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OVER 300 CHEATS

Reviewed SAMURAI SHODOWN

Mortal Kombat 2 32X

Yeah, yeah! Buy it! Buy it! It rules! RULES!

Rise Of The Robots

Mega Drive version kicked apart inside...

1995 Preview of the year!!!

INSIDE! DOOM, VIRTUA RACING DELUXE, VIRTUA FIGHTER - 32X/SATURN TIPS SPECIAL

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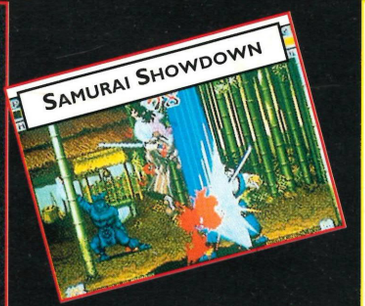

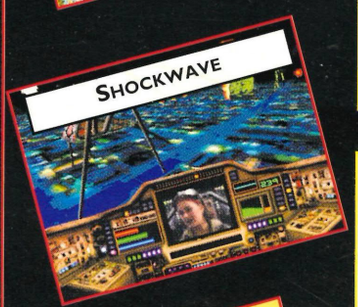

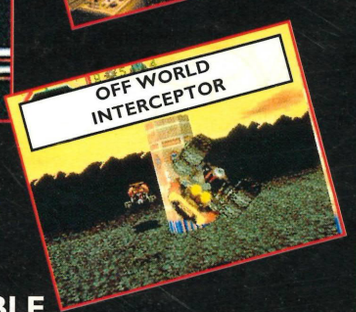

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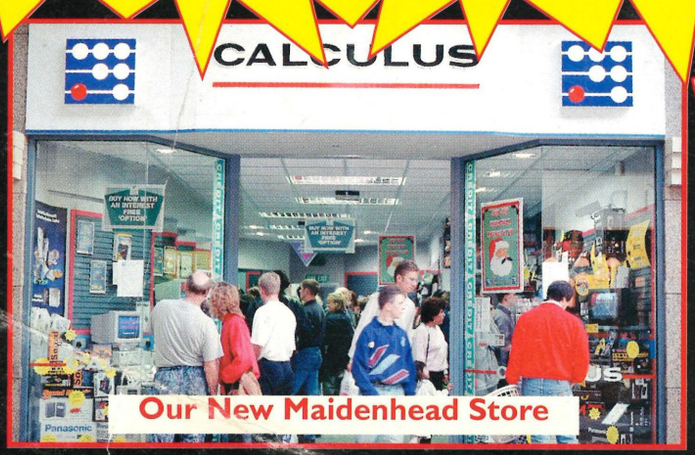

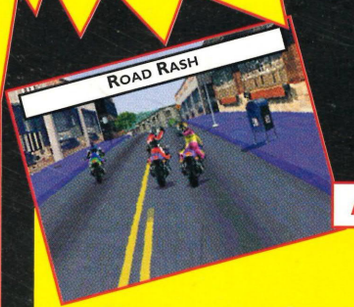

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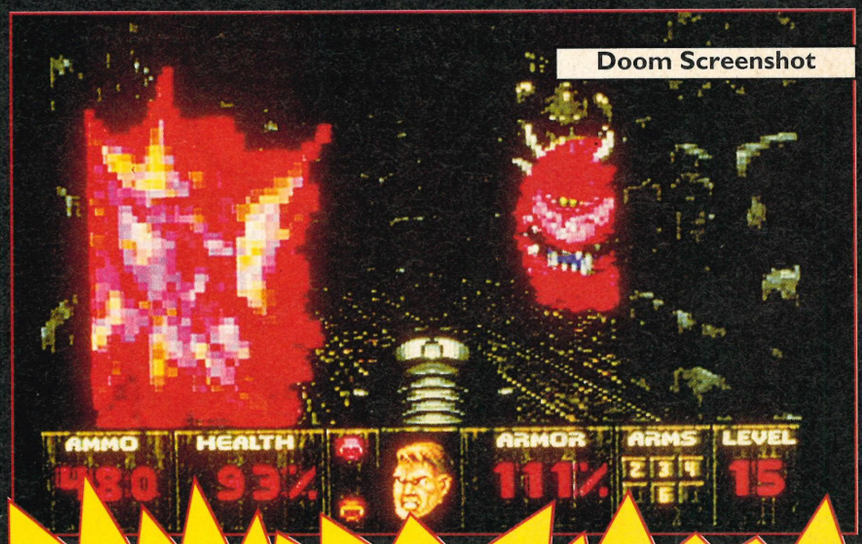

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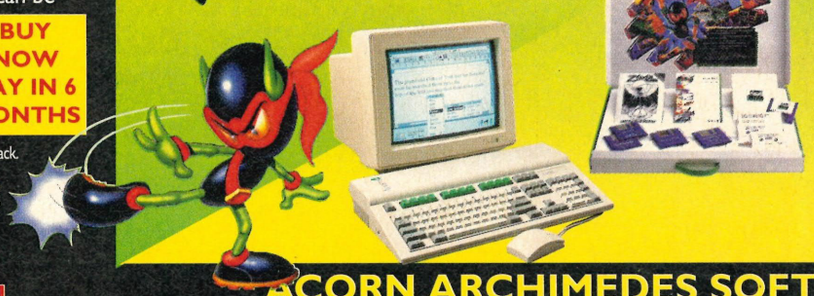

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SEGA POWER Cont

GET YOUR GRIT!

So another year has staggered into the bathroom of history like a boozey flamingo only to make room in the hallway for the annual egg that is 1995. Made your obituary predictions with the bookie? Promised to sweep your Xmas puppy under your bed? Sworn to make bummy smells every breakfast? What's left to pledge? KEEP BUYING SEGA POWER! That's your resolution. Now stick to it like sellotape.

FACT: before editing *Sega Power*, Andrew Lowe was Bath's best grit boy.

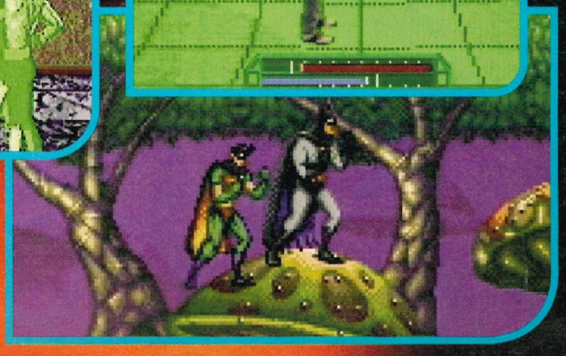
Tama. Saturn game. New. Nice. Is. Please turn. Page 44. Please. Yes.

With more cheats than... than... any other Sega magazine out this month, we open up the baby bowels of '95 with a reeking tips nappy, soiled with only the very best gamey products. SMELL THE QUALITY!

The Norm

News 6
Previews 8
Compo 58
Reviews 38
Power Tips 63
Back Issues 86
Subscribe! 87
Most Wanted 90
Reader Ads 92
Letters 94
Next Month 98

Preview



8 We unwittingly bought Doris Stokes' crystal bowl at a car boot sale, see, still doggy-paddling with psychic Alphabetti Spaghetti, and, surely yes, the future was spelt out before us at a tea-time seance. The lights blacked. The curtains roared. A saucy Sid James voice rumbled. "*Mortal Kombat* 32X! *Metal Head*! *Batman and Robin*! *Midnight Raiders*! And there be more!" Altogether now kids: "Novelty pasta never lies! And that's the law!" Er, yes?

contents

over 300 tips

SAMURAI SHODOWN

40 Slop up time, gents, the dribbling time is over... Pocket your sputum into the nearest 'kerchief and moo angrily like fighting cattle as we offer YET ANOTHER beat-em-up. Romp and slap with us as we say some stuff about *Samurai Shodown*.

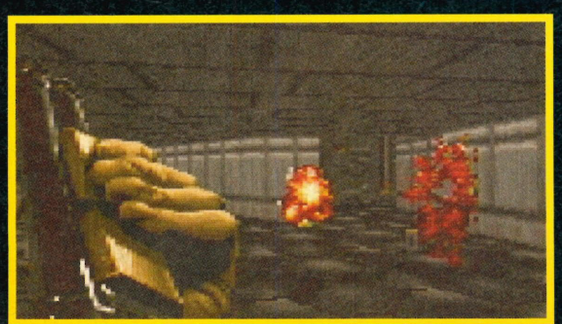
Remember. Even the most sinister of men can improve his social status by making 'a blinding cup of tea.' COOL, IS IT?

Ristar

50 "Staaaaar! That's what we call you!!!" Yes! It's *Ristar*, the newest Sega star since that star Sonic starring in his... first...own... game. Sir! My enthusiasm's wilted.

tips

28 Are we going soft on you, egg boy? The Hardline last month, and now THEM TIPS? A,B,B,C,C,A,C,C,A,B, B,B,A,C et-bleedin'-first-three-letters-of-the-alphabet-cetera. YOU asked for it.



We had a go on...

Rise of the Robots
MD..... 20

Samurai Shodown
MD..... 40

Tama
Saturn..... 44

Cosmic Carnage
32X..... 46

Bonkers
MD..... 48

Ristar
MD..... 50

Brett Hull Hockey
MD..... 52

Unnecessary Roughness
MD..... 53

Afterburner
32X..... 54

Mighty Max
MD..... 55

Beavis and Butt-head
MD..... 56

ESPN Baseball
MD..... 57

ExclusivesGamesComposRumoursGossipOpinionFacts

News

Mortal Kombat 2 on Saturn

Wahey-hey. Now you can play *Mortal Kombat 2* on Saturn. On the machine, not the planet. Obviously. God, we're funny. Er...

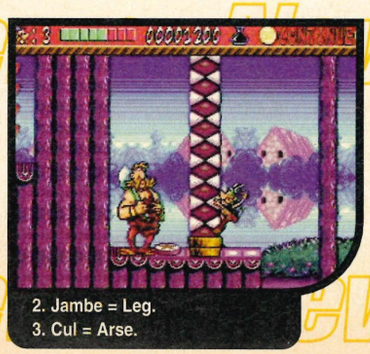
Yes indeedee, when the Saturn breaks through our retinas and punctures 'em next September, there should be an arcade perfect version of *Mortal Kombat 2* to play on it. Yes, we know we said that the 32X version would be arcade perfect, but we honestly thought it would be, okay? Who says the 32X is overrated? (Not me, that's for sure... I love it.)

New Asterix French stuff

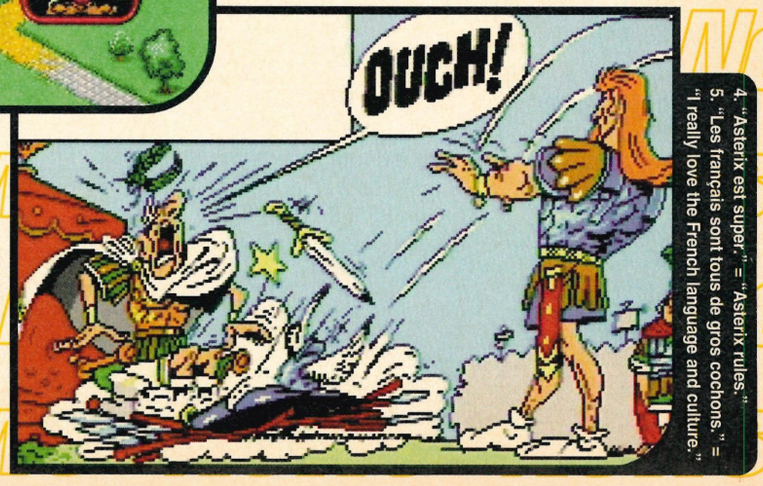
Hosannas, Asterix is bringing his furry garlic slippers out for another kick-about. We all liked what Sega did with our Gaulic(?) 'chum', so the news that *Asterix – Power of The Gods* is coming out for the Mega Drive in February made us all go quite gooey. Obelix returns and you can choose between him or Asterix for each level – each one being particularly good at their own 'thing', if you will.

Sega Power's Essential French for Beginners follows...

1. "Bonjour, monsieur. Je voudrais une bière. Merci."



2. Jambe = Leg.
3. Cul = Arse.



4. "Asterix est super." = "Asterix rules."
5. "Les français sont tous de gros cochons." = "I really love the French language and culture."

MORE SEGA PLANET STUFF

Striker

While the words 32X and Saturn are still fresh on the nation's lips, Sega have now announced a NEW machine. Codenamed 'Neptune', the frisky piece of nonsense will be a combined Mega Drive and 32X. Yes, Sega have never been ones to rest on their laurels, and are putting a lot of time, effort and, let it be said, not a small amount of money behind the 32X. They see the Saturn as a more long-term prospect, and can see it being around for at least ten years. Everybody is prepared to admit that the 32X will be outdated in a few years time, but hey, make stuff while the sun shines.

The Neptune should be simultaneously released in Europe and America – Sega are unsure at present whether the machine will be launched in Japan – in the early autumn of next year, at the pretty reasonable price of £200 – although this price still has to be finalised.

The Venus – the portable Mega Drive – has been shelved. Demo machines were made, but the price of the LCD screen would have made the unit far too pricey for the likes of you and us.

Football games may be as numerous as the common cold on the Mega Drive, but the likes of *Striker* do have a pretty good pedigree. Out on the SNES and quite possibly one of those bizarre Amiga things, *Striker* actually happens to be pretty good. For the first time you've got a choice of three different views – the standard side-on view, the overhead '*Sensible* style', and a new 3D 'behind the goal' angle.

It plays pretty well and looks okay, so it could be a worthy alternative to the *Sensible*s and *FIFA*s of this world. More stuff next thingy.

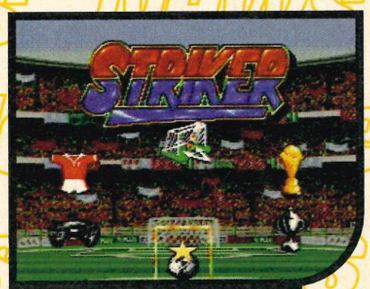
Don't know what a monk with a large head has got to do with footy. But who am I to question the ways of Britain's favourite sport?

WE LOVE THE SATURN

Sega's plans for the Saturn to be the ultimate multi-media machine looked a bit more promising when we got wind of some of the add-ons they're planning for it.

The first one is the computer add-on thing. You'll be able to buy a keyboard, hard drive and 3.5 inch disc drive for your favourite grey block, which will probably make it very nice and PC-ish. What you will actually be able to do on your Saturn/computer hybrid is, at present, unknown, but we should be able to see some evidence not too long after next September.

The other cheesey nibble is the MPEG (Motion Picture Experts Group) cart. This hardware comes in the form of a cart which plugs into the back of the Saturn, allowing you to watch CDi-style films. Rumour has it that a few games will be compatible with this add-on, allowing you to watch loads of perfect-quality FMV. Expect a launch in this country just after the Saturn appears on our shelves.



Win a large cup with handles on it or a Mega Drive joypad.

Blind the opposition with your choice of colours. Tactical.

Run around in pursuit of a small ball and pass between your team members, just like in the real game of footy and all other footy sims.

Hot gossip

Me. Mandy. Brain. Gone. Donkeys. Cider. Pencils. Hey! Stop cryin' guys! Not really mentally ill. Just another of my High School fresher pranks. Zowie! Etc...

■ What with Sega announcing the release of the Shuttle Mouse along with Saturn RPG Myst, what your palms should be really graspin' for is (*yesyesyeees!* – Simon) The Mortal Kombat II Kontroller (*disappointed oh* – Simon). From top tatmasters Innovations comes a module add-on with which you can assign favourite fatalities to one single button! AND, I don't want to show-off, but it's from my very own Uncle Sam!!! (*Bloody idiot* – Ali).

■ Amongst my hot-tubbing Hollypals there's definite reeks of game-to-silver-screen amongst the community's pants (*trousers* – a translator). Yep! The rights to *Doom* have been sold to Universal Pictures. Current casting-couch tarts are Tom Berenger, Tony Lockett and – YEP! – The Schwarzenegger himself! I'll be nosing about for more info in a producer's bedroom soon...

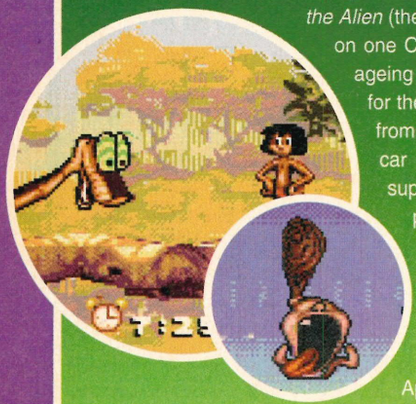
■ Walking along Venice Beach last week, I came across some washed up dolphin poo amongst the flotsam and jetsam of jelly bikinis and steroid donuts. And it informed me that Gametek are developing *Brutal: Paws of Fury* for the 32X. Called *Brutal 2000*, it will have 'more characters', 'more backgrounds' and 'more moves'. Let's hope it's not 'more crap'.

19 nineteen

What be in store for your chosen console thing? We fill up some space with them games for the year that will go down in history as '1995'...

VIRGIN

Mega Drive The year kicks off with the release of *Cannon Fodder* ('us' give 91% etc) but there's a big gap until the autumn when *Sensible Golf* makes an appearance via that Amiga 48k thing. Apart from that, the Mega Drive release schedule looks sparse. Blah... **Mega CD** support blooms in springtime like those flower things with *Lynx* and *Another World 2 – The Heart of the Alien* (the original *Another World* plus a new game on one CD) due in March. It then withers like an ageing nipple, with no more releases planned for the rest of the year. **32X** As you'd expect from a Mega Drive maestro (that be crap car compliment, no?), Virgin are set to support the upgrade biggeth time. They're planning between 5-10 32X games before the end of '95. And they're telling bugger all about it The only title to be confirmed is *Spot Goes to Hollywood*. With Cool Spot. From that fizzy drink. With lemon and lime. Apparently no Dave Perry this time.



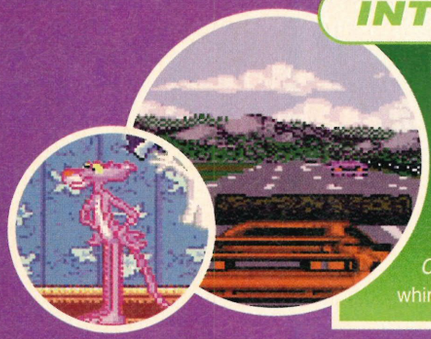
ACCOLADE

Mega Drive There are two to come in March: action RPG *Fire Team Rogue* and lawn-snooker licence *Jack Nicklaus Golf '95*. Then wait 'a while' for *Hardball '95*. **32X** Accolade claim to be working on a number of 32X releases, but sour sod-all is known about 'em. No GearCDMasters sorted out yet.

CODE MASTERS

Game Gear Code Masters' only release in the first quarter of the year is a Game Gear version of the Mega Drive stonker *Micro Machines 2*. On that high note, however, their Game Gear support ends for good. **Mega Drive** The firm is planning a "big sports game" (with 95 after the title no bleedin' doubt) plus "a couple more games in the autumn", a spokesman 'revealed'. Helpfully. **32X** They've yet to decide whether or not they will be supporting the 32X. Saturn support is 99 per cent certain in 1995. Though. And that.

INTERPLAY



Mega Drive Interplay have already stopped developing on the Mega Drive. With a bizarre quit-while-you're-behind working maxim, their last project, *Clayfighters*, is due in January. **32X** The spring (again) will bring a trio of 32X games: *Rock 'n' Roll Racing* (mmm), *Clayfighter 2* (Doh!) and *Dissent* (uh?). However, hopes are mostly 'pinned' on *Casper The Friendly Ghost*, based on the bound-to-be-whimsical July 95 movie done by that Spillburg Hollybeard bloke.

ACCLAIM

Game Gear They be planning five Game Gear releases before the end of March. *Quarterback Club '95*, *NBA Jam Tournament*, *Itchy & Scratchy*, *Spiderman*, *True Lies* and *Stargate*. Then... *Judge Dredd* and *Batman Forever*, games based on what will surely be two of the biggest films of the year. **Mega Drive** *NFL Quarterback Club '95*, *NBA Jam Tournament*, *Itchy & Scratchy*, *Spiderman*, *True Lies*,

TIME WARNER INTERACTIVE

Game Gear At least a couple of releases lined up over the next 12 months. The first, due soon, is the Game Gear version of the classic *Road Rash 2*, featuring all five tracks in the Mega Drive versions plus a two-player link-up option. Spunky birthday! **Mega Drive** Due out soon is *Kawasaki Superbike Challenge* and *Mega SWIV* featuring Amiga spod spazzers. In the summer, Wayne Gretzy Hockey (Christ...) is the only offering. *Primal Rage* is due in the autumn. This dinofighy game is huge in the arcades and with Probe (the team behind *MK2*) working on the conversions, it looks like being one of the biggest hits of the year on all major Sega formats. **32X** Three 32X games this year. One will be *Primal Rage*. The identity of the other two hasn't been revealed. Same old, same old...

CORE DESIGN

Mega CD *BC Racers*. Last. Prohjik. Ever. **32X** Vaystronglineup. Cavemen-on-scooters *BC Racers* and cushty shootah *Soulstar* from CD to 32X. These will be swiftly followed by *Scottish Open: Virtual Golf*. In May, *Thunderhawk 2* arrives with loads of new missions plus more pant-sparking graphics and knuckle-whitening speed. Stuff.

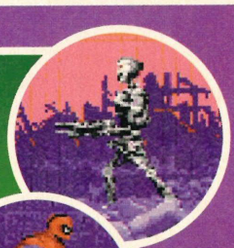
PSYGNOSIS

Mega Drive Only two titles pencilled in so far, the bleedin' smashing explooosive platty-shootah *Hardcore* and *Benefactor*, both due in spring. **Mega CD** *Hardcore* (with extra driving sequences) and *Benefactor* will also pop up on the Mega CD. However, the Terry Pratchett-based *DiscWorld* project has now been scrapped.

95 ninety five

SEGA

Game Gear Sega are predicting that1995 will be the Game Gear's "renaissance year" (!). They're planning to release 10-15 titles during the next 12 months with *Striker*, *Mickey Mouse 3* and *Ristar* kicking things off in February. *Fatal Fury Special*, *The Adventures of Batman and Robin* and *Speedy Gonzalez* should all arrive around Easter, but after that the old crystal ball gets a bit cloudy. **Master System** So far, only two games appear on that release schedule: *Sonic Spinball* (due in February) and *Speedy Gonzalez* (Easter). Sega have said, however, that converting Game Gear games is a relatively painless task and so the biggest handheld hits may be moved over. Or, maybe not. **Mega Drive** 30-40 titles are scheduled, with over half a dozen due in the next couple of months. This first batch includes; unspoddy (honest!) rpg *The Story of Thor*, *X-Men 2*, *Asterix*, *Road Runner*, *Speedy Gonzalez* and an rpg called *Light Crusader*. Later Sega are expecting Sonic-sized things from *X-perts* – although, inconveniently, they're not saying what said game is all about. **Mega CD** More numbers. 15-20 CD games. Amongst them will be *Wirehead*, *Surgical Strike*, *Fahrenheit*, *Shining Force* and *The Adventures of Batman and Robin*. **32X** To reinforce their commitment to a format, which is IN NO WAY a stop-gap-Saturn's-nearly-here kind of a deal, Sega are launching a Mega Drive/32X all-in-one minnow called the Neptune later this year (see News). On the software side the firm is planning 30 titles and hopes that, with other software houses' help, the number of games available by Christmas will be around 100, next up being *Metal Head*, *Stellar Assault* and *Wraith Squadron*. A special Sonic 32 game is due later in the year and a steady drip of arcade conversions is also promised.



Stargate and *Warlock* are all due in the next two months. After that, six more including *Judge Dredd* and *Batman Forever*. **Mega CD** *Batman Forever* is the star of the Mega CD line-up, with support coming from *Kids on Site*, *Slam City*, *Corpse Killer* and *Supreme Warrior*. **32X** *Mortal Kombat 2* is, of course, the rowdy moose coughing from Acclaim (coughing over sod all – no great improvement says us) followed by at least five more titles including *Night Trap* and *NFL Quarterback Club*. Unlikely that *Batman* and *Judge Dredd* will slap about the 32X before the end of the year.

US GOLD

A **Game Gear** conversion of the Mega Drive hit *Operation Starfish* is due at Easter, but beyond that... unflushable logs? **Mega Drive** They've already secured the rights to the next Olympic Games. This year they'll release a game starring the mascot, Izzy. *Izzy's Olympic Quest* is a platformer in which you have to retrieve the five rings. Which. Are The. Symbol. Of. The games. It be out Easter. There's also plans for *Hulk 2*, although Gold 'haven't decided' which formats. **32X** Yes they will, but are mugged-pensioner vague about the whole thing. Again. Seems only Sega are 'doing' Master System games. Two words for you: small ads...

ON THAT SATURN THING...

Virgin: *Spot Goes to Hollywood*, PC 486 CDiXR3R2D2 Glenn Bennet top monsters-in-space jobby *Creature Shock*, a basketball game called (never!) *Hoops* and a spooky spectacular called *Ectosphere* in conjunction with Clive Barker. **Sega:** Expect *Virtua Fighter*, *Clockwork Knight*, *Daytona USA* and *Panzer Dragoon* soon with conversions of coin-ops like *Virtua Cop* and *Desert Tank* later in the year. Sega hope to have 20 of titles available by Christmas. **JVC:** Seeing as JVC sell their own version of the Saturn (the J-Saturn) in Japan, it's no surprise to learn that they will be supporting the format. *KO2* (a snazzy version of the animee shootah thingy), and *4D Boxing* will be ready in time for the European launch. *Time Warner:* dinofighty *Primal Rage*. **Core:** four games available for the Saturn by Christmas: a tank game called *Shell Shock*, *Machinehead*, a snowboarding game which doesn't have a title yet and *Swagman* – a game described as a Tim Burton-esque (Batmantonghands) maze adventure thing set in a child's nightmare. **Interplay:** *Casper*, *Rock 'n' Roll Racing* (will they ever give up?) and *Star Trek: 25th Anniversary Edition*. **US Gold:** only confirmed title at this stage is *World Cup Golf*. Ohgoodanothergolfgame. **Acclaim:** planning six titles for '95. The only one they have announced is *Mortal Kombat 2*. How original of them.

SONY

Mega Drive Only one title, ESPN Hockey '95, sellotaped in. A strong **Mega CD** line-up includes *ESPN Baseball '95*, *ESPN Basketball '95*, *Star Strike* and **Prime**. **32X** More of that ESPN licence (yank cable channel, tv fans). *ESPN Baseball '95*, *ESPN Basketball '95*, *ESPN Extreme*, *ESPN Football '95*, and *ESPN Hockey '95*. This ESPNtastic line-up will be backed up by *Godzilla* (YEEEESSSSSS!), *Mars Adventure* and the sexily titled *Virus*.

JVC

Mega CD JVC have plans for an amazing six Mega CD games in the first three months of '95. *KO Flying Squadron* is a shoot-em-up in an animee stylee while *Heimdall* and *Dungeon Master 2* are for crusty old RPG types. On the rucking front there's *Samurai Shodown* and *Fatal Fury Special*, both conversions from Neo Geo titles. Finally, there's a shooty-platty game based on the new Jean Claude Van Damme movie, *Time Cop*.

Addams

• Mega Drive • Release:TBA • Sony •

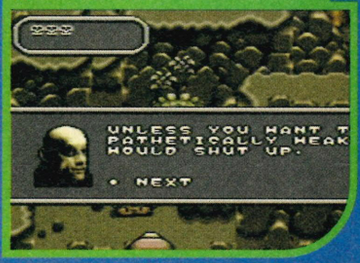
You've just got to come and check out my plants, man. They're like totally amazing. There's enough there to see us well into next year.

For an evil wickedress, Debbie Jellinsky certainly keeps a tidy kitchen. You could eat your dinner off that Arga.

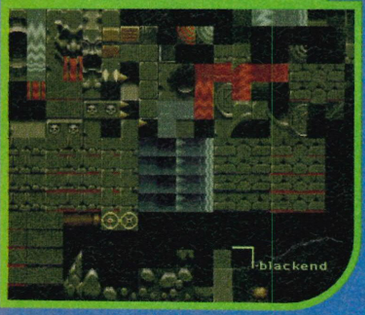
No page would be complete without a 'Hello Sir' moment. And we think this is the one. Hello Sir... etc.

Remember what they said back in the bar? Don't stray off the road and look out for the werewolf.

If you bumped into an insane looking old bald man in a dark forest, would you be lost for words?



Erm. We reckon this is a level map. It's got skulls and everything. Vooi. We think.

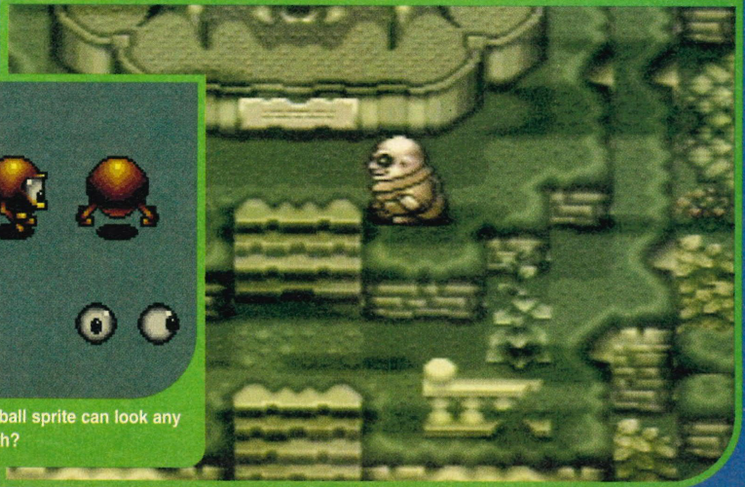


Did you know that the theme tune for the new Addams Family movie was originally going to be performed by the plastic-faced, lover of children everywhere, Michael Jackson? Inappropriate when you realise that the film is actually called Addams Family Values. The Jacksons are a dysfunctional family... not the Jacksons. Erm. Guess what. Someone or other is making a game based on the film.

We think we can let you in on a few storyline secrets without spoiling this cinematic blockbuster of a roller-coaster movie. New kid on the block Baby Pubert has been abducted by the hand that rocks the cradle, evil nanny Debbie Jellinsky. She's obviously evil. I mean she's patently not a vampire or a ghoul or a zombie. Anyway back to the doozy of a plot. She's holding Baby Pubert for ransom and unless she gets half of the Addams Family estate she'll start sending chunks of him through by Fedex... "Yes, we'll send him the ear." Gomez and Fester aren't going to stand for that, and so track down the hideout – it's a spooky old mansion – and yes, you've got to make your way through the grounds, gardens, swamps and caverns around the mansion. Bring 'im back alive.

The action is all viewed from a side-on top-down perspective. You control Uncle Fester, but the rest of the Family have made it too. Bumping into Gomez and the gang will help you along the way, with assistance for solving

It frequently ends up getting all maze-like in the passageways and by-ways of the castle grounds.

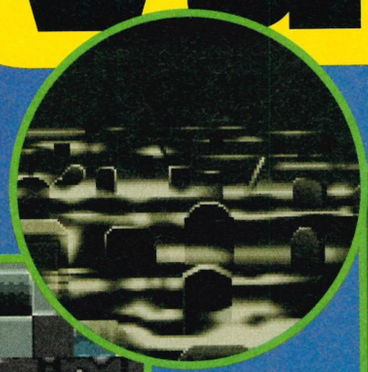


This is definitely not a sliding block puzzle. But it does look a bit like one. Doesn't it?

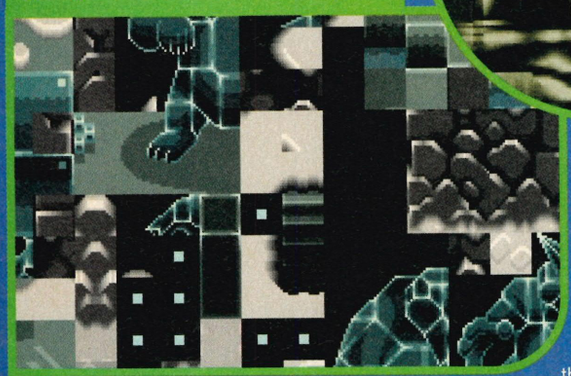
Eagle-eye style-ee the eyeball sprite can look any direction, What a bonus, eh?

Family Values

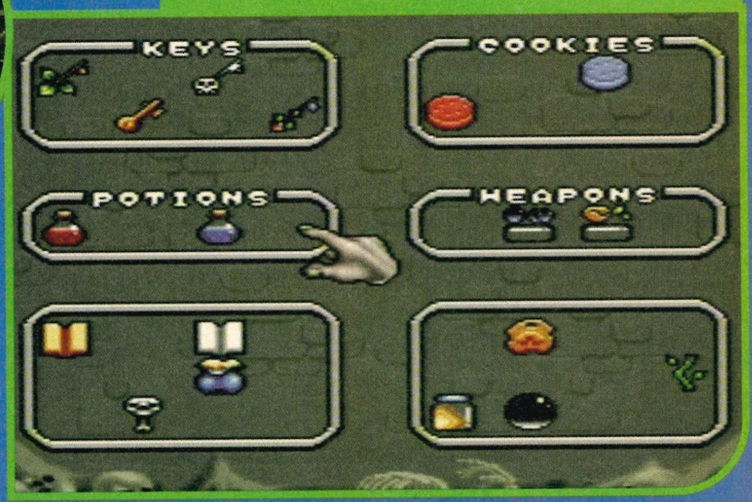
"It's Uncle Fester."



Check out the graces stones on the right. Spooky or what. Probably what, actually.



Calling up the inventory screen enables you to choose items or gobble cookies. The pointer by the way is a hand called Thing.



the odd puzzle and handy hints. Then there are Jellinsky's buddies too – they won't always be out to get you, and a word in the right place, or bribe for that matter, can go a very long way.

Fester is without doubt the fattest family member, and he's the bald one too (a regular Homer Simpson). This game explains partly how he got that way. It's all these disco biscuits he keeps yammin' up, y'see.

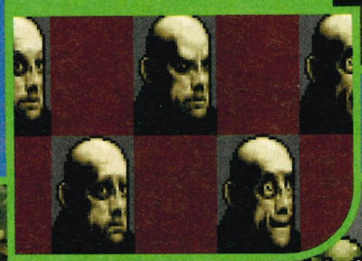
Fester never goes anywhere without his cookie jar and the starchy snack treats work as power-ups. Some of them make him healthier, or invisible or breathe fire, but without a doubt the most realistic has to be the Crumble Cookie. Crunching on one of these causes the screen to shudder and stuns any nearby nasties. There's a word for it, folks. We call it a bran-muffin.

Sega Power will bring you a full review, just as soon as we can get our blood-stained, sharp and long, finger-nails on it. Until then, hold this thought. Why, when the Munsters was funnier and much more surreal, has no-one done a game about them? Answers by seance please.

