Do you think this is a good alternative? I enclose a menu for your perusal.**

And you know what? He did too. Not a bad selection of dishes, either. **Mark.**

■ **I am thinking of sending you a tape of spoken verbal voices with vocals talking by my good self. Is this okay or will I find myself being persued by hard men with large muscles wanting to pickle the intimate parts of my anatomy? Please say I can send it. Aaah, go on. Please, I'll tell me mam. Okay, it's up to you. Anyrooad, best be off, by 'eck. 'Appen I must eat me black pud and walk 'ont' dales. Gorra wear me flat cap 'n' all. Aye (slight error, no doubt you'll print it).**

I wonder what Freud would make of all the references to black puddings and dales. Oh, and I'd advise you to stop using phrases like, 'Spoken verbal voices.' **Mark.**

Sorry Tom, but NBA Jam *is only compatible with Sega's Tap. However, the Universal Adaptor Pro will let you play foreign games on a European Mega Drive. Don't expect to see an 8-bit version of the device, though.* **Mark.**

JAM-TASTIC

Dear *Sega Power,*
After reading your review of Acclaim's *NBA Jam,* I patiently waited for the launch day, then rushed out to buy a copy. And, wow, what a game it is. After feeling a bit disappointed with *Mortal Kombat,* I wasn't sure if *NBA Jam* could really be as good as you said it was, but I needn't have worried. Along with *FIFA International Soccer,* this has to be the best sports simulation there is! Everything about the game is just so cool, especially the sound. Me and all my mates now go around saying things like 'Boomshakalaka!', 'He's on fire!' and 'Rejected!'. So, I just wanted to thank *Sega Power* for getting it right again, and thanks also to all those people at Acclaim for making such a brilliant game. Keep it up, guys.
Richard Everly, Stoke-On-Trent

Glad you like it, Richard. It's always heartening when the big software producers take time to get something right. And with NBA Jam, *Acclaim sure did just that. Let's hope they can maintain the high standards they've now set for themselves.* **Mark.**

ON THE FLY

Dear *Sega Power,*
Where do you get all games you review each month? Do you buy them, or do you get all of the games sent to you by the software companies? And if you do get them sent to you, what do you do with all the carts once you've reviewed them? Also, I've heard of an add-on called 'The Edge' – will this be available in this country?
Mike English, Loughborough

We usually get the games sent from the software companies, Mike, but there are occasions when it seems the softies are just too scared or embarrassed about a product to send it to us, so we have to go and buy our own copy. Could it be that they realise that some of their software is crap? Heaven forbid. Once we've reviewed the games, we keep them, for future use. The Edge, for those in the dark, is a modem device over in the USA which enables Mega Drive owners to play games with each other over the phone lines. It seems unlikely that the system will get released in this country, and getting them sent over from America wouldn't do any good – they wouldn't be compatible. **Mark.**

SATELLITE TV

Dear *Sega Power,*
Before I continue *(But you haven't even started yet – Mark)* I would like to say how much my friends and I enjoy reading your mag. Anyway, I have some questions which I would like answered:
1. Will Sega's new Multi-Mega system have improved colour capabilities?
2. How much is Saturn going to be on its UK Release?
3. Will Mega Drive and Mega CD games work on the Saturn?
4. Will a Japanese Saturn be compatible with current Mega Drive and Mega CD software?
5. I have heard of an add-on for the Mega CD called 'Cinepak' which improves the colour capabilities of the Mega CD and Mega Drive. Is this true, or will there be something similar to this released?
6. Will *Virtua Fighters* be released on the Mega CD? What about *Super Street Fighter 2*?
Simon Baggaley, Eastleigh

Happy to be of service, Simon. First up, the CDX won't be any better than the Mega CD when it comes to colours, speed or sound, I'm afraid. And it's also unlikely that any version of the Saturn will work with existing Sega software. As for Cinepak, it's actually a software program which improves colour and image quality of digitised footage. Software companies license the use of Cinepak to be used in standard Mega CD titles. Both Jurassic Park *on CD and* NHL Hockey CD *make use of Cinepak. While the results aren't exactly TV quality, the footage produced is a damn sight better than anything else we've seen on the Mega CD. Finally,* Super Street Fighter 2 *is likely to happen eventually, but I'm afraid* Virtua Fighters *is only currently pencilled in for a Saturn release. The Mega CD isn't really up to the job.* **Mark.**

