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Daytona reviewed on Page 34!

SEGA POWER

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Merry Christmas!
Christmas NiGHTS revealed!

Independence day
The truth is in here!

Our Stunning, EXCLUSIVE Tunnel B1 review.....
Tunnel Vision
....and feature on the developers, Neon, starts on page 28!

Exclusives: Krazy Ivan, Batman Forever, Jewel of the Oracle, Blast Chamber, Tetris Plus, Williams Arcade Hits (MD), ISS Soccer (MD)

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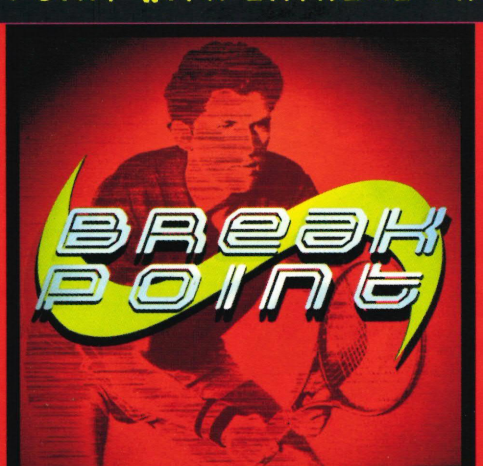
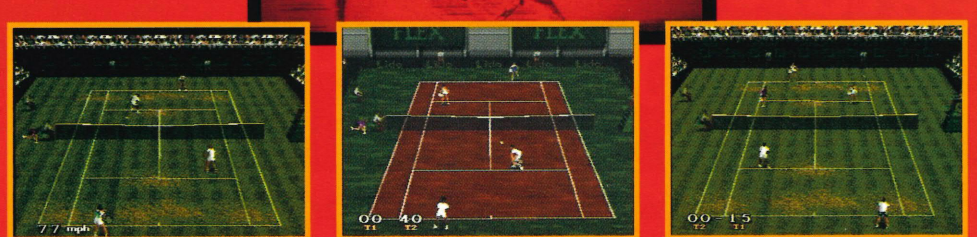
SEGA POWER ISSUE 87 Christmas 1996
Exclusive review of Tunnel B1, first shots of Independence Day, Christmas NiGHTS, Batman Forever

PEACE?
YES
UNDERSTANDING
SURE
LOVE?
NOT ON THIS COURT

BREAK POINT WITH EXTREME PREJUDICE.





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SEGA SATURN
PlayStation
PC CD ROM

Welcome...

...to *Sega Power*!

Ah, you may think this is the Christmas issue, and it even says so on the cover, but it isn't... oh no, you'll have to wait until next month for that.

This month, though, we've got a feast of Harvester proportions for you. Contained in these pages is a collection of some of the finest Sega games to appear this year, and they're all over the page... Go to it, young Jedi!

• ***Dean Mortlock, Editor***

Team Work

Study the four people below most diligently, young pilgrim, as you're analysing the finest gamesplayers and designers in the world of computer magazine publishing! Sorry? Are you sure?

Dean

This month has been notable in that it's been one of the mellowest issues that *Sega Power* can remember 'doing'. Despite Dean swanning off for courses and conferences, the mag was held together by James. Top lad.

I've been playing: *Sega Worldwide Soccer* (still sooo playable) and *Tomb Raider* (I MUST complete it).

James

The jammiest person in the office cleared off for his SECOND foreign trip in three months, spindling off to Germany to 'do' our cover feature. Ring him up and ask him about what he got up to in the evening, though, it makes an interesting story.

I've been playing: *Sega Worldwide Soccer* ('cos it's good).

Lisa

The newest of newbies, our new Art Editor Lisa, likes working here because of its calming influence and the fact that we allow her an endless amount of tea and muscle-bound men who stand by her side peeling grapes for her ALL DAY!

She wants: *Crash Bandicoot* on the PlayStation, but what does SHE know about games?

Dave

The Friesian from Frome has been especially helpful this month, as we'd unloaded all our worst work unto the poor fellow. He did, though, have the enviable task of spending an ENTIRE afternoon in the office on his own... and what DID he get up to?

HE'S been playing: *Worldwide Soccer* (because everyone else has).

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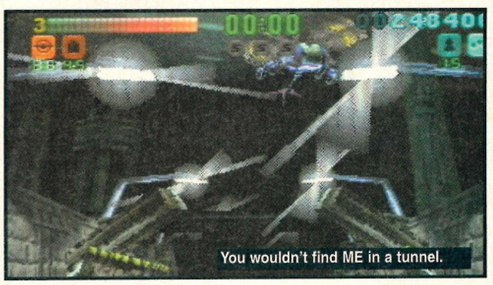
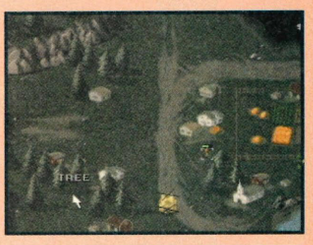


28 Certainly one of the most interesting releases this Christmas is bound to be the dark and broody **Tunnel B1**. Turn to this red page thing above for the exclusive review and a follow-up feature on what the games developer's, Neon, are up to next.

38 **Command & Conquer** could be classed as a strategy game, but we all think that strategy games are all a load of old arse. Very arcadey, very easy to play and very, very good fun.



"You need money to build and create new soldiers. And, of course, the bigger your army, the longer your sleevy."

34 The game of the month? **Daytona USA** will be out by the time you read this, but our verdict will make all the difference to you.

"All of the questions raised about the game have been answered. Handing the development over to the Sega Rally team was a good move."

64 **Fighting Vipers** may well be a bit average, but there are plenty of moves available. Here's a list of some of the best, 'cos we're kind.

Contributors

They change every month and they love us because we pay them lots of money to cast their wide opinions over the murky seas of Sega gaming. They are... The Contributors.

Tim Weaver

What he does: Games Editor of *Gamesmaster*.
What he wrote: *Batman Forever* (pages 18-19), *Micro Machines Military* (pages 46-47) and *Crimewave* (page 58).
What he likes: My play (shown recently on Channel 4) and everything that begins with 'S'.
Tim recently made a hearty loaf of talent and baked it in the glowing oven of fame as his play, *The Cold Season*, was chosen as one of the finest in the recent Lloyds Bank/Channel 4 film festival and shown on TV. We like him and his healthy smile.

Les Ellis

What he does: Deputy Editor of *Gamesmaster*.
What he wrote: *Mighty Hits* (pages 52-53) and *Blazing Dragons* (page 57)
What he likes: Coke and the Realms of the Dark Lord.
The Dark One was trapped on the ethereal plain for ages this issue by a complex trap of mirrors, candles, holy chanting and Blue Tac. He has since renounced his evil ways and is believed to have taken up origami.

Simon Crook

What he does: Editor of *.net Directory*.
What he wrote: *NHL Hockey* (page 55)
What he likes: Kinder Egg toys and the worryingly clever Dick Van Dyke.
Despite growling cock-er-ney syllables at us from the corner of the mouth and sucking his cigarettes, Simon manages to conduct his affairs in a thoroughly normal and efficient fashion. All that from the Arse man.

Nick Merritt

What he does: Editor of *.net Specials*.
What he wrote: *Krazy Ivan* (pages 20-21)
What he likes: My new stereo and the choice available at Marks & Spencers.
Sneaking about like a Priest, Nick sometimes appears right behind you when you least expect it. The frighteningly clever ex-Editor of *Sega Power* now spends all his hours looking at the Internet. PLEASE WAKE UP AT THE BACK!

Daniel Griffiths

What he does: Games Editor of *PlayStation Power*.
What he wrote: *Hardcore 4X4* (pages 44-45) and *Blast Chamber* (pages 50-51)
What he likes: My new PC and the probability of white mice taking over the world, mass dictator style.
I... have... a... memo... I... must... read... out... "Daniel Griffiths used to work for *PC Attack* and *Ultimate Future Games*, so his knowledge and experience of games is very good indeed. With that in mind, he's very pleased to work for *Sega Power* in exchange for litres of cider." ...now... I... can... rest... in... peace... aaaahhhh.

Will Groves

What he does: Deputy Editor of *PlayStation Power*.
What he wrote: *Madden '97* (page 54) and *ISS Soccer* (page 56)
What he likes: Fireworks and the smell of fresh cigarettes.
Being within lobbing distance of 'The Grover' means that, well, he's in the next office to us. He likes a wide spectrum of music... from The Beatles to Flowered Up. All this we can tell about him from pressing our ears to the partition like nosey folk.

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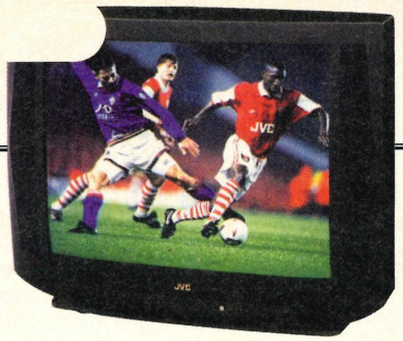
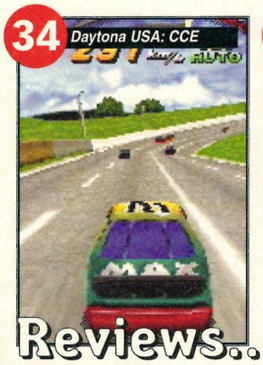


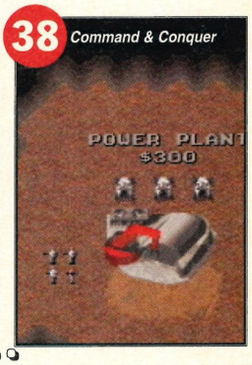
Features...

16 . . .The Great Giveaway
Talking people with far too much money to throw about into giving away some decent clobber was simplicity enough. FInding two superb competitions for the same issue wasn't. Hey, happy Christmas!

31 . . .Light Fantastic
Neon isn't a name that'll mean much to most of our readers – especially the Saturn ones. Their only previous game effort was the teeth-meltingly dull *Mr. Nutz*. That aside, they've suddenly become much better and are impressing more than a few people (Ocean included) with their fancy graphic routines and original games. James 'popped' over to Germany, and this is what he said about them.

Previews...





Reviews...

18 . . . . .Batman Forever (Sat)
Ol' big ears is back, and this time he's brought his bird.

20 . . . . . .Krazy Ivan (Sat)
Ivan's from Russia and he wants to KILL YOU!

22 .Williams Arcade Hits (MD)
Certainly NOT a contradiction in terms, they've done some gems.

24 . . . . .Virtua Fighter 2 (MD)
The Mega Drive version of a Saturn classic. Not bad.

26 . . . . . .Tetris Plus (Sat)
Not the most wildly anticipated release this year, but you never know.

28 . . . . . .Tunnel B1 (Sat)
Please see above for more information. MUCH MORE!

34 . . .Daytona USA: CCE (Sat)
So, have Sega done the job... or have they cocked it up again?

38 . .Command & Conquer (Sat)
The PC smash make belly-flops onto the Saturn.

40 . . . . . .Impact Racing (Sat)
Read the review, then turn to page 16 to win the telly.

42 . . . . . .Street Racer (Sat)
We loved the Mega Drive original: what will we think of this?

44 . . . . . .Hardcore 4X4 (Sat)
YOU know the score, apparently. What is it, then?

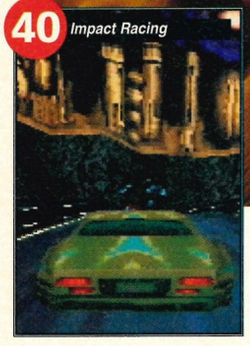
46 .Micro Machines Military (MD)
The final *Micro Machines* game hits the MD... with guns!

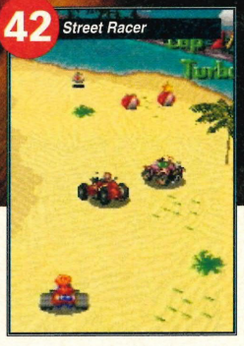
Cover Feature!

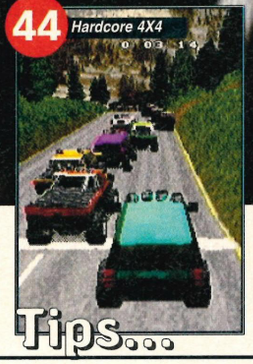
Tunnel 28 Vision

Hurtling through a tunnel with cannons in front of you, helicopters and tanks behind and a gas-mask on your face? All is explained in our *Tunnel B1* review. It starts on page 28. Go! NOW!

Visually stunning and breathtakingly fast, *Tunnel B1* will hit the Saturn this Christmas, after an impressive show on the PlayStation last month. In another major scoop, *Sega Power* has both the FIRST review and an exclusive feature and interview with the game's developers, Neon.







Xmas NiGHTS

The best and fullest news on Sega's CD of seasonal greetings to Sega fans... *Christmas NiGHTS*. Over the page.

Tips...

48 . *Jewels of the Oracle* (Sat)
Myst meets the Crystal Maze in Sunsoft's original puzzler.

50 . . . . . *Blast Chamber* (Sat)
Another original game tries to lever cash from your grasp.

52 . . . . . *Mighty Hits* (Sat)
Sega's 20 game, Virtua gun-compatible bunch of arse.

54 . . . . . *Madden '97* (Sat)
It's a rather large HUZZAH! for fat boy's first Saturn game.

55 . . . . . *NHL Hockey '97* (Sat)
It's basically *EA Hockey* on the Saturn. No bad thing, then.

56 . *Int. Superstar Soccer Deluxe* (MD)
The finest footy game for the MD, but is it too late?

57 . . . . . *Blazing Dragons* (Sat)
Written by one of the Monty Pythons... bizarre, then?

58 . . . . . *Crimewave* (Sat)
The idea wasn't bad, but... well... go there and find out.

60 . . . . . Cheat of the Month
You think you're clever and good? This person does.

60 . . . . Questions & Answers
I have a question for you... 'Why is the sky blue?' Answer that.

60 . . . . . Can You Help?
I'm going to be decorating my lounge... etc.

61 . . . . . Tips Hardline
There's a promise of an update soon, but for now...

62 . . . . . Sorted!
Our eager monkeys sit in a large room with many typewriters.

64 . . . . . *Fighting Vipers*
The complete guide to fighting with snakes. MAYBE!

Quick Start...

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Saturn adverts on the television again. What do you think of them? Write and tell us.

News

Dreaming of a NiGHT ★ Christmas

The helpful index

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After rumours a month ago, Sega confirm that they'll be releasing a special one-off, cut-down, seasonal version of* NiGHTS. *Not the worst idea we've ever heard...

Christmas NIGHTS • Saturn • December

As a special 'thank you' to their fans, Sonic Team have designed a one-off extra level of *NiGHTS* based around the Spring Valley section of the game. To make all this even nicer, they've also tied it in specially to go with this, our most festive of seasons.

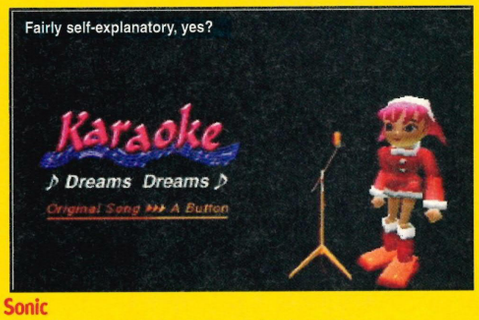
Titled *Christmas NiGHTS*, the

I feel a presents

Each time you complete the game you get the chance to win a present. Most of these are simple things like images and sample tunes, but there are a special seven hidden away that give you far more interesting things. Here are six of them...

Karaoke
There's a 'neat' karaoke mode where you get the lyrics (which are inspiring, naturally) to songs from the game. With the help of the moving highlight, you can sing along while you watch a game demo.

Melody Box
You can, if your heart doth please you so, alter all the music to the game (in a subtle fashion) and then save your changes for the in-game ear-bleeding torture.



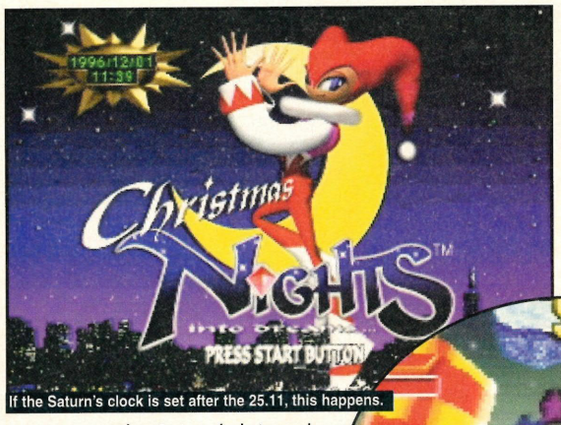
Sonic
Play the game with Sonic as the lead character instead of Claris or Elliot. You can't fly though, obviously. You're a hedgehog, for God's sake and this is REALITY.

Time Attack
Much like *Sega Rally's*, we think. Complete all the courses as fast as possible.

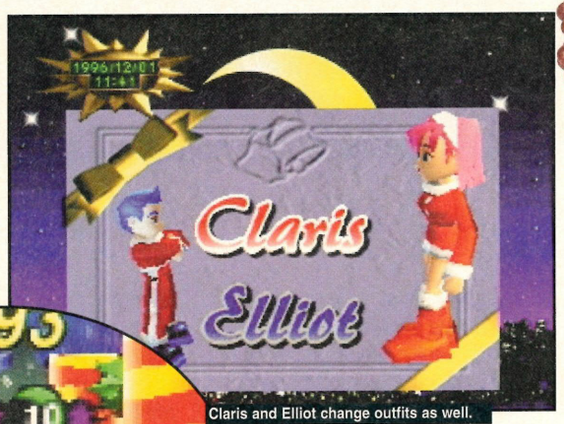
Link Attack
I'll try a stab in the dark and suggest that this might be like the time attack, but with links instead of time?

A-Life info
All that A-Life stuff can be confusing at the best of times, so here's your chance to find out a bit more about it.

All 24 presents won and opened.



If the Saturn's clock is set after the 25.11, this happens.



Claris and Elliot change outfits as well.

game uses the Saturn's internal clock in a way never seen before. If you play in November, the title of the game is *Winter NiGHTS* but as soon as the internal clock moves beyond 25th of November, the title magically changes to *Christmas NiGHTS*. If you're unwise (and sober) enough to try to play it at a minute past the midnight hour on New Year's Day, the game mysteriously becomes *New Year NiGHTS*.

The time/day effect doesn't end there though. Different days give different effects and, although Sega weren't saying too much about the effects, we're sure it'd be safe to say that something interesting happens when you play the game on Christmas Day (apart from people telling you 'to turn that damn game off so we can watch TV', that is.

Graphically the game has obviously been made more seasonal. The entire level is snow-bound, the rings for links are strewn with holly and ivy and the whole of the levels are cluttered with Christmas trees and the like. All the characters are wearing those cheap Santa Claus outfits that drunken relatives seem to find so 'amusing' around this time of the year and even the music is suitably 'Christmas-ized'.

On possibly a sadder note, you won't actually be able to buy *NiGHTS* in the shops. In fact, getting hold of the game won't be the easiest task you'll ever set yourself. Sega seem to reckon that it'll be given away with all new Saturn's bought in December and, for existing Saturn owners, they'll be a special deal where you get it free when you buy a new game such as *Daytona USA: CCE*.

Christmas trees.

Bells.

Holly and ivy-strewn link rings. NiGHTS is in his Christmas garb as well.

On the grapevine

More rumour things from the jizzy world of videogames.

➤ Jon Ritman is known amongst older gamers as the brains and eyes behind some highly popular ancient games for the Spectrum such as *Match Day* and *Head Over Heels*. The good news for people-in-the-know is that he's bringing his mighty talent to the Saturn for a game to be released next Spring. The project's called *QAD* and all we know at the moment is that it's going to be released through Phillips.

➤ Carrying on from *Euro '96* and *Actua Golf*, it would appear that Gremlin are to continue their motion-captured sports titles. The news has slipped out that their next project is to be *Actua Tennis*. A provisional release date is set for next Spring, but it's bound to slip to June to coincide with Wimbledon.

➤ Once it was all on, then it was all off... Finally now it would seem, *Re-Loaded* is all hunky-dory and back on for the Saturn. Again, it's started to show up on release schedules at Gremlin and initial impressions have it as a marked improvement over the (and let's be honest here) slightly drab previous version.

➤ *The Resident Evil* debate continues. Capcom are still looking into the possibility of doing a Saturn version of the game and we hear that if one is to go into production then it'll definitely feature new elements. Big *if*, though.

➤ Based on the PlayStation hardware and Capcom's first entry into the thrilling world of 3D beat-'em-ups, *Star Gladiators* seems to be (according to Virgin) ripe for a Saturn conversion. Thankfully nothing to do with Wolf and sadly nothing whatsoever to do with Ulrika, this can only be good news for Saturn owners as the PlayStation original is hardly crap.

In development

Electronic Arts

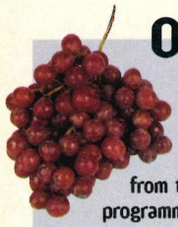
The annual EA sports event 'happens' with the slightly excitable news that *FIFA '97* just missed a review for this issue. Despite no firm information, EA seem sure that *Die Hard Trilogy* should be with us in January and there are a couple of other later releases that baffle the hell out of us.

Madden NFL 97 . . . . . November
NHL 97 . . . . . November
PGA 97 . . . . . November
NBA Live 97 . . . . . December
Crusader no Remorse . . . . . December
FIFA 97 . . . . . December
Die Hard Trilogy . . . . . December
Syndicate Wars . . . . . December
Andretti Racing . . . . . December
Soviet Strike . . . . . February
Battle Stations . . . . . March
Shredfest . . . . . March

Sega

Sega's plans for the new year are as strong as ever, with both the Scavenger titles looking solid for January and *Bug! Too* and *Dark Saviour* probable for February. At the time of going to press, though, it looked like *Manx TT* could probably slip into March – as they want to include as many unique features as possible.

Daytona USA: CCE . . . . . November
Mighty Hits . . . . . November
Virtua Cop 2 . . . . . November



On the grapevine

More gossip straight from the sweaty programmers' keyboards.

➤ If further proof was needed that ALL of Psygnosis' titles eventually get ported over to the Saturn, we hear on the electrical grapevine that the next one is likely to be a Spring release for *ADIDAS Power Soccer*. It does have the toughest competition of all in *Worldwide Soccer*, but it seemed to be very well received on the PlayStation.

➤ If you're lucky enough to own both a Saturn and a swanky, powerful PC machine, you'll be interested to find out that Sega are planning to release some sort of basic design kit that'll allow to create your own games. It's all gossip and speculation at the moment, but it sounds fascinating.

➤ Despite what you might read in this issue's American News (page 14), Sega of America WILL be releasing the ten-player *SS Bomberman* in the United States. The best bit of news, too, is that it'll be compatible with the Net Link making multiplayer games all the more possible. A European release looks more likely all the time.

➤ The creator of the Manga hero *Akira*, Katsushiro Otomo is working on an action/adventure title for the Saturn, provisionally titled *Fakedown*. The game's expected to launch in March of next year and is said by those who've seen it to be a little like *Resident Evil* in appearance.

➤ To coincide with the Saturn release of *Street Racer*, Ubi Soft have wisely decided to re-release the Mega Drive version of the game at a special budget price. Both versions are damned fine games and if you want to get hold of a copy of either, give Ubi Soft a call on (0181) 944 9000.

The aliens are coming

Independence Day • Saturn • 1997

Firstly, we have to stress that although a Saturn version of *Independence Day* is highly likely to happen, there's still nothing to really see of it yet and the pictures shown here come from the developmental stages. Although most people seemed to like the film, we found it almost embarrassingly funny. Thankfully, however, the game seems far more impressive.

Having played an early version of the game, we can tell you that the gameplay will be in a purely arcade/flying/action style with you playing the loan hero. Your task (should you – sigh – choose to accept it) is to rescue a selection of the world's major cities from the evil tyranny of the almost-inevitable alien invasion.

Although the majority of the levels will revolve around the same city/mothership/explosion scenario, there's a huge finale at the end where you have to destroy the main mothership by piloting one of the captured enemy craft into it and releasing a nuclear weapon – as was ably demonstrated by Will Smith in the movie.

As film licences games go, the success of *Independence Day* can surely be guaranteed. As soon as a more solid impression of the game's future forms, then we'll be sure to have a preview for you.

We didn't think much of the film ...

...Bloody Americans saving the world again.

Looks rather varied and generally 'good' doesn't it?

Virtua Fighter 2 (MD)	December
Christmas NiGHTS	December
Sega Ages	January
Virtual On	January
Amok	January
Scorcher	January
Mr Bones	February
Bug! Too	February
Dark Saviour	February
Die Hard Arcade	February
Manx TT	February

Virgin

The ever-reliable Virgin release schedule flaps into our unimpressed faces once more, with the news that *Tilt* and *Spot Goes to Hollywood* are to be released in November... We don't think so.

Tilt	November
Powerplay Hockey '96	November
Street Fighter Alpha 2	November
Earthworm Jim 2	November
Spot Goes to Hollywood	November
Grid Run	December
Megaman X3	December
Command & Conquer	December

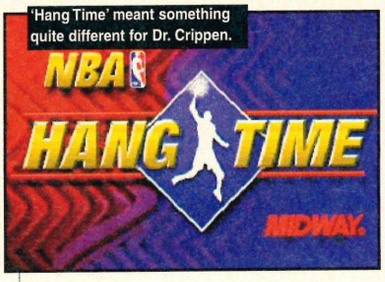
JVC

Impact Racing should make the date given, but I'd be amazed if *Pinball Graffiti* made a release for this year.

Pinball Graffiti	November
Impact Racing	November

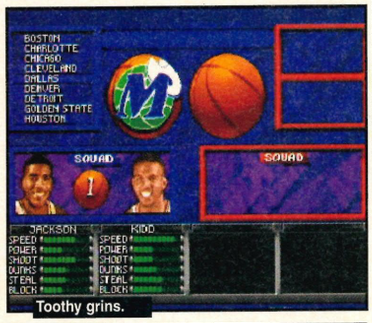
Hanging loose

'Hang Time' meant something quite different for Dr. Crippen.



• NBA Hangtime • Mega Drive • Next Spring

That does look a bit like our Dave.

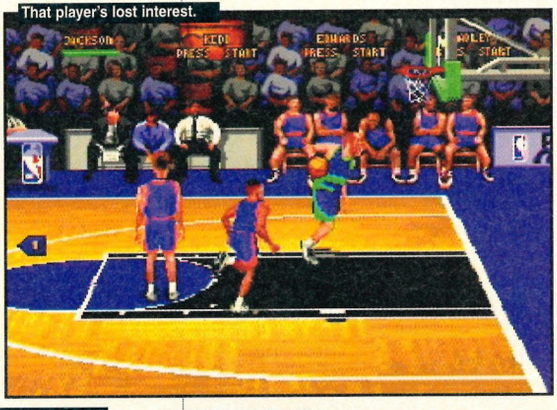


Toothy grins.

Surprising news filtered through to the *Sega Power* office this month: another Mega Drive *NBA Jam* game is in the pipeline. Released in America by Williams, it'll be brought over to the UK by THQ, for a release early next Spring.

The new features in the game are the ability to create and save your very own players... with a wide selection of colours, heads and special attributes to give them and a new 'special move' that allows you to dunk in long throws from your partner. A closer beak should follow pretty soon. Look out for it.

That player's lost interest.



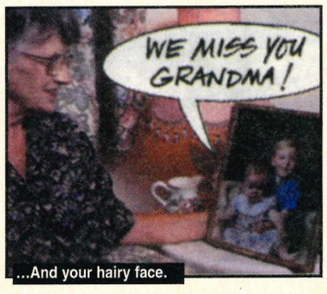
The Useless Product of The Month!

The Talking Photo

Well, it all sounds harmless enough and in principle some might say that the idea's actually quite a good one... stick 12 seconds of sampled speech onto a picture frame and you can personalise those pictures even further. Send 'em to your blithering ancient relatives with a shouted messages of greetings from afar.

What worries us though is the obvious and endless possibilities for abuse. The opportunities that abound to thwart the course of true, honest niceness are, frankly, too tempting to contemplate.

Also, take a look at that bloody awful photo they've chosen to illustrate the advertisement. I mean, 'We miss you Grandma!' For God's sake.



...And your hairy face.

Yer off!

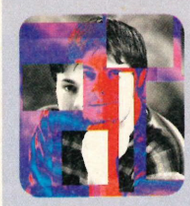
New Sega promotion • WW Soccer • Now •

In a shameless show of hype, Sega recently made a wholly original bid to try to sponsor the yellow and red cards carried by referees in football matches. They approached the referee's association with a proposal to have *Worldwide Soccer '97* branded on all cards in all games for the rest of the season. Not the worst idea We've ever heard.

"We hope that each time a referee has to show a player a card, the Sega branding will remind the offender that 'after all, it's only a game', thereby reducing the psychological pressure referees face during each game," commented Andy Mee, Sega's marketing director. We don't believe a word of that and we're not too hopeful for Sega's chances, but well done for trying.

Paul Gascoigne has bought seven copies already this season.

Mark Ramshaw



Slowly but surely the Saturn is metamorphosing. While its main strength has always been (and probably always will be) as a powerful games console, Sega have plans to take the machine's capabilities beyond the gaming arena. Indeed, a digital camera system has already been launched in Japan, using the Saturn to bridge the gap between family photo and a CD storage medium.

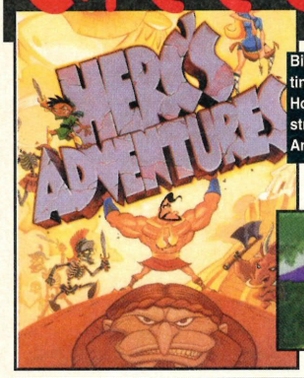
And then there are Sega's plans to launch in Internet add-on for the Saturn. It'll happen prior to Christmas in the USA, and next Easter in the UK and retailing at under $200. The 'Sega Saturn Net Link' simultaneously guarantees the Saturn's future as a games system and gives it the potential for true multimedia appeal - offering full World Wide Web browsing capabilities, as well as e-mail and Internet gaming opportunities. Indeed 10 network-based games are expected to arrive at the same time as the hardware.

Phone call charges may be much higher in the UK than America, but that hasn't stopped PC and Mac owners taking to the Internet with breath-taking enthusiasm. It makes perfect sense then for Sega to bring their Net hardware to the UK, particularly when, combined with the Saturn, it represents the cheapest way to get onto the Internet. And with the myriad possibilities for multi-player gaming over the phone lines, it's just possible that the whole way we play Saturn games could change.

"I think we've always viewed the Saturn as a multi-media machine," reckons Mark Maslowicz at Sega. "The Internet is something we feel is important for the future; it's going to be taken very seriously next year. The demand in America is massive, and we've already launched versions of *Virtua Fighter* and *Sega Rally* to work with the Net Link. The CD that comes with the system gives the user full web-browsing and e-mail options." And there's always the option of a keyboard for those who send really long e-mails.

Sony have always maintained that their PlayStation would be purely a games console. But if Sega's plans to bring the Saturn further into the family market succeed, that policy may well have to change. As Sega Of America recently said: "In our arsenal we have the strongest exclusive software library, Internet accessibility, the most expandable hardware system available and the best price. Sega Saturn is poised to not only win the next-generation battle, but the whole war itself."

Greece is the word



Big arms, tiny legs. How very strange. And that.

• Herc's Adventures • Saturn • Next Spring

Lucasarts are finally going to enter the Saturn market, not as previously hoped with the Star Wars series of games, but with something completely different – *Herc's Adventures*. Imagine *Story of Thor* with 'humour' and you'll be close.

There are plenty of monsters (which is always a good thing), 40 levels, a choice of three different characters and, from what we've seen, a pretty intelligent artificial intelligence system.

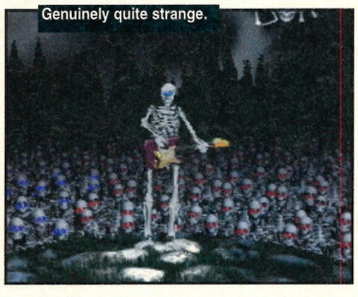
The game should be released in Europe sometime in the Spring of next year through Virgin.

Roll yer bones

• Mr. Bones • Saturn • December

The award for the most bizarre release of the year must surely go to the imminently forthcoming platform game from Sega, *Mr. Bones*.

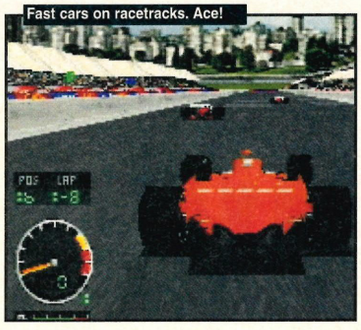
One of Sega's first releases on two discs, the game features many and varied sub games along the way. These include a level where you have to perform a guitar solo to gain respect, be guided through a stained-glass window and another where you must execute a Moon-esque drum solo.



Genuinely quite strange.

Old as the Hills

• Formula 1? • Saturn • Later

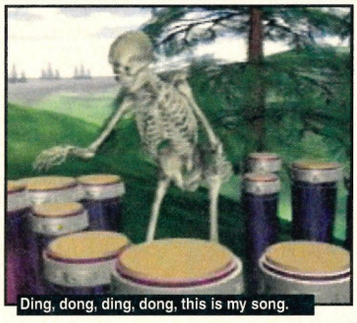


Fast cars on racetracks. Ace!

While we wait for the countless other official F1 games (Eidos are doing one, Sega are thinking about doing another and Psygnosis are bound eventually to convert theirs) we hear that Electronic Arts are to release their fair attempt at an Indy Car racing simulation, *Andretti Racing '97*.

Having that licence means you get plenty of FMV commentary and advice from the three Andretti boys (Mario, Michael and Jeff) and although the graphics and playability were felt to be weaker than *F1* by the PlayStation reviewers, there's less to compare it to on the Saturn and we can always hope for a high-quality and pains-taking conversion.

Preview soon. Promise.



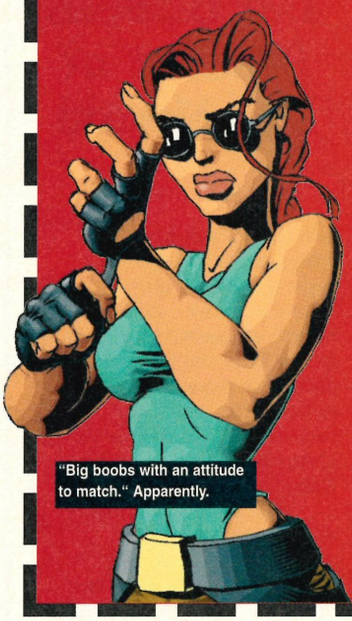
Ding, dong, ding, dong, this is my song.

Going cheap ?

A surprising entry to Going Cheap this month is *Tomb Raider*. Now, you'd normally think that a game of this standard wouldn't even get a snifter in a column like this, but if it proves nothing else, it proves that nothing's immune.

Yes darn it, the game is superb, but when we got the press release sent to us from Eidos Interactive's public relations company, we cringed. They got a computer scientist, Phil Burrell to comment on the game and he said: "You could say that Lara will be the first keyboard pin-up and just as important a screen icon as any sex goddess of TV and cinema."

The very best quote about the game, though, came from Eidos Interactive's very own marketing person, Larry Sparks: "Lara represents pure, raw, female power. Unlike traditional games icons she has been created to be sassy and sexy, eat nerds for breakfast and become the answer to every man's fantasy. She's got big boobs, an attitude to match - and she's going to be huge this Christmas." Larry, you really should get out more, mate.



"Big boobs with an attitude to match." Apparently.

That was the month that was

You might have stuffed yourself with countless sweets you stole from Trick or Treating or the manky November the 5th hot dogs sold to you by a psoriasis-ridden sweaty man who 'looked at you funny', *but* we've been (sigh) playing computer games this month. No bangers for us, then.

19-23rd October

Dean went on an outward bound course in darkest Wales. They made him do lots of 'character building' things like sleeping in log cabins and creating rafts from next-to-nothing. He came back with a strange limp and a quivering eyelid.

24th October

Tomb Raider was finally ejaculated onto a gaggling audience of frenzied Saturn owners. 'Twas commonly agreed to be one of the finest moments in Saturn history.

Oh... and *Darius 2* was released.

28-29th October

James went off to Germany to talk to Neon for the this month's cover feature. We trusted him. Strangely, he also came back with a strange limp and a quivering eyelid.

1st November

In an effort to make the opposition weep, Sega brought forward the release date of *Fighting Vipers* from the 14th of November to the first!

4th November

The latest date we had for the Saturn release of *Actua Golf* from Gremlin.

5th November

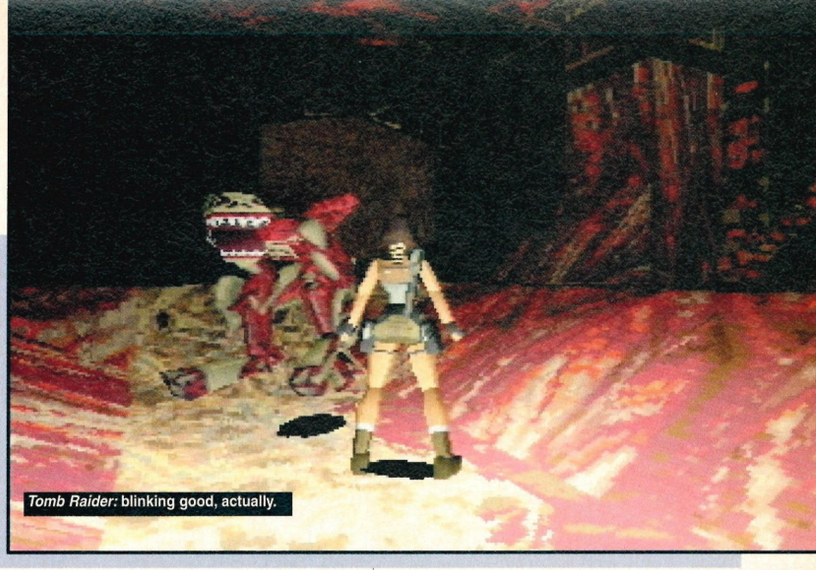
We're all supposed to remember it for some reason. Something to do with gunpowder, treason and plot... We think.

Game of The Month

Tomb Raider

Saturn, Core, Issue 86, 93%

A game which you MUST have in your collection. It's a brilliant mixture of shooting, platform and role playing action, with some of, if not THE best graphics ever seen on the Saturn. The game save option is slightly frustrating, although that hardly detracts from what is a top game in every other way which'll last for absolutely ages. Just buy it, you know it makes sense.



Tomb Raider: blinking good, actually.

Out Now

Gridrunner

Saturn, Virgin, Issue 86, 89%

Who'd have thought it? Tag in a computer game. Well, at least it's original isn't it? It's good too, very good. Collect the flags before your monster/dinosaur opponent catches you.

There are bonus levels, an excellent two player option, 50 challenging levels and tonnes of playability. It's an exceptional game people, so go out and buy it.

Robopit

Saturn, THQ, Issue 86, 80%

Too many fighting games are too similar, so it's good to find one that's a bit different. OK, so it's got robots in it, which is nothing new, but the fact that you can create your own personal robot *is* something a bit different.

There are plenty of different weapons and robots at your disposal, and loads of fun to be had. It's no world beater, but it's good fun. Try.

Sonic 3d

MD, Sega, Issue 86, 92%

Hooray! Sonic's back, he's in 3D, and he's much better than ever! Yes friends, this is the best Sonic game ever, and it's also the best Mega Drive game ever. There are 27 stages, split over nine worlds and 14 hidden stages. This game makes most 32 bit platformers bow their heads in shame. There are plenty of you MD owners out there, so sort yourselves out and buy this.

Fighting Vipers

Saturn, Sega, Issue 85, 84%

Developed by AM2, the people behind *VF2*, *Fighting Vipers* is not too much that we haven't seen before. Of course, that doesn't make it a bad game, it's everything you'd expect from an AM2 title – polished and slick with excellent graphics and sounds. We can't help but feel though that this can only appeal to die-hard beat-em-up fans or those of you who don't own *VF* or *VF2*.

FIFA '97

Mega Drive, E.A, Issue 86, 78%

FIFA '97, or *FIFA Gold* as it's now called, is the last in the very long line of MD *FIFA* games, and it's the same old story. Why do they keep updating and already excellent game? There are plenty of new features, such as the indoor arena and the like, but it's not real improvement from last year's effort. Remember, *International Superstar Soccer Deluxe* is on the way.

Charts

I can't bloody believe that Robson & Jerome are number one in the charts again. Y'see, THAT'S what happens when you give money and buying power to the proles... bring back the birch, I say. Oh, and *Tomb Raider*'s doing okay in the charts.

Saturn

1 (NE)	*Tomb Raider*	Core
2 (NE)	*Worldwide Soccer '97*	Sega
3 (NE)	*Fighting Vipers*	Sega
4	*NiGHTS*	Sega
5	*Destruction Derby*	Sega
6	*Exhumed*	Sega
7	*Athlete Kings*	Sega
8 (RE)	*Loaded*	Gremlin
9	*Alien Trilogy*	Acclaim
10	*Sega Rally*	Sega

Mega Drive

1 (NE)	*Premier Manager '97*	Sega
2	*Road Rash 2*	EA Classics
3	*Toy Story*	Sega
4	*Desert Strike*	EA Classics
5	*FIFA Soccer '96*	EA
6	*Lotus Turbo Challenge*	EA Classics
7	*Sonic & Knuckles*	Sega
8	*Worms*	Ocean
9 (RE)	*Dynamite Headdy*	Sega
10	*Micro Machines 2*	Codemasters

Sega Power's Most Wanted

1	*Manx TT*	Sega
2	*Tomorrow*	Down the pub
3	*Doom*	GT Interactive
4	*Ultimate Mortal Kombat 3*	GT Interactive
5	*Tempest X*	Interplay
6	*Hexen*	GT Interactive
7	*Micro Machines v3*	Codemasters
8	*Die Hard Trilogy*	EA
9	*Syndicate Wars*	EA
10	*Soviet Strike*	EA

The Saturn and Mega Drive charts are the copyright of ELSPA and are joyously plucked from aching virgins by...

ChartTrack

Price round-up

People really should listen to our expert buyers advice. Although the differences aren't too great this month, you can end up saving yourself POUNDS on the latest games. And let's be honest, that's certainly no bad thing, is it?

	Electronic Boutique	Game Ltd	HMV	Dixons	VGC
WW Soccer (Saturn)	£44.99	£44.99	£44.99	£44.99	£44.99
Tomb Raider (Saturn)	£49.99	£44.99	£44.99	£44.99	£44.99
Fighting Vipers (Saturn)	£49.99	£44.99	£44.99	£44.99	£44.99
Desert Strike (MD)	£14.99	£14.99	N/A	£19.99	N/A
Toy Story (MD)	£32.99	£34.99	£32.99	£32.99	N/A

Contacts

Acclaim:	(0171) 344 5000	Infogrames:	(0171) 738 8199
Activision:	(0181) 742 9400	Interplay:	(01628) 423666
BMG:	(0171) 973 0011	JVC:	(0171) 240 3121
Bullfrog:	(0148) 357 9399	Konami:	(0189) 585 3000
Codemasters:	(01926) 814132	Ocean:	(0161) 832 6633
Core:	(01332) 297797	Sega:	(0181) 996 4620
Electronic Arts:	(01753) 549442	THQ:	(01372) 745 222
Fox Interactive:	(0171) 878 3000	UBISoft:	(0181) 941 4004
Gremlin:	(01142) 753423	US Gold:	(0121) 625 3366
GT Interactive:	(0171) 258 3791	Virgin:	(0171) 368 2255

All the fierce fighting action from the arcade classic.
Pit the greatest warriors from the past, present and future
against each other. If you survive, you must face the vengeful
Death in his own dark underworld. This will be the ultimate
battle to become immortal ... and only time will tell!
TIME KILLERS
XII
IX
III
VI
ARCADE CLASSIC
STRATA
BLACK PEARL
SOFTWARE
MEGA DRIVE
T•HQ INTERNATIONAL LTD, 4 THE PARADE, EPSOM, SURREY KT18 5DH
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Japanese News

There's a big show coming up here in November called the **Shoshinkai** *show. I'll be trying to report as much stuff as possible from it, but I think I should first make one final attempt to remove my left thumb from my ear. What do you think, my children?*

The letter box

Lovely art possible.

The Saturn surrounded by its peripheral chums: the keyboard, art CD and colour printer.

Word processor • Saturn • November

One thing that the PlayStation certainly can't do is type. However, if you've got lots and lots of money going spare, you might be interested to know that Koei are releasing a Saturn word-processing pack (including software, a printer and some leads), allowing you to write letters, books and, er, colourful party invitations.

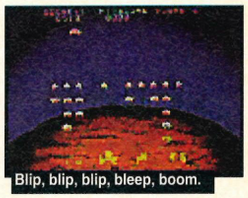
Obviously, the kit is compatible with the already-released modem, keyboard and floppy disk and, when everything's put together, you have a pretty powerful system. You don't have to buy the keyboard though, you can enter one letter at a time with the control pad.

The system will be released on the 22nd of November over here and will cost the pretty expensive price of nearly 300 of your English pounds. Start saving!

Space invaders

Space Invaders • Saturn • December

I don't understand this, I really don't. Taito are about to release their original hit, *Space Invaders* for the Saturn. As well as the original game, you'll also get a two-player, split-screen battle mode where you can send extra enemy invaders over to your opponent's side of the screen.

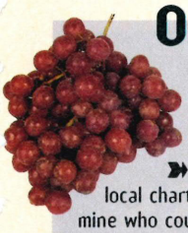


Blip, blip, blip, bleep, boom.

I must admit that I laughed a little bit when I heard about this – it certainly doesn't seem like the best idea I've ever heard. I'd like to be proven wrong though, yes I would.

Two-player invaders. YES!

On the grapevine



It's rumour, alright.

➤ On the very latest local chart scene, a friend of mine who counts things tells me that everyone's playing and buying *Fighting Vipers* like crazy. Always likely to be more popular over here than with you guys, *FV* seems to be selling about eight-times more than the nearest PlayStation game.

➤ Not content with filling our heads with the *Sega Ages* disc (out in Europe in January), Sega are releasing more old games. *Fantasy Zone* is to appear on a disc all of its own and there's another compilation planned consisting of *Pengo, Flicky, Head-On* and *Up-N-Down*.

➤ A secret leak told me that there's something RPG-ish lurking around Sega Japan. Rumour has it that they're thinking of releasing either a *Virtua Fighter, Panzer Dragoon* or *Sonic* Role-Playing Game. My money would be on the *Virtua Fighter* one, but please don't quote me on that... they'd kill me.

What a grandia idea

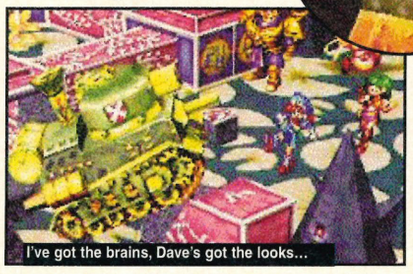
Grandia • Saturn • Next year

It may only seem like an RPG to you lot, but remember that they're almost as popular as *Virtua Fighter* over here. Grandia is the new one from a company called GameArts and has been in development for over three-and-a-half years.

The music's been written by Skywalker Sound (something to do with George Lucas).

More interesting though, is the news that, like *Dark Saviour*, you can pan in and out of the screen at any point, swing around and look at the back of your head – if you want to.

The game's all 3D polygon-created and will also give you the chance to drive a tank, fly a jet or even hang-glide!



I've got the brains, Dave's got the looks...

...We're going to make lots of money.

Site of the month!

Internet, schminternet... the future of on-line technology rests with the humble marrow. More on that next month, but for now...

Title
Gamefan On-Line
At
http://www.gamefan.com/

If you were American it's certainly possible that you would have heard of *Game Fan* magazine – unless, of course, you had no interest what-so-ever in computer games. In which case WHY ARE YOU HERE?

Game Fan's Internet site is perfect for us because you get the opportunity to catch up with the very latest news and gossip. Which is nice.

American News

Hi, there it's Chester T Abraham here again with all the American news worth a dime. There's been some scandalous talk goin' about the UK that us American computer game journalists can't write for fudge, well I'd just like to... um... er... ah, sheeeet.

A show of arms

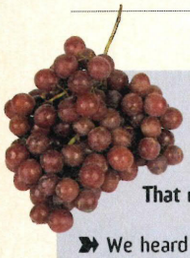
Sega getting cheeky • just about now

After the recent release over here of the Nintendo 64, Sega were cheeky enough to send out 250 severed arms to journalists (like myself), companies and developers.

Why? Well, Sega claim that the 64's pad suffers from some severe design flaws and two hands just ain't enough to control the, um, controller... hence the extra arm.

The letters S, E, G, and A are printed on the fingers of the fake hand, the shirtsleeve bears a patch with a slash through N64 and the whole package included a flyer saying 'If you're reviewing an N64 with their new control pad – YOU'LL NEED A THIRD HAND!'

I'd love to have photographed this PR stunt for you, but I couldn't get the pics over to meet *Sega Power's* deadline, just to say, though, that whoever I spoke to about it thought it was a really great idea... hurrah, Sega!



On the grapevine

That means 'rumour', Mark.

➤ We heard some natterin' a while back about Sega having the licence to Steven Spielberg's Jurassic Park sequel, The Lost World. It would seem, though, that this licence could stretch a bit further than a Saturn game, and Sega (it would appear) are working on an arcade game using their new Model 3 board.

➤ I know some folk at Sega of America and they seem to reckon that the fabulous *Die Hard Arcade* game should be ready for release over here around March of next year. I played a conversion and I believe it could be even sooner as it's a direct port from the arcade board.

➤ Some of the saddest news for me this month (apart from losing my prize sow to the blight) was what I heard about *SS Bomberman*. The 10-player extravaganza will definitely NOT be gettin' a US release, so you can bet that a European release is also unlikely.