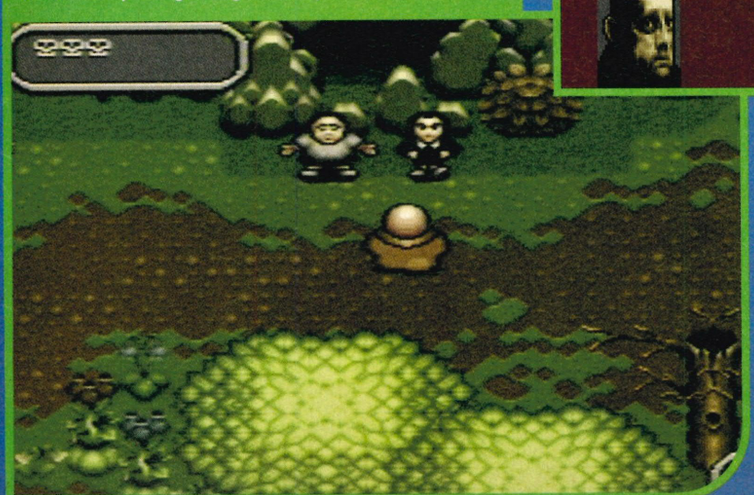
SEGA POWER

He buried all six of them under the paving stones.

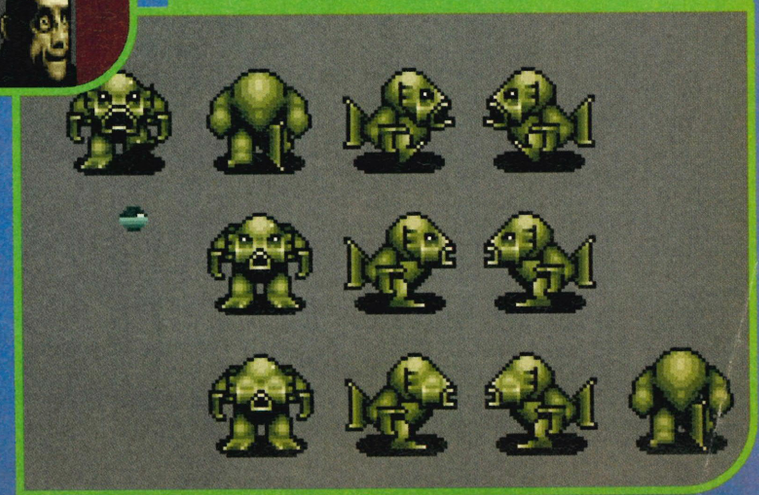
He's a moody chap is Uncle Fester. It's all in his eyes, y'see.



Always treat with the utmost suspicion and caution anyone who starts explaining what good family values are.



Family Values is in fact a term invented by wife-beaters, child molestors and pet torturers to justify their anti-social behaviour.



Midnight Raiders

• Sega • Mega CD • Release: January •

'Hello, I'm a helicopter, and I've just blown up'. Er.

'Hello, I'm a tank, and I spend most of the time sitting around being shot at.'

Midnight Raiders? What do those two words conjure up in your mind? Images of ruthless robbers, vagabonds and joyriders, no doubt. The name of this game did seem to raise a few chuckles in the Sega office when they were showing it to us – but then again, as everybody seems to take great pleasure in saying to us, we're very immature and find the strangest things highly amusing. Enough of such bonkers twaddle.

'Hello, I'm George, and I think I've just done a big job in my pants.' (Tee Hee.)

Midnight Raiders (*snigger* – Simon) plays very much along the lines of *Tom Cat Alley* – in that it is filled to the gills with gung-ho American types who enjoy overacting and have this bizarre dream that this game will transport them to the glamour and messy glitz of Hollywood. In other words, you watch loads and loads of very decent FMV and then press the fire button every half-a-minute.

Sega inform us that it'll be more involving than *Tom Cat Alley*, with better acting and shot in a totally different location and stuff.

Of course, another major difference is that the game deals with metal things with blades on top, rather than metal things with wings. Definitely one of those 'if you like this sort of thing then you'll like this'. I don't, so I guess that means I won't be reviewing it. Er... *Midnight Raiders*. It's *not* a game about dieters creeping to the kitchen at midnight to feast themselves stupid. Or something.

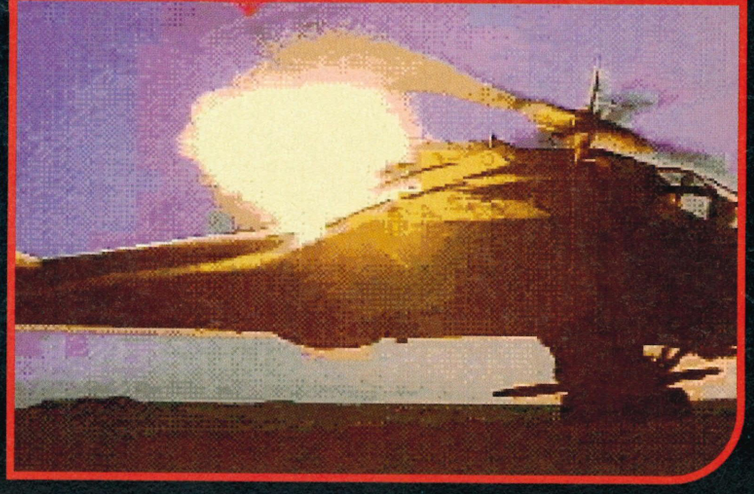
SEGA POWER

'Hi, I'm Chuck and I want to get into acting and work with sick kids.'

'Hello, I'm Dick and I came third in the Harrison Ford lookalike competition.'

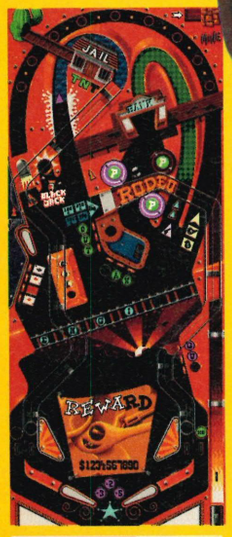
'Hello, I'm Babs and I'm the token bird in these things. Fancy me, do you?'

The only decent thing to grab in these games is the explosions. They're full of action and blowing up stuff.



It takes a steady hand and a highly experienced grabbing technique to get this picture.

ANIMAL



3BALL ACTION

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4 INTERACTIVE PINBALL TABLES

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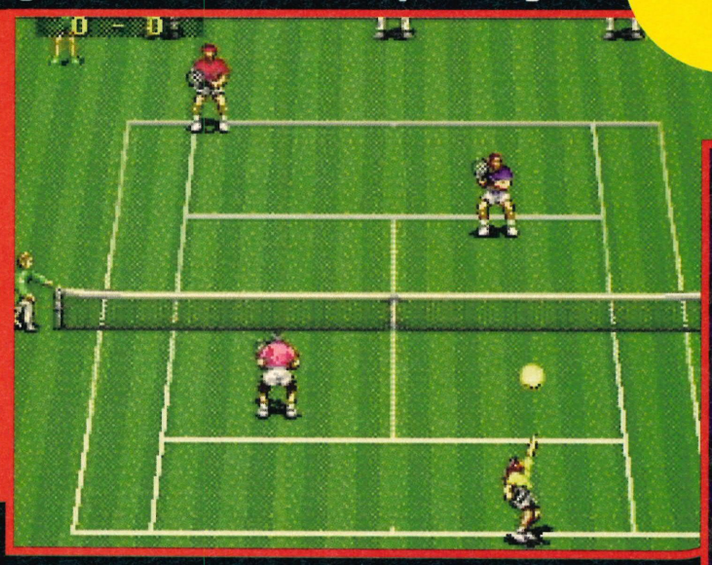
ATP Tennis

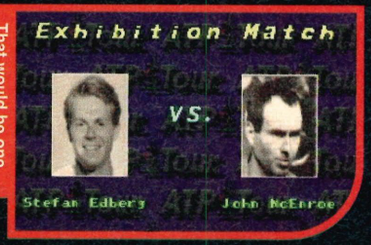
• Mega Drive • February • Sega •



Wouldn't it be humourous if that man served that ball straight into the arse of his team-mate?

Good God man, this Rod Laver fellow looks just like my Grandad. He certainly can't play tennis – he being dead 'n' all – so, how does Rod get away with it?

That would be one thrilling match, wouldn't it? Oh yes.



Ookaay! It's time for another preview, and tonight on the show we've got the star of Sega's latest affiliated label – Sega Sports is its name, you've seen him in a few different roles. He was wonderful in the role of Pete Sampras in 'Here's my balls – now eat them', he was tear-jerkingly brilliant in the romantic-comedy 'Four Ballboys and a plummer from Beaminster', and who could forget his Oscar-winning performance in 'I was an umpire's love-sack'. Yes, of course, it's your friend and mine, *ATP Tennis*. (Cue loud phoney applause.)

Back to normality, with a bump. Yes, *ATP Tennis* is a tennis game. Yes, it's got all the usual stuff (balls, players, nets, various courts, tournaments, different ball sizes and shapes, different shorts, and the obvious one, the choice of variable chest textures.) All this leads me to reveal that, on first impressions, although *ATP Tennis* looks okay, it's nothing really different. The main newie thing is that all the players are actual famous tennis types, rather than made-up folk. Rest assured, many hours of fun are to be had from laughing at the ugly disfigured tennis types...

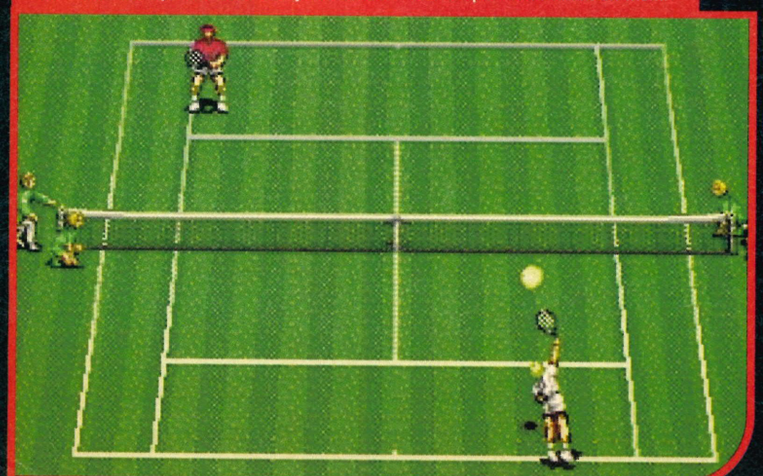
And our next guest is David Cheeseplank, who you'll all know from the hit sit-com, 'Christ help me, I've just killed the vicar'.

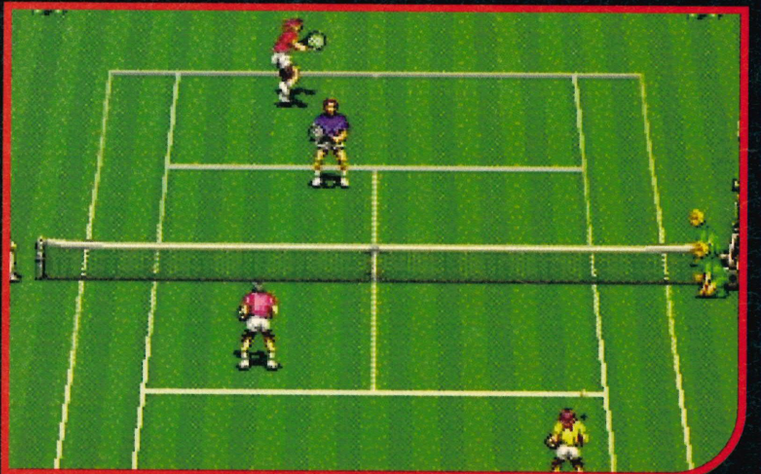
Next year look out for the *Sega Power* stumpy tennis champions cup – it'll be a gem.

I like tennis – it's a very good game.

No, seriously. I really like playing it.

Tennis is a game played by very nice people and watched (live) by people with far too much money, who must really like strawberries to spend that much on them.





Tennis was invented in the First World War when the English and Germans used to pass grenades across no-man's-land. True, that.

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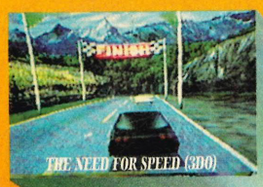
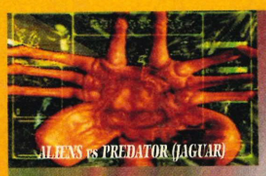

THE NEED FOR SPEED (3DO)

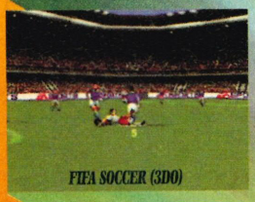
SUPER STREET FIGHTER TURBO (3DO)

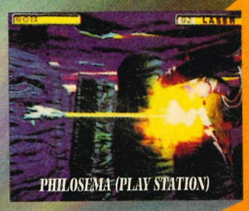
ORION OFF ROAD (3DO)


ALIENS vs PREDATOR (JAGUAR)

KASUMI NINJA (JAGUAR)

RAYMAN (JAGUAR)


FIFA SOCCER (3DO)


PHILOSEMA (PLAY STATION)

LET THE GOOD TIMES ROLL

CLOCKWORK KNIGHT (SATURN)

RPG (PLAY STATION)

PANZER DRAGOON (SATURN)

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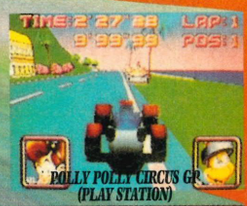
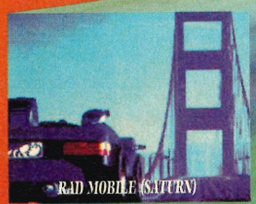
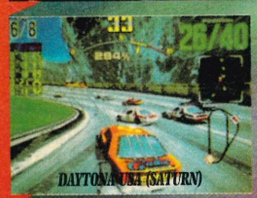
LABYRINTH (PLAY STATION)

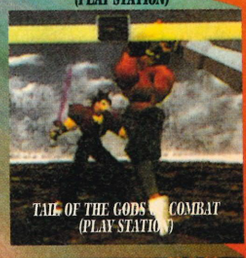
VIRTUA FIGHTERS (SATURN)



POLLY POLLY CIRCUS GP (PLAY STATION)


RAD MOBILE (SATURN)


DAYTONA USA (SATURN)


TAIL OF THE GODS COMBAT (PLAY STATION)

FORGET THE PAST. THE FUTURE IS NOW

HAUNTED MANSION (SATURN)

RIDGE RACER (PLAY STATION)

Batman and Robin

• Mega Drive •
• Release: March • Sega •

"It was a time of heroes, when darkness covered the land like a big duvet."

Batfact: Batman's favourite colour is black and he's partial to a bit of cheese.

Men in tights – my mum always warned me about them, but did I ever listen? She also filled me in on the horrors of men who tuck their vests into their pants and the mysterious ways of women with moustaches. Batman manages to fill two of these conditions, being fond of wearing tights, plus, it has to be said, that he has been known to wear his pants *above* his vest – a touch of counselling could be in order, me thinks.

The Adventures of Batman And Robin is based more on the new series that you're bound to have seen on Saturday mornings, and it's rather topper. It's a platform, but before you go out and carve the word 'platform' into an unsuspecting child's forehead, please note that it looks very good. The graphics have all the charm of a rabid dog, but that's Gotham, home of the criminally insane, land of the free, er, alleyway of the Geoff.

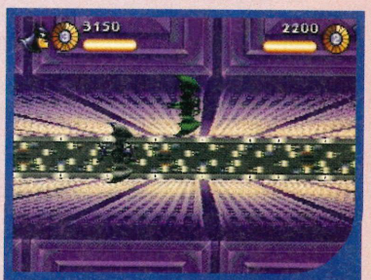
There are bonus levels involving Robin and yourself flying over buildings and stuff on bizarre hand-gliders – everything moves in a lovely 3D way and there are plenty big bosses of the Batman variety – expect to 'bump' into The Joker, Riddler, Two-Face, Jerry The Spaz and Terry The Inflating Duck.

If we feel like it, we'll be doing a review next month – this just being a work in progress thing. That is all.

SEGA POWER

"I CAN dance I tell ya, I can. And nobody's gonna stop me, see?"

Batman does exist, but – unfortunately – Gotham City doesn't. The inspiration for the town came from the dreadful hellhole, Milton Keynes.



Batman buys all his clothes from old tramps who should know better.

Adam West, the star of the Batman series went on to do nothing, while Burt Ward – who played Robin – starred in some very dodgy pervy films.

Batfact: For a year Batman ate nothing but dry toast and drank nothing but the water of a young girl.

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TM & Copyright © 1993 by Paramount Pictures. All rights reserved. Soundtrack album available on Compact Disc, cassette and record.

So, *Metalhead* then. Big robot blundering about what looks like Croydon highstreet. Some roads. And buildings. Boooooring! We want Robofacts!

Robofact: the first robot to be invented by a man was Roy, and was taught to hoover up biscuit crumbs that astronauts leave on spacerocket floors.

Metal

Robofacts: British Rail is not run by robots, but by monkey idiot people.

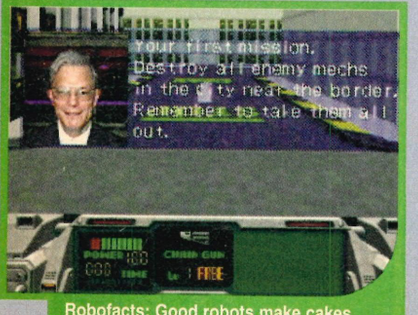
Following paragraph is... Your cut-out-and-keep Cyberbollocks DIY In-The-Future Faction Feature. Merely follow instructions and token background-story-to-game can be all your own invention. Yes, yours yes, yours, yes, ALL YOURS.

In the future they'll be... these Federation global blah things with blah guerilla troubles blah blue drinks blah nutraroastdindinpill blah hoverboots synthy music blah Buck bleedin' Rogers blah blah blah big robots patrolling blah cyber-bleedin'-space blah protect shoot weapons bombgunmissilerobot-S A V E D E W A A A L D ! ! ! blahdeblahdeblah...

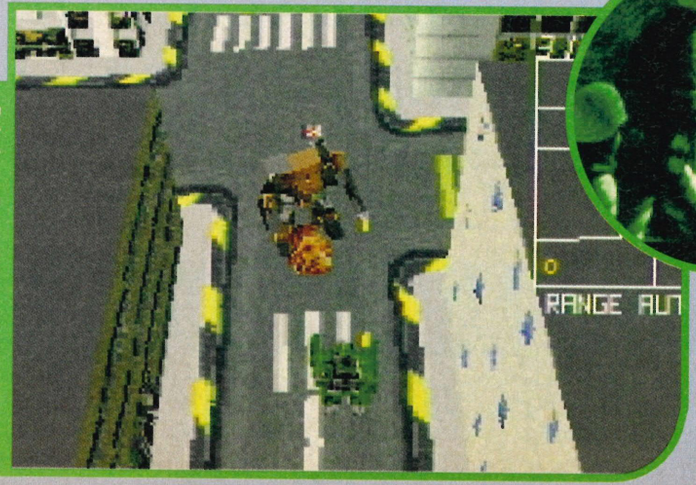
Baysickingly, dat 32X hygiene buster be darkened with grubby intakes of tea-dunked scabs spluttering soup kitchen speak. That it shrieked? It shrieked!

Robofacts: in the future, robots will have their own bars to meet other robots and drink oil which gets them drunk and makes them have fights.

Robofacts: a new film has been made about robots. It's called The Robots.



Robofacts: Good robots make cakes. Bad robots eat people. Er...

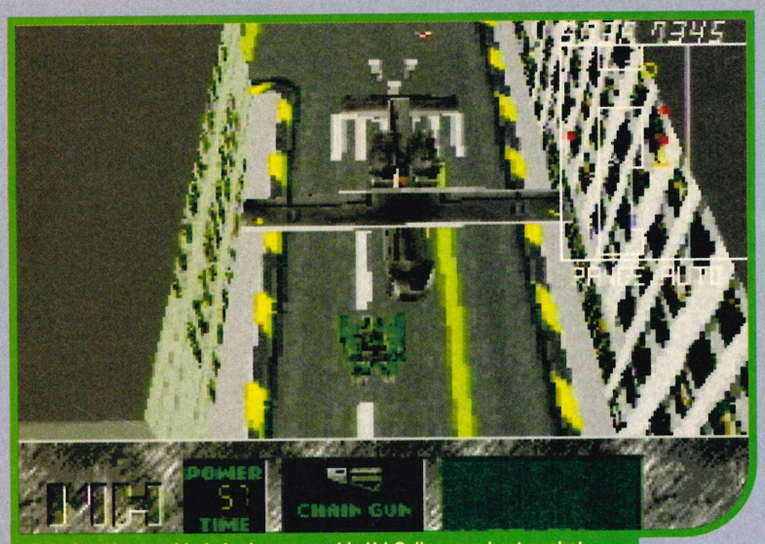


Robofacts: Doctor Who robot K9 was not a robot. It was a small cat in a K9 costume.

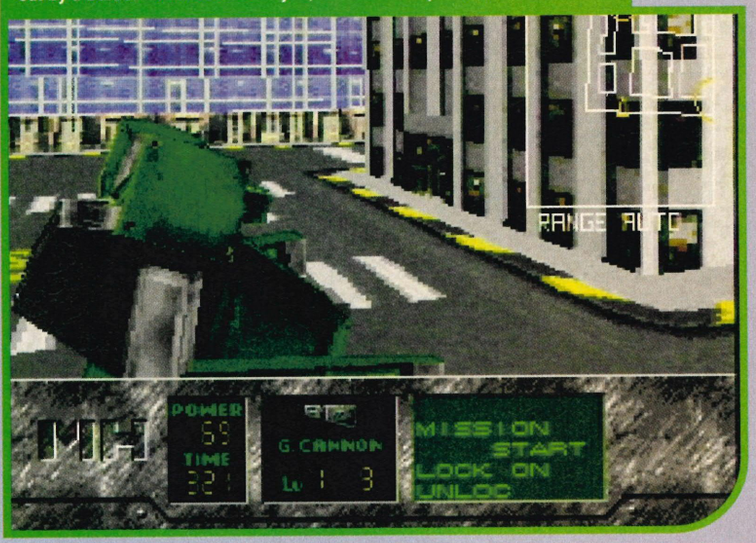
"Look! Me want attention! New game! New game!" it did shriek. Spendose coupons. It's the law! And eat Twix. That law too! (Not cool, not hip, to use the word 'poo'. It all has to end, sonny. TELL THEM ABOUT THE GAME! TELL THEM ABOUT THE GAME! – the inevitable editor interruption).

I'M GOING TO TRY AGAIN.

So you've got, or you're planning to get, the 32X. You DO NOT want to play Space bleedin' After Harrier. You want to play *Doom*. Choice is nice, but you still WANT TO PLAY *DOOM*. Yes, yes... It is our job to keep your gaming glands informed with up-to-the-minute Sega pieomation, and it is therefore our duty to give you... PICTURES OF *METALHEAD*.



Robofact: famous big-haired sexy psychic Uri Geller once bent a robot into the shape of a spoon. (FILL UP THE SPACE! FILL UP THE SPACE!)



Robofact: in Guarani, a small Amazonian village, the locals have their hair cut by a Barber Robot called Dwayne, which can do perms and washes too.

• 32X • February • Sega •

Metalhead

Robofact: the game Metalhead is about some robots. Christ...

Clouds open! I see future! *Doom* reference blah. "This a bit like a Virtua Doom. If there was one. With big robots. Instead. Er. Law enforcement. Stuff. Shoot the can of lager, Buck! Er..." Imagine...an *Urban Strike* without the choppers (whywhyWHY so coo-ool! etc). Mission-wise, you trundle about a selection of streets/warehouses/lending libraries, jizzing the enemy full of bullets 'n' (n?) bombs. Complex the first stages are not, but as you progress HQ info is force fed into your robot head complicating scenarios... and all too a strict time limit with the usual weapons and power-ups packed tighter than a Mexican general's sphincter.

Included! Four VR-type viewpoints (seagull view being the least graphically impressive, but – yaaawn – most practical). Tonnage – much tonnage – of, it says here, fabulous never-seen-before texture-mapping, although when we had a go on a three-quarts complete jobby, 'twas a tad jerky and slow even with the speedhover rockets on. Are we allowed to say that? And, after each completed mission you get paid in Groynz or whatever currency they use in The Future to buy more weapons, shields and that. A strategic, tactical (oh go on then) big robot *Doom* stalk 32X review will be in some issue of this magazine at some time or other. I can go now, yes? SEGA POWER

Robofact: the Sega Power robot,'Arse' will soon replace the editorial team.

Robojoke: How many robots does it take to change a lightbulb? One! Er, providing it has some special arm thing that can do that lightbulb stuff.

Robofact: er... robots... are... good... nice (*Inevitable 'enough!'* ed comment.) End.

Rise of the ROBOTS

• Mega Drive • £54.99 • UK Release • Acclaim •

Top, first-issue-of-the-new-year anniversary special review of something which we're a bit late with, but which you need to know about anyway!

In the great panto of life, it's – hey – *easy* to imagine the *Sega Power* 'crew' as the thigh-slappin', tights-bulgin', gift-pukin' good guys. By the same bowel-yanking logic, it's also easy to see the purveyors of this pestilent game as the cackling, becloaked, curly-greasy moustached sadist whose, painfully un-furtive, 'behind you' nature everyone is so eager to point out. Think about it. What game did the good people at Acclaim give you for Christmas? Festive visions of rosy-cheeked,excitement-flushed young'un tearing off the wrapping paper to reveal... to reveal... *this*.

Not only is *Rise of The Robots* one of the worst games I've ever encountered in all of my tiny little life, but (sigh...) we didn't receive the usual advance review copy, hence we had to go and buy one, and we weren't able to alert you to its stink IN TIME. The reasons behind this little frolic of logic? A) You're not interested, and B) We've harped on about it enough, already. Okay. You've got (pant, pant) SIX characters – each with a maximum of TWO special moves (and getting 'em out is some serious hit-and-miss frustration hilarity). The 'gameplay' is clanky, laboured and pikily threadbare. The player control is as responsive as "Hello? Mr. West? You okay in there?" It's about as much of a challenging, combative 'beat-em-up' as, say, eating food is a 'battle' between you (with your knife and fork) and the food (with its humble, stationary, smelling-nice trickery).

Here is a game with visible funectomy scars. Here is a game with NOTHING to offer but its mediocrity.

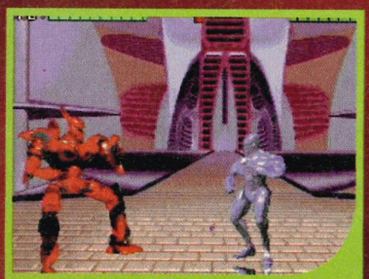
A cynical, curly great turd of hype oozed from the putrid anus of the gaming industry. Put THAT on yer box and sell it.

I mean, it's not a bad idea, is it? How can ANYONE possibly mess it up SO MUCH?

And how can ANYONE flog the toss for £54.99 and STILL sleep at night?

You can buy a lot of good things for £54.99. This is NOT one of those things.

Bit of a shame the graphics are aaalright, really. Could have been 0%



However, continuing the fecal analogy - y' can't polish a turd, eh, kids?

DID YOU KNOW? If you take a game back to the shop because you don't like it, there's a chance that a sympathetic manager will exchange it.

Rise of the Robots

- ▲ Don't be ridiculous.
- ▼ £55? HA HA HA HA HA!
- ▼ Rubbish...
- ▼ Complete and utter...
- ▼ ...RUUUUUBBIIIISH!

Graphics 5

Sound 3

Addiction 0

Lifespan 0

Power points

Release date	Out now
Players	1-2
Characters	6
Difficulty	Easy
Acclaim	(071) 344 5000

Final verdict

"State of the art? State of the ARSE, more like." *(You couldn't resist it, could you?* - All). *Andy*

Percent 3

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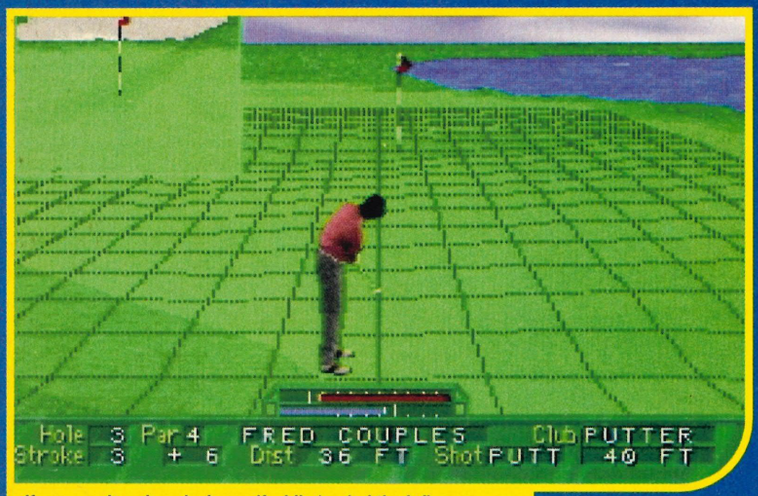
Fred Couples Greatest 36 Holes

• Sega • 32X • £59.99 • Release:February •



If you can imagine playing golf while 'under' the influence, you'd probably see a grid like this one, along with green clouds, purple trees and a troop of dancing dwarves.

Golf facts: Golf was invented in Scotland by a man of small intelligence and nothing better to do on a Sunday.

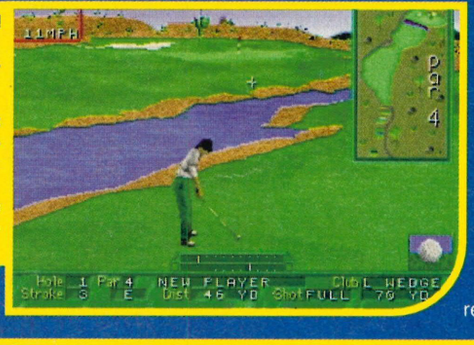
According to my contacts in the golfing world, Fred Couples is a bit of a hero. Apparently it wouldn't be a big surprise if you went around to a golfer's house and found several large prints of our Fred on their walls. You can imagine the sort of shots, cheesy grin, nice tan from spending days wandering around a golf course, hitting balls here, there and everywhere, and the perfect Alan Partridge jumper – probably purchased from the American equivalent of British Home Stores, or something.

Fred, being a top hero-type and all, has decided to put his name to the first golf game to appear for the 32X. All the trees and such have been lovingly created on fancy computers and the best feature of the game has to be the superb animation of the players. When he swings for the ball it's almost as if you were watching it for real. Now that's something that I've never been able to get to grips with. Okay, I can understand there's a certain number of people out there who get enjoyment from the game, but watching it? It's hardly the greatest spectator sport in the world, is it? Somebody 'tees off', then you wait for 10 minutes while they walk to the ball and hit it again. On top of that, they usually hit it so far that you can't see where it landed. Next month: Pro-Celebrity Trainspotting and the finals of the Pro-Am Child-Watching World Championships.

SEGA POWER

Golf fact: Golf balls are made from elastic bands covered in plastic. True that. Pointless, but true.

There is a golf player called Fuzzy Zoeller. His parents have since been shot.

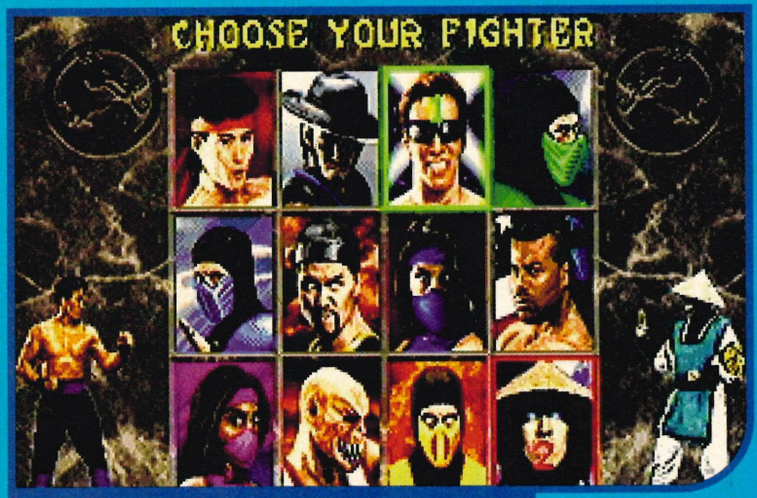


Golf fact: The 19th hole is an 'amusing' name for the bar in the clubhouse where 'golfers' gather at the end of the match to get drunk and talk about their handicaps. How touching.

Golf fact: 'Golfing' is now technically classed as a disease; although 'experts' feel that it is incurable – except by death to the victim by a sharp blow to the head.

Mortal Kombat 2

• 32X • £TBA • February • Acclaim •



Oh, for God's sake Jason. This caption box has got FOUR LINES to bleedin' fill. FOUR LINES. Four. Lines. Right: "Above we see the character select that looks exactly the same as the Mega Drive version. Well done Acclaim. Nice. Is. Ace. It." Er...

There are certain sentences like "Gun. Fist. Foot. Bollocks" that would never be at home in a computer games magazine.

Prepare yourself... for yet even more bleedin' hype as we attempt to 'recognise your needs' and 'satisfy them' with our dithering that'll-fill-a-page working maxim. Everything that can be said about the game has already. Been... Said... Whaddyerwantfromus? Eh? EH? Boy: Please daddy, can I fib now? Father: What? In order to make the conversion sound much better than it really is? Boy: Yes, that sounds about their level...

Included in this magical conversion of the greatest-fighting-game-of all-time-for-the-time-being... The Garden Shed: a new background placed a couple of metres behind the backdoor of the outworld featuring a sozzled dad-of-Shang-Tsung character spontaneously belching poison sherry in the comfort of his own DEATH HAMMOCK. Select Mileena, win both matches without blocking, press A, B, B, Down, Left, Up, B, C, A, Left and perform a new shedality. You'll be popping a few seeds of your own when you see Mileena blow acorns into the dizzy face of her opponent, turning them into a horrific shed mutant. That bleeds from the eyeballs. Then blows up. And dies. With bone bits.

And, right, on the 32X version there's one extra shadow bit on Johnny Cage. I find it's the *little* differences that count, don't you?...