LEADING QUESTIONS

Dear *Sega Power,*
Could you please answer the following questions:
1. Is *Kevin Keegan's Football Manager* coming out on the Mega Drive? If so, when, and how much will it be?
2. Is *Premier Manager* coming out? If so, when, and how much will this one be?
3. Which one do you reckon is better out of *FIFA International Soccer* and *Sensible Soccer*? If it's *Sensible Soccer* then good,

A LASTING VERDICT

Dear *Sega Power,*
I think your magazine is the best around at the moment. It covers everything that could be covered, so I congratulate you on that matter. But I have one thing I think should be brought to your attention. There is something missing from your magazine, and that something is in the reviews. In your verdict boxes you have graphics, sound, addiction and brainpower ratings. But you don't have a lastability rating. Also, what exactly is a coin-op? Is it the same thing as an arcade machine?
P. A. Nugent, Wirral

Smart thinking. Consider our final verdict box amended from this issue onwards, with a Lifespan rating replacing the Brainpower one – which was always a bit of a non-rating, to be honest. Have a* Sega Power *T-shirt for your troubles. Oh, and yes a coin-op is an arcade machine (coin-op being the abbreviation for coin operated). **Mark.**

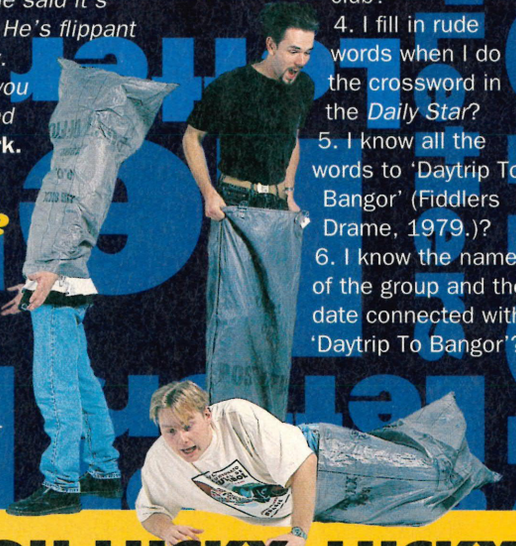
because I've already got it.
4. Why is *Ecco* so high in the charts? I've played it, and it's really crap.
5. Why do Electronic Arts put yellow blocks on their carts?
6. How about sending me a copy of *Streets Of Rage 2* for the Mega Drive?
Steven Midson, Dunstable

1. Sorry Steve, but there aren't any plans for Keegan *to make it to the Mega Drive. So no, there's no answer to when or how much.*
2. Guess what? There aren't any plans for Premier Manager *to make it to the Mega Drive. So, like, ditto.*
3. It's a tough choice, but we'd say that Sensible Soccer *is the better of the two. Phew, lucky you got that one then. (Is it just us or this letter getting strange?)*
4. 'Cos you're wrong. So there.
5. We asked our technical expert Mr Mortlock, and he said it's because they can. He's flippant like that, you know.
6. Nope, I reckon you can jolly well go and buy your copy. **Mark.**

AM I SAD OR WHAT?

Dear *Sega Power*,
Does it mean I'm really sad if:
1. I watch 'Agony House' on UK Living. Every day?
2. I make a regular habit of playing ABBA's 'The Day Before You Came?'
3. I join the *Neighbours'* fan club?
4. I fill in rude words when I do the crossword in the *Daily Star*?
5. I know all the words to 'Daytrip To Bangor' (Fiddlers Drame, 1979.)?
6. I know the name of the group and the date connected with 'Daytrip To Bangor'?
7. I just completely messed up the above sentence?
8. I make a list of slightly amusing observations and print my findings in a leading newspaper 'glossy' supplement?
9. I walk around the house trying to be like Bob Mills and yelling, "Bring them to me now!"?
10. I send this list off along with me letter?