➤ Promotin' games ain't usually Sega's strongest point, but we was all as pleased as Punch himself to see that they launched an enormous Sonic Hot Air Balloon around New Mexico to advertise *3D Sonic Blast*.

➤ I've heard some talk of a new Sega game called *Scud* which involves an assassin robot and the ability to use the Sega *Virtua Cop* guns. Some levels give you the opportunity to use TWO GUNS AT THE SAME TIME! LIKE THE CHICK FROM *TOMB RAIDER*! Far out!

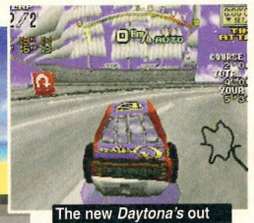
Sega confirm set price points

Firm game prices • Saturn • Now

Sega of America have finally released plans of their budget and low-priced range of Saturn titles with the news that from now on, Saturn software will fall between the \$16-\$60 price range.

While no firm details of budget and re-releases have been confirmed, we believe the first titles (to appear in the new year) will be *Daytona, Virtua Fighter* and possibly one of *Clockwork Knight* or even *Bug!*

Look at this!


The new *Daytona's* out meaning the old one can go on budget release.

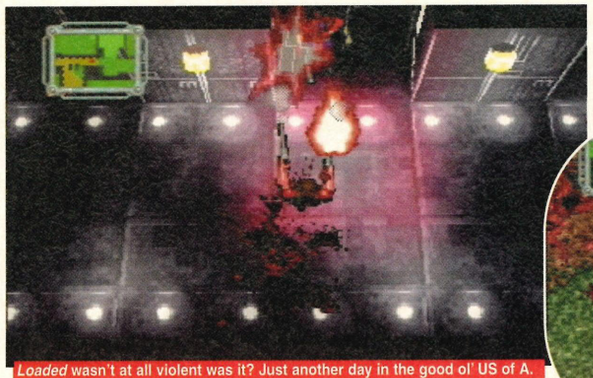
Games aren't violent... discuss

Sega hold violence conference • Now

Sega have recently started a special conference with parents in America to show the 'positive' aspects of computer games. Not a bad idea really, as many parents are becoming more and more concerned with the content and violence in Dwight's latest purchase.

Wisely, Sega have opened-up the conference to non-videogame journalists and there was a series of speeches to them by Sega executives and psychologists aiming to show that computer games are no more harmful to young kids' minds than TV, videos or comic books.

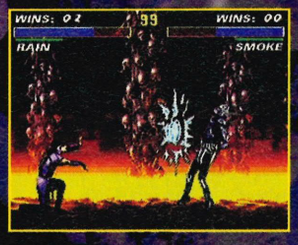
Ironically, one of the games that Sega was using to illustrate their point was the FIGHTING game, *Virtua Fighter 2*. Huh?

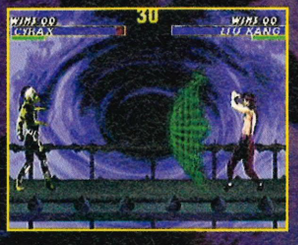

Loaded wasn't at all violent was it? Just another day in the good ol' US of A.

Reloaded will be out next year.

ULTIMATE MORTAL KOMBAT® 3

The ULTIMATE Fighting Game!





MEGA DRIVE

SUPER NINTENDO® ENTERTAINMENT SYSTEM

MIDWAY Midway Manufacturing Company

Williams Entertainment Inc.

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MEGADRIVE VERSION DEVELOPED UNDER LICENSE BY AVALANCHE SOFTWARE. ACCLAIM IS A REGISTERED TRADEMARK OF ACCLAIM ENTERTAINMENT INC. ALL RIGHTS RESERVED.

Acclaim

The Great Seg

Win Top Gear

One of the nicest Christmas presents this year would surely be something like this large black JVC television pictured above, and with a bit of luck, it could be yours. You're guaranteed a Saturn, 'cos you've seen it underneath your parent's bed, but what'd be pretty handy too would be a top television to play it on. You may well have a old portable in your bedroom, but you could put that in the kitchen or the bathroom or the toilet or wherever.

To coincide with the launch of the rather good driving game, *Impact Racing* (our review starts on page 44), JVC have kindly given us five copies of the game to give away and, for one lucky winner, a television to watch it on.

The LAW!

1. Just the one entry per household, ta.
2. All entries must arrive at the *Sega Power* office by the same time our New Year's Hangover wears off (Jan 3rd).
3. Please leave this competition alone if you work for *Future Publishing* or JVC. Sorry, but there are others... get *TV Quick*.
4. The editor's decision is laughed at.

The complete set

My television might well be as old as the worms in John Logie Baird's head, but I know a good piece of kit when I see it... and this machine (the JVC AV25VM1) is, thinks me, one of the largest, blackest flattest and Captain Kirk-like televisions I've seen for yonks.

It's completely NICAM/NTSC/Spatial/Eco friendly and comes complete with a remote control that has more buttons on it than Joe Brand's corset. On top of that, you can change the picture mode to make better effect of games machines for an even better picture. (Arsenal players not supplied.)

To win...

...study the *Impact Racing* review on pages 44 and 45 and find the answers to these questions.

Question 1
Does the game have a bonus round?

Question 2
When's the game going to be released?
a) October
b) November
c) December

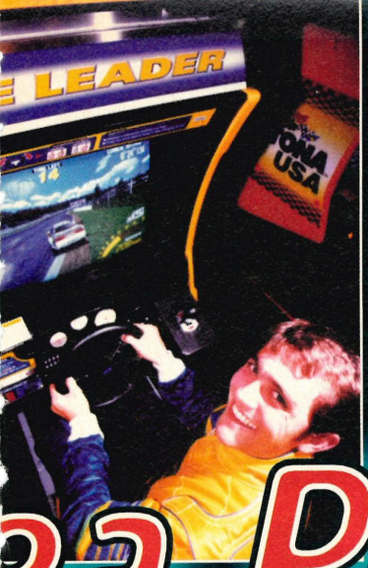
Question 3
Is the Time Icon one of the power-ups, or simply a figment of our twisted imagination?

The first winner released from the family cat will win the television, plus a copy of *Impact Racing*, while four runners-up will win a copy of the game.

Answers to...
Oi! Square eyes!,
Sega Power,
Future Publishing,
30 Monmouth Street,
Bath,
BA1 2BW.

JVC

Get it here by the 3rd of January. Winners names announced in Issue 90.



Giveaway!

ga Power

Win a one night stand!

Once again, Sega have proved themselves to be the masters of the arcade driving game with their latest effort, *Touring Car Championship*. And in an amazing show of generosity, we've actually managed to blag a complete arcade unit for you... even if it is only for the night.

For more specific info, check out the box on the company, but what we're offering you is the chance to have a four-player multi link-up Sega *Touring Car Championship* in your home for 24 hours.

Impress friends, invite girls, pull up the carpet, put the sofa in the kitchen and become the most popular person within a twenty mile radius (at least) as we give you the chance to play, as much as you like, an arcade game that most people haven't even seen yet.

Rather good, don't you agree?

Arcade for a night

Corporate Amusement Services (CAS) is the company behind this rather ingenious new way of doing things... and what it basically means is that you can hire out your own arcade machine for the night.

Being clever, intelligent and probably dashingly handsome, they wisely pick the latest and best machines and have everything from *Touring Car Championship* to *Sega Rally* to *Daytona USA* and *Manx TT Superbike*.

Where ever you live in the country, they'll deliver the machine and install it all for you (although you need a fair amount of space for the larger ones) and then they'll simply pick it up the next day.

The cost isn't cheap (about £800 for the four-player driving games), but the larger the group, the cheaper it's obviously is going to be, if you all chip in. We were very impressed with the idea behind all this (hence the competition) and if you want further information on the company, prices, their range of games or anything, then they can be contacted on (01635) 874719.

To win...

We thought we'd make it nice and simple to win. Three questions. Go to it, Tiger...

Question 1

What's the capital of France?

a) London
b) Paris
c) Huddersfield

Question 2

What colour is an orange?

a) Blue
b) Green
c) Orange

Question 3

What shape is a box?

a) Round
b) tubular
c) Box-like

Dem rules

1. Just the one entry per household, please.
2. All entries must arrive at the *Sega Power* office by the 3rd of January.
3. Please don't try to enter this competition if you work for Future Publishing, CAS or Supercuts in Bath.
4. The editor's decision is a finale.

Aanndd... sorry, couldn't quite make it that easy. Answer the three questions, by all means, but the tie-breaker is what counts and we want you to tell us in around 20 words why YOU should win.

CAS

So, answers and tie-breakers to...

A Night of Action,
Sega Power,
Future Publishing,
30 Monmouth Street,
Bath,
BA1 2BW.

Winner's name in Issue 90

Fresh from the arcade comes Acclaim's* Batman Forever *ready to battle the evil of crime. And other cliches...

Batman

It's absolutely amazing to think of the transition Batman has undergone. The original television series turned him into something so camp he made Kenneth Williams look like Jean-Claude Van Damme and yet the film managed to resurrect him as a figure more akin to what the original comic books had intended. Since then, he's never really looked back.

Here then is the spin-off game from the third film. Coming after a highly successful stint in the arcades, *Batman Forever* is a side-scrolling beat-'em-up in the same mould as the classic arcade fighters such as *Final Fight* and *Streets Of Rage*. And, as you can probably see for yourself, the forthcoming Saturn conversion bears a more than pleasing resemblance to the arcade original.

"Even in the heat of battle, their sprawling legs and flailing fists don't look out of place or unrealistic."

The premise of the game, as with all beat-'em up's of this type, is to work your way through a set number of levels – 13, in this case – ridding the screen of all visible enemies. Of course, it's not as simple as that or, thankfully, as tedious, so a bucket-load of features have been chucked in to liven up proceedings. More of those later.

At the beginning of the game the player chooses to play as either Batman or Robin. Both offer a veritable feast of tasty moves but have been created as definite individuals. Naturally, with this being a Batman licence and all, said Dark Knight is slightly more spunky than Robin but the Boy Wonder has plenty to offer (not least his nice green pixie boots).

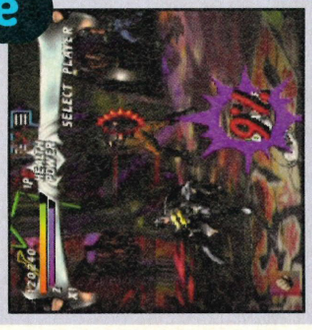
One of the first things you notice about *Batman Forever* is that the 13 levels are absolutely huge. Or, at least, they seem that way because, frequently throughout the game, they are dissected by a copious amount of special moves which often stop the action dead. Snapping up a health icon, is a prime example.

At every stage of the game there is a stack of Bat-related weaponry to be had such as Batclaws (sizeable claw extensions to the Winged-Ones' wrists) Batarangs (rather like boomerangs except they take out enemies in one swoop) and Batropes (which help either Batman

Background knowledge

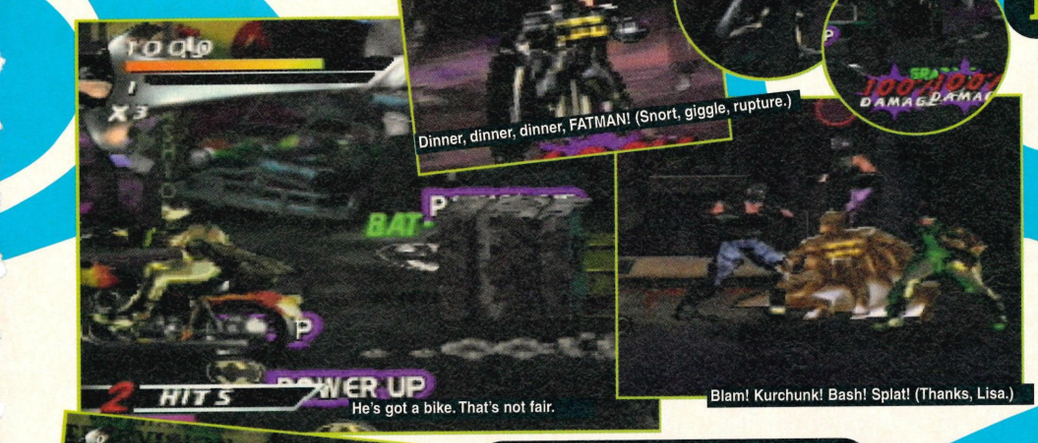
One of the most fantastic parts about *Batman Forever* is that the backgrounds have been created using plans and photographs from the real sets. This means that every level you play has been featured in the actual film.

Obviously, for this 32-bit version, some of the detail has had to be cut – the similarities between the game's locations and those in the film were more blatant in the arcade – but it's still an excellent way of making the game feel and look as close to the movie as possible.



Format . . . . . .Saturn Release Date . . . . . .TBA
Players . . . . . .One-Two Acclaim .☎ (0181) 3445000

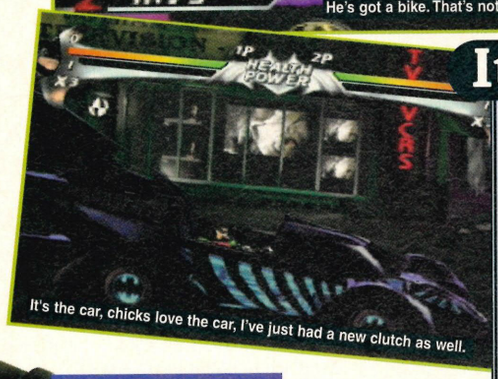
Forever



Icon see you

There's a truck-full of icons to collect, all of which give Batman and Robin the opportunity to put a group of street thugs out of their misery in ever more varied ways. Two of the best of these power-ups are the VR and the Shadow player icons. The former allows Robin to arm himself with lasers (seen to fireballing effect below) whilst the latter brings on a sense of blurred-vision drunkenness with Batman jumping all over the shop closely followed by a couple of clones of himself. Good stuff.

It's a bit like...



Guardian Heroes

The rather good platform beat-'em up reviewed back in Issue 78. Whereas that merged straightforward *Final Fight*-isms and RPG elements to strangely successful effect, *Batman Forever* merely plumps for one of these. *GH* notched up a respectable 80% and, no doubt, Acclaim will be hoping their product manages similar things next month.

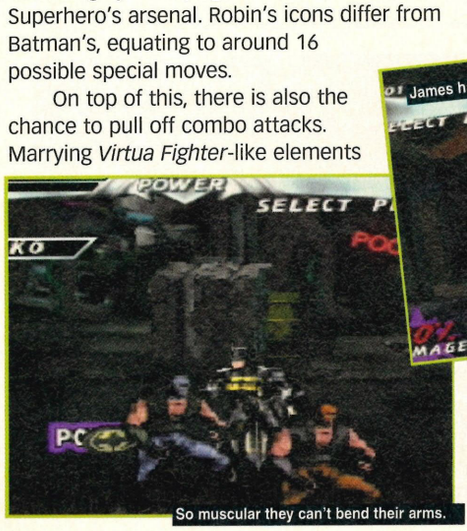
or Robin to avoid explosions by swinging them from one side of the screen to the other). But, it's the special icons (which enable the special moves) that will be of most interest.

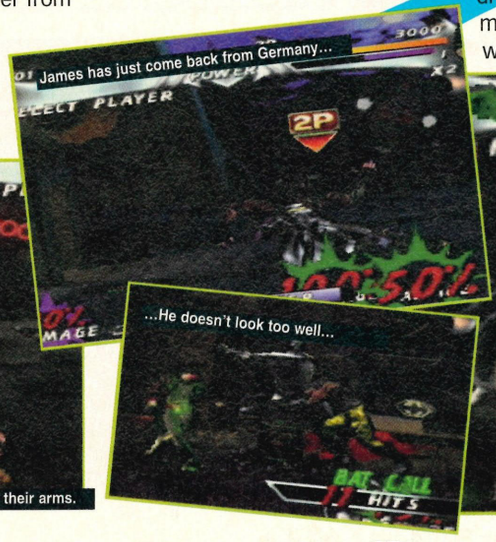
Once a stage is complete, you are presented with a progress screen which details what you collected over the course of the level. If you picked up one of the special icons you can select this and use it as your special move on the next level. And although in limited supply, they prove to be hugely satisfying additions to the Superhero's arsenal. Robin's icons differ from Batman's, equating to around 16 possible special moves.

On top of this, there is also the chance to pull off combo attacks. Marrying *Virtua Fighter*-like elements with those of a traditional side-scroller has proved to be an excellent idea. The combo's, although hardly likely to come up to the standard or fulsome nature of those in one-on-one fighters, help *Batman Forever*'s cause enormously. Constantly striving for better combo's becomes a sizeable element of the game and definitely adds another dimension to the gameplay.

Graphically, *Batman Forever* is shaping up to be a corker. The rendered sprites are superbly drawn and move really well. Even in the heat of the battle their sprawling legs and flailing fists don't look out of place or unrealistic. Perhaps the only worry may be the amount of action happening at any one time. Sometimes it can get a little confusing. Still, the arcade feel has plainly been maintained and that can only be a good thing.

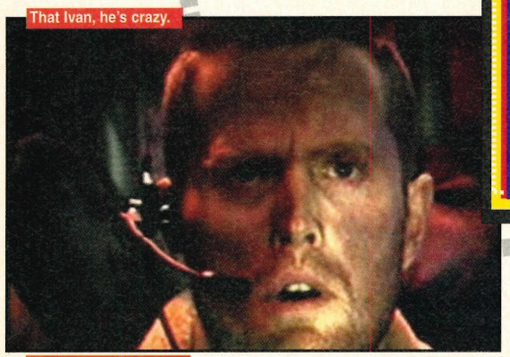
Batman Forever is certainly shaping-up well enough and with a bit more work it could become a fine conversion of an already-excellent coin-op. A full, reviewable copy should be winding its way into the *Sega Power* offices this time next month and we'll be blowed if we don't review it then. • ***Tim***





Krazy Ivan

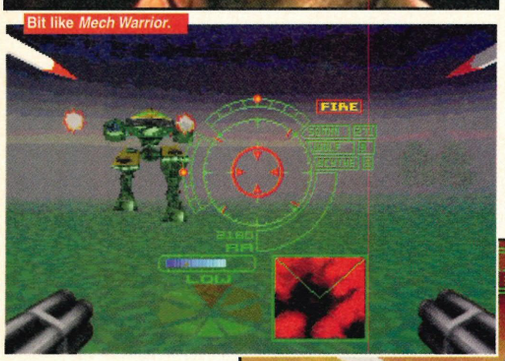
Giant mecha robots? Evil, world-dominating aliens? And you're asking a bunch of butter-fingered Russkie troops to deal with this? God help us all.

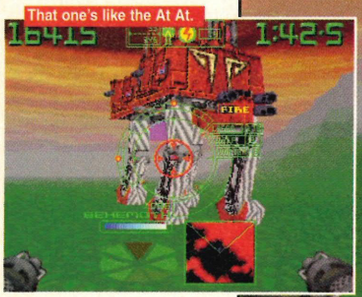

That Ivan, he's crazy.

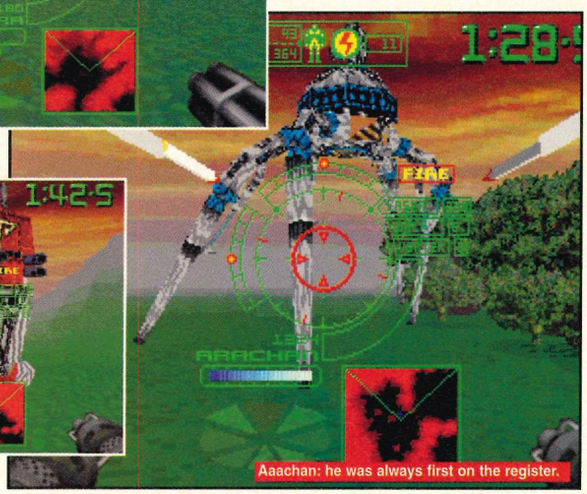
Tittle burgers.

Not too long ago, the fashion in the film world was for mind-control movies. Some guy in flares would find himself being hypnotised by some cackling ex-Nazi into killing the President/Company boss/Spiderman. He'd usually snap out of it when his ex-girlfriend intervened just in time but strangely, it never motivated the hero to do himself a favour and just blow her away instead.

The ex-Nazi usually managed to do this all by flashing a few coloured lights and some wobbly music at him. In light of this I have developed a theory that the whole rave music/videogames thing is actually a massive plot cooked up by some bald-headed cat-fondling maniac sitting in an undersea base somewhere. One day we'll all be listening to the Chemical Brothers when suddenly the urge to take over the world will waft over us.


Bit like *Mech Warrior*.


That one's like the At At.


Aaachan: he was always first on the register.

It's a bit like...

Blam! Machinehead

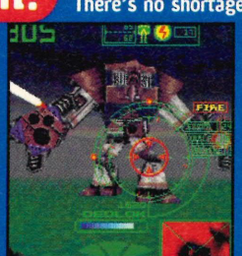
Blam at least had the delightful sight of a brainy babe strapped to the back of a cruise missile. *Krazy Ivan*, although a different storyline, shares many similarities, not at least in the range of mechanical baddies out to suck your blood. *Blam!* puts you up against miniature nanomachine technology. *Ivan* puts you up against giant alien technology. As they say in the trade, you takes your chances although *Ivan* is miles better graphically-speaking.

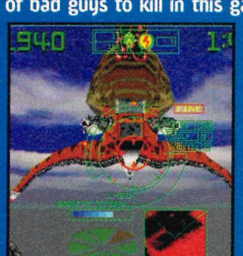
Bad guys - kill them!

There's no shortage of bad guys to kill in this game. Here are some of them..

Raptor
No Jurassic Park stuff applicable here - instead it's a giant robot deathkillermachine thing.

giant robot dwarf Never has a stranger set of circumstances manifested themselves. I am confused now.


Dedlock
Normally a method of ensuring a car door is closed so that you can't get in even with a key.

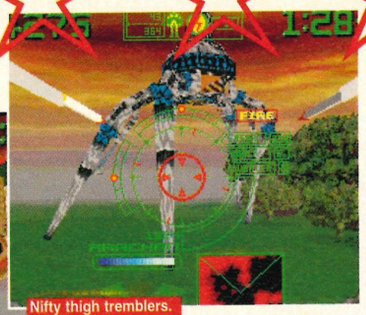

Sentinel
Did you know the film 2001 was based on a short story called 'The Sentinel'? Didn't think so.

Carapace
Normally the name of a beetle. This is not. (No sign of the robot haddock yet, sadly.)

Buzzsaw
Useful for chopping wood and cheese, if you have problems with using a knife. I'm going home.

Format . . . . . .Saturn **Release Date** . . .December

Players . . . . . .One-Two **Pysgnosis** . .☎ (0151) 7095755



So I was a little worried when I heard this game was about 40-foot robot monsters bent on world domination. Throw in a funky soundtrack and some great visuals and you can see why I'm thinking about moving to New Zealand.

Krazy Ivan is about three Krazy Guys. A trio of Russian soldiers live in this massive tank thing. Two drive it about looking for aggro. The third sits in the back with a huge metal suit looking hard.n Whenever trouble appears, the bloke in the suit leaps up and sets about the bad guys.

You'd think the guy in the metal suit would be happy, but no. A bunch of aliens have decided to invade five parts of the world with their own gigantic killer robots, modelled on Earthly animals. So it doesn't take much to figure out where the guys in the tank come in.

These aliens have a strange sense of humour because the animals you tangle with range from lobsters to cheetahs. A giant metallic lobster? We look forward to *Krazy Ivan II* where you get to take on ruthless robotic haddock.

The aliens have kindly concentrated their main forces in easily-locatable arenas. Seek and destroy these Bosses with all the subtle 40-foot mayhem at your disposal. Guns? Loads of them. Missiles? Look mate, this is a shoot-'em-up, what do you expect? A map in case you get lost? It's there. In fact, all the usual staples are present and correct so don't expect many surprises on the gameplay front.

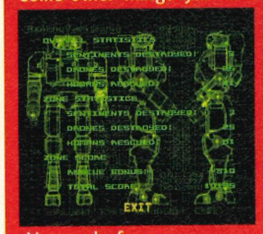
"For a visually stunning, adrenaline-pumping, lobster-cookin' day out, it's going to be hard to beat."

The graphics are excellent. The bad guys are well-drawn, nasty and intelligent. The landscapes require you to wobble over hills, up mountains and through passes. Shooting aliens rewards you with power-ups and suchlike, which can be traded in at the end of the level for even more devastating bits of weaponary.

Not then, by the sounds of things, the most original shooter in the world. But for a visually stunning, adrenaline-pumping, lobster-cookin' day out at the zoo, it's going to be hard to beat. • ***Nick***

In-game things

It's not all about wandering around a landscape looking at the pretty thingies you know. Or murdering aliens on an unheard-of scale. Here's some other things you have to know about.



You end-of-game statistics look like these, for those of you who get off on this kind of blandness.

Mission briefings ahoy! They're a bit dull and similar to *Alien Trilogy* but they follow screenshots that look like this...

Katya is a Russkie and it's her job to introduce you to what's going on. Pretty good quality FMV, wouldn't you say?

A map of the area you are supposed to vanquish, plus the targets to look out for. Nice'n'easy, I ask you?

Dweeb

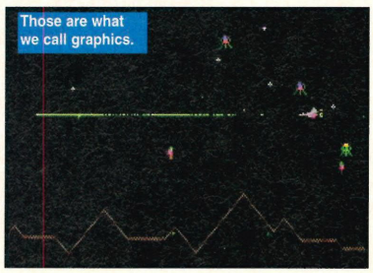
An Australian Expression For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.

Williams Greatest Arcade Hits

It's back to the '80's with five 'classic' games on one cartridge. So bring back Mrs Thatcher, Punks and Haircut 100. OK, don't.

Defender ★★★★★

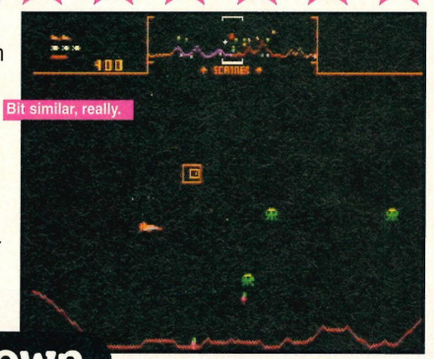


Everyone should remember this, one of THE original arcade smashes. You have to protect your humans from the 'landers', who try to take them to the top of the screen in order to mutate them into a deadly mutant lander. There are also plenty of other things to shoot, a teleport, smart bombs to fire, a few secret levels (if my memory serves me correctly) and bundles of primitive blasting fun to be had.

Retro run down

Game Type:	Shoot-'em-up.
First Released:	1980.
Two Player?	Yes, take it in turns.
Special Features:	The game's sheer speed, and the fact that people were scared of it on it's release.
Modern Equivalent:	Erm, *Wipeout*, with guns.
Nostalgia Rating:	9 out of 10.

Defender 2 ★★★★★★

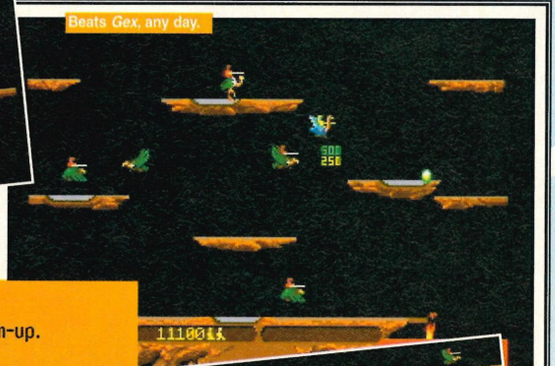


Originally known as *Stargate*, although no relation to the film of the same name, *Defender 2* is really no different to *Defender*. The only addition is a warp which allows you to skip levels. For real die-hard fans of the original, at least three clean pairs of underwear are advised when playing this updated version.

Retro run down

Game Type:	Shoot-'em-up.
First Released:	1981
Two Player?	Yes, take it in turns.
Special Features:	Again, sheer speed. Not much different to the first *Defender*, really.
Modern Equivalent:	Any side-scrolling Shoot-em-up.
Nostalgia Rating:	6 out of 10.

Joust! ★★★★



Now, this is one that I don't remember, but it's very easy to get into. It's a cross between medieval and futuristic times with the aim of the game being to fly around on your buzzard, landing on your enemy's heads before they land on yours. Also, when you do land on their heads, they leave an egg behind which you must collect before it turns into another baddie.

As the levels progress, more enemies appear, and the scenery changes. The floor disappears so that you can't land on it and quite an enjoyable difficulty curve is created.

Retro run down

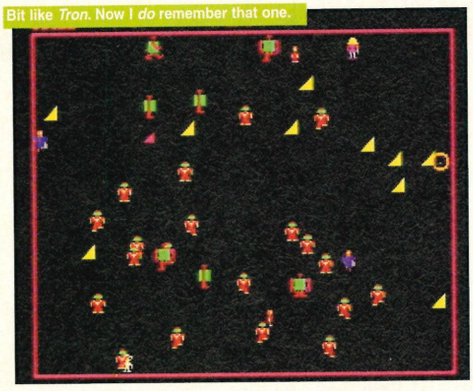
Game Type:	Platform kind of fly on heads-'em-up.
First Released:	1982.
Two Player?	Yes, simultaneous head to head action.
Special Features:	Originality. I mean who would have thought of jousting on buzzards?
Modern Equivalent:	*Panzer Dragoon 2.*
Nostalgia Rating:	8 out of 10.

Format .....Mega Drive Release Date ....January

Players .....One-Two THQ ....☎ (0171) 9358954

Robotron 2084 ★★★★

Probably the weirdest of Williams' Arcade Classics (although that's open to debate) is *Robotron 2084*. Shoot things and rescue humans is the order of the day. However, the action takes place in a bizarre colourful rectangle that fills up with more enemies with every level or 'wave'. Lets face it, this is one of the most basic games ever. You shoot automatically, you just have to direct the fire, and rescuing the humans just means walking into them. Mind you, they say the basic ones are the best...

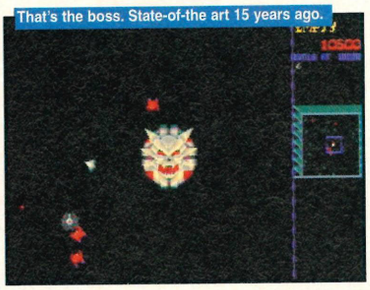


Bit like *Tron*. Now I *do* remember that one.

Retro run down

Game Type:	Shoot-'em-up.
First Released:	1982.
Two Player?	Yes, take it in turns.
Special Features:	The general and strangely 'on drugs' feeling that the game gives you.
Modern Equivalent:	*Loaded.*
Nostalgia Rating:	5 out of 10.

Sinistar ★★★★★★



That's the boss. State-of-the art 15 years ago.

This one's new on all of us, and it looks very much like Asteroids. The object of the game is to shoot the rocks, which in turn give out bombs which you must collect in order to defeat the end of level boss. However, the baddies too want to collect the bombs in order to build the end of level boss, so you've got to shoot them. It's a pretty well thought-out game, and it's certainly a progression from *Asteroids*.

Retro run down

Game Type:	Shoot-'em-up.
First Released:	1982.
Two Player?	Yes, take it in turns.
Special Features:	A bit more complicated than the other games, and more of an updated *Asteroids* than anything else.
Modern Equivalent:	There really isn't one.
Nostalgia Rating:	3 out of 10.

So, the latest Mega Drive release is the oldest yet! Each game is arcade-perfect so fans can start to get excited now. Is it a sad attempt to sell old tat at today's prices or a valiant bid for videogame nostalgia. Find out in our review due early next year. • ***Dave.***

HOSER

A Canadian Expression For People Who Toss Gum On The Street.

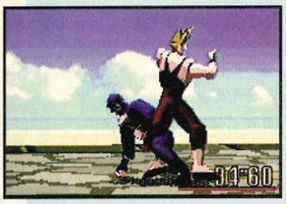
GUM.....ENJOY IT. WRAP IT. BIN IT.

Mega Drive

Virtua Fighter 2

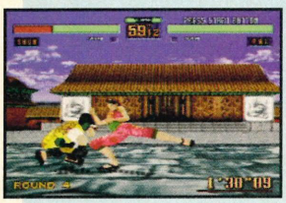
For the unaware

I thought now might be as good a time as any to have a bit of a retrospective over the whole *Virtua Fighter* myth and to take a gander at the past efforts. If you don't agree with me then may I suggest that you take out your eyeballs, polish them up real good and look again?



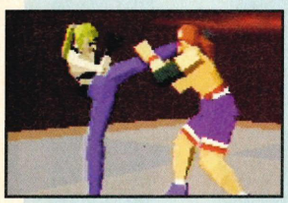
Virtua Fighter
Launched in the arcades over THREE staggering years ago, it was the first arcade fighting game to boast 3D polygon graphics moving at a silky-smooth speed.

An arcade-perfect version (apart from a few polygon-related problems) appeared a year later on the Saturn, when the machine was first launched in Japan.



Virtua Fighter 2
About a year later, Sega left the world's mouth screaming 'NOOOO!!' again when they released the amazingly-improved sequel, *VF2*. Much better graphics, animation, countless more moves and two new characters. Happy is too small and feeble a word to describe 'it'.

Virtua Fighter Remix
While one of the AM lot were beavering away on a conversion of *VF2* for the Saturn, they decided to launch an updated version of *Virtua Fighter 1*. This version had the gameplay and backgrounds of the first game, but the character graphics of the Saturn sequel. Things were starting to get confusing.



Virtua Fighter (32X)
In its death throes, the 32X managed to produce a version of Virtua Fighter startlingly close to the original conversion. For fans of the game, it was pretty cheap option as you could then pick up a 32X and a copy of *VF1* for about £100.

Virtua Fighter Animation (GG)
A ridiculous idea to try to flog more Game Gears in Japan. Rename the machine as the Kids Gear and give it its own version of *Virtua Fighter*. There are a lot of moves/characters and so forth, but the graphics are so bad that it could be anyone leaping about up there.

Released on everything from the Saturn to the 32X to the Game Gear to my Kenwood bleedin' stereo,* Virtua Fighter *raises its chunky frame once more.

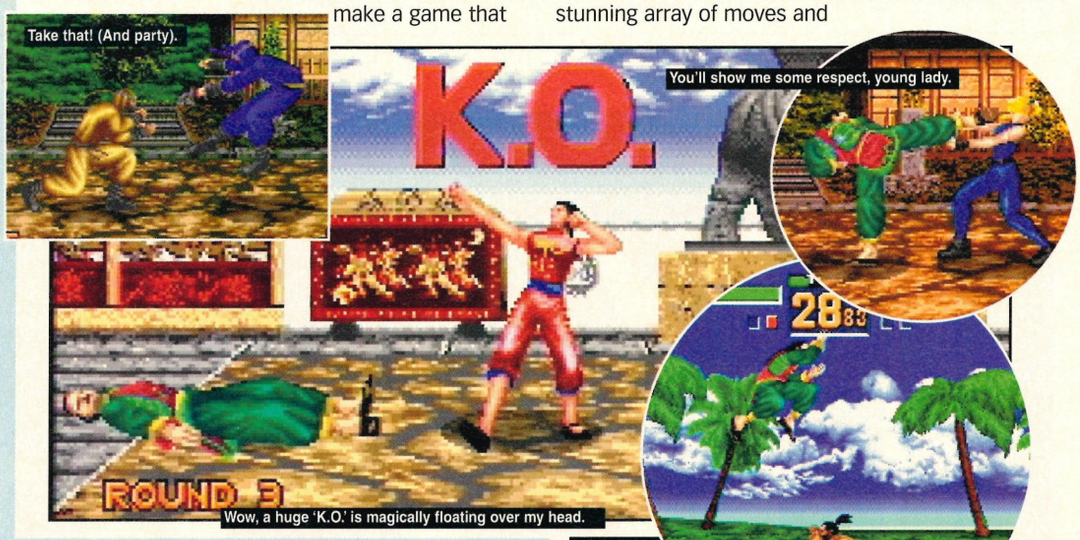
Yes, the impossible can be achieved... the Mega Drive can get away with a half-decent version of *Virtua Fighter* – and *Virtua Fighter 2*, I might add. But, and this being simply a preview, a more detailed examination of the game must be held back until next month. Just to say, for now, that Everybody in the *Sega Power* office who's seen the game is pretty impressed by what Sega have managed.

The first, and most obvious, difference between this and the Saturn version is the use of sprites. Hundreds of thousands of texture-mapped polygons running at 30 frames-per-second is still a feat of programming we're yet to see on the Mega Drive so, rather than try a bolstered-up chip affair (like *Virtua Racing*), Sega have wisely kept to sprites. The effect of this is to make a game that plays rather like *Street Fighter 2* or *Mortal Kombat* – you begin to forget that the origins of the game came from an extra, third dimension.

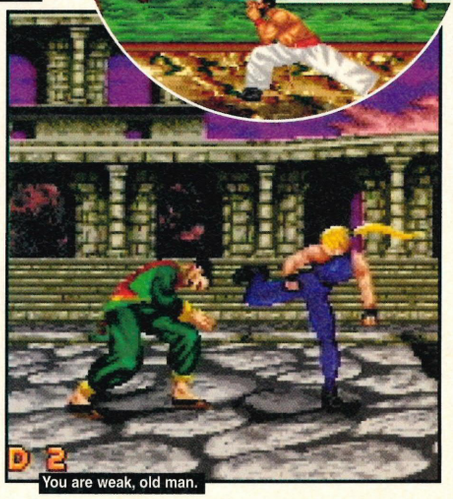
Strangely enough, Sega have left out the two characters added to the second version of the game, so there's no Shun Li or Lion. Apparently this was due to the fact that these characters have lots of 3D moves that wouldn't translate to a 2D game... APPARENTLY.

Other differences are mainly small. Although the remaining eight characters have been included, only a few of the backgrounds have. And checking over the options screen, Sega have had to make a few minor cut-backs there as well. Finally, the only other thing I noticed missing was was the replay function.

The pull of *Virtua Fighter 2* was always its stunning array of moves and



Virtua Fighter 3
Just released in the arcades, to a mild response, is the third in the series. Better graphics again, the addition of a 'dodge' button and a further two characters... but certainly not the jump that *VF2* was over *VF1*. A fully-functioning Saturn version is expected later next year.



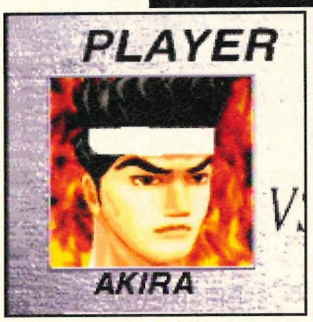
Format . . . . . .Mega Drive Release Date . . .December

Players . . . . . .Two Sega . . .☎ (0181) 9964620

Sega claim to have managed to include every one from the original game. From the ridiculous throws, to the multi-layered punching attacks, each and every one will be available to you. We played through all the characters and tried a random selection of moves and all the ones we tried seemed to be just as easy to operate.

It should make for an interesting battle this Christmas, as Sega themselves admit that this will probably be pretty much the last time you'll see any really top-notch Mega Drive software. To make things all the more tense, Acclaim are releasing *Ultimate Mortal Kombat 3* to coincide with *VF Mega Drive*. Stand by for a full, fist-to-fist, head-to-head review next month.

• ***Dean*** SP



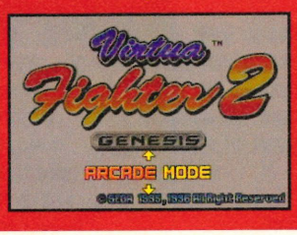
It's a bit like....

Mortal Kombat 3

Obviously, when you're looking for yer genuine bestest beat-'em-up, the train of interested thought tends to stop for at the *Mortal Kombat 3* station. (And would probably order a microwaved cheeseburger at the buffet carriage of *Ultimate Mortal Kombat 3* – to be released this December.)

Smaller options

This is the shot from Mega Drive version of the normally busting options screen. Restrictions have had to be made , and Sega have wisely concentrated on keeping the full quota of moves in the game, rather than faff about with more trivial extras.



Doik

An American Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.

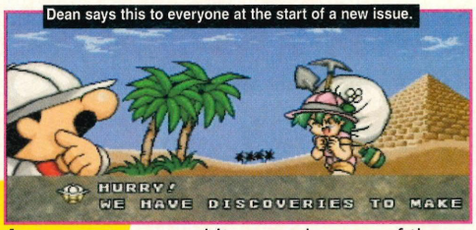
Format . . . . . .Saturn Release Date . . .December

Players . . . . . .One-Two Jaleco . .☎ (0181) 8384600

Tetris Plus

"I've never heard of Tetris, in any form" Said the five-minute-old baby. Unfortunately, the rest of us have...

Now there's a new concept, *Tetris* on the Saturn. Well, I can't say I'm surprised, after all it's been released on absolutely every format ever invented by man – including the front of a personal stereo and that dodgy Game Boy thing (which a lot of people bought under the impression that *Tetris* was the only game it could play).



Dean says this to everyone at the start of a new issue.

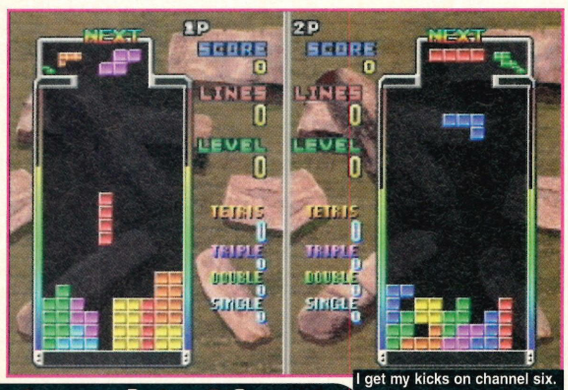
"Tetris has been released on every format invented by man – including the front of a personal stereo."

Amazingly though, *Tetris Plus* does include some new features including 'Puzzle Mode' (where you persevere through 100 levels, five cities, with each level getting harder as you progress) and 'Edit Mode' (where you can choose your background and then create your own level). Of course, there are also the old favourite modes – 'Classic' and 'Versus' – so there's plenty for *Tetris* fans to feast their eyes upon.

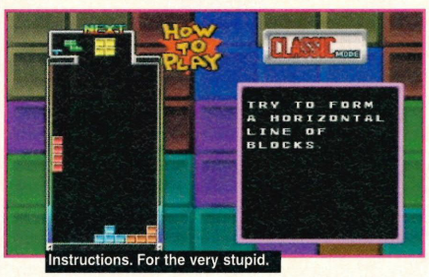
It's pretty refreshing to hear that the developers have added a new dimension to what is essentially an old and tired game. *Tetris Plus* is looking every bit as good as any of the other *Tetris* incarnations that have preceded it, if not better. Obviously, the graphics aren't exactly amazing but then you don't really expect that with a *Tetris* conversion. I mean, how good can blocks look?

Tetris Plus is bound to be popular when it's released in December. Wait for our review, mind to make sure that the conversion is up to standard. • ***Dave***

The enormously exciting 'Select Mode' screen.



I get my kicks on channel six.



Instructions. For the very stupid.

Play it your way

There HAD to be something different in this game to stop it from being crucified by us press lot. And by Jove there is. There are four different modes of play and here they are in full.

Classic

Pretty obvious really, your average, run of the mill, old style, retro classic, *Tetris*.

How caption this huh?

Puzzle

A new dimension to *Tetris* gaming. Battle through 100 levels with the professor and his assistant. New features also appear such as the spiky ceiling.

Why 'Goal' eh? 'S not footy.

Versus

A bit like puzzle mode, but with two players battling it out.

The me and my imaginary friend mode.

Edit

Probably the thing that'll make *Tetris* fans wet themselves – the level creator. With it you can create your own levels, and save them too.

Make your own blocks. YES!

It's a bit like...

Baku Baku Animal

Which is a bit like *Columns*, which is an old Mega Drive classic.

The difference between *Baku* and *Tetris* is that in *Baku* you have to link the food stuffs to the appropriate animal to make them disappear, as opposed to *Tetris*' shapes and lines type thing. Bizarrely enough, *Baku Baku* was done by AM3 the same team that 'did' *Sega Rally*.

Why we are the leading independent Sega magazine in the UK...
Our magazine exists to give you information about the world of Sega gaming that is more honest, reliable, relevant and easy-to-follow than any other you can buy. All our reviews and features are written by gaming experts. Our reviews offer crystal-clear buying recommendations and information – how much something costs, how good it is and whether you should buy it. We are utterly independent of any software company anywhere. And we're serious videogamers ourselves

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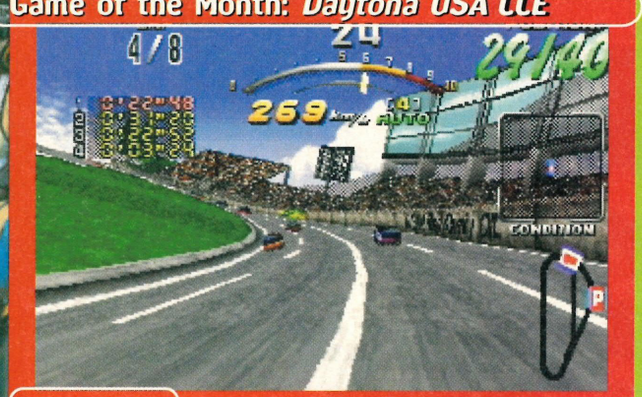
Reviews

Game of the Month: *Daytona USA CCE*



Saturn

Command & Conquer

Saturn

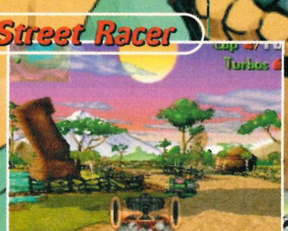
Impact Racing

Saturn

Reviewed this month

28 . . . . . *Tunnel B1* (Sat)
34 . . . . . *Daytona USA CCE* (Sat)
38 . . . . . *Command & Conquer* (Sat)
40 . . . . . *Impact Racing* (Sat)
42 . . . . . *Street Racer* (Sat)
44 . . . . . *Hardcore 4X4* (Sat)
46 . . . . . *Micro Machines Military* (MD)
48 . . . . . *Jewel of the Oracle* (Sat)
50 . . . . . *Blast Chamber* (Sat)
52 . . . . . *Mighty Hits* (Sat)
54 . . . . . *Madden* (Sat)
55 . . . . . *NHL Hockey* (Sat)
56 . . *International Superstar Soccer* (MD)
57 . . . . . *Blazing Dragons* (Sat)
58 . . . . . *Crimewave* (Sat)

Street Racer



Saturn

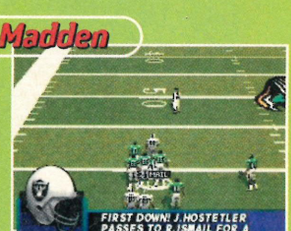
Hardcore 4X4

Saturn

Micro Machines Military

Mega Drive

Madden



Saturn

You'll always find me in the tunnels at parties. I'm sorry, that should be kitchen. Um...

Tunnel B1

The primary weapons

The main ones, if you like are the primary ones... hence their name.
These are the ones you'll use to destroy the majority of the things that wander in front of you. These are they.

Machine Gun
Your starting weapon, but easily upgradable to firstly a twin barrel and then a triple-barrelled gun within the first couple of levels.

Rocket
A much better state of affairs, all-together. Far more powerful than the feeble machine guns. Pick up extra weapon icons and you can upgrade to twin rockets or seeking ones.

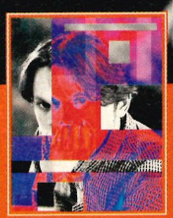
Missile
Much the same as the rockets (including the upgrades), but the missiles tend to be smaller and more manoeuvrable.

Argon Laser
The laser's primary use is to deplete an opponent's shield capacity, rather than out-and-out destruction. Similar power-ups for this will be found, for the curious.

This is your ship.

This is a tunnel.

This is another tunnel. I am a helpful boy, yes?



second opinion

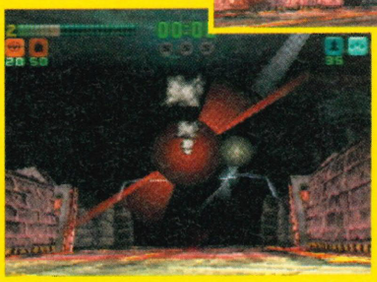
I wanted to review *Tunnel*, I really did. "Back to work!" growled Mortlock, though: "I'm doing all the good games this issue." Such is the life of the humble Production Editor. After sneaking back into the office late at night to play *Tunnel* though, I can confirm that it's one of the most enjoyable Saturn releases this year. Not only does it look superb but it moves as smoothly as an oily fish down a bob sled track. Aliens to kill, big guns to fire – it's all too good to be true, really. • *James*

Faced with the prospect of writing three whole pages on a game about tunnels, understandably the mearest beginnings of beads of sweat begin to form on my furrowed brow. My experience of tunnels begins and ends with trains. I sit on one every day and it goes through a couple on my way to work. On my return, it goes back through the same two - but from a different direction. My experiences and thoughts on these would hardly fill a page, never mind three?

Players	One	Levels	13
Difficulty	Hard	Release Date	December
Price	£44.99	Ocean	☎ (0161) 832 6633

The secondary weapons

Not-quite-so-important-as-the-primary-weapons-but-still-essential-to-the-running-of-things are the secondary weapons. These are things that you'll remember about when there's some hulking great monster thing bearing down on you, and you go... "Ah, but *I've* got those..."



Flares

There are big, flying monster things that have a habit of firing homing missiles at you; the only form of defence is to launch a flare for each of the missiles launched at you.

Mines

Best used to destroy enemy minefields, blowing up doors or containers or used in a straightforward way to destroy the enemy. The mines can be shoved along once they've been dropped, but that tactic shouldn't be attempted by the amateur.

Smart Bomb

I suggest that it's a bomb that's maybe been to college... what say you?

Super Smart Bomb

Probably the bomb that taught the last one.