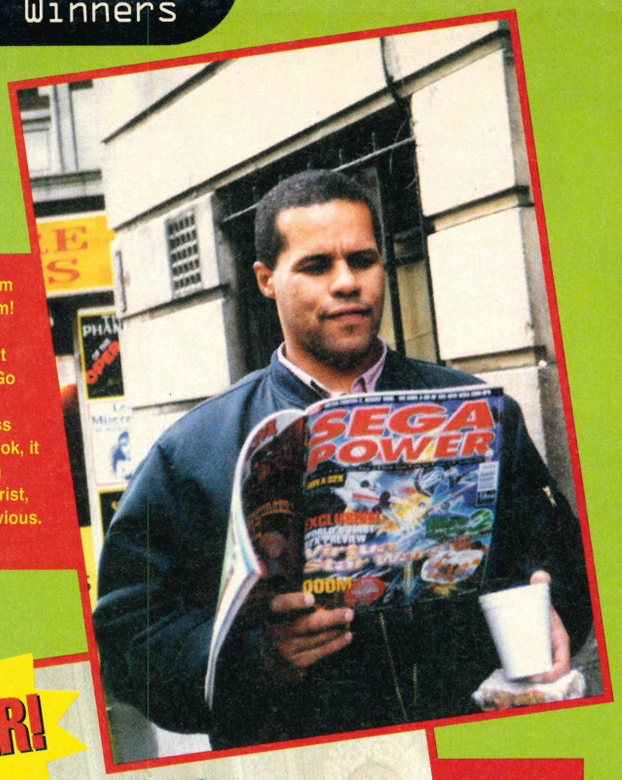
And yes, thanks to our fibbing, you can also 'be' Goro! Perform your pit fatality, only just before your opponent hits the floor press A, B, C, B, B, B, B, C, A, C, B, A, B, C, A, B, A, B, C, C, C, C, B (you have to be quick!) and witness the character morph into Goro, scale its way back up the bridge and have a fight with that bloke who's always burning in the background while his mate watches.

And, right, although we don't want to give too much away, there's also a frogger game hidden in there too, where you can guide Jade across the foul outworld river zone. AND you've only got three lives. Just like that all-woman swing-beat new-jack combo (yes!) Jade. The following 'er' is dedicated to all those at CTW... "Er."

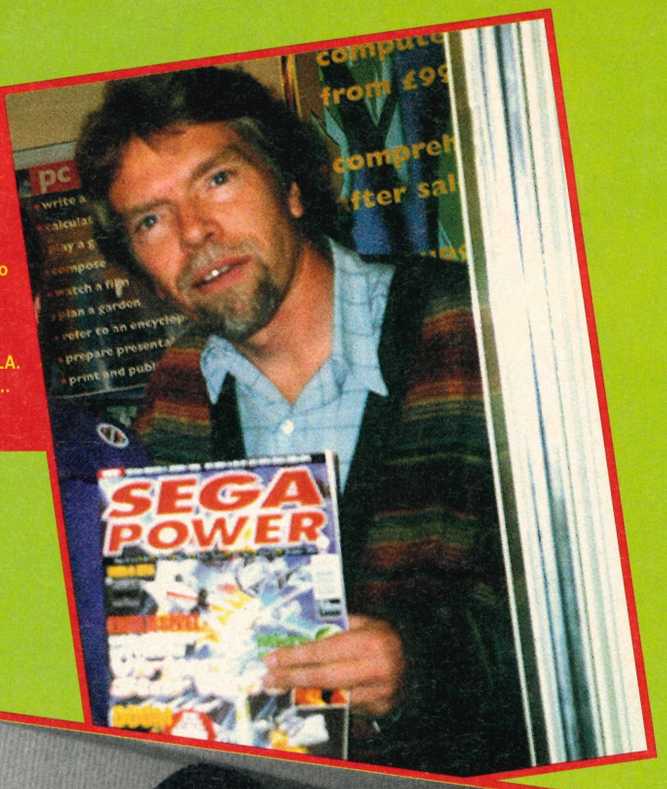
"Actually" a games journalist pointed out, "We've had a go on it and, well... It looks like the SNES version? It's not 'AS GOOD' as the SNES version? Were we impressed? Was an arcade-perfect conversion too much to ask? Even though the background graphics and samples are detailed enough, how come it doesn't play at a speed not entirely dissimilar to (ahem) the Mega Drive? Was this a rush job to capitalise on the on-going thanks-to-the-likes-of-us *Mortal Kombat* hype? Answers to these questions will be handled with the above subtlety when we give it a good going over nextprobablyissue.

Smack me and sack me! KINKY DISMISSALS! HOT OFFENCES! (This caption box was sold for the price of a pair of underpants. Our editor is cheap. Repeat).

Arse-varnish fanny lift. Yes, ARSE-VARNISH FANNY LIFT. Yes, ARSE-VAR...



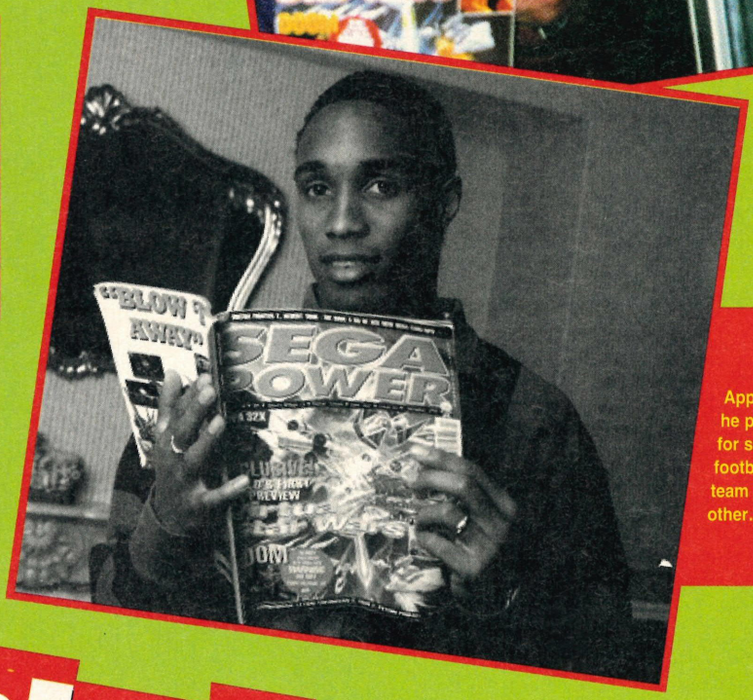
"Hey kids! I'm mad me! I am! Come on! Guess who it is? Guess! Go on! Please... Bloody guess who it is! Look, it was Norman Wisdom. Christ, wasn't it obvious.



This man's own spleen sweat is THE secret ingredient to the taste sensation that is... VIRGIN COLA. Apparently...

WINNER!

"Hello. My name's John and I'll have a Today newspaper please..." This man. Cool is he? Well IS HE? WELL?



Apparently he plays for some football team or other...

Some photos of famous 'bizzers (reading Sega Power)

It could have been Liz II lounging back on the sofa, chip fat dribbling from her withered lips, boozily wiping sherry off the middle pages of her favourite grot mag. It could have been weatherspod Michael Fish pointing out a cack of rain on page 34 in his unrefreshingly dreary Belgium uncle style. It could have been those two pale moosettes from pap group Shampoo giving it a twos-up with a can of Panda shandy in one hoof and an SP in the other. But – sons of Zeus! – it weren't.

With our trademark lack of manners, we told you in a tantrum of tetchy-spaz-NO-SWEETIES-FOR-YOU proportions (that's issue 61) to run around like a gaggle of media whores, polaroids stuffed up the jacksy, ready to jump out and snap your average unsuspecting celeb 'reading' a copy of that *Sega Power* magazine thing. And you did. Oh yes. And that.

Amongst the brilliantly B-grade spangled mush muggings of your Hank Marvins, your Ruth Madoch, your Des Lynhams ('tis true, less I murder my own shoes!), there had to be a winner sifted out from the celebrity soup. And what a bleedin' winnaaaa! That bloke there *is* Steve Coogan, alias Alan Partridge, Paul Calf, Pauline Calf, Day Todayer etc. He is good. He our hero. He make us laugh. He only entry to pass 'quality' control. He win big comedy award. He also win Peter Yates a 32x. Well done, sir! Er, a-haa?

Them runners-up what get a t-shirt or something are James Boyle (Richard 'my beard is worth millions' Branson), Graham Purkins (Paul 'Incey', er, Ince) and Sharon Gregory (Gary 'used to be on television' Wilmot). Beezah! Next month – them barber casualties in full. Lock up your mirrors, the hair Sweeney want some bovver...

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SOFTWARE UPDATE
AS OF EARLY DECEMBER '94

There are now more than 150 developers signed up to produce Jaguar software titles. The following are the current titles, with Atari's release dates.

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Tempest 2000 - JGS 7472	NOW	£49
Wolfenstein 3D - JGS 8932	NOW	£49
Syndicate - JGS 7301	DEC '94	TBC
Theme Park - JGS 7501	DEC '94	TBC
Zool 2 - JGS 93122	DEC '94	£54
Pinball Fantasies - JGS 5931	JAN '95	TBC
Sensible Soccer - JGS 7011	JAN '95	TBC
Charles Barkley Basketball - JGS 1741	FEB '95	TBC
Creature Shock - JGS 1802	FEB '95	£39
Demolition Man - JGS 2142	FEB '95	£39
Flashback - JGS 2971	FEB '95	TBC
Rayman - JGS 6891	FEB '95	TBC
Rise of the Robots - JGS 6942	FEB '95	£49
Battlezone 2000 - JGS 1341	EARLY '95	TBC
Battlemorph - JCD 1201	EARLY '95	TBC
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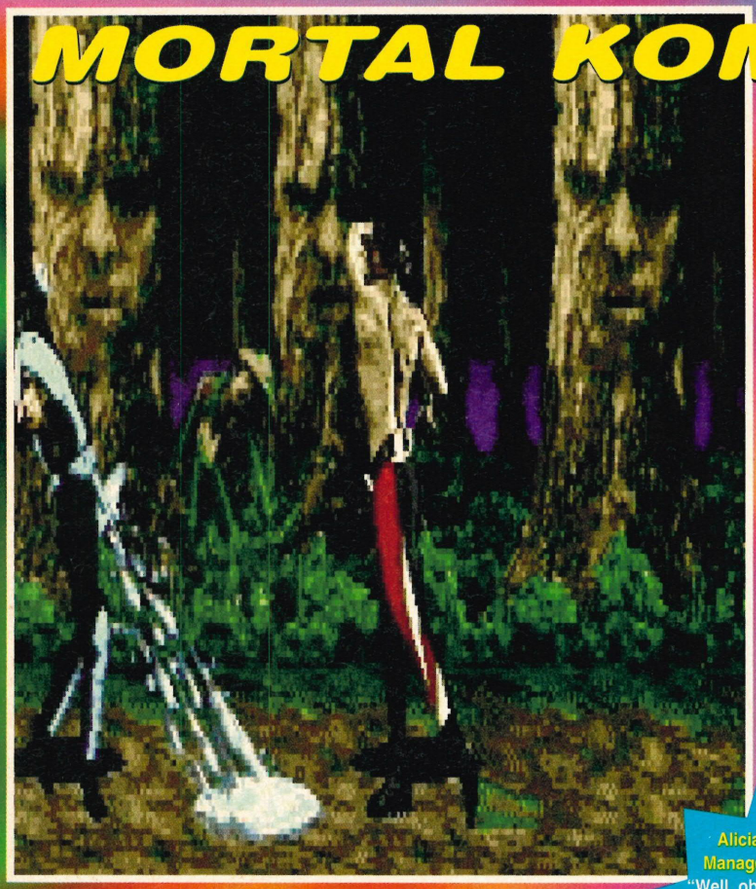
WHAT'S MORTAL KOMBAT 2 OR.....



"Yap! Yap! OOOOOGGHHH! Spatter, splash, slice" or "Harryooglen! Yip! Yip! Awooooooo! Sonic bleedin' BOOOM!" EH? Okay, okay. We give in! Never let it be said that we don't occasionally fall to our stubbly, greasy knees before the altar of our readers' true wishes... Here's the answer...

So, we went out onto the streets of Bath and threw this one open to the good, rustic folk of our fair Roman host. City. Thing...

Garth Bradshaw, Oldfield Park (by the games bit in Boots).

US – "What's best? *Mortal Kombat 2* or *Super Streetfighter 2*?"

GARTH – "You mean the games?"

US – "The games, yes, yes, stout yeoman."

GARTH – "I've played *Streetfighter 2* on the Amiga."

US – "Aaaand *Mortal Kombat 2*?"

GARTH – "Haven't played it."

US – "But, what's best?"

GARTH – "Sorry?"

US – "What's best?"

GARTH – "You mean what's my favourite game? *Lemmings 2* is pretty good."

US – "No. What's best out of *Mortal*

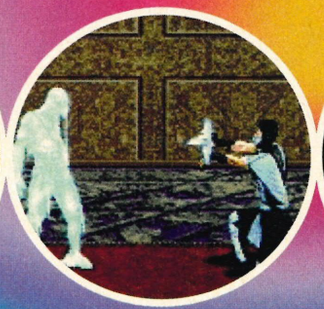
"Mmmm... *Desert Strike*. Uh? Friggin' paparazzi! I'll... I'll... murdalize ya!"

Alicia Petty, Marketing Manager, Heckle Software

"Well, obviously, it's got to be *Mortal Kombat 2*. The problem with *Super Streetfighter 2* is that it's got nothing to do with us, and I'm not biased, I'm just doing my job or something. And I don't like you and it's not your game."

LET THE PEOPLE DECIDE!

First, let's refer to Chanticlier McButterworth's 'bible' of research, What Is To Be Done About Opinions Which Are Like Assholes, In That Everyone Has One? Chanticlier concludes his epic study with, "Any researcher in possession of a burning issue needs to stomp it down to a satisfying pile of glowing cinders. This dousing process must begin by approaching well-informed members of the public. Because, we live in a democracy and it's only right and that..." (*McButterworth, 1987*. P.52).



HIDDEN CHARACTERS

Mortal Kombat 2 – 3

Three of 'em (Jade, Smoke and Noob Saibot). And they're all really hard. A lovely surprise and a genuine new challenge, kids.

Super Streetfighter 2 – 0

Absolutely no hidden characters at all. RUBBISH! Dunno what all the fuss is about.

BLOOD AND GORE

Mortal Kombat 2 – 10

Rattling, teetering towers of shattered, freshly stripped skeleton bits. Cruel, painful disfigurement. It's all here, in tasteful, absolute plushness.

Super Streetfighter 2 – 1

You can just about make your opponent sick up some bloody puke, which isn't bad. Apart from that, it's all very wholesome and cartoony.

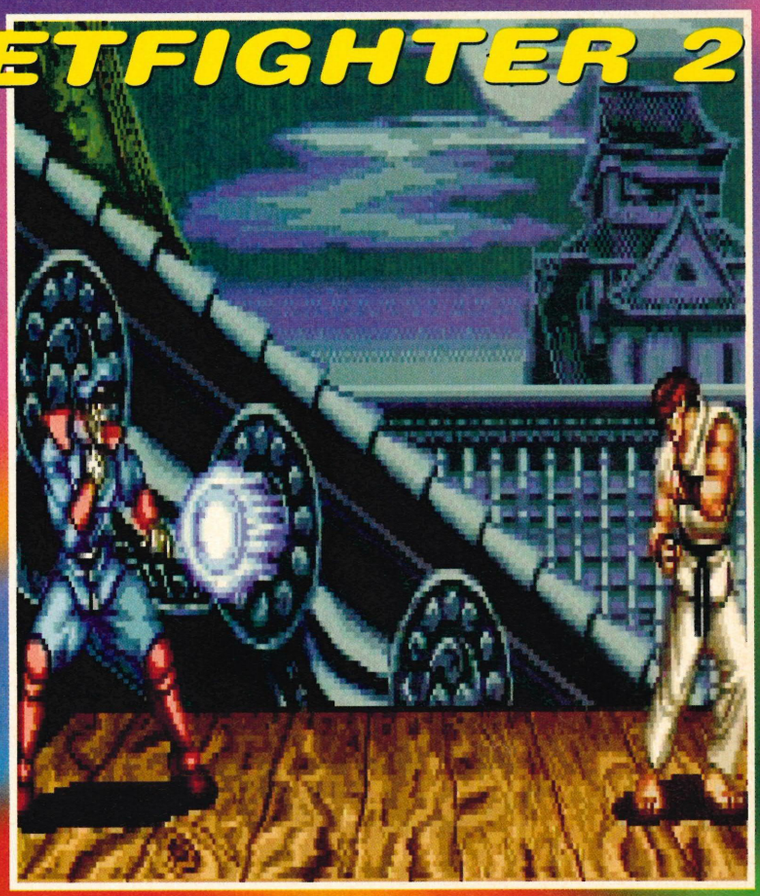
THE FINISHING MO

Mortal Kombat 2 – 10

What's it going to be then, eh? Decapitated? Burnt alive? Sliced in two? Impaled on swords? Etcetera, et-acedeath-bloodwarhorror-cetera.

'BEST'?

SUPER STREETFIGHTER 2



Dandy Woodchuck, Director of Playground Politics, Ficklesoft
"I agree with whatever you magazines say – you guys are so funny. Unless you slag off one of our games, of course. Then you're crap."

CaptioninhereohDolHAVETO?it'sjust adullpictureofablokeplayingagame...

Kombat 2 or *Super Streetfighter 2*?"
GARTH – "I didn't like either of 'em."
US – "Thanks for your time."

Mrs. Patsy Benham, Chippenham (outside the pastry shop).
US – "What's best? *Mortal Kombat 2* or *Super Streetfighter 2*?"
PATSY – "I've absolutely no idea what you're talking about."
US – "They're video games, miss. We've been assigned by the government to find out which is 'best'."
PATSY – "I'm in a hurry..."
US – "Could you just say either '*Mortal Kombat 2*' or '*Super Streetfighter 2*'? We need to mark a result for everyone we talk to..."
PATSY – "Erm... The first one."
US – "So, *Mortal Kombat 2* is 'best'?"
PATSY – "Yes, yes, yes..."

Adrienne Fail, PR Mistress, TripleAsoft
"Yup. It's a good question. The circuit-bias ratio on the market sweep for *Mortal Kombat 2* has been 9-and-a-half-out-of-ten phenomenal. But the boys on the third floor maintain the *Super Streetfighter 2* spend yield is eco-endemic. So, *Super Streetfighter 2*'s obviously 'best'."

Bruce Myers, Bath (playing Primal Rage in Quasar).
US – "How's it going?"
BRUCE – "Who wants to know?"
US – "We're from *Sega Power*. Do you mind answering a few questions?"
BRUCE – "I'm busy."
US – "Pray, allow us to snatch two or three precious, gleaming minutes from your stay on our planet, squire..."
BRUCE – "Ha, ha... you speak English. Will I get in the mag?"
US – "If you insist. Look, what's best? *Mortal Kombat 2* or *Super Streetfighter 2*?"
BRUCE – "*Super Streetfighter 2*. No question."
US – "Why?"
BRUCE – "It's more skilful, mate. Yeah? *Super Streetfighter 2* boasts an infinite array of interactive subtexts (such as the combos). *Mortal Kombat 2* is a much more, frantic, hit-and-miss affair. Sure, you can be 'good' at *Mortal Kombat 2*. But, that 'being good' factor is much less skilful and dextrous than the corresponding *Super Streetfighter 2* 'being good' factor."
US – "Cheers."

YES.....

Super Streetfighter 2 – 0
The final, winning blow makes your opponent, like, fall back in sloooow motion. And... then... it's all over. BOOOORING!

IS IT CALLED MORTAL KOMBAT 2?

Mortal Kombat 2 – 10
Yes it is.

Super Streetfighter 2 – 0
No it's not.

THE VERDICT

Mortal Kombat 2 – 33
Super Streetfighter 2 – 1
Mortal Kombat 2 is, therefore, 'best' and we don't want any more of yer stinkin' letters. Next month – Is *Dynamite Headdy* really any good? (*Oh, God.* – Simon).

OVER 300 CHEATS

Hello, you. It was recently Christmas, which is nice. You received several new um Sega game products, and you spent a tragic amount of time blundering around in um loft trying to unearth ancient cheaps and tits... Quit blunderin' and cough up your cheatin', you crazy kids...

MEGA CD CHEATS

BATMAN RETURNS

Level skip: go to the options screen. Now highlight the Game Type option and move it to 'Driving'. Next, hold the control pad to the Left and press B. Move down to the Difficulty option and press Left and B. Do this all the way down to the last option.

When you reach the last option, repeat the process all the way back to the top.

When you reach the final option again you should hear a ringing sound to let you know that the cheat's worked. Now you can change all the options and, when you're playing, you can press Start then C to skip levels.

CHUCK ROCK CD

Level 2 ..... GJFKFN
Level 3 ..... PDPKKN
Level 4 ..... JWNTXF
Level 5 ..... TSFNVP

COBRA COMMAND

Level select and skip: On the title screen, press Start so that the "Game Start" and "Config. Mode" options appear. Now press Up, Left, Right, Right, Up and Start. When you start the game and the level name appears, press Left and Right to choose your starting level. You can also now skip the level you're on by pressing Start.

ECCO CD

Secret FMV sequences: to witness the Full Motion Video sequences in the library section of the game, just enter this code: ANWXCHBQ

De-bug screen: start the game as usual, then make Ecco do a U-turn. When he's facing you square-on, press Start, then Right, B, C, B, C, Down, C and Up. You should now see a special de-bug-type screen.

Level codes

Undercaves:	GMRIQDCM
The Vents:	IUEINLDP
The Lagoon:	GRTJZYJF
Ridge Water:	OVDJDSLB
Open Ocean:	GMYMDSLI
Ice Zone:	GMBRHSLU
Hard Water:	UKZFHSLS
Cold Water:	SYQJHSLZ
Open Ocean (2):	CCVFFSLM
Island Zone:	ALZBESLS
Deep Water:	IHPFDSLP
Volcanic Reef:	ADLYESLT
Ship Grave Sea:	INWUGSLU
Wreck Trap:	WJHQGSLL
The Sea Of Silence:	IZSXGSLF
Deep Gate:	AKNBHSLI
The Marble Sea:	QSOMFSLQ
The Library:	WBTXFSLV
Deep City:	UNIQFSLB
City Of Forever:	WADUFSLB
Jurassic Beach:	ONNBJPLY
Pteranodon Pond:	WPVXIPLL
Origin Beach:	AQZIJPLG
Trilobite Circle:	GKGFJPLK
Dark Water:	GZIUKPLR
Deep Water (2):	GAAGDPLP
City Of Forever:	YLQQZNLM
The Tube:	MNEYELLB
The Machine:	SKZNELLO
The Last Fight:	KANZFLLX

FIFA INTERNATIONAL

If you go to the option screen on *FIFA International* on the Mega CD and bash in the following, you should beat your opponents every time.

For super offence	A, A, A, A, A, B and C
For super defence	B, B, B, B, B, C and B
For super power	B, A, B, B, B, B, B, B, B and B.
For a dream goalie	A, A, A, A, A, B, B, B, B, B and B
For a dream team	A, A, B, B, C, C, A and A
Invisible walls	C, C, C, B, A, A, A and B
For a crazy ball	C, A, B, C, C, B, A and C

FINAL FIGHT CD

Rapid punch: at the title screen, enter the options screen and highlight the Exit selection. Now press and hold Right, A, B and Start. Next, you must choose your character. One of the most effective characters to use with this cheat is Guy, so choose him and begin your game. When you press the punch button your character will repeatedly punch as if you had a rapid fire controller.

GROUND ZERO TEXAS

If you quickly press C, then B, then A while the credits are scrolling you can see some extra film footage.

JAGUAR XJ220

Instantly qualify: at the starting menu go down to

options. When you're in Options, highlight the box with the number 1 in it and then press any button to access the name entry screen. Erase the current name and enter MAR in place of it.

Now go back to the main menu and choose the World Tour option. Pick the country that you wish to start racing in, and, when you start the race, pause the game and press A, B and C together. You will now instantly qualify.

JURASSIC PARK

Level select: collect the blue keycard and one egg. Then go to the Visitor's Centre and use your keycard to open the door to the right of the control room. Place the egg in the incubator, then go back to the control room and save your game. Now walk out of the control room and press and hold the Start button on joypad 2 until the level select appears.

KEOI'S FLYING SQUADRON

Secret game: go to the option screen and press Left, Left, Right, Right, Up, Down, Up, Down, Up, Right, Down, Left, Up and Start. You'll now be able to play a hidden game.

NIGHT TRAP

Extra footage: to get the secret section on *Night Trap* you first have to complete the game. When the credits are coming up, wait until you see the words "In Memory of Stephen D. Hassenfield" appear onscreen. Now press Up, A, A, A, A, A. You'll now go into a short hidden sequence.

If you're still having trouble catching the Augs, then here's the full solution; times 'n' all...

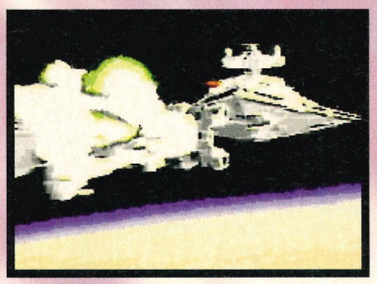
Time	Room	Time	Room
00:05	Hallway One	15:15	DO NOT TRAP
00:25	Living Room	6:25	Driveway
00:33	Bedroom	16:35	Hallway Two
00:38	Bathroom	16:43	Living Room
00:48	Bathroom	16:54	Hallway One
01:00	Living Room	17:10	Bedroom
01:22	Kitchen	17:25	Living Room
01:34	Entry Way	17:35	Hallway Two
02:50	Entry Way	17:48	Living Room
03:10	Hallway One	17:54	Bathroom
03:20	Bedroom	18:00	Hallway Two
03:29	Living Room	18:10	Driveway
03:40	Hallway One	18:15	Driveway
03:45	Driveway	18:25	Entry Way
04:01	Hallway Two	18:33	Living Room
04:20	Bathroom	19:00	Hallway One (second time)
04:38	Bedroom	19:20	Living Room
04:53	Living Room	19:50	Entry Way
05:02	Living Room	20:10	Living Room
05:25	Bedroom	21:14	Bedroom
05:35	Driveway	21:30	Driveway
05:40	Entry Way	21:40	Kitchen
CODE CHANGE			
05:45	Living Room	21:50	Hallway Two
06:08	Hallway One	22:05	Bedroom
06:18	Hallway Two	22:23	Hallway One
06:49	Hallway Two	23:03	Hallway Two
07:05	Kitchen	23:15	Hallway One
07:17	Bedroom	23:30	Living Room
07:40	Driveway	23:50	Driveway
07:48	Hallway One	24:00	Living Room
08:02	Bedroom	24:15	Living Room
08:10	Hallway Two	24:25	Hallway One
08:25	Hallway One	24:30	Bedroom
08:35	Bedroom	24:50	Bathroom
09:00	Living Room	25:08	Hallway Two
CODE CHANGE			
09:10	Living Room		
09:20	Entry Way		
10:45	Hallway Two		
10:55	Driveway		
11:00	Driveway		
11:29	Hallway One		
12:03	Living Room		
12:37	Bathroom		
13:10	Hallway One		
13:27	Entry Way – CODE CHANGE		
13:55	Living Room		
14:13	Living Room – CODE CHANGE		
14:40	Hallway Two		
15:00	Entry Way		

REBEL ASSAULT

Level	Difficulty	Code
Asteroid	Easy	BOSSK
	Normal	BOTHAN
	Hard	BORDOK
Canyon Run	Easy	ENGRET
	Normal	HERGLIC
	Hard	SKYNX
Star Destroyer	Easy	RALRRA
	Normal	LEENI
	Hard	DEFEL
Tattoine Attack	Easy	FRIJA
	Normal	THRAWN
	Hard	JEDGAR
Asteroid Field	Easy	LARRA
	Normal	LWYLL
	Hard	MADINE
Imperial Walkers	Easy	DERLIN
	Normal	MAZZIC
	Hard	TARKIN
Storm Troopers	Easy	MOLTOK
	Normal	JULPA
	Hard	MOTHMA
Transport	Easy	MORAG
	Normal	MORRT
	Hard	GLAYYO
Yavin Training	Easy	TANTISS
	Normal	MUFTAK
	Hard	OTTELZA
Death Star	Easy	OSWAFL
	Normal	RASKAB
	Hard	RISHI
Death Surface	Easy	KLAATU
	Normal	JNOFF
	Hard	IZRINA
Cannon	Easy	IRENEZ
	Normal	ITHOR
	Hard	KARRDE
Power Relay	Easy	LIANNA
	Normal	UNWAK
	Hard	VONZELL
Trench Run	Easy	PAKKA
	Normal	ORLOCK
	Hard	OSSUS
Final stage	Easy	NORVAC
	Normal	NKLLON
	Hard	??????

REVENGE OF THE NINJA

View all the in-game, death and end-sequence scenes: press Right, Left, Up, Down, Right, Left and Up. A new option will now appear beneath the other two. Access this, then settle back and enjoy the show.



SECOND SAMURAI

Level select: first select the Title screen for the options mode, then press the following: B, C, B, C, A, A, Left and Right. If you've done this correctly, a line that lets you choose your starting level will open at the top of the screen.

SECRET OF MONKEY ISLAND

Passwords

Part One: The three trials

3273	Thievery completed
3373	Sword Master beaten
3773	Treasure hunting completed
3777	Ship and crew

Part Two: The Voyage (6000)

2323	All ingredients collected

Part Three: Under Monkey Island

7981	Damn destroyed and both pieces of rope
1436	Boat
1794	Object of religious significance
8742	Monkey-head key
4318	Navigator's head
7371	Ghost ship
7377	Antiroot
9898	Last Part

Object locations

Mugs	In bar
Pot	Kitchen in bar
Grog	Kitchen in bar
Red Herring	Jetty behind the kitchen
Money	Circus in the forest
Flowers	In the forest
Treasure	In the forest
Treasure Map	Citizen in the street
Rubber Chicken	Voodoo shop
Sword	Village shop
Shovel	Village shop
Breath Mints	Village shop
Credit Note	In safe in the village shop
Idol	Governor's mansion
Gopher Repellent	Governor's mansion
Cake	With the prisoner
File	Inside the cake
Boat	Stan's Emporium
Ship's Crew	Meathook, Sword Master and Prisoner

On the ship

Captain's Log	Draw in captain's cabin
Ink Pot	Desk in captain's cabin
Cereal	In the galley
Cabinet Key	In the cereal box in the galley
Recipe Book	In the cabinet
Cinnamon Stick	In the cabinet
Jolly Roger	Crow's nest
Fine Wine	Chest in cargo hold
Gunpowder	Cargo hold
Rope	Cargo hold
Small Pot	In the kitchen

On Monkey Island

Rope	Fort
Rope	Pond
Memos	All around island
Spyglass	Fort
Gunpowder	Fort
Key	Toothrot has it
Bananas	On a tree on the beach
Skull	In the locked cage in the village
Statue	In front of the Monkey Head
Head of the Navigator	Native's village
Ghost ship	Catacombs under the monkey
Feather	In the room with the chickens
Bottle of Grog	In the pirate's quarters
Small Key	Captain's quarters
Grease	Under locked hatch
Tools	Behind the squeaky door
Voodoo Root	In the glowing crate

SEWER SHARK

Extra continues: achieve a rating of EXTERMINATOR or BEACH BUM. Then press A, C and Start on the closing credits to gain a continue.

SILPHEED

Level select: on the intro sequence, press Down, Down, Up, Up, Right, Left, A, B and Start. Now, when you get to the Game Start menu, 'Stage select' will be below your other options. Note: you can only play the stage you select.

Hard mode: when you're on the opening intro, press B, B, A, C, Up, Left, Right, Down, C, Up and A on the second joypad. Now, when you play the game, you should find the game a lot harder.

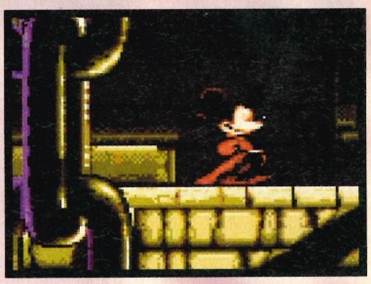
Restore shield: again, on the opening intro sequence, press Right, Left, A, Right, Up, C, B, Down, Left, B, A, Up and Start. Now, when you're in the game, press the A Button on the second joypad to increase your shields by one unit.

Infinite credits: when you're down to your last credit, wait until the opening demo starts and press Right, Up, A, B, C, Left, Left, Down, C, A and Start. This will give you 10 more continues and you can use this cheat as many times as you like.

Speech test: press A, B and C on the second joypad when the title screen appears on-screen and then go to the options screen. Now when you select the sounds in the sound test they'll be the sampled speech from the game.

SOL FEACE

Level select and 99 lives: On the title screen (when 'Press Start' is flashing) press the Buttons in the following order to enter a cheat mode: A, B, C, A, B, C,



B, C, B, A. Now go to the Config. mode where there are two new options – Start and Mode. Start is a level select option, but if you want some extra lives, go down to Mode, then hold down Button A and press Right a few times until you get MY99 up on-screen. This'll give you 99 lives.

Invincibility and level skip: if you fancy something different, continue pressing Right after MY99 appears and eventually MUTEKI should appear. Keep hold of A and exit the menu. Start the game via the continue mode and you'll be invincible. Now if you press Down and all three Buttons during the game you'll skip to the next level.

Slow-motion mode: if you want to play in slow-motion, pause and keep pressing any Button.

SONIC CD

Level select: on the title screen, press Up, Down, Down, Left, Right and B. This cheat is tricky to get working, though, so it's best to press the buttons gently – this seems to make the cheat easier to get working for some strange reason.

Edit mode: on the title screen press Down, Down, Down, Left, Right and A to access a soundtest screen. Now if you enter the numbers FM40, PCM12 and DA11, then press Start you'll see a familiar figure. Press Start again and your score and timer will change to show co-ordinates. Press B to enter the edit mode.

Once in this mode you can move around the level, change your shape by pressing the A button and place your new character by pressing C. Pressing the B at any time will change you back into Sonic. Once the cheat's been activated, you can clear the screen if you're in time-attack mode simply by jumping with A and C together.

Sonic art: FM44, PCM11, DA09; FM42, PCM04, DA21; FM46, PCM12, DA25; FM42, PCM03, DA01.

Secret special stage: hit the following combination: FM07, PCM07, DA07.

SPIDER-MAN VS THE KINGPIN

Level	Code
2	ELECTRO
3	WALLABY
4	GALLON66
5	FALCON499
6	HELPINHAND
7	PUBLIC45
8	KIDNEY2
9	PENCIL6

TIME GAL

Level select: press Start on the title screen to bring up the game select option. Now press Left, Right, Right and Up for a level select option.

TERMINATOR

Loads of stuff: when you see the title screen, hold Right on the D-Pad and then, keeping it held down, press B, C, B, B. Now release all the buttons and press Start. If you've done this right, a special menu will appear. From here you can grab nine lives, three different guns and up to 98 bombs. When you've stocked up on everything you want, highlight 'Run Game' and press Start.

DUNE 2: BATTLE FOR ARRAKIS

Level	Atriedes	Harkonnen	Ordos
2	DIPLOMATIC	DOMINATION	DEMOLITION
3	SPICEDANCE	SPICESABRE	SPICEATYR
4	ETERNALSUN	ARRAKISSUN	BURNINGSUN
5	DEFTHUNTER	COLDHUNTER	DARKHUNTER
6	FAIRMENTAT	WILYMENTAT	EVILMENTAT
7	ASHLIKENNY	SLYMELANIE	ITSJOEBWAN
8	SONICBLAST	STEALTHWAR	DEVASTATOR

MEGA DRIVE CHEATS

AERO THE ACROBAT

Secret cheat screen: on the Start/Option screen, press C, A, Right, Left, C, A, Right and Left.