Yes, I should think it probably does. There is a part of me though, that would like to say that you aren't sad, but Neighbours? *Please.* **Mark.**



HEAVIER THAN THE REST

**Dear *Sega Power*,
Having been a fan of video games and rock music for several years now, I was amazaed when I began buying your magazine recently. Was it the brilliant reviews, you ask? Was it the way that *Sega Power* stands head and shoulders above the competition? Or could it have something to do with the way that you guys actually give games accurate marks instead of just kissing the backsides of the software companies like some Sega magazines I could mention? No, what really amazed me was the fact that you've got the one and only Andy Stout working for you! I used to read his stuff when he used to write for *Rock Power* magazine (oddly similar name, don't you think?) a couple of years ago, and so was surprised, and not a little pleased, to find him appearing in this very magazine. Please tell him he's got a fan.
R Dickson
Runcorn**

***We've shown him this letter, and frankly we haven't seen Andy smile so much since he last had a Kate Bush dream. You've made an old man very, very happy indeed. Snigger, snigger.* Mark.**

YOU LUCKY, LUCKY PEOPLE

It's time to dip those hands into that oh-so-big *Sega Power* Prize hat, and select some winners from issue 52. First up is the all-important *NBA Jam* competition, with a first prize of a £10,000 arcade machine and ten runner-up prizes of *NBA Jam* the game and a Spalding basketball. And that lucky winner is, is, is... Ben Matthews of Quedgeley in Gloucester. You lucky blighter, you. The ten almost as lucky runners-up are Mark Reed of Doncaster, D Hardy of Tottenham, Liam Beadman of Totnes, R A Titmuss of Wickford, Steven Abbey of Milton Keynes, Jon Snow of Cardiff, Ross Chambers of Dunbartonshire, Jason Folder of Weston-Super-Mare, Lucio Marcon of Didcot, and Stephen Crean of South Glamorgan.

Next up, we've got those *très*-desirable Shamen videos, clothes and CDs. The ten winners of these little goody bags are Ian Nunn of North Arbury, George Drever of Edinburgh, Andrew Heywood of Leicester, Adam Whitworth of Spalding, Ian Burgess of Harpenden, Mark Grenlle of Luton, Alistair Fildes of Glasgow, Carol Quayle of Manchester, Michael Sawyer of Caleham, and Jamie Hewson of Lymm. Congratulations all you guys, long may you continue to rave on.

Next we had ten *Eternal Champions* books to hand out, which we've duly done to Hal Scott of Perthshire, Alistair Bisset of Bow, Sean Costiean of Sheffiled, Michael Jennings of Crewe, Thomas Maher of Briefield, Ian Bennet of East Ham, Gary Crockford of Reading, Chris Wilkinson of York, Carol Quayle (again!) of Manchester, and James Vaughan of Newbury.

Acclaim were the next bunch of lovely people to offer some stuff up for grabs - namely *Addams Family* cameras. The ten people about to get spookily snap-happy are A J Bell of Gosport, Chris Weaving of Stroud, M Sharpe of Peterborough, Tricia Bartlett-Love (are you sure about this?) of Tadworth, Martin Frith of Alfreton, Steve Jackson of Chesterfield, Peter Scott of Doncaster, A S Mann of Harpenden, Richard Rogers of Royston, and Stuart McCrone. Well done all you lovely people.

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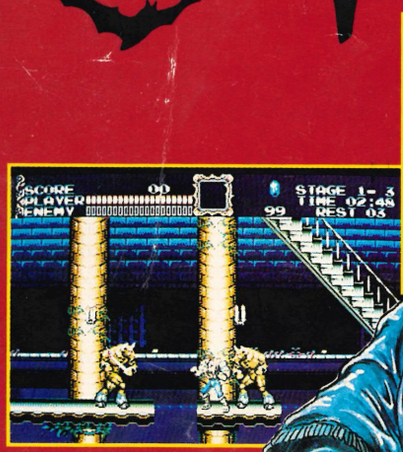

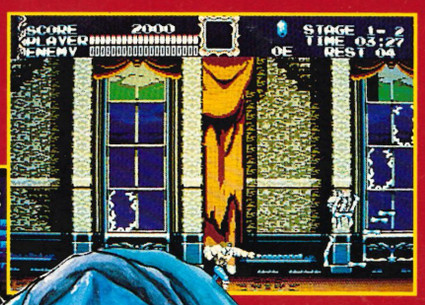

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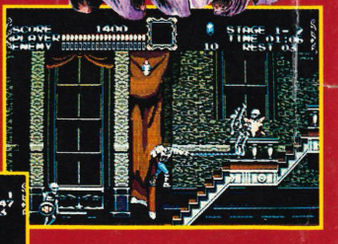

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