Comparison

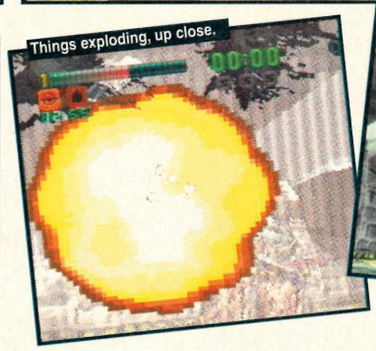
Blam! Machinehead

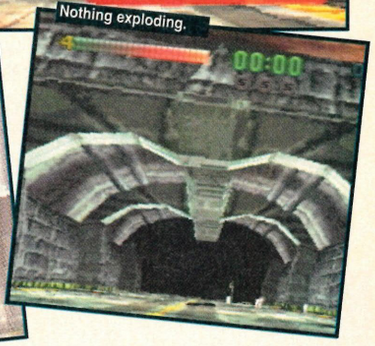
Issue 84, 83%

▲ Nicely designed and challenging

▼ Nothing stunning in the gameplay

Both *Tunnel B1* and *Blam!* have you cavorting all over the place in a low-to-the-ground hovering object. Also, both have you solving puzzles, but *Blam!* certainly lacks the polish and speed of *Tunnel B1*.





But ah, my confusion lifts like a set of feather dumbbells and I realise that the game in question is the infamous *Tunnel B1*, and the tunnels in question are a seemingly never-ending, twisting maze of darkened corridors that promise death like a kiss and dangerous frights abound around every corner.

Firstly I peruse the manuël (the waiter from Fawlty Towers) in the vague hope that I might find out some more information about the game, but after frisking about his person, I found nothing. He suggested, though, that I consulted the MANUAL. I thanked him for his advice, apologised for my embarrassing mistake and went out to find a copy of the MANUAL.

"Firstly I peruse the Manuël but, after frisking about his person, he suggested that I consult the MANUAL."

Whassitallabout? I quote: "In a future world the world remains the same: the need to protect, the need to preserve." Not exactly awe-inspiring, but it goes on... "Upon twisted, groaning girders, in the sluice of a castoff generation, society has been built to the brink of its own destiny, developing weapons beyond its capacity to control. Gone are the safeguards of counter technology with no levels left in which to sink." Well, there's no actual crime against bad writing, but if there was, we'd all be shot, wouldn't we, eh? EH?

So, everything's looking on the glum side. Man is about to fulfil every prophecy made since the whole thought process began and blow himself up, one man with mad revolving eyes and a laugh from Satan's bottom controls the most fearsome weapon ever devised and everyone's sat around waiting for the world to end. You, though, are pure hero stock. YOU decide something must be done and (sigh) decide to pilot a loan(ed) craft into the madman's base and destroy the fearsome weapon. Hurrah.

And that's where we come in. Y'see WE all, individually, are the hero. We (the players of the game) have to pilot a far-too-low-to-the-ground craft around 13 dead-raising levels to get to our goal. Oh, it all starts off simply enough. All you have to do is shoot the odd cannon, blow up the occasional crate and pick up extra ammo and brand-new weapons (thank you very much) like rockets and seeking missiles. But a couple of levels in, and everything's starting to look a bit different. Huge metal things are flying about, looking like they hate you AND you spilt every pint that they'd ever bought.

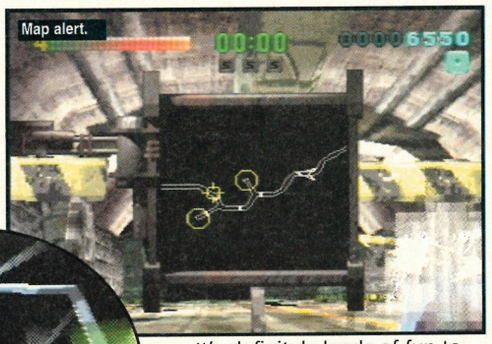
This could be where you wonder what sort of game *Tunnel B1's* supposed to be...

Tunnel B1

Flares are in!

Let's talk about lens flaring... it's that wonderful effect when the light catches objects... just so and causes a 'flare' of light. *Tunnel B1's* full of it. PlayStation games are full of it also because, well, it can. Saturn games tend to have a problem with it as it isn't directly programmed into the chipset.

Forgetting about that minor niggle, Neon decided to duplicate the PlayStation version's graphics, but the Saturn's attempt at lens flaring can, at most times, look a bit pixelated. Just thought you'd like to know.



is it a speedy driving game with moody graphics and interactive tracks, or is it (more simply) a very fast shoot-'em-up? Probably a mixture of the both, with the emphasis leaning slightly over to the shoot-'em-up. Yes, there are sections of the game where you have to reach checkpoints before the time runs out, but that certainly isn't the overall aim of the game. *Wipeout* meets shooty/fighty game (like *Blam! Machinehead*) is getting closer.

It's definitely loads of fun to speeding down the tunnels – especially using the turbos . Care has to be taken going around ANY corner, as you can bet that there's bound to be something large and nasty waiting for you, with guns that are TWICE as big as yours.

BUT DO WE LIKE IT? Yes, we do. The graphics are good; Neon have tried hard to duplicate the PlayStation's lighting effects and the rest stand up very proud to inspection. The only criticism that can be levelled at the game is that for some it might get a bit samey. I can assure you, though, that most of the levels are completely different, the missions are all varied and the metallic monsters staggering.

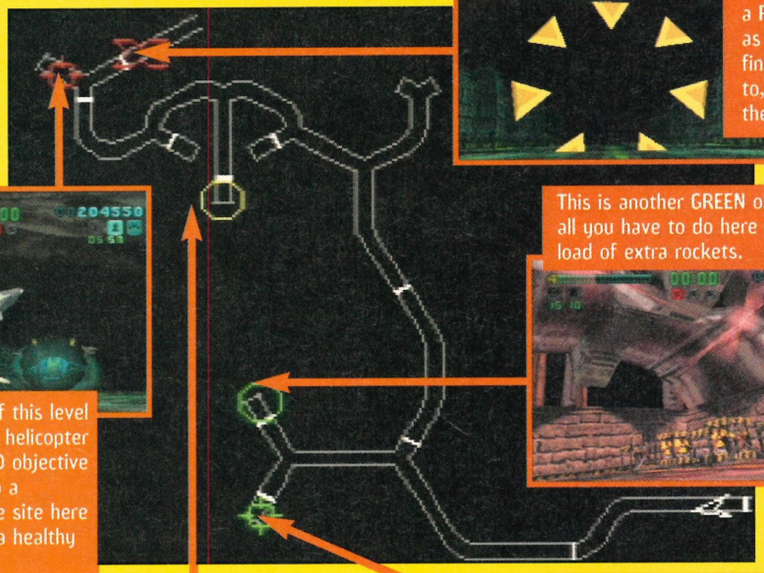
There are 13 levels and some of them towards the end are huge. Rather than have one mission for each, some of them have multiple missions and sub-missions and... phew, everything.

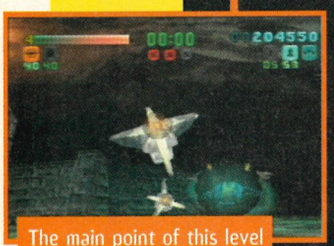
At the end of the day, *Tunnel B1* is both original and addictive... and we can't say fairer than that. • ***Dean***

Your mission, should you choose to accept it.....

Like I said, there are 13 levels and each of them is split into a series of objectives. Red objectives have to be completed before the level can end, yellow ones are secondary ones that should really be done but the level can be completed without doing it and green objectives are completely optional.

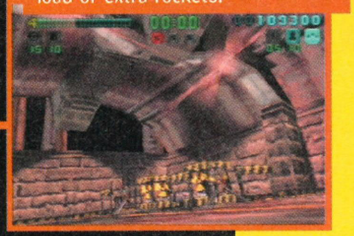
This is obviously a RED objective as you have to finish the level to, um, finish the level.





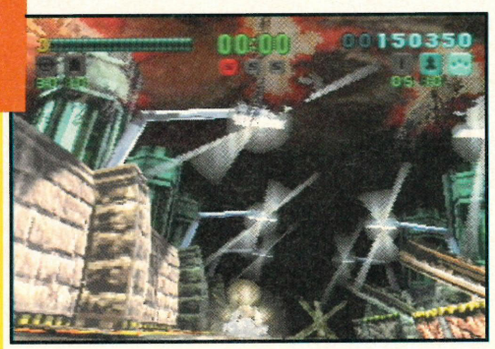
The main point of this level is to destroy the helicopter found at this RED objective site. There's also a YELLOW objective site here which gives you a healthy dose of mines.

This is another GREEN objective and all you have to do here is pick up a load of extra rockets.



The flares found here, at this YELLOW objective, will be needed for the next level... you can be sure of that.

This is a GREEN objective and this particular one is a radiation box for extra energy - you'll need it for later in the level.



verdict

Graphics 8
Very nice, but perhaps trying to be a bit too clever with the lens flaring.

Originality 8
A hybrid of a few gaming styles, but a very brave attempt to weld them together.

Sound 9
Excellent effects and a rousing instrumental, Bladerunner-esque background music.

Lifespan 7
Plenty of life in the levels, but often difficult to spot the difference between them.

Final Verdict 90%
"Definitely one of the more interesting and imaginative Saturn releases this Christmas and a darn good game to boot." *Dean*

Light Fantastic

Want to make computer games? Fancy starting your own games development company? Sega Power sent James off to Frankfurt to see how it's done.

Tunnel B1 is one of those rare games where the screenshots look almost as good as the artwork.

Neon are the snappily-named development team responsible for one of the Saturn's slickest games yet: *Tunnel B1*. Based near Frankfurt, Germany, the team of 18 programmers and designers have grown from humble beginnings to become one of Europe's hottest properties. The near-rapturous reception that the PlayStation version of *Tunnel* received a few months back is all the more remarkable when you consider that four years ago Neon didn't exist and its six lead programmers were sitting at home playing any computer game that they could get their grubby hands on.

Yes, if you've ever wondered how die-hard gamers actually get into making games, Neon is your answer. Far from finishing a university course in computer science and then casting around for something to do, the six founding-members of Neon learned to

(Left) Boris Triehel is the group's unofficial spokesman.
(Right) A really 'interesting' shot of Frankfurt airport's Terminal 1 building.

Snakes

Viper will be Neon's next Saturn release and makes use of *Tunnel B1*'s excellent game engine. This time, however, the gloomy tunnels have been exchanged for mid air and you're piloting a state-of-the-art helicopter gunship.

Viper won't be the Saturn's first helicopter game. However, rather than taking *Soviet Strike* or *Thunderhawk 2's* real-world political scenarios as the base for its missions, *Viper* is a full-on 'Alien Invasion, only one man can stop it' type affair. The emphasis will also be on the arcade shoot-'em-up rather than spoddy heli-sim.

With Neon's proven Saturn expertise, we can expect a top-quality game. There's a price to be paid for quality, however, and *Viper* won't be whaddur whaddur whaddurring your way until the Autumn of 1997. Damn.

Viper will have to be pretty good to beat *Thunderhawk 2* but on the basis of these shots that looks more than likely.

The Saturn conversion

Peter at work at his Saturn development kit.

Format-crossing games have a checquered history and PlayStation-Saturn conversions particularly so. *Wipeout* fared well on the Saturn (it dived on PC) but *Destruction Derby* looked distinctly ropey. "It's all a matter of how much time your prepared to spend on the conversion." says Peter Thierolf, *Tunnel B1's* lead Saturn programmer and Neon's leading authority on the innermost workings of Sega's little black box. "Porting across the basic 'C' [the language in which most modern computer programming is written] from the PlayStation took about three months but I spent a further nine months optimising it and getting it to run as fast as we wanted on the Saturn. Happily, it's just as fast now – maybe even a little faster."

"The dual-processor arrangement in the Saturn can make programming really difficult sometimes" is Peter's answer to the usual enquiry about the Saturn's internal eccentricities: "In the end we split the logic functions on to one chip and the display and maths on to the other – you really have to know how the Saturn works to get the best out of it. It certainly takes a while but Sega have got a lot better recently in supplying help to developers"

With the extra time it took to complete the Saturn version of *Tunnel*, Neon also had time to design an all-new, Saturn-exclusive level. "We felt that Saturn owners ought to benefit from the extra time it took to develop a version for their machine" says Nathan Wilson, one of Neon's English links to Ocean, their publishing company. "With all the hard work that's gone into the game we didn't want people to think it was just another dodgy conversion. I think the new level and some all-new features gives Saturn gamers one-up on their PlayStation counterparts".

program as a result of their interest in computer games and curiosity as to how they worked. "First of all we had Amigas and Mega Drive's" remembers Boris Triehel, the unofficial leader of the group and lead spokesman: "But we soon realised if we wanted to see how games worked, we'd have to get PC's."

"The motivation to learn how games worked came from seeing existing games and knowing that they could be improved" continues another founder member Jan Jöekel: "The best way to learn anything is by doing it."

By 1992, Jan, Antony, Peter, Boris and Matthias had developed their skills sufficiently to start earning a little money from programming. At this stage though the six didn't really know each other. "We came together via one of us knowing another who knew someone else who knew someone else and so on. Eventually there were six of us all with this passion for games and a determination to make a living out of it" says Boris: "By 1994 we had enough money between us to rent some office space, buy some equipment and set up Neon as a proper development company."

"The motivation to learn how games worked came from seeing existing games and knowing they could be improved."

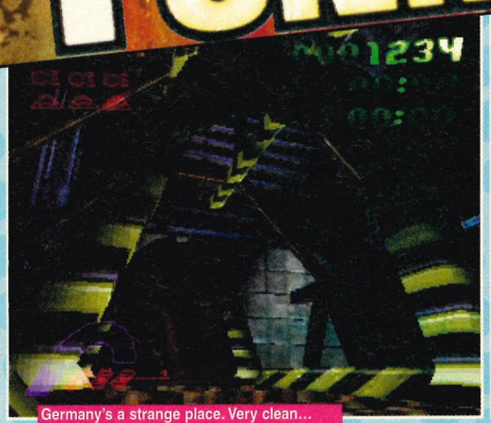
So far so good, all Neon needed now was some proper paid work. "Our first game was a Kellogs' Frosties giveaway" laughs Jan: "It was a kind of platform adventure starring Tony the Tiger." "We were quite into Platform games at that stage" remembers Boris: "We'd all seen *Sonic* on the Mega Drive and were really impressed with its speed. We wanted to make something as fast and so we started on our first full-length game: *Mr Nutz* for the Amiga." "It was really well-received on the Amiga" continues Jan "Although the versions that appeared for the Mega Drive weren't – we didn't do that conversion and really it was a mixture of our work and another company's."

The launch of the Saturn and PlayStation in 1995 focussed the groups attention on 3D gaming and work began on *Tunnel B1*. "I'm a big admirer of games like *Panzer Dragoon, Wipeout* and *Sega Rally*" says Boris: "And I wanted to do a game along those sort of lines." "We talked for ages about the game's design and concept" continues Jan: "Originally it was going to contain several different gameplay styles – something along the lines of *Die Hard Trilogy*, for instance. However, when we saw the first segment, the tunnel section, we were so pleased we decided to expand it and build the entire game around that bit alone."

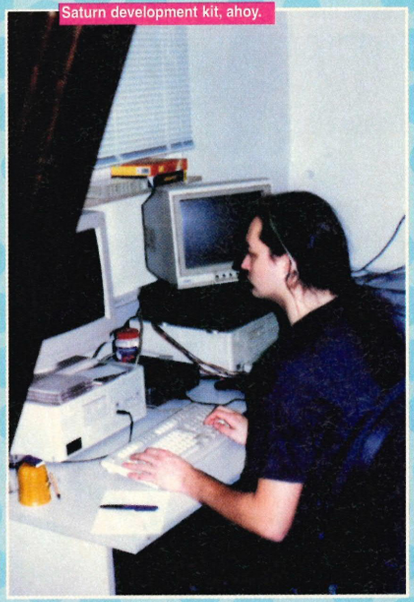
Even with the PlayStation *Tunnel* completed and the PC and Saturn versions almost there, Neon aren't short of new work. Their next Saturn/PlayStation game is *Viper*, a helicopter shoot-'em-up which hopes to *knock Thunderhawk 2* of its undisputed chopper perch. A sequel for *Tunnel*, the imaginatively titled *Tunnel B2* is also in the pipeline. "At the moment we're happy to develop for PlayStation, Saturn and PC. We'll even consider the Nintendo 64 when it finally launches in Europe" says Boris. "We do take advice from our publisher Ocean about which type of games are most popular and likely to sell well" adds Jan "But ultimately we'll only do a game if we like it. The final say about what we do is always with us because if the team wasn't completely enthusiastic about the project, we wouldn't end up with such a good game at the end of it all."

There can be no doubt that Neon have made a superb entry into the 32-Bit gaming market and if their past history of self-improvement is anything to go by their future can only be rosy. With

They know their graphics, let's face it.


Germany's a strange place. Very clean...

...And everyone drives at over 100MPH on the motorway.



Saturn development kit, ahoy.

their laid-back style – the nine-to-five lifestyle is not their thing at all – they're in the enviable position of doing what they enjoy most and reaping the rewards for doing it. Not only are they an excellent example of an independent, gaming-lead development outfit, they also show that if you're committed-enough you can make a living out of an interest in computer games. • ***James***

Kerboom!

3D specs on again.

Uncaptionable.

The laser on the craft on the left is too far over, surely.

Look, I hadn't had much sleep, alright.

Easy life

Sega Power: It's half-past one in the afternoon! Where have you all been?

Matthias: We tend to work the hours we want. We don't like the nine-to-five day, it's very boring.

SP: So do people just come to work when they fancy, then?

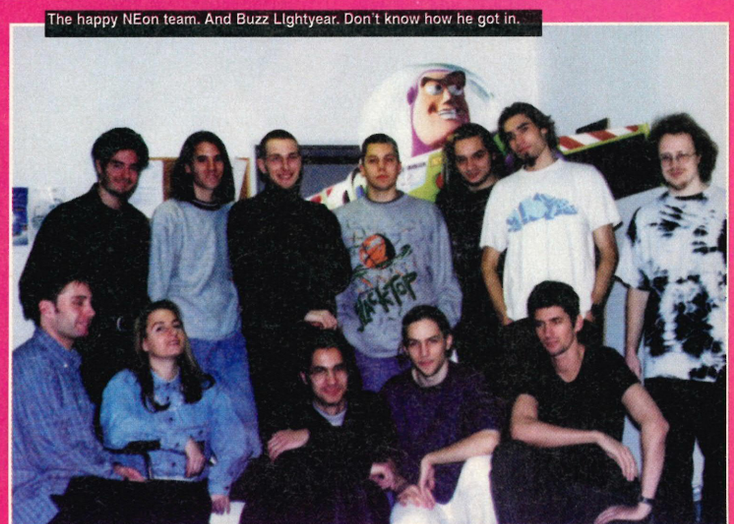
M: More or less, but if you come in later you work later – until you finish what you've got to do really.

Boris: Working at night when the city's asleep is more exciting somehow.

M: Sometimes you work late so you come in late. You work later because of that, so you come in even later the next day.

SP: Do you eventually end up with your days and nights completely reversed – you know end up asleep all day at work all night?

M: I would eventually but my girlfriend never lets me sleep past 2.00pm so it never gets like that.



The happy NEon team. And Buzz LIghtyear. Don't know how he got in.

The main courses

Main? Maybe not – it's just a tenuous link to lead into a boxout on the two new tracks in the game. Rather than include any old tat, the two newies are well thought-out and fit in well with the style of the original three.

❶ National Park Speedway

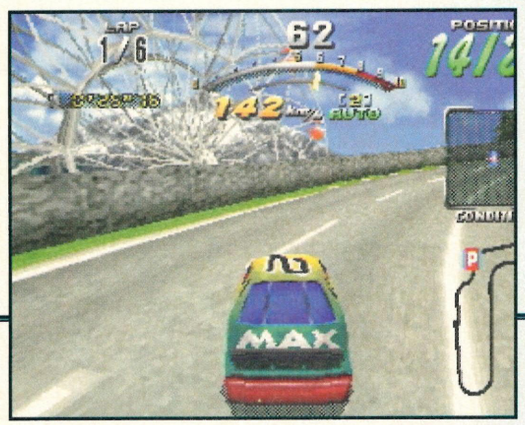
Not a particularly difficult track, and there are some nice long straights and sloping bends. Watch out though, for the tight chicane in the middle of the straight. It catches everyone out on their first go.

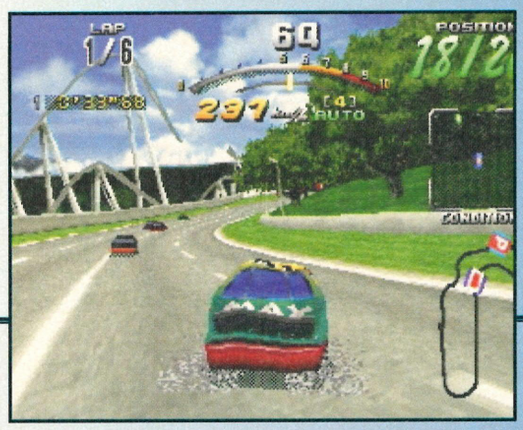
Flashy extra bit in background: The ferris wheel and rollercoaster that's constantly operating as you coolly drive past.

Daytona

Sega finally have the chance to make the best conversion possible from their* Daytona *coin-op? A nation waits with baited breath...

Players	One-Two	Tracks	Five
Difficulty	Medium	Release Date	Out now
Price	£44.99	Sega	☎ (0181) 9964620





USA

Danger: men at work

One rumour circulated to the multitudes was that *Daytona CCE* was to have a track editor built into the game – it was even mentioned in a Sega Europe brochure.

You can only begin to imagine the coding problems this would cause and I've yet to see a driving game that successfully implements the idea. So it was all just a rumour. Shame.

I was discussing this very review with Sega today and, thanking them for sending us some discs, the subject (as it invariably does) got onto our reviewing and scoring system – more particularly, our review of the original *Daytona*.

We, for the cloth-brained amongst you, gave it 87% waaaayy back in Issue 67.

Most of the other mags said it was a fine piece of software and indicative of the flowing tide of great Saturn software that was about to wash over our bunioned feet. We disagreed. Some marvelled at the 'next generation' graphics and THREE tracks, while we thought a little deeper about the game and, while realising that *Daytona* wasn't THAT bad, it could've, well, been a whole lot better.

"All of the questions raised about the game have been answered. Handing its development over to the Sega Rally team was a good move."

I sort of promised Sega that I wouldn't mention all this again, but I still feel that the original was rushed. A quick fix was needed to stop people from buying *Ridge Racing* PlayStations and *Daytona* was it.

Except the graphics were a little ropey and the clipping was more than a tad embarrassing and as for a two-player option? No thanks, we don't need one, cheers all the same. Sega have since said that they hadn't got that far with Saturn technology and *Daytona* was as good as it could be at the time. However, the much derided *Cyber Speedway* appeared almost immediately afterwards with a fully working two-player option, so how do they explain that? So, dispute over. We're right and everyone else is wrong. The first game wasn't up to scratch and, for any remaining doubters, think of this... IF the first one was so good, why do a updated version?

The game, then. You start by realising that Sega have been clever. They've learned. All of the questions raised about the game have been answered, and handing the development of the title over to the same team who gave us *Sega Rally* was a pretty good move.

The graphics are delightful. Speeding along at an almost impossible speed, the smoothness, detail and distance is superb. Sega claim that this is even more impressive than *Rally* and I have to agree. Naturally there's still clipping, and in this respect it isn't quite as good as *Rally*, but it's certainly better than last time, and that's more important.

There's the fruit machine again.

An eight car pile-up

There are eight cars (to start with – there are bound to be a few more hidden) to choose from at the start of the game and here's our guide to EVERY SINGLE APING ONE OF THEM

Hornet

Grip: ●●●
Acceleration: ●●●
Max. Speed: ●●

A very simple car to get to grips with when you first start the game. Not particularly fast, but holds the road pretty damn well.

Gallop

Grip: ●●●
Acceleration: ●●●
Max. Speed: ●●

Worryingly similar to the Hornet, but with a different paint job and a far nicer name. It's got a lucky horseshoe on the front as well.

Max

Grip: ●●●●●
Acceleration: ●●●●●
Max. Speed: ●

Superb grip and acceleration, but poor top speed. Good for the later tracks, but not much cop for the faster earlier ones.

Phoenix

Grip: ●
Acceleration: ●●●●●
Max. Speed: ●●●●●

Not much grip, but it is the fastest car in the game. Try it first on the faster tracks. You'll have to be pretty good to use it on the later ones.

❷ Desert Highway

Definitely one of the tougher tracks contains an almost impossible 90 degree left-hander that catches everyone out EVERY time .

Flashy extra bit in background: The hot air balloon that rises alongside you as you climb the mountain road and the almost flashy train that catches up with you from time-to-time.

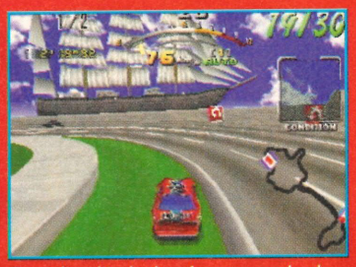
Out with the old, in with the new

To illustrate the differences between the two versions, I grabbed relevant sections of the three courses from the original game and, well... see for yourself.

Slamming into the wall on the easiest, first track. Hmm, well... it all looks a bit samey, doesn't it?

Cruising effortlessly though... what? Whassadifference? Not much. Sorry.

Waiting to sta... they look the bloody same? What's going on?



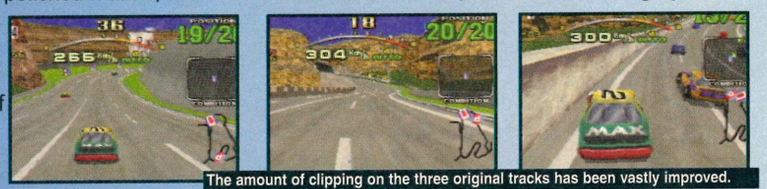
Go... the ship looks almost exactly the same and there even seems to be less colours in that bit on the left.

So, there you have it. The general opinion is that, despite the fact that the graphics are vastly different, you really have to see the game moving to appreciate the differences.

Will you look at the width of that road! It's more like a motorway.

The two-player mode is the one that most people will be polishing their Sherlock Holmes magnifying glasses for and I'm happy to say that it doesn't disappoint. Fast as a nun and as smooth as polished marble, everything about it smells strongly of 'I told you so'. It retains most of the speed, seem almost uncluttered and has nearly as much detail onscreen as the one-player mode. Quite a feat, I can tell you, and I know about these things.

It being the work of the *Sega Rally* types, some of their influences have made it across. The most important (and, dare I say, interesting) is the Ghost Mode. Retained and renewed, you get the same choices of car, and the same off-grey



The amount of clipping on the three original tracks has been vastly improved.

Oriole

Grip: ●●
Acceleration: ●●●●
Max. Speed: ●●●●

Another car that's low on grip, but higher on acceleration and maximum speed. Not very useful if you're driving on oil, whales or marbles but alright otherwise.

Magic

Grip: ●●●
Acceleration: ●●
Max. Speed: ●●●

Very much the middle-of-the-road car and about as outstanding as a grapefruit. Tell your dad to select it on his first go when he's trying to impress you.

Wolf

Grip: ●●●●
Acceleration: ●●●●●
Max. Speed: ●

Much like a real wolf, this car's got excellent grip and acceleration but it's a bit knob on the top speed. It's not quite so fond of killing and eating children either, which is good.

Balance

Grip: ●●●●●
Acceleration: ●
Max. Speed: ●●●●

Going completely against its name, the Balance isn't what it suggests. Plenty of top speed it may have, but the acceleration is so bad it'll take you a while to get up to it.

Two can play that game

The two-player mode is bound to be one of the games strongest selling points (it's even X-Band compatible in Japan) and *Daytona* doesn't let itself down in this area. The frame rate is still superb and the loss of detail is even less than in *Sega Rally*.

Comparison

Sega Rally

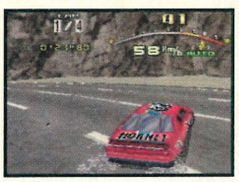
Issue 75, 97%

▲ Still the best

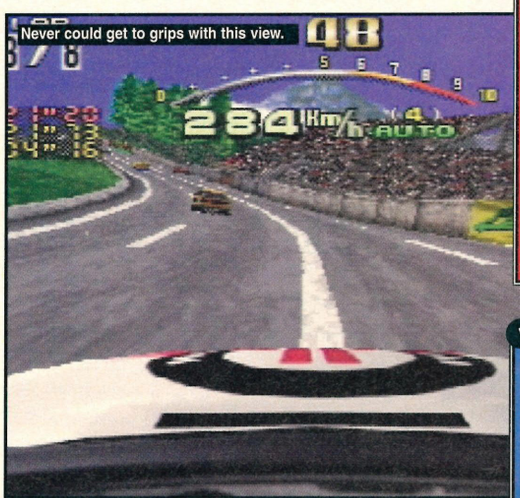
▼ It's all getting a bit boring, now

It was sharp intakes of breath all around as *Daytona* came in, and low moans as the dawning realisation crawled upon us that *Sega Rally* still hasn't met its match. There's always *Manx TT* to come, though.

This bit of the page all fits together like a jigsaw. Good, eh?



Never could get to grips with this view.



colouring of your previous best race to race against. I always thought it was one of the stronger points to *Sega Rally* (we always used to end up racing in that mode more than the standard two-player one) and it's just as addictive here.

So, it would seem that Sega have a fine driving game on their hands. *Daytona USA* (*Championship Circuit Edition*) to give it its lung-busting full title lays to rest the chain-rattling ghost of the original, whilst breathing life into the 'sequel'.

second opinion

Arcade *Daytona* is still one of the best racing games ever. Although this Saturn conversion is streets-ahead of the last one (crippling pop-up and no two-player mode), it still doesn't really capture the feel of the original in the way that *Sega Rally* did.

This isn't to say that *Daytona CCE* isn't a very fine game because it is. It's just that people searching for the definitive home version of an

Compared to *Sega Rally* though (and you inevitably have to), I can't help but feel it's an inferior game. There was something about *Rally's* handling and control that I've never played in any other driving game since and sadly *Daytona's* doesn't really match up.

That doesn't mean it's bad, quite the contrary, it's the second best Saturn game in a crowded market. It's just that I was hoping it would be the first. • ***Dean***

SP

verdict

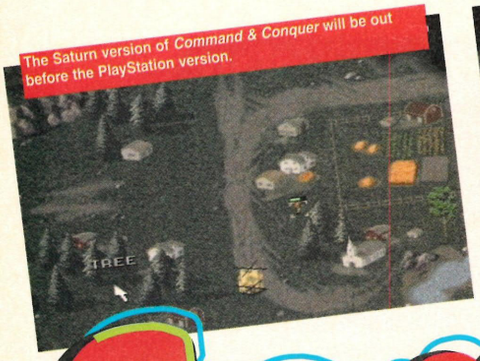
GRAPHICS 9
Updated from the original, but still somehow lacking the polish of *Sega Rally*.

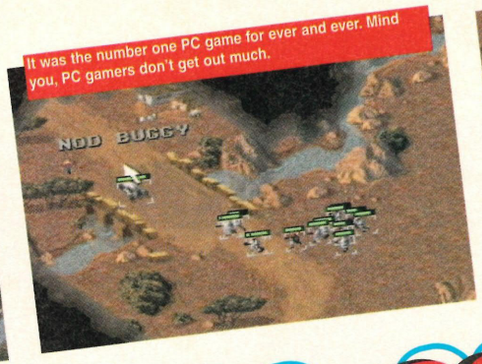
ORIGINALITY 3
The child of *Daytona USA* and *Sega Rally*. No bad thing for that but you've seen it all before.

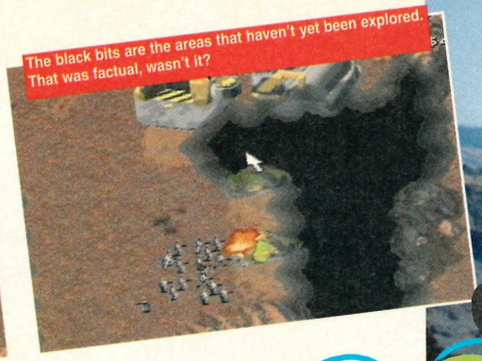
SOUND 7
Those god-awful tunes have been replaced. Sound effects are excellent.

LIFESPAN 9
Two-player mode and ghost mode fully functioning you should be playing this for yonks.

FINAL VERDICT 91%
"Although it still doesn't quite beat *Sega Rally*, it's the closest anything's come to toppling it. Roll on *Manx TT*, eh?" *Dean*


The Saturn version of *Command & Conquer* will be out before the PlayStation version.


It was the number one PC game for ever and ever. Mind you, PC gamers don't get out much.


The black bits are the areas that haven't yet been explored. That was factual, wasn't it?

Command

After our enormous feature in last month's issue, do we have any energy left for the review? Of course...

There was this brilliant place to play when I was younger. I can't remember what it was called, but it was a woodland area just below Victoria woods in Downend, Bristol. It was the kind of place that children are drawn to like magnets: a river, paths, woods and 'secret places.' Apart from the unlucky sprogs raised in the towerblocks of city life – who believe that cows are extinct and that Surrey's officially classed as the countryside – we all managed to find a spot like that.

Anyway, the woody bit that we went to had an added bonus. The hut/hall building thing built in the middle of it housed, amongst other things, the local wargaming club (THE LINK! HAVE YOU SPOTTED IT!). Here a bunch of (and let's be frank here) odd-looking, social inadequates met to move painted lead figures around a model railway-like landscape and re-enact famous battles of their choosing. "Why" is too small a word to try to discover the hidden mysteries of this 'secret' club, but you get the feeling that if 'that sort of person' liked computer games, then they'd probably like something like *Command & Conquer*.

But *C&C* (as we simply love to call it) is not a lead-figure war game. True, it does have you pitting one army against another – either the NOD (the bad eggs) or the GDI (the good yolks). True, you do move minute soldiers around a map and true, you do have multiple missions to achieve. However, it's the way that the game is executed that makes it so appealing. A *Cannon Fodder*-style interface means that you can simply move, fire and check-up on any soldier, group of soldiers or tanks with the minimum of effort. In fact, the interface is so simple and the FMV intros and briefings so polished that you start to get on the defensive if anyone even dares call it a strategy game.

Created by the same team (Westwood) who wrote the superb *Dune 2*, many aspects of that game have travelled across intact. You start most levels with a set amount of money, but by harvesting an energy crop called Tiberium, you can make far more. This is the key to success, as you need money to build extra buildings and create new soldiers, tanks and guns. And of course, the bigger your army, the longer your sleevy.

"You need money to build and create new soldiers. And of course, the bigger your army, the longer your sleevy."

Sega deserve a rap on their knuckles for not allowing Virgin to implement a link-up option (as we're lead to believe is the case). This would've improved the gameplay even further – everyone knows that playing against human opposition is far more rewarding than learning to beat the ever-limited CPU.

We like this game. Lots. Taking elements of *Dune 2*, *Cannon Fodder*, *Populous* and a little Mega-Lo-Mania, C&C impresses you with its simple and addictive gameplay. In the twinkle of an eye, the strategy game grows up. • **Dean**

SP

Briefly speaking

How does it all work, then? Well, each level has a different mission objective and can start you off with a whole army or little more than one guy with which to achieve it.

▶ Each mission starts off with a digitised and complex briefing. These have to be watched to glean the information necessary to complete the level.

▶ Most of the levels require you to first build a base. By doing this, you're usually in a better position to take on the mission.

◀ The menu bar (shown on the right) can be brought up at any point in the game and is used to activate all the building commands.

◀ Moving the cursor over the level will highlight anything you can interact with. In this instance, it's an enemy soldier.

▶ In between all the missions is a short FMV sequence showing the consequences of your victory (or defeat) in the previous level.

Four-sided die

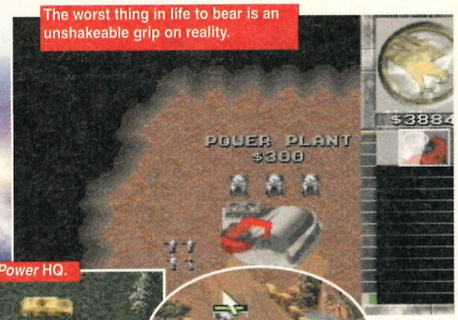
As I mentioned before, strategy, RPG and adventure games have a problem: people think they're dull, played by social lepers who crawl out from their bedsits to fade off into a world of lead figures and Civil War re-enactments. Even worse is the perception that by transferring th whole operation to a computer any redeeming social interaction is destroyed.

My vices (and I'm being remarkably honest here) when it comes to strategy gaming are the few adventure games that I played on the Dragon 32 – something I stupidly bought when I was too young to know any better. Let's see there was...

Players	One	**Levels**	Over 50
Difficulty	Medium/hard	**Release Date**	December
Price	£44.99	**Virgin**	☎ (0171) 3682255

Command & Conquer

The worst thing in life to bear is an unshakeable grip on reality.



Sega Power HQ.

second opinion

Command & Conquer is a game that you don't want to play. You don't want to get completely hooked on it, you don't want it to start interfering with your social life and you don't want it to bring on nervous exhaustion due to sleep deprivation. You don't want any of these things to happen because of A STINKIN' STRATEGY GAME.

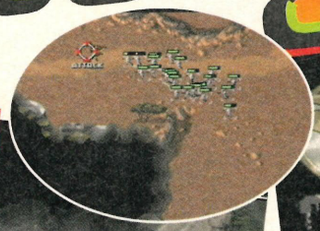
But they will. You are helpless in the face of *Command & Conquer*. You cannot resist. Go buy. • *James*

Missed it?

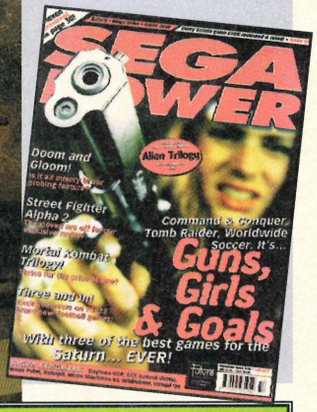
All the reviewing in the world isn't going to change the fact that if you really want to know lots about *Command & Conquer*, you should've checked out our exclusive feature in the last issue. There's loads and loads of information on the game, with every expect explained in so much detail that my brain is still hurting from the exertion. Speak to one of our helpful elves on (01225) 822510 and they'll send you a copy in return for £3 of your cash tokens.

Yer bloody typical stats-a-lot screen at the end of a level. Joy.

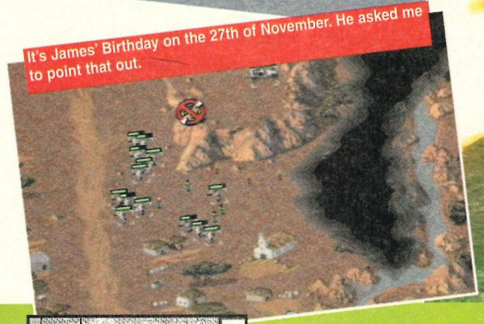
YOU GET BOATS AS WELL! What joyful news for the more nautical amongst us.



Advanced lounging.



It's James' Birthday on the 27th of November. He asked me to point that out.

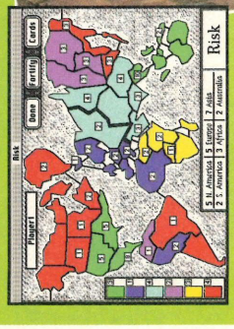


verdict

Graphics 8 — 'Functional' is the word. There are some great FMV sequences and rendered stuff, though.	**Originality** 7 — Nothing too new here, but nobody's fitted so many elements together so well before.
Sound 9 — Excellent soldier samples and a soothing voice mouthing instructions throughout the game.	**Lifespan** 9 — Loads of missions for both armies and most of them are bloody hard.

Final Verdict — 91%

"*C&C* shows that strategy games don't have to be dull. A two-player option is sadly missing but the game is still damned addictive." *Dean*



Risk
Risk, as you may know, is a board game based on world domination. Every 'turn' you get the chance to deploy soldiers all over the world and fight and... well, you get the picture. I've got it on my Macintosh at work and I'm horribly addicted. Sorry. Oh, and there's...

Command & Conquer
The bestest combat game that I've ever seen. Why isn't it sad, dull and embarrassing? Why is it that you can boldly stomp into the shop and buy it without the cringing awkwardness of purchasing, say, *Shining Wisdom*? Just because, that's why.

Impact Racing

Impact racing is the kind Eddie Irvine often practices but I don't think they'd let guns into Formula 1

Your local Fraud dealer

Impact Racing includes five cars to choose from. Each differs in its top speed, acceleration, armour strength (very important) and the ammunition limit of the extra weaponry that can be bolted on.

◀ As with most car choices in most games, the car with a mixture of attributes is the best. Give the red one a go.

▶ Choose a car with too low a top speed and you'll have trouble finishing within the time limit. Choose one that's too fast and it won't be strong-enough.

No, it's not what the Saturn needs really is it. Another racing game, I mean. It's strange that software companies insist on spewing out racer after racer: afterall the perfect example is out there and palpably unbeatable in the shape of *Sega Rally*. Second place will be taken by the new Daytona, so why bother, people. Just give up.

Stop, hold on, REWIND. *Impact Racing* isn't really a driving game. Yes it's got cars, yes it's got roads, yes it's got tyres but more importantly it's got guns. Laser guns and missiles. And Mines. *Impact Racing* is really a shoot-'em-up and considering the awful tat we've been served up recently in that department, it's about time we got a good one.

"The key to success isn't fancy driving driving skills but an unnerving eye with the laser and a killer instinct."

First of all you choose your car. Simple enough. Then it's straight into the race. The shoulder button fires you car's laser, B is the accelerator and you drive along avoiding the other cars for the most part. It hasn't clicked, you see that the whole key to success in the game is not fancy driving driving skills but an unnerving eye with the laser and a killer instinct.

As you race around the track, a clock counts down the remaining time you've got left to complete the lap. The snag is, there's never enough time and the only way to earn more is to shoot other cars and pick up the icons they leave behind. Destroyed cars don't always leave time though, other pick-ups include armour (you'll need it to protect yourself), energy (it depletes once you armour's destroyed) and various weapon power-ups. Shooting cars slows you down and often involves you getting

second opinion

Fair-enough, *Impact Racing* isn't really meant to be a driving simulator but I'd still have preferred to see a few more driving skills actually involved. It seems far too easy to me just to bump from one wall to another with the fire button held down constantly.

Even so it's pretty enjoyable mindless fun and as the time limit for each race comes down quite challenging. ◉ *Dean*

The third track is set in some kind of space station raceway. These programmers, I don't know...

There are a couple of nice tunnels on Track 2, although their texture mapping isn't exactly exciting.

Players	One	Levels	12+
Difficulty	Medium	Release Date	November
Price	£44.99	JVC	☎ (0171) 2403121

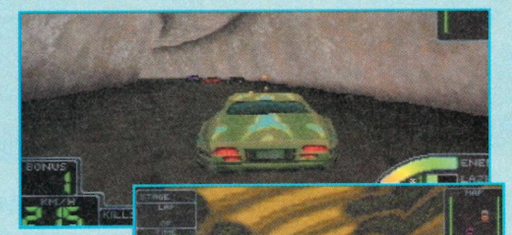
Onus on the bonus

The bonus rounds in *Impact Racing* aren't actually bonus rounds at all – playing them and succeeding is the key to progressing through the later levels.

To gain access to a bonus round your kill number (the number of cars you've destroyed on the normal tracks needs to have reached a certain figure. Once they have (and you've finished the race you're on) you get to enter the bonus round and to drive for a weapon upgrade. It's all very simple and works something like this...

❶ At the start of the level, you'll be given a picture of your prize and what you need to do to win it.

❷ All the bonus levels are set in a kind of never-ending tunnel. You'll need to use all your available weapons (and collect fill-ups) to kill enough cars.



❸ Later bonus levels include a power-down which has you driving on the ceiling, reversing the steering controls. Tricky.

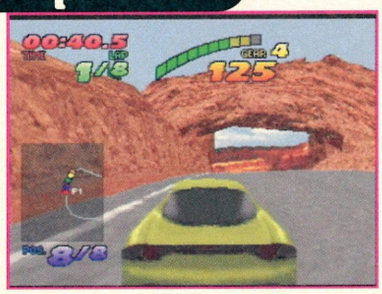
damaged but you need to complete the race. It all gets very hectic very quickly.

Destroy enough cars and you get to upgrade your car via the bonus rounds (explained above). If you don't manage to improve your car, you'll soon find it impossible to complete the races and as soon as you run out of time or get destroyed, your game is over.

Impact Racing contains three different types of tracks: a sort of cityscape, a mountain road and a bizarre space station effort. These three themes recur in a cycle but the actual track setup changes after the second rotation. Although having only three tracks doesn't sound too good, shooting rather than driving is the challenge and it's a mark of how involving the game is that you never really notice the scenery as it's flashing past.

Impact Racing isn't the most advanced game and nor is it the deepest or tactically most involving. It is however, what's technically known as 'good blasting fun' and surprisingly addictive. Imaginative driving game shocker! • ***James***

Comparison



The Need for Speed

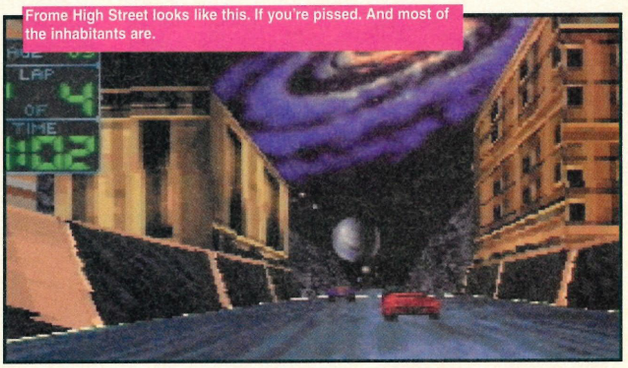
Issue 82, 80%

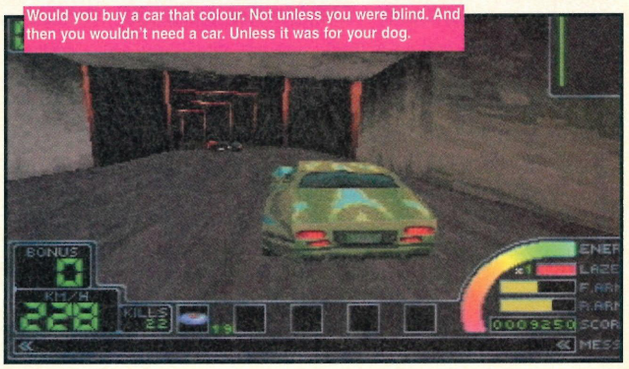
▲ Civilian carnage

▼ Below par car-handling

Impact Racing shares *Need for Speed's* cartoony graphics and distinctly 'arcade' car handling. Neither are up there challenging *Daytona* or *Sega Rally* but that doesn't mean neither are any fun.

While *TNFS* fancies itself fancies itself as an out-and-out driving sim (including civilian traffic), *Impact Racing* has no such pretensions: it's a shoot-'em-up plain and simple.





Icon see clearly now

Success in *Impact Racing* is all about picking up the Power-Ups that destroyed cars leave behind them. The most important of these is the Time icon which extends (by five seconds) the time you've got left to finish your current lap.

verdict

Graphics 7
Fast and smooth with very little clipping. Not overly detailed or textured, mind.

Originality 8
None for being a driving game but a driving game with guns? That we like.

Sound 7
In-yer-face bumps, crashes, explosions and stuff. The music isn't that annoying, either.

Lifespan 7
Not much variation but the whole thing has a kind of tunnel-vision addictive quality.

Final Verdict 81%
"A low key but surprisingly addictive shoot-'em-up with cars. And lasers and rockets and things. Simple and fun. Like Dave." *James*

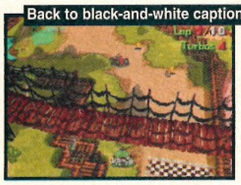
Street Racer

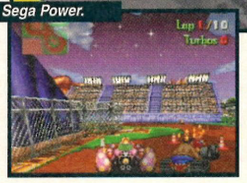
Sega Rally *with bombs?* Daytona *with fun? Shurely shome mishtake oshifer? Screaming past the pensioners at the post office is that old Mega Drive troublemaker,* Street Racer...

Lovely graphics. Make you travel sick, though.

The *Street Racer* arena of death.

Back to black-and-white captions on this page. Such is the variation in *Sega Power*.





So you've got *Sega Rally*, you can complete all the tracks in matters of nano-seconds, found more secrets than the chief whip and could thrash the living daylights out of Jeremy 'Yes, I am smug, actually' Clarkson on the two-player mode... But what do you do now? Buy the new *Daytona* game? Yes, but there's always the slightest, remote possibility that you might find that all a bit dull. Wait for Manx TT? Put all your clothes into a mixer, speak in a ridiculously high voice and buy Highway 2000? No, that would be silly.

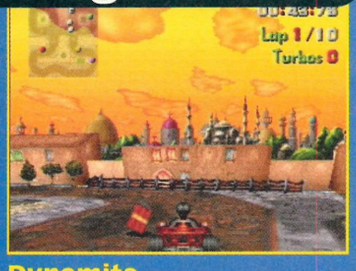
No, what I'm suggesting here is that you might be wiser to think about buying a completely different driving game altogether. One that doesn't take itself too seriously and one with it's tongue firmly in its cheek.

Street Racer is pretty much a carbon-copy gameplay-wise of the Mega Drive original. You take control of one of eight stereotypical buffoons and enter a series of races, tournaments and battlegrounds with the sole intention of winning as many races as possible, whilst doing your very best to hinder your opponents.

This is all achieved by the minor violent element to the game, which allows you to punch

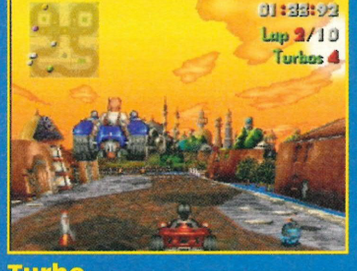
As I bleedin' mentioned earlier, there's plenty of stuff knocking about the courses that will help or hinder you in your bid for World Supremacy™ (uuhh?).