Now start on the first level and when Aero appears, pause the game and press Up, C, Down, B, Left, A, Right and B. Then, still with the game paused, hold down A and B together until the secret cheat screen appears.

ALADDIN

Level skip: Pause the game and press A, B, B, A, A, B, B, A. This will zap you to the next level.

You can use this cheat as many times as you like in one game.

ALIEN 3

Level skip: Go to the options screen and plug your pad into port two. Then press C, Up, Right, Down, Left, A, Right and Down. If you've done the cheat right you'll hear a power-up sound. Next plug your joypad back into port one and start the game. Pause the game, press Buttons C, A, B and unpause the game. You should now have skipped a level.

ANOTHER WORLD

Level	Code	Level	Code
1	LDKD	9	DDRX
2	HTDC	10	HRTB
3	CLLD	11	BRTD
4	LBKG	12	TFBB
5	XDDJ	13	TXHF
6	FXLC	14	CKJL
7	KRFK	15	LFCK
8	KLFB		

ASTERIX AND THE GREAT RESCUE

Level 2 ..... INSULA
Level 3 ..... CONDOR
Level 4 ..... VIENNA
Level 5 ..... AVALON
Level 6 ..... DULCIS

BATTLETOADS/DOUBLE DRAGON

Level select and ten lives: on the character select screen press Down, Up, Up, Down, C, A then B. Choose your Dragon or Toad, then press Start. If you've done this right, a level select will appear. This enables you to choose your starting level and gives you ten lives.

BATMAN: REVENGE OF THE JOKER

Level select: Press Start on the Title screen and then move the cursor to the Password Option. Press Start again and enter the code: 5257. Hit A and a bunch of strange symbols will appear underneath the password entry section. Now if you enter the level number followed by the stage number and two zeroes, you'll zip straight to that part of the game. So, if you want to start on level 5, stage 2, just enter 5200.

BATTLECORPS

Level select: enter the practice mode of *Battlecorps*. Pause the game and then press B, A, B, A, Right, A, C, A and Start to get a level select.

B.O.B.

Infinite lives, full ammo and remotes: plug in both joypads, then, when you see the Foley Presents screen, hold down all the buttons on both pads until you hear a sound to let you know the cheat's worked. When the game starts you'll have full ammo and remotes, and infinite lives.

BUBBA AND STIX

Waldo's spaceship	6NWP49VVJS
Volcano	8XWQ7DC!TZ
Marine Temple	125Z4MWHQL
Spaceport	XYW4!3W3NG

BUBSY

Level	Code	Level	Code
1	JSSCTS	9	DBKRRB
2	CKBGMM	10	MSFCTS
3	SCTWMN	11	KMGRBS
4	MKBRLN	12	SLJMBG
5	LBLNRD	13	TGRTVN
6	JMDKRK	14	CCLDSL
7	STGRTN	15	BTCLMD
8	SBBSHC	16	STCJDH

CASTLEVANIA BLOODLINES

Level select and lives: when you see the Title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B and A. You'll now have a level select and 30 lives.

Expert mode: press Up, Up, Down, Down, Left, Right, Left, Right, B and A when you see the second Title screen. If the cheat's worked, you should hear a ringing sound. Go to the option screen and change the difficulty to 'Expert'.

CHUCK ROCK

Level skip: press ABRACADABRA (using the A, B and C Buttons and Right and Down on the joypad) on the title screen while the band's playing. The guitarist will stop playing and smile at you. If you then press A, B and C together, he'll smile again to let you know the cheat's worked. Now start playing the game and press one of the following combinations...

A and Up:	Go forward one complete level
A and Right:	Go forward one stage
A and Down:	Go back one complete level
A and Left:	Go back one stage

CHUCK ROCK 2

Level skip: pause the game and press B, A, Right, A, C, Up, Down and A. Now restart the game, then pause it again and press A and Right to advance a level, or press A and Up to skip the zone entirely.

COMBAT CARS

Track select: go to the Option screen and highlight 'Exit'. Now hold down the A, B and C buttons and press Start. Cycle through the menus as normal. Then, when you reach Beach Track 1, press Left or Right until you find the track you're after. Now press Start.

COOL SPOT

Level skip: pause the game and then press Buttons A, B, C, B, A, C, A, B, C, B, A and C. Next unpause the game to jump to the end of the level.

Dave Perry's cheat: go to the Options screen and press A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C and C. If you've done it right, a picture of Dave Perry will appear followed by the secret menu screen where you can select invincibility, freezability or choose your starting level from the convenient level select menu.

COSMIC SPACEHEAD

Dodgem's subgame: on the Title screen press A, B, C, A, B, C, B and Start

Slideshow subgame: on the Title screen press A, B, C, A, B, C and Start.

Or perhaps you could really do with a bit of help getting through. Start in the Caves with five lives and Linograd open: enter the following password: DGVF 4EE6 WWMI GSWW M76X

CRUE BALL

Level select: go to the music demo and select the level 6 music. Press A, C, A and B while the tune is playing. Now go back to the Title screen and start the game. When the level screen comes up, hold down B and press Up until the number increases to the level you wish to start on. To go down levels, simply press Down instead of Up.

DESERT STRIKE

Level	Code
2	BQJRAEF
3	TLJKOAP
4	WTEOVJP

Enter the code TQQQLOM on the password screen and then start the game, you should be the proud owner of not three, but five Apache helicopters.

DRACULA

Level select: start the game as usual, then when you reach the options screen, press Down, Right, A, C, Up, Left and A (which spells out DRACULA). If all's gone well, you should be able to select your starting level.

DYNAMITE HEADDY

Animation: go to the Title Screen, press Start and highlight Options. Then press B, A, B, C and B. Press Start to see the first Headdy animation. Keep pressing Right to move through all the animation screens.

EARTHWORM JIM

Cheat mode: Pause and press A and left together, then B, B, A, A and right, B, B, A and unpause the game. Wait for the voice to say "Cheater" and you'll get a cheat screen after a picture of the programmers. Here you can select your level and give yourself infinite energy and have a general wander about. To end the current level, pause the game and press: A, B, B, A, A and C, B, and C, A and C, then unpause.

ECCO THE DOLPHIN

Invincibility: go to the Password screen and enter the password for the level that you wish to start on. Before exiting the screen, though, press A and then Start and keep them held down until the game starts. Release both buttons and the game should be in pause mode. Press Start again to start the game.

Unlimited air: enter SHARKFIN on the password screen to get unlimited air. When you get into the game, press B and A straight afterwards. You will now activate a deadly sonar that will destroy any enemy.

Whale cheat: on level ten, park Ecco next to the whale and press Up, A, Down, Left, B, Left, C, C and Down. You'll now be able to take the whale for a spin.

Codes: choose your starting level by entering the word PLEASE followed by the following two letters:

Ice Zone:	EE
Island Zone:	FF
Pterandon Pond:	GG
City of Forever:	HH
Undercaves:	II
Deep City:	KK
Last Fight:	OO
Origin Beach:	QQ
Marble Sea:	UU
Open Ocean:	WW
Ridge Water:	ZZ

FATAL FURY

Tons of continues: when you've lost a match and you're on the screen where you can choose to either continue of die, hold A, B, C and Up. Then you can pump up your continues to max.

Infinite time: go to the options screen and select the Time option. Press and hold A and Left. The readout will now move to ØØ. This will give you unlimited time.

Wierd city: enter the options screen and go to Point. Press Left while holding down the B Button. (Until the point goes down to Ø.) This means you'll need to win 99,999 matches to qualify for the next round.

FATAL FURY 2

Play as bosses: wait until you see the Takara logo, then quickly press Right, Down, Right, Down, Down, Left and B. Next go to the player select screen in the Arcade mode and highlight the character on the bottom right. Now press Right and you'll be able to select the final bosses.

FIDO DIDO

Level	Code
2	ALLSFAIR
3	SOFTWAREWOLF
4	BONETOPICK
5	FEAROFFLYING

FIFA INTERNATIONAL SOCCER

Germany

Qualifiers:	Germany vs Morocco – JH7BWJMZ
	Germany vs Russia – JH7BWP69
Playoff:	Germany vs Hungary – JH7BWYP1W
Quarter final:	Germany vs USA – JH7BW1619
Semi final:	Germany vs Italy – JH7BW261B8
Final:	Germany vs Denmark – JH7BW5P1GH

Holland

Qualifiers:	Holland vs Czech Rep – C9*BYG4S
	Holland vs Germany – C9*BYNP2
Playoff:	Holland vs Hungary – C9*BYVPWB
Quarter final:	Holland vs USA – C9*BY060K
Semi final:	Holland vs Italy – C9*BY3P0WG
Final:	Holland vs Denmark – C9*BY4600V

Brazil

Qualifiers:	Brazil vs Romania – GP5WHF4B
	Brazil vs Austria – GP5WHQ62
Playoff:	Brazil vs Mexico – GP5WHXPWW
Quarter final:	Brazil vs Germany – GP5WHIPOM
Semi final:	Brazil vs Switzerland – GP5WH3P1M9
Final:	Brazil vs Scotland – GP5WH461GW

Argentina

Qualifiers:	Argentina vs Hungary – HYRBCHDR
	Argentina vs Mexico – HYRBCQDJ
Playoff:	Argentina vs Hong Kong – HYRBCDTY
Quarter final:	Argentina vs Morocco – HYRBC1DRW
Semi final:	Argentina vs Poland – HYRBC3DSBS
Final:	Argentina vs Spain – HYRBC4YSG4

FIFA 95

Go to the options screen and press the following buttons... Listen out for the ping noise, then start the game as usual. Go to the control screen and press A.

Super Power:	B, A, B, B, B, B, B, B, B, B
Super Goalie:	A, A, A, A, A, B, B, B, B, B
Super Offence:	A, A, A, A, A, B, C
Super Defence:	B, B, B, B, B, C, C
Invisible Walls:	C, C, C, B, A, A, A, B
Crazy Ball:	C, A, B, C, C, B, A, C

MOST USELESS CHEAT!

MEGA TURRICAN

First press Start to pause the game, then Up, Up, Down, Down, Left, Right, Left, Right, A, B and Start. This makes the joypad work in reverse – so when you press Right you go left and vice versa.

Super Curve Ball:	B, A, C, B, C, C
Dream Team:	A, A, B, B, C, C, A, A
Shootout Mode:	A, B, A, C, A, B

FLASHBACK

Level	Easy	Normal	Expert
1	PIXEL	FALCON	CLIO
2	BESTY	DATA	ACRTC
3	PANCHIO	MILORD	BLOB
4	STUDIO	QUICKY	STUN
5	TOHO	BIJOU	MIMOLO
6	AKANE	BUBBLE	HECTOR
7	INCBIN	CLIP	KALIMA

Ghost cheat: to get through pillars, walls and doors for which you haven't got a key, just stand with your back to them and press A and the appropriate direction to run away. As you start to move, take your finger off the A button and turn back to face the door (or whatever) and then press A again. You'll now be able to go straight through the obstacle. *Note:* don't stop halfway through, because you're liable to get stuck.

THE FLINTSTONES

Lose no hearts: choose five lives and your difficulty level, then press A, B, C and Start (all together). Now rotate the joypad clockwise. When you're on the Title screen, press Start and you won't lose a single heart.

Infinite lives: choose five lives again, then press A, B, C and Start. Next press Left and Right until the Title screen. Now, press Start. You should now find that when you run out of lives, nine more will appear.

GENERAL CHAOS

Freeze your opponent: Choose a team with a Chucker. Then during the game, get him to chuck a grenade then, while it's still in mid-air, pause the game. Both teams will be frozen, but, and here's the good bit, the grenade will carry on to take out one of your frozen opponents.

GODS

World 2	NASHWAN
World 3	COYOTE
World 4	FOXX

Infinite lives: MESIENTOTANFELIZ

GOLDEN AXE 2

Level select: wait until the intro starts, then hold down A, B and C and press Start. Now keep holding down the A button, but release the other two. Now, with the A button still held down, press B and C together to get to the Option screen. Keep holding A and highlight Exit. Now press B and C to return to the main menu screen. With the A button still held down, press and hold B and C to select the number of players. Then keeping all three buttons held down, press Start. Highlight your characters (without letting go of the buttons) and push Up and Start. By keeping the A and C buttons held down you should now be able to select your starting level.

GREEN DOG

Slow motion: start the game as usual, then pause it by pressing Start. Now press Down, A, C, Up, Left and Left. If the cheat's worked you'll now here a ringing sound and the game will now play in a slow-motion mode. When you fancy getting the standard speed back, pause the game again and press Left, Right, Up, Down, A and C.

Rapid-fire discs: at any time during the game press Start to pause. Then press C, A, B, A, Left and Left again. You'll hear a ringing sound to let you know the cheat's worked and you'll now have rapid-fire discs.

MOST CONTROVERSIAL CHEAT!

MORTAL KOMBAT

Gore code: when you're on the code ethics screen, enter the code: A, B, A, C, A, B, B. You'll get a message – NOW ENTERING KOMBAT, and you'll be able to access the death moves and gore.

GUNSTAR HEROES

More power-ups: kick the power-up pods after they've dropped their goodies and they'll drop two more collectables.

THE IMMORTAL

Level	Code
4	465FA31ØØ1EBØ
5	D4BFD41ØØØEBØ
6	BCFEF51Ø1ØA41
7	6B1ØF61Ø1ØACL
8	E59ØD71Ø178C1

INDIANA JONES AND THE LAST CRUSADE

Level select: when the LucasFilm logo appears, press A, B, C, B, C, A, C, A and B. If the cheat's worked you'll go to a level select screen. At the top, in big red letters will be SHHHHHHH. Beneath that you'll be able to choose the starting level.

JAMES POND

Level warps: on mission one there are hidden warps to level 11 (on the far left – out of the water) and on level six (on the far left of the sea bed – just before the cliffs). **Bonus points:** Collect all the letters in the baddie room to spell JAMES POND and you earn a massive 10,000,000 point bonus.

JAMES POND 2 – ROBOCOD

Level select: on the start-up screen – where it tells you to press Start – just hold down Down, Left, A and C together, then press Start. You should now have complete level selection.

Infinite lives: get to the Sports level and cross two sets of spikes to get to the large tennis ball. You should now see five objects. Collect them in this order: Lips, Ice-cream, Violin, Earth and Snowman (LIVES). You'll now have infinite lives.

Invincibility: at the very start of the game, jump onto the roof and collect the objects there in this order: Cake, Hammer, Earth, Apple and Tap (CHEAT). This will give you about ten minutes of invincibility.

Level skip: to skip to the end of your current level, do the above trick (CHEAT) and then pause the game and press A, B, A and B. When you unpause the game the cheat'll work. You can use it as many times in one game as you like.

Full energy: on the sports level, collect the penguin, oil, wine, earth and mirror (POW 'EM) in that order. This restores all your energy.

JAMES POND 3

Open map and level select: Go to the password screen and enter Red Cheese, Yellow Mouse, Green Cat, Blue Dog and Red Book. Now click on the door icon and all the routes on the map will be open to you. Next go to 'Options' on the title screen and press Left, hold down B and hit Start. A new group of options will now appear, including the much-coveted level select.

Harder game: enter Red Cheese, Yellow Mouse, Green Cat, Blue Dog and Red Skull.

Invicibility: enter Red Cheese, Yellow Mouse, Green Cat, Blue Dog and Red Fish.

Nine lives: enter Red Cheese, Yellow Mouse, Green Cat, Blue Dog and Red Heart.

Five energy units: enter: Red Cheese, Yellow Mouse, Green Cat, Blue Dog and Red Star.

X-ray specs: enter: Red Cheese, Yellow Mouse, Green Cat, Blue Dog and Red Dog.

To destroy all the cheese mines and stilton machines: enter Red Cheese, Yellow Mouse, Green Cat, Blue Dog and Red Cup.

Finnius Frog: if you're sick of James, why not try filling the entire password screen with Green Frogs? Then, when you start the game, you'll be playing as Finnius Frog.

SICKEST CHEAT!

MORTAL KOMBAT 2

Acid bath fatality: Go to the Dead Pool and win two rounds, then when 'Finish Him' appears, hold the Low Punch and Low Kick buttons. Then, keeping them pressed, unleash an uppercut – your opponent is drenched in acid.

JUNGLE BOOK

Level select: wait until the Disney logo fades from the screen, then press Up, Down, Up, Down, Left, Right and Start. A level select screen will appear.

Start the game as normal, press Start to pause it, then press one of the following combinations...

Reset health meter and weapons: Up, Up, Down, Left, Right, Left, Right, B and A

Skip to Shere Khan: A, C, A, C, A, C, A, C, B, B, B and B

Ten seconds to complete current level: A, B, B, A, A, B, B and A

Skip to Baloo's level: B, A, Left, Up and Up (BALUU)

Skip to Kaa's level: C, A, A, B, C, A and A

Upside down mode: Left, A, Right, Down, B, A, Left, Left, C, Right, Up and Down

Change screen colour: A, B, B, A, C, A, B and B

JUNGLE STRIKE

Choice of co-pilot: if you enter the password: 3NSH3N6MHJK you'll begin the game with four lives and the choice of any co-pilot (including Wild Bill).

Level	Code
Sub Hunt	RNCDYKBX6GC
Training Ground	9V6FBTL6CD9
Night Strike	XT6CR9WNMCZ
Puloso City	VNMJ3746JKN
Snow Fortress	WSZKWPZF9TR
River Raid	TMDTPFK3BVY
Mountains	7DGSD3BRWKY
Return Home	N4SP3X7NLMS

JURASSIC PARK

Easy level

Stage	Max. ammo	No ammo
Jungle	ØVVVVVTO	ØØØØØ11
Power Station	2VVVVVTQ	2ØØØØ13
River	4VVVVVTS	4ØØØØ15
Pumping Station	6VVVVVTU	6ØØØØ17
Canyon	8VVVVVTØ	8ØØØØ19
Volcano	AVVVVVT2	AØØØØ1B
Visitor's Center	CVVVVVT4	CØØØØ1D

Normal level

Stage	Max. ammo	No ammo
Jungle	ØVVVVVUP	ØØØØØ22
Power Station	2VVVVVUR	2ØØØØ24
River	4VVVVVUT	4ØØØØ26
Pumping Station	6VVVVVUV	6ØØØØ28
Canyon	8VVVVVU1	8ØØØØ2A
Volcano	AVVVVVU3	AØØØØ2C
Visitor's Center	CVVVVVU5	CØØØØ2E

Hard level

Stage	Max. ammo	No ammo
Jungle	ØVVVVVVQ	ØØØØØ33
Power Station	2VVVVVVS	2ØØØØ35
River	4VVVVVVU	4ØØØØ37
Pumping Station	6VVVVVVØ	6ØØØØ39
Canyon	8VVVVVV2	8ØØØØ3B
Volcano	AVVVVVV4	AØØØØ3D
Visitor's Center	CVVVVVV6	CØØØØ3F

Infinite continues: when you die for the last time, immediately select the password screen and choose 'Start.' You will now be resurrected to continue where you left off.

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

End tactics (Raptor): to finish the game, claw at the base of the larger skeleton, and then it too should crash to the floor, along with that nasty Grant bloke.

KRUSTY'S FUN HOUSE

Level	Code
2	WHOAMAMA
3	FLANDERS
4	BROCKMAN
5	SIDESHOW
All rooms open	SMAILLIW

LAWNMOWER MAN

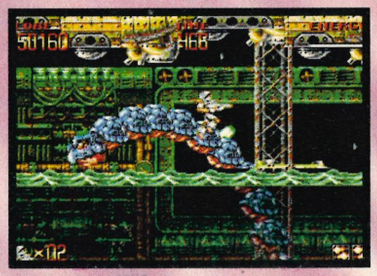
Level select and infinite lives: press Start to pause the game on any platform level. Then press Up, Right, A, B, A, Down, Left, A and Down. Then start the game again. Now press Start to pause the game again, and press C. You should now have a cheat menu with a level select and infinite lives option.

LEMMINGS

	Taxing	Mayhem	Present	Sunsoft
1	FZBMD	SQBMD	GHTMD	HLDCW
2	GDHKP	HZJSG	ZXLYG	BVLJY
3	JLBDF	SFBKF	YJDTW	NPDQZ
4	KHHKP	QDJTG	KRLQK	HRMZB
5	BFBGN	VKBCR	XRFMJ	MTFPK
6	HMJCB	KMJMS	DWLPT	GWMYL
7	KTBWQ	VYBYR	CHFKK	SBFFF
8	LQJCB	SXJJT	NZLDP	MLMLH
9	YHBVH	PNBXJ	XVDWV	NBDZW
10	ZLHXS	JMJWF	DZLYG	MPMZB
11	CTBRJ	TRBMD	CLDTW	TFFNB
12	DQHXS	RQJWF	NSLQK	NHMXC
13	VMBTR	RSBLN	BTFMJ	DFFHF
14	BGHPW	GVSVP	HXLPT	XHMRG
15	DNBJM	WLBCR	GJFKK	FYFDG
16	FKHPW	TKSMS	XHLHP	DMMFL
17	JFBJD	GDBCV	XGDBW	VFDVZ
18	KJHLP	VMJJL	DLLDH	PPMBD
19	MQBFF	GSBYJ	CHDXW	BVDGW
20	NMHLP	DRJJL	NDLVK	VWLQX
21	FKBHN	PPBSM	BFFRJ	ZYFFG
22	LRJDB	DRSLP	HJLTT	TBMQH
23	NYBXQ	PDBQN	GTFNK	GWFWJ
24	PVJDB	MCJZP	RMLJP	ZFMDM
25	CNBWH	JSBNF	BJDBW	BWFRB
26	DRHYS	CGJPK	HMLDH	XYLNX
27	BYBSJ	NLBFJ	GXDXW	FQDBX
28	HVHYS	LKJPK	RFLVK	YRLLY
29	YRBVR	LMBDS	FGFRJ	JYFTJ
30	LRHSW	ZNJNT	LKLTT	CBMFL

LHX ATTACK CHOPPER

Level	Password
1	SDAAAIHA
2	DAAAQEA
3	DAAAYFA



4	DAAAAWC
5	DACAIWC
6	DACAQVC
7	DACAYUC
8	DACABHE
9	DACAJGE
10	DACARFE

End-level code: CAIA R4G

LION KING

Level select: press Right, A, A, B and Start on the Option screen.

LOST VIKINGS

Level	Code	Level	Code
2	GR8T	12	VLCN
3	TLPT	13	QCKS
4	GRND	14	PHR0
5	LLM0	15	C1R0
6	FL0T	16	SPKS
7	TRSS	17	JMNN
8	PRHS	18	SNDS
9	CVRN	19	TMPL
10	BBLS	20	TTRS
11	TR33		

MARKO'S MAGIC FOOTBALL

Level	Password
2	HAUNTING
3	BSTOKE
4	GUNGETNK
5	ECTOPLSM
6	JAWS
7	GARAGE
8	TRAFFIC
9	ELF
10	KRUSTY
11	BARREL
12	CRABTREE

MEAN BEAN MACHINE

Level codes

EASY	NORMAL	HARDEST

MOST QUOTED CHEAT!

MORTAL KOMBAT

Cheat menu: To bring up a cheat options menu, get through to the start screen – with Game Start and Options on it – and press the following keys: D, U, L, L, A, R, D. (Dullard? Get it?) Now you should get another option on screen – to tell you that the cheat has worked. go into this option to get a screen full of different options.

2	R, R, R, S	S, C, Y, Y	B, B, G, Y
3	C, P, C, G	B, C, R, Y	G, Y, G, C
4	R, C, S, Y	Y, B, C, P	P, P, R, S
5	C, B, B, P	S, G, B, Y	G, R, P, B
6	C, R, C, P	G, P, P, Y	P, C, G, Y
7	P, Y, R, B	P, B, G, S	B, P, G, S
8	Y, G, P, S	G, S, C, Y	C, P, S, Y
9	Y, P, S, B	B, P, S, S	P, G, S, C
10	R, Y, C, S	S, R, Y, C	G, B, Y, S
11	G, P, B, C	C, R, R, B	G, P, S, R
12	R, S, S, Y	G, G, C, Y	R, G, S, B
13	Y, S, B, B	P, Y, S, C	R, R, C, Y

Key

R – Red
S – Star
C – Clear
G - Green
P – Purple
Y – Yellow
B – Blue

MEGA TURRICAN

Hiden level: collect every diamond on the first level Then, as you go through the rest of the game, make sure the last two digits of your score stay at 00 (Don't kill any of the baddies on the lift because that will affect your score). When you get to the bottom of the lift shaft, run to the right and you'll find the hidden level.

Invincibilty: at any stage of the game, press Start to pause the action. Then press A, A, A, B, B, B, A, A and A. When you unpause the game, you'll be invincible.

Stage skip: press Start to pause the action, then press Right, Left, Down, Right, B and Start. You'll now see the Stage Clear screen – when the action restarts, you'll be on the next stage.

MEGA-LO-MANIA

Hidden game: if you enter JOOLS (the programmer's name) into the load game section, you'll be suddenly transported to an almost blank screen.

The game is a basic 360-degree rotational shoot-'em-up. There's lots of things to shoot and the odd thing or two to pick up. The controls are: A – thrust, B – fire and C – smart bomb.

Level codes

Epoch:	*People:*	*Code:*
2	155	CQNAGGPJFHF
3	204	EJEDGCMVOHN
4	258	AESAMHPFZHH
5	313	JNWASMMXMUX
6	363	YLXAULPZUOJ
7	408	CQGDQBMRDPB
8	418	JUDAYOGRNVN
9	338	VPSCKZTQZUR
Final Battle	100	ORFDQCMODMV

McDONALD'S TREASURE LAND ADVENTURE

Level select: go to the title screen and press Left, Right, A, B and C. (You should hear a sound to let you know the cheat's worked.)

Now press Start and the level select will appear before your very eyes.

MOST UNUSUAL CHEAT!

ROCKET KNIGHT ADVENTURES

Record your own demo screen: start playing the game, then when you've completed the part you wish to record, press Start to pause the game and then tap Up, Up, Up, Up, Up, Up, Up, Down, Left, Left, Left and Right. You'll know if the cheat's worked if you see the word PAUSE reverse on the screen. Now simply press Reset. The demo screen which now appears should consist of the last minute of your game.

Every day in the Royal Navy redefines the word 'busy.' To start with there's the training. In the middle there's the training. And to end with, yes, there's the training. It's intensive, certainly. But we're not too proud to admit that half the point of joining the Navy is to be well qualified when you leave. However, the brain isn't the only part of your body you'll get the chance to develop. There's diving, sailing or canoeing. Even on-deck volleyball (no, you don't have to fight the sharks to retrieve the ball – it's on a chain). Compare what we're offering with the other jobs you'll be considering. At sea, you might be in the middle of nowhere, but at least you're going somewhere.

IF YOU AREN'T READY TO LEAVE SCHOOL, BUT ARE READY TO THINK ABOUT WHAT HAPPENS WHEN YOU DO, SEND FOR THE INFORMATION PACK OR TELEPHONE **0345 300123.**

Name (MR, MS) ..... Date of birth .....

Address .....

Postcode ..... Telephone .....

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Send the coupon to Naval Careers Service, Department (SL65509). Freepost 4335, Bristol BS1 3YX. No stamp needed.

MOST SEXIST CHEAT!

SHINING FORCE

Undress the girls: to change the appearance of the magic-users, simply search the bottom left of the Moonstone cave and give the object you find to Tao. Now the next time she fights, she'll be wearing a mini-skirt. And if you search the area to the left of the three snipers in the Laser Eye battle, you'll find another hidden chest. Give the item to Anri, and the next time she fights she'll be wearing a bikini.

MICK & MACK THE GLOBAL GLADIATORS

Level select: when the Sega logo comes up, press A, B, C and Start (but not together). Do this four times in a steady rhythm and you should get a screen packed with juicy cheats. This is a tricky one to activate, but stick with it – it's worth doing.

MICRO MACHINES

Infinite lives: press B, Down, C, Down, Up, Down, Left and down when you're playing the game.
To increase your vehicle's grip: press C, Up, Left, Right, A, B, A and C.
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.
Impossibly difficult game: press Left, Down, Up, Down, Right, Down, A and Down.

MORTAL KOMBAT

Infinite continues: wait until you've lost a match, then before the credit screen appears, repeatedly press Up, Down, Left and Right on joypad 1. And (at the same time) repeatedly press C, B and A on joypad 2.
Fight Scaly Sonia: select any character except Sonya. Then enter the DULLARD cheat and set the Plan Base to 4. Switch on flags 0, 2, 5 and 6. Then set the first map to Warrior Shrine and start the game. Don't call for the Reptile on the first Pit stage you come to, wait until you get to the second Pit stage (on the first Endurance Match). Perform a double flawless and do your fatality move. You should now meet the reptile, hit him once to destroy him and you should meet up with Scaly Sonya complete with her freezing Sonic Blast and holographic attack.
Fight Reptilian Rayden: to get this guy to appear, follow the method indicated above, but don't choose Rayden as your character and set the Plan Base to 1. Reptilian Rayden uses a wrestling clothesline and cannonball attack, so watch out!
Fight Cold-blooded Cage: getting hold of Cold-blooded Cage is a bit more difficult. You can't choose Cage, Lui Kang or Kano. Everything else is the same as the method for Scaly Sonya, except with Scorpion and Sub Zero you have to set the Plan base to 2, whereas it's set at 4 for Sonya. You also have to set the first map to Palace Gates if you want to play as Sub Zero. Cold-blooded Cage can perform a Dragon Elbow punch, a green Freezing Fireball and a sort of floating, spine-ripping fatality.

MORTAL KOMBAT 2

DULLARD-style cheat mode: go to the Option screen and put the cursor on done. Now steadily press Left, Down, Left, Right, Down, Right, Left, Left, Right, Right. If you've done this correctly, you'll see a new cheat mode.
Rayden's extra fatality: turn background 6 on. Then when you're playing, use only kicks and finish your opponent with Back, Back, Back and Block.
Fight Noob: in 25 fights in a row and you'll get a message that a new warrior awaits you.
Throwing Disabled: Go to the character screen and pick your fighters, then, after you've confirmed your selection, hold Down and High Punch on both pads. Your throws will now be disabled.
Random player select: To get the computer to select your players, go to the Choose Your Fighter screen and place player one's cursor over Liu Kang and player two's over Reptile. Hold Up and press Start.
Fight Jade: On the stage just before the '?' bout defeat your opponent in one round by using nothing but the low kick button. You'll then be transported to Goro's Lair to fight Jade. She can't be injured by most missiles, so use jumps instead.
Fight Smoke: Occasionally, after a player executes an uppercut you'll see someone appear on screen singing 'Toasty'. If this happens when you're in the Portal stage, quickly hold Down and press Start. If you do this before he disappears, you'll be transported to Goro's Lair to fight Smoke.
Shang Tsung Kintaro fatality: when playing as Shang Tsung, hold the Low Punch button for about 30 seconds before defeating your opponent, then move away slightly and let go of the Low Punch button. You'll now morph into Kintaro and punch your opponent in half.
Scorpions 'Toasty' fatality: Start by holding the Block button, then quickly press Down, Down, Up, Up and the High Punch button. You'll then throw a flame that crisps the opponent. Dan 'Toasty' Forden also appears on screen to write his famous nickname.

NBA JAM

Go to Tonight's Match Up screen and do the following to access the corresponding Power Up modes…
Juice Mode: tap any button (A, B or C) 13 times, then hold down B and C until the game screen appears.
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 down A, B and C until the game screen appears.
Intercept Power Up: tap any button 15 times and rotate the D-Pad until the throw-up.
Dunk Power Up: Tap any button 13 times and rotate the D-Pad until the throw-up.

New character select: go to the screen where you are asked whether you wish to enter your initials for record keeping, and select Yes. Now enter the first two initials from the list below and put the cursor over the third initial, but don't enter it. Instead, hold down Start and the indicated button.

Character	Initials	Button
Clinton	ARK	A
Gore	NET	B
Turmell	MJT	A
Rivett	RJR	C
Divita	SAL	C
Kabuki	QB	A
Air Dog	AIR	A
Chow Chow	CAR	C
Warren Moon	UW	A
Weasel	SAX	C
P-Funk	DIS	C
Scruffy	ROD	B

OUT RUNNERS

New car: go to the Title screen and press Left, Right, Left, Right, B, C and A. Then press Start and enter the Arcade mode. Now if you look to the left of the first car, you'll see the Virtua Formula.

PINK GOES TO HOLLYWOOD

Level select, health top up and inviciblity cheat: as you turn on your Mega Drive, hold down A and C on pad 1 and the B button on pad 2, then begin the game as normal. Now pause the game and press C on pad 1 to access the cheat mode. If all's gone well, you should be able to select you starting level by moving the D-Pad left or right. Hitting the A button will restore your health bar and B will make you invincible.

POPULOUS

Level select: enter your password as the level you want to play followed by BIT. So, if you wanted to play, say, level 420, just enter your pasword as 420BIT.

POPULOUS 2

Cheat codes:

HUMANOID	Tons more Mana
WIBBLE	All FX in current game
NOT HALF	Next game will be 999
EXPERIMENT	Max experience

PRINCE OF PERSIA

Level	Password
2	MTUEZQ
3	TYZJED
4	AEFRTH
5	HJRWYT
6	OOPEOY
7	DEFUNN
8	QYZOMS
9	QYZPWR
10	QYZQGR
11	QYZRQQ
12	QYZSAQ
13	QYZTLP
14	QYZUUO
15	QYZVEO
16	QYZWON

Start playing the game as normal, then, on any stage you like, pause the game and press the following…
C, A, C, B, B, A, C and C to give yourself an extra energy point
A, A, B, A, C, A, A and C to open all the gates
A, B, A, C, C, A, C and B to kill all the guards on the screen
B, A, A, B, C, B, B and B to start an earthquake

PUGGSY

Access to all the levels (with 49 of them completed).

600	276	107
304	315	463
035	756	536

Infinite lives: collect the blocks lettered C, H, E, A and T, and take them to the Hidden Place (the question mark above the lighthouse) to receive infinite lives.

PSYCHO PINBALL

Access subgames: if you want to get through to your level's subgame without having to open the usual gates, just pause the game and press B, A, B, B, A, C, A and C. You'll now skip through to the subgame.

REN AND STIMPY

Stage	Code	
2	42Z0000	0PJ82XL
3	0700000	0DJ44XF
4	4310000	0DJ24XB
5	2320003	THJ44XK

ROAD RASH 2

Every first place code in the game. Plus the best bikes to go for at the end of a level:

Level 1

Alaska	ØØD8	11ØN
Hawaii	ØØDH	1Ø1B
Tennessee	Ø35P	113Ø
Arizona	Ø2JØ	117G
Vermont	Ø2U9	1ØF5

Cash & trade: $7,750. Buy the Banzai 600 for $6,500.