Driving ambition

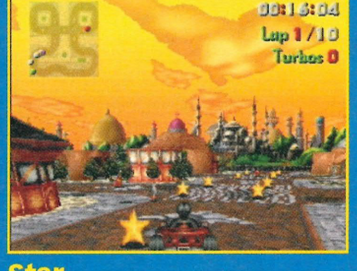


Dynamite
Utterly useless... apart from the fact that if you're unfortunate enough to pick it up, you can pass it onto someone near you by punching them.

Bomb
A non-pick-uppable item that'll spin you stupid. They have an irritating habit of appearing at exactly the wrong points on corners.

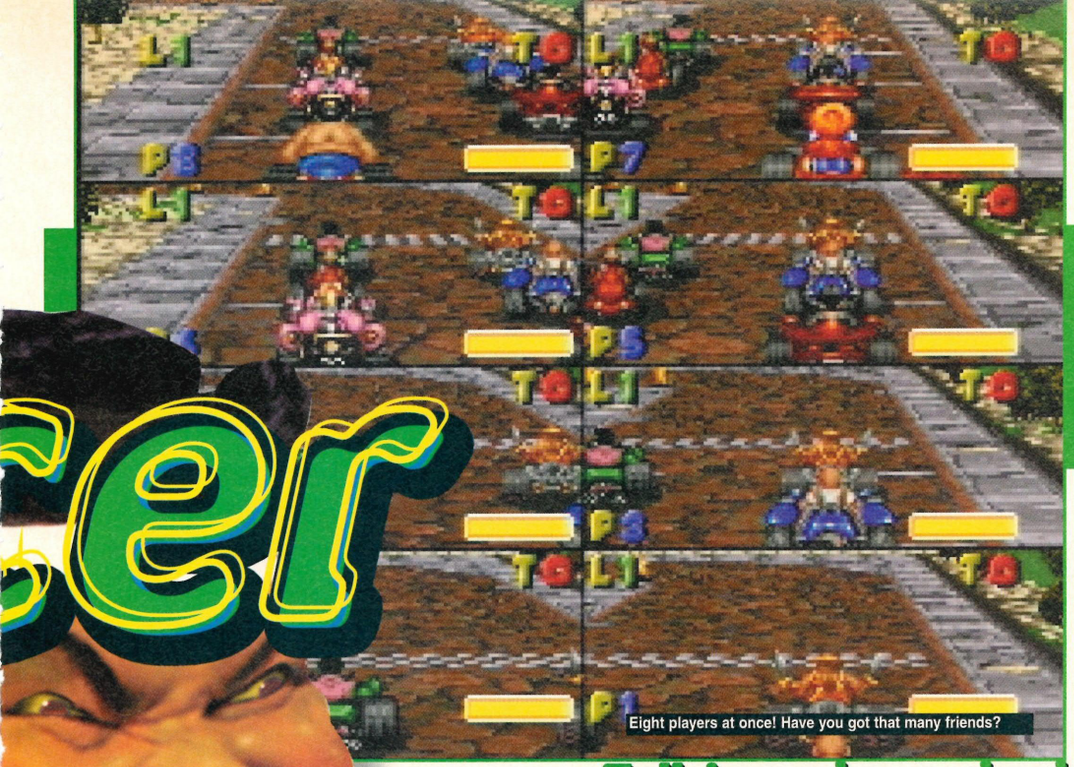


Turbo
You get a turbo each time you complete a lap, but it's also possible to increase your total by picking up one of these.



Star
There's plenty of stars littering the courses and you get a one point bonus by collecting more than anyone else at the end of a race. Worth it.

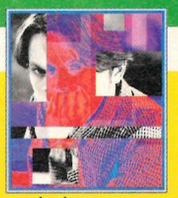
Players	One-Eight	Tracks	27
Difficulty	Medium	Release Date	December
Price	£44.99	Ubi Soft	☎ (0181) 9449000



Split windscreen

Daytona has just managed to limp in with a two-player option, but this is one area where *Street Racer* has it licked. You can play with up to seven other players... simultaneously. Don'tbesobloody ridiculous. No, no... it's true. Eight players, all at once. Here's a picture to prove it.

second opinion

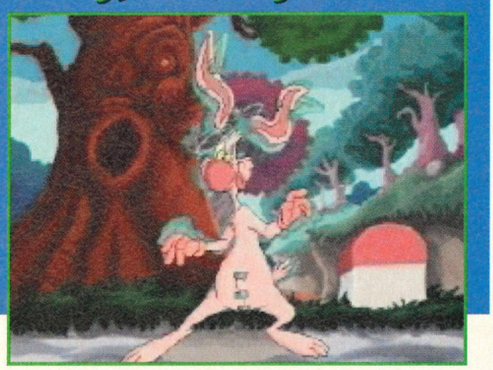


The main problem I have with *Street Racer* is that it gives the feeling that the scenery is moving around your cart rather than your cart moving through the scenery. It's all quite disconcerting, really. Still, the Saturn has missed a really good multiplayer game up until now and *Street Racer* is definitely that. • *James*

Tell 'em about the bunny, honey

As well as the staggeringly-large array of characters available at the start of the game, there's also a hidden one as well as three extra tracks to fit in with his 'style.'

It's what Ubi Soft call the 'Platinum Cup', and only when you've worked all your way through all the previous cups will it become available to you. The levels are described as being very 'wacky' and the character is the bunny from the intro screens, who you see getting run over by all the characters as he tries to cross the road. Bloody hilarious.



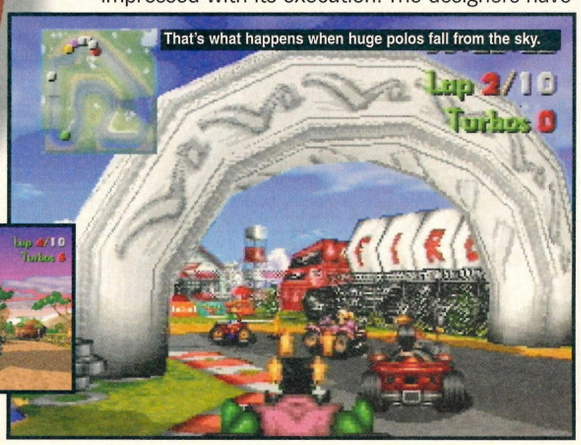
anyone within distance or by using one of the two special moves at your disposal. One of these is usually a flying one to hover you over obstacles or corners, while the other usually scares/pushes/throws your nearest opponents off the track.

Extras litter the tracks and these, probably more than your driving skill, will count towards your success or failure. Stars can be collected to give you a bonus at the end of the race, dynamite should be avoided (and if picked up, can be passed on before it explodes) and turbos are there for the obvious reasons.

So much thought and care has gone into *Street Racer's* design that you can't fail to be impressed with its execution. The designers have obviously thought about what the gamesplayers want and, thankfully, given it to them. There are countless cup, tournament, bonuses and hidden extras and the difficulty curve is just about right.

"So much thought has gone into Street Racer that you can't fail to be impressed."

But even with its sparkle, beautiful graphics and options-a-plenty, *Street Racer* isn't quite a 90 percenter. Why? I prefer the adrenaline rush of *Sega Rally* in one-player mode and, even though, *Street Racer* excels in multi-player, it lacks slightly in that department. There isn't any real urgency about the game and that, alone, keeps it's score down. • ***Dean***



verdict

Graphics — 9
Very cartoony, bright, smooth as a con-artist AND better than the PSX version.

Originality — 8
Based on the 16-Bit original, but there's certainly nothing like it on the Saturn.

Sound — 6
Some fair tunes and spot effects, but samples would have made more of the characters.

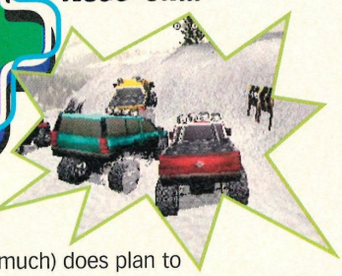
Lifespan — 9
Almost infinite in multi-player mode, but there's a slight doubt in the singular.

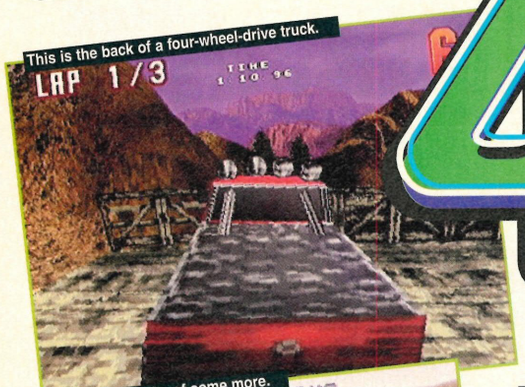
Final Verdict — 84%
"A well-designed, well thought-out and healthy bounce up from the 16-Bit original. Works best in multi-player mode." *Dean*

Kruuuunch!!!!!!

Hardcore 4X4

Will* Hardcore 4X4 *drive you to new heights of delight or drive you to the brink of suicide? Read on...





This is the back of a four-wheel-drive truck.

And these are the backs of some more.

Hardcore uproar! You know the score! A welly and bobble-hat rave in a field simulator perhaps? No, this is a driving game. Hang about. A driving game? Have they taken leave of their senses? Don't they know that *Sega Rally* is the finest driving game on God's Earth? Look here Mr So-called *Hardcore 4X4* you'd better have something pretty bloody impressive up your sleeves or its the bargain bin for you and no mistake!

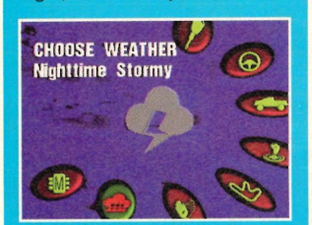
It would appear that *Hardcore* (I think we'll dispense with the *4X4* bit thank you very much) does plan to teach the old Saturn racing dog some new tricks. There aren't any normal cars in this one, but ruddy huge four wheel drive pick-ups instead. And the tracks? *Sega Rally's* pretty-boy Lancia and Toyota wouldn't make it down the first straight of these. In fact, the men and the boys will be forming two distinct queues at the end of these races, as each of their trucks are shaken to near busting point by the violently undulating terrain. It certainly makes a change from chasing down a snaking road in a super car.

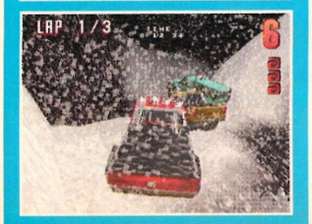
You get a choice of six trucks to race on six different tracks with six racers

Weather, or not?

Now here's a nice feature: you can change the weather to suit your every meteorological whim. You can race in bright sunlight or get your tan from standing in the English rain. There are daytime and night-time options too.

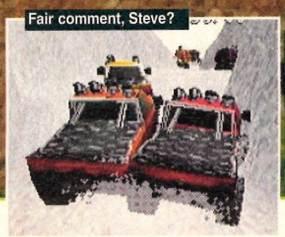
In championship mode the weather for each race is chosen at random. A good thing? Yes, I guess, but it's tricky enough trying to see what's going on without it being the middle of a stormy night, thanks very much.





second opinion

Big, bouncy with pretty colours and muddy bits. *Hardcore* is definitely worth a play but somehow it's just not involving-enough to merit a really good score. More options (especially a multiplayer mode) were needed to make this a really serious contender. • *James*


Fair comment, Steve?

There's no room to off-road in England...

Race tactics

Here's how to win in Hardcore 4X4.

▶ Firstly, you have three turbos which you'll give you sudden burst of speed. Always make sure that you fire them when you've a clear stretch of road ahead or you'll hurtle into a wall. Like a berk.

Smasshhhh!!!!

Players	One	Tracks	Six
Difficulty	Fair	Release Date	November
Price	£39.99	Gremlin	☎ (0114) 2753423

Comparison

Sega Rally
Issue 75, 97%
▲ Highly dirty, highly pleasurable
▼ You have to pay money to own it
Now THIS is off-road racing. Well, nearly. It's basically on-road racing only a bit more slippery really. *Hardcore 4X4* genuinely is something else entirely. If you thought *Sega Rally* was for wusses and wimps and yearn for a genuine 4X4 apocalypse on your Saturn then check this out. If you just want the best driving game available then buy *Sega Rally*. Like everyone else has.

simultaneously thrashing it our for the chequered flag. Bit of a 666 theme there... um... Each truck has different attributes to set itself apart from the rest of the gaudily coloured beasts vying for your attention. Some have more readily bump-soaking suspension or super-grippy extra-sticky tyres, while others merely go like cack off a stick. It's a perfectly acceptable state of affairs on paper but amounts to a very weeny hill of beans once your out on the track. These tracks are BLOODY bumpy and your going to spend almost as much time in the air (where suspension and tyre-grip don't really come into the picture), making the choice of vehicles much of a muchness really.

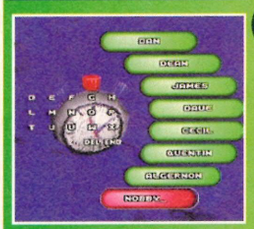
It seems the only way to get ahead of the field is to take advantage of *Hardcore's* much-vaunted freedom of movement. This initially-exciting sounding premise really boils down to the occasional option to go the short way around an obstacle rather than the obviously less favourable long route. Unfortunately, during the few sections per track where this is possible, the two paths never part company sufficiently to get you in a state of anything even remotely resembling excitement. When you're playing the game it does look as if you can bomb off, over hill and down dale but try to take one of the many inviting looking pathways and you'll come to a thudding halt, like running into a movie set's painted backdrop. Frrt.

So, with the option to cheat pretty much removed you're just going to have to slog it out with the rest of the field. This is a task made all the more tricky by the tracks which are so narrow that squeezing past the opposition is only possible in a scant few places. Fortunately due to the rest of the field sticking together like glue you can often go from sixth to first in a particularly successful foot flexing charge. The other side of this muddy coin is that when you're in first position one slip will have the rest of the field elbowing their way past.

Hardcore 4X4 is a nice try at a different kind of racing game but one which left me bad tempered, sulky, motion-sick and desperate for a game of *Sega Rally* to make everything better again... Ahh, that's better. • ***Daniel***

"Sega Rally's pretty-boy Lancia and Toyota wouldn't make it down the first straight of these tracks."

You've got to beat the clock



There are loads of race modes here (single race, championship, nude wrestling mode) but there's NO TWO PLAYER MODE and NO GHOST MODE. I ask you! Both fatal omissions if you ask me.

Long after the thrill of thrashing the driving gloves off the rest of the competitors has died, the excitement of racing against a chum or ghostly shadow of your former self remains. Not in *Hardcore* though, which contents itself with an (admittedly extensive) time-trial mode. Here you and a further seven of your (imaginary) mates can take turns trying to beat each other's split and lap times. Provision has been made to enter the names of said competitors but you can of course choose to play as all eight. If your feeling particularly schizophrenic, that is.

verdict

GRAPHICS 7
A bit dingy and murky really. Makes spotting obstacles nigh-on impossible.

ORIGINALITY 5
Um, it's a driving game. BUT it's got lots and lots of big bumps in it.

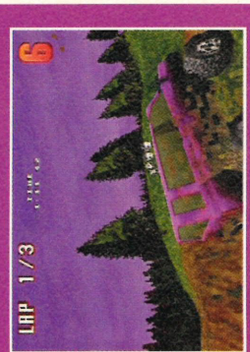
SOUND 6
Horrible rawk music underpins the usual 'brum!' throaty engine noises.

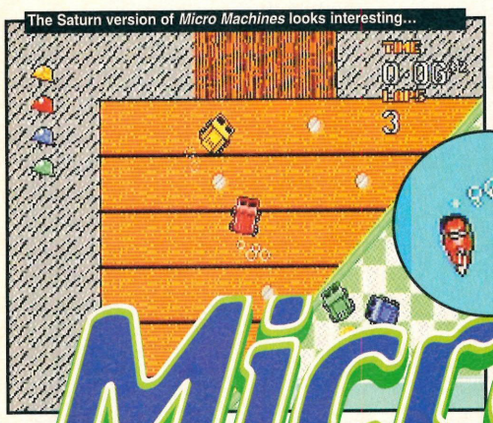
LIFESPAN 6
Despite the six courses you'll tire of this within a week. I'll bet a fiver on it.

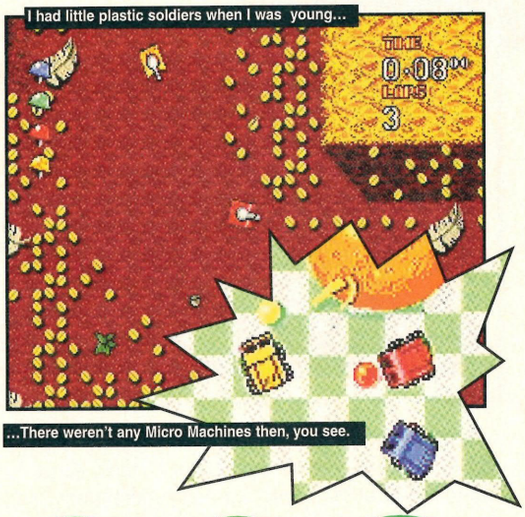
FINAL VERDICT 73%
"A brave stab at something new, ultimately let down by too many rough edges. Occasionally fun but more often infuriating." *Daniel*

▶ Secondly, never EVER lose control and end up facing the opposite direction to the one you're supposed to be heading. Do this just once in a race and you can kiss the winner's trophy goodbye. In fact, you can kiss any position in top four goodbye. You're particularly vulnerable to skidding around on corners.

▶ Thirdly, never race using the in-car view. If you do choose to reject the perfectly-serviceable out-of-car views for the in-car variety, the resultant motion-sickness will cause you to vomit over your Saturn. Vomit not only smells horrible, it is particularly harmful to electronic components.







Micro Machines

And it looks like we might have made it. Yes, it looks like

Some might argue *Micro Machines Military* – or *MMM* as it will henceforth be known – is merely a cash-in. Others, however, would suggest that this is the Codemasters swansong; their last venture into 16-Bit territory.

On playing the game, those undecided about whether or not to suspect shady going's-on at Codemasters HQ will be reassured that it's anything but a cash-in. A lot of work has been put into the title, not least of which is the inclusion of said military vehicles. In football manager speak, "that's got to be good for the game."

With the inclusion of the much-hyped J•Cart, *MMM* offers the opportunity for up to eight players to compete at one time. 'Party Play' presents you with a tricky but nonetheless inventive multi-player scenario. By dividing the four joypads in half, one player controls his vehicle using the D-Pad whilst the other uses the letter buttons. Consequently, eight cars can race using four pads at the same time. Unsurprisingly, this quickly becomes essential.

"Eight cars can race using four pads at the same time. Unsurprisingly, this quickly becomes essential."

Generally speaking, though, seven mates aren't going to be readily available (unless you live in a Waltons-style family) so the four-player facility is likely to offer more frequent play. This too proves gratuitously playable and once again showcases the Codemasters unrivalled ability in the multi-player department.

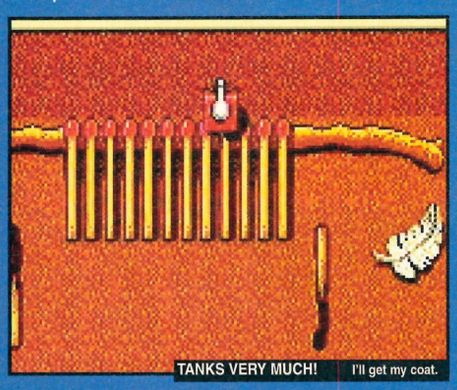
But, for all that, it's the addition of the two new features that will be of most interest. The first of these is the inclusion of firepower during the races. Vehicles are now equipped with their own set of missiles which can be used to get the better of opponents. It certainly livens-up proceedings although frustration often walks hand-in-hand with the excitement of striking someone when you yourself are hit.

The second feature is the new Battle Arena mode in which competitors are invited to take part in a free-for-all, the idea being to rid the area of all other opponents. Needless to say, the whole process proves much harder than it at first seems.

However, although these two new elements add a degree of variety, neither are faultless. The

Into battle

Basically, to survive in the Battle Arena you have to avoid being fired at. Much of the time, if you do receive blows to your vehicle you'll be shunted off the side of the course and out of the game. Still, if you've got some brains between your ears there's a sly, not to say rather amusing, way to survive. Simply, by avoiding the other two vehicles and driving around aimlessly, you'll soon find that if they're unable to hit you, they'll turn rabid, go for one another and leave you as the undisputed champion. Fools.

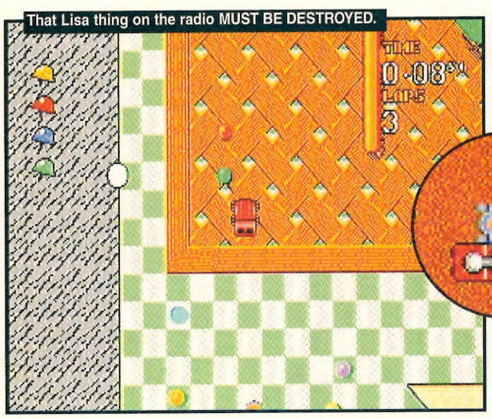


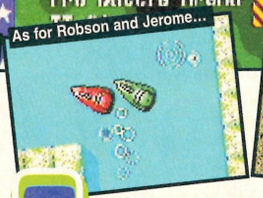
Shoot up

A major feature of the game is, of course, the weapons. Each vehicle has its own different firearm all of which, in the end, achieve the same thing: they blast your opponent off the road. Be careful however, because often after catching a fellow driver with a cunningly timed missile you end up driving right up their arse and slowing yourself up.

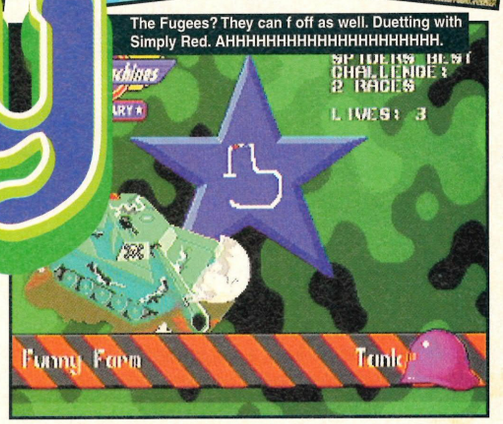
Much of the time, your best bet in to fire at the other drivers from an angle so you can avoid them when they spin out of control. Try it on corners for best results.

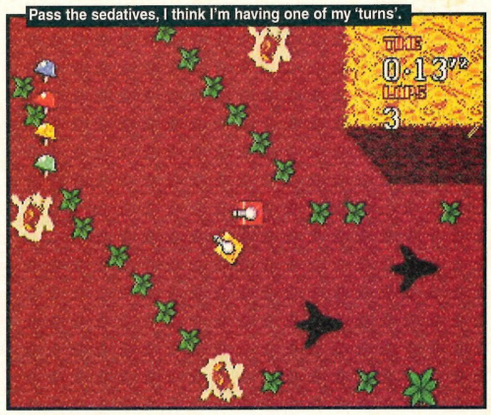
Players	One-Eight	Tracks	20
Difficulty	Variable	Release Date	November
Price	£44.99	Codemasters	☎ (01926) 814132





Military





we made it To The END...

addition of weapons may sound like an excellent idea but quickly it becomes obvious that more should have been made of it. There are no power-ups to be had and no diversity in weapons. Good at first but ultimately, rather tedious.

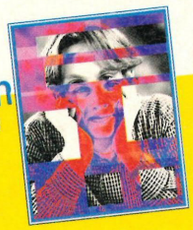
The Battle Arena – although a necessary ingredient – actually proves rather restrictive. Once you fire at an opponent, or he fires at you, chances are you'll be shoved back over the side of the arena and out of play. The idea is a good one but, again, it doesn't really work.

Aside from these two newcomers, MMM is little different to its predecessors. The tracks, for example – although plentiful and varied – are more a continuation of what has come before rather than a whole new set of ideas. And although we're now into the realms of heavy artillery, the vehicles still race across the kitchen tables and work tops as they did all the way back in the first *Micro Machines* release.

Oh. This sounds negative, doesn't it? Well, yes, and perhaps deservedly so because *MMM* is a frustrating game. Frustrating because, on playing it, you realise that it could have been much, much more. The two new features are worthwhile additions but ultimately they fall a little flat. On the other hand, the actual game engine – as before – is stupendous fun.

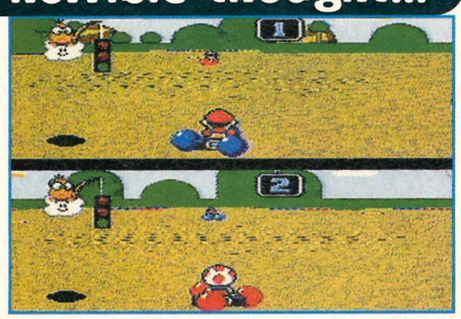
MMM is, what's technically known as, a reviewer's nightmare: the sort of game that moves from the wonderfully good to the tragically dull without warning. It's not quite enough to tempt £45 more pounds out of seasoned *Micro Machiners'* pockets but more than plenty to amuse the first-timers. Cliched but true. • ***Tim***

second opinion



MMM is not a bad game by any means. In fact if it was the first game of its type, we'd probably be blow-kissing 90 percent-plus scores at it. However, three *Micro Machines* games have shuffled past us already and if you've played those to death you might not find enough in *MMM* to warrant another £45. Similarly, if you want to get into *MM* for the first time, *MM2 '96* with the track editor offers plenty for a lot less cash. • ***James***

A horrible thought...



If truth be told, the Battle Arena is a somewhat controversial feature for a Mega Drive game. You see, on playing it you quickly come to the conclusion that, actually, it's all rather similar to, ahem, *Mario Kart*. As much as we hate it, we have to admit that the similarities don't stop there. The new weapons? Didn't (steady) *Mario Kart* have them? And in the Time Trials (which *Mario Kart*, um, 'had') a record time produces a shadow racer which tries to beat you the next time round. Which, er, *Mario Kart* also featured. Now you know why we marked the damn thing down...

verdict

GRAPHICS 7
Nothing that exciting but tidy, detailed and colourful. Formulaic, tried and tested.

ORIGINALITY 4
New features, certainly, but much of the game will look disturbingly similar.

SOUND 6
The main tune is fairly grinsome but the game proper lacks any real sound effects.

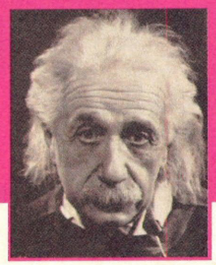
LIFESPAN 8
Difficult to call. If you're new to *Micro Machines* then it'll be endless fun but otherwise...

FINAL VERDICT
"A more-than-competent finale for Codemasters, although in places it doesn't quite piece together. Still, undeniably grinsome." *Tim*

83%

My brrraaaiiinnn hurts

Sigh... MENSA is, for the thick, a society for the brainy. To join this elite you have to have an IQ of at least 148 (Cattell B test), thus putting you in the top 2% 'intelligent' people in the country.



MENSA has about 38,000 members in this country and, although we at *Sega Power* generally think it's all a bit of elitest arse, we thought we'd pose you a couple of puzzles to see if you're up to handling the challenge of *Jewels of the Oracle*.

Question One
One satsuma, one apple and two pears cost 51p. Two pears and two satsumas cost 42p and one apple, one pear and two satsumas cost 44p.

How much will two apples and two satsumas cost?

Question Two
Two clocks were correct at midnight but then one began to gain four minutes every hour. It stopped one and a half hours ago showing 4:48 pm. The clocks run for less than 24 hours.

What time will the other clock be showing?

The answers to both of these questions are HIDDEN somewhere in the magazine. Try and answer them before turning to the *Tunnel B1* review, scouring it very carefully and pretending those were the answers you got in the first place.

Jewels of the Oracle

A game that uses an abnormal amount of thought processing? Perish the very thought of it...

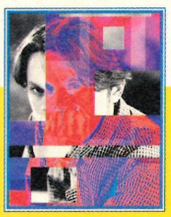
Ah, now here's a strange one. What comfy cushion can we gently place the peculiar title I see before me. On first appearances, and making a judgement from screenshots and little else, I thought *Jewels of the Oracle* to be nothing more than a *Myst*-style adventure game. I played a small section of it and was pleased to see that it moved around in quite a pleasant fashion – much like *D*. Play a bit more of it though, and a completely different style of game starts to emerge. It's not an adventure game... it's a PUZZLE GAME!

Argh! The monster from the cobwebbed closest that lurks around, waiting for drunken Christmas parties and bored TV-free evenings... THE PUZZLE GAME!

Puzzle games don't usually mix with anything. They don't like booze, food, a socially-active life or anything, but *Jewels of the Oracle* is one, and a clever one at that.

The city of Nisus was a city filled with the brightest and most knowledgeable people in the known world. A sort of collective bubble of MENSA's finest, if you like. The city decided that all the very best inventions (like the Breville Sandwich Toaster, the MagiCan and the Bark Controller) would come from it, the wisest philosophies would spout forth from the wisest philosophers and even the street cleaners would stop you on sunny mornings to discuss complex theories of mechanical physics as it relates to space and time. Finally, the birds would wake you each morn with perfectly harmonied segments of Mozart's finest operas... then everyone realised that things were getting slightly out of control and Nisus disappeared, taking its riches, mysteries and knowledge with it.

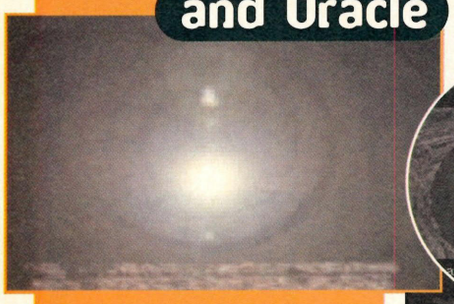
You've managed to stumble on the entrance to the Nisus city and, wandering in, you find that the secret to Nisus' brainy success was similar to those MENSA adverts you find in newspapers... you have to engage your brain in a series of 24 very different



second opinion

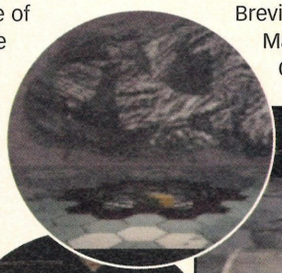
Hmm, not sure about this one. On the one hand it's nice not to have to destroy anything in a fit of frenzied laser fire but on the other, I'm not sure I lashed out all that cash on a state-of-the-art console to sit around messing with cracker puzzles. It would have been nice if *JotO* had a bit more going for it action-wise but no doubt some will love it for that very reason. • *James*

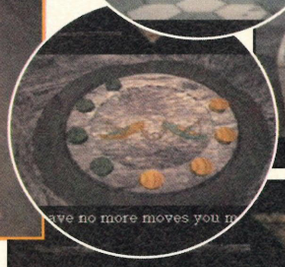
See, fax and Oracle

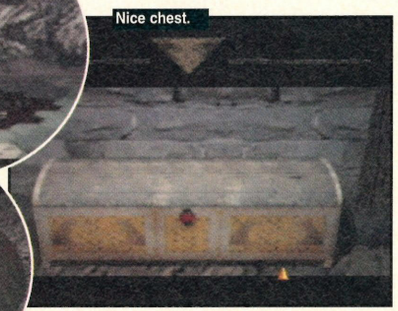


When you're brain is quivering close to the melting point, it's always worth remembering that help is always at hand.

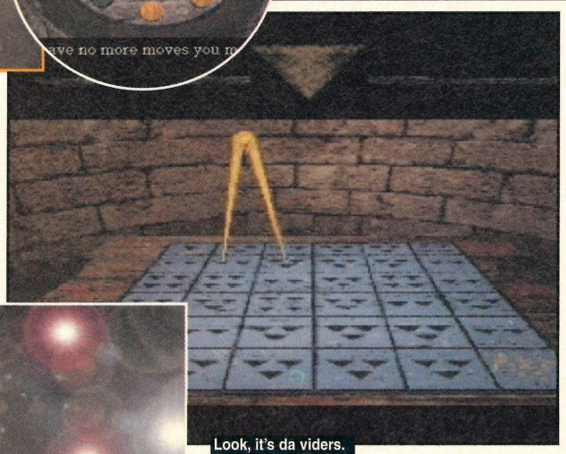
Right at the top of the screen is the Oracle. This has absolutely nothing to do with Ceefax but after you've found it, you can call on him to give you help and advice on any of the puzzles. Trust me, you'll need it.



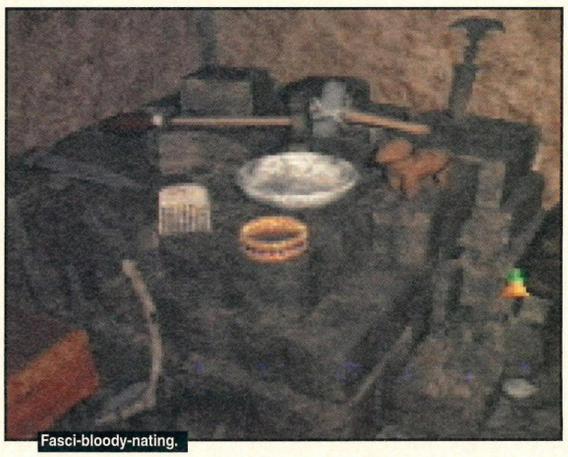




Nice chest.



Look, it's da viders.

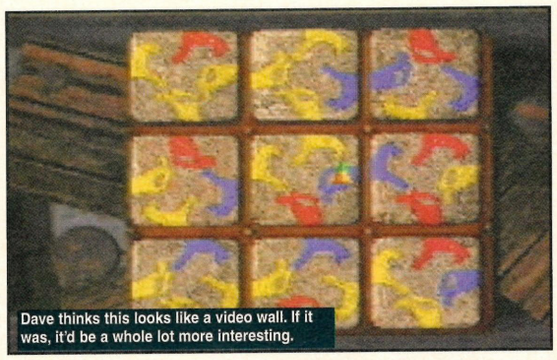


Fasci-bloody-nating.

Players .....One Tasks 24

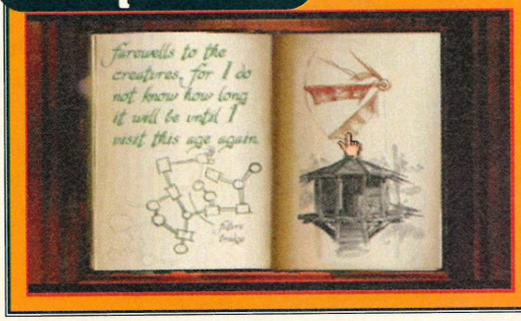
Difficulty .....Hard Release Date ...November

Price .....£39.99 Sunsoft .☎ (0171) 3742766



Dave thinks this looks like a video wall. If it was, it'd be a whole lot more interesting.

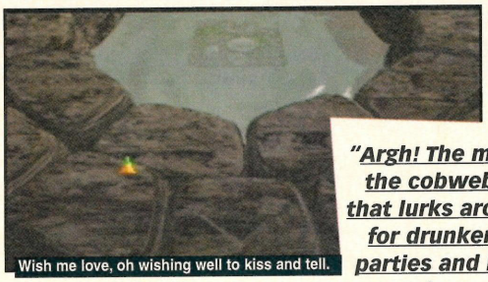
Comparison



Myst
Issue 73, 78%
▲ Beautiful graphics
▼ Sllliigghhttllyy dull

Both games have you exploring a unusual world, solving the odd puzzle, but I slightly preferred Jewels of the Oracle's simpler approach. Only just, though.

The Saturn was the 1000th format that Myst appeared on. Check it out on the Gameboy and Moulinex Master Mixer.



Wish me love, oh wishing well to kiss and tell.

puzzles in very different rooms and, only on the completion of all of them, will the gates of the city open to you and access be granted.

All fair enough, you'd have to say, but the puzzles all seem almost ridiculously impossible. Now I agree there wouldn't be much of a point if they were simple, but most of them are presented to you without much of a clue as to what you have to (apart from a cryptic clue from your Oracle) and, only after much scratching of body parts, do things finally fall into place.

"Argh! The monster from the cobwebbed closet that lurks around, waiting for drunken Christmas parties and bored TV-free evenings...THE PUZZLE GAME!"

Whether your patience lasts that long depends on how much you like puzzles. I thought the idea was nicely original and very well done, so I have to give it a thumbs-up. Be warned, though, it's for brainy-types only. • **Dean**

verdict

GRAPHICS 7
Some fair FMV and graphics that have easily been ported from development systems.

ORIGINALITY 9
Nothing quite like it, but has shades of *Myst* tucked away in its depths.

SOUND 6
Nothing remarkable. Speech for the Oracle, but nothing much through the game.

LIFESPAN 8
The puzzles will take you ages, and there may still be something to do after them.

FINAL VERDICT
"A quite unique collection of mini puzzle games that, while being damned difficult, will amuse the more thoughtful." *Dean*

79%

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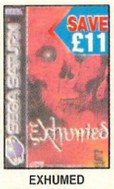

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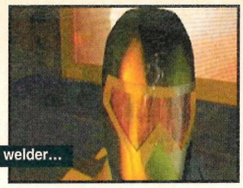
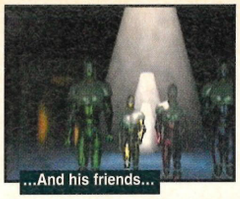

A local welder...


...And his friends...

Blast

Damn and blast! Sport of the future? Give

"There's a thin line between love and hate," the Pretenders once sung. However, there's an even thinner line between games which make you go "Gosh darn it, I'll get you next time you little trickster" on defeat, slapping your thigh with a chuckle, and games which make you cry like a baby and want to take your own life. It's quite a task to reward victory satisfactorily whilst avoiding rubbing dog mess into the faces of the losers.

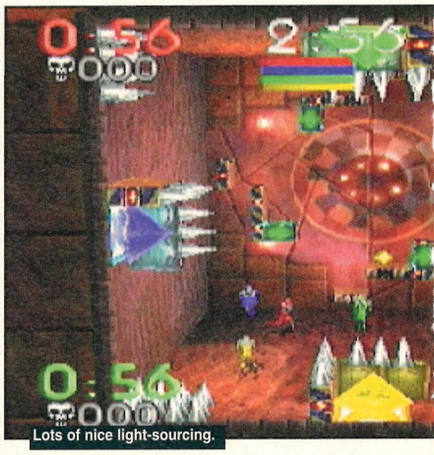
Take *Monopoly* for example. *Monopoly's* great – if your winning. If on the other hand you've just landed on your opponent's Park lane with three hotels on it for the sixth time running, then *Monopoly* is the most painful, boring, infuriating waste of time there is. *Blast Chamber*, like *Monopoly*, is designed to be best enjoyed as a multi-player game however, also like *Monopoly*, it will also leave you feeling cheated.

Set in the usual futuristic world gone awry, the game depicts a sport in which four men with bombs strapped to them run around a cube-shaped room, littered with platforms, springs and other gubbins, collecting 'crystals' and depositing them into 'reactors'. Place the crystal in your own reactor to add time to your clock, or place it in an opponent's to remove time from his. When anyone's clock hits zero it's goodnight Vienna. A simple premise which is in the game's favour but one which is less than satisfactory to play.

> ***"It leads to pathetic push-fights where all four players mob together hammering their 'shove' buttons."***

Each of the four players does his best to secure possession of the crystal so that they may pop it where they wish, leading to pathetic push-fights where all four players mob together hammering their 'shove' buttons in order to deck the current crystal holder and grab it for themselves. Often minutes can pass with the four players doing

Rotate the chamber by pushing at the right points.

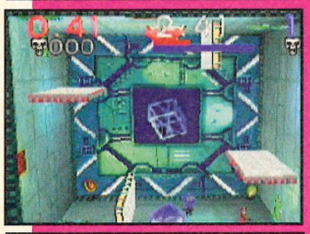

Lots of nice light-sourcing.

Multi-player mayhem

Of course you don't have to play with four players on the go at once. Any combination of human players and computer controlled players is possible, including up to four humans via a Saturn multitap.

Two players can play head-to-head in a range of different tournaments which is good for a giggle.

If you're Billy No-Mates then you can play against three computer players and give them names and pretend that they like you and think that you're great.



Multiplayer games (like *Bomberman*) can be brilliant. *Blast Chamber* sadly, isn't.

Comparison

Bomberman SS
Issue 84, 87%
▲ The original and best
▼ Perhaps a little too simple?
You can't beat *Bomberman* really. It's as old as the hills but has that reward/punishment balance business just right. When (if) you win it's because you're good rather than lucky.

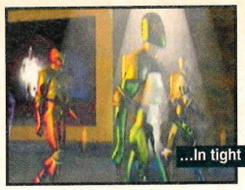
Bust-a-Move
Issue 84, 87%
▲ The definitive two player riot
▼ Um, there isn't one.
This odd puzzler is best enjoyed in two-player mode. The bonkers Japaneseness is great and although, like *Tetris* you're fate is essentially in the hands of the computer and which coloured ball it deigns to fire at you next, after a couple of games, you'll forgive it anything.

Tricks and traps

If you get up early in the morning have you noticed how much longer the day lasts?

Players	Four	Chambers	Twenty
Difficulty	Tricky	Release Date	Out now
Price	£29.99	Activision	☎ (0181) 7429400

...Walk around a bit...


...In tight pants.

There's no answer to that.

As the levels progress the confusion problem increases.

nothing but fighting, being a miniature mess of intermingled brightly coloured sprite-limbs. However, there is another, far cleverer way of extricating the crystal from an opponent's clutches.

"Whoa-oh, what a feeling, when you're dancing on the ceiling." Lionel Ritchie once sang. And rather like the song's fabulous video, *Blast Chamber's* chambers may be rotated through 90 degrees by stepping on the green arrows (where the walls meet the floors). One moment an outcrop is a platform, 90 degrees later it's a wall that must be jumped over. The twenty chambers start off relatively empty but become more complex as the game continues. Often you'll want to step back and think about what you have to do to get to where you want to be. However, the other players are spinning the room about and hassling you every second so you never really get the chance to flex your skill and strategy muscles. And as for the choice of whether you pop it in your reactor or your opponent's, that simply doesn't come into it. You're only too happy to put it *anywhere* without being knocked to the ground.

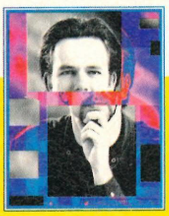
Somehow the players are too small...

...For it to be clear what's going on.

The game doesn't really delight on the graphics front either. The characters are tiny, badly animated stick men who float *just* above the ground rather than being actually on it. The game camera does its best to follow the action, floatily zooming in a bit then lazily drifting somewhere else but the net result is that game often looks messy as each flickering texture is re-mapped onto each slightly shifting polygon. This also makes it difficult to line up your player with the arrows and platforms.

This was obviously supposed to be a new 3D twist on the *Bomberman* theme but unfortunately falls some way short of delivering the same simplicity/fun pay-off. Nice try, but no thanks. • ***Daniel***

SP



second opinion

I have to agree with Daniel on this one, While I applaud Activision and ATD (the developers) for trying something a bit different, the end result is a bit boring. Blast Chamber is unlike any other game you will have played before, but that doesn't always mean that the game's going to be the best thing ever. Close, though. • ***Dean***

The chambers are full of platforms and pick-ups. Often the crystal will land on an obstacle and you'll have to leap about rotating the room to get at it. Some of the chamber's features are helpful, some are a hindrance.

verdict

GRAPHICS 6
Strangely fuzzy, which makes working out what's what an eye-straining business.

ORIGINALITY 10
Yup, have to admit, it's pretty original. There are better multi-player games, mind.

SOUND 7
The usual ropey high-power music with that awful dirgy commentary.

LIFESPAN 7
If you and some mates stick at it you might enjoy it. A limited solo experience though.

FINAL VERDICT 70%
"It's an interesting idea but one which doesn't make for a great game unfortunately."
Daniel

Chamber

me the Nationwide league any day...

Review

Saturn

Mighty Hits

20 games on one CD! That sounds almost too good to be true. And in a funny old way it is, far too good. As Les Ellis is about to find out...

We've been playing games a long time. We were playing games when no one knew what a gourad-shaded, texture-mapped 3D polygon was, let alone what it looked like. When we started we thought colour was a luxury. But back then, when we all had our Spectrums and Commodore 64's (stay with me, there is a point to all this) almost everyone fell for an advert that appeared in every magazine offering 50 incredible games on one cassette (their words, not mine).

50 games on one tape, an offer too good to be missed surely. Well, several weeks, a ten pound cheque and a lot of chewed fingernails later a mail-order package turned up and lo and behold they were right, almost. There were indeed 50 games on one cassette. The only bit I had to disagree with was the word 'incredible'. The 50 games were only 'incredible' if 'incredible' had suddenly changed its meaning to '50 god awful variations of the same game with pathetic graphics and gameplay that took a minute to learn.'

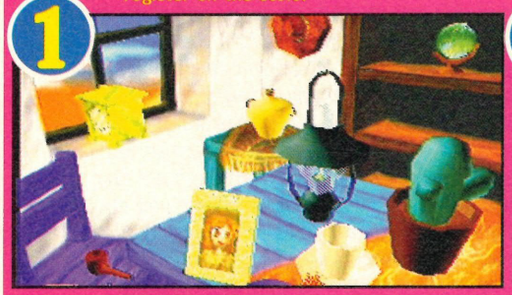
So on an historical basis we're right to be suspicious of any '20 games for the price of one' special offers. Right, now what's in this envelope from Sega. Ah, 20 games for the price of one. Best of all though, they're all compatible with the Sega gun – that bit of plastic you got with *Virtua Cop* that you haven't been able to use since (not counting the awful *Chaos Control*).

Well, don't expect 20 variations of *Virtua Cop*, in fact don't expect much that will keep your interest. Be warned, the *Mighty Hits* are strictly for kids. The very fact that there are 20 of them, all on one CD and at the price of a single game makes it a worthy purchase if you are one of the few that has the gun and preferably a youngster as well.

So cast a glimpse at the box to the right where we give you individual description for each and every game. Well done Sega, 20 games on a CD and just in time for Christmas. How shrewd of you. • ***Les***

Double top – 20 and out

There may be 20 of the suckers but they're all rubbish. We would give them individual scores but they don't even register on the scale.

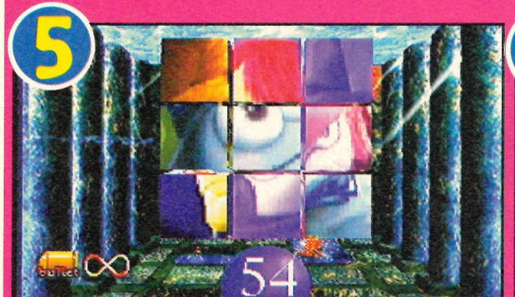


Global Warfare – Shoot a globe when it appears in a room. It changes location every time you shoot it.

Corkage – Uncork a bottle the hard way, with a bullet. A bit tricky when you think about it.

Balls – No seriously, shoot the balls until they turn blue. Easy at first but the last one's always tricky.

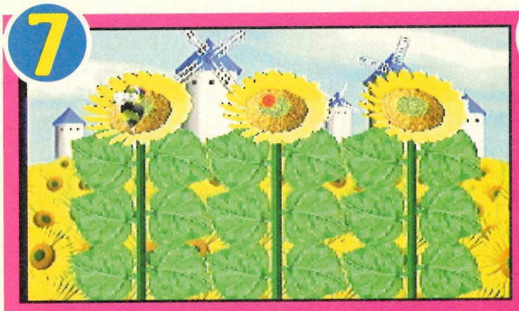
Jack-in-the-Box – Watch 'em spring out and blow 'em away when they do. Another easy one.



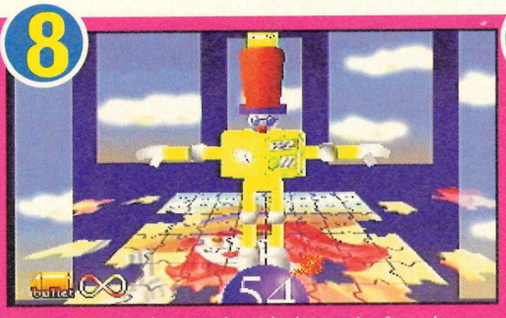
Psycho Poster – Shoot the blocks to make them match up a picture.

Shooting Stars – Watch the pretty stars as they fly across the screen. Then shoot them.

Players	One-Two	Games	20
Difficulty	Medium	Release Date	December
Price	£39.99	Sega	☎ (0181) 9964620



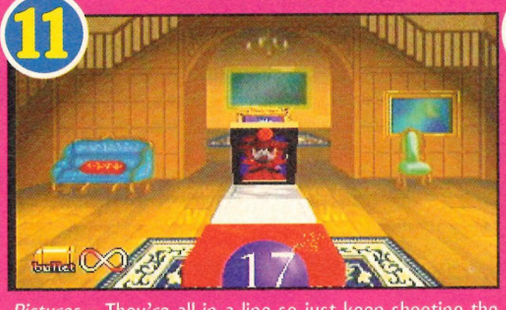
Busy Bee – Watch as the bee flies around the flowers and blast away at him. Just keep firing.



Toy Story – Nothing to do with the movie. Just shoot the parts off of the toy.

Clockwise – Wait until the three clocks are in aline and then shoot them. Couldn't be simpler.

Train - Shoot the blue blocks, not the red ones. Wow, the excitement.

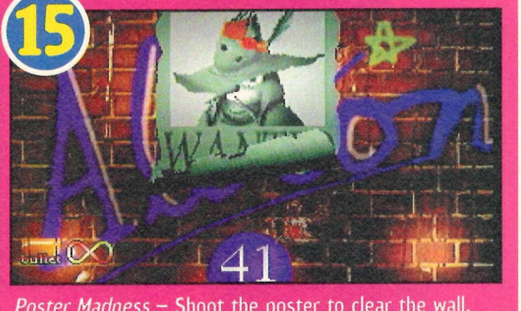


Pictures – They're all in a line so just keep shooting the centre of the screen to complete this worthless game.

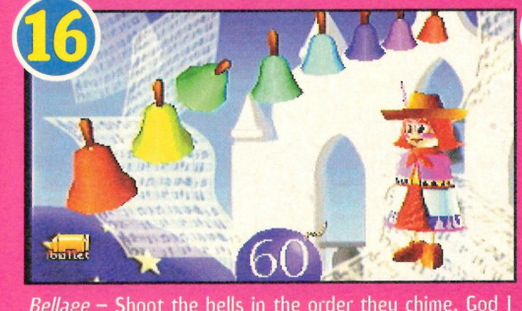
Rabbit Stew – A blue rabbit is hiding amongst the pink rabbits. Feeling hungry? Find, kill and eat.

PPPPPPPP Pick Up A Penguin – A penguin is trapped in ice so just keep firing to free him.

Cards – You're given a certain type of card to shoot, so go and follow your orders, if you can be arsed.

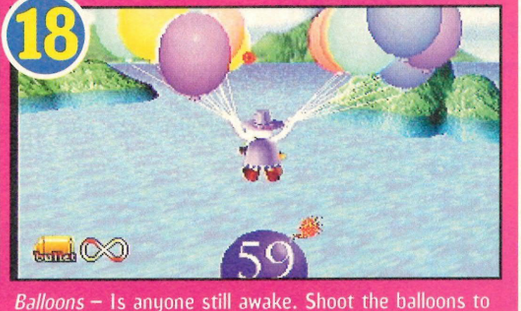


Poster Madness – Shoot the poster to clear the wall. There's a bit of a common theme here, yes?



Bellage – Shoot the bells in the order they chime. God I hate this kind of subgame.

Flying Fish – Shoot the mackerel while they're in the air. Jesus, this is dull.



Balloons – Is anyone still awake. Shoot the balloons to make the creature land on the raft.

Target – Snore. Oh, sorry. You're given a number of points to reach so keep firing and you can't fail.

Eggs – Wait until they appear and then smash them with a bullet. The final, and dullest game.

verdict

Graphics 5
A distinct lack of texture mapped polygons but they suit the games well enough.

Originality 5
Congratulations to Sega for having the foresight to release this, even if it is rubbish.

Sound 4
Hardly what you would call a musical opus. Sparse sounds and few notable effects.

Lifespan 5
Well there are 20 games to get through, that'll take you a while.

Final Verdict
"For those with an itchy trigger finger this has to be on your list, just to prove that the gun wasn't a total waste of cash." *Les*

47%

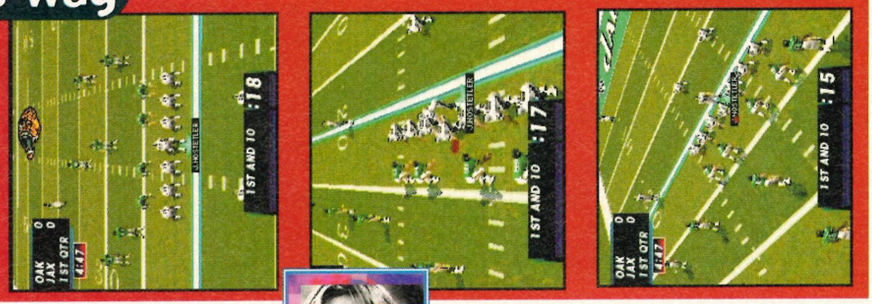
Players	One-Eight	Teams	100!
Difficulty	Medium	Release Date	November
Price	£44.99	EA	☎ (01753) 549442

Madden 97

Helmets, ahoy it's American football on the Saturn. Me first, me first, ME FIRST.

Look at it this way

The game may not boast the sort of on-the-fly, anywhere-you-like camera angle of some others, but the ones on offer are all clear, useful and nothing to be sniffed-at. The basic choice is between either endzone, side-on (high or low) or a diagonal view.



EA have dithered. By holding *Madden* back for a year, they've allowed others the opportunity to divide up the Gridiron pie for themselves. However, there was never any real doubt that when fat boy finally appeared on the 32-bits, he'd not have the complete run of the pantry once more. Since its appearance on the Mega Drive, ooh, hundreds of years ago, the rest have struggled to keep up.

It's not that this edition makes any massive advances – none of the others did, after all. Graphically, *Madden* fails to stun. Maybe we're spoilt these days but since, thanks to the sheer number of players and the complexity and variety of their runs, polygons are out of the question, we'll just have to make do with a load of sprites.

But don't worry, these motion-captured efforts are pretty detailed and their animation and movement should serve as a timely reminder that handling sprites is what the Saturn does best. And when it comes to cameras, you'll find that EA's Virtual Stadium technology has again been put to good use, with a full eight angles available, including '*Classic Madden*'.

Structurally the game's on familiar territory too. The last thing we need after all these years is a new play selection system.On the tactical side there's now the opportunity to trade or 'create' players.

But it's on the field where '*97* really shines. Passing plays now seem to be easier and the use of the Saturns X, Y and Z buttons to designate extra receivers makes the short bursts of action that much more exciting. Star players still turn in match winning performances and the game's pacier than ever.

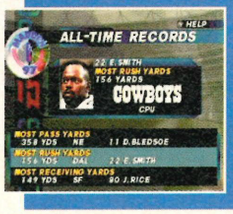
So no mind-blowing quantum leaps just another sparkling performance. And that's good enough for us. • *Will*

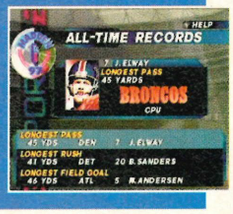
second opinion

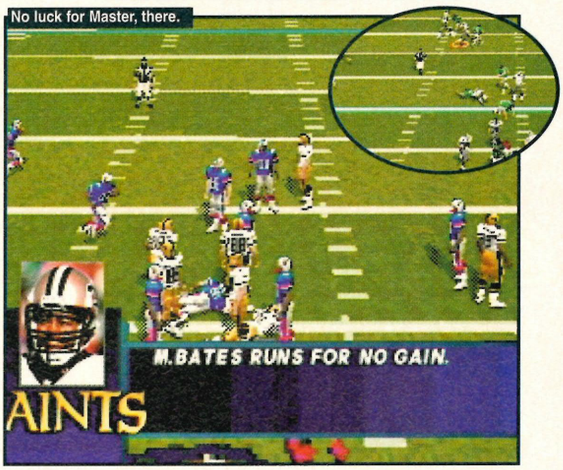
Whenever another American Football game lurches into the office, I have to question why people subject themselves to the perfect torture of the gridiron. It doesn't really matter that *Madden '97* is such a good sports sim because the sport it simulates is, frankly, pants. I'm sorry, but you'll getting nothing more objective out of me today. • *James*

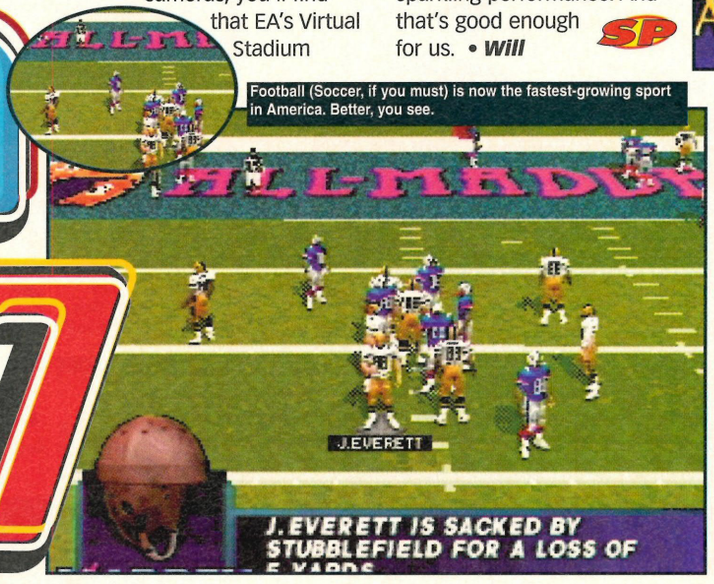
Fat stats

EA may not have the monopoly on NFL licenses but they certainly know how to use their stats. As well as full current rosters, great teams from the past, Madden All-Stars and secret teams (a total of 100 altogether), the individual player stats mean that league stars really can shine. Just check out Emmett Smith, for instance.









verdict

Graphics 9
Clear and quick on field, augmented with EA's studio and front-end production values.

Originality 6
Madden '97 doesn't deviate wildly from previous outings, and why should it?

Sound 9
Madden himself is unusually restrained but the effects produce plenty of atmosphere.

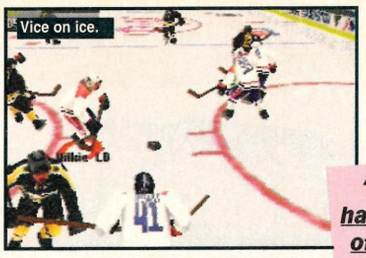
Lifespan 9
If you can get your head round American Football then you'll find *Madden* the best of the lot.

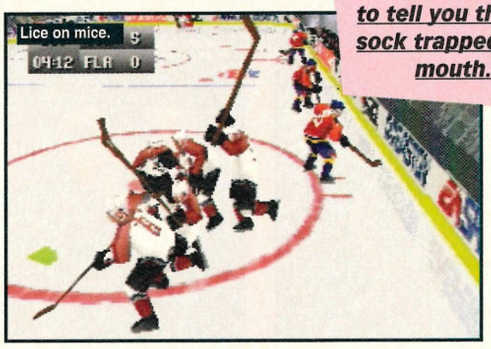
Final Verdict 88%
"While not exactly show-boating, EA Sports have used their experience to re-take the lead in this genre." *Will*

Review

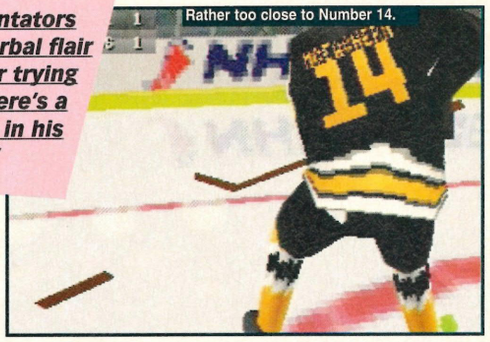
Saturn

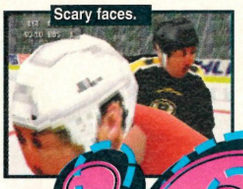
Players	One-Two	Teams	28
Difficulty	Medium/Hard	Release Date	November
Price	£39.99	EA	☎ (01753) 549442

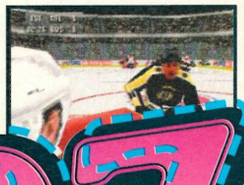




"The commentators have all the verbal flair of a pensioner trying to tell you there's a sock trapped in his mouth."





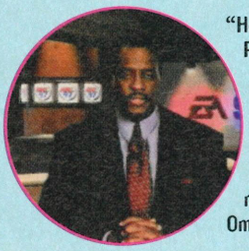


In the mix with rodents 'n' sticks? Yay! It's another round of mice hockey!

NHL '97

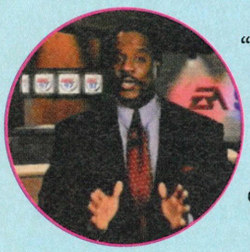
Listen to my sport chat!

Repeat after me: 'Video game commentators are the work of Mrs Lucifer, waste CD space and speak 'n' smarm in a string of cliched gob garbage.' Here's some NHL '97 dialogue they should've prepared earlier...



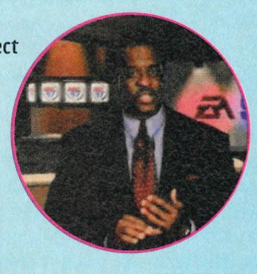
"Hello Earthlings. I am Peter Beelzebub, and I heartily welcome your guts to my voodoo sports show. Coming up: subliminal death messages. Ommmm..."

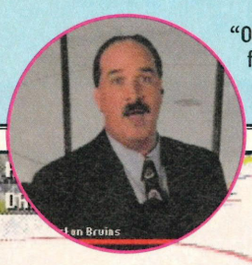
"Ha ha! I'm joking of course... Coming up: all your favourite highlights of steroid-munching adults slapping each other over the face with big sticks..."



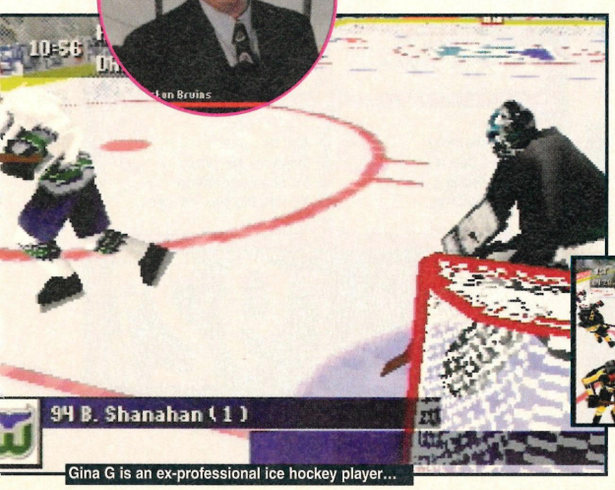
"Sticks about this size. OR SHOULD THAT BE TWIGS! Christ, I'm so funny and talented and handsome and everything..."

"But first, allow my magic fingers to select the First Commentator To Be Caned Around The Arse For Having A Ridiculous Moustache... And I select YOU Tom McHuburrurrr!"





"Oh Christ, that's the fifth time this week..."



Gina G is an ex-professional ice hockey player...

second opinion

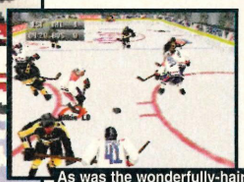
Gestating in my head is the throbbing, niggling doubt that EA's nearly-famous sports range of games has been taken out and 'had' by some rather larger boys. *NHL Hockey* is, I'm afraid, another case of that. Not bad but *Powerplay Hockey* has it beat. • *Dean*

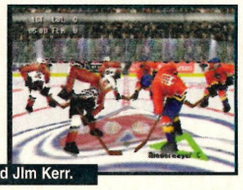
NHL's, there've been a few. Is this one an entirely different kettle of fish, or just a bunch of tarted up trouts inside a domestic water-heating implement and why have I got that sneaking disappointed feeling? Well, it's certainly not the graphics (very *Virtua*, despite the occasional jitter) or the sound (CD quality) or the gameplay (viciously fast)). No, the slight problem I've got with ice hockey sims can be blurted loudly in four easy thought steps.

Firstly, apart from obscure, arse-end leagues, ice hockey is hardly a UK pastime so the authentic stat-attacks are geared totally towards the yanky gameboyz.

Secondly, apart from passing the puck and ramming your opponent's head against the glass, there's not a lot going on in the middle. Tactic-wise, it's all shove-it-down-the-wing-and-welly-the-puck-at-the-goalie.

Thirdly, football.





As was the wonderfully-haired Jim Kerr.

Fourthly, basketball.

Nonetheless, the speed of the game is probably perfect (although the players slide rather than skate – the gameplay may as well have been converted to a field of lard), I liked the season-system that pits you against a varied set of squads, and I nearly wet somebody else's pants with the new one-on-one mini-tournament. Not to mention the option of shutting up those in-game commentators, who have all the verbal flair of a pensioner trying to tell you there's a sock trapped in his mouth.

Complaints? I have a few. Most of the views are redundant, editing a line-up takes an age, the artificial intelligence of the goalkeepers is permanently set on Mean-Spirited Mode and there aren't nearly enough mid-game punch-ups.

No mistake, this is competent and irksomely addictive stuff, it's just that after Thor knows how many attempts, you would have thought that *NHL '97* Saturn style would have held some real gameplay surprises. • ***Simon***

verdict

Graphics 7
I say detailed and pretty. But I also say sticklebrick virtual beefcakes filmed in jittervision.

Originality 4
It's an ice hockey game. Ground-breaking is a word almost entirely alien to EA.

Sound 6
Porno organs, muffled samples and mucho macho barking. Nice crowd whoops, mind.

Lifespan 7
Instantly playable + stacks of stats + many seasons = guaranteed return fun.

Final Verdict 79%
"A fast, pretty and addictive effort from EA. But it still has an upsettingly only-slightly-above-average stink about it." *Simon*

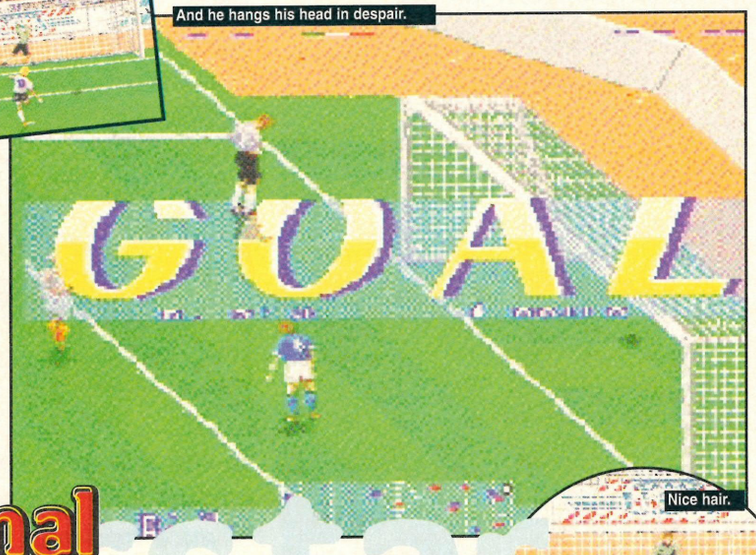
Review

Mega Drive

Players . . . . . .One-Two Teams 45

Difficulty . . . . . .Medium Release Date . . .November

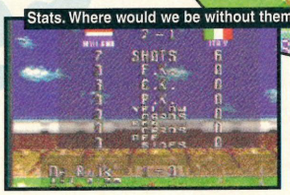
Price . . . . . .£39.99 Konami .☎ (0189) 5853000



"As well as stunning animation, it features some of the more famous hairdo's from Planet Football."

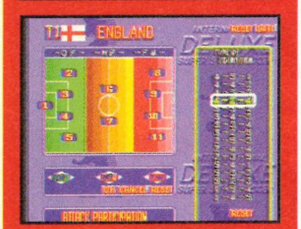
International Superstar Soccer Deluxe

The best football game on the Mega Drive? And it's not called FIFA. Surely some mistake?



Tactical overload

Tactically, *ISSD* is second to none. Those features in full: 16 formations, custom player placement, eight strategies switchable during play, allows you to spring from all-out defence to all-out attack, custom attack-joining toggles for each player, individual player stats, on-going fatigue and injuries.



Much as it pains *Sega Power* to admit it, for some time now the best 16-Bit football game has been resident on the SNES. At least now we can tell you that a Mega Drive conversion has finally arrived and the game is as good, if not better, than ever.

Unfamiliar as you may be with the original, let me explain its greatness. Above and beyond its *FIFA*-trouncing tactical nous (16 formations, custom player placement, fatigue stats for individuals... we could go on) and impressively grown-up, yet action-packed graphics (featuring, as well as stunning animation, some of the more famous hairdo's from Planet Football), lies its superbly intuitive, but stirringly multi-layered gameplay.

Konami have shown their usual deft touch in allowing both curious passer-by, pick up 'n' play types to get plenty from a quick game, while still ensuring that experienced players have no trouble in putting upstarts firmly, and humiliatingly, in their place.

And it's this carefully balanced learning curve that sets *International Superstar Soccer Deluxe* apart. How's it done? It's all down to the controls. Whereas many football games are content with simple pass, hoof and shoot controls, *ISSD* deploys a fearfully ingenious system of combinations to delicious effect. You don't need to know how to execute a defence splitting one-two, for instance, but you'll want to as soon as someone does it to you.

The neat thing is that the many back-heels, flicks, dummies and overheads can be ignored: you can just hit and hope, if that's what you fancy. However, the game really does reward easy-on-the-eye possession play and a judicial use of the radar can result in glorious team goals.

ISSD is all things to all football fans. Retentive types can tinker with their tactics and proponents of the direct game can quickly learn the error of their ways.

With *FIFA '97* on the way *ISSD* faces a tough battle to become the premier Mega Drive footy game but we think it's a battle that it deserves to win.

• ***Will***

SP second opinion

If *ISSD* had come along a bit earlier, *FIFA* would have had some serious competition in all those years of dominance. But it didn't and it's only now, right at the end of the Mega Drive's lifespan that there's any serious choice when it comes to football games. Highly recommended. • ***James***

Graphics 8
Not immediately stunning, but well animated, realistic and explosive when necessary.

Originality 9
Not exactly a bolt from the blue but ISSD's gameplay feel is fairly unprecedented.

Sound 6
Dodgy shouting samples and a pretty average crowd roar/hiss.

Lifespan 9
Get two people together for pure, vicious competition. You'll play this for ages.

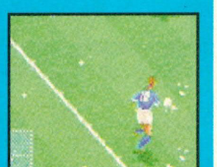
Final Verdict 92%
"The best football game on the Mega Drive bar none. Deep yet intuitive, realistic yet exciting, and better than *FIFA*." *Will*

Barnet FC

Given the resolution of the players, Konami have done well to get the stars in by virtue of their typically flamboyant hair 'styles'. There's no 'Rachel from Friends' but you can have...

Ravanelli

Valderamma


Baggio

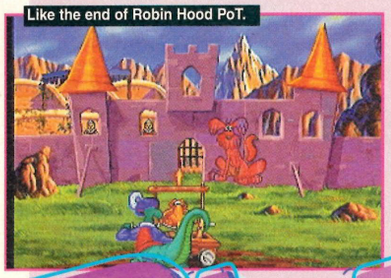
Players	one	Levels	Tons
Difficulty	Medium	Release Date	November
Price	£39.99	BMG	☎ (0171) 9730011

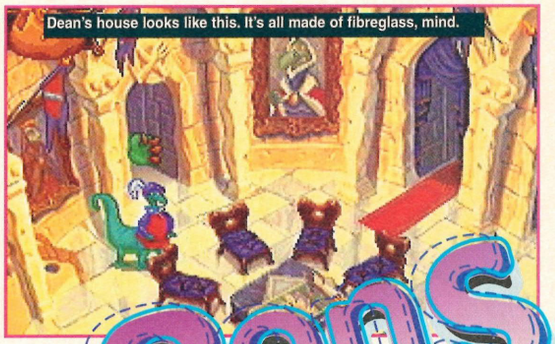
Blazing Dragons

If you found Discworld funny, stand by: another member of the Monty Python team is back to make you laugh.

Cat-a-pult

Alright so it isn't Virtua Cop but this neat little sub-game breaks up the brain-teasing for a bit. Just load up the cat-a-pult (geddit) and fire at the troops that appear. Hit nine of them (which is a lot easier than it sounds) and you get a shot at the big target. Hit that and you're rewarded with your cat. Which is nice.





Hey it's done by Terry Jones, the bloke who was in Monty Python and directed The Holy Grail movie. Walk into any drinking establishment and you'll often find a group of people quoting the movie (usually badly) and laughing hysterically. In the near future no doubt, they'll be walking around quoting the game.

Because most of the puzzles in *Blazing Dragons* make a kind of logical sense, with a little experiment you can pretty much figure things out. I say 'kind of logical sense' because one of the first puzzles involves you fitting a candle-holder over a steaming kettle to make a dishwasher – you had to be there, really.

Now the graphical style of *Discworld* made things hard to see on screen, and when you need something to help solve a puzzle it does help if you can see it. The interface in *Blazing Dragons* however, is a lot more user-friendly. You can get a lot of clues just by moving the cursor around in its different modes to see if an object is useful or not.

Graphically you can't fault *BD*, either. The animation is wonderful and will appeal to young and old alike. Unlike most adventures (and that *Disc* one in particular) there are also a few arcadey sequences. They may not add up to much but it does break up the adventuring side a little.

"One of the first puzzles involves you fitting a candle-holder over a steaming kettle to make a dishwasher."

Blazing dragons has its flaws though, the most annoying of which is the way the game has to load new sections all the time – even if you are just walking in and straight out of a room. It's not hugely annoying but it could have been done in a better way.

Blazing Dragons is superior to *Discworld*. It's a lot of fun to play and huge with a hell of a lot to do. Entertainment for everyone who's bored with 3D fighting games. • ***Les***

second opinion

I liked *Discworld* better than Les, but I have to admit that *Blazing Dragons* is a better game. Yes, the humour can get annoying when you're stuck but the puzzles are less random than *Discworld* and if you're after a quality adventure for those quiet Sunday afternoons, you could do a lot worse than this. • ***James***

verdict

Graphics 8
Superb animation and characterisation throughout. Looks and feels like a real cartoon.

Originality 7
Discworld came first but there isn't much like this around and it's certainly the best.

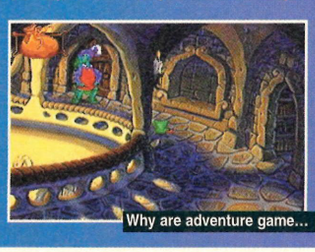
Sound 9
Amusing voices for most of the characters and plenty of special effects.

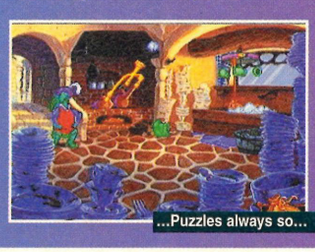
Lifespan 9
More missions (should you choose to accept them) than even Tom Cruise could handle.

Final Verdict 85%
"Humour is subjective but this is so damn playable and a lot of fun to boot. Better than *Discworld*." *Les*

Always in the kitchen at parties

Alright, we'll give you a clue. Use the candle holder (from the landing outside your bedroom door) on the kettles to trap the steam. Now use the rubber tail-warmer (on the floor in your bedroom) on the new contraption. Finally, stick the mop onto the mug rack and voila, one dish washing machine.





Review

Saturn

Players . . . . . .One-Two Levels . . . . . .Eight

Difficulty . . . . . .Medium Release Date . . .December

Price . . . . . .£39.99 Eidos . . .☎ (0121) 6253366

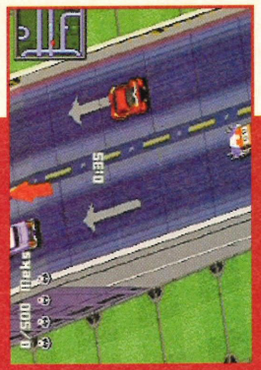
Crime Wave

Chevy chase

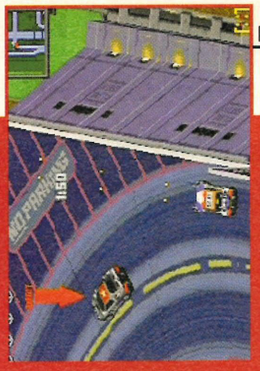
Welcome to a society ravished by crime. And other cliches...

The idea behind the game is to hunt down opposing bounty hunters and "do" them. Here beginneth lesson one...

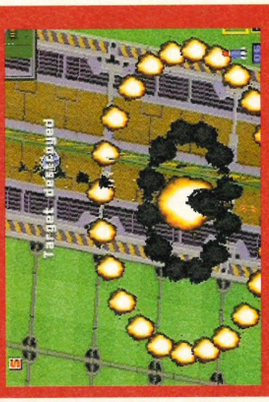
▼ Do. Some. Driving. Not hard. Merely work your way through the mean streets of the city in search of enemies...



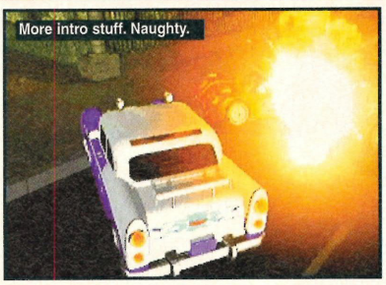
▲ When your homing device picks up another bounty hunter a red arrow will appear at the top of the screen. Follow it.

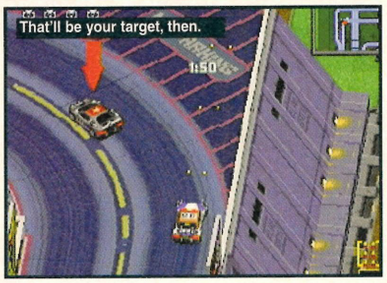


▲ You've found the sonuvagun. Now fire at him with all the weaponry you can muster...



▼ Providing you've done this correctly, ol' matey boy should scatter himself over a wide area leaving you to pick up some much-needed cash. And, now, you start again. Once you've collected the required amount of money you can exit through the Sector Gates. Simple enough, no?





Hmm. A strange game, this. For starters, the premise is so dull, so mind-numbingly boring that, if doctors could bottle it, they'd have an instant cure for insomniacs. Drive around different locations – that look roughly the same – shooting at other cars. The sort of idea, I think you'll agree, that makes Eldorado seem like a really good plan.

Next up is a hotch-potch of 16-bit graphics. On. A. Saturn. Not good. There's a 360° camera that'll have you reaching for the Fisherman's Friend before you've got out of the first screen and a series of scenes that look like they've been drawn with crayola's.

And as if that wasn't enough, the control system is straight from the devil's own arse. Indeed, so fiddly and downright infuriating is it that, side-by-side, origami suddenly takes on the simplicity of Stickle Bricks.

Consistently you will find yourself driving into a barrier or a corner and not being able to get out. Reversing – which should be a God-send – just makes matters even worse.

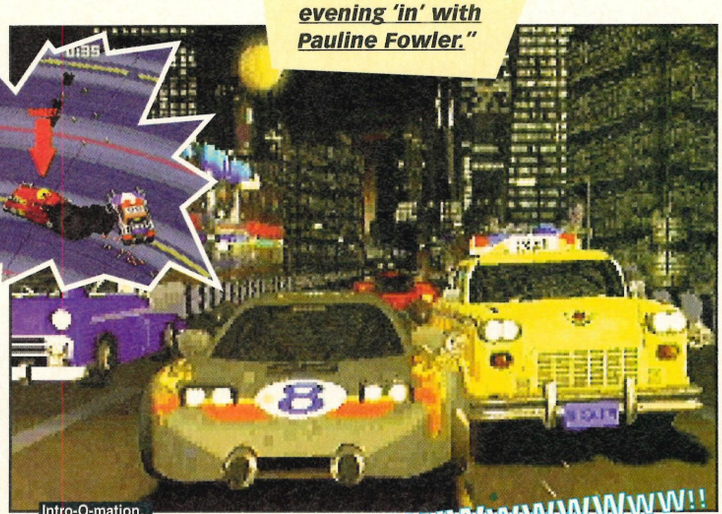
Yet, despite these combined flaws and the fact that the premise sounds less inviting than an evening 'in' with Pauline Fowler, you can't help feeling that *Crime Wave* delivers the goods. Or, at least, comes pretty close. The game proper, you see, is actually really rather enjoyable. Hunting down opposing bounty hunters, upgrading your firepower, going wherever the hell you like, it all contributes to a very entertaining game.

A two-player mode has also been included where you and a friend can compete against or with each other. Generally, though, you'll find that coming up against one another is more fun than establishing relationships and cultivating strategies because, more often than not and before you know it, some other sod's come along and blown one of you to pieces.

Annoying faults aside, then, this is playable stuff. The visuals might stink, the controls might be dodgy but, overall, if you do buy *Crime Wave*, you'll get a good a couple of weeks play out of it. One to think about maybe...

• *Tim*

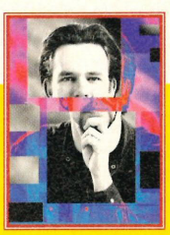
"It all sounds less inviting than an evening 'in' with Pauline Fowler."



NEEEEEEOOOOOWWWWWWWW!!

second opinion

SP



Crimewave actually manages to 'do' pretty well in the playable stakes, but I just found it all a little too repetitive for a long-term interest. The graphics are average at best, and I found the two-player mode frustrating, as you can't see more than a few feet in front of you. Only average, Eidos. • *Dean*

verdict

Graphics 5
Nicer-than-blueberry-pancakes intro but whiffy looks all round in the game-proper.

Originality 4
Driving round shooting things? Doesn't really sound very original to me. Et toi?

Sound 6
S'alright. Seventies porno music. Not that I've, um, seen any of them, of course. Er...

Lifespan 7
Some kooky little bits and, despite the Jason Lee controls, this has plenty to interest.

Final Verdict

"Rubbish graphics, rubbish controls, rubbish idea but still able to induce bouts of sheer enjoyment. Strange old business..." *Tim*

76%

Look, it's quite simple. Our *Power Tips* are the most reliable, up-to-date and, frankly, funkiest code listings you'll find in any magazine ON THIS EARTH! So good in fact, that our rivals reprint them next month.

Power Tips

Small Tips

60 . . .*Skeleton Warriors* (Sat)
60 .*Street Fighter Alpha 2* (Sat)
60 . . . . . .*NiGHTS* (Sat)
60 . . . .*Primal Rage* (MD)
60 . . . . . .*Discworld* (Sat)
62 . . . . . .*Doom* (32X)
62 .*Mortal Kombat 2* (32X)
62 . . .*Virtua Racing* (32X)
62 . . . . . .*Mercs* (MD)
62 . . . . . .*Loaded* (Sat)
62 . . . . .*Gun Griffon* (Sat)
62 . . . . . .*Puggsy* (MD)
63 . . . . . .*Worms* (Sat)
63 . . . . . .*Outrun* (Sat)
63 . .*Micro Machines 2 TTE* (MD)
63 . . . . . .*True Lies* (MD)
63 .*Mortal Kombat 2* (MS)
63 . . . . .*Jungle Book* (GG)
63 . . .*Psychic World* (GG)
63 . .*Action Replay Codes*

Tip of the Month

Saturn

60

NiGHTS – Hello, Claris.

If you've ever wondered how to perform NiGHTS' more bizarre tricks then turn to page 60 to find out all about them.

Cheats and Hints

Saturn & MD

60

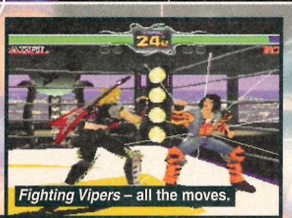
Blimey! I mean, wow! Gee-Whizz! Good grief! My goodness! Jeeeze! SHIT! What a lot of cheats and Hints we've got for you this month. Sorry, Mum.

Street Fighter – Part 1,348.

Vipers

Saturn

64



Fighting Vipers – all the moves.

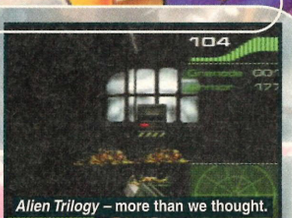
All the moves for all the characters, beautifully laid out on a wipe-clean surface to avoid embarrassing stains. Turn to page 64, NOW.

Alien Trilogy

Saturn

66

We've got so many tips for this we've had to extend our coverage by a month. All the levels for the second part of the *Trilogy* here.



Alien Trilogy – more than we thought.

Cheats & Hints

All-new, all-checked, all-quite-bloody-brilliant-actually tips for your favourite games on your favourite games systems. We can hardly contain ourselves.

Saturn

NiGHTS

David Shuler of Hampshire wins himself a copy of something on the Saturn for supplying us with all *NiGHTS'* acrobatic moves.

Acrobatics

Here's a more-or-less complete list of acrobatic techniques. The numbers indicate the direction in which NiGHTS should be facing when you press the button.

```
    6   4
  9       2
 10 Nights 1
  8       3
    7   5
```

In the table (right), 'Move' is the move or acrobatic trick to be performed, 'Direction' is the direction NiGHTS must face (as indicated above), and 'Button' is the underside trigger (or shoulder button) you need to press to execute the move.

Move	Direction	Button
Twister	1	R
Parasol	2	R
RouletteR	3	R
Arrow	4	R
Screw	5	R
Tornado	6	R
V-Fall	7	R
AxR	8	R
Typhoon	9	R
Wind	10	R
Mixer	1	L
Dance	2	L
Roulette	3	L
L-Wing	4	L
Basket	5	L
Ballet	6	L
T-Fall	7	L
Ax L	8	L
Drill	9	L
Space	10	L
Swing	1	R + L
Moon	2	R + L
Cross	3	R + L

Saturn

Skeleton Warriors

Invincibility

Pause the game, press C, Right, A, Z, Y, Left, A, Right, Down B, A, B, Y, then unpause the game to become invincible!

Infinite lives

Pause the game and press B, A, Down, B, A, Left, Down, Right, Y, Up. Now unpause the game to receive 99 lives!

Infinite crystals

Pause the game and press Left, A, Z, Y, C, Right, A, B, B, Y, Down, A, Down, Down, Y. Now unpause.

Street Fighter Alpha 2

(Import version)

Choose from 6 different costume colours

Simply press any of the six buttons on the fighter select screen and then choose your favourite colour.

Stage select

When player two joins in Arcade mode, player one can choose the stage to fight in. First choose your favourite stage and then move the cursor on your desired stage and press Start for a second. Now choose the fighter that you wish to play as. If you want to select the secret stage of Sagat and Vega, press Start on their stage and while pressing it, move the cursor on to the fighter you wish to play as.

Lisa can do this and will, if provoked.

At the Title/Options screen, press Left, Up, Right, Right, Up, Left, Right, Right, Left, Left, Up. This accesses an extra options menu!

Q&A

"I can't do it, I just can't bleeding-well do it!" If you've cried this recently, don't kick the cat, simply send us a letter and we'll sort you out. Almost certainly.

Mega Drive

Primal Rage

Primal Rage on the Mega Drive is rubbish. I was wondering if you know of any hidden extras to make it better. Please, please, please print anything you have on the game.

Jamie Pegg, Islington

We hope this helps ease the pain:

Saturn

Discworld

The release of *Discworld* on the Saturn had me running down to the shops. I've got the book, showed it to the chancellor and got out the gate. Now I don't know what to do.

R. Atkinson, York

The Chancellor must have told you that you need to collect five items to construct the device for tracking the dragon. You'll be able to get the staff in the dining room of the university.

Can you help?

Saturn

Shining Wisdom

Please could you help me with *Shining Wisdom*? For the life of me I can't find the 'Statue of Goddess' and it's in danger of driving me completely bonkers. Please can someone help me!

James Steedson, Buxton

Mega Drive

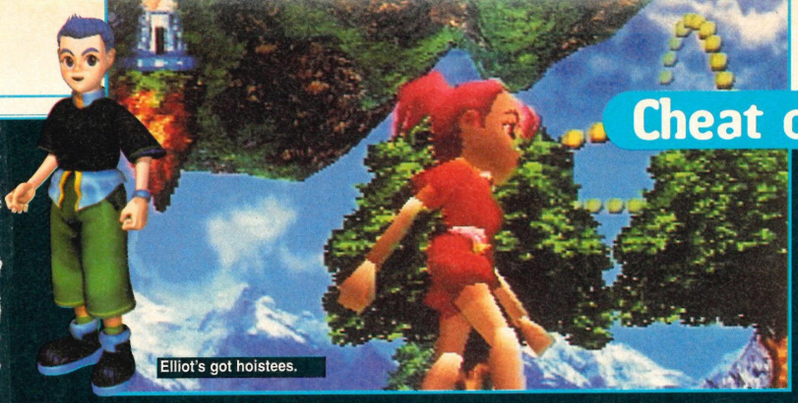
Lemmings 2

I was wondering if you could help me on *Lemmings 2 Tribes* for the Mega Drive, in particular the level called, 'So close yet so far away'. I've completed all of the other levels so please, please help me get past this one. Thanks.

Louise Taylor, Suffolk

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

FutureNet



Cheat of the month

Rock'n Roll	4	R + L
Triangle	5	R + L
Boomerang	6	R + L
Spin	7	R + L
Sling	8	R + L
Sonic	9	R + L
Scorpion	10	R + L

Select boss

Finish all tracks with a 'C' grade or better, then press Z to get the Dream Select screen. Here you can choose the boss you wish to fight.

End sequence extras

Finish with an 'A' on all tracks and you get professional singers singing the song and some different end screens.

(Arcade, Training, and Survival modes only. The following codes are performed like the arcade version.)

Evil Ryu

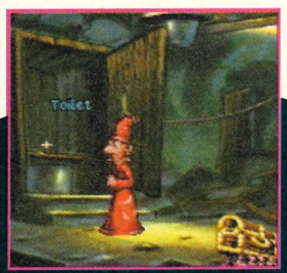
Highlight Ryu, press and hold Start on pad one for a second and then release. Now move the cursor over each of the following fighters in this order: Adon, Gouki, Adon, then back to Ryu (Right, Up, Down, Left). Press and hold Start and then press any punch or kick.

Super-Akuma/Gouki

Highlight Gouki, press and release the Start button followed by Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down. Now hold down Start and press any button.

SF2CE Dhalsim

(No power meter, teleport) Cursor over Dhalsim, press and hold Start for one second and then release. Now cursor over the following in this order: Zangief, Sagat,



Approach Windle Poons (who is sat in the middle of the dining room table eating pickles), take the broom from your chest and remove the bristles from the end. Now sneakily swap it with the staff belonging to Windle and beat a hasty retreat. Generally make sure you speak to everyone and collect everything possible. Good luck!

3 2 X

Doom/MK 2/Virtua Racing Deluxe

Please print the cheat modes for the following 32X games: *Doom*, *Mortal Kombat 2* and *Virtua Racing*.

Richard Kelly, West Yorks

Doom

God Mode

Pause the game and press the

Light Crusader

I am going to have a nervous breakdown, please help! I have been playing *Light Crusader* and can't collect the red orb from the room with candle sticks or tuning forks. I'm not sure what they are as they make a musical note when struck. I have retraced my steps time and time again. The musical box, yellow, green and blue orbs and scrolls have been collected from floor two. What do I need and what is the sequence to release the red orb? Please help.

Dave Averiss, Cheltenham

Tips Hardline

Desert Strike

Mega Drive: *SP* 67

Level Codes:

2: . . . . . .BQJRAEF
3: . . . . . .TLJKOAP
4: . . . . . .WTEOVJP
Lives: . . . . . .TQQQLOM

Game Gear: *SP* 55

Level codes:

2: . . . . . .CKSEPPD
3: . . . . . .ICIIEFE
4: . . . . . .EMFMIEH

Earthworm Jim

Mega Drive: *SP* 61

Cheat mode: Pause then press A and Left together, then press B, B, A, A and Right, B, B, A, then unpause. Wait and listen for 'cheater'. Now select stuff.

Also: *SP* 63, 64, 66, 67, 72, 74.

FIFA International Soccer

Mega Drive: *SP* 53

Some Finals:

Germany Vs Denmark: JH7BW5P1GH
Holland Vs Denmark: C9*BY4600V
Brazil Vs Scotland: GP5WH461GW
Argentina Vs Spain: HYRBC4YSG4

Also: *SP* 56

Mega CD: *SP* 63

Super stuff. Type these at the options screen:

Super offense: . . . . . .A, A, A, A, A, B, C.
Super defence: . . . . . .B, B, B, B, B, C, B.
Super power: . . . . . .B, A, B, B, B, B, B, B, B, B.
Dream keeper: . . . . .A, A, A, A, A, B, B, B, B, B.
Dream team: . . . . . .A, A, B, B, C, C, A, A.

Also: *SP* 64

FIFA '95

Mega Drive: *SP* 65

Super stuff. Type these as above.

Super power: . . . . . .B, A, B, B, B, B, B, B, B, B.
Super keeper: . . . . . .A, A, A, A, A, B, B, B, B B.
Super offense: . . . . . .A, A, A, A, A, B, C.
Super defence: . . . . . .B, B, B, B, B, C, C.
Dream team: . . . . . .A, A, B, B, C, C, A, A.
Shootout mode: . . . . . .A, B, A, C, A, B.

Also: *SP* 69, 70, 72

Jungle Strike

Mega Drive: *SP* 47

Level codes

Sub Hunt: RNCDYKBX6GC
Training Ground: 9V6FBTL6CD9
Night Strike: XT6CR9WNMCZ
Puloso City: VNMJ3746JKN
Snow Fortress: WSZKWPZF9TR
River Raid: TMDTPFK3BVY
Mountains: 7DGSD3BRWK
Return Home: N4SP3X7NLMS

Also: *SP* 71

Micro Machines

Mega Drive: *SP* 74

Do these while you're playing the game.

Infinite lives: Press B, Down, C, Down, Up, Down, Left and Down.

Go faster: Press Up, Down, A, B, Left, Right, C and then Start.

Tricky game: Press Left, Right, Left, Right, Up, Down, Start and Down.

Game Gear: *SP* 57

Extra speed: On qualifying race in bathtub, whilst in the lead, reverse over the finishing line. A 'funny' noise will be heard by all within range. Ha! Ha!

Micro Machines 2

Mega Drive: *SP* 62

Faster car: Pause the game and press Up, Down, A, B, Left, Right and then hold C. Now unpause.

Also: *SP* 69.

Micro Machines 2 1996

Mega Drive: *SP* 79

Faster car: Pause and press Up, Down, A, B, Left, Right, hold C and press Start.

Also: *SP* 76, 77, 78 for readers' tracks.

Mortal Kombat

Mega Drive: *SP* 50

'Flag' Option Screen: Press Down, Up, Left, A, Right and Down, then select cheat enabled. Refer to *SP* 50 to find out what the flags do.

Also: *SP* 48,49, 53, 59, 74.

Game Gear: *SP* 49

Gore Mode: Press this on the ethics screen: 2, 1, 2, Down, Up.

Mortal Kombat 2

Mega Drive: *SP* 65

Cheat Mode: Select done on the options screen and then press: Left, Down, Left, Right, Down, Right, Left, Left, Right, Right.

Also: *SP* 59, 60, 62, 63, 65, 73, 76, 77.

Mortal Kombat 3

Mega Drive: *SP* 74

Cheat Menu: On the menu screen, press: A, C, Up, B, Up, B, A, Down.

Also: All the moves and the works in *SP* 74 – check it out for a complete players' guide.

NBA Jam

Mega Drive: *SP* 61

Power Ups: use on the 'match up' screen.

Power up Defence: Tap any button 4 times, then hold down A, B and C until the game screen appears.

Power up Turbo: Tap any button 5 times, then hold A, B and C.

Intercept Power up: Tap any button 15 times and rotate the pad until the throw-up.

Dunk Power up: Tap any button 13 times and rotate the D-Pad until the throw-up.

Game Gear: *SP* 56

Power Up: Juice Mode: Enter the code NJTX34Y JMBDCQS.

Also: *SP* 58

NBA Jam Tournament Edition

Mega Drive: *SP* 67

Secret Stuff: YES, you really do want to play as famous people. Enter these initials and select them with the buttons stated. Here are five, there are 33 more outlined in loving detail in *SP*75, if you're that interested.

B. Clinton: C - Press A & Start, I - Press any button, C - Press B & Start

H. Clinton: H - Press any button, C - Press B & Start, Space - Press any button

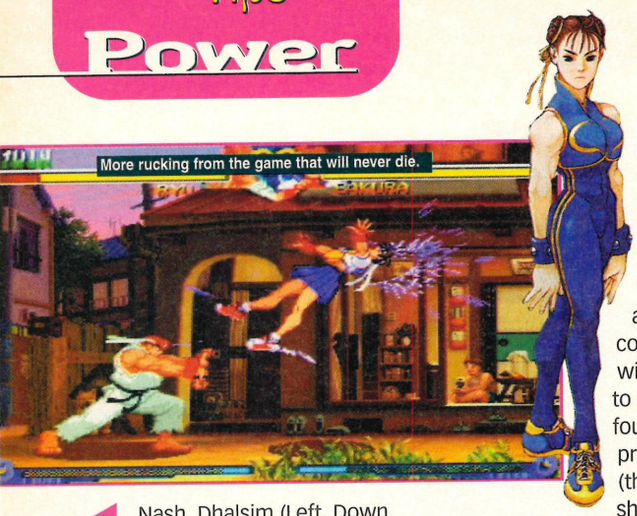
Benny: B - Press B & START, N - Press any button, Y - Press C & Start

Liptak: S - Press any button, L - Press B & Start, Space - Press B & Start

Kid Silk: K- Press any button, S- Press B & Start, K- Press C & Start

Also: *SP* 75.

Tips Power



◀ Nash, Dhalsim (Left, Down, Right, Up). Press and hold Start and then press any punch or kick.

SF2CE Zangief

(No power meter, low lariat, flying power bomb or atomic suplex) Begin by cursoring over Zangief, press and hold Start for one second and then release. Now cursor over the following fighters in this order: Sagat, Sodom, Rose, Birdie, Nash, Dhalsim, Ryu, Adon, Chun Li, Guy, Ken, then back to Zangief (a rectangular sequence). Press and hold Start and then press any punch or kick button.

Versus mode only

To use any of the hidden characters for the Versus mode, you must perform the codes above in the Arcade mode. When you win or lose with that character make sure you save the game and go to Versus Mode. The character select screen should appear as two columns with win/loss records. Go to any one of the four characters, press and hold Start (the character name should then change from blue to green) and then press any punch or kick button.

Original/Custom Combo Shadows for 99+ hits

(Training mode only)

Press and hold Left Shift and Start then select any character. Perform an Original Custom Combo at any level. You should then be able to have Rose/Soul Illusion-like shadows follow your fighter and you'll find that he/she won't rush forward as they normally do. The shadows won't disappear, meaning that it's now possible to get 99+ combo juggling hits in the corner (multiple standing strong punches, fierce punches, or standing roundhouse kicks are usually effective) with any character without having to use too much skill.

Loaded

Cheat menu

When playing, press Start to pause the game, and highlight the 'BGM Volume' option. Now press and hold L, Z, B, X, C and Right to get the cheat screen up. To access this menu after you have put in the code, simply pause and press Left.

Gun Griffon

Cheat Bonanza

All the cheats below can only be entered when the 'Press Start Button' message is on the screen. The cheats may be combined by entering a cheat, choosing 'Main Game', pressing B to cancel and then returning to the title screen where you will now be able to input another cheat.

Invincibility

Press Left, Right, B, C, C and Start.