Level 2

Alaska	Ø5BH	Q1ØS
Hawaii	Ø38B	1M1V
Tennessee	Ø41Q	AN33
Arizona	Ø5RB	2N73
Vermont	Ø6IR	QMFC

Cash & trade: $14,500. Buy the Banzai 750 (N) for $14,000.

Level 3

Alaska	Ø8DA	3NØP
Hawaii	ØAUB	3M1D
Tennessee	Ø6A4	3C3Ø
Arizona	Ø8T4	RD7M
Vermont	ØDE5	RCF8

Cash & trade: $27,500. Buy the Banzai 7.11 for $22,500.

Level 4

Alaska	ØGØ4	KCØK
Hawaii	Ø9ET	C918
Tennessee	ØDQD	4932
Arizona	ØJ4T	4976
Vermont	ØNGD	49FE

Cash & trade: $46,500. Buy the Diablo 1000 (N) for $38,000.

Level 5

Alaska	ØQQT	59ØV
Hawaii	ØF6L	5J13
Tennessee	ØM44	5J3L
Arizona	ØU1K	5I7D
Vermont	25U5	5JFD

After the last race of level five you have one more chance to race against all the police. This last section has a habit of crashing, so beware.
Choice of bike: go to Game Options and enter the Set Player mode. Go to Mano a Mano, pick your level and then pick Chain or Club and exit. Go to the Bike Shop and now buy any bike you want. Exit and go to Game Options, then Set Player Mode again. You can now start the game on any bike.
Wild Thang: to get the hidden 'Wild Thing' bike, just enter this code: ØØ9N 1VØØ. For a two-player game, just enter the code for both players.

ROBOCOP VERSUS THE TERMINATOR

Weapons select: start the game as usual, then press Start to pause it. Next press B, A, C, C, C, A, B, A, C, C, C, A and B. If the cheat's been activated you should hear the sound of machine-gun fire. Release Pause, and hold down A, B and C, then simply press down on the D-Pad to cycle through all the availabe weapons.
Secret office, mission 2: when you fall from the second bar, go left and when you reach the wall jump diagonally left to jump into the wall. Now press Up and you should be in the secret office. Here you'll find two lives and a random power-up.
Secret street and office levels, mission 5: as soon as you start, move slightly to the right and jump on to the chairs to get to the bar. Now go left and you'll go through a wall. Kill everything and go through the door. Again kill everything, then walk to the far left and behind the wall. Now press Up and you'll go through another door that will take you to the secret street level. Here you'll find an extra life and three random power-ups.
Secret remote base, mission 7: after you've descended the fourth ladder, walk left until you hit the wall. Now jump up and left to go through the wall, continue left, climb the ladder and go straight through the door. You're now in the base.
Skeleton enemies: pause the game and press C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C and A.
Run faster and jump higher (Turbocop): pause the game and press A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C and B. And if you want to become immortal while you're in this mode, start at the Trainer level and move as far left as you can, then press Up and C. This will take you on to a new level where you'll meet the game's designers and become immortal.

MOST FAMOUS CHEAT!

SONIC 1

On the main title screen press the following: Up, Down, Left, Right and then A – keeping it held down – and Start. You'll now go to a level select screen. This cheat is difficult to get working, but practice will pay off.

ROCKET KNIGHT ADVENTURES

Hard game: when the Konami logo appears, press Down six times, Up twice and Down twice again to get a harder game mode.
Crazy Hard game: press Left four times, Right four times, Left seven times, Right once and the Left once to get a "Crazy Hard" mode.

ROLO TO THE RESCUE

Infinite lives, invincibilty and an open map: from the Title screen press and hold Up, Left, A and C. Press Reset, but keep all the Buttons held down. After a few seconds, press B to get a menu that'll give you infinite lives, invincibility and access to the whole map.

SHADOWRUN

Loads of cheats: on the Title screen, wait for the 'Press Start' sign to flash and then press A, B, B, A, C, A and B on joypad 1. Next start the game as usual, then press Start to get to the statistics screen. Now press A to access the Pocket Secretary. Once here, move down past the Save/Load option and select the invisible option that's beneath it. You'll now be able to select a whole range of cheats.

SHINING FORCE

Rename characters: start a new game and enter the name of your character. Then go to "End" and press the following buttons. On joypad 2, hold A, B, C and then press Start. On the first joypad, press A, C and Start at the same time. A new character will appear. Name this character with whatever you choose and then another one will appear.

This will continue until you've renamed all the characters in the game. Now when you talk to the characters in the game, you'll be able to recognise them by the names that you gave them.

MOST REQUESTED SOLUTION!

SONIC 3

To get past bouncy barrel in Carnival Knight Zone stand on top of the barrel, then press Up as it ascends and Down as it descends. Make sure you time your presses to match the barrel's movement. Keep it up for a while, and the barrel will move out of the way, enabling you to jump through the exit.

Whole game access: press Up and Start on the second joypad, *then* turn on the Mega Drive. Keep the buttons pressed until the Sega Logo comes up. Now press A and C (still holding down Up and Start) and press Start on the first joypad to begin the game.

When the girl appears on the option screen, carry on from where you left off and press A, B or C. Button A will give you Chapter select. Button B gives you a Battle select and Button C will take you to the ending of the game.

Note: you can't actually save your position when you use this cheat.

Samurai location: go to the town in chapter seven. Then, if you wander around, you should find a sign between two doorways. If you read this sign, it will reveal the location of the samurai.

SHINING FORCE 2

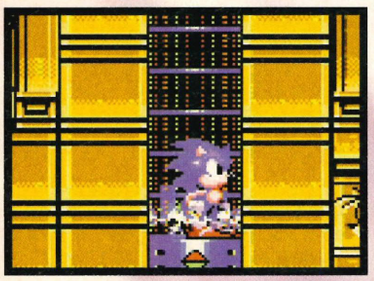
Configuration mode: Plug in the cart and turn on the power. Then, as soon as you see the Sega logo, quickly press Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up and B. If the cheat's worked you should hear a tune. Now hold down Start to skip through the witch's usual jabber. Then, still holding the Start button, choose to either start or to continue a game. You should now be able to access the configuration mode. Here you can turn on turbo speed and auto battle, choose to control your enemies, and even complete the game.

Note: to access the rest of these cheats, you'll need to complete the game first. However, you can use the configuration mode to do this. Simply follow the instructions above, select 'Game Completed', and hit Reset. When you restart the game, it'll think you've already finished it once.

Sound test: use the configuration mode method described above to complete the game. Now start the game as usual and opt to continue your game. Then, as soon as you've done that, hold down Start and Up and press C. If the cheat's worked the witch should give you a sound test.

Difficulty select: the difficulty setting automatically appears after you've played the game once, but if you want to make the game that bit harder on your first time round, use the configuration mode method described above to complete the game. Now after you enter your character's name, the witch will offer you four difficulty settings: Normal, Hard, Super and Ouch!

Re-name the characters: use the configuration mode method to complete the game. Now after you've named your character, highlight 'Exit' and press A and Start. Another character should now appear. From here you name all the game's characters.



SHINOBI 3

Level select: pause the game and press A, B and C together, then Up and Down to get a level select cheat.

Infinite shurikins: go to the options screen and select the "Shurikin" sound. Then choose zero shurikins. After a while the two zeros to signify the amount of shurikins you have will turn into an infinity symbol, "∞". You'll now have infinite shurikins when you start.

Invincibility: go to the Music Test option and play the tunes He Runs, Japonesque, Shinobi Walk, Sakura and Getufu in that order. Return to the title screen, start a new game and you're invincible.

SKITCHIN'

Equipment and stage codes: spell out BADASS on the warning screen. To do this press B, A, Down, A, Start and Start. If you've done this correctly you should hear a smashing sound . Now you can simply enter one, or a combination, of the following codes:

Code	Effect
Armor	Gives the players all the Grade 5 equipment
Money	Gives the players $2,000
Speed	Gives the players three nitros
Thrash	Gives the players the best three weapons: Bat, Whip and Stun Rod
Beach	Takes the players to San Diego
Broncos	Takes the players to Denver
Capital	Takes the players to Washington
Cars	Takes the players to Detroit
Hills	Takes the players to San Francisco
Jays	Takes the players to Toronto
Liberty	Takes the players to New York
Palms	Takes the players to Miami
Pizza	Takes the players to Chicago
Stars	Takes the players to Los Angeles
Totem	Takes the players to Vancouver

SONIC SPINBALL

Bonus points: press A, B and C together when the computer is adding up your total score, you'll get an extra five million points after the first boss and an extra ten million after the second and third ones. This will help you to earn some extra lives.

SONIC 1

Complete Green Hill Act One and go to the special stage. When you've finished it, collect a few rings from the next level, then press Reset. Now wait until the Sonic logo appears and do the old level select cheat. Select the special stage you've just completed – you'll notice it's now changed. Keep repeating this process until you've tried out all the 'altered' special stages and collected all six emeralds. Now use the level select to reach the last stage, complete it and sit back and watch the special serenade!

SONIC 2

Level select: go to the options screen and listen to the following sounds in this order: 19, 65, 09, 17. You should then hear a 'ping' sound to indicate you've done it correctly. Return to the title screen and hold down Button A and then press Start.

Super-Sonic cheat: do the level select cheat and then play these tunes on the level select screen: 04, 01, 02, 06. Now select your starting level. As soon as you collect 50 rings press Button B and C together to turn into Super-Sonic.

14 continues: go to the Sound Test section of the options screen and play the following sounds: 19, 65, 09, 17, 01, 01, 02, 04. Next, highlight Player Select and press the Start button. This will start you on level one with 14 continues.

Level design mode: do the level select cheat and then play the following sounds on the sound test on the level select screen: 01, 09, 09, 02, 01, 01, 02, 04 (the date of Sonic 2sday – 1992/11/24).

Highlight the stage that you want to start on and then hold down A and Start to begin the game. You'll notice that the score has been scrambled – don't worry about that as it won't affect the game. If you now press B, Sonic will change into a piece of the scenery. And pressing the A button will go through all the objects.

The object can be moved around the act and a quick press of the C button will save it in that position. A final press of B and you're turned back into Sonic.

SONIC 3

Level select: start the game as usual. Then when you hear the voice say 'Sega' – just as Sonic starts to come on screen – quickly press Up, Up, Down, Down, Up, Up, Up and Up. If you've done it right, you'll hear a chime. (It is tricky, so keep trying.) Now, when you reach the screen with the one-player and competition options, press Down while Competition is highlighted. Now select the new sound test option, and you'll be able to choose your starting level.

Loads of points and extra lives: when you reach the alarm beacons on the launch base zone, keep Sonic revving between the beacons to take out Robotnik's mechanical birds. After a while, each bird he zaps scores 10,000 points, while every fifth one earns you an extra life.

Bonus 100,000 points, extra continue and two extra lives: If you finish an act in exactly nine minutes and 59 seconds, you'll receive 100,000 points, another continue and two extra lives. It's not easy to get the exact timing, but keep trying – it'll be worth it.

Emerald cheat: first complete the game, save it to the battery back-up, then select your level (don't choose the Marble Garden or Hydrocity zones, though). Now go to the bottom left from the start, and you'll find a special stage. Complete that and you'll be rewarded with a Chaos Emerald. Now reset the machine and return to the battery back-up screen and, if you've done it right, your Emerald will have been saved. Now repeat the process to collect all the Emeralds. You will now be able to complete the game properly and see the correct ending.

That's not all though, if you return to the battery back-up screen, the Clear picture will now show Super Sonic. From here, select your starting level and collect fifty rings. If you now press jump while in the air you'll be transformed into Super Sonic.

Edit mode: first you need to access the level select. Now, when you reach the screen with the one-player and competition options, press down while Competition is highlighted. Now select the new sound test option to access the level select.

Now simply select your level and hold down A and Start until the game begins. And there you have it – a scrambled score and level construction mode.

Super Sonic cheat: Do the Edit mode cheat above, then when Sonic appears, press B to turn him into a ring. Use A to cycle through the objects until you come to the item box with an 'S' on it. Place this using the C button, and then jump on it. You will recieve 50 rings and become Super Sonic.

Invincibility: press Up, Up, Down, Down, Left, Left, Right, Right, A, A, B, B, C, C, A, B and C when the title screen appears.

Win every two-player game on the Balloon Park course: select Tails and fly over the balloon nearest the check point, then, when the timer reaches '1', drop on to it. Press Left when you hit the balloon, and keep it held down. Tails should now go through the scenery and fly to the top of the level, beating your opponent.

Animation: first access the level construction mode, then you simply hold down C and press B to make Sonic go through all his frames of animation (including some that aren't included in the game).

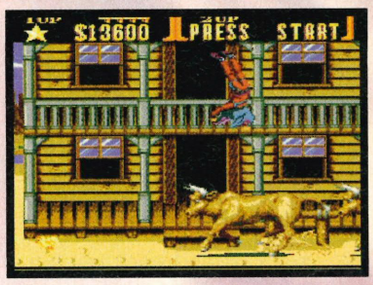
Quick Super Sonic cheat: enter the level select cheat, then go to the secret sound test. Play the sounds 02, 04, 05, 06. Start the game, collect 50 rings and do a double jump. You'll now be Super Sonic.

SPLATTERHOUSE 3

Level	Code
2	REISOR
3	ETLBUD
4	TABRAE
5	ELPOEB
6	THENIX

STREET FIGHTER 2

Play the same character: to pick the same fighter twice in the battle mode, wait until you see the Match Play and Elimination screen, then press Down, Z, Up, X, A, Y, B and C on joypad 2. If all's gone well, you'll hear Chun Li shout to tell you the cheat's worked. You can now pitch the six characters against themselves



for a real test of game-playing skill, or simply select your fave character.

Speed up Champion Edition mode: wait until the skyscraper in the intro sequence disappears, then press Down, Z, Up, X, A, Y, B and C on joypad 1 – you'll hear Ken shout if you've got it right. Now press Start, highlight the Champion mode and press right to select five-star speed. This is quite a tricky one to execute, but keep trying – you won't be disappointed.

Kicking and punching disabled: turn on the machine, then when you see the Capcom logo, press Down, Z, Up, X, A, Y, B and C on joypad 1. If you've done it right, you should hear Chun Li shout. Now when you start the game all the usual kicking and punching moves have been deactivated. So, you'll either have to get your special moves together or get your ass whipped by the computer. Good luck.

Note: you can access all the above cheats by substituting Down, C, Up, A, A, B, B and C for the above button presses.

SUPER STREET FIGHTER 2

Practice mode: first choose the Vs Mode. Then select your character with joypad 1 and your opponent's with pad 2. Next choose the country, press and hold Start until an option screen appears. From here you'll be able to get the computer to take control of player 2, while you control player 1. If you want to make your opponent tougher, add some more handicap stars with joypad 2.

STREETS OF RAGE

Level select: connect up two pads and go to the Title screen. Press Start and then go down to the options. Press Right on pad two and keep it held down, then Buttons A, B and C. You should now have all the buttons held down on pad two. Press Start on pad one and you'll go to the options menu. You should now see two extra selections at the bottom of the screen: Players and Round Number.

Extra continues: press Left, Left, B, B, B, C, C, C and then Start on the Game Over screen. You'll now be able to continue from where you last copped it.

STREETS OF RAGE 2

Level select: plug in two joypads and on the Title screen press Start on pad one. Now move the cursor down to options. On the second pad press, and hold, A and B then Start. Hold A and B until the options menu appears. Now you can choose 'Very Easy' or 'Mania' game settings. You can also choose up to nine lives and your starting level.

Play same character: on the title screen, hold Button B and Right on joypad 1 and get someone else to hold Button A and Left on pad two. Keep them held down and press Button C on joypad 2. Keep everything held down, then when the first option screen appears (One-Player, Two-Player, Dual and Options), let go of everything. Now choose a two-player game and now you should be able to select the same character.

Number of kills: if you're looking for a different cheat, try this one for size. If you press Button A when you're on the high-score input screen, you'll be shown the number of kills you got in the previous game.

STREETS OF RAGE 3

Level select: when the selection menu appears, hold B, press Up and, with 'Option' highlited, press Start. If all's gone well you should hear a chime. You can now choose your starting level.

Play as Shiva: defeat Shiva, then hold B until you get to the next stage. Now die. When you return to the character select screen, you'll be able to play as him.

Play as Roo: when you meet the kangaroo and his trainer on level two, kill the trainer but don't harm the kangaroo. Then, when the trainer dies, you'll be

POPULOUS 2 – TWO TRIBES

20	NGAF	280	VEEGAD	540	DDLOAG	800	LDQUAB
30	GHTHAG	290	ABFEAC	550	AFINAF	810	ALUM
40	ATNEAF	300	MEAGAB	560	PEITAK	820	EGHOAT
50	ERTUAK	310	IILDAT	570	ISFEAD	830	JIINAG
60	INUNAD	320	DONEAG	580	OMAGAC	840	OPITAF
70	OOOMAC	330	UMTUAF	590	UGLD	850	TUFEAK
80	QUWIAB	340	NGUNAK	600	VENEAT	860	DDAGAD
90	UXII	350	GHOMAD	610	ABTTAG	870	AFAAAC
100	ADPEAT	360	ATJIAC	620	MEUBAF	880	PEUX
110	FEAMAG	370	ERSIAB	630	IIOWAK	890	ISTTAT
120	PIABAF	380	INPE	640	DOJIAD	900	OMUBAG
130	LOLYAD	390	OOAMAT	650	UMSIAC	910	UGOWAF
140	UBNGAC	400	QUABAG	660	NGPEAB	920	VEJIAK
150	MMUPAB	410	UXLYAK	670	GHAM	930	ABPIAD
160	LDOO	420	ADCCAD	680	ATACAT	940	MEETAC
170	ALDOAT	430	FEUGAC	690	ERDDAF	950	IIALAB
180	EGTIAG	440	PIWOAB	700	INCCAK	960	DOAC
190	JIERAF	450	LODO	710	OOUGAD	970	UMDDAG
200	OPEMAK	460	UBTIAT	720	QUWOAC	980	NGCCAF
210	TUADAD	470	MMERAG	730	UXDOAB	990	GHUGAK
220	DDLLAB	480	LDEMAF	740	ADIS	999	WOITAB
230	AFMN	490	ALAKAK	750	FENEAT		
240	PEQUAT	500	EGGHAC	760	PIMEAG		
250	ISUXAG	510	JIMNAB	770	LOAKAF		

warped forward to the next section. Now when you die and have the option to continue, scroll through the characters and the kangaroo will be there.

SUNSET RIDERS

100 continues: go to the option screen and play the sound numbered ØE. Exit the option screen and press Start. Next, select your player by pressing the A Button. As soon as the character smiles at you, hold down the A, B and C Buttons until the game starts. You should now have 100 continues.

Sonic-style edit mode: first play soundtest 1.3, then exit and press Start. Now use A and B to select your player and keep them held down until the game begins. If you now press B, your player will change into various parts of the scenery

T2 – THE ARCADE GAME

Level skip: on the title screen – when it says 'Push Start' – push Up, Down, Left and Right. Repeat this sequence, and if the cheat has worked Arnie'll shout 'Excellent'. Start the game as normal and now if you pause the game and hold down B and C, you'll skip the current level.

TAZMANIA

Level skip: you'll need two joypads to get this cheat to work. Connect both of them, and when you're on the title screen, press A, B, C and Start together on both pads. You should now hear a ringing sound. Now Start the game and pause it. Press Buttons A, B and C on pad one together to skip to the next level.

Level select: for a level select do the title screen cheat mentioned above (up to where you hear the ringing to let you know the cheat's worked) and Start the game and pause it. If you now press Button B and unpause the game you'll be able to choose any level.

Invincibility: do the level skip, then start the game and pause it. Now press Button C and then unpause the game. You should now find that Taz is flashing and invincible. Watch out for the big drops, though, as they will still kill you.

TAZMANIA 2

Level select and energy refill: as soon as the Sega logo appears, press A and B on pad 1 plus B and C on pad 2 (you must press them all simultaneously). Release all the buttons and, if the cheat's worked, you should hear a barking sound. Now pause the game at any time and press A – a menu screen with the cheats will appear in the top right of the screen.

TECHNOCLASH

Level	Code
2	ZP80BFAR
3	FPKRBFA9
4	DAAW3FAX
5	TZSIUFAU
6	6ZSITFA6
7	H9M9SFAO

TEENAGE MUTANT HERO TURTLES

Level select: when the Konami logo appears, press: C, B, B, A, A, A, B, C. Now, when the title screen comes up, press: A, B, B, C, C, C, B, A. You should have a level select option.

THUNDERFORCE 4

99 lives: on the options screen put the ship stock down to zero, then move to the exit. Now hold down A, B and C and press Start until you're into the game, You'll now have 99 lives. If you lose them all and continue, you'll still have all 99 lives.

TINY TOONS

All map code: press Start during the title screen and (when the options appear) select the password entry one. Use this code and enter it using just Button B: NGQQ WWQW QKWQ QWWQ WGRY. When you start the game, you'll be able to see all of the map.

Level	Code
2	PMKD DDDD LLGL LDLD DDVD
3	XBBL DLLL LLKD LDDD LLND
4	QMBG DLLL LDBD LLLD LDTG
5	TMBK LLDD LDBG LDDL LLTV
6	HMBB LLDD DLBK LLDD LLTN
7	VBBB PLLL LDBB LDLL DLDQ
8	YBBB MLLD LDBB PLDL LLMQ
9	HYBB TDLD DDBB MLDL DDPD
10	ZBBB TGLL LDBB TDLL DLNG
11	NMBB TKDL DLBB TGDL DDNV
12	XBBB TZDL DDBB TKLL DDNT
13	BNBB TZGL LLBB TZLD LLZM
14	MHBB TZKD DLBB TZGL DLTM
15	HNBB TZZL DDBB TZKD LLRB
16	ZNBB TZZG LDBB TZZD DDDH
17	PJBB TZZK LLBB TZZG LDDJ
18	XZBB TZZB LLBB TZZK LDDP
19	ZZBB TZZQ LLBB TZZB DDDT
20	KXBB TZZQ GLBB TZZW LDGM
21	VJBB TZZQ KDBB TZZQ GDVM
22	ZTBB TZZW ZLBB TZZW KDTM
23	HTBB TZZQ ZGBB TZZQ ZDMR
24	JQBB TZZW ZKBB TZZW TGMZ

TOEJAM AND EARL 2 – PANIC IN FUNKATRON

Level	Code
3	P0A6!ZQNW906
5	VD06WK2ECTV7
7	P0Y-6K!TAJ6F
9	VDDFH-W9EKHC
11	KYJQ!Q8CJD66
13	JE0Q!FYLKJQ6
15	A!ZT1A0H9!6A

UNIVERSAL SOLDIER

Level	Code
5	JLGPH
6	JDRSD
7	PKSND
8	CWBPN
9	SFTNP
10	CMVDG
11	BYTCM

Invincibility code: if you enter the code: RWRZS on the password screen you'll be invincible – the whole display should go green to tell you the cheat's worked.

Display power-ups: enter the code: SHBXZ and the screen will go grey. Now when you're playing the game all the blocks that contain power-ups will magically reveal themselves to you.

URBAN STRIKE

Level	Code
2	CRV4XYZR4KW
4	9GB7KBR4NBL
5	NBJVFZHLMTK
7	L6P4NBR65Y6
8	G3FG75KB7SW
10	W7T9HD3XLDW

VIRTUA RACING

Secret courses: there are three extra tracks in the game's mirror mode. To access 'em, you need to come first on all three tracks (in the normal or hard mode), then when course select screen appears, simply hold Up and A.

Race against result scores: press A, B and C during any race and you'll see the result screen. Now select to Two-player Vs Mode and you can race against the times shown.

X-MEN

Level select and energy top-up: when you're on the main X-Men title screen, hold Down, A and C on the first controller and press Start. When Magneto appears, press Start again. Now put the controller back into the first port and choose your difficulty level and choice of X-Man. When you've chosen your character, walk to the right and you'll see 8 wall panels and 6 floor tiles – each floor tile represents a different level. Walk onto the one you want and press Down and the C button to get to your chosen level. If either of your power levels are running down during the game, then pressing Start twice will give you full energy back.

WIZ 'N' LIZ

Secret level: Begin the game as usual, then press Start to pause the game. Now hold down A, B and C, and press Start. (If the cheat's worked you should hear someone shout 'Yeah!'.) Now return to the option screen, and you'll be able to access a secret level called Super Wizard.

ZOMBIES ATE MY NEIGHBOURS

Level 5	CYZQ
Level 9	GBRS
Level 13	DCFK
Level 17	BMLK
Level 21	PQBR
Level 25	LLNN
Level 29	QNKR
Level 33	SDHM
Level 37	BKVR
Level 41	BZPM
Level 45	BNYZ
Credit level	QSDZ

ZOOL

Level skip: pause and press CRABBALLARD (using the buttons for A, B and C and Right for R etc). If you now press the D-pad Up you'll skip a stage and if you press it Right then you'll jump a complete level. It's as simple as that.

Extra life: start the game as usual, then pause it and (keeping the Start button held down) press Down, Up, Left, Left, A, Right and Down (DULLARD). You'll now be the proud owner of one extra life.

Tons of extra energy and time: start the game as usual, then pause it and keep the Start button held down. Now press Right, A, Down, A, Right, B, Left, Up and Right (RADAR BLUR). This fantastic bit of cheatery will give you 240 energy bars (although you'll only see the usual three) and 999 time units.

MASTER SYSTEM CHEATS

ALADDIN

Level	Password
1	AJGJ
2	LAEA
3	ASNF
4	DMIA
5	INSI
6	NEUA
7	AALG
8	BLTO
9	UIAN

ALIEN 3

Infinite lives: play a two-player game and make sure that both players get a high-score. Next, when the first player dies and has to enter his or her name on the high-score table, enter it as ALIEN. That player should now have infinite lives.

COSMIC SPACEHEAD

Location	Code
Cape Carnival	BKPETEREEWILLIAMS9X
Passport control	C3ZETERADEWILLIAMS6X
Dodgey City	CVC3TEEALDWILOIYMST4
Caves	SSCLJEE6WWWILS8VM76Q
NoMan's Causeway	SSHF4EE6WW8ILSW8M7TW
Staff Room	DGHF4FE6WWLILRW8MM19
Kitchen	DGHFCFEWWWLWLRW8IM6H
Space Station	DGHFFFE6WWLJLRWFIDOL

DOUBLE DRAGON

Infinite lives: on level four, of a one or two-player game, go to the middle of the screen and do 30 kicks by simultaneously pressing buttons 1 and 2. You'll now have infinite lives.

ECCO

Medusa Bay	QFFUB
Undercaves	QJJEC
Ridge Water	WNVKD
Open Ocean	UCERJ
Cold Water	KNVAF
Open Ocean	CKRMG
Deep Water	CKJWH
The City Of Forever	MYISJ
Dark Water	YUKOV
The City Of Forever	GSCQM
The Tube	UYPKC
The Machine	YAPOW
The Vortex	QWQCK

THE FLINTSTONES

Level skip: on the title screen, press Up, Right, Right, Down, Down, Down, Left, Left, Left and Left. Now start the game as normal. but as soon as it starts, press pause and then hold down Buttons 1 and 2. Now press the D-Pad in one of the following directions to get a level select cheat:

Up	Level 1
Right	Level 2
Down	Level 3
Left	Level 4

JUNGLE BOOK

Level select: wait Until the Disney logo fades from the screen, then press Up, Down, Up, Down, Left, Right and Start. You'll now be able to select your starting level at the Start Game screen by pressing Left and Right.

KRUSTY'S FUN HOUSE

Level	Code
2	BARNEY
3	MARTIN
4	SQUISHY
5	ELFMAN

Every door code: entering the code HPKEITH on the password screen will open all the doors.

LEMMINGS

	Tricky:	Taxing:	Mayhem:
1	RCEOJTHOD	ECWMZTGM	GGFOYQBC
2	YQSDGNSU	ZSFKUJSF	FLWNCXPG
3	JTHPGFDY	LXPGFDYR	FECWMYRD
4	RDHPGFEC	CFKVKUJT	HOEBVKUI
5	WMZSEJTG	GMYRCFKU	QBCEJSEI
6	MZTHPGGF	JTHPFECX	RDHPGGFE
7	DZSEIRCE	PFDZSFLX	CXOEBVKU
8	IQSCFKVL	DECWMZTG	IQABDHPF
9	WMYRDGMY	NBUJSFLW	DYRCEJTG
10	RDGMZSFK	MZSFLWMY	NCXOEBUJ
11	VLXODZTH	RLFKUJSE	THOECXPF
12	PFECXPFE	IRCEJSEJ	DYRCEIRD
13	BUJTHOEC	SEJTHOEC	GNBUJTHO
14	XOECWNBU	WMYQBOGM	DZSFLXPF
15	JSFKVKUT	YQAAAAAB	DZTHODZS
16	THODZTGM	DHODYROG	EJTHPFDZ
17	YQBCEIRD	NCWNCWMY	SFKVLWNC
18	HPFDZTHP	QAABDHPG	XPFDYQBN
19	FEBVLWNB	GGGFDYQA	GNCWMZTH
20	UJTHPFEC	AABDGMYR	ODYQBCFL
21	WNCWNBLL	DHODYQAB	XDECWMYQ
22	WMYRCEJT	DHODYQBD	BCFLXPGF
23	GNBUIQAA	GNCXPGGG	EBVKVLWM
24	ABDGMZTA	GFDZTHPG	YRDGNBVK
25	ODYRLEJS	GFECWMYR	VKUJSFLX
26	FKUIQBDG	CEIQABDG	PFDZTHPF
27	NBVLXPGG	NCWYRCE	DZTHPGFD
28	FDYQBDGN	IROHDDZS	YRCFKVLW
29	BVLWMZTG	EJTGMYQB	NCWNCWNC
30	NBUIRDHO	DHODZTHP	WMZTHPFE

MICK & MACK – THE GLOBAL GLADIATORS

Level select:select the second option from the the menu screen. Then, using the joypad, press: L, R, L, R, L, L, R, R, L and R.

MICRO MACHINES

Win every race: at the start of the first Breakfast Table circuit, do a lap going the wrong way. Now you'll automatically win every race.

Infinite lives: fall off the bottom right corner of the Breakfast Table to notch up infinite lives.

Slow other drivers: reverse straight off the top right corner of the first Breakfast Table. This will slow down all the other race competitors.

Better grip: press Up and buttons 1 and 2 to get better grip in the milk puddles.

Extra speed: just as you're about to win the qualifying race, reverse over the finishing line. This will make you go faster in subsequent races.

Track select: press Up, 2, Down, 2, 2, Left, 2, 2 then 2 on the intro screen.

Harder game: wait until you see the intro screen, then press Up, Down, Left, Right, Left, 2 then Up.

Rock mode: press Up, Down, Left. Right, Left, 2, Up, Up, 2 then Up on the intro screen

MORTAL KOMBAT

Gore mode: to access the gore mode, just press the following combination on the ethics screen: 2, 1, 2, Down, Up.

Play as the Reptile (with Sub Zero's powers): play through to Shang-Tsung, then let him beat you. Then, when you see the continues countdown, press Start on pad 2. If you've done this right, the game should restart with Shang-Tsung facing the wrong way. Now

all you have to do is clobber him, and you'll be transformed into the reptile.

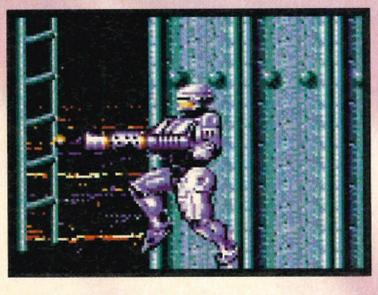
PRINCE OF PERSIA

If you enter the code: PHEJEX on the password screen, you'll start the game on the final level with 30 minutes to spare.

Extra energy and invincibility: enter KGAAAA on the password screen and then press button 1. (You'll start the game at an advanced level, with no energy.) Now climb the nearest two-storey platform, and then fall off it. You'll be rewarded with eight pieces of energy – and you'll be invincible in a sword fight.

And in case that isn't enough, here are the level codes which should see you through nicely.

Level	Code
2	GLFIFT
3	JNHKHE
4	LOIMIL
5	IKEIES
6	LMGKGD
7	LLFJFZ
8	LKEIEV
9	OMGKGG
10	ROIMIR
11	OKEIEY
12	NICGCP
13	RLFJFF
14	TMGKGL



PREDATOR 2

Level	Code
2	SPOCGURD
3	ROTADERP
4	SEGATSOH
5	NAGIRRAH
6	LAICIFFO

R-TYPE

Extra continues: when you die and you see the countdown screen, rotate the D-Pad in clockwise direction as quickly as you can then, just before the time runs out, hit the button to continue.

ROBOCOP VERSUS THE TERMINATOR

Weapons select: start the game as usual, then press pause. Now press Up and 1, Up and 2, Up and 2, Up and 1, Down and 2, Down and 1, Down and 1, Down and 2. (Note: You need to keep the D-Pad held down while pressing the stated button.) If you've done this correctly, you'll be able to cycle through all the weapons.

Extra lives: with the game paused, press Up and 1, Down and 1, Down and 1, Up and 2, Down and 2, Up and 2, Up and 1, Up and 1. If you've done it right, you'll now have nine lives when you unpause the game.

Level skip: with the game paused, press Down and 2, Down and 1, Up and 2, Down and 2, Down and 2, Up and 1, Down and 2, Up and 1. If you've done it right, you'll now be able to skip a level when you unpause the game.

TERMINATOR

Level select: go to the main Terminator screen and hold down Button 2 and press Button 1. The screen will turn black for a few seconds. While the screen is black, carry out the following sequence of moves on the joypad: Left, Left, Up, Up, Right, Right, Down and Down. Two zeros should appear on screen. You can now select the level of your dreams by pressing Right and Left on the joypad.

WONDERBOY IN MONSTERLAND

Mecha Dragon location: Run right into the castle, then at the first junction head down. When you reach the shaft, drop down the right-hand side. At the bottom turn left. When you reach the next shaft, fall down and take the first exit on the right.

Keep going until you reach the next shaft, then fall down, and again take the first exit on the right. You should now reach the lift-type thing. Take the lift up past the first and second turnings on the right, then at the top jump off to the left. Keep heading left, until you reach some plant pots. (If you need some more hearts, continue across and top up your life, then retrace your steps until you reach the plant pots again.) Now drop down the shaft and take the first exit on the right. Continue right until you reach the next shaft. Drop all the way down, missing the first exit on the right, then head right. When you reach the next shaft, take the third exit and head left. You should now be at the dragon's door.

WONDERBOY 3 (THE DRAGON'S TRAP)

Human	WE5T	ONE	ØØØØ	ØØØ
Lizardman	THC3	YN4	DEAU	XU7
Mouseman	6CR7	N74	8Y3A	U6O
Piranhaman	5J	WC4	DE4U	R5H
Lionman	THC3	YTT	DE4U	RVM
Hawkman	5JWP	WCP	9E37	XKN

The Human code will also give you infinite weapons. If you're finding the going a bit tough, just make sure you're wearing Hades Armour when you die. You'll then be resurrected.

To start the game with all the available weapons, armour and stones, just enter all spaces on the password screen.

GAME GEAR CHEATS

ALADDIN

Level	Password
1	AJGJ
2	LAEA
3	ASNF
4	DMIA
5	INSI
6	NEUA
7	AALG
8	BLTO
9	UIAN

ALIEN 3

Extra ammo: enter your name as CHEAT on the high-score table to get tons more ammo when you start the next game.

AXE BATTLER

Village codes: if you're having trouble with this rather good *Golden Axe*-type game, these codes could be your saviour...

Firewood Town:	FDCB	JBEJ	PBOO	MDKI
Turtle Village:	AHNN	ANAB	IOCN	OAJN
Sand Marrow:	IMME	KEJE	ALKD	PNOF
Holm Stock:	LIAM	OBEG	MAKK	AKMG
Brookhill:	AFPL	JLNJ	OMEM	PGJK
North Valley:	LGEC	CLBP	BIOP	NICD

CHUCK ROCK

Level	Code
2	7GØ9M
3	NN6E3
4/5	84AKC

DESERT STRIKE

2	CKSEPPD
3	ICIIEFE
4	EMFMIEH

ECCO THE DOLPHIN

Level 1	Medusa Bay	QMBRB
Level 2	Undercaves	OVVKC
Level 3	Ridgewater	SFFID
Level 4	Open Ocean	SKRAE
Level 5	Cold Water	CKRMF
Level 6	Open Ocean	QIGOV
Level 7	Deep Water	CKROH
Level 8	City Of Forever	EQIKR
Level 9	Origin Beach	GGFEJ
Level 10	Dark Water	ESKGV
Level 11	Deep Water	AQLKR
Level 12	City Of Forever	IAMGW
Level 13	The Tube	UOOGW
Level 14	The Machine	SGWMP
Level 15	The Vortex	AWQGW

JUNGLE BOOK

Level select: wait until the Disney logo fades from the screen, then press Up, Down, Up, Down, Left, Right, Left and Right. You'll now be able to select your starting level at the Start Game screen by pressing Left and Right.

KRUSTY'S FUN HOUSE

Level	Code
2	SELMA
3	SCRATCHY
4	SKINNER
5	GROENING

All doors open cheat: if you enter the code: TRACY, you'll open all the doors to all the levels.

LEMMINGS

Level select: turn on your Game Gear, hold down buttons 1 and 2 and press Up, Down, Left, Right, Up, Down, Left and Right. You should hear a chime to let you know that the cheat's worked. Then go to the password screen and select your starting level.

LUCKY DIME CAPER

Infinite lives: collect ten lives and then die. On the next screen, press Start as many times as you possibly can. Donald will now have infinite lives to get safely through the game.

MASTER OF DARKNESS

Level select,lives and invincibility cheat: when the title screen appears, press diagonally Up and Left and hold it there for about three seconds. Then press 1, 2 and Start. If the cheat's worked you'll see an option which offers you a level select, nine lives and invincibility.

MEAN BEAN MACHINE

Level	Code
2	Black, Blue, Red, Yellow
3	Yellow, Blue, Pink, Blue
4	Red, Pink, Black, Green
5	Blue, Black, Black, Has Bean
6	Has Bean, Pink, Black, Yellow
7	Blue, Red, Black, Has Bean
8	Has Bean, Pink, Yellow, Blue
9	Blue, Has Bean, Yellow, Pink
10	Blue, Yellow, Red, Green
11	Pink, Blue, Black, Yellow
12	Pink, Blue, Red, Has Bean
13	Yellow, Red, Green, Blue

Note: Has Bean is the yellow bean with ears.

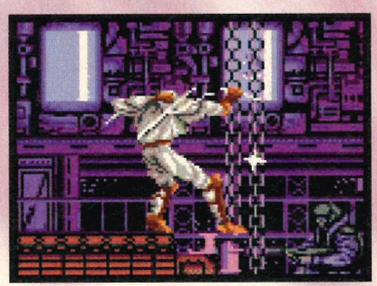
MICRO MACHINES

Extra speed: on qualifying race in bath tub, whilst in the lead, reverse over finishing line, and you'll hear a funny noise. This will speed you up on all the other tracks.

Extra game: link up two Game Gears and put a Micro Machines cart in each. When the Absolutely Brilliant logo appears, hold Start, 1 and 2 on both handhelds. You'll now be able to play Jon's Squinky Tennis.

MORTAL KOMBAT

Gore mode: to access the gore mode, just press the following combination on the ethics screen: 2, 1, 2, Down, Up.



NBA JAM

Power Up Juice Mode: enter NJTX34Y JMBDCQS.

If you fancy a change of character on *NBA Jam*, here's what you do. On the password screen enter the following initials, then, when you're inputting the final initial, press the indiacted buttons...

Bill Clinton	ARK	1, 2 and Up
Al Gore	NET	1, 2 and Down
Warren Moon	UW	1, Start and Up
Mark Turmell	MJT	1, 2, Up and Start
Jamie Rivett	RJR	1 and Up
Sal Divitta	SAL	1 and Left
Eric Samulski	AJR	1, 2 and Up
Weasel	SAX	1 and Left
Scruff	ROD	1 and Up
Kabuki	QB	1 and Down
Chow Chow	CAR	1, 2 and Left

PRINCE OF PERSIA

Level	Code
7	MIMLGC
8	KELIDU
9	NFOKFF
10	LCJHCP
11	OEMJEB
12	PEJKEA
13	PDHJDV
14	QDGJDV

REN AND STIMPY

Passwords

Stinking Dry Desert	AURGHH
Stinking Wet Bayou	ZONNNK
The Perilous Mount Hoek	YYYOWW
The Great Frozen North	ZOWCHH

ROAD RASH

Enter 0000 0DQT0 15AUS 574AE to start on level 5 with the best bike: the Diablo 1000.

ROBOCOP VERSUS THE TERMINATOR

Weapons select: start the game as usual, then press pause. Now press Up and 1, Up and 2, Up and 2, Up and 1, Down and 2, Down and 1, Down and 1, Down and 2. (Note: You need to keep the D-Pad held down while pressing the stated button.) If you've done it right, you'll now be able to cycle through the weapons.

Extra lives: with the game paused, press Up and 1, Down and 1, Down and 1, Up and 2, Down and 2, Up and 2, Up and 1, Up and 1. If you've done it right, you'll now have nine lives when you unpause the game.

Level skip: with the game paused, press Down and 2, Down and 1, Up and 2, Down and 2, Down and 2, Up and 1, Down and 2, Up and 1. If you've done it right, you'll now be able to skip a level when you unpause the game.

SHINOBI 2

Passwords

Pink retrieved	20141
Pink and Yellow retrieved	60868
Pink, Yellow and Green retrieved	20EEE
All four Ninjas saved	30EFE
All four Ninjas saved and the Pink Crystal	983FB
All four Ninjas saved and the Pink and Yellow Crystals	59E15
All four Ninjas saved and the Pink, Yellow and Blue Crystals	BDB52
All four Ninjas saved and all four Crystals	5FE75

SONIC CHAOS

Level select: start the game as usual, then, on the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2, 1 and Start. You'll now be able to select your starting level.

SONIC 2

Level select: when Sonic and Tails appear on the story title screen, press Down and Left. Hold it and press Buttons 1, 2 and Start. Hold all this down until the title screen appears and you will hear the ring-collect sound. Release everything and press Start.

SPACE HARRIER

Easy/Hard mode option: to get an easier game hold down Button 2 *while* turning on the Game Gear. For a hard mode, do the same using Button 1.

Level	Code
2	EAGF
3	CHFA
4	(Bonus stage)
5	DGBC
6	HBGA
7	FBHE
8	(Bonus stage)
9	BFCH
10	HGDA
11	AGEC

TERMINATOR

Level select: go to the main Terminator screen and hold down Button 2 and press Button 1. The screen will turn black for a few seconds. While the screen is black, do the following on the joypad: Left, Left, Up, Up, Right, Right, Down and Down. Two zeros should appear on screen. You can now select your starting level by pressing Right and Left on the joypad.

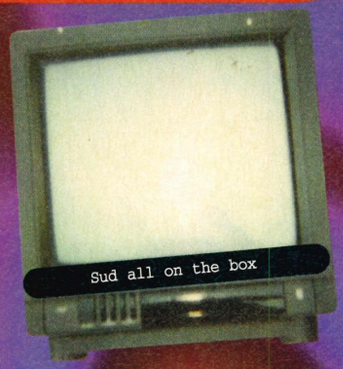
WONDERBOY

Level select: if you press Down and Start on the title screen you'll find a level select cheat. Now simply press Up to choose the level of your desire.

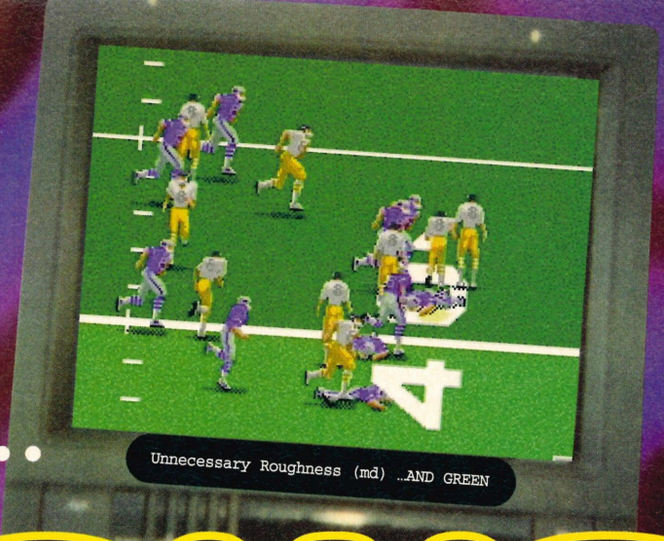
WONDERBOY (THE DRAGON'S TRAP)

Level codes

Mouseman	G1X4	C17	EG43	LDF
Piranhaman	G1G4	W6P	EGEZ	515
Lionman	CLO5	5KF	AHFA	87H
Hawkman	KDGC	PT7	EJAN	


Sud all on the box

ESPN Baseball (md) MILD...


Unnecessary Roughness (md) ...AND GREEN

Reviews

Sega Power - In magazine terms, it's new Ariel Ultra!

Rise of the Robots (md) 20

Samurai Shodown (md) 40

Tama (saturn) 44

Cosmic Carnage (32x) 46

Bonkers (md) 48

Ristar (md) 50

Brett Hull Hockey (md) 52

Unnecessary Roughness (md) 53

Afterburner (32x) 54

Mighty Max (md) 55

Beavis and Butt-head (md) 56

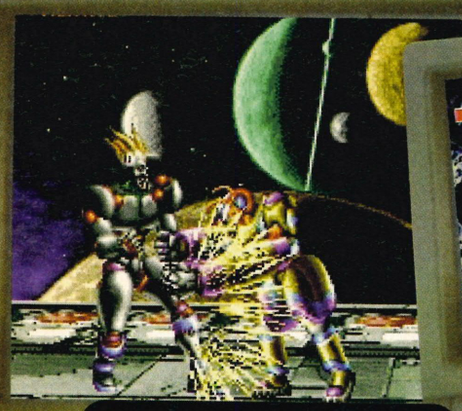
ESPN Baseball (cd) 57

Afterburner (32x) FRESH

Samurai Shodown (md) KIND TO HANDS

Tama (saturn) PUZZLESUDS

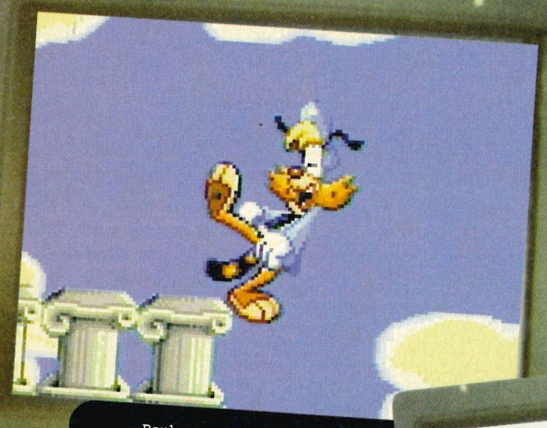
Mighty Max (md) FOAMY



Cosmic Carnage (32x) HELLO GRAN

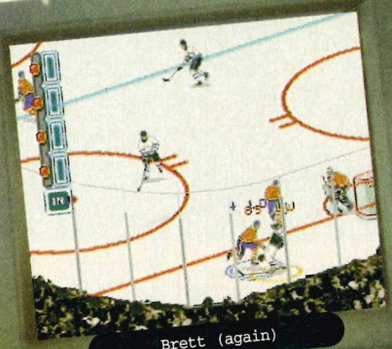
Cosmic Carnage (again)

Rise of the Robots (md) GREASY



Bonkers (md) YES!

Brett Hull Hockey (md) CUTS THROUGH GRIME



Brett (again)

STUBBORN STAINS

Ristar (md) SPARKLY

Beavis and Butt-head (md)

FILTHY BOYS

Rude words? Irrelevant captions? Puerile insults? The people have spoken! Sensible Captions, PLC...

As in all good beat-em-ups, the fighters are designed to have equal powers.

The nice thing about *Samurai Shodown* is that it has really good graphics. Just feast your eyes on this little lot. Those textures really are gorgeous.

Hello. I'm the first review in the mag. I'm 'of' a reasonably good new Mega Drive beat-em-up. And I was written on a new (but slightly bugged) self-censoring word processor. Read me...

Blimey!! The green bloke on the left looks a bit like Freddie from the Nightmare On Elm Street series of films!!!!!! Pleasant dreams, everyone!!!!

Pungent, quivering visions of ferocious, teenage nazi lust-in-a-bucket. Sigh... Or, to put it another way, this game is a quite good but not as good as the other big beat-em-ups like that *Street Fighter* and *Mortal Kombat* game. (*Yes, yes, but tell us why!* – The Readers).

Beat-em-up, put-em-up, smack-em-up, fist-em-up. Whatever. You know the drill, you crazy kids. Select a character. Set a time limit. Pick a difficulty level. Prop up the manual on your greasy old 'Best Dad In The World' coffee mug. Learn the moves. Ruck like a beast. Say, "It's alright, but it's not as good as *Super Streetfighter 2*/*Mortal Kombat 2*." Wish you'd bought something else. Consider taking it back to the shop on the day when dim-witted Saturday job-type Phil is serving...

You know how you, like, have your favourite videos? And you know how, like, when you watch your favourite videos quite a few times, your mum always says stuff like, "I can't understand why you're watching that again. You've ALREADY SEEN IT ONCE!" Maybe – juuuust maybe – on the other side of that jagged generation gap lies a rickety

Here are the characters. There's a rumour that you can also play as a boss.

SAMURAI

Mega Drive • £44.99 • UK Release • Sega

Meet Heroes, Do Haemorrhaging

So, you want information about the game, do you? What is this, a video game magazine? (*Yep.* – Simon). Oooookay. Sensible 'Those Mystical Chin-Chippers In Full'-type rundown – coming up...

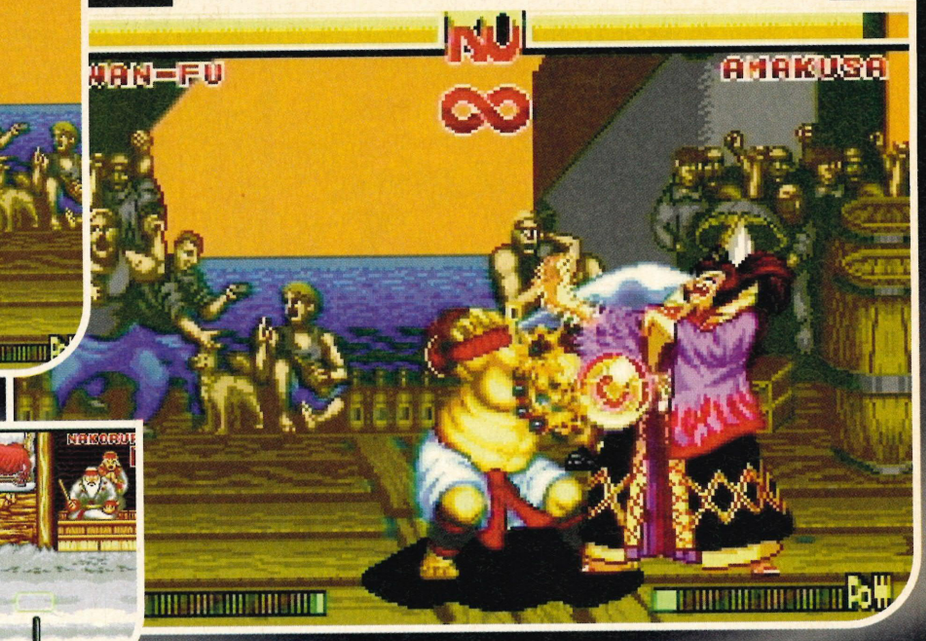
GALFORD
Meaning of name – "One Man And His Cur."
Likes – The stench of tar, egg nog and buffalo chips.
Dislikes – "Two-faced people".
Winning phrase – "Suck my distemper!"

CHARLOTTE
Meaning of name – "Thick Black, Syrupy Coffee."
Likes – Croissants, onions, stripey jerseys on men.
Dislikes – Not drinking wine first thing.
Winning phrase – "I won! I am, ow you say, over ze ferkin moon..."

HOAHMARU
Meaning of name – "He Who Blunders Around In Railway Tunnels."
Likes – Cookie dough, steak, small noses.
Dislikes – People who don't like Forrest Gump.
Winning phrase – "I spit on your tumour, my friend..."

The bloke getting hit is the end-of-game boss. He's a magician who casts spells on you.

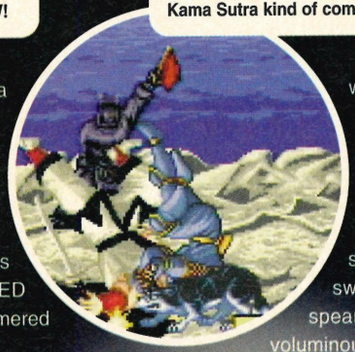
Oh! Oh! I've got quite a good one for this. "I certainly wouldn't be laughing with a sword stuck up my nose!!! Anyway, I normally pick my nose with my fingers!"



(Getting bored with this. Again. Inevitably.) Oh, OOW!

Er, possibly some kind of Kama Sutra kind of comment.

Here is a picture of Tam Tam just as he is slashing another fighter with a sword. Tam Tam is a good character, but he's not as good as Amakusa.



shack in which dwells a hairy, lonely, hermit of perception. Maybe we're just PLAYING THE SAME GAME with DIFFERENT CHARACTERS and some lazy, plotting-by-numbers SLIGHTLY ALTERED STORYLINE hastily hammered onto its forehead.

Hoooowever, *Samurai Shodown* is perfectly capable of liberal, stringy spatterings of charm. Like...

Fed up with Plasmaball This, Monster Dodo-Punch That? Well, why not get well and truly medieval on your opponents' asses with a hefty, healthy, clunky, clattery selection of big swords, immense spears, and voluminous knives? And, during a particularly sweltering struggle, it's possible to force your opponent into fumbling his weapon into the gutter, King Of Comedy-style. Keep away! Keep away! "Pick up the knife... Pick it ▶

SHODOWN

WAN-FU
Meaning of name – "Surinamese Gravedigger Goes Crazyapeshit."
Likes – Charles Aznavour, prozac-flavoured sherry.
Dislikes – Suede's first album, aural blisters that "just won't go away".
Winning phrase – "You're dead. I'm not. So there."

GEN-AN
Meaning of name – "I Eat Pansy Death."
Likes – The feel of Blu Tak on knuckles, The Stone Roses before they were popular.
Dislikes – Oriental mincers, The Argos Catalogue.
Winning phrase – "Dead boy likes his blood puddle!"

TAM TAM
Meaning of name – "Greg Ingham."
Likes – Nuttall's Mintoes, Twinkies.
Dislikes – Breakfast in bed, those "Credit will only be offered to persons above 85 years of age if accompanied by both parents' signs.
Winning phrase – "Taste the aroma of squirming soil and repent, for I am great."

HANZO
Meaning of name – "Here... Climb Into This Body Stocking."
Likes – Any kind of flan, Married With Children.
Dislikes – Andi Peters' eyelashes, Jim Morrison's belt.
Winning phrase – "Anyone for chess?"

There is nothing funny about the phrase, 'Feel my wrath!' It's a perfectly valid, if a little corny, expression of threat. Here, Wan-Fu is saying it.

This is what happens at the end of the game, when you defeat all the enemies (including Amakusa). We did it with Wan-Fu who is very good.

Fights Of Our Life

The *Sega Power* 'crew' waste a bit of space by telling YOU about their best fights. Send in YOUR best fights and win a cart! Mark your entry 'Violence Is Golden' and send them etc, etc, blah, blah...

Dean – "I once tied my hands behind my back and tried to have a fight with a loaf. To add authenticity, I placed the loaf in a protective casing and tossed it onto the whirling blades of an open-topped liquidiser. As the chaos-imbued loaf clattered, leaped and lunged, I frantically assailed it with repeated chin-charges, zig-zagging my approach in order to confuse the beast, and shouting 'You filthy little cellophane flourdigger!' But I dropped my nose and lost."

Jason – "People say things like, 'I wouldn't hurt a fly', but I actually enjoy having little psychological 'fights' with some of the many flies that seem to have made my new 'flat' their home." JASON'S TOP FLY-FIGHTING TRICK – "Move in carefully and position your hands about ten inches above the fly. Clap your hands sharply twice. The fly will be caught in the upstream of wind from the first clap and will take off like a helicopter. The second clap will squash him."

Andy – "My dog's got no nose." "So?" ("No, you ask, 'How does it smell?'") "How does it smell?" "To get to the other side!" (*Hmm. Not quite.* – Dean).

Alison – "Once, I was feeding the ducks down at the local park, and I noticed someone looking at me in a funny way. You know the way people sometimes do, particularly funny people? 'Actions first, words louder', my mum always used to say. So, I lashed out and, suddenly, I was really wet! It turned out it was only my reflection in the pond, and that. I felt a right lemon, I can tell you." (*Ruuubbiiiish.* – Simon).

Simon – "Although I haven't actually 'had' a particularly memorable fight in my life, I do have a 'favourite' fight. George Michael's fight against unfair record company restrictions, although tragically unsuccessful, was, I believe, an inspiration to us all, and a shining example of the human spirit's ability to soar above adversity at all costs and that."

Laura – "Once, on a trip to London, I had a fight with Anthea Redfern, the old Generation Game host – or 'bimbo' I called her. We were in this bar, and, having been drinking heavily, I was pretty laced, I don't mind telling you. Anyway, I didn't like the way she was looking at the cigarette machine or something. So, I launched into a frenzied attack. She suffered extensive facial bruising and seven broken ribs (one of which punctured a lung). As Anthea was rushed to hospital, the whole pub cheered, "Didn't she do well!" (that was in reference to me, and it's, like, Bruce Forsyth's Generation Game catchphrase. Which is why it's quite funny.)"

up..." Et-sodding-cetera. Oh, and there's also an option-adjustable bloke with a sack who runs across the background lobbing bombs, fruit and scorey points into the skirmish.

But, on our (and probably your) dribbly old English Mega Drive, it's *toooo slooooow* to get the adrenaline spurting and the whole thing's just a bit 'If you've got the best (Streetblahfight-etcetera, Mortal Blahdeyblah2) why try the rest?'

So... The latest, competent, but malformed and personality-deficient infant to be jettisoned from the collective Neo Geo/Mega Drive loins. I did it! I didn't say the 'a' word! (*Hey... you broke your cherry!* – All).

Here is a picture of Wan-Fu fighting Amakusa. Amakusa is a magician who casts spells on you. He's quite hard.

NAKORURU
Meaning of name – "Lover of tea."
Likes – Oliver Stone's satirical rhetoric, the taste of glandular fever.
Dislikes – Prawn curry, arguing.
Winning phrase – "esra' yas ton tsum !".

UKYO
Meaning of name – "Treasury, treasury, treasury. I'm sick to death of it."
Likes – Jesus, donkey spit.
Dislikes – The little hole in the end of toothbrushes, the smell caused by washing ashtrays.
Winning phrase – "Hey, nice beany!"

Incidentally, all our best wishes for a happy new year.

Samurai Shodown

- ▲ It's a beat-em-up
- ▲ The graphics weather well
- ▼ But the speed caved in a bit...
- ▼ ...as did the sound...
- ▼ ...and most of the blood

Power points

Release date ..February/March
Players .....One or versus
Levels ..Scene every character
Difficulty .....Variable
Sega .....(071) 373 3000

Graphics **9**
Sound **6**
Addiction **6**
Lifespan **7**

Final verdict

"More Bjorn Again than ABBA. More INXS than U2. More Let Loose than Take That. More Whigfield than Baby D. " *Andy*

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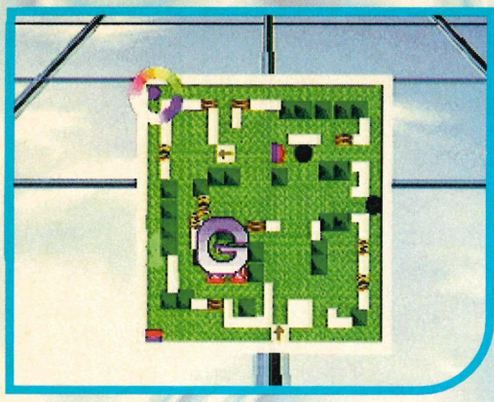


Each new table greets you with a top-down view. Plan your route with care, my child.

Hit this polygon cow and it chases you, like only polygon cows can... slowly and jerkily.

Avoid springy red and blue things. They push you into holes. The whinging gits.

Tama

• Saturn • £49.99 • Jap Import • Time Warner •

So, the Saturn arrives like a great big planet with rings and stuff and, er, here's its second proffering. Excitement abounds, pensioners wither and small balls roll in anticipation of Tama...

You can't zoom in on the bonus tables. Tough shat.

The blue ball, it's like a big eye that stares at me, IT SCARES ME...

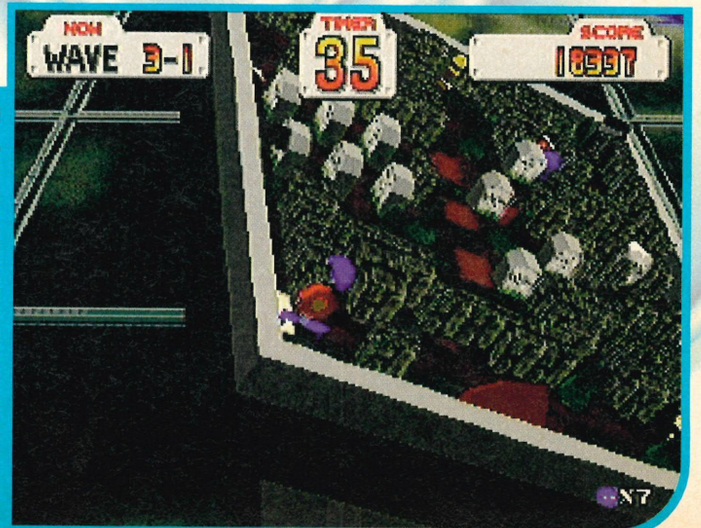
In these heady days of Cornish worm charming and herb enveloped pastry savouries, it comes as a relief to discover a game that's extending a warm hand to the masses through a runny eyed, vaseline-smeared view of traditional Victorian videogaming values. Great in theory, a kipper in practice.

Tama, the Saturn's 'other' launchette, follows the rotund exploits of

a somewhat adventurous ball in a series of ever giddier labyrinths. In reality, this involves channeling your marblesque chap around a series of square 'tables', each carved from the same chunk of landscape and cluttered with some most illuminating obstacles, in order to reach a checkered flag. For some inexplicable reason (yes, there's some weird story behind it all, but it really is indecipherable on Japanese import). Get through five of these, a bonus table if you're lucky, and you're whisked to another landscape and more obstacle-rich tables.

You don't actually get to control the ball though. Oh no. That rests in the lap of that playful whim-haver, Momentum. 'You' get to shift the table through some

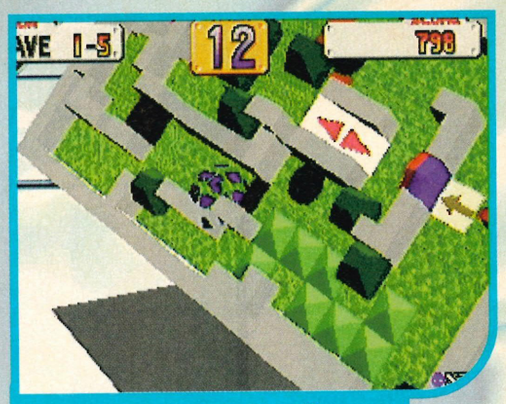
A beautiful section from the dreamy intro, showing the lonesome ball at work and at play. Here he is playing. On a seesaw. Lovely.



The Graveyard level: like a big yard peppered with graves. And stuff. Hard to make things out.

Things happen in 'waves' in *Tama*. Five levels to a wave and all that numeric jazz.

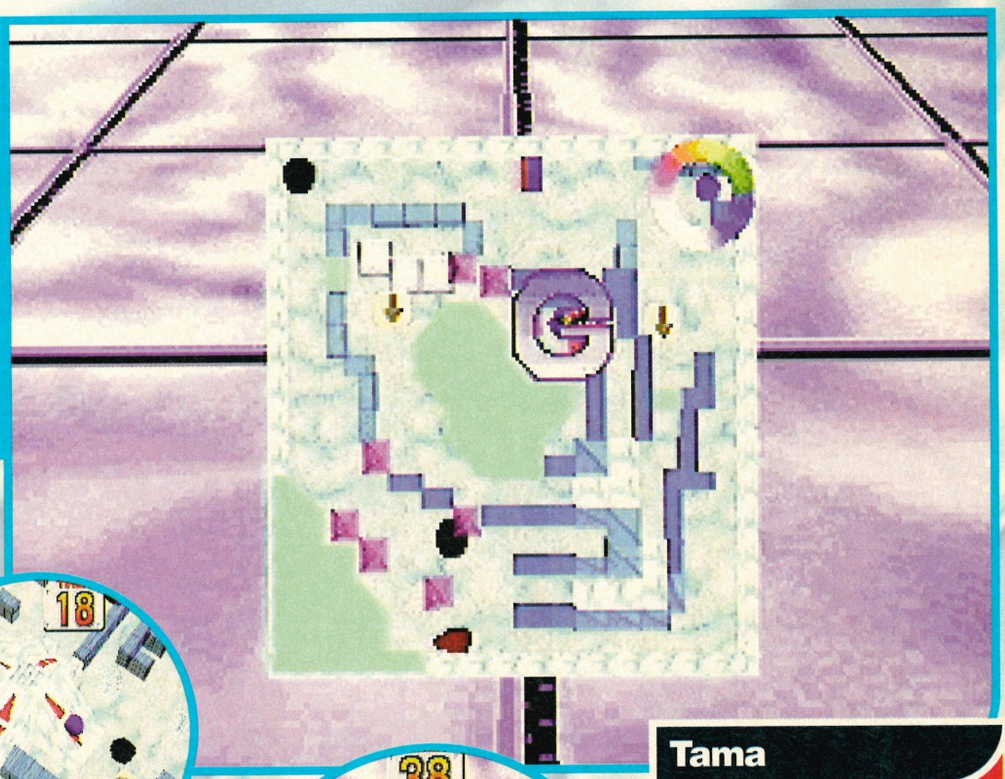
One of those 'giddy labyrinths' in mid tilt. And I hate tilts, I hate their slantiness.



Lose a ball, gain a ball. If only real life was full of such purity. If bloody only, eh men?

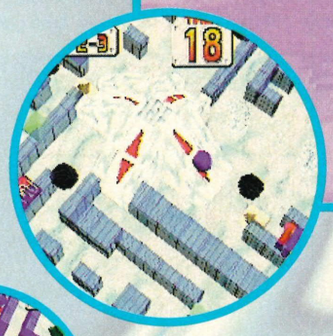
... IT STILL SCARES ME. Rigid. I am rigid. It has cheeks, for God's sake.

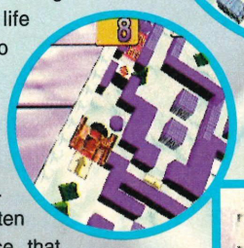
Hey, why not play Gobble my Marble Missus? Simply cut out this screenshot and overlaying baking paper from a kitchen, trace the marble's route, remembering to be 'gobbled' by any holes.



shocking acute and obtuse angles, enabling the ball to skim through gaps and rim the lips of moving holes, ultimately guiding it towards its black and white goal.

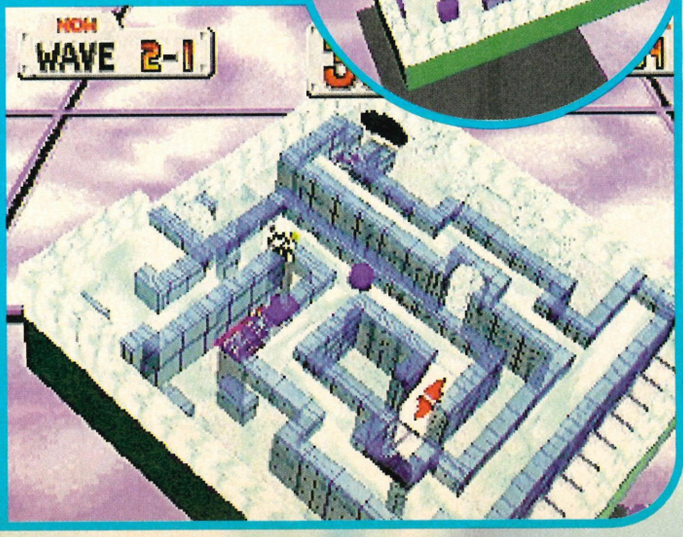
Looking at the graphics in meal terminology, *Tama* is a great steaming platter of meat and two veg, with a combination of D-pad tickling and shoulder button clicking action moving the section left, right, up, down, forwards and backwards, the trick being to rotate the area fast enough before the ball rolls a gap too far or trickles over the edge completely. The pad buttons do go some way in making life easier, by allowing you to zoom in and out of the spheroid 'action' (imitating, if you like, the action of a 'zoom' lens on a 'moving picture' camera).





But after only a mere ten minutes play you'll realise that *Tama* is, indeed, prize cock. Yes, it has impressive polygons and texture mapping, yes there's some super high quality but quaintly oriental music, and it's initially compelling. But after a few tables you'll realise that one isn't so much different from another. And the frustration that'll build up inside your body is disgustingly unhealthy. Trying to get a ball in an ideal position to drop through a gap only to find it rolling off in the opposite direction is completely and utterly arse-jugglingly dull. *Tama* really isn't addictive, and ain't much fun. Let's see what the Saturn throws up next...

Hey, look up there! Some expressive Arty has wrought a 'ball' feel to the screenshots. Yarse!