Level Select

Press: Y, Y, A, Y, Y and Start. ▶

◀ *following all at the same time: Up+Z+X+ Mode.*

Happy Ammo

Pause the game and press Up+A+C+Mode all at once.

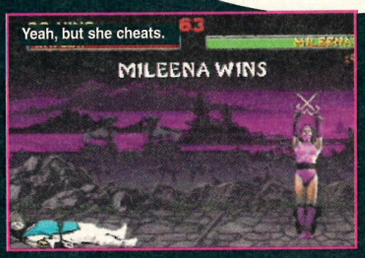
All Weapons

During game hold Y+Z+B+C. Be warned: if you use these cheats you can't visit the secret levels or finish the game properly.

Mortal Kombat 2

Cheat Code

Highlight 'Done' in the options menu, then press Left, Down, Right, Right, Down, Left, Left, Left, Left, Right, Right, Right. Test modes are now activated.



Virtua Racing Deluxe

Mirror mode

Finish first on all tracks, then go to options menu, press Right and hold until a mirror mode option appears.

Free Cart!!

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

Name .....

Age .....

Address .....

Game wanted ..... **Console type** .....

Tip (Please continue on another sheet if necessary). .....

.....

.....

.....

Please note that you're most likely to win if (a) the tip is a recent one and (b) it hasn't appeared in another magazine before!

Sorted!

Some sensational *Sega Power* goodies go to the following for sending in answers to problems in our 'Can you help' section:

Mega Drive

Puggsy

Issue 84

Regular correspondent and all round good bloke James Connolly of West Dulwich has sent in these helpful codes for Noel Virtue:

"In issue 84 someone called Noel Virtue wanted help for *Puggsy* (MD) I have a code which opens up all the levels except the secret ones. Here it is:"

000	276	007
304	214	763
073	756	534

Rolo to the Rescue

Issue 85

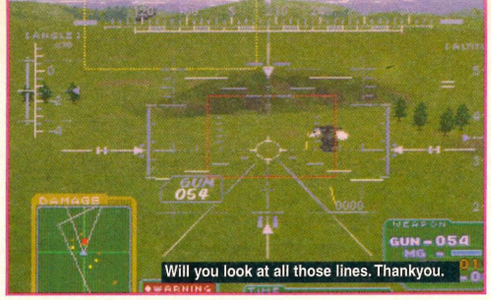
Matthew Harper of Stonebridge has this advice for Chris Marsh:

"While at the title screen, press and hold Up/Left, A, and C. Now reset the game still holding the buttons down. When the title screen reappears, press B. While playing, press Start to go the selection screen. Highlight the compass and press A and C. Green lines will briefly flash on the screen. You should now be next to the exit."

Mega Drive

Mercs

Could you please tell me if there is a cheat for the game Mercs *on the Mega Drive. Each time I die in the game I have to start at the*



Unlimited Ammo (Gun only)
At the title screen press B, B, B, C and Start.

Jump jets don't require refuelling
Press Up, Right, Down, Left, Z and Start.

View the end screens
Press Down, Up, Right, A, Left and Start

Tackle Attack
Press Right, Right, B, C, A and Start (Your craft can sustain damage when doing this)

Double your hit points
Press X, Y, Z, Up, Down and Start

Turret Lock
Press B, B, B, Up, C and Start (you will find that your turret won't auto-rotate back to its start position when you release the Left Shoulder button)

Change Height
Press Down, Left, C, C, and Start. Use Z on control pad two to raise height, use C on control pad two to lower and button A for the default Mech size.

No targeting crosshair
Press Left, Right, C, A and Start.

Double strength enemy attacks
Press Down, C, C, A, and Start.

Radar Deactivated
Press B, B, B, Down, C and Start.

Worms

Extra weapons
On the weapon select screen enter CZZ CZZ CZZ, for Banana bombs, Exploding Sheep and Mini Guns.

Outrun (Jap Import)

Better Road Grip
Hold A and C and go to the options screen. You should now see a 'Cornering' option in the bottom of the screen. Set this to easy and you'll get better cornering with better grip tyres.

Smooth Mode
Hold A and C in the mode selections on the Option screen, move the Joypad Left or Right to see, Japan (smooth) and Overseas (smooth).

Mega Drive

Micro Machines '96 TTE

Secret Smurf Track!
At the beginning of an eight-player game Press A, A, B, C, A, A, B, C then hold down Start. You will now be transported to the bizarre Smurfs track.

True Lies

Infinite lives/weapons/energy
Enter the following codes as your passcodes to activate the following top cheats:

Infinite lives . . . . . BGLVS
Weapons and ammo . . . . BGWPNS
Infinite energy . . BGGRLY

beginning again and I'd prefer to restart at the level I reached.
Nicholas Wright, Chigwell

We can't help you with a Level skip/select but here's a handy cheat that may help you out. Find the gold first aid kit, let your energy approach maximum energy then pause the game and select another player. Continue doing this until the entire team is on maximum energy.

Master System

Mortal Kombat 2

My 13 year-old son can't get Shang Tsung's fatality on *Mortal Kombat 2* on the Master System. Please can you help him out.
Mr. A. Brown, Blantyne

Shang Tsung's Fatality is very difficult so be prepared. His Morph to Kintaro fatality is: Hold block + Up, Down, Up, Punch.

Game Gear

Jungle Book & Psychic World

Have you got any cheats for *Jungle Book* or *Psychic World* (both on Game Gear)? If you have, could you please print them.
Simon Merry, Holsworthy

Jungle Book

Level select
Circle the D-pad clockwise while holding buttons One, Two and Start. You will hear a noise that'll let you know that the cheat has worked. Now press Start again and you will be able to start from any level.

Psychic World

Level select
While on the title screen hold the joypad Left/Up diagonally and press buttons One , Two then Start. This will give you a level select and a sound test.

Tips Hardline

Road Rash
Mega Drive: *SP* 35.
For $31,000,000, enter: .010B0 01DB5 UQP06 37UN9

Game Gear: *SP* 61
For level five with best bike, enter: . . .0000 0DQT0 15AUS 574AE

Road Rash 2
Mega Drive: *SP* 44
For hidden bike 'Wild thing', enter: 009N 1V00
Also: *SP* 41, 69, 74, 75, 76.

Road Rash 3
Mega Drive: *SP* 68
Enter these codes on the title screen using pad 2.
Tougher weapons: . . . . . .R, A, D
Cash, head start, no gun: . . . . . .C, L, U, B
Excellent bike: . . . . . .B, L, U, R
Any bike, weapons and cash: . . . . . .A, B, R, A, C, A, D, A, B, R, A
Start at level two and steal bikes: . . . . .A, C, L, U
Also: *SP* 69, 77.

Sonic the Hedgehog
Mega Drive : *SP* 1-79
Level Select: On the title screen press U, D, L, R and then A (keep it held). Now press Start to play your desired level.

Sonic the Hedgehog 2
Mega Drive: *SP* 41
Level Select: Go to the options screen and Listen to these sounds in this order: 19, 65, 09, 17. (Play each one for more than 15 seconds.) Now go to the title screen and hold down A and START.
Also: *SP* 40, 42, 44, 49, 56, 72, 75.

Game Gear: *SP* 41
Level Select: On the Sonic and Tails running screen press D/L, 1, 2 and Start. Hold all until the title screen appears then let go, and press Start.
Also: *SP* 41, 48, 59.

Sonic the Hedgehog 3
Mega Drive: *SP* 56
Level Select: When you hear the voice say 'Sega', swiftly press U, U, D, D, U, U, U, U. (You should hear a chime.) Go to the Player 1/Competition options screen and, with competition highlighted, press D and then go into sound test.
Also: *SP* 54, 55, 57, 59, 60, 65.

Sonic and Knuckles
Mega Drive: *SP* 65
Go Hyper: collect all the chaos emeralds and 50 rings, then do a double jump. Now collect all the super emeralds in the special stages of S&K, getting 50 rings and doing another double jump. If well executed, you'll get the Hyper animals.
Also: *SP* 66.

Sonic CD
Mega CD: *SP* 50
Level Select: On the title screen, press U, D, D, L, R and B.
Also: *SP* 53, 55.

Sonic Chaos
Game Gear: *SP* 56
Level Select: On the title screen, press U, U, D, D, R, L, L, 2, 1 and Start.
Also: *SP* 66.

Sonic Spinball
Mega Drive: *SP* 53
Bonus Points: Press A, B, and C simultaneously when your total score is being added, helping you to get extra lives.
Also: *SP* 58, 65.

Streets of Rage
Mega Drive: *SP* 41
Level Select: Go to the title screen, press Start and go to options. Press Right on pad 2 and keep it held. Now, hold A, B and C (all buttons on pad 2 are now held). Press Start on pad 1 to enter the options screen and select your level.
Also: *SP* 43, 45.

Game Gear: *SP* 44
Level Select: Go to the options screen and select sound test. Play sound 11, and while it's playing, hold down buttons 1 and 2.

Streets of Rage 2
Mega Drive: *SP* 42
Level Select: On the title screen, press Start on pad 1. Now move the cursor down to options. Now press and hold A, B then Start on pad 2. Hold A and B until the options menu appears.

Streets of Rage 3
Mega Drive: *SP* 57
Level Select: When the selection menu comes up, hold B, press Up and, with option highlighted, press Start. Chimes are heard for cheats.
Also: *SP 56, 58, 59. 60, 61, 68.*

Urban Strike
Mega Drive (Yes, yes, they work now, honest.)
Level 1 . . . . .Hawaii YT4SKBR67R6
Level 2 . . . . .Baja Oil Rigs CT4SKBR67R6
Level 3 . . . . .Main Rig ZT4SKBR67R6
Level 4 . . . . .Mexico 934SKBR67R6
Level 5 . . . . .San Francisco NT4SKBR67R6
Level 6 . . . . .Alcatraz HT4SKBR67R6
Level 7 . . . . .New York City L67ZBR6SVV
Level 8A: . . . .Las Vegas GPV4FHBWVM6
Level 8B . . . .Casino B34SKBRS7R6
Level 9 . . . . .Underground W7FYWVSXL9M

Action Replay codes

Saturn

Road Rash
Master code F6000914C305
. . . . . .16078B500080
Infinite Cash 1607407EFFFF
Stilleto Bike 160740740709

Mega Drive

Power Rangers Movie
Infinite Continues FFF40030004

VectorMan
Infinite Lives FFE87D0003
Infinite Energy FFE8790004

Sonic Spinball
Boss room is opened FF579E1003

FIGHTING VIPERS

Fighting Vipers *the latest great fighter from Sega's AM2 team. Not quite as good as* Virtua Fighter 2 *but here are all the moves and things.*

★ TOKIO

Body Attack
Open Roll . . . .P, P, K
Open Spin . . . . . .P, K
Sit Jab . . . . . .D+P
. . . . . .or D+P+G
. . . . . .or D+P+K+G
Open Uppercut . . . . . .D/F+P
Elbow Blow . . . . . .F+P, P
Open Arm Blow . . . . . .F+P, P, P
Low Kick . . . . . .D+K
Middle Kick . . . . . .D/F+K
Cratch Step . . . . . .D/F+K, K
Snap Knee . . . . . .F+K
Spin-off Kick . . . . . .K+G
Spin-off Sunrise . . . . . .K+G, K
Spin Float . . . . . .K+G, K, K
Spin Cosac . . . . . .K+G, D+K
Low Spin Kick . . . . . .D+K+G
Low Spin Hi . . . . . .D+K+G, K
Catapult Kick . . . . . .F+K+G

Catapult Hi . . . . . .F+K+G
Catapult Low . . . . . .F+K+G, D+K
Reactor . . . . . .K, P
Combo Edge . . . . . .K, P, K
Low Combo Edge . . . . . .D+K+G, P, K
Sit Down . . . . . .F, D+P+K+G
Sit Down & Kick . . . .F, D+P+K+G, K
Tokio Flash . . . . . .F, B, F, B+P+K+G

Guard & Attack
Block Buster . . . . . .B+K

Dashing Attack
Running Straight . . . . . .(Dash) P
Running Tackle . . . . . .(Dash) P+G
Fire Darts . . . . . .(Dash) K
Sliding Kick . . . .(Dash) D+K or D/F+K
Running Tricks . . . . . .(Dash) U/B+K
Hop Spin Kick . . . . . .(Dash) U+K
Running Jump Kick . . . .(Dash) U/F+K

Throw
Wall Throw . . . . . .P+G
Back Wall Rush . . . . . .(Wall) P+G
Arm Cratch Slam . . . . . .F, B+P+G
Neck Grab & Throw . . . . . .B+P+G
Rolling Throw . . . . . .F, B+P+K+G
Clinch Knee . . . . . .(Wall) B, F+K
Back Drop . . . . . .(Back) P+G

Down Attack
Eagle Landing . . . . . .U+P or U+P
Spit Kick . . . . . .D+K

★ SANMAN

Body Attack
Jab Uppercut . . . . . P, D/F+P
Jab Upper & Kick . . . . . P, D/F+P, K
Sanman Punch & Kick . . . . . P, K
Low Punch . . . . . D+P or D+P+G
Uppercut . . . . . D/F+P
Double Upper . . . . . D/F+P, P
Double Upper Peach . . . . D/F+P, P, K
Chop . . . . . B, F+P
Double Chop . . . . . B, F+P, P
Triple Chop . . . . . B, F+P, P, P
Ignition Punch . . . . . F+P
Generator Punch . . . . . F+P, P
Generator 3 . . . . . F+P, P, P
Generator 4 . . . . . F+P, P, P, P
Generator 5 . . . . . F+P, P, P, P, P
Body Press . . U/B+P or U+P or U/F+P
Jack Knife Throw . . . . . D/F+P+G
Sanman Kick . . . . . K or K+G
Low Sanman Kick . . . . . D+K
Leg Through . . . . . D+K+G
Peach Bomber . . . . . P+K+G
Double Peach Bomber . P+K+G, P+K+G
Hammer Down . . . . . D+P+K+G
Double Hammer Down . D+P+K+G, D+P
Hammer & Sledge . D+P+K+G, D+P+G
Sanman Flash . . . . F, B, F, B+P+K+G

Armour Breaker
Elbow Smash . . . . . F, F+P

Guard & Attack
Block Bomber . . . . . B+K
1-2 Peach . . . . . .P, P, K

Dashing Attack
Sanman Attack . . . . . (Dash) P
Running Peach Bomber . . . . . (Dash) K
Sliding Kick . . . . (Dash) D+K or D/F+K
Hop Spin Kick . . . . . (Dash) U+K
Running Jump Kick . . . . (Dash) U/F+K

Throw
Spark Scratch . . . . . (Wall) P+G
Giant Swing . . . . . B, roll, F+P
Neck Hanging Tree . . . F, roll, B+P+G
Triple Neck Hang . . . F, roll, B+P+G, F, B+P+G
Sanman Typhoon . . . F, roll, B+P+G, F, B+P+G, D/B, circle, B+P+G
Bear Hug . . . . . F, B+P+G
Bear Hug & Press F, B+P+G, B, B+P+G
Canadian Back Breaker . . F, B+P+K+G
Pile Driver . . . . . D/F, D/F+P+G
Super Power Bomb . (Wall) F, B, F+P+G
Iron Claw . (Wall) D/B+P+G or D+P+G
Giant Swing . . . . . B, roll, F+P
Double Neck Hang . . D, D/B, B, F+P+G
Back Drop . . . . . (Back) P+G

Down Attack
Peach Burger . . . . . U+P or U+P
Mega-ton Stamp . . . . . D+K

★ RAXEL

Body Attack
Jab Hi-Kick . . . . . P, K
Sit Jab . . . . . .D+P
. . . . . *or* D+P+G
Low Punch . . . . . .D+P+K+G
Uppercut . . . . . D/F+P
Double Upper . . . . . D/F+P, P
Elbow Cut . . . . . F+P
Knuckle Black Crow . . . . . F+P, P
Light Hand . . . . . F+P, P, P
Knuckle Crow Kick . . . . . F+P, K
Elbow Side-K & Knuckle . . . F+P, K, P
Elbow Death Spin Kick . . . . . F+P, K, P, F+K+G
Elbow Low Death Spin . . . . . F+P, K, P, D+K+G
Back-off Ditch . . . . . K, K
Low Side Kick . . . . . D+K
Middle Kick . . . . . D/F+K
Side Kick Knuckle . . . . . D/F+K, P
Death Spin Combo . D/F+K, P, F+K+G
Low Death Spin Combo . . . . . D/F+K, P, D+K+G
Low Spin Combo . . . . D/F+K, D+K+G
Back-off Kick . . . . . F+K
Somersault Kick . . . . . U/B+K
Vertical Kick . . . . . K+G
Sliding Kick . . . . . D+K+G
Raxel Flash . . . . . F, B, F, B+P+K+G

Armour Breaker
Guitar Trust . . . . . F, F+P

Guitar Swing . . . . . D/F, D/F+P
Guitar Swing Down . . . D/F, D/F+P, P
Death Spin Kick . . . . . F+K+G
Double Death Spin . . . . . F+K+G, D, D/F, F+K
3x Death Spin . . . F+K+G, D, D/F, F+K, D, D/F, F+K

Guard & Attack
Lightning Upper . . . . . B+P
Looks That Kill . . . . . P, P, K
Block Buster . . . . . B+K

Dashing Attack
Running Straight . . . . . (Dash) P
Running Tackle . . . . . (Dash) P+G
Running Knee . . . . . (Dash) K
Sliding Kick . . . (Dash) D+K or D/F+K
Running Flipkick . . . . . (Dash) U/B+K
Hop Spin Kick . . . . . (Dash) U+K
Running Jump Kick . . . . (Dash) U/F+K

Throw
Wall Throw . . . . . P+G
Wall Squash . . . . . (Wall) P+G
Neck Fold . . . . . B, F+P+G
Neck Throw . . . . . F, F+P+G
Mexican Typhoon . . . . . U, D+P+G
Back Drop . . . . . (Back) P+G

Down Attack
Guitar Crash . . . . . D+P
Grave Post . . . . . D, D+P
Flying Task . . . . . U+P or U+P
Spit Kick . . . . . D+K

PICKY ★

Body Attack
1-2 Coin . . . . . .P, P, K
Combo Toe Kick . . . . . .P, P, D+K
Combo Toe Kick Hi . . . .P, P, D+K,K
Combo Upper . . . . . .P, P, F+P
Combo Upper Spin . . . . .P, P, F+P, K
Combo Upper Mid-Spin P, P, F+P, F+K
Combo Knee . . . . . .P, P, F+K
Combo Knee Kick . . . . . .P, P, F+K, K
Board Bash . . . . . .P, P, P
Punch Coin . . . . . .P, K
Punch Tail Kick . . . . . .P, D+K
Low Punch . . . . . .D+P or D+P+G *or D+P+K+G*
Low Punch Tail Kick . . . . . *.D+P, K*
Uppercut . . . . . .D/F+P
Upper Hi-Spin . . . . . .D/F+P, K
Knee & Hi-Spin . . . . . .K, K
Rocket MIssile .(Back to Wall) D/B+K
Toe Kick . . . . . .D+K
Toe & Hi-Kick . . . . . .D+K, K
Tail Kick . . . . . .D+K
Middle Spin Kick . . . . . .D/F+K
Step Knee . . . . . .F+K
Heel Attack . . . . . .U, D+K
Hopping Knee . . . . . *.K+G*
Picky Flash . . . . .F, B, F, B+P+K+G
Wall Climbing . . . . .(Wall, Air) U, U+P

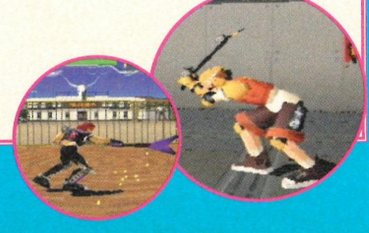
Armour Breaker
Board Slap . . . . . .B, F, F+P
Jumping Heel Drop .*(Top of Wall) U+P*

Guard & Attack
Block Uppercut . . . . . .B+P
Block Knee . . . . . .B+K

Dashing Attack
Dash Board Slap . . . . (Dash) P
. or P+G or P+K
Running Knee . . . . . .(Dash) K
Sliding Kick . . . . . .(Dash) D+K or D/F+K
Hop Spin Kick . . . . . .(Dash) U+K
Running Jump Kick . . . .(Dash) U/F+K
Dash Air . . . . . .(Dash) P+K+G

Throw
Wall Throw . . . . . .P+G
Wall Crash . . . . . .(Wall) P+G
Neck Throw . . . . . .F, F+P+G
Fork Through . . . . . .D+P+K+G
Dead End Double Knee .(Wall) B, F+K
Air Grab . . . . . .(Air) B+P+K+G
Frankensteiner . . . . .(Air) D+P+K+G
Back Drop . . . . . .(Back) P+G

Down Attack
Maul Bash . . . . . .D+P
Flying Dolphin Attack . . .U+P or U+P
Foot Stamp . . . . . .D+K
Double Stamp . . . . . .D+K, K
Triple Stamp . . . . . .D+K, K, K



Key

F . . . . . Forward
B . . . . . Back
U . . . . . Up
D . . . . . Down

P . . . . . Punch
K . . . . . Kick
G . . . . . Guard

Commands with a '+' between them means press both buttons/directions at the same time.

'/' means a diagonal pressing of the D-pad. A straightforward ',' shows the correct order of separate commands.

JANE

Body Attack

Double Crap Rush Kick . . . .P, P, K
Low Spin Combo . . . .P, P, D+K
Triple Bash P, P, P
Knuckle Hi-Kick . .P, K
Combo Switch Upper . . . . . .P, K, P
Double Hand Attack . . .D/B or D, F+P
Low Knuckle . . . . . .D+P or D+P+G or D+P+K+G
Low Knuckle Spin . . . . . .D+P,K
Toss Uppercut . . . . . .D/F+P
Rising Uppercut . . . . . .(FC) D/F+P
Body Blow . . . . . .F+P
Down Smash . . . . . .F+P, P
Rising Hammer . . . . . .U+P
Spin Kick . . . . . .(FC) K
Knee Launcher . . . . . .(FC) F+K
Low Spin Kick . . . . . .D+K or D+K+G
Middle Spin Kick . . . . . .D/F+K
Cut Knee . . . . . .F+K
Wandering Kick . . . . . .U+K
Low Spin Up . . . . . .D+K+G,K
Low Spin Down . . . . . .D+K+G, D+K
Jane Flash . . . . . .F, B, F, B+P+K+G
Wall Climbing . . . . .(Wall, Air) U, U+P

Armour Breaker

Power Smash . . . . . .F, F+P
Tornado Punch . . .B, D/B, D, D/F, F+P
Ground Tornado . . . . . .F, D, D/F+P
Jumping Heel Drop .(Top of Wall) U+P

Guard & Attack

Block Straight . . . . . .B+P
Combo Block Straight . . . . .P, P, B+P

Dashing Attack

Dashing Straight (Dash) P or (Dash) P+K
Shoulder Tackle . . . . . .(Dash) P+G
Dash Knee (Dash) K or K+G or P+K+G
Sliding Kick . . . .(Dash) D+K or D/F+K
Hop Spin Kick . . . . . .(Dash) U+K
Dash Jump Kick . . . . . .*(Dash) U/F+K*

Throw

Clinch Punch . . . . . .P+G
Clinch Punch 2 . . . . . .P+G, P
Clinch Knee . . . . . .P+G, F+K
Wall Scratch . . . . . .(Wall) P+G
Combo Wall Scratch . . .(Wall) P, P, P
Brain Buster . . . . . .B+P+G
Front Back Breaker . . . . . .F, D+P+G
Clinch Knee . . . . . .K+G
Clinch Knee 2 . .B, D/B, D, D/F, F+K+G
C. Knee Combo . . . . .B, D/B, D, D/F, F+K+G, D, F+K
Wall Strike Knee . . . . . .(Wall) K+G
Wall Strike Knee 2 . .(Wall) K+G, K+G
Combo Raid Knee . . . . . .P, P, F+K
Neck Fold . . . . . .(Back) P+G
Tiger Suprex . . . . . .(Back) P+K+G

Down Attack

Knuckle Dive . . . . . .U+P
Spit Kick . . . . . .D+K
Knuckle Butt . . . . . .D+P

GRACE

Body Attack

Triple Beat . . . .P, P, P
Quad Beat . . . .P, P, P, P
Vulcan Beat . . . . .P, P, P, P, P
Punch & Kick . . . . . .P, K
Punch Sit Spin . . . . . .P, D+K
Beat Turn Leg . . . . . .P, K, K
Sit Beat . . . . . .D+P or D+P+G . . . . . .or D+P+K+G
Sit Beat Spin . . . . . .D+P, K
Rising Hammer . . . . . .U+P
Ice Leg . . . . . .K
Leg Beat . . . . . .K, P
Double Kick . . . . . .K, K
Vulcan Leg . . . . . .K, K, K
Low Kick . . . . . .D+K
Camel Kick . . . . . .D/F+K
Camel Spin . . . . . .D/F+K, K
Camel Spin Cutter . . . . . .D/F+K, K, K
Flipkick . . . . . .U/B+K
Front Roll Kick . . . . . .U+K
Jumping Front Roll . . . . . .U/F+K
Vertical Kick . . . . . .D/F, D/F+K
Blade Cutter . . . . . .U, D+K
Cross Kick . . . . . .K+G
Cross Kick Left . . . . . .K+G,K
Cross Kick Combo . . . . . .K+G, K, K
Cross Blade . . . . . .K+G, D/F+K
Cross Blade Launch . . .K+G, D/F+K, K
Sit Spin . . . . . .D+K+G
Sit Spin Combo . . . .D+K+G, K, K, K,K
Long Axes . . . . . .F+K+G
Long Axes Turn . . . . . .F+K+G, K
Black Ice . . . . . .P+K
Hip Press . . . . . .(Air) D+P+K+G
Grace Flash . . . . . .F, B, F, B+P+K+G

Armour Breaker

Tip Slap . . . . . .F, F+P

Guard & Attack

Block Buster . . . . . .B+K
Block Slap . . . . . .B+P
Beat Block Buster . . . . . .P, P, K

Dashing Attack

Running Beat .(Dash) P or (Dash) P+K
Shoulder Tackle . . . . . .(Dash) P+G
Dashing Blade . . . . . .(Dash) K
Sliding Kick . . . .(Dash) D+K or D/F+K
Flipkick . . . . . .(Dash) U/B+K
Running Jump Kick . . . .(Dash) U/F+K
Running Coin . . . . . .(Dash) K+G

Throw

Wall Throw . . . . . .P+G
Scratch Heart . . . . . .(Wall)P+G
Wall Zap . . . . . .(Wall) P, P, P
Izori . . . . . .D, B+P+G
Cross Arm Crutch Slam . .F, B+P+K+G
Frankensteiner . . . . .(Air) D+P+K+G
Back Drop . . . . . .(Back) P+G

Down Attack

Stepping on . . . . . .U+P
Soccer Ball Kick . . . . . .D+K

CANDY

Body Attack

Snap Hi-Kick . . .P, K
Cat Scratch . . . . . .P, P, P
Combo Upper Kick . . . . . .P, P, P, K
Combo Low Kick . . . . . .P, P, P, D+K
Low Snap .D+P *or* D+P+G *or* D+P+K+G
Low Snap & Kick . . . . . .D+P,K
Cat Uppercut . . . . . .D/F+P
Honey Swing . . . . . .F+P
Honey Double . . . . . .F+P, P
Honey Triple . . . . . .F+P, P, P
Rising Cat Upper . . . . . .F, D, D/F+P
Toe Kick & Scorpion . . . . . .(FC) K, K
Toe Kick & Flipkick . . .(FC) K, U/B+K
Toe Kick & Heel Down . . .(FC) K, K+G
Low Kick . . . . . .D/B+K or D+K
2 Low Kick . . . .D/B+K, K or D+K, K
Leg Beat . .D/B+K, K, K or D+K, K, K
Low Leg Beat . . . .D/B+K, K, D+K or D+K, K, D+K
Cat Tail . . . . . .D+K
Cat Tail & Hi . . . . . .D+K, K
Scorpion Attack . . . . . .D/F+K
Flip Kick . . . . . .U/B+K
Wandering Kick . . . . . .U+K
Mid-wandering Kick . . . . . .U/F+K
Jack Knife Kick . . . . . .K+G
Horse Kick . . . . . .F, F+K+G
Peach Attack . . . . . .P+K+G
Honey Peach . . . . . .P+K+G, P+K+G
Honey Flash . . . . . .F, B, F, B+P+K+G
Wall Climbing . . . . .(Wall, Air) U, U+P

Armour Breaker

Cat Slap . . . . . .F, F+P

Cat Diving . . .D/F, D/F+P
Low Kick Punch D/B+K, K, D+P *or* D+K, K, D+P
Cat Heel Drop . . (Top of Wall) U+P

Guard & Attack

Block Bomber . . . . . .B+K
Block Slap . . . . . .B+P

Dashing Attack

Dashing Straight . . . . . .(Dash) P+K
Shoulder Tackle . . . . . .(Dash) P+G
Dash Peach . . . . . .(Dash) K
Sliding Kick . . . .(Dash) D+K or D/F+K
Running Cat Somersault (Dash) U/B+K
Hop Spin Kick . . . . . .(Dash) U+K
Running Jump KIck . . . .(Dash) U/F+K

Throw

Wall Crash . . . . . .(Back to Wall) P+G
Peach Press . . . . . .D/B, F+P+G
Cat Flip . . . . . .D, B+P+G
Parading Horse . . . . . .U/F+P
Fork Through . . . . . .D+P+K+G
Honey Aerial . . . . . .(Air) B+P+K+G
Back Drop . . . . . .(Back) P+G
Knee Trap . . . . . .(Back) P+K+G

Down Attack

Spin Landing . . . . . .U+P or U+P
Spit Kick . . . . . .D+K

BAHN

Body Attack

Low Punch . . . . . .D+P
Uppercut . . . . . .D/F+P
Iron Elbow . . . . . .F+P
Steel Elbow . . . . . .F, F+P
Combo Elbow . . . . . .F, F+P, F+P
Rising Uppercut . . . . . .F, D, F/D+P
2 Rising Upper Combo .F, D, F/D+P x 2
Rising Hammer . . . . . .U+P
Low Kick . . . . . .D+K
Yakuza Kick . . . . . .D/F+K
Quick Kick . . . . . .F, F+K
Wandering Kick . . . . . .U+K
Mid-wandering Kick . . . . . .U/F+K
Bahn Flash . . . . . .F, B, F, B+P+K+G

Armour Breaker

Piety Punch . . . . . .D/B, D/F+P
Spirit Elbow . . . . . .B, F+P
Super Straight . . . . . .F+P
Body Check . . . . . .B, F, F+P+K
Elbow & Body Check F, F+P, B, F+P+K
Head Attack . . . . . .P+K+G

Guard & Attack

Guard & Elbow . . . . . .B+P
Guard & Uppercut . . . .B, D, D/B+P
Guard & Rising Upper .B, D, D/B+P, P
Guard & R.Upper 2 . . . . . .*B, D, D/B+P, F, D, D/F+P*

Dashing Attack

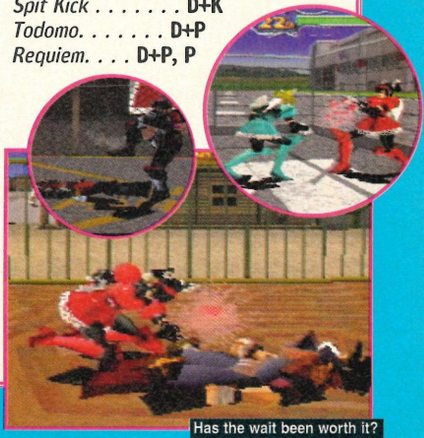
Dashing Straight . . . . . .(Dash) P
Shoulder Tackle . . . . . .(Dash) P+G
Dash & Body Check . . . . .(Dash) P+K
Dashing Knee . . . .(Dash) K or K+G or P+K+G
Sliding Kick . . . .(Dash) D+K or D/F+K
Hop Spin Kick . . . . .(Dash) U+K
Running Jump Kick . . . . . .(Dash) U/F+K

Throw

Wall Throw . . . . . .P+G
Wall Throw Combo . . .P+G, F, F+P+G
Wall Scratch . . . . . .(Wall) P+G
Wall Crash . . . . . .(Back to Wall) P+G
Throw Down . . . . . .B+P+G
Head Butt . . . . . .B, F+P+K+G
Atomic Drop . . . . . .(Back) P+G

Down Attack

Pounce . . . . . .U+P or U+P
Spit Kick . . . . . .D+K
Todomo. . . . . . .D+P
Requiem. . . . .D+P, P



Has the wait been worth it?

Welcome to the second part of *Sega Power's* exclusive guide to *Alien Trilogy*. All the levels from 13 to 22 are tipped and cracked so go to it.

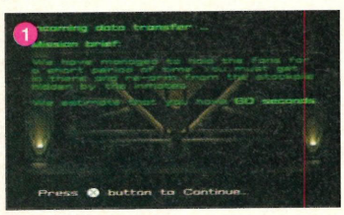
Alien Trilogy

If you missed the first part of this guide (Issue 85), turn to page 79 for details of how to order a back issue.

Level 13

For the second part of the Trilogy things start to get a little tougher. And so they should.

1 Another 'find the ID tags and kill all the Aliens mission'. Their are rich pickings to be had form level 13 and it's not too difficult to get them either.



2 On arrival, kill the prisoner in the entrance corridor, turn right, kill another and end up at two doors. Take the right-hand door and you'll be greeted with the infirmary. The auto mapper is in here along with seven dog bursters.

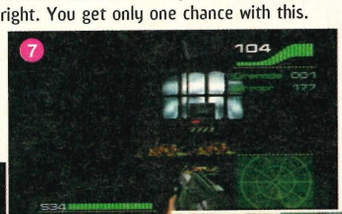
3 A quick grenade (don't stand too close) will open up this secret room. Collect a shotgun and some ammo here.

4 Going through the left door will bring face-to-face with two chest bursters. Disposing of them will leave you free to turn the lights on (the switch) and open the stasis tubes (stand at their end and use the action button). There are two ID tags and two chest bursters in the six pods

5 Back-tracking and turning left will bring you to the hanger. Kill the five prisoners you'll meet on the way and collect the armour from the craft in the centre of the room. There's some more armour in the crates behind you.

6 Being careful to stand on the lift, shoot some of the crates and you'll automatically rise to a secret level. Grenade away the four false walls and take out the four chest bursters to find a flame thrower and an exit back to the main corridor.

7 Back in the main hangar, stand on the other lifts and shoot the crates. At the top there are loads of crates (all packed with huggers) and a dog burster. Shoot these and use the switch to open the door to the right. You get only one chance with this.



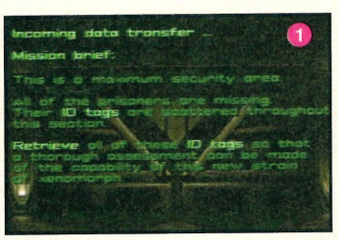
8 Shoot the dog bursters you'll find here and then take out all the showers – some of them hide face huggers.

9 The most important room in the level, there is a 200% adrenaline burst in here along worth an indecent amount of ammo. The switch to end the level is just behind you.

Level 14

Another level set in the prison. The plate glass screens suffer badly in the PlayStation-Saturn conversion process.

1 More ID tag collection on offer here. The key to the level is searching the cell complex at the far South before going anywhere else.



2 Things won't stay this quiet for long. Although there will be loads of prisoners shooting at you, as long as you keep moving you shouldn't be in too much danger. Take the first right along here.

3 Shoot the two prisoners lurking here and be ready for the two that sneak up behind you. The far right room contains the auto mapper and the far left an ID tag in the locker. The mid right room contains a battery (also in the locker) which you'll need for later. All rooms have dog bursters.

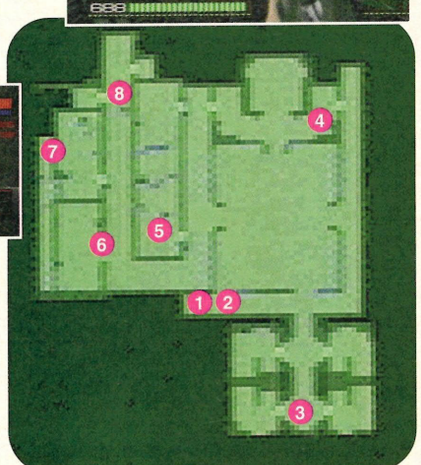
4 Go up to the top right of the map and finish off the prisoners. Throwing the two switches operate doors that run off corridors either side of the kitchen. There are ID tags hidden in the lockers on both sides.

5 Don't shoot the crates in this room until you've grenaded all the dog bursters behind them. Every crate has a hugger inside, so take them out one by one.

6 The guys here protect the main control room. Shoot them and throw the smaller of the two switches. You'll now be able to access the other room and the corridor that runs behind it.

7 In the secret room at the end of the back corridor, you'll find armour and some more ammo.

8 Now throw the big switch in the control room (you'll need that battery) to release eight prisoners and the end room door. Back off from the prisoners and take them one by one. Once dead they'll give you ID tags and ammo.



Level 15

Based around a large central chamber, level 15 is initially quite confusing. The key to success is working out which lift takes you where.

1 This level is slightly more complicated than some of the others and you'll need to concentrate on which switch you flick when.

2 You'll be greeted by four prisoners on arrival. Turn left towards point A and go down the stairs. Shoot the prisoners and huggers you'll find there and collect the goodies in the two small rooms. Now proceed down the corridor.

3 Turning left in the corridor will bring you up against a large crate barricade. Each crate contains a hugger so shooting them one by one is to be advised. Switching the switch will activate a lift at point A. Walk back and step on it.

4 Going up on the lift will bring you to this higher level and face to face with three prisoners. Turn left (ie South) and find the first of the two main switches behind a door. Activate it and jump down at A.

5 Proceed to point B and go down the stairs. Kill the huggers and prisoner waiting for you and collect the goodies in the two blind corridors. Now go down the long corridor.

6 At the end of the corridor will be a switch for the lift at point B. Flick it, walk round and get on. Go South and find the second of the two main switches (and a prisoner) hidden behind a door.

7 Jump down at B and reactivate its switch. Get back on the lift and go North. Flick the switch at the end of the gantry and jump down. Behind the door is the exit to the level.

Level 16

One of the best levels in the second part of the Trilogy, level 16 revolves around a set flame jet switches.

1 This is one of the best levels in this section. There are loads of secret rooms and packets of ammo. It's quite straightforward – you've got to shut down some gas jets – so don't rush things.

2 Straight out of the entrance there's a secret room to your right. Inside you'll find some seismic charges.

3 Take your first proper right and shoot the welcoming prisoner. Carry on down the corridor to find a control room with two prisoners, the auto mapper and the first gas jet switch.

4 Back in the main corridor, the nest room on the right contains alien eggs and some seismic charges. There's also a secret room behind with some medkits in it.

5 Walking South down the main corridor you'll meet another prisoner and come across a false wall leading to this secret room. It contains an adrenaline burst but only use it if your health is significantly below 200%.

6 Avoid the flame and activate the lift. Carefully make your way over to this point.

7 The secret room at the far West of the map contains seismic charges. After shooting the crate blockade and activating the switch, you'll get into this room. Three consecutive secret rooms lead North from here containing flame thrower fuel, pulse rifle clips and grenades.

8 Continue North up the corridor to find this next secret room containing a couple of prisoners, explosive barrels, ammunition and some night vision goggles

9 In the big North room are some door switches and the next two gas jet switches. There are also four prisoners so watch out.

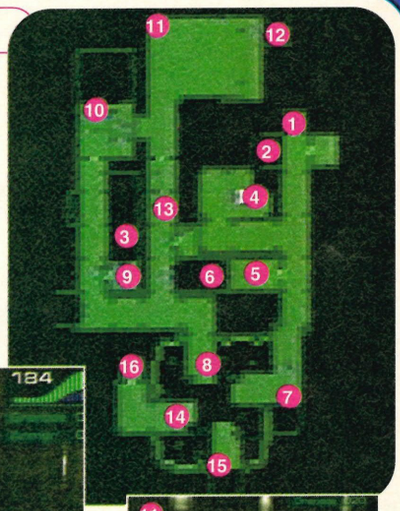
10 In the far North corner of the big room is a small secret room with four eggs.

11 You'll have a few dog bursters to deal with along here. There's a switch in the room half way along which should be activated. Now go back to the lifts.

12 Use the lifts to get around to this point. Activate the switch to use the next lift along.

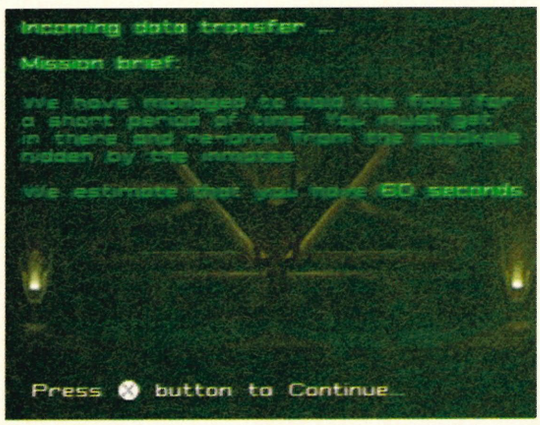
13 Getting around to the far South of the map will give you a chance to open this secret room. Inside you find the smart gun and plenty of hugger company. Kill, collect and make your way back to the far West lift point.

14 Congratulations, you've now completed the level.

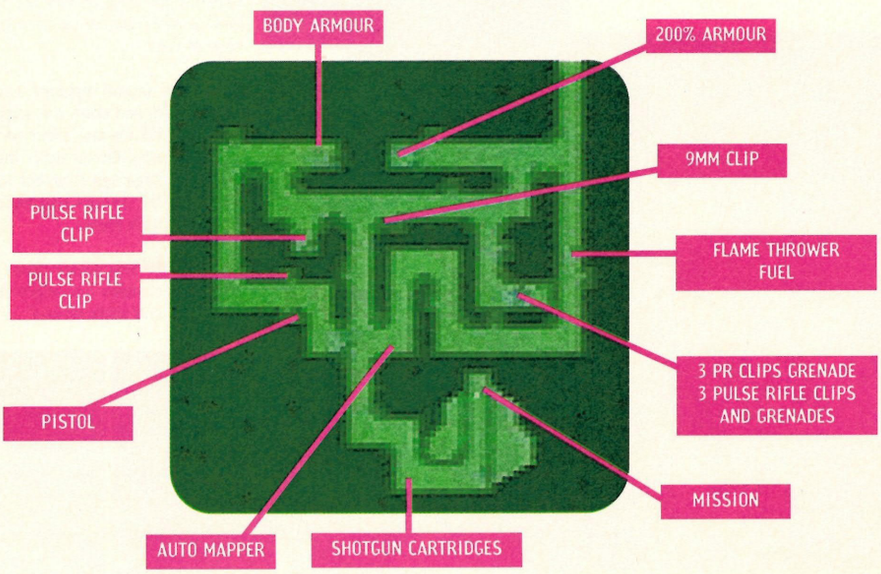


Level 17

The first of the bonus levels in the second part of the Trilogy. Use it well and collect as many goodies as possible.



1 You only have 60 seconds to collect as much ammo and armour as possible on this level. Everything is contained in crates – you'll have to shoot them open which can slow you down considerably if you've not selected a powerful-enough weapon. The location of the best items are marked (right). It is essential that you get some armour on this level to prepare for the tougher ones ahead.



Level 18

Level 18 introduces the armoured space marine. His most dangerous attack is the grenade, so watch out for it.

1 Level 18 has some fantastic water effects and marks the first appearance of the red alien. Try to conserve as much ammunition as possible as there isn't much to be had here.

2 On arrival, you'll be greeted by a couple of space marines. Kill them and climb down the series of short steps. From this point, off all the other marines you can see (there might be some in the water).

3 Take a left (East) turn and kill the marines over the little bridge. Now turn back, flick the switch and go into the Northern room.

4 Cunning use of the explosive barrels in this room will kill the two marines waiting for you. Collect the ammo to be had and then blast the false West wall. Stepping into the room will activate its central lift and bring in two red aliens. You have been warned.

5 Go over the bridge and open the door in the East wall. Be careful as the room beyond is packed with nasty surprises. You may well want to use grenades here. The North room contains the auto mapper and a ceiling-hugging alien. Be sure to collect the battery hidden somewhere in these two rooms and destroy all the crates.

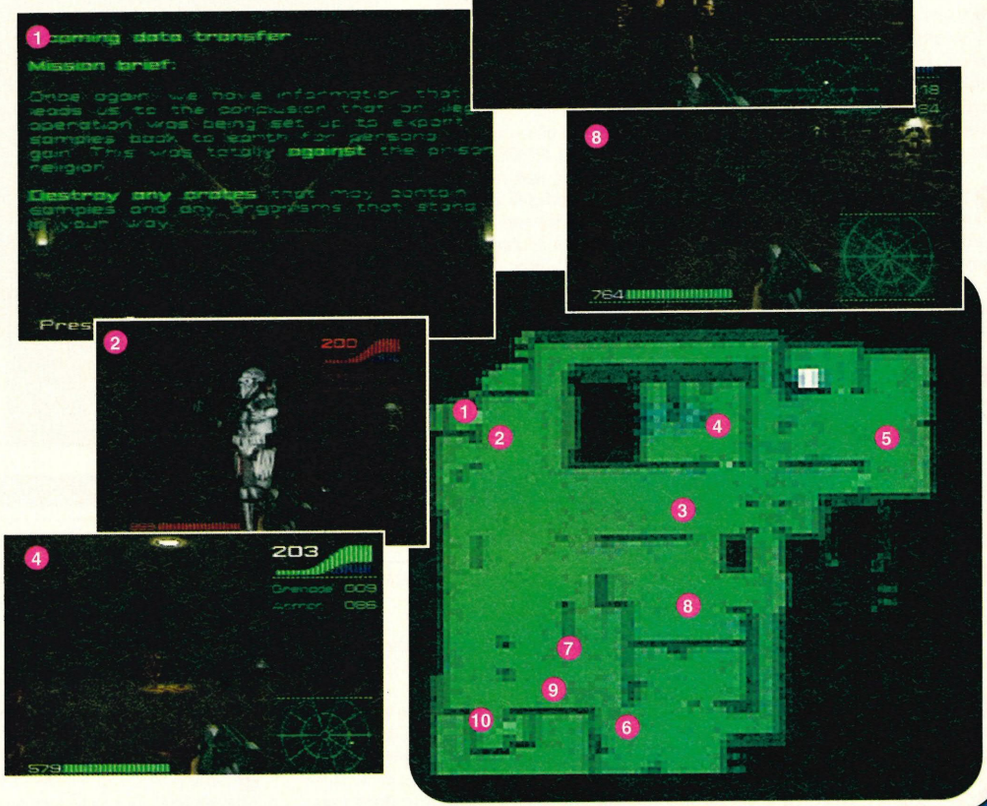
6 Back-track to the middle of the large room and take the central gantry over the water to the back rooms. The kitchen at the back contains a red alien and the battery operated switch that opens the exit door.

7 North from the kitchen is this switch. Throwing it will allow (wet) progress to the middle room.

8 The final room of the level contains a couple of red aliens and plenty of crates. When you've finished all these go back the way you came using the switch.

9 Hidden in the far water section is a 200% armour suit.

10 The room in the far South-Western corner of the level is your exit. Destroy the crates to go through the open door.



Level 19

Level 19 is fun and not too tricky. There's plenty of ammo to pick up and apart from a nasty surprise at the beginning it shouldn't pose to much of a problem.

1 A bit of a tester is level 19 – mainly due to the excess number of aliens and heavily armed replicants and prisoners – turning off the steam valves is easy. Finish the red alien and the replicant (use a grenade) on arrival and turn immediately right (South).

2 The five trapped aliens cannot be shot in situ. Their gates will be released when the grenades are picked up off the table. Before you let them out, dispose of all the eggs in this room and pick up the mapper. Back off quickly when you do release the aliens and grenade them. Flick both switches, the larger is the first steam valve.

3 Once the side room is completed, move to the far North of the level and off the two replicants you'll find in the corridor. Now move towards the big room in the North-West of the level.

4 The North room contains five red aliens and two more steam valves. The secret room and the secret room in the corridor contain eggs, charges and pulse rifle clips.

5 Back track and drop into the Northern recessed area. Kill the two red aliens down here and use the switch to get back up (the lift is quite a way from the switch – you'll have to run).

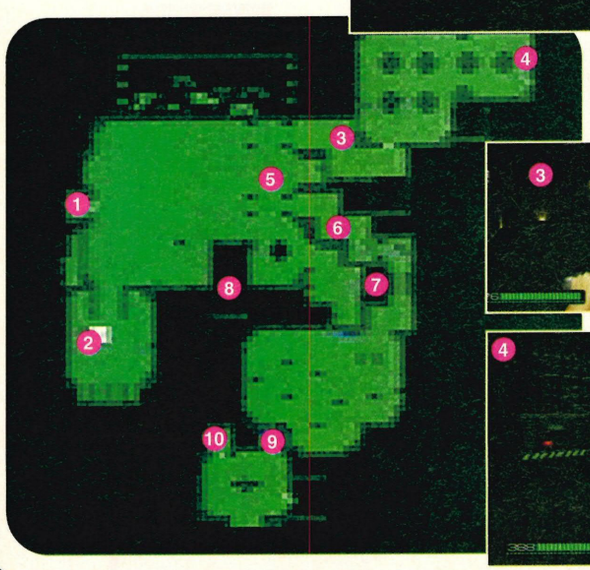
6 Pausing to kill the second replicant, pass over the central gantry and down the steps. Kill the two aliens on the way. Do not enter the large egg room but take the corridor that doubles back north.

7 This secret room contains one angry alien and some serious ammunition. Continue North West and kill the advancing red aliens. The room at the end (the Southern recess) has smart gun ammunition.

8 This secret room consists of two rooms on top of one another. The first has huggers and some ammo, the one behind it, a red alien and some more goodies. Now make your way back to the egg room.