Tama

- ▲ Top damn visuals
- ▲ Top damn sonics
- ▲ Well designed tables
- ▼ Dull and uneventful
- ▼ Ultimately frustrating

Graphics **8**
Sound **8**
Addiction **3**
Lifespan **3**

Power points

Release date ....Now on import
Players ..... One
Levels ..... Three
Worlds ..... Five
Time Warner ...0604 602800

Final verdict

"It's a larf, innit? No. It isn't. It's annoying tat dressed up in shonky graphics. With nowhere to go."
Marcus

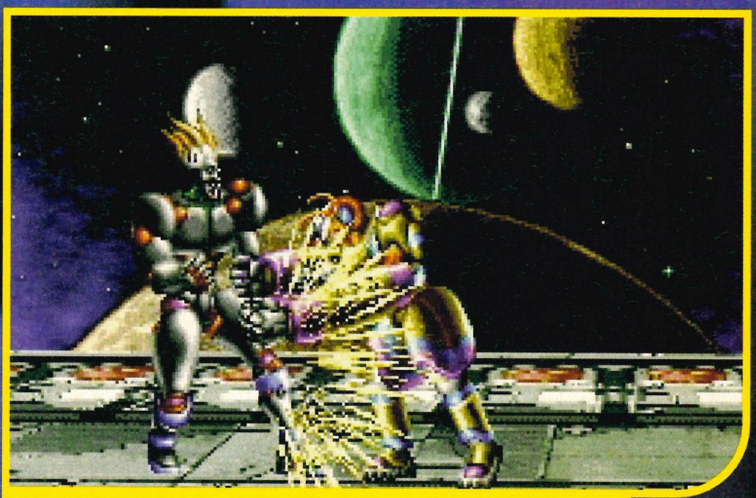
64 Percent

• 32X • £49.99 • UK Release • Sega •

Cosmic C

We couldn't be bothered to 'do' a review, so instead we surveyed 100 people on what they thought of Cosmic Carnage (amongst the inevitable other subjects).

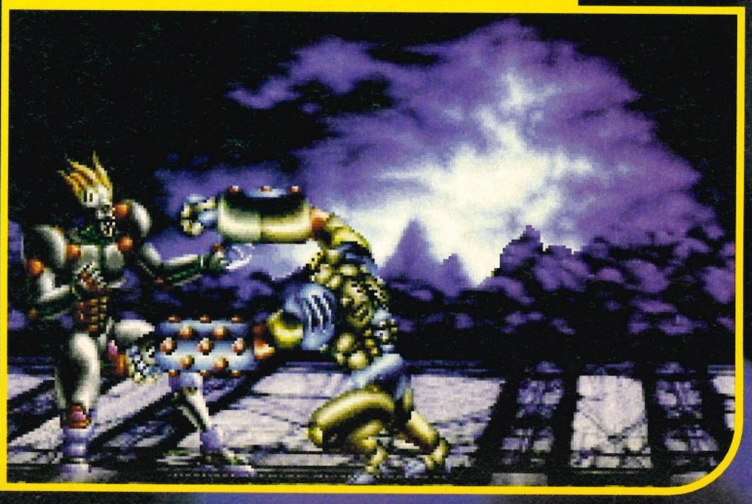
Jason couldn't/wouldn't fit the box-out I slaved over FOR HOURS. Lies, lies, lies... Hence, captions taking form of thoroughly predictable top how-many-can-we-fit-in crap aliens. Monsters. Things.

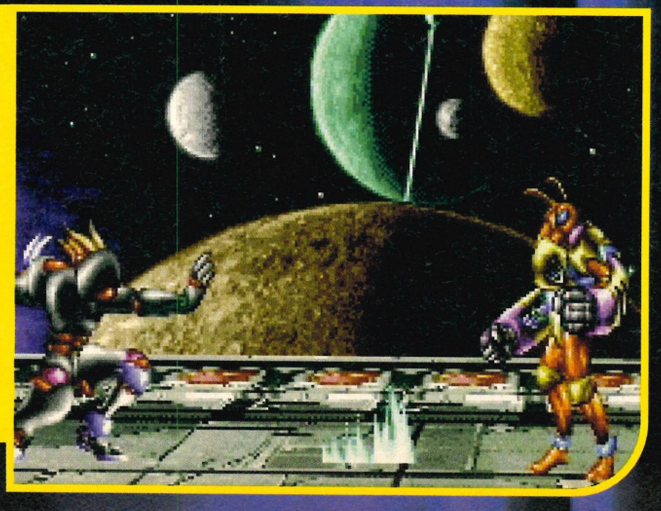


Mork: that tosser what was in Good Morning Vietnam, only in braces and barber bouffant blow-dry bunchies. Alien gibberish: "Nanoonanoo!!!!"

Question 1: If you were to be confronted by a big, bearded man introducing himself as Mick wielding a baseball bat spattered with what appears to be small pieces of seal face, would you or would you not accept a lift in his mini-bus?
Not: 12% Would: 10% Actually, my dad's name is Mick: 78%
Question 2: Would you have any moral scruples in informing a guitarist in a popular beat combo (Mud, Modern Romance, Herman's Hermits etc) that his fret board is not made out of a traditional wood veneer, but in fact merely boiled puppet onions slithering about like a baby on banana skins?
Not: 59% Would: 11% Music makes my hair fuzzy, so I don't listen to it: 30%
Question 3: Have you heard of Sega's new gaming appliance and Mega Drive add-on, the 32x?
Yes, and isn't it just a marvel: 99% No, in which case can I go now? What do you mean, I have to stay. Christ's cape...: 1%
Question 4: So you've played the first release specifically programmed for the machine, Cosmic Carnage?
Yes, it's a beat-em-up isn't it?: 99% Er, wasn't it that film with Sylvester Stallone as a sandbag-stuffed spaceman having a fight with some of that evil alien force stuff with three eyes and muscles and that?: 1%

Ming the Merciless: baldy emperor slaphead with one of those Chaz Chan magimystical beards. Never. Escape. Domain. Evil hahaha etc...

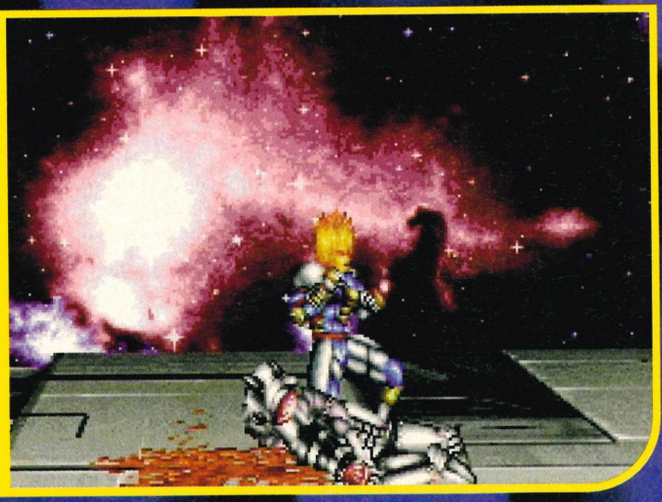




The Smash Aliens: egg whisk spud fluffers in vocal Slinky Flanger spazwarp. Alien gibberish: "For mash get... Er, buy our potato product earthlings?"

Carnage

ALF: Jim Henson pubic mound of moral American, er, fun? Shite.



The Clangers: tatty knitting scrapettes having a top time ingesting moon cuppasoups and phweeping their way to munchie Esso heaven.

Those ones in V: "Beautiful and deadly! Lipgloss and medleys!"

Question 5: That Neo Geo Samurai Showdownish zooming in-and-out in a sort of 3Dish way works nicely, dunnit?
Suppose so. It's a bit Battersea-doggy jerky, but at least it doesn't interfere with the gameplay: 99% Look mummy! I emptied my sick bucket without the help of matron. Do I get a prize?: 1%
Question 6: And what about that armour gimmick, where half of the characters can suit-up in a variety of military pull-overs and kick the iron stitching off each other?
Er, it's just another gimmick really. It's supposed to double the amount of special moves for four of the characters, but seeing as they're limited to the type of armour you choose, it would have been better if the moves were spread evenly amongst *all* the ruckers. As a consequence, them without armour feel a bit weak and ineffective: 99% Eggs are fun, eggs are good, fill my pants with chunks of wood!: 1%
Question 7: Are the moves any good?
Sort of. Some inevitably harder to master than others, but in a *Shaq Fu* sort of way, they may all look nice but take a little *tooooo* long to pull off to be effective. Oh, and the gore's a bit token too in a red-stuff-sells-beat-em-ups-nowadays, er, way: 99% Well! Nipples baked to a crisp. Ibiza's never been so good!: 1%
Question 8: Surely not better off sticking with your standard Streetmortalfighter-kombats on the Mega Drive for the required gratuitous kicks?
Afraid so. And come to think of it, the graphics really aren't that special neeva: 99% As much low-fat frozen yoghurt as he can eat, and he STILL finds the time to fight crime? DYNAMIC!: 1%
Question 9: So this is the first slightly above average game for the 32X then?
Carrying on the Sega tradition really: 99% Look, what is this 32X thing anyway? Has it got Michelle Pfeiffer in it. I like her: 1%
Question 10: Well shift me sideways and tickle me brown, it looks like we've got through this review without mentioning the dreaded 'a' word doesn't it?
Yes: 99% Arse: 1%

The Blob: TITLE! TITLE! it be a blob.

The Daleks: fat cans of pimply cola bent on world domination. Alien gibberish: "Doh! The Doctor has defeated us with his spiral staircase AGAIN..."

Dave Perry: (*ENOUGH! ENOUGH!* – Andy)

Cosmic Carnage

- ▲ 'Nice' screen zoom gimmick
- ▲ Okay graphics, okay moves
- ▼ But didn't we all think...
- ▼ The 32X was better than this?
- ▼ *MK2*. Mega Drive. And that

Power points

Release date	January
Players	1-2
Fighters	8
Levels of Skillage	5
Sega	(071) 373 3000

Graphics 7
Sound 7
Addiction 6
Lifespan 6

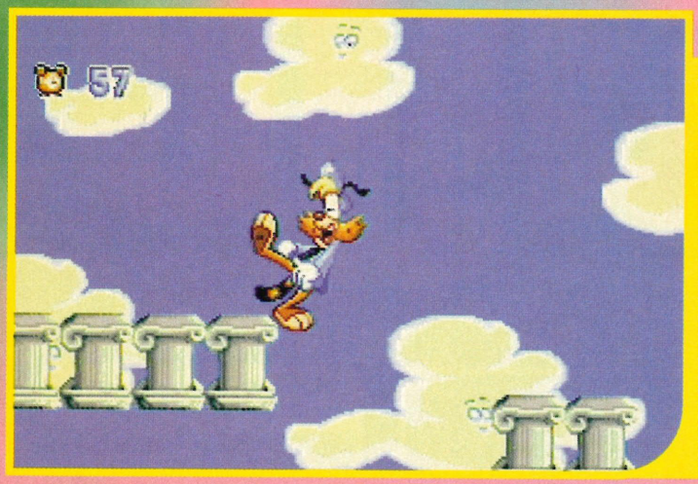
Final verdict

"In savoury snack terms, if I had a bag of crisps to offer round, *MK2* and *SSF2* would get first pick."
Simon & The 'Majority'

74 Percent

Bonkers

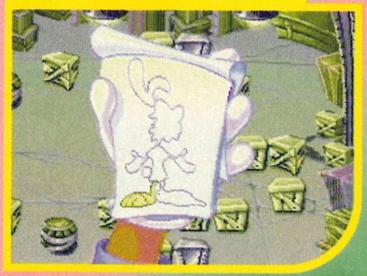
Mega Drive • £44.99 • UK Release • Sega



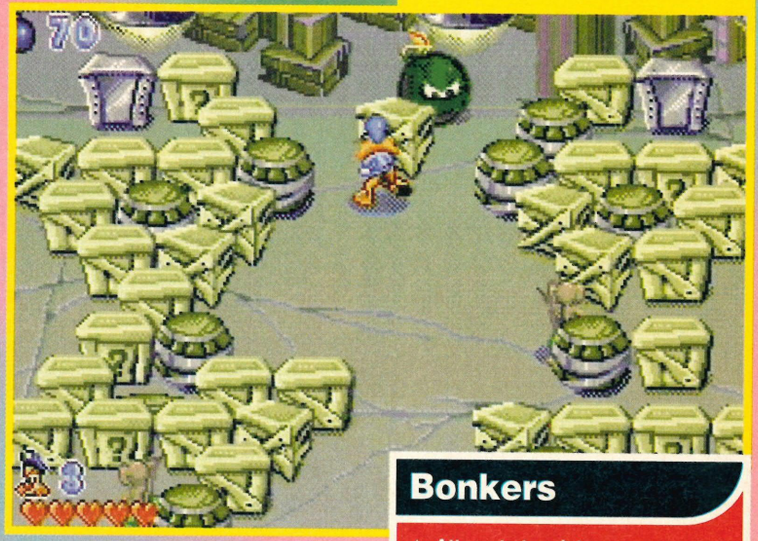
Bonkers the comedy cartoon cop – don't you just love him? This is a bonus level. It is rubbish.

Anyone who says, "Look at me, I'm bonkers!" is clearly an attention-seeking saddo. Right then, four games in one, eh?

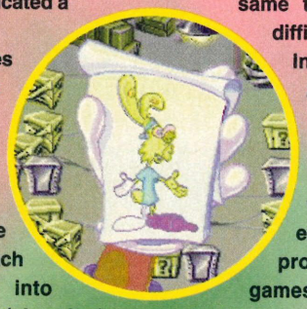
Search in the jumping boxes to colour in the characters.



Try going for the boxes with question marks. Oh, and avoid the bomb.



Apart from the main sprite this is nothing like last year's SNES *Bonkers*. Pleasantly, it's not a platformer, but a set of four different challenges which you can access at will, which initially indicated a deal of variety.

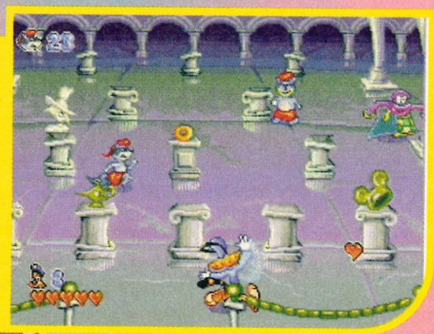


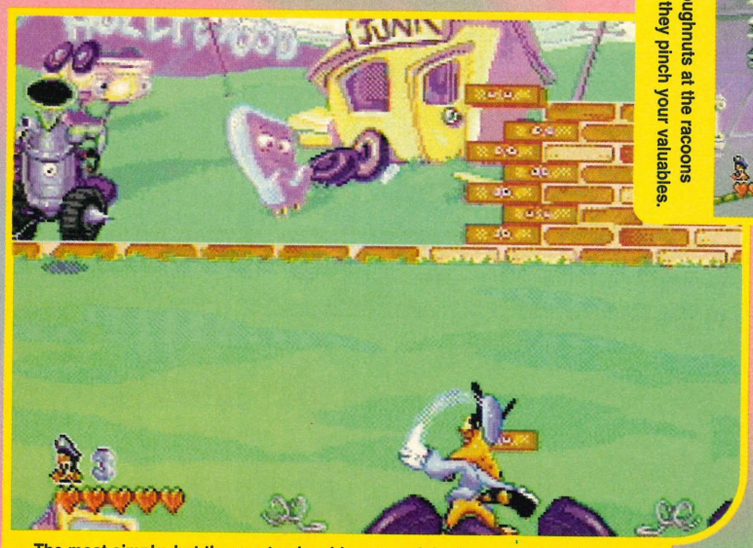
The flimsy plot goes a bit like this: Bonkers pursues the reward of Filthy Dibble Cop Of The Month by arresting four criminals, hence the four challenges – each crim neatly boxed into either a throwing (shooting), driving or puzzle/search game. Admittedly, two of these activities (bricking up a wall while a cannon fires at you and lobbing doughnuts at thieving racoons) follow the same principle, but that still leaves you with three different types of game.

The trouble is that even with the inclusion of basic platformy bonus games, the whole thing does become repetitive, as you must repeat the same tasks at a faster/more difficult rate over and over. In games like *Dr Robotnik's Mean Bean Machine* that works a treat, but each of these are so flimsy it's not worth the bother. If the engines involved in producing these sub-games had been used intelligently to create a single larger game with varied play, this might just have been a surprise hit, but as it stands, the whole experience spirals into tedium. And hey, he's a cop.

SEGA POWER

Lob doughnuts at the racoons before they pinch your valuables.





The most simple, but the most enjoyable game of the four – brick up the cannon before it kills you. Plenty of button-bashing and the odd sidestep.

Run the red cars off the road. Then there's a boss. Yawn.

Bonkers

- ▲ Attempt at variety
- ▲ At least it's not a platformer
- ▼ Gets tedious quickly
- ▼ He's a cop
- ▼ The driving section's rubbish

Graphics **7**

Sound **6**

Addiction **5**

Lifespan **4**

Power points

Release date.....February
Players.....One
Levels.....Loads
Difficulty.....Gets pretty tricky
Sega.....071 3733000

Final verdict

"I'm glad they tried to do something other than a platformer, but these four games are thin and get tedious."
Josse

59 Percent

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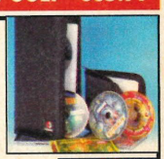

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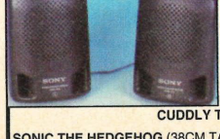

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I really wish it wasn't Monday morning. If you knew the weekend I had, etc...

...It was very nice, really. Went to a party on Friday night – bit drunk, though...

...all rumours that we here at *Sega Power* are addicted to booze are utter rubbish.

Ristar

• Mega Drive • £44.99 • UK Release • Sega •

By the flaming pubes of Sonic, Ristar (pronounced wrister) is very similar to something that's got hedgehogs of a blue nature in it...

Ristar (pronounced wrister) fights the purple thing from under the sea.

Ristar (pronounced wrister) sitting looking bored in a level, yesterday.

If you squint at the screenshots, you may be forgiven for thinking our Ristar (pronounced wrister) is the latest in a long line of Sonic games, and by golly, you wouldn't get a slapping for it. For Ristar (pronounced wrister) plays similarly to the hog of much hedgeness.

The action has been slowed down somewhat though, so rather than have a game where you've got to speed through the levels in a brain-melting blur, the emphasis has been put slightly more on the strategy of the game. Yes, there's the standard underwater level. Yes, there are the usual easy bosses. Yes, the intro to each level could be straight from *Sonic 3*. Yes, I've run out of yes things to add to this list.

Ristar (pronounced wrister) has a novel method of attack too – he grabs his enemies and then headbutts them. (A sort of a cross between Sonic and Dynamite Headdy.) All very well and good, but the main problem with all this is that Ristar shares another of Sonic's characteristics – it's very easy, and, with a load of continues, you're likely to finish it on the first day.

Predictable ending coming: if you like Sonic games, then you will like this. Sorry, but it had to be said.

In a vague attempt to release himself from the game, Ristar (pronounced wrister) reaches for the edge of the level.

I went swimming once, horrible experience. Firstly, you get wet, then cold, and you can always bet some git's pooed in the pool right next to you.

SHOOTING STARS

Ristar happens to be a shooting star. Many stars have 'shot' to immortality by filling their bodies (usually their heads) with bullets, or by being targeted by someone else. In a tenuous link, we've compiled our own list of top famous people who've bought a big death with bullets.

Kurt Cobain

(Whiney voice...) "Oh, he was such a geeeenius. What a martyr." No, no, NO! He wrote some decent songs. He was messed up. "I'm off my head, I'm nobody. I'm off my head, I'm famous. I'm off my head, I'm dead." End of list.

John Lennon

I would pay a considerable amount of money to be left alone in a room with Mark Chapman (John Lennon's killer) for five minutes. The man was stood in front of John Lennon and Yoko Ono with a gun, and you can't help but think that he chose the wrong person.

JFK

'It wasn't Lee Harvey Oswald that shot John F. Kennedy, it was all part of a bizarre and ingenious alien scam. No, really folks, I read it in the National Enquirer. These aliens came down, and shot him with a strange alien gun and it was all covered up by the FBI. And it couldn't have been Oswald, because the angle of the bullet and the shots were fired from a totally different place and... and... 'Quote from Conspiracy A-Go-Go.

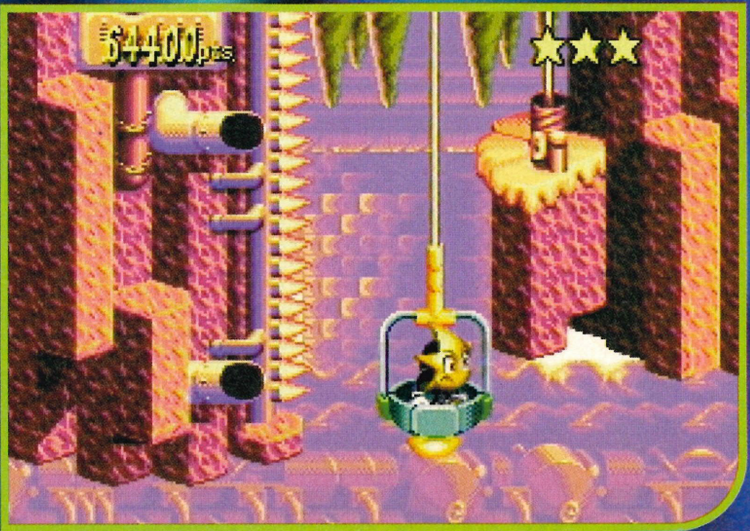
Hitler

For those who've been living in an Anderson shelter for the past 56 years, Hitler was a very naughty man who had ideas above his station. Believing in creating a master race of 'perfect' people, he was as mad as monkey's arseholes, and nobody is upset that he ended up with a bullet in his head. Or did he? Huh? HUUH?

Ah, look at the cheeky character. C'mon you little tinker, etc...

I wish I had arms like that: I could do all sorts of stuff like take things from high shelves, without using ladders. Hmmm.

Platform facts: The first platform game WASN'T Sonic The Hedgehog. The first one was written in Germany in the mid 1920s. It starred a character...



...called Cheeky The Chimp and it was played by an intricate array of shadow puppetry and string. It was created by Edith Von Cheddarbasher.

Ristar

- ▲ Er, it's like Sonic?
- ▲ It plays pretty well
- ▼ It's hardly original
- ▼ It's very easy
- ▼ I don't like him

Power points

Release date	January
Players	1
Levels	6
Difficulty	Easy-peasy
Sega	(071) 373 3000

Graphics	7
Sound	7
Addiction	7
Lifespan	5

Final verdict

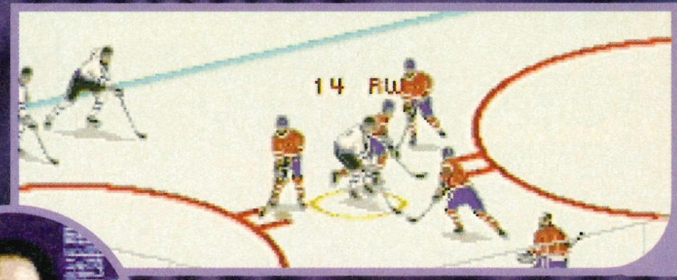
"Far too close to Sonic to be judged on its own merits. It's not as good as *Sonic* either – which doesn't help." *Dean*

74 Percent

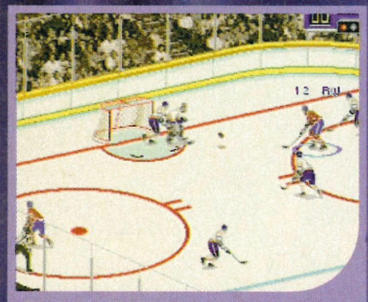
BRETT HULL Hockey '95

● Mega Drive ● Accolade ●
● £44.99 ● UK Release ●

Statstatstatstatstatgooooolstatstat statstatstatgooooolstatstatstatstat gooooooool... Sports game. Is. Review. Then.

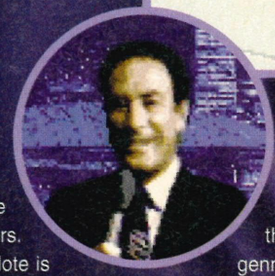


RISE OF THE ROBOTS. Unwanted present. Will swap for cider. Please. PO 98



Er... Look, it's an average Ice Hockey game. That's about as informative as we can get. Bloody. Idiot. Small. Ads.

HAVING A PARTY? Mr. Soil Factory is here! Children's entertainer, specialist in mud magic and compost puppets! PO 56



Never seen ice hockey game in life. Never want to. Remember. Had fat friend. Once. Goalie for. Medway Bears. Juniors. Nice. Probably. (This anecdote is taken from Friends Forever: My Life And Other Stories by Simon Crook, published by Bloomsbury, priced £8.99, and available at that grubby little tobacconist booth at the entrance to Oxford Circus underground [Regent Street west exit]. You can buy sweets and newspapers there too.)

Not entirely (may I say it) MAD about ice hockey. Big, Bud-guzzling Whoreville and Spleens, straw sipping beer through their Jason Blogg masks and 'aving a flick about' on an ice-cube. LET'S MAKE IT MORE INTERESTING! Let's have... frozen dolphinariums. Sticks with blow-torches. Melt holes. Swords. Swordfish. Lava. Polar bears. Dragons. Drill bits. Dah... Doh!

Who *is* Brett Hull? Brett Hull is... a confident Monica Seles Fanclub stab at that there Icey Hock sporty genre. Smacking the puppy's bum in its favour are: the large player characters, some pretty impressive in-match commentator stammering Stephen Hawking CB speech (and – yes! – options allow you to mute the boy), and, of course, that anal reem of stats (note: what *is* the average statistic for statistics in all them sport sims, eh? OH, DON'T WRITE IN). Brett Hull is... immediately playable. Brett Hull is... fattened with 80-match seasons. Brett Hull is... by Accolade.

Sigh. EA (yeah, them what are always going to get a comparison mention in matters compuphysical) have already gained a massive 93% for *NHL '95*. So... we're not going to get any 'What's Best?' questions, are we 'readers'? *Brett Hull...* lacks those dummy shot/player trading/practise mode little bits that make *NHL* the definitive effort.

Brett Hull... though far from a disaster, has enough minor clumsy lapses to turn it into one of those 'for Ice Hockey sports sim junkies only'. Er, things. END.

SEGA POWER

HAVE YOU ANY FRIENDS? I haven't. My name is Barry. Please like me. PO 23.

LOOK! Fake tramps only £7.99 (+p&p)!!! Hang Dirty Harold over dad's gate and mess his lawn! Place under sales reps' Sierras and watch them GO MAD! Tramp hilarity! PO 65

GIRLS! Want to brighten up your fella's day? Then send off now for our fried egg keyring! So real! PO14

Brett Hull Hockey '95

- ▲ Okay graphics
- ▲ Cushty samples
- ▲ Easy to 'get into'
- ▼ Not enough moves
- ▼ Yes, yes... EA bleedin' '95 thing.

Graphics	7
Sound	8
Addiction	7
Lifespan	7

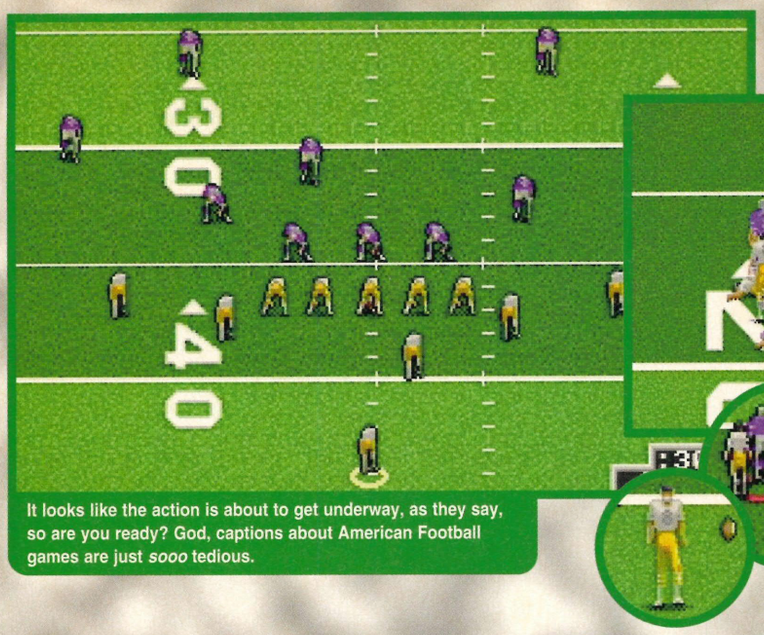
Power points

Release date	February
Players	2
Difficulty	Medium
Busby	Fridge Magnets
Accolade	(081) 788 0200

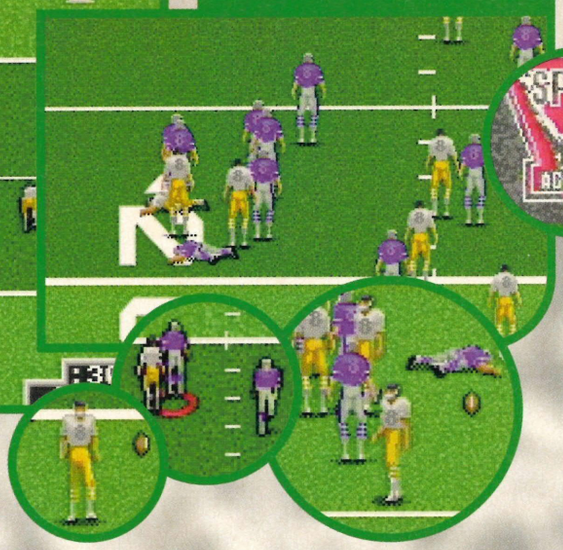
Final verdict

"Not as good as *NHL '95*. Christ, we're predictable..."
Simon

74 Percent

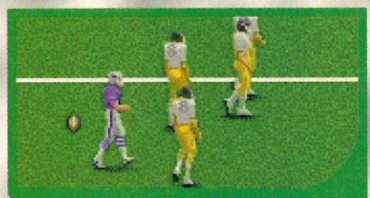


It looks like the action is about to get underway, as they say, so are you ready? God, captions about American Football games are just *sooo* tedious.



Here's the realistic bit, where, after the play has been made, all the players get up and walk off the pitch. Cool, eh?

It's dull screenshot time. Yep, here's a list of some of the teams you can play as – but you knew that, didn't you?



And just where do you think you're going, young man! Get back here and pick that ball up. NOW!

● Mega Drive ● £44.99 ● UK Release ● Accolade ●

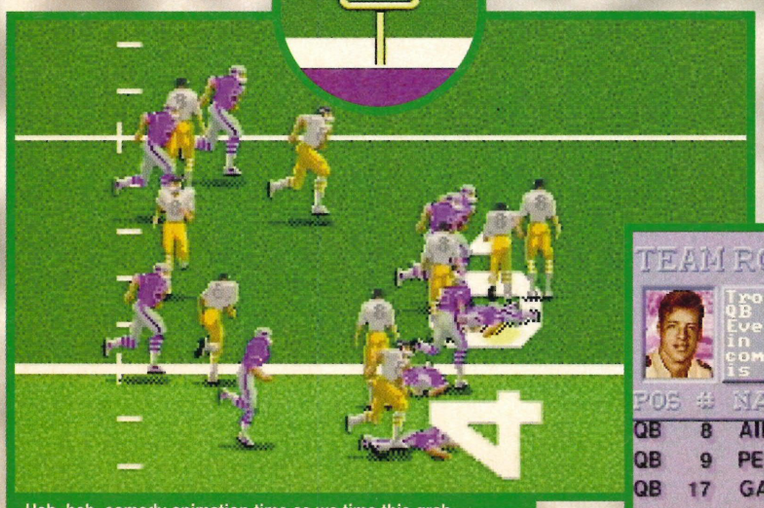
As you've probably guessed from the screenshots (unless you're reading our limited edition Braille version), it's another one of those American Football games. There's a place for everything...

Unnecessary ROUGHNESS '95

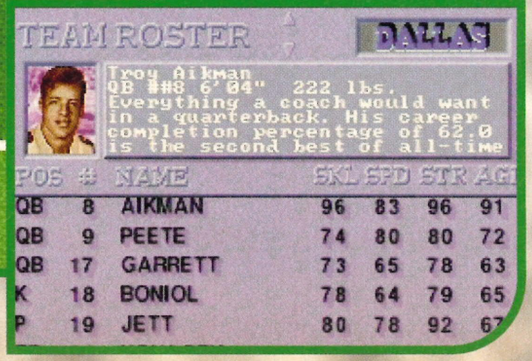
So we've got all the teams, we've got options galore and we've even got amazingly dull info on all the players that you can look at before you start a match (this is supposed to give you valuable info about your team and the team you're about to play against, but anyone who can sit through all of this is just too sad for words). Like I said, everything in its place.

Unfortunately, just like the other *Madden* wannabes, they've forgotten the most important aspect of an American Football game – actually being able to play the damn thing. Not wishing to blow my own (*eh?* – Ali) trumpet (*oh, right* – Ali) I like to think that I'm pretty good at games, and I'm a real champ at Madden, so a game like this should cause no problems. Right? Doh! Wrong. I had tons of them. I couldn't switch between players when I wanted to, I couldn't make them tackle, I couldn't catch the ball, I couldn't dodge tackles... the list goes on and on. I suppose a two-player game might give a bit of enjoyment to the proceedings as you both have problems playing a game and there's some nice speech and all that, but there is a place for everything. Dean. Where's the bin in this office?

SEGA POWER



Heh, heh, comedy animation time as we time this grab perfectly with several players looking like they've been taking some really dodgy dancing lessons. Ho, ho!



It's crap player information time. Mind you, that Troy Aikman's a bit of a hunk.

Unnecessary Roughness '95

- ▲ It's got loads of player info in it
- ▼ It plays an awful game
- ▼ you can't pass...
- ▼ or intercept or tackle...
- ▼ or in fact, do anything

Graphics 6
Sound 7
Addiction 3
Lifespan 5

Power points

Release date.....February
Players.....2
Levels.....League
Difficulty.....Hard
Accolade.....(081) 788 0200

Final verdict

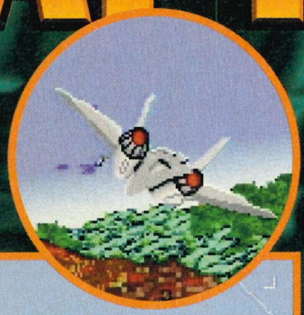
"It's got everything it should have, it just doesn't play properly. Some would say that's important..."
Paul

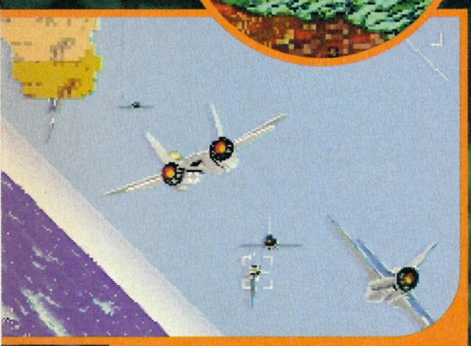
51 Percent

AFTERBURNER

● 32X ● £39.99 ● UK Release ● Sega ●

Odds Bodkins, verily this 32X doth throw up some barnacles. Checkist outust this Devilish strumpet..