9 Getting to close to the boilers will cause serious damage so be careful around here. There are four red aliens on the main floor as well as the eggs. Try to take the eggs first. The room to the South is where the exit is.

10 The final room has a switch to release a load of huggers. There's also a medkit-stacked secret room.

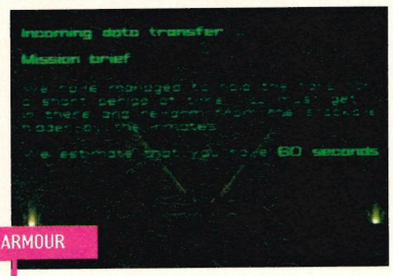


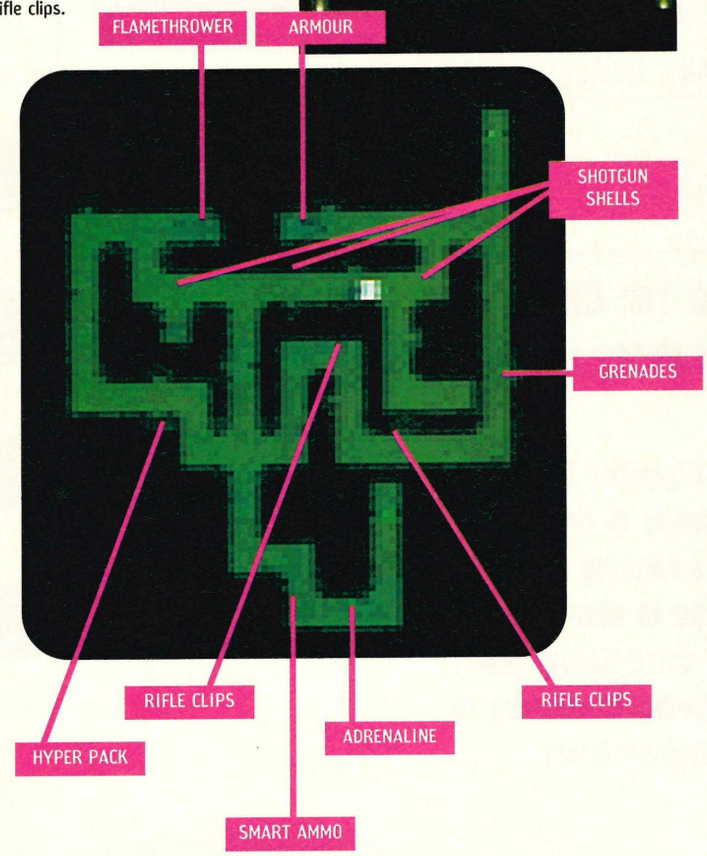
Level 20

Another bonus round. All the best stuff is hidden well into it so get running.

1 Another bonus level. You have only 60 seconds in here but we've marked the positions of all the best equipment and ammo.

A good performance on this level should get you the armour, the smart gun ammunition and the adrenaline burst. If you have time after collecting these, go back for the rifle clips.

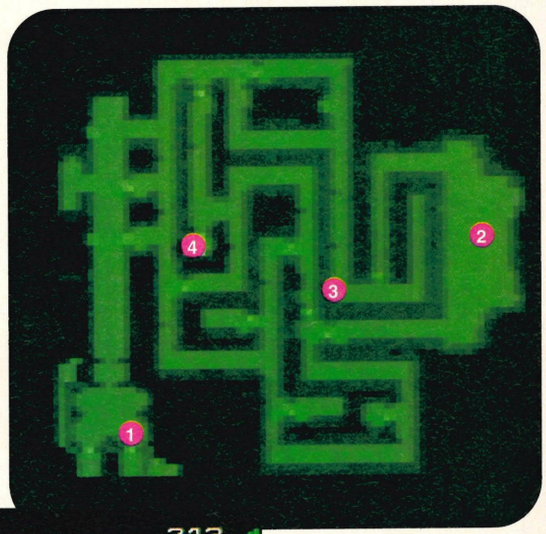




Level 21

Level 21 is extremely annoying. There's no way of telling which switches do what.

1 This is a maze level. You'll need to kill all the aliens and move to the far Eastern control room. Here, flick all the switches several times to open door sequences all over the level.



2 Once you've made it to here things are sorted by and large. Kill all the eggs and flick the five switches. You'll need to do this lots of times to find everything hidden on this level.

4 Lot's of lovely ammo, weapons and armour to be had on this level but it will take time. The way to complete the level is to keep going backward and forward to the main switch room and flicking different combinations of switches to open different areas of the level.

You're on your own now, sorry.

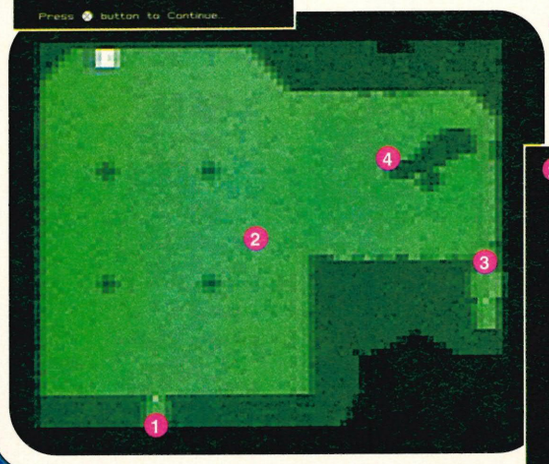
3 Oh yes, all the aliens on level 21 are a special "Dog" breed and extremely tough. You'll find it very difficult to kill them even with smart gun fire so the best tactic is to grenade them. The other tip is not to run away once you've engaged one alien. If you do the chances are you'll attract a whole pack of them.

Level 22

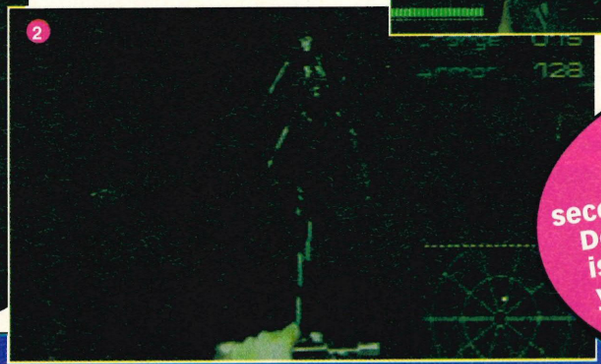
The second queen is almost as disappointing as the first. She can be killed harmlessly if you know where to stand.

1 The final level of section 2 is only slightly less easy than the final level of section 1. Take as many eggs and huggers out before you engage the Queen. She will only break free of her egg-laying body when you approach.

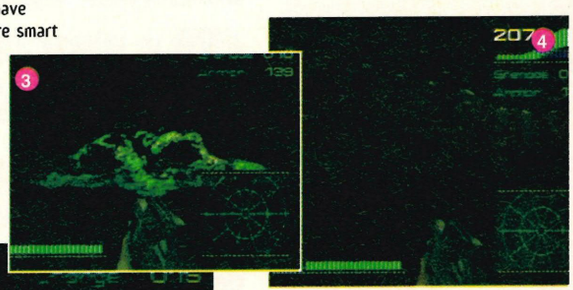
2 Before the queen manages to wriggle free from her egg bits. Hit her with all the charges and grenades you have available. Now use the smart gun. There is some more smart gun ammo just behind the Queen's discarded abdomen tube.



3 Continually back away from the Queen as you fire but be careful not to back yourself up into a corner. You can fire at the Queen in absolute safety if you stand in the exit porch.



4 When you've killed the queen, make certain all her eggs are disposed of. Collect the remaining ammo, medkits and derm patches and make your way to the exit in the far South-Eastern corner of the level.



Congratulations!
You've finished the second part of *Alien Trilogy*. Don't miss next month's issue of *Sega Power* for your complete solution to the final part of the game.

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* See *Total Football*, Issue 16 for full competition details

Gazza: Is he mad or is he bad?

***Total Football* Issue 16**

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Looking for a way to cut the cost of your games buying? Got an old Mega Drive to sell or perhaps you're looking to pick up a cheap Saturn? This is most definitely the part of the mag for YOU! We've put our unrivalled expertise as the oldest Sega mag in the business at your service, so for all those top bargains, START READING HERE!

72 Small Ads

Got a game or a console to sell or maybe you're looking to pick up a few cheap deals on the latest Saturn games? It's ALL here!

How it works

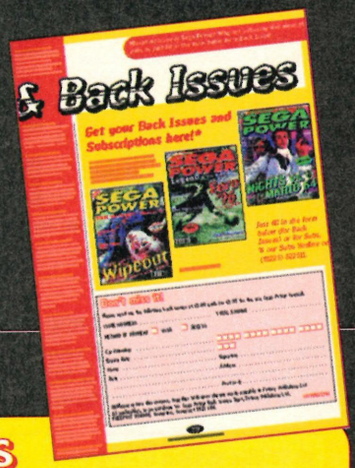
It's pretty much the same as before, except now we've highlighted the ad of the month. Plus we've linked in certain small ads with the *Hardline* so you can check what we think of the games on offer.

73 The Hardline

Looking for a second-hand game but maybe you missed the issue it was reviewed in? The *Hardline* lists all our recent games reviews (Saturn and Mega Drive only) so you can see what we thought!

How it works

Certain top games are now marked as 'Best Buys' and the games advertised in small ads are flagged. All games reviewed since Issue 69 (nearly every Saturn game, ever) are included and most have a little picture included as well. Ahhhh.



77 Back Issues

Perhaps you were on holiday. Perhaps the newsagent caught you sneaking out of the shop with that craft copy of *Mayfair*. FOR WHATEVER REASON, if you missed an issue of *Sega Power* you can get it here.

How it works

It's pretty much the same as before. There are summaries of the last year-or-so's issues down the side of the page.

78 Buyers' Advice

So you've used our section to select your purchases but you want to be sure that you're not going to be ripped off. Here's our recommended way to avoid that problem! There's also advice for buying goods via mail order.

How it works

This page consists of our Guide to Buying Mail Order and Second Hand. Follow our tips and you should be all right.

To place an Ad, just follow the instructions below and phone it in to us direct at **Sega Power**. *Easy, direct, simple: that's how we like to think of ourselves. Er...*

How to understand this page

☛ – When you see this symbol in front of an ad, the game for sale is described in *The Hardline* (opposite).

Check out our Buyers' Advice page on page 78 for tips on how to protect yourself from being ripped off when buying second-hand.

Small Ads

Under £25

MD and MCD games for sale *Including World Cup '94*. ☎ Phil on 01245 231 389 after 4·30pm.

MD games, *Power Rangers* £6, *Gunship* £8, *KOTM* £8, *MK1* £8, *SR3* £10 or £35 the lot. Consider swapping some for *MK2*. ☎ Alex on (01761) 471702

MD Games for sale. *Urban Strike, Winter Challenge* £15 each. *Alien 3*, four-way play £10 each. All mint condition May swap. Call Steven on 01928 733586 after 4pm

***Virtua Fighter* for sale** on Saturn. Boxed, good condition with manual and sheets. Sell for £20. ☎ Dave on (01689) 871135

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Over £25

☛**Mega Drive 2**, four pads (two infra red six-button), 17 games including *FIFA '96, MM '96, Cannon Fodder, Sensible Soccer*. All for £230. Price negotiable. ☎ (0114) 2665141

Saturn, two pads, 3D controller, gun RF lead, 18 Top games demo discs. £750 ono, ☎ (01304) 621149 anytime. Ask for Chris.

Game Gear for sale, good condition carry case, four games, 10-in-One game, TV tuner. No instructions £100. ☎ (0182) 3662910 and ask for Grimshaw.

Saturn and two pads, 3D controller, gun RF lead, 18 Top games demo discs. £750 ono. ☎ (01304) 621149 anytime. Ask for Chris.

☛**Sega Mega Drive**, five games, *Theme Park, Toy Story, Boogerman, Ristar, Earthworm Jim*, six-button joypad, two joypads, £130. ☎ (01642) 816437.

☛**Mega Drive** and Mega CD2, 35 games, three joypads, one Multi Pro joystick and 11 magazines. Games include *FIFA '96, Lion King* etc. £150 ono. ☎ Rob On (01708) 500244

Atari Jaguar & two games, all boxed as new £90. ☎ Lee Stanbrook on (01268) 743325

Sega Mega Drive 2, 14 games, two controllers and a bag. £100. ☎ Gary on (01732) 884445 evenings.

☛**Mega Drive with** two controlers, 22 games (including *Brian Lara '96, FIFA '96).* Worth over £850, sell for £250 or swap for Saturn. ☎ Martyn Addison on (01274) 870017

Mega Drive games for sale, at low prices and a wide selection. Games such as *Micro Machines 2* for £35. ☎ Chris Fenton on (01502) 717656

Mega Drive games: *Pit Fighter* and *Golden Axe* £5 each. *MK1* £8, *MK2* £15, also 32X £40. *Virtua Fighter* for 32X £25. 32X and Virtua Fighter £60. Astounding bargains! May accept offers. ☎ Jim on (01223) 269379

Mega Drive 2 for sale, two pads, six games including *Earthworm Jim 2* and *PGA Tour Golf 2*. Sell for £90 ono. Also Game Gear; ten games, Magnifier, case, mains adaptor and power pack £80 ono. ☎ James on (0181) 977 0895

☛**Mega Drive, Mega CD2**, 16 megadrive games (including *Theme Park, Toy Story, MicroMachines '96)*, Game Genie and two controllers. Mega CD games include *Sonic CD*. All in very good condition £150. ☎ Chris on (0181) 874 5463

☛**Mega Drive, 12 games**, two joypads, (games include *Earthworm Jim 2, FIFA Soccer, FIFA Soccer '95, Micro Machine 2* etc.). ☎ Jonathon on (0141) 6395164

Game Gear games for sale *X-Men 2, Lion King* and five more, £5 each or the lot for £30. All boxed with instructions. ☎ Chris on (01733) 709951

Mega CD2. Nine CD's including *Streets of Rage* and *Tom Cat Alley*, boxed as new. £95. ☎ (01924) 405608.

Wanted

Wanted: *Sunset Riders* on the Mega Drive. Will buy for £15 – £25. ☎ Robert on (01821) 3977 (Ireland) after 3pm

Wanted: Issues 3 and 4 of *Mean Machines Sega* and 59 and 60 of *Sega Power*, in any condition. Will pay a few pounds each. ☎ Richard on (01224) 323 856

Wanted: PlayStation. Swap for my MD2, MCD2 and 32X with about 15 games or sell for £350 ono. ☎ (01530) 264341 and ask for Alan.

Wanted: Game Gear Chess Game. Willing to pay. ☎ Ray on 01296 82406

Wanted: Cheap four-player MD adaptor and *Jurassic Park* for the Mega CD. ☎ (01789) 842673 and ask for Matthew Shaw (Warwickshire area).

Wanted Sega Saturn. Will swap Sega Mega Drive with nine games. ☎ (01543) 416544.

Wanted, dead or alive: *Worms* or *Comix Zone*. Reward: *Ranger X* or *Blood Shot* (swap, or *Ranger X* for £15).☎ (0141) 6345617

Wanted: Master System games, *Putt* and *Putter, Psycho Fox, Fire and Forget II*. Also Mega Drive games, *Top Pro Golf* and *Super Battle Tank*. ☎ (01734) 862355

Master System games wanted. Particularly *Smurfs, Addams Family*. Also old Spectrum games wanted. ✎ E. Barker, 117 Carleton Road, Pontefract, West Yorkshire, WF8 3NE.

Wanted: *Sega Power*, Issues 59, 40 and 41. Good condition please. ☎ Nic on (01457) 873692

Wanted: Mega Drive games *Rainbow Island* and *Toki*. Will pay up to £10 each. ☎ (01274) 491674 evenings only.

Wanted: *Olympic Gold* for Mega Drive. Will pay reasonable price. ☎ Steve (0181) 520 8763 after 8pm

Wanted: 32X with game(s) preferably *Virtua Fighter, Virtua Racing, Star Wars* or *Metal Head*. Will pay up to £50. ☎ Russell on (01273) 703982

Wanted: *Chrono Trigger* and the newest Action Replay (both for SNES) ☎ Alex on (0181) 504 3198

Wanted: MCD with five+ games, one control pad and all leads. Will pay up to £50. ☎ (01472) 826754 ask for Daryl

Wanted: cheap Saturn games new or old especially *Daytona* or *Panzer Dragoon 2*. Or I will swap a Saturn for a PlayStation. ☎ Steve on (01775) 760967

Swaps

Will Swap *Last Battle* and *After Burner 2* for *Desert Strike* and *Pitfall* with full instruction manuals. ☎ Dean on (0181) 5561080

Will swap Pitfall on the Mega Drive for *Super Skidmarks* or *Worms*. Both need to be boxed with instructions. ☎ Grant on (01722) 716 812

Will swap *Sonic Hedgehog 2* for *Mega Bomberman*. ☎ Peter Wong on (01621) 892407

Swap a Super Nintendo, 13 games, one pad, Gameboy adaptor for Amiga 1200 with games. SNES games include *MKII, World Cup, Striker, Sensible Soccer, Flashback, NBA Jam, Mario World, Allstars* and more. ☎ Robert May (01472) 82473

Swap *Shinobi*, *Streets of Rage* and *Golden Axe* for *Mortal Kombat 2* or *3*. ☎ (01291) 650371 and ask for Richard.

Will swap *Altered Beast* and *Alien Storm* for any possible games. ✎ Andrew Jones, 39 King Edward Street, Shotton, Deeside, CH5 1DN.

Will swap *X-Men 2* with *Aladdin* or *Kid Chameleon* plus *Space Harrier* for an Atari Lynx or Action Replay. All games for Mega Drive. ☎ (010353 65 if ringing from UK) 25958.

Will swap Mega CD games *Dragons Lair, Road Avenger, Tomcat Alley, Lethal Enforcers 1 & 2, Thunderhawk, Night Trap, Slipheed,* for *Earthworm Jim, Theme Park* etc. ✎ Colin Rice, Flat C, 9 Queen Street, Dumfries, Scotland, DG1 2JG.

☛**Will swap** *Alone In The Dark* and *Guardian Heroes* for other top Saturn titles. Preferably *D* or *Magic Carpet*. ☎ Neal (0421) 632726.

☛**Will swap *Zool*** for *Micro Machines Turbo Tournament 96*. ☎ Jonathan on (01633) 860583

Will swap *Dynamite Heady, Judge Dredd* and *Sonic 2* for *Theme Park* and *X-Men 2* (MD). ☎ (01489) 780034 ask for Matt

Penpals

I'm a 13 male looking for 12-15 year-old girls who like music and sport. Please include a recent photo. ✎ to Robert, 184 Rising Grove, Laindon, Essex SS15 5NR.

Males 15+ wanted by 14 year-old female. Must be good-looking and have a great sense of humour. I like Oasis and Blur and enjoy going out with my mates. I also worship Man. United. Send photo to: Laura Trace, 39 Borough Park Road, Paignton, S Devon TQ3 3TZ.

Handsome male looking for sexy female aged 11-12. Must like basketball, baseball and have an excellent sense of humour. Enclose photo. ✎ to Steven Frank, The Coach House, 1 Lancaster Road, Didsbury, Manchester, M20 2TY.

Female penpal wanted, 17 and over. I love Oasis and Supergrass and The Stone Roses. Dislike Blur. I play computer games in my spare time when not at gigs. I am aged 19. Please send photo to: 78 Brownley Court, Wythenshawe, Manchester M22 4GH.

I am a 13-year-old boy looking for a female aged thirteen to fourteen. Likes swimming, computers and roller blading. ✎ to Nick Medleycott, 8 Wall under Hayward, Church Sutton, Shropshire, SY6 7DU.

It's all changed!

From now on, we're using a NEW system for accepting Reader Ads. Instead of the dull old paper-and-pen method, we want you guys to PHONE us (for once). To place a Reader Ad, please follow these simple instructions:

1. **Write down** on a piece of paper, in 30 words or less, what you are selling, in the usual way. Remember to include your name, a price and a number/address where you can be contacted.
2. **Call** (0891) 789274 and read out what you wrote down!
3. **Hang up** and be happy. We'll try to fit your advert in as soon as we can.

Reach our Reader Ads hotline on:

☎ (0891) 789274

All calls charged at 39p per minute cheap rate and 49p per minute at all other times. If you are using your parents' phone please ask permission before calling.

Some people have got a nerve...

1. **Trade ads?** Hey! Cheapskate corporate tosser trying to advertise your tat – sod off and talk to our promotions dept.
2. **We can't vouch** for the quality of these ads. Bad ads are either re-written or thrown away, depending on how we feel.
3. **Speak clearly.** Talk slowly and and caaarefuully. Here's your chance to practise some neat diction, y'spaz.
4. **We cannot guarantee** the positions of your adverts or that they will appear in specific issues of *Sega Power* – but they will definitely appear on this sacred page at some point. Unless they're stupid or you forget to put your telephone number IN THE AD.

Welcome to the **Hardline**, *Sega Power's ultimate guide to what's available for your system. It's updated every month with the latest releases offers clear buying advice, be it second hand or new. Enjoy...*

The Hardline

What's *The Hardline* for?

To help sort the pedigree games from the pack of substandard imitators, the Jimi Hendrixes from the Lenny Kravitzes, *The Hardline* is here to provide authoratitive information on all game releases. It will be updated every month so get reading!

How to understand it

The Hardline is updated every month. Each entry follows this delightful format:

1. **Title**
2. **Publisher and original price (note that this will not necessarily be what you'd pay to get hold of the game now).**
3. **The *Sega Power* (*SP*) issue number that the game was reviewed in.**
4. **A mini-review based on what we originally said, plus its review score.**

What the symbols mean

You'll see a series of icons in the Hardline text. This is what they mean...

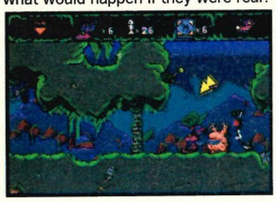
- ✉ **You'll find this game being sold in this month's Small Ads page.**
- ✓ **It's a Best Buy! If you see it on sale somewhere, GET IT!**
- ● **It's a new addition to the section from last month.**

MEGA DRIVE

AAAHH!!! REAL MONSTERS

Viacom £49.99
***SP* 76 53%**

Twenty-five levels makes this platformer monster large. However, one level is all it will take to make last night's shut eye seem an eminently better option. It looks dated, it is dated. The gameplay is difficult and guess what? There's lots of monsters, what would happen if they were real?



AUSTRALIAN RUGBY LEAGUE

EA £45.00
***SP* 75 70%**

Rugby freaks will cry for this, discerning game players may give it a slap. There's violence and thumping tackles – the sport's essential ingredients – and very clear graphics. It lacks the involvement of sports sims like *FIFA* and the final result often seems to hang on luck. Best rugby sim – only rugby sim.

BUGS BUNNY IN DOUBLE TROUBLE

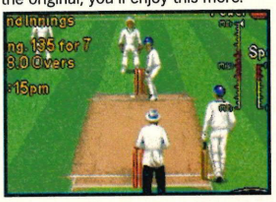
Sega £39.99
***SP* 84 87%**

More platform adventures from Sega and a licensed cartoon character. Much along the lines of *Maui Mallard* and *Garfield* there's nothing basically wrong with *BBIDT*, it's just that there's nothing new or challenging either.

BRIAN LARA '96

Codemasters £44.99
✉ ***SP* 79 85%**

An improvement on the original, which was No. 1 for ages, with added features (the World Cup, County championship and historic games), better graphics and more options. This is a must for all cricket enthusiasts and anyone that enjoys an excellent sports simulation game. If you enjoyed the original, you'll enjoy this more.



COOL SPOT (3) GOES TO HOLLYWOOD

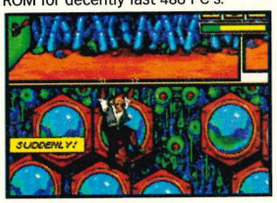
Virgin £40
***SP* 74 88%**

There's lots to recommend. It's slick, funny, challenging, clean and most unzitty, thank goodness. As expected, this cool platformer gets into some film-type mischief with lots of things to collect and puzzles to solve. But in the words of my girlfriend, seen it all before, only bigger. Fnar.

COMIX ZONE

Sega £44.99
***SP* 72 81%**

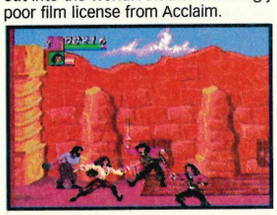
Jumping from comic book frame to frame this is an original take on the platform beat-'em-up theme. Sometimes you need to think through the challenges, others need what my old gran described as the rightful use of brute force and ignorance. The end product looks good but may be hampered by the lack of levels (only three), the lack of continues the final stage game (which is almost impossible) and the hefty half-ton price mark. Also now available on CD ROM for decently fast 486 PC's.



CUTTHROAT ISLAND

Acclaim £40
***SP* 78 5%**

Abysmal platform nonsense based on what is shaping up to be the biggest movie flop of all time. Stand in awe of the kind of tatty graphics last seen on a Master System. Be amazed at how Acclaim's poor quality control allowed this game out of their development section. Bow down and pray for the future careers of the programming team that allowed this cynical crap out into the world. Another shockingly poor film license from Acclaim.



DEMOLITION MAN

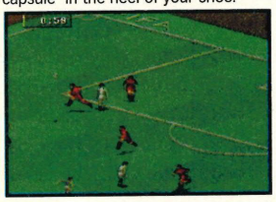
Acclaim £34.99
***SP* 72 72%**

The game of the film sees Stallone shoot the hell out of nasty pinko, commie, liberals. That bit's fine but all the rest of the film nonsense is also present without the fringe benefits of Sandra Bullock. *DM* doesn't offer much over the standard platform game shooter. Sometimes even hard men curl up in front of the fire to watch Songs Of Praise and that type of light relief is as good as this gets.

FIFA SOCCER '96

EA £44.99
✉ ✓ ***SP* 73 91%**

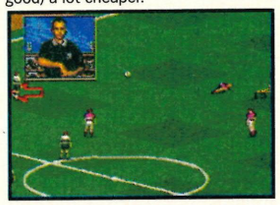
Everything has been dusted and smoothed with this year's effort, to give the footie sim of the moment some extra oomph. There are enough options to keep the grumpiest happy and sprite action smoother than silk through a cat's arse. Best footie on the Mega Drive, buy it or swallow that capsule in the heel of your shoe.



FIFA '97

EA £39.99
● **SP86 78%**

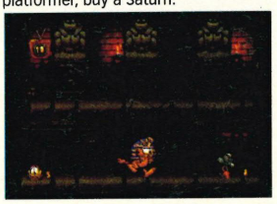
FIFA Gold is the subtitle and from that we should take our warning. If you've not got any of the previous *FIFA's*, there's nothing really here to warrant 40 more of you pounds and you can get older versions (which are just as good) a lot cheaper.



GARFIELD

Sega £39.95
***SP* 75 70%**

All the tricks and tribulations of the best but somehow misses the boat of greatness. The humour is not as sharp as in *Earthworm Jim* and the skill level not as intriguing as *Sonic*. For the monetarily-challenged this one should maybe stay on the shop shelf. If you're rich enough to afford another platformer, buy a Saturn.



MADDEN '96

EA £44.99
***SP* 75 49%**

Tinkering with something that ain't broke, EA have finally lost the plot. They've introduced team trading but managed to stifle the game-play in the process. The graphics are a touch better, the overall effect is lost in frustrating and overly stylised play. If it's American Football you want, it'd be better to get an older and cheaper *Madden* instead.

MARSUPILAMI

Sega £44.99
***SP* 74 69%**

The strangest title next to the tritest gameplay are not the ingredients of fun pie. Big in the rest of Europe we're assured but then again so is Chris De Burgh. Enough said.

MAUI MALLARD

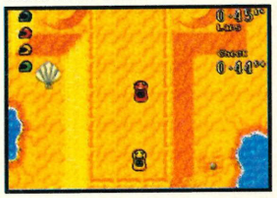
Sega £44.99
***SP* 74 71%**

Donald Duck gets an airing and just as well it's not the shooting season. Everything is here that you'd expect on a platformer but sadly so is blinding mediocrity. Sadly, the license fee to release the Disney star must have dipped into the budget for imagination, originality and creativity. Odd that.

MICRO MACHINES TURBO TOURNAMENT EDITION

Codemasters £44.99
✉ ✓ ***SP* 72 95%**

The construction kit makes this a real hands-on experience. With a fancy password system, it's possible to edit existing tracks or create new ones. Tinkering about with acceleration, grip, car types and even the weather enhances the fun. With a dazzling sixty tracks and eight person play, this beats the previous two *Micro Machine* games into a bloody pulp including many supposedly 'Next Generation' efforts on the Saturn.



MORTAL KOMBAT 3

Acclaim £59.99
✓ ***SP* 73 95%**

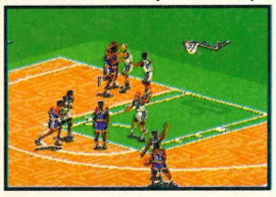
The last great blast on the Mega Drive (although it now looks like *UMK3* will be released later this year) and a good thing too. There's not much more that can be done with the *Mortal Kombat* series on the Mega Drive but at least they're going out on a high. Everything's there, it all works smoothly. 2D fighting games have their master.

NBA LIVE '96

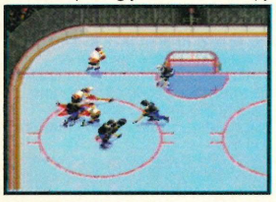
EA £44.99
***SP* 75 60%**

Those determined to buy the latest

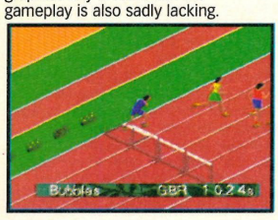
basketball sim won't go wrong with EA's latest. All the stats and teams are up to date and the gameplay has been buffed and polished to a shine. Those with an ounce (oh sorry, metric) – those with a gram of sense will get last year's model at half the price or stick with the one they have already.



NHL '97
EA £44.99
***SP* 84 81%**
We siad that *NHL '96* would probably be the last instalment of EA's great ice hockey dynasty but we were wrong. NHL '97 offers more options than ever before and some gameplay tweakage. It's pretty good but not enough to warrant replacing your '96 or '95 copy

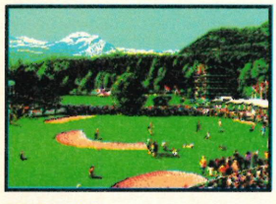


OLYMPIC GAMES
THQ £39.99
***SP* 83 64%**
With the Atlanta Olympics now a faded memory, THQ just had time to rush out this substandard track and field simulator. Admittedly having *Athlete Kings* next to it didn't do the graphics any favours but the gameplay is also sadly lacking.



PAC PANIC
Namco £24.99
***SP* 75 50%**
A puzzle and *Tetris*-like jaunt for the eight-bit Eighties wonder, *Pac Man*. Even considering the budget price, doubts still linger about this one. It's a bit of a dud, but then maybe someone hasn't seen the Pac before.

PGA TOUR '96
EA £45.00
***SP* 75 60%**
One too many updates for the EA golf sim. What's the point of better graphics if the overall enjoyment of the game is lost? The 3D swing looks nice but the flash add-ons slow the game. If you have any half decent golf game like *PGA* or *Euro Tour* then stick with it. If you haven't, get one of those second-hand instead.

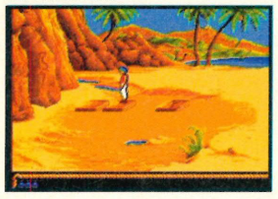


POWER PIGS
Titus £34.99
***SP* 84 52%**
They are pigs, they have power. We aren't quite talking *Cutthroat Island* here but some of the animation runs it pretty close. Although there's enough gameplay to hold the attention for a certain time, this is definitely a title for the less-discerning, fairy tale-orientated, Mega Drive gamer.

PHANTASY STAR 4
Sega £39.99
***SP* 73 87%**
A RPG that gets top marks for size and content. There are a few more fighting styles, characters and an improvement in the graphics compared to previous incarnations but that's the least that should be expected. One to buy a mate you don't want to see for a month.

PREMIER MANAGER
Sega £44.99
***SP* 73 83%**
If you can't stump up an argument in favour of the flat back four you'll be lost with this. It has an an amazing eye for the most mundane, advertising hoardings or burger bars can be installed in stadiums. It's even possible to check the Ref's temperament. Enough stats to keep even a BSkyB fan happy.

PRINCE OF PERSIA 2
Titus £39.99
***SP* 84 27%**
Oh dear. Never have so many people come to the *Sega Power* offices just to laugh at one game. A generous score in the end.



SONIC 3D: FLICKIES ISLAND
Sega £44.99
●✓ **SP86 92%**
A stunning pre-rendered isometric Sonic adventure – his first on the Mega Drive for two years. All the usual Sonic things are here – special stages, Knuckles, Tails, spin attacks, etc – in Sonic's bid to free the magical Flickie birds from the evil Robotnik. Not as fast as Sonic's straight 2D outings but still highly recommended.

SUPER SKIDMARKS
Codemasters £44.99
***SP* 74 82%**
Ram and slam your light-hearted socks off in boy-racer meets Dinky toy land. The *Micro Machines* roots are clear for all to see in a game where gameplay is king. There are plenty of shenanigans to be had in this innocent jaunt through impeccably rendered tracks with neat sprites. Like the *Micro Machines* games, *SS* is best played with a full complement of mates (up to four at once) joining in via the wonders of the J•Cart.

TINTIN
Infogrames £34.99
***SP* 82 80%**
Surprisingly, this is the first Mega Drive outing for the little French fellow with the curious taste in trousers. The game isn't bad, combining some excellent 3D effects with varied level design (swimming and climbing as well as the more standard platform fayre) and more than a leaf or two taken out of *Toy Story's* book. You could do a lot worse especially if you're a Tin Tin fan.

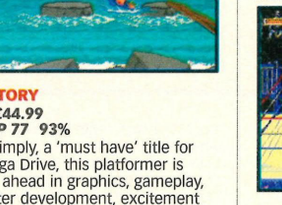
TOY STORY
Sega £44.99
✉✓ ***SP* 77 93%**
Quite simply, a 'must have' title for the Mega Drive, this platformer is streets ahead in graphics, gameplay, character development, excitement and fun. Looking better than average games on the Saturn, this has been labelled as the last great game for the Mega Drive. Cash at the ready and off you go.

VECTORMAN
Sega £40
✓ ***SP* 73 90%**
The thought of another platform shoot-'em-up may leave the more optimistic of us pressing the cynic suicide button but there's life in the old spud gun yet. An ecologically sound game plan (save the earth from toxic disaster of course), generously mixed with some top graphics drags the Mega Drive kicking and screaming into '96. Buy it as one of your last salutes to the Mega Drive.

WHIZZ
Titus £39.99
***SP* 84 85%**
Along the lines of the *Cool Spot* series and the up-coming *Sonic 3D*, *Whizz* is an isometric platformer with enough good little gameplay effects and challenge to interest all but the most jaded Mega Drive gamer. The graphics are pretty cool, the level design neat and overall, there's a pretty fine game lurking here. It's just a shame about the penguin theme.

WORMS
Team 17 £39.99
***SP* 76 78%**
For those that enjoyed *Lemmings* or *Humans*, get your dosh ready. There's plenty of gentle humour here mixed with a whole sack of weaponry. Slow action makes this game for some but frustrates others. The microscopic worm pixels battle it out through a series of ever-changing levels which gradually increase in difficulty. Best played against human opposition.

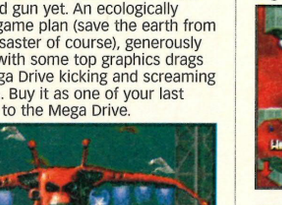
WWF WRESTLEMANIA
Acclaim £40.00
✓ ***SP* 74 90%**
Finally there's a wrestling game worthy of your time and money. Acclaim have achieved this by adding non-traditional moves such as projectile throwing and fatality type stuff. Digitalised graphics, special moves, blocks they're all here. A bloke can now go into a shop and demand a wrestling game without having his masculinity challenged.



ZOOP
Viacom £39.99
***SP* 74 81%**
A puzzle game in the style of *Tetris* or *Mean Bean Machine*, *Zoop* has an addictive quality built upon the most knobby old graphics. If you happen to have red/ blue colour blindness forget it. Otherwise it might be worth a go.

SATURN

3D LEMMINGS
Sega £44.99
***SP* 81 82%**
The lemmings die a thousand deaths but still keep coming back. This time it's the Saturn and the third dimension makes a welcome appearance. The game has got eighty levels and if you've loved *Lemmings* before this is the game for you. If you haven't though, some of the 2D versions might be less confusing.

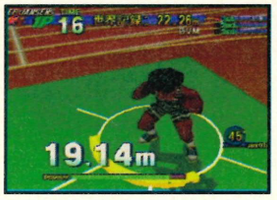


ACTUA GOLF
Gremlin £44.99
***SP* 85 84%**
Lots of golf fun with the probably the best looking Saturn golf game available. A full two courses are available along with more camera views than are feasibly possible and a control set that's simplicity itself to use. Overall the game might be a little too easy for some but it's now a choice between this and *Virtual Golf*.

ALIEN TRILOGY
Acclaim £44.99
***SP* 84 83%**
A graphical feast and the first decent Doom-style shooter to get a Saturn release. The game uses its licence well and really captures the feel of the movie sefries. Unfortunately the same effort's not been made with the level design and the challenge level is woefully low in places. Get it and sell it on when you've finished it.

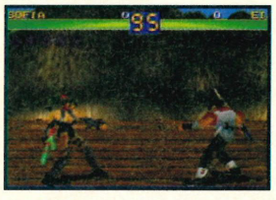
ALONE IN THE DARK: JACK'S BACK
Infogrammes: £35
✉ ***SP* 80 88%**
The *Alone in the Dark* series makes an excellent entry into the console market with this. It's a 3D adventure game where you guide your polygonised character around a series of increasingly strange three-dimensional locations. Easily the best of its type on the Saturn.

ATHLETE KINGS
Sega £39.99
✓***SP* 83 87%**
Sega have found a way to port their new arcade games straight over to the Saturn and *Athlete Kings* is a corker. Fluid animation and graphics only bettered by *VF2*, make this track and field simulator a winner. Only the lack of non-arcade options has kept *AK's* score out of the 90's.



BAKU BAKU ANIMAL
Sega £45.99
✓***SP* 76 85%**
Easily as addictive as *Tetris* or *Mean Bean Machine* (*Zoop* for Nick, *Risk* for Dean) and like *Tetris* in falling blocks kind of way. Easy to get the hang of but difficult to leave alone, if you walk away from it and the images still cling to the inside of eyes. "Relax, relate and vegetate", said Mr. Joe.

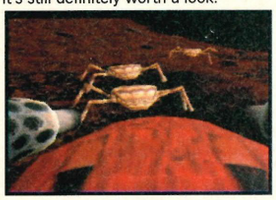
BATTLE ARENA TOSHINDEN
Takara £49.99
***SP* 75 84%**
A direct conversion from the PlayStation. There's a reliance on weapons above good old kicking and punching and in the end that's its weakness. All the Goraud shading is there, texture mapping too. The speed is perhaps a shade under the PlayStation but overall, it's an excellent conversion.



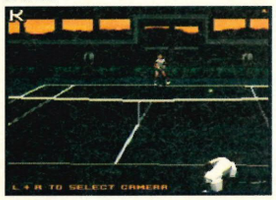
BLACKFIRE
Virgin £44.99
***SP* 83 74%**
A helicopter shoot-'em-up without the fine pedigree of *Thunderhawk 2*. The graphics are OK in an early Saturn game kind of way and there are plenty of missions to keep you occupied. Unfortunately, the game just doesn't have the addictive pull that shooters need to keep you interested and it all gets too dull too quickly. Not terrible, just not very good.

BLAM! MACHINEHEAD
Core £44.99
***SP* 84 83%**
Core Design have produced some excellent games in their time and whilst *Blam* may not live up to the

excellence of *Thunderhawk 2* it's certainly no slouch. It's a 3D flying game with an impossible storyline, lots of excellent monsters to shoot and challenging level design. There's nothing startlingl originally here but it's still definitely worth a look.

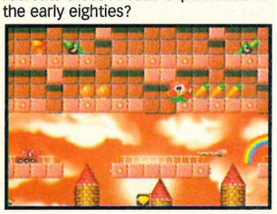


BOMBERMAN SS
Core £39.99
***SP* 84 59/87%**
An enormous hit on the Mega Drive (and practically every other console) *Bomberman* gets its Saturn outing and is still as disappointing in one-player mode as it is brilliant in multiplayer. If you've got two multitaps and plenty of friends up to ten players can play at once.

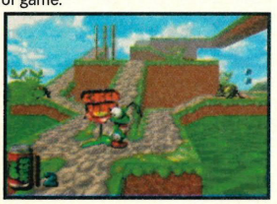


BREAK POINT
Ocean £39.99
● ***SP* 86 78%**
A fine tennis game which beats hands-down its only other competitor on the Saturn – *Virtual Open Tennis*. The players' movement is all beautifully motion-captured and there are tournaments and options galore. Like all sports games, *Break Point* is best played with up to three friends and its only disadvantage is that, for some, it might be a little slow.

BUBBLE BOBBLE
Acclaim £39.99
***SP* 85 56%**
Actually three games in one – *Bubble Bobble, Rainbow Islands* and *Rainbow Islands Enhanced*. An old fashioned feast of gameplay it might well be but did you really get your Saturn to recreate those Arcade experiences of the early eighties?



BUG!
Sega £44.99
✔ ***SP* 72 95%**
Bug! is the flagship sprite for the Saturn. Luckily, he lives up to all expectations. This challenging 3D platformer allows travel at all angles through four beautifully crafted scenes on each of the six major levels. Plenty of baddies and secret levels. Nowhere near as fast as any of the *Sonic*s but it's not really that type of game.



BUST-A-MOVE 2
Acclaim £39.99
***SP* 84 87%**
Another classic game gets a Saturn release. Apart from some flashy new backgrounds and some rendered intro stuff, it's pretty much the same as any other version you might have seen and just as addictive. It's a kind of reverse *Tetris* affair where you can play competitively against another player. A rival to *Baku Baku* and pretty damn good with it.

CASPER
Interplay £44.99
***SP* 78 81%**
A diverting puzzle game based on Spielberg's friendly ghost, this retains enough features from the movie to make it a worthwhile tie-in whilst not being too hard to scare off the inexperienced gamer.

CHAOS CONTROL
Infogrammes £39.99
● **SP86 55%**
The first third-party game to use the Sega Virtua Gun is a pre-rendered shoot-'em-up with loads of aliens bent on invading earth. Terribly repetitive even with the occasional route choice to be made. Wait for *Virtua Cop 2*.

CLOCKWORK KNIGHT 2
Sega £39.99
***SP* 72 53%**
Platform games look good on the Saturn – that's the only thing that this tin warrior game proves. Tracking down his bimbo girlfriend and well, trying to find her, oh and searching for his bit of fluff are the options. Dull.

CONGO
Sega £49.99
***SP* 81 65%**
The game of the chimp film. It's a sort of *Doom* effort taking place in the jungle of central Africa. The graphics are a bit wobbly, the monsters poor by anyone's standards and the gameplay much more linear than id's classic. Another import-only game definitely not worth hunting down.

CYBERIA
Interplay £45.99
***SP* 77 48%**
A sci-fi adventure game that tries to be a shoot-'em-up. The atmosphere is lacking and the puzzles mostly depend on luck. Death comes so often that a tendency to throw the game at the dog will win over a will to finish it.

D
Acclaim £45
***SP* 76 83%**
Puzzles, scary sets, hidden doors, you get the picture, and what a beautifully crafted one it is too. The game itself errs on the easy side and probably won't last that long but the atmosphere is terrific and the graphics superb.

DARIUS 2
Sega £29.99
● ***SP* 86 28%**
More ancient shoot-'em-up nonsense. It's cheap but that's all it's got going for it. Avoid.

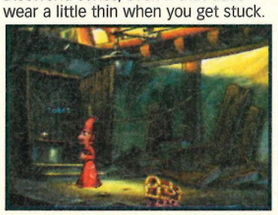
DARIUS GAIDEN
Acclaim £59.99
***SP* 77 35%**
A shoot-'em-up that gives import games a bad name. With graphics last seen in a dingy corner of a motorway cafe circa 1985, one can only sit back and wonder why this was boxed-up and sent to this country. The monotonous scrolling that passes for action leaves one burning question. I wonder if I left the iron on?

DEFCON 5
BMG £34.99
***SP* 81 52%**
An ambitious attempt to cross the *Doom* genre with the adventure/strategy game, *Defcon 5* sadly fails. The 3D walk-around graphics are fair enough but the game objectives are obscure, enemy interaction is weak and the game simply fails to grip the player.

DESTRUCTION DERBY
Sega £39.99
***SP* 85 80%**
Another Psygnosis PlayStation conversion that looks a little the worse the wear for its translation. The game itself is a good twist on the familiar racing theme, with a league system, evolving tracks and the infamous last-car-running. Bowl. Worth a look.

DIGITAL PINBALL
Sega £45
***SP* 72 22%**
One screen for a whole table. Great, if you have the facility to plug into the U2 stage video wall not so if your relying on the lounge model. Four tables in total. Great, except that many of the features are like bad curry, they tend to repeat on you. Give me a fifty pence piece and a quiet corner in the pub any time.

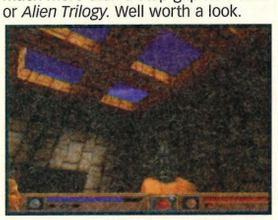
DISCWORLD
Sega £44.99
***SP* 81 81%**
Terry Pratchett's sprawling computer spawn stumbles across the Saturn in its never-ending journey around the silicon world. It's a text/speech-based graphical adventure which keeps the atmosphere and humour of the Discworld series, even if that does wear a little thin when you get stuck.



EARTHWORM JIM2
Virgin £39.99
***SP* 82 85/20%**
A major disappointment for any Jim fans who played *EWJ2* on the Mega Drive. The game is almost entirely the same with a few extra layers of parallax being the only concession to the Saturn's Power. If you've never played a Jim game before you won't go far wrong with this (85%). If you have, forget it (20%).

EURO '96
Sega £50.00
✔ ***SP* 80 90%**
Better than *Actua* and certainly better than *FIFA*, *Euro* is an immense game. Polygon characters, 3D modelling of all of the *Euro '96* stadia and the playability of a vintage classic. *Euro '96* looks set to long out-last the championships and sets a new standard for console footy games. Recently out-shone by *SWWS*.

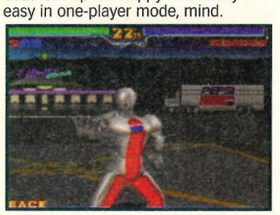
EXHUMED
Sega £39.99
✔ ***SP* 83 91%**
Doom clones come and go but *Exhumed* has what it takes to make itself a classic. Tough, non-linear gameplay, light-sourcing, graphics out of the top drawer and a vast arsenal of weapons help make *Exhumed* much more than a stop-gap for *Doom* or *Alien Trilogy*. Well worth a look.



F1 LIVE INFORMATION
Sega £39.99
***SP* 76 79%**
The cars are the replicas of the Formula 1 models from the 1995 season as are the drivers. There are six tracks (three real – including Monaco – and three imaginary). Ultimately the game is let down by dodgy car handling. It's a bit too easy as well.

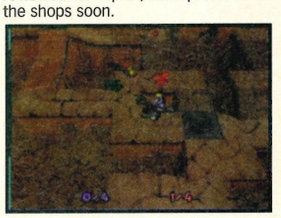
FIFA INTERNATIONAL SOCCER '96
EA £44.99
✔ ***SP* 76 85%**
Until *Euro '96* came along this was the best available footy game for the Saturn. There's some great new angles and team tactics, John Motson does the commentary and there's a neat Virtual Stadium idea.Those used to the Mega Drive version will find everything reassuringly familiar.

FIGHTING VIPERS
Sega £44.99
***SP* 85 84%**
Another 3D fighting game which uses much the same engine as *VF2* albeit at a slightly lower resolution. There are some nice touches – the use of weapons and armour for instance – and there are more than enough options and fiddly bits to keep the beat-'em-up fan happy. Criminally easy in one-player mode, mind.



GEX
BMG £39.99
***SP* 80 62%**
Not fast enough to be the next *Sonic*, not imaginative enough to be the next the *Earthworm Jim* and not accomplished enough to challenge *Bug!* You're a lizard, you stick to walls, you have an extendable tongue. A little better than *Bazookatone* but there's not much in it.

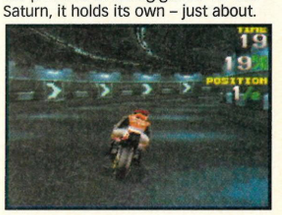
GHEN WAR
Sega £45.99
***SP* 76 80%**
A decent import, this shoot-'em-up tootles through the galaxy with smooth sophistication. Each sub- level has a defined mission which focuses the attention very clearly. One small gripe is the single view. Virgin have finally picked up the option to release this over here in Britain (originally reviewed on import) so expect it in the shops soon.



GRID RUNNER
Virgin £39.99
● ✓ ***SP* 86 89%**
A brilliant game right out of the blue. It's a space age version of tag where the 'it' player must chase the other who's busy collecting flags. When he tags him the roles reverse and the winner is the one who manages to collect the requisite number of flags first. Loads of power-ups and different levels. Excellent fun in one and two-player modes.

GOLDEN AXE
Sega £50.00
***SP* 74 70%**
A loyal conversion from the arcade, this 2D beat-'em-up has nothing outstanding going for it. There's much fighting (*Samurai Shodown* with broad swords), the *Golden Axe* theme is well proven but there's nothing new. Fifty quid is a bit steep to find that out.

GP HANG-ON '95
Sega £39.99
***SP* 75 70%**
Put alongside *Sega Rally*, this motorbike racer looks distinctly average. There're plenty of tracks and options, it runs smoothly and fairly fast but the sound is poor. In amongst the plethora of racing games for the Saturn, it holds its own – just about.



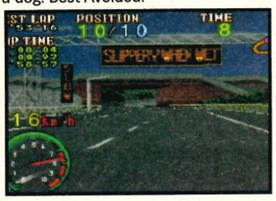
GUARDIAN HEROES
Sega £44.99
✔ ✉ ***SP* 78 80%**
A new three-level parallax beat-em-up RPG might sound like a strange combination, but it works somehow. Choose your own path, alter your characters' characteristics and set them off on independent missions throughout the many and massive levels. Impressive but certainly not to everyone's taste.

GUNBIRD
Atlus £60.00
***SP* 77 71%**
A shoot-'em-up from the old school

with plenty to blast. Gives far too many continues and two days of unrestrained violence is all its up to. Two-screen action is worth the admission fee, so too the Arcade Mode but it's still very expensive.

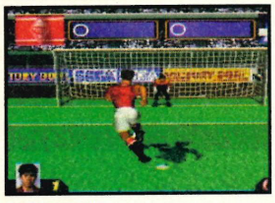
GUN GRIFFON
Sega £45
***SP* 80 66%**
An import-only tank game from Sega. The eight huge levels are spoilt by murky graphics and a time limit that annoys rather than challenges. Your other alternative, *Shellshock,* doesn't take itself so seriously and is certainly much better fun than this is.

HIGHWAY 2000
JVC £39.99
***SP* 85 56%**
Dreadful racer with the occasional flash of Dolly Bird included. Plays like a dog. Best Avoided.



HI-OCTANE
Bullfrog £44.99
***SP* 74 85%**
A futuristic racer with bags of options and tracks. Controls are a mite difficult but while you're getting used to them you'll be entertained by some foot stomping music. There's a leaning towards the shoot-'em-up with armoured floating vehicles taking on all comers. Super smooth graphics but overall, it's not too quick.

INTERNATIONAL VICTORY GOAL
Import £30
***SP* 78 74%**
Another footy game for the Saturn and a rather lame effort concerning itself far too much with the Japanese J • League. This one has struggled out a bit too late to fend off the challenges from the likes of *FIFA* and *Euro '96*.



IN THE HUNT
THQ £39.99
● **SP86 31%**
Substandard shoot-'em-up on a submarine theme. Slows down inexcusably when things get hectic. Best avoided.

JOHNNY BAZOOKATONE
US Gold £44.99
***SP* 77 60%**
Visually a treat, *Bazookatone* is challenging-enough but the gameplay is average if not poor.

KEIO FLYING SQUADRON 2
JVC £44.99
***SP* 83 80%**
The Japanese have a strange sense of humour and *Keio* is proof enough of that. It's a 2D platformer – you play a bunny girl with a hammer running around beating up teddy bears and collecting golden bunnies. It does what it does very well and if you like this sort of thing you won't go wrong.

THE KING OF FIGHTERS '95
Sega £70
***SP* 80 79%**
The first game to come on cart and CD, a system that eliminates access times. But the game is nothing to write home about – certainly at the low end of the Saturn 2D beat-'em-up league and not worth spending £70.

KING OF SPIRITS
Atlus £44.99
***SP* 76 19%**
Described enthusiastically as 'the worst console racing game I've ever played' (James) it's hard to get excited about something so duff. There's only ever one other car to race against, the two player mode doesn't work and the cars handle like turds on a skidpan. Terrible.

LAYER SECTION
Taito £49.99
***SP* 75 79%**
A frantic shoot-'em-up so loyal to the arcade version they haven't bothered to take the 'Insert Coin' instruction off. It's also damn near impossible with a joypad but worth the coinage with a chunky arcade joystick. Better than the average import game.

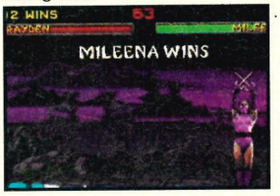
LEGEND OF THOR
Sega £49.99
***SP* 81 54%**
Out on import and thus rather expensive, *LoT* is another botched attempt at a Saturn RPG. The graphics are risible with no attempt at sprite scaling, no landscape work and no 3D stuff at all. Character interaction is limited, the fighting simplistic and overall it just isn't worth the effort.

LOADED
Gremlin £44.99
***SP* 83 82%**
The PlayStation's premium shooter gets a Saturn outing and looks none the worse for wear for it. The violence is well over the top and its fun for a while (especially in two-player mode) but the gameplay is ultimately shallow and can get very dull rather quickly.

MANSION OF THE HIDDEN SOULS
Sega £39.99
***SP* 75 68%**
A thinly disguised re-working of the Mega CD game, this spooky puzzler falls plumply into the 'easy' category. The general atmosphere is good, butterflies flutter (eh?) and disembodied heads float but the gameplay ultimately falters.

MAGIC CARPET
Bullfrog £44.99
✔ ***SP* 78 89%**
An impressive conversion from the best-selling PC version of the game, this has you riding a magic carpet, battling wizards over the possession of manna and ogling some of the neatest landscape graphics we've seen on the new super-console. Challenging, innovative and intelligent.

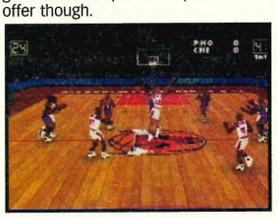
MORTAL KOMBAT 2
Acclaim £44.99
***SP* 75 89%**
The old 2D beat-'em-up is not a game for those looking for the latest next generation thrill. It is, however for those hankering for the good old days of the Mega Drive. It's arcade perfect but hardly next generation gaming. It still gives a ripping good play, however, even though it's now been overtaken by newer and better-looking titles.



MYST
Sega £40
***SP* 73 78%**
One of the best looking puzzle/adventure games around, *Myst* errs on the tricky and often strays onto the difficult side. Designed for older gamers, it lacks the shine of *D* but makes up for that with sheer size. Now bettered by *Alone in the Dark* as the best Saturn adventure game.

MYSTARIA
Sega £44.99
***SP* 77 82%**
An RPG in 3D and large enough to keep the leccy bill rising. Some battle scenes can take up to an hour and in-between there's a multitude of places to explore. It all ties up nicely to make a well rounded and distinct game. By far the best RPG for the Saturn.

NBA ACTION
Sega £44.99
***SP* 83 74%**
Polygon people playing polygon basketball. *NBA Action* has all the stats, teams and players that you could wish for but the overall gameplay is a little uninspired and the graphics not nearly as impressive as *Slam 'n' Jam.* A pat on the back must go for the multiple view options on offer though.

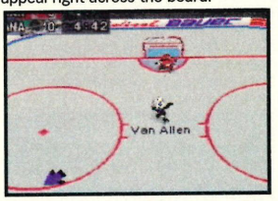


NBA JAM TOURNAMENT EDITION
Acclaim £44.99
***SP* 74 85%**
The basketball bandwagon just keeps on rolling for Acclaim. Everything that made the 32X and arcade versions a hit is here. Head-to-head or tournament options are available as is everything that you've seen before.

THE NEED FOR SPEED
BMG £44.99
***SP* 82 80%**
It might look poor in comparison with the *Sega Rally's* and *Daytona's* of this world but *TNFS* is definitely good fun in spite of it all. Six courses, some ovals, some straights make it good value as does the innocent civillian traffic. Good for a laugh.

NHL ALL STAR HOCKEY
Sega Sports £44.99
***SP* 75 64%**
The graphics are OK and there are lots of options but sticky disk access, useless camera angles, a hard-to-spot puck and zero atmosphere let it down Not nearly as cool as the MD version.

NHL POWERPLAY HOCKEY
Virgin £44.99
✔ ***SP* 84 88%**
A surprise entry by Virgin into the ice hockey market sees probably the best sim to appear for any Sega system. The graphics are superb, the animation smooth and their are options enough to satisfy the most worrying anorak. Ice hockey's not much of a game compared to footy but *Powerplay* is good enough to appeal right across the board.



NiGHTS
Sega £44.99 £59.99 with pad
✔ ***SP* 84 92%**
Easily the most imaginative game to appear for the Saturn. It's a flying platformer where the basic objective is to replay the seven available levels achieving higher and higher scores. The speed is there and the graphics are simply superb. A must-have game for most Saturn owners.

NIGHT WARRIORS
Capcom £44.99
✔ ***SP* 80 91%**
A beat-'em-up with a sense of humour and more monsters than a night out in Frome, *Night Warriors* uses the *Street Fighter* game engine to work out some frustrated programmers' strangest ideas. Guaranteed to be the strangest fighting game you'll ever play and excellent fun.

OFF-WORLD INTERCEPTOR EXTREME
Crystal Dynamics £44.99
***SP* 75 72%**
At first glance, it's a racing game over the roughest terrain. In actual fact, it's a bounty hunting race over whatever gets in the way. The subtle difference is that cash is the most important bit. The game is bright and cheerful with loads of levels but a very poor split screen/ two player option let it down.

OLYMPIC SOCCER
US Gold £44.99
***SP* 83 83%**
Polygon people playing polygon football. *Olympic Soccer* caused ructions in the office. Some people liked the excellent play characteristics (like headers and volleys) whilst some just laughed at the rather sub standard graphics and option screen layouts. OS is about the most playable of the Saturn footy games. If it looked even a bit better it'd be worth well over 90%.

OUTLAWS OF THE LAST DYNASTY
Data East £39.99
***SP* 72 59%**
Three words not associated with *Outlaws* are, Imagination, Skill and Originality. This beat-'em-up looks like a liquidised version of everything you've seen before. Dull.

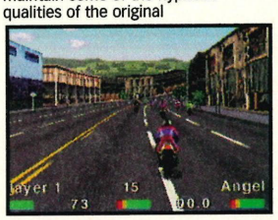
PANZER DRAGOON 2
Sega £44.99
✔ ***SP* 80 80%**
The dragon's back and he's brought some of the best console graphics ever. Despite offering alternative routes, the game is still very much an on-the-rails effort and too easy to merit its £50 price mark. It's a lot better than the first, but you'd have to be fairly inept not to be able to finish this after two days.

PRO PINBALL: THE WEB
Empire £39.99
***SP* 83 84%**
More pinball for the Saturn and Empire's single table effort probably beats them all. All the bells and whistles you expect from a modern pinball machine are here along with other interesting features such as the mad six-ball multiball.

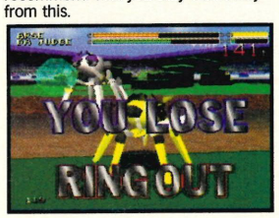
RAYMAN
Ubi Soft £44.99
✔ ***SP* 73 81%**
Medium to hard platform which suffers when compared to *Bug!* All the ingredients are there, cutsie sprites, good backgrounds and smooth animation but we've seen it all before and often better.

RISE II: RESURRECTION
Acclaim £44.99
***SP* 82 59%**
Yes it is better than the first one but in comparison to the Saturn's other 2D beat-'em-ups this still hasn't got much to recommend it. The graphics are uninspired, the characters look the same and there's nothing much to recommend it.

ROAD RASH
EA £39.99
***SP* 83 61%**
The withering ghost of the 3DO comes to haunt the Saturn with this ropey conversion of the Mega Drive classic. The 3D effects are poor and the collision detection's not up to much even if the gameplay does manage to maintain some of the hypnotic qualities of the original



ROCKMAN X3
Import £49.99
***SP* 81 23%**
Rubbish game with rubbish graphics, design and gameplay. We thoroughly recommend that you stay well away from this.



ROBOPIT
THQ £39.99
● ***SP* 86 80%**
A beat-'em-up with a difference – you get to build your robotic fighter. You also get to steal the weapons of your defeated sparring partner although they can steal yours if you lose. The fighting arena is novel – you can pick up objects and lob them at your enemy as well as fight on a variety of levels. Heresy to beat-'em-up fans but fun for the rest of us.

SEA BASS FISHING
JVC £39.99
***SP* 84 77%**
Fishing? On a console? No it's not a joke and in actual fact it's a pretty good game. There are several different

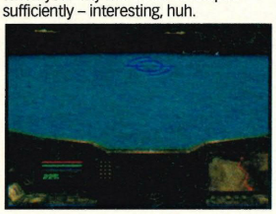
fishing styles and techniques on offer and it all survives the computer treatment pretty well. If you're interested in fishing this comes highly recommended, if not you could still find it strangely addictive.

SEGA RALLY
Sega £45.99
✔ ***SP* 75 97%**
Four long courses, three cars and loads of extras and hidden tricks. Connect that to superb graphics and an addiction level well into the red zone and *Sega Rally* is a 'must have' game. If you're to buy one racing sim, this stands head and shoulders above the rest. Me want, me want. Me have.

SEGA WORLDWIDE SOCCER '97
Sega £44.99
● ✓ **SP 86 91%**
The best football game bar none. The range of moves is unsurpassed as is the fluid player animation and accuracy of animation. There's a range of game views and the replay system is the best we've ever seen in any game ever. Football games rely on the accuracy and attractiveness of their gameplay and here *SWS '96* leads the field. Superb.

SHELLSHOCK
Core £44.99
***SP* 79 79%**
This, the first Saturn tank simulator, is too similar to *Thunderhawk 2* to be a classic. But it does have excellent music, plenty of levels and is extremely playable. Definitely worth a look and definitely better than Sega's *Gun Griffon*.

SIM CITY 2000
Maxis £49.99
***SP* 74 90%**
After preliminary button clicking to get things off the ground, *Sim City* really does start to look like a very special game. Connecting your world up to sewage and telephone systems can be fun, honest and although the whole premise of the game doesn't sound that thrilling, it all gets very addictive very quickly. On a quirky note Aliens appear when your city has been developed sufficiently – interesting, huh.



SHOCKWAVE ASSAULT
Electronic Arts £39.99
***SP* 82 42%**
The 3DO sends another little reminder of just how crap it really was. Shockwave is an interactive movie with a truly substandard 3D shoot-'em-up tucked in there somewhere. The acting's cheesy, the flying slow, the landscapes dull and the aliens sub-Doctor Who in standard.

SLAM 'N' JAM
BMG £39.99
✔ ***SP* 83 87%**
The most playable 'real basketball' simulator on the Saturn. Although the players and the teams are fictional and the camera angle limited to the one, 'behind the basket' view, the game legs it at such great speed and the sprite graphics and gameplay are so finely tuned, that you can't help but like the game. The best until further notice.

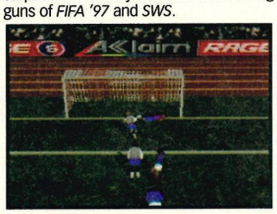
SOLAR ECLIPSE
Crystal Dynamics £49.99
***SP* 76 81%**
A dark and tricky 3D shoot-'em-up. Each stage has a none-too-straight-forward objective. While you're working out what to do, there are truck loads of things to blast, avoid and be hit by.

SPACE HULK
EA £44.99
***SP* 83 81%**
The game of the Games Workshop role playing adventure. It's *Doom* with tactics as you have to control not only your character but a team of terminators as well. The monsters are well drawn but the action can get pixellated at times. The tactical element should give the game longevity but might put off a lot of the people who like their *Doom* action.

STREET FIGHTER ALPHA
Virgin £44.99
***SP* 79 81%**
Yes, it's *Street Fighter* with a few new characters, a few old ones, new combos and new super combos. It's certainly one of the better 2D fighters on the Saturn but not the update we'd hoped for. It's a toss-up between this, *Virtua Fighter 2*, *Night Warriors* and *Ultimate Mortal Kombat 3*.

STREET FIGHTER ALPHA 2
Virgin £44.99
● **SP86 88%**
More, more of the same from Capcom who really know how to milk a good name dry. *SFA2* offers seven more characters (well the reappearance of some old favourites) and original custom combos (which is nice). While undeniably polished and of enormous interest to die-hard *SF* fans, the less fanatical might wish to wait for *Street Fighter 3* or stick with their *Night Warriors* or *X-Men*.

STRIKER
Acclaim £44.99
***SP* 82 89%**
With Euro '96 in full swing, Acclaim quietly release this little game programmed by Rage Software. Whilst it may not boast a club side option, real player names or fancy motion capture, it plays very well indeed. The accent is on arcade pick up and playability rather than full blown simulation but that only adds to the frenetic pace of the game. We didn't think it stood a chance against the opposition but were pleasantly surprised. A worthy alternative to the big guns of *FIFA '97* and *SWS*.

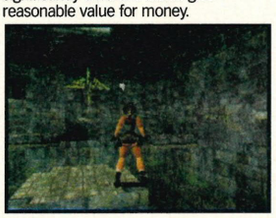


THE HORDE
BMG £39.99
***SP* 79 69%**
It's reasonably original – a sort of cross between a god game and a slash-'em-up but it doesn't really master either game style. The music and sound effects are nicely atmospheric but the graphics and the gameplay are a too repetitive for comfort. It's got some good ideas but that's it. It's average

THEME PARK
Bullfrog £45
✔ ***SP* 73 92%**
A conversion from the PC CD ROM, this civilisation sim still outshines the rest of the class. To get your theme park up and running you have to be a bit more careful with the readies than in the Mega Drive version. The added benefit is that you get to have virtual 'go' on most of the rides thanks to the multi-rendering capabilities of the Saturn. A quiet game but definitely recommended and one for all the budding capitalists out there.

THUNDERHAWK 2:
Core £44.99
✔ ***SP* 75 91%**
A superb crossover of shoot-'em-up, helicopter flight simulator and tactical game. Mission briefings are excellent and the difficulty level rises at the perfect pitch. Detail in the hovering is exceptional but the scenic clipping can be a little harsh. By far the best shooter on the Saturn.

TRUE PINBALL
Ocean £39.99
***SP* 77 83%**
The best pinball sim on the Saturn, it gives a two fingered salute to Sega's *Digital Pinball* disaster. There is the occasional double-take when the bearing squirts arse-ways but there's plenty here for a good game. And four significantly different tables give reasonable value for money.



TOMB RAIDER
Core £44.99
● ✓ ***SP* 86 95%**
The best third-party game yet to appear on the Saturn and a real must-have for every Saturn owner. It's platform game/*Doom* clone with a similar game view to *Mario 64*. The puzzles are excellent, the 16 levels huge and the monsters on offer truly amazing. Game of the year material.

ULTIMATE MK3
GT Interactive £44.99
✔ ***SP* 80 94%**
A perfect port of the arcade *Mortal Kombat 3* and an *MK* fan's dream come true. Loads of the old characters make a re-appearance (there are 22 in all) and all the Fatality/Babality/Animality nonsense is there in full 32-Bit beauty. More than could have been expected. Better than the 2D rest.

VALORA VALLEY GOLF
Virgin £35
***SP* 79 32%**
Six different options and multi-player options lift this game's score out of single figures, but only just. After that the negatives start ringing in. The American commentary is annoying and there's only one course for your fifty bucks. On top of that, it's slow, the control system's far from perfect and it's all just a bit boring.

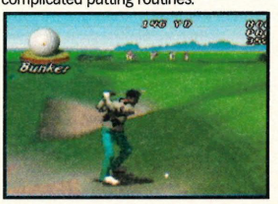
VICTORY BOXING
JVC £39.99
***SP* 74 82%**
The main aim of this boxing sim is to climb the rankings and go for the title. To prepare for the big bout, practise pummelling the soft headed sparring partners and replay the best moments from up to twelve angles.

VIRTUA COP
Sega £59,99/£45.99
✔ ***SP* 75 92%**
Surprisingly durable shoot-'em-up best played in two player mode and with the 'make my day' gun. Considering the linear design, lack of tactics and variation, there's a surprising pleasure to blasting away the bad guys, especially when they react according to where they're hit.

VIRTUA FIGHTER 2
Sega £45.99
✔ ***SP* 75 96%**
The best polygon beat-'em-up available without prescription. Only a few moves short of arcade perfection with oodles of extras unique to the Saturn. Two new characters, team battle and watch modes and enough statistical stuff to keep the brain ticking. Buy it now.

VIRTUA FIGHTER KIDS
Sega £29.99
***SP* 84 68%**
The same game as *Virtua Fighter 2* except with baby versions of all the characters. No real gameplay changes make for a pointless release designed for *VF* fanatics only.

VIRTUAL GOLF
Core £39.99
***SP* 77 87%**
Newcomers to the sports sim, Core, have landed a beauty. Fluid swing and ball movement and the smoothest panning of the greens we've seen. There's no frustrating time lapse between views and no needlessly complicated putting routines.



VIRTUAL HYDLIDE
Sega £39.99
***SP* 72 49%**
Best forgotten.

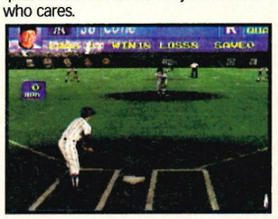
VIRTUAL OPEN TENNIS
Acclaim £39.99
***SP* 82 31%**
Acclaim took the opportunity to release this Japanese game a couple of weeks before Wimbledon making it the only tennis game available in the UK. It's not much cop though, with limited tournament options and a bug that lets you win every point against the CPU.

VIRTUAL VOLLEYBALL
Imagineer £39.99
***SP* 72 31%**
Virtual rubbish.

VIRTUA RACING
Time Warner £39.99
***SP* 73 91%**
A little dated next to *Sega Rally* but with plenty of Saturn-only extras. There's a split screen two player option along with an option to gradually increase your motor's power from kart to dead smart in the Grand Prix mode. Ultimately let down by boxy graphics, less than thrilling overall game speed and far from fruity sound effects.

WING ARMS
Sega £39.99
***SP* 73 67%**
The sound and the movement of the WW II planes is excellent and this has the makings of a good game. After playing for a while though, you can't help feeling that an excellent game engine has been shamefully squandered on an ill-thought-out overall design.

WIPEOUT
Sega £44.99
✔ ***SP* 79 87%**
Sony's favourite futuristic racing baby makes it on to the Saturn and doesn't fail to live up to all that hype. It's got all the power-ups, the seven tracks four cars and (at last) credible in-game music. According to the people who know about these things, the graphics aren't quite as smooth as the PlayStation but who cares.



WORLD SERIES BASEBALL '97
Sega £39.99
● ***SP* 86 81%**
It's baseball which is a major downer but the game itself is pretty good. Graphics and extra commentary are the main improvements over the original (which we didn't review) and make a slick little package. Still helps if you understand the rules of course.

WORMS
Team 17 £40.00
***SP* 76 60%**
Play this in four player mode and you've more chance of getting your money's worth. Having said that, this *Lemmings*-like platformer is too easy especially when you've got you tactics sorted out.

WWF WRESTLEMANIA
Acclaim £39.00
***SP* 82% 82%**
The Saturn's first wrestling game and the good news is that most of the proper wrestling stuff has been ditched in favour of a more *Mortal Kombat* approach. The only thing that holds *WWF's* score down is the low number of fighters (eight) and some seriously slow loading times.

X-MEN CHILDREN OF THE ATOM
Acclaim £44.99
✔ ***SP* 76 90%**
Another of the growing band of one-on-one side view 2D beat-'em-ups. Face busting action with impressive graphics and plenty of characters. Some of the sprites are huge but even with the screen choc-full the game is still arcade smooth. A classic adaptation with excellent scrolling and madcap moves.

So you've made your decisions, withdrawn your money and you're ready to plunge into the world of second-hand or mail order gaming. Before you do, take a look at the following to ensure your buying safety.

Buyers' Advice

The second-hand lowdown

Buying second hand/reduced price stock is not without its risks and certainly not as simple as going to your local Electronic Boutique. However, with a bit of knowledge and the sense to take the right precautions, you can buy and save with relative safety.

• Second hand shops
Second hand shops owe their customers the same statutory rights as any other shops. The goods they sell must be fault free unless the fault can be attributed to reasonable wear and tear or was pointed out at the time of sale. It is also an offense for the shop keeper to lie or make false claims about an item of merchandise. If you receive an assurance that the games or hardware you buy are in good working order, then you are covered if they don't.

Second-hand shops remain the bargain-hunter's safest hunting ground as most rely on their good reputation to make a living and they won't try to rip you off.

Ask to see your purchase working in the shop – if the place is any good, they won't mind. Look up your local shops/exchanges in Yellow Pages.

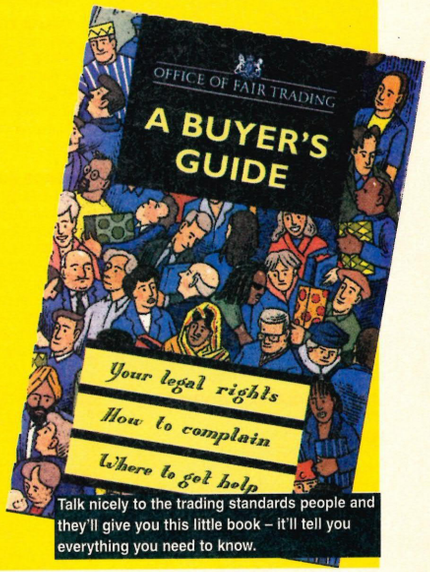
• Computer shop sales
Pretty self-explanatory this one. Most big computer stores have sales, some at the oddest times of the year. Look out for some severe reductions on older (especially Mega Drive) titles.

• Boot sales
Including jumble sales and the rest. The prices here can be truly eye-opening, but you really do take your chances. Because most car booters are not professional traders they owe their customers fewer obligations. Goods sold do not have to be fault free but they must be as described (it's still illegal to lie).

If possible, ask to see your purchase working. The golden rule is to ask for as many assurances from the stallholder as possible and listen carefully to their answers – it is actually quite hard to lie convincingly. Also never think that the first price you're quoted is somehow set in stone – it's amazing how much it can drop if you seem likely to walk away.

• Small ads
Small ads in the specialist press are quite a good way to get hold of old games, although the prices charged for hardware are often unrealistic. How you actually go about exchanging the goods and money is a question to decide between you and the other person involved but, if you go through *Sega Power* we will try and sort out any problems that you might have.

If you have any enquiries about second-hand goods or wish to make a complaint against a particular trader, contact your local Trading Standards Office. You'll find their number in the phone book.



Talk nicely to the trading standards people and they'll give you this little book – it'll tell you everything you need to know.

Sega Power's... ...Guide to buying Mail Order

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2. ALWAYS READ the small print on adverts.
3. BEWARE companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.
4. BY FAR the best method of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance if you want.
5. IF YOU'RE not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.
6. KEEP records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.
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9. ALWAYS ORDER from the most recent issue of ***Sega Power***.
10. IF A PROBLEM does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the telephone book.

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The world's first Saturn look at *Loaded* for a start, plus *Panzer Dragoon 2*, *Wipeout*, *Brian Lara '96*, *Virtua Fighter 3*, *Guardian Heroes*, *Ultimate MK3*.

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Super *Toy Story* review. *Fighting Sonic* feature. Sega's plans for '96 unveiled. *Return of the Jedi* on Game Gear. Second part of our rather good *Vectorman* players' guide.

ISSUE 76 – March 1996
Blam! Machinehead exclusive preview. *FIFA '96* and *Ghen War* exclusive reviews. Saturn and Mega Drive *Worms* review. *Virtua Fighter 2* moves listing. *Sega Rally* and *Vectorman* players' guides.

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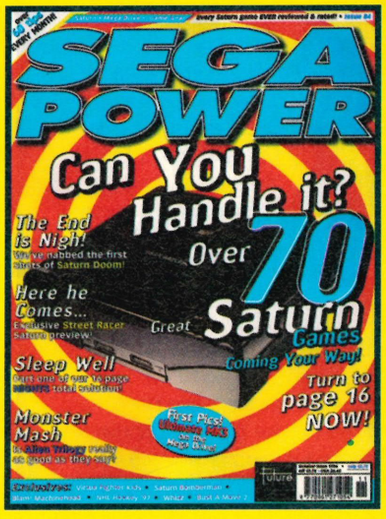

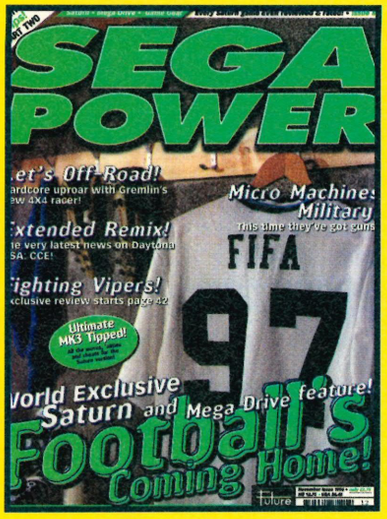

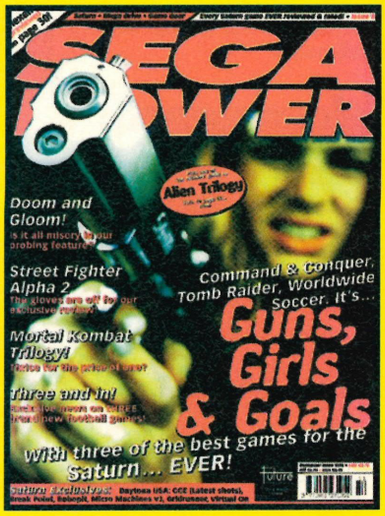

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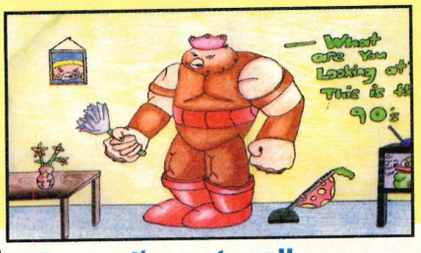
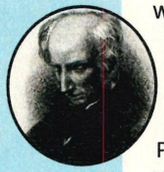
Write your letters then, send us your pictures. SEE IF WE BLOODY-WELL CARE!

Picture of the month!

Indeed it is Mr Strangeperson from New Zealand. And what better way to celebrate that fact than for you to show us a picture of a large robot and a television displaying the sadly departed Chicken Lips bird. They'll still be talking about this one well into the millennium.



Wordsworth's poetry corner



If Wordsworth was alive today, would he be writing poetry of this standard? Somehow, I doubt it. However, I did go to the wedding of William Wordsworth's great, great grand-niece last weekend, and that's the truth, Bonzo.

The Saturn and the Ultra 64

The Saturn and the Ultra 64,
They can't be compared, that's for sure.
The Saturn is the greatest, the Ultra is the worst,
Whenever they're compared,
The Saturn's always first.
If you haven't got a Saturn, buy it,
If you've got an Ultra, fry it.
It is highly unlikely that you've got a 64,
So never buy it – you know it's very poor.
I'm telling you, the 64's real shite,
It'll give you a real big fright.
So don't buy it, even if you're really rich,
The maker, Nintendo, is the company of the bitch.
Now you know, 64's a piece of tat.
Buy it and you're dead,
The Saturn's where it's at!!!
Jaakko Pukkila, Cheshire

I'm not well

I have a serious problem about computers. I own a SNES and Mega Drive, but I don't know which to sell when I get a Sega Saturn for Christmas. If I sell my SNES I will definitely buy a Saturn, if I sell my Mega Drive I might get a Nintendo 64.
Please help me out, you're the best guys on Earth! Thanks!
Matthew Bullman, Castleford

Matthew, really. What do you want me to say? "Ooh, you must buy a Saturn, because they're the best machines ever devised by human hand and if you don't the devil himself will steal your heart in the middle of the night?" Okay, you must buy a Saturn, because they're the best machines ever devised by human hand and if you don't the devil himself will steal your heart in the middle of the night.

I wear old pants

I am a great fan of the *Mortal Kombat* games and was wondering if *Ultimate Mortal Kombat 3* was ever coming onto the Mega Drive, or is it just staying on the Saturn?

If the Mega Drive didn't have enough memory for the game, would it be possible to make a backwardly compatible cartridge with the up-graded characters and levels on it. You could then plug it into the already-released *MK3* cartridge to make *UMK3* (like they did with the Sonic games).
Chris Arnold, W. Australia

Williams are releasing Ultimate Mortal Kombat 3 *on the Mega Drive in America (as we exclusively revealed in Issue 84), but unfortunately no-one has plans to release it over here (or in Australia) at present.*

We do like your idea for adding extra levels and characters to the existing game, but the corporate fat-cats at the huge software companies would never agree to cutting their enormous profits.

Tell me 'bout the rabbits

I am enquiring about future titles coming out on the Mega Drive. I am pleased to hear that Mega Drive is bringing out another big title – *Virtua Fighter 2* – but I'm disappointed (just like everyone else who's bought a Mega Drive) that it's not had as many titles this year. I also bought *Premier Manager* last December and I'm wondering if *Premier Manager 2* will be arriving in the near future.
Alastair Sievewright, Surrey

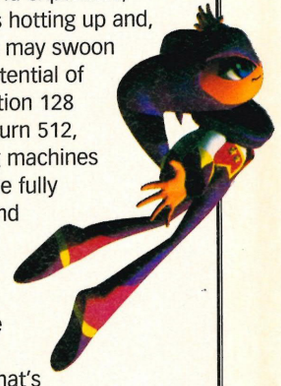
Sonic 3D *is a superb title and should be one of the best games this Christmas on ANY format. Facts have to be faced though, and the 32-Bit market has been so hyped that people jumped across far sooner than we all expected (especially Sega) and we've got to the situation where very little Mega Drive software is being produced and nearly all the third party developers have forgotten about the system.*

Virtua Fighter, Vectorman 2 – *there's software out there but don't expect much to happen in the market from Spring onwards. Sorry, it's not really the news we wanted to hear either.*

Star Letter

I've converted to scientology

As a newly converted Saturn devotee, I must admit I am slightly alarmed at the demise of so many computer/consoles in such a short time.
Although consoles have been around for more than a decade, it's frightening to see how many systems have been dumped for more powerful hardware. Less than two years ago Mr Mega Drive strolled around the block, assured of its God-like ability for gaming potential. Yet it's been dropped faster than a Spectrum in favour of the 32-Bit gang.
What is more scary is the potential one-up-manship of rival companies vying for a slice of cutting edge technology. How soon will the 32-Bit become obsolete and the Nintendo 64 (spit) a thing of the past? It seems that the drive for more powerful (and expensive) machines is hotting up and, while some may swoon over the potential of the PlayStation 128 and the Saturn 512, the existing machines will never be fully exploited and Mr Consumer will pay through the nose for hardware that's obsolete within a week.
James Jackson, Derbyshire



I'm a frog! Please look at my legs!

How's it going? I just thought I would write and thank you for the great mag (even though it arrives here a couple of months late). Your article on buying a Sega Saturn in Issue 82 inspired me to leap into the world of 32-Bit gaming.
Lachlan Flinwood, Normanhurst (Australia)

P.S Where did you pick up the Mr. Joe from? The gutter outside a karaoke bar?

Strangely enough, you're not the first person to say that – welcome to the club.

Mr. Joe? He's a hard-drinking Japanese freelancer with a sensitive nose for a delicate story and the constitution of a small Yorkshire mining village. We'll pass on your comments to him.

Snippets

One of my 'friends' from England told me you can buy stick insects in pet shops. Over here we find them crawling around our trees. Then again, there aren't as many mad tramps in New Zealand as there are in Britain.
Simon Stubbs, New Zealand

If I push two fingers up my nose, a football in my mouth and then sneeze, will my head explode?
R.I Pemberton, Cheshire

I'd like you to know I'm a pigeon!
Cooo cooo!
Pongo Pigeon, Pigeonland

I've got some questions for you and the answers you give me better be good or I will come to your office and shove a cabbage up your arse.
Steve, Pompey (possibly Portsmouth)

Could you please cut down the amount of swearwords printed in your magazine? I like reading Sega Power but the swearing gets on my nerves!
Robert Cope, London

Answer Me...

Clear up the mess

I'm writing to clear up all this Saturn vs. PlayStation vs. N64 nonsense. The three machines are totally different! The Saturn goes for arcade hits and playability, the PlayStation for graphics and the N64 just goes for Mario. If you want great games, buy a Saturn. If you want great graphics, go for the PlayStation. If you want Mario, go for the N64. IT'S AS SIMPLE AS THAT! By the way, when's the Saturn modem coming out?

Peter Frost, Havant

Yes, the machines are all completely different but we all still bicker about which is best and whether or not Mario 64 is actually any good. These 'what's best' arguments have been going on since one bright spark invented an alternative design of wheel.

In answer to your question, the Saturn modem should be with us early next year for around £200.

1981... no-one died

I'd just like to air my views on the current console wars.

Ultra 64: Mario, very nice. Everything else disappointing. £70 a game, err... NO WAY! Having to buy DVD add-on for Zelda – stupid carts, STUPID! I read in Edge that within two weeks of N64 launch, a Hong Kong company could copy the carts and sell equipment to do so! HA!

PlayStation: Loads of games, mostly kack! Horrible pad, hope it dies a slow painful death and Sony get back to what they're good at – enslavement contracts for singers!

3DO: Just a short song to the tune of Scooby Doo! – "Oh M2, where are you? Etc.

Jaguar: Nice try, but trust Atari to screw it up (no surprise there!).

PC: A bit like the Space Shuttle this one, overweight and underpowered (need a P100 minimum).

Saturn: Crap(ish) first batch of games. Getting much better (*VF2, Sega Rally, Baku-Baku*) what more do you need? This machine has the C64 syndrome (*Eh?* – James.) long lifespan and ever improving (technically and graphically) AM2, 3 and 4. Need I say more?

R.I Pemberton, Cheshire

The next person who sends in a letter about 'console wars' gets something nasty back in the post. Different people want different machines. Let's leave it at that.

Mr Joe? Cool?

Hello, yes you know I am insane. How's Mr. Cool Joe? Anyway, let's cut the lumpy poo, I have a few sexy questions for you.

❶ Why the hell do you print letters from John Austin? If I was you I would send a assign not a cart?

❷ Because the Mega CD has gone exticined (*Gone what?* – Dean.) I decided to get one more game, an RPG. Which would you recommend?

❸ Would *Jurassic Park* be a good choice?

❹ You see I have a friend (*Doubtful* – James.) who like fancies this girl right and he doesn't know how...

No idea about this.

❺ I think it's really good when you bring out a cheat book because they are so excellent. When's the next brilliant one coming out?

❻ A mate said that James is leaving to go to another magazine. This isn't true is it?

❽ When I tried Delia's Chicken Supreme the sauce was too runny what do I do?

M.Shaw, Warwickshire

P.S Love the mag. I've been reading it since number 17 and it's got better and better

❶ Do you mean an assassin? If not, what could I assign to him? Suggestions, please.

❷ Lunar *would be a wise choice.*

❸ ...Aanndd Jurassic Park, *yes I was about to come to that one.*

❹ Just ask her, she can (and probably will) only say no.

❺ There's something along those lines in the planning stages. Should be very interesting.

❻ Nah, they couldn't afford him!

❽ Simmer it for a few minutes, stirring constantly.

Am I a psycho

I would like to start off by saying that your mag is far greater than any other mag in the universe! But would you please answer these questions.

❶ If you had enough money to buy a PlayStation, would you get it or save up for a Saturn? If so, why?

❷ Which version of *Alien Trilogy* is better, the Saturn or PlayStation?

❸ Please tell me, why oh why are all the other games mags such a load of smelly crap?

❹ Will the PlayStation release *Manx TT Superbike*? Well what do you think?

❺ Is it worth getting *Primal Rage* for Mega Drive if you've already got *MK2* and *Street Fighter 2 SCE*. I've seen it for £24.99?

❻ Is *Psycho Pinball* on the Mega Drive any good or just horse crap?

Nicholas Evans, Shropshire

P.S I would like to end by saying what a gobsmackingly brilliant mag this is!

❶ They're both the same price so (buy) you can weigh up the pros and cons (a) of both machines and choose the one (Saturn) that best fits your requirements.

❷ The PlayStation version (sadly), but there's only slight cosmetic differences between the two.

❸ Because we don't do them – there's only so much of us to go around.

❹ What do you think?

❺ No, wait for Virtua Fighter.

❻ Good. Very good, in fact. One of my favourite Mega Drive games ever.

Up yer bum!

❶ All my friends say the PlayStation is better than the Saturn but I disagree. Am I right to?

❷ What is the best game for the Saturn? Whatever it is I want it.

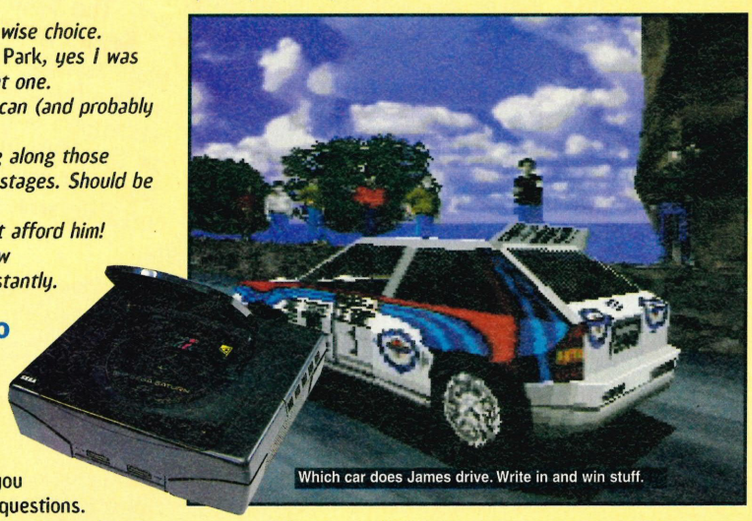
❸ Why are other computer mags so shite?

Steve, Pompey

❶ Zzzzzzz.

❷ Sega Rally.

❸ See the last letter's reply to a spookily similar question.



Which car does James drive. Write in and win stuff.

A boy called Sue

❶ Is the Sega Saturn going to come down in price again this year?

❷ Are there going to be any more original Mega Drive games coming out?

❸ Will there be any Mega Drive games coming out on the Saturn?

Unknown from Somewhere

❶ I've heard rumours of a price drop in America, but that's all they are I'm afraid – Rumours.

❷ Hmm, probably.

❸ Sonic 3D/Blast/Extreme's *one, but keep your eyes out for others.*

Last gasp for the Mega Drive.

Will work for Cider

❶ Will an import *KOF '95* work on a UK Saturn (with there being nowhere left for a Universal Adaptor cart)?

❷ Will there be a Saturn Channel on Cable (like the Mega Drive)?

❸ How about a job (I've been playing video games for over 10 years)?

❹ As everyone's going retro-mad, how about *The Sentinel, Elite, Stunt Car Racer* or something by Jeff Minter (always good for a laugh)?

❺ What is the meaning of life?

❻ Have you heard Rage Against the Machine's latest album?

R.I Pemberton, Cheshire

❶ No.

❷ X-Band is a similar thing released in America, but I can't see that happening over here. There's always the Saturn modem (which should be released next year).

❸ You should take a break, your fingers must be killing you by now... arf! arf!

❹ Tempest X *(which Jeff Minter wrote for the Jaguar) is coming out on the Saturn before Christmas but none of the others. Good point, though,* The Sentinel *would make an excellent Saturn game and* Stunt Car Racer? *Yes chuffin' please.*

❺ The only meaning of life is the one you ascribe to it.

❻ No, is it any good?

So you think you have an opinion worth printing in these hallowed pages do you? If so, get scribbling to: *Mail Bonding, Sega Power, 30 Monmouth St., Bath, BA1 2BW.* Carts/CD's for the star letter.

Oh and we reserve to cut, rewrite, throw away, laugh at or slaughter any letter in any manner we see fit. So there!

It's Over!

Well, the Sega Power Christmas issue came and went without the merest hint of a mince pie and not even a sniff of anything resembling a wrapped present. Now that's odd, but not quite as odd as trying to get away with releasing a Christmas issue in November. Sorry. But next month, ah, that's another story...

Last Orders

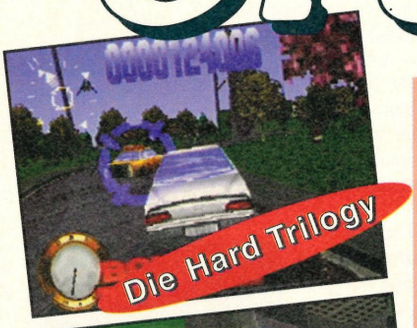
The muscle-bound, steroid-boosted, chart-topping next issue of Sega Power is BOUND to be lightly greased with...

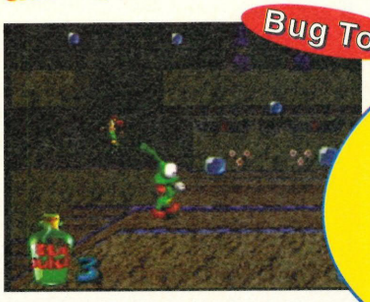
Peter André-like reviews of:

Die Hard Trilogy, Soviet Strike, Virtua Cop 2, Virtua Fighter (MD), Tetris Plus

And, by the beard of Thor, we should have something on...

Tempest X, Project X2, Wild 9's, Bug! Too, Mysteria 2, Manx TT (hopefully), Die Hard Arcade, to give you just the tip of a very almighty iceberg.





Your Top Ten

Y'know these survey things we did a couple of months ago, yeah? Well, most of the facts are now in, and our highly-trained gaggle of code monkeys are sifting through the details as we speak. In the meantime though, we thought we'd print the ten best comments we got back from you lot... Well done, you're a truly interesting bunch.

What do you think? Ha-ha-ha. – **Wesley Myers, Wilmslow**

Keep up the only impartial reviews for the Sega Saturn. – **Peter Thompson, Staffs**

That woman in the Last Orders is bloody horny!!! You should have more info about your staff, possibly pin-ups? (of the females, anyway). – **Ben Siddle, Suffolk**

I don't want to sound gay, but this mag is so funny that I'd even read it through The Simpsons and that's saying something. – **Oliver Semple, Cleveland**

I think Sega Power is the best mag in the world. I even named my football dream team after it. – **Luke Slater, Manchester**

Super fast games are ok, but it's nice to slow down a bit at times! Hey, relax, mellow out! – **P. Randall, Devon**

Oh, and the bloke with the goatee... shave it off! – **Lee Cholerton, South Yorkshire**

What does your phone bill cost after you pester the software companies? – **Andrew Lawson, Cumbria**

A poster of Laura. She's very horny! – **Ben Stokes, Norfolk**

Make fun of bow tie-wearers – **Alan Fox, Lancashire**

The 88th issue of *Sega Power* will attack your senses like a large man with a baseball bat (but in a strangely sugar-coated way) on the 19th of December. You don't have to buy it, but you certainly won't get into Heaven if you don't.

Who is who Who...

BEEN TO WALES Dean Mortlock
BEEN TO BRISTOL Lisa Kellett
BEEN TO GERMANY James Ashton
STAYED IN FROME Dave Perrett

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THE *SEGA POWER* CHARTER

1. We will never tire of laughing at our feeble opposition.
2. We will always remember that being official is no advantage.
3. We will NEVER review the PlayStation version of games and pretend they're on the Saturn (like *Mean Machines* and *Sega Saturn Mag*).
4. We will always do our very best to give you the finest Sega magazine possible. Because we love you.
5. We will always believe that we have a sense of humour.

• *Sega Power* is still up to its grubby knees in sewerage from 'SURFING the INFORMATION SUPER-HIGHWAY'. If you have the technology go here: http://www.futurenet.co.uk/
• Emails to dmortlock@futurenet.co.uk

SORRY! Tips call are the work of the Devil and we don't LIKE the Devil. PLease write to the usual address and we WILL do something to try to relieve your weighty plight.

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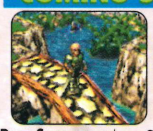
DARK SAVIOUR DUE JAN

SYNDICATE WARS DUE JAN

SOVIET STRIKE DUE NOVEMBER

DAYTONA USA CCE DUE NOV

VAMPIRE HUNTER DUE DEC

STREET RACER DUE NOV

STREETFIGHTER ALPHA 2 DUE NOVEMBER

VIRTUA COP 2 DUE DECEMBER

DUKE NUKEM 3D DUE DECEMBER

SATURN RELEASE LIST

FOLLOWING IS A LIST OF PROVISIONAL RELEASE DATES FOR FORTHCOMING RELEASES. PLEASE REMEMBER THESE ARE INTENDED AS A GUIDE ONLY AND WE CANNOT BE HELD RESPONSIBLE FOR ANY CHANGES OR DELAYS.

BREAKPOINT	28TH NOVEMBER
CRIME WARS	24TH NOVEMBER
DAWN OF DARKNESS	DECEMBER
DAYTONA USA CCE	13TH NOVEMBER
DOOM	1ST DECEMBER
DRAGONHEART: FIRE & STEEL	JANUARY
EARTHWORM JIM 2	24TH NOVEMBER
FIFA '97	29TH NOVEMBER
HARDCORE 4X4	18TH NOVEMBER
HEXEN	END NOVEMBER
IMPACT RACING	29TH NOVEMBER
IRON MAN XO	15TH NOVEMBER
MANX TT	4TH DECEMBER
NHL POWERPLAY	29TH NOVEMBER
PGA TOUR GOLF '97	6TH DECEMBER
PINBALL GRAFFITI	29TH NOVEMBER
PROJECT OVERKILL	JANUARY
SOVIET STRIKE	JANUARY
STREETFIGHTER ALPHA 2	29TH NOVEMBER
STREET RACER	MID NOVEMBER
SYNDICATE WARS	JANUARY
TUNNEL B1	28TH NOVEMBER
VIPER	JANUARY
VIRTUA COP 2	27TH NOVEMBER
WWF IN YOUR HOUSE	29TH NOVEMBER
X2	29TH NOVEMBER

SATURN GAMES

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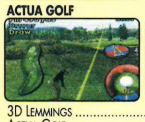
BUBBLE BOBBLE/RAINBOW

ACTUA GOLF



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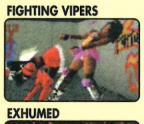

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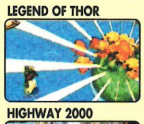

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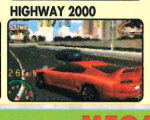

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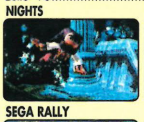

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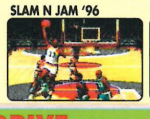
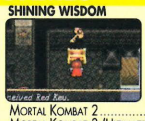


STARFIGHTER 3000

SHINING WISDOM



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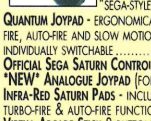

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