Rumours that a 32X version of *Space Invaders* (arcade perfect, of course) is on its way are, as yet, unconfirmed.

I... CAN'T... BELIEVE ... IT. Here we are, 1995. All the excited gibber-jabber about 32-bit this, 64-bit that. Add-ons, CDs, Multi-Media, Internet, Cyber-Surfing, *Afterburner*. WHAAATT? Doesn't quite fit in, does it?

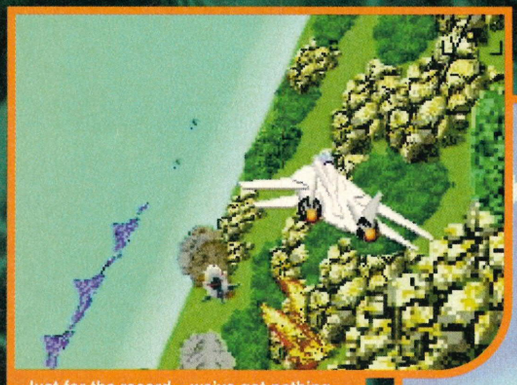
The word from Sega is that they're trying to cater to the older players who hanker after the 'good old days' when they could play things like *Afterburner*, *Space Harrier*, *Pac* bleedin' *Man*, *Space* chuffin' *Invaders* and soddin' *Pong*.

Who are these people? The sort of folk who would give a fudge about things like this and dream romantically about the 'good old days' – and let's face it, they weren't – are the people who are now hunched over a PC playing F-IUI^&%^ Flight Strike Cock Interceptor.

Well, if any of you happen to also own a Mega Drive and 32X, then you can now play an arcade-perfect version of the game that you probably thought looked *reeaally* good, when you were listening to Yazz on your portable stereo that was the size of a small hamlet. Yes, you may remember the late eighties – they were dreadful, and *Afterburner* didn't do much to help.

So there you are. You've just spent 170 quid on your 32X, you've completed *Doom* a few times, you've beaten everyone from your dad to Nigel Mansell on *Virtua Racing* and you've laughed at *Star Wars Arcade*. What's next? I know – a cooin-op conversion that's eight years old. Doesn't sound right, does it?

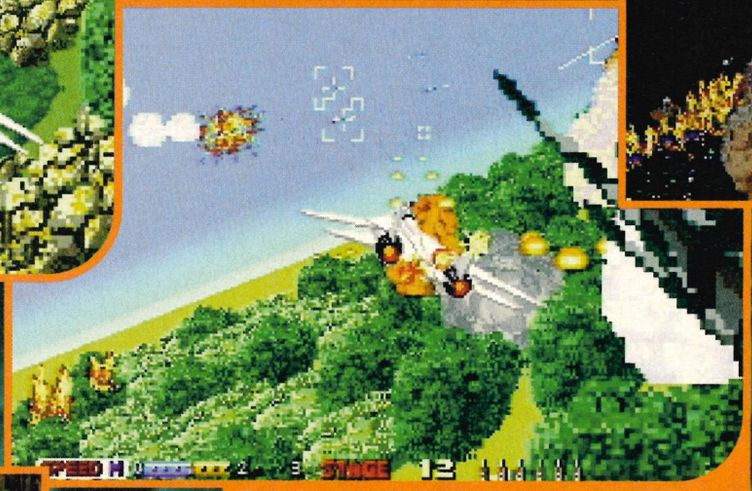
SEGA POWER



Just for the record – we've got nothing against old arcade conversions, just make the original game interesting...

...*Afterburner*, I feel, isn't. If, though, you liked the original arcade game and wish to recreate those days... seek therapy.

Don't forget: *Thunderhawk*'s coming out on the 32X. Should be good. This isn't. Remember.



By the time you read this, Christmas will be long gone, but while I'm writing this, it's only five days away. Weird? Bit like Eastenders or Brookside, really.

If you imagine hard, you could be Tom Cruise, flying across the Iranian desert, righting wrongs, killing bad folk everywhere, and generally being a bit of a bloody idiot.

Afterburner

- ▲ It's arcade perfect..
- ▼ But the arcade game's...
- ▼ a bit rubbish now
- ▼ It's old... not old, mature
- ▼ ...No, not mature, crusty

Graphics 5

Sound 6

Addiction 6

Lifespan 5

Power points

Release date.....January
Players.....1
Levels.....More than one
Difficulty.....Medium
Sega.....(071) 373 3000

Final verdict

"Sorry Sega, releasing eight year old coin-ops on a new system isn't the best idea I've heard."
Dean

62 Percent

Between a rock and a fat native, that's where this bint is. Blimey, my teeth ache, do yours? I love pine. I eat cats. Christ I'm bored. Does it show?

Here's where you get to choose your portal through to a level. Shyster on a stick.

Balloon, balloon, you are so red, just like my head. When I'm in bed. Is it cold in here, or is that just me?

• Mega Drive • £44.99 • UK Release • Sony •

So, is Max as mighty as his namesake, the Maxi car? Let's take a look as we hail a carriage on the one-way rollercoaster to cartoon licencesville. All loose luggage must be stored safely. Peep peep, woo woo...

Oh, how I ached for the caress of silk once I had relieved myself of *The Adventures of Mighty Max*. How I wanted some caring girl to take me in their arms and tell me everything would be all right.

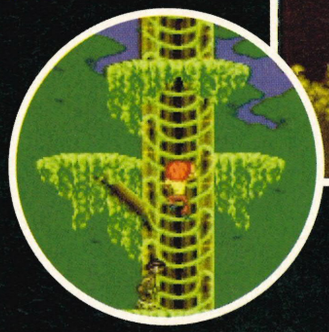
You see, behind its mild-mannered exterior lie horrors of an unspeakable kind. On the surface you have to guide a character from the 'cult' cartoon around a series of levels, throwing pieces of a giant weapon into portals in order to save the world from the calcified might of Skullmaster, an evil swine with a passion for purple.

But probe a little deeper, finger your way beneath the facade and you'll find the cankerous veins of evil. Friends, the inner sanctum has been sodomised.

The simple act of jumping reaches ridiculous excesses. It may be that Max has the muscles of a flea during the cartoon, but in video game land it's utter bum. The controls are just that bit too sensitive, so you end up leaping through platforms, hitting the creatures on them in the process.

And you don't *actually* kill the beasties when you shoot them with, yes, ping pong balls. Rendering them unconscious is about it, and you'll have to pick them up and throw 'em to finish them off. Every bloody time.

Aah, the space level. As cool as a whelk, as dark as black.



You can only fire left or right, when you crawl. You can't shoot the creatures running over you sapping your energy. And when you freeze the monsters using a special item, they still take your energy. Sigh. *Mighty Max*? Hah. Ropey old tat. SEGA POWER

Throttle my chirruping cock, it's a turkey of a game. Baste it well.

The Adventures of Mighty Max

- ▲ Takes a bit of thought...
- ▼ ... But not that much
- ▼ Slow moving
- ▼ Badly designed
- ▼ Short lifespan

Graphics 5

Sound 5

Addiction 3

Lifespan 2

Power points

Release date	Out now
Players	1-2
Skill Levels	2
Diddlediddi	Deedee
Sony	(071) 911 8700

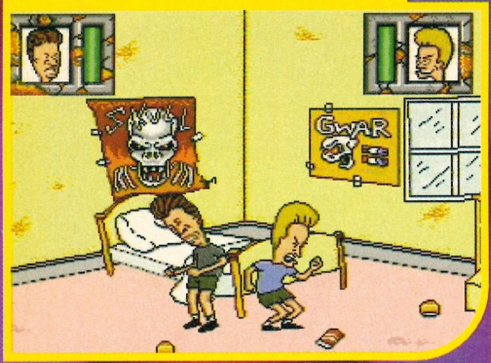
Final verdict

"Even the split-screen two-player mode doesn't extend its life. Get a haircut instead."
Marcus

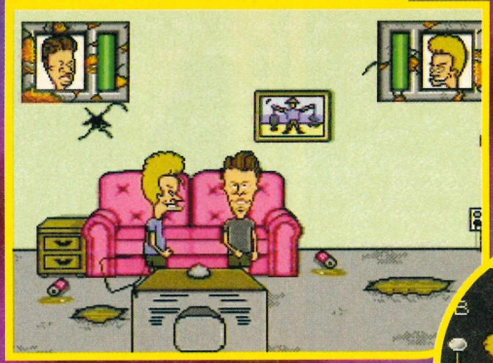
40 Percent

The Adventures of Mighty Max

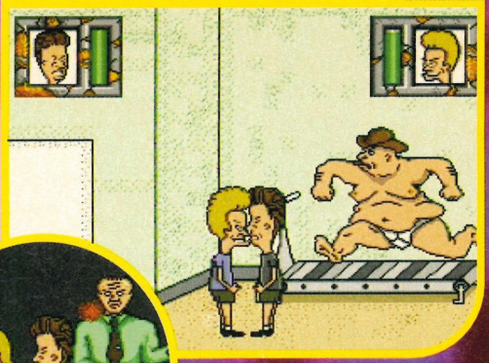
On with the juvenile captions then. He he he he, let's have a fart competition.

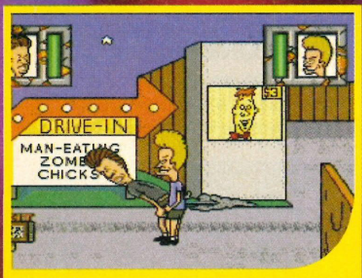


He he he he he he he. We look like we're having a wee in this picture. He he he he.

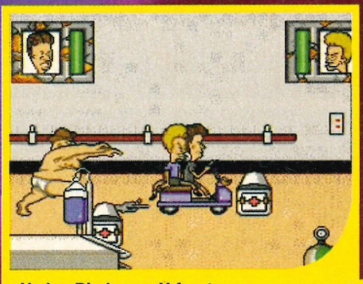


He he he he he he, that geezer's got bigger, he he, melons than Pamela Anderson.

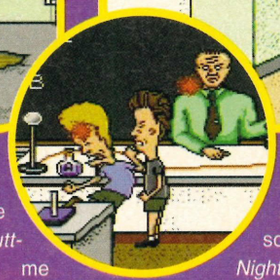


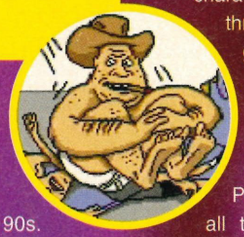


He he he he he he he he he he. Huh huh huh huh huh huh huh. Oh dear.



He he. Big baggy Y-fronts.





Beavis and Butt-Head suck. Like, he he he, they really suck. Man. Er...

Beavis and Butt-Head are, as comedy duos go, right up there with the greats. With the comic timing of Hale and Pace, the up-to-the-minute gags of Titmarsh and Spires and the – hey! – "100 smiles an hour" magic of Pasquale and Walsh, they form what can only be described as the comedy partnership of the 90s. According to Andy.

But I'm not quite as impressed as him when it comes to social outcasts whose idea of humour is a repertoire of bodily functions and who were undoubtedly the last to be picked at football every breaktime. After all, he gave Simon a job. So when he chucked the *Beavis and Butt-Head* cart at me claiming to be "too sodding busy", I wasn't expecting much.

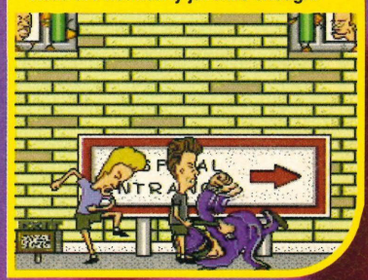
But, even though I hate to admit it, I've seen worse games. *Beavis and Butt-Head* isn't bad. You take the part of both characters, and have to guide them through the seven zones of the game in order to find the various bits of two knackered tickets to a rock concert. Enemies take the form of, er, anything you come across. Policemen, rats and fat old men all take it upon themselves to make life a little harder for the lads.

The graphics, although not superb, are decent enough, with large clear sprites and pretty good animation. And if you're into hearing "he he he he he he" over and over again, the sound is also above average.

Overall, then, *Beavis and Butt-Head* isn't a bad game. It's sort of reminiscent of *Bart's Nightmare*, with large levels and quite a lot to be getting on with. Fans of *Beavis and Butt-Head* will be more impressed with the game than the average gamesplayer, who may find it little more than dull at times. But if you, like, he he he, love 'em, then you could do worse than this, I suppose.

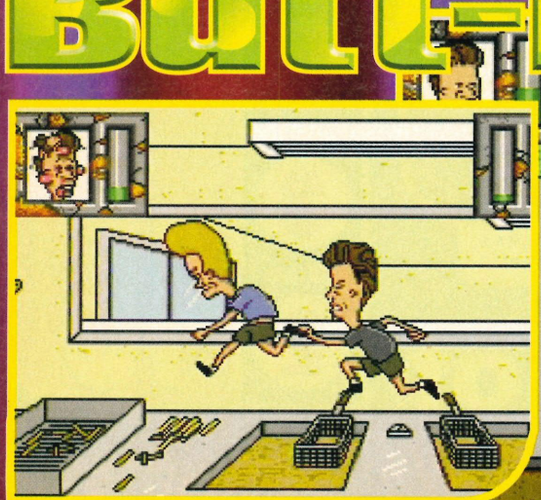
SEGA POWER

This is not working. *Beavis and Butt-Head* are not nearly juvenile enough.



• Mega Drive • £45.99 • Import • Viacom •

Beavis and Butt-Head



He he he he. Doesn't his hair look like a nob? No. Suppose not really.

These captions are desperate for a smut injection. So: a girl with lips and legs. Er... I give up.

Beavis and Butt-Head

- ▲ Good for fans
- ▲ Decent samples
- ▲ Nice animation
- ▼ Bit limited
- ▼ Beavis and Butt-Head

Graphics 7
Sound 7
Addiction 6
Lifespan 6

Power points

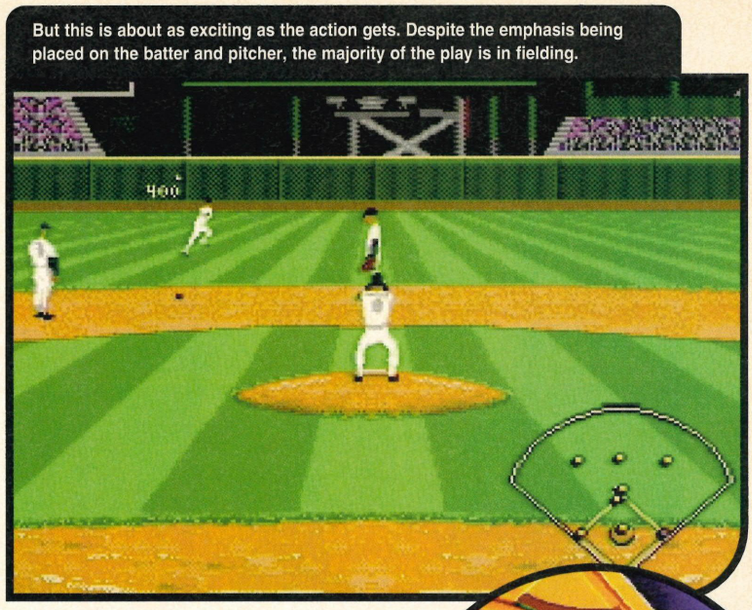
Available.....On import
Players.....1/2
Levels.....7
Dean.....Butt Head
Dream Machines .0429 869459

Final verdict

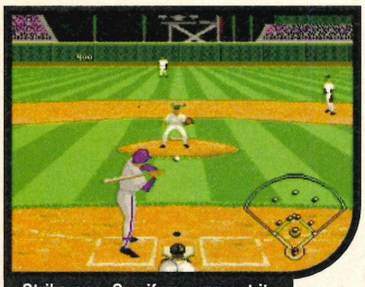
"An interesting combination of platform and puzzler. If you're not a fan, think carefully."
Danny

76 Percent

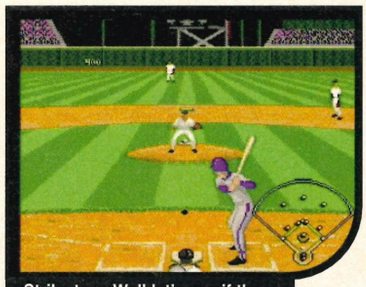
I think I'd better give it a good seven or eight for graphics. Sony have made good use of the CD's capabilities and I doff my cap to them.



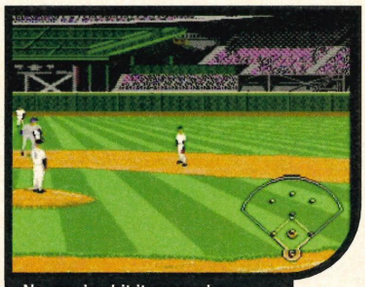
But this is about as exciting as the action gets. Despite the emphasis being placed on the batter and pitcher, the majority of the play is in fielding.



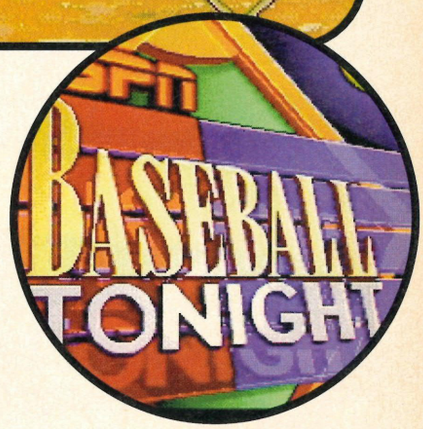
Strike one: See if you can get it through his legs, mate!



Strike two: Well let's see if the left-handed batter can, then.



No, you've hit it somewhere completely different. Cheers.

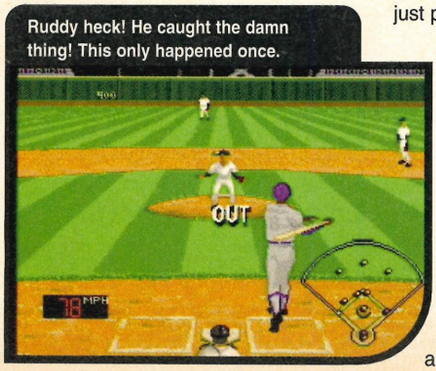


ESPN Baseball Tonight

Mega CD • £44.99 • October • Sony

I feel like chicken tonight. Not baseball.

Sony seem unable to compete with Electronic Arts on sports games. *ESPN Baseball Tonight* is not a catchy name, Chris Berman and Dan Patrick, hosts of "America's favourite game" aren't a patch on big Ron Barr and baseball, let's face it, is just ponced-up rounders.



Ruddy heck! He caught the damn thing! This only happened once.

People have tried to make baseball games interesting – *Tony LaRussa*'s effort was okay and *Super Baseball 2020* was an interesting departure into the rollerball-esque land of robots playing baseball. Quite fitting too, because the depth of gameplay that can possibly be gleaned from a baseball sim is well-suited to awkward mechanical swings and swipes.

In *ESPN Baseball Tonight* you get to pitch and bat. You get to be a pitcher and a batter. Do you really want to spend 50-odd quid on being something to put wine in or something that belongs in a chip shop? No of course you don't, unless you're a complete spaz or you're interested in rounders. I'm not.

Everything you'd expect to see in a real baseball game is here. Everything works well enough and you can choose 'real' people to play. There are few faults except that the sound effects yet again fail to exploit the CD's potential, the timing when you're batting is tight (*It's supposed to be. It's something called skill. That's gameplay.* – Andy), and that the whole thing's so utterly dull. Sports games should be about adrenaline, excitement and tension. *ESPN Baseball Tonight* is about as exciting as a comfy chair and half a cold portion of chicken tonight. SEGA POWER

ESPN Baseball Tonight

- ▲ The graphics are alright.
- ▲ Lots of choices.
- ▲ It's big.
- ▼ Boring divisional play-offs.
- ▼ The two-player mode's crap.

Graphics 8
Sound 6
Addiction 2
Lifespan 4

Power points

Release date ..... February
Players ..... One
Levels ..... N/A
Difficulty ..... Medium
Virgin ..... (081) 9602255

Final verdict

"If you've got a Mega CD and you want a baseball game, this is fine. If you haven't and you don't, turn the page." *Josse*

65 Percent

You know Codemasters? The makers of some of the best games ever, like Micro Machines 2 and Psycho Pinball? Well, they were on the phone to us the other day and we came up with this brill idea for a competition with over £5,500 worth of stuff to win.

OVER PRIZES TO

Did you know? You're more likely to win something with *Sega Power* than with the accursed National Lottery. And this competition won't cost you a bean either (unless you'd like to bribe us with large gifts of beer and cakes, but we're not that easily bought.)

And did you know that this is the line-up of prizes that are on the *Sega Power* conveyor belt tonight...

- 10 x *Psycho Pinball* MA2 jackets (Worth £100 each!)
- 100 x *Psycho Pinball* black tops (Made out of 100% cotton! With no man-made fibres which go all static and look rubbish.)
- 200 x *Psycho Pinball* thrash-rock albums (On CD for top hi-fidelity Dolby super surround sound pump up the volume action.)
- 50 x *Psycho Pinball* 5 foot tall poster (And that's BIG! 1.5 metres, metric fans.)
- 50 x *Micro Machines 2* despatch bags (Wear them on your shoulder, or across the body for a look that says, "Look at me, I'm wearing my *Micro Machines 2* despatch bag.")
- 50 x *Pete Sampras* tennis balls (Use them to play tennis with. Or collect a set and maybe do a bit of juggling. Like what clowns do.)
- 100 x Codemasters pin badges (Wear it with pride. Or, just ripped your pants and don't have a safety pin handy? Simple. Just reach for the Codemasters pin badge to keep embarrassment at bay. And many other practical uses which I can't think of right now.)

HOW TO ENTER

One of these fab Codemasters gifts could be on its way to you, if you can be bothered to answer these startlingly easy questions and complete the tie-breaker...

THE QUESTIONS

1. What is the follow-up to *Micro Machines* called?

2. What's the name of the latest pinball game from Codemasters?

3. Which famous tennis player features in a Codemasters tennis game?

THE TIE-BREAKER

Compose a short limerick about *Sega Power* or video games. A bit like this one which I composed earlier: *There was a mag called Sega Power, With a Dep Ed who was a little flower, Each day she slaved, And was vastly underpaid, Even though she loved her job so.* Rubbish, eh?

WHAT NEXT?

Send your answers in to: *Sega Power, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.* Div-brains, don't forget to include your name and address. Prizes will be awarded on the basis of how correct the answers are, and how good the tie-breaker. (Closing date: 16th February.)

550 BE WON!

MENTAL MENT
BIGGER BETTER FASTER MEANER
PSYCHO Pinball
3BALL ACTION
VIDEO GAME OUT NOW
THE FINEST PINBALL GAME EVER TO GRACE THE MEGADRIVE!
4 INTERACTIVE PINBALL TABLES

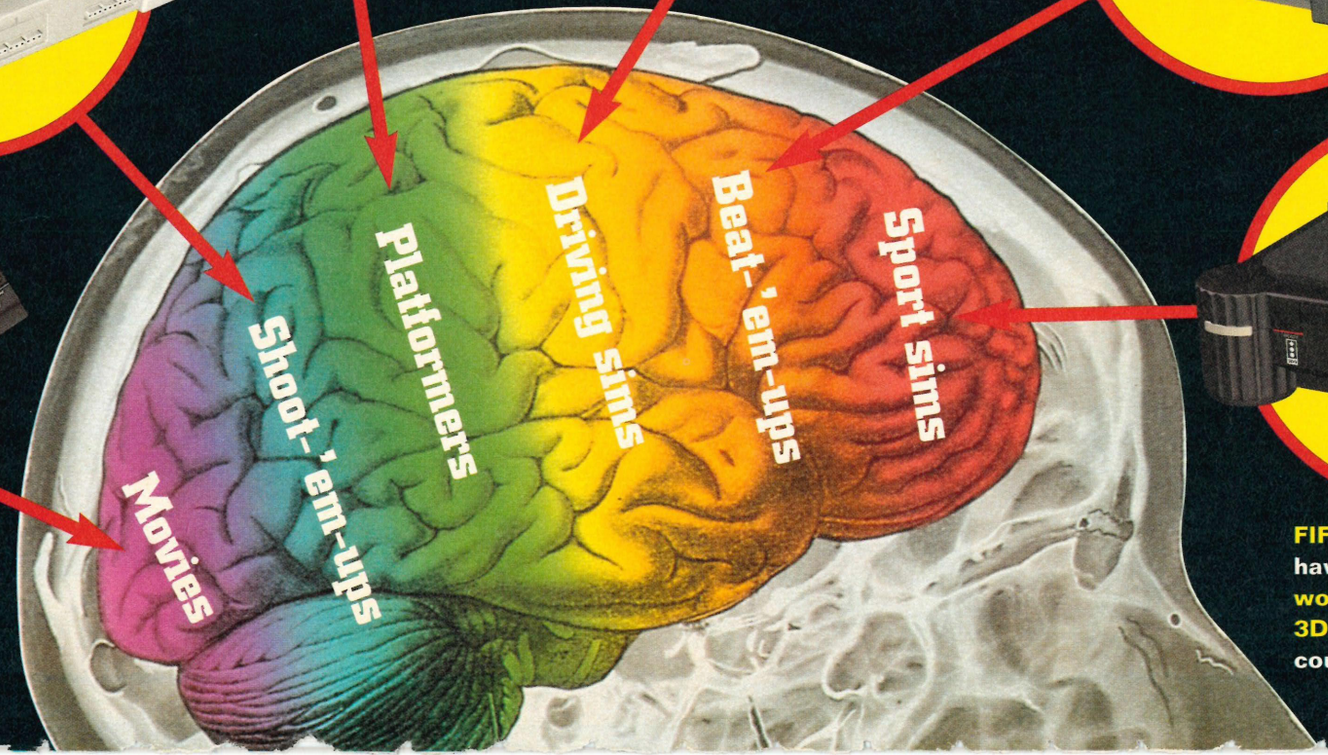
Blow your mind!

Platform games leap into the next generation thanks to **Clockwork Knight** on the **Saturn**. But what about the competition?

Will Virtua Racing Deluxe put the **32X** at the **head** of the driving sim **pack**?

Is the Neo Geo CD the only horse **worth backing** in the beat-'em-up **stakes**?

Top blasting fun awaits you on the **PlayStaion**. Is it the only console **worth looking** at though?



Is the CD-i a film buff's dream? We find out...

FIFA and John Madden have set the gaming **world alight**, but is the **3DO** the machine for the couch potato **coach**?

In **Ultimate Future Games** this month we tell you **which** of the next generation **consoles** are **best** in all known game categories – we give you a **full** run down of what they can do and **help** you **decide** what to spend your **loot** on.

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Aladdin 67
Battlecorps 67
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Bubsy 2 .....66, 67
Doom 72
Double Dragon 5 66
Dynamite Headdy 64
Earthworm Jim 65
FIFA International 67
Jammit 64

Guest tipster of the month

Greetings, celestial readers. If you crossed your newsagents' palm to the tune of £2.50 at some point today, you are about to embark on the tips experience of a lifetime. In the bottom of my cuppa this morning I came across a surprising amount of tea leaves arranged in lumps. Don't know what that means, but I do have many other things to share with you. And I do sense a rising of glee among Sega gamers everywhere. Can I have my money now?

Power

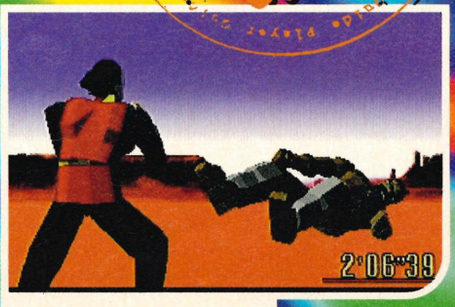
Tips direct from the stars...

TIPS

Lion King 67
Mickey Mania 66, 67
Mortal Kombat 67
Phantasy Star 2 64
Sonic 65
Sonic & Knuckles .. 65, 67
Urban Strike 65, 67
Virtua Fighter 82
Virtua Racing 76
Zero Tolerance 66

Doom
Part one of our guide to Doom. And this is only part of our top 32x/Saturn tips special.

Virtua Racing
Cars, tracks, cornering and other boy racer stuff. Ace!



Virtua Fighter
How to 'do' all the combos and do over your opponents.

With Mars at its zenith and the astronomically huge force of Jupiter exerting its presence over the Big Macs of Solihull, this month promises to be filled with potent portents for all Sega gameplayers. And with Saturn reaching its ascension over Japan, there can only be exciting encounters to follow. Beyond that it is certain that it will rain in Doncaster during the month of January, that Take That will feature in the Spring issues of Smash Hits and that I, Mystic Maggie, will continue to sucker audiences with my celestial clap-trap...

Power Tips Q&A

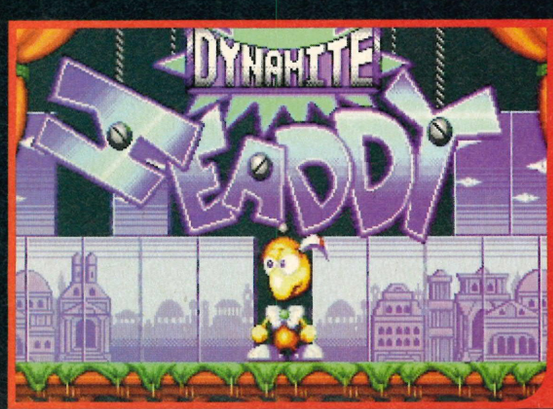
Dynamite Headdy

Mega Drive

I'd like to start off by saying that *Sega Power* is a damn fine mag, and that your tips are consistently better than any of those other so-called Sega magazines.

I was wondering if you could help me. I'd like a level select for *Dynamite Headdy* on the Mega Drive. Please help before I go off my trolley, out of my tree and up the wall.

Kevin Alderton, Liverpool



The purchase of *Dynamite Headdy* reveals much about the buyer's personality.

Hmm, I sense that you are feeling distressed, which is only natural for a Sagittarian during this phase of the Hubble Telescope. I suggest you refocus your internal life routines to take advantage of the Jovian rays currently bathing the Holy Land of Anfield.

You should also try this powerful tips elixir. To get a level select, wait for the Title screen to appear, then press Start once. Now, leaving the cursor on Start Game, press C, A, Left, Right and B. You should hear a sound to let you know the cheat's worked. Now press Start and you should see a level select. Pick a level, press Start and away you go!

Jammit

Mega Drive

Could you give me some level codes for *Jammit* on the Mega Drive? I've had it for months now, but my dunking skills don't seem to be good enough to get me through to the end of the game.

Sean Kennedy, Co Antrim

Oh look, there's some of those stars what I read and stuff.

Some mystics claim that for this type of reading you need a well-worn set of rune stones, blessed by all-powerful Shaq Fu of the bouncing sphere. I, on the other hand, prefer to scatter the dried toenail clippings of the great Harlem Globetrotters...

Now, let's see. Oh, yes. The codes are indicated in the clipping's reversed crescent and the wisp of grey fluff trailing across the fourth row.

Game	Chill	Roxy	Slade
1	TZMYNYN	DKRBNSN	MRKYMCY
2	THMSSLNS	STPKRNR	HNSFJLD
3	DNWYGLL	SSNHYDN	DWGTSTN
4	DLMRVNN	JNFRBCN	DMDWYDZ
5	MRNLYNG	LRNCHLS	TRYBRNM
6	MKGLSCK	PLWRHDS	BRNMCMN
7	THMSCSY	STWSPKN	JSPHKSC
8	JRBRGHT	BBSKNNR	PHLSRGR

Phantasy Star 3

Back in issue 60 we asked if anyone could help Stephen Boyle get hold of Siren's Shot. Well, Andrew Kavanagh, Daniel Gurney, M Blinco and James Bower (The T-shirts are on their way, guys) have all written in with the answer to his woes, so here goes...

To find Siren's Shot, you first need to get hold of the Aquaparts, which you'll find in Floating City's dungeon in Frigida. Then you need to go to Aquatica, and from there to Sage Isle (which is north of the jetty in Rysel). Once on the island, enter the cave. You will soon come to a T-junction, head right and then down to the south-east of the maze. Here you will find Siren. Talk to him, then, when he destroys himself, grab the Siren's Shot.

Shining Force 2

Hold on, I'm getting a message from the other side, a heart-felt, pitiful plea... It's... Oh no... I'm sorry. We seem to have reached Elvis. Again... What is it, O lord of the Sequined Jumpsuit? What is your message?

'Well, uh-hu. I was just wondering, Mystic Maggie – God bless you and the United States of America – whether anyone on your side knows which item you're supposed to put in the tree in the town of Ribble in *Shining Force 2*, and where it is.'

Well, I'm afraid I don't, Elvis, but I'll put out a request over the psychic airwaves. Hold on... There, that's done it. I await any non-psychic responses at this address: 'Can't see the wood for the trees', Celebrity Tips, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

I forecast that there will be a lovely *Sega Power* T-shirt in it for the first person with the right answer...

Mercury's gravitational resonance along the cosmic strings of happiness will lead to confusion over a big decision this month. It will all work out on the 23rd, though, when Neptune steps in and forces you to plump for a bag of oven chips and a tin of peeled tomatoes. You'll also find yourself reading the introduction to the tips section in issue 64 of Sega Power... Some people think I make this up!

Over the next couple of pages I will exclusively reveal to you some of life's greatest secrets.

Power Tips Cheats & Hints

Sonic and Knuckles & Sonic 1

Mega Drive

I was playing snap with my collection of Tarot cards recently when my ESP alarms triggered me to an evil edict issued by the forces of darkness (who masquerade as a bridge quartet in the Ealing and Acton Social Club). Using a little-known cart manipulation technique, they plotted to prevent innocent gameplayers from using *Sonic 1* with their new *Sonic and Knuckles* cartridge.

For a while their evil trickery worked, but Emily and Gordon Brants, working for the Sorcerers of Staines, have broken their villainous grip by revealing to the world this resplendent ritual...

Plug the *Sonic 1* cart in with the *Sonic and Knuckles* cart and switch on. Then, when you see the screen where Sonic, Tails, Knuckles and Dr Robotnik all say 'No way', press A, B and C simultaneously on joypad 1. You'll get the message 'Get blue spheres' along with the options Start, Level and Code.

You can now play as either Sonic or Knuckles by changing the colours of the stars on the icons from blue to red with either the A, B or C button. You can also enter the different levels of the Special Stage by using the D-Pad to enter numbers. The first 14 are listed below...

Level	Code
1	3659 8960 3263
2	2965 3192 9023
3	3610 2354 7327
4	2921 0274 3999
5	3737 7423 1487
6	3053 9029 9071
7	3698 8191 7375
8	3009 6111 4047
9	3482 7286 3167
10	2809 6267 2575
11	3454 5429 0879
12	2765 3348 7551
13	3582 0497 5039
14	2898 2104 2623

Earthworm Jim

Mega Drive

The shape of a worm on a pavement reveals how someone trod on it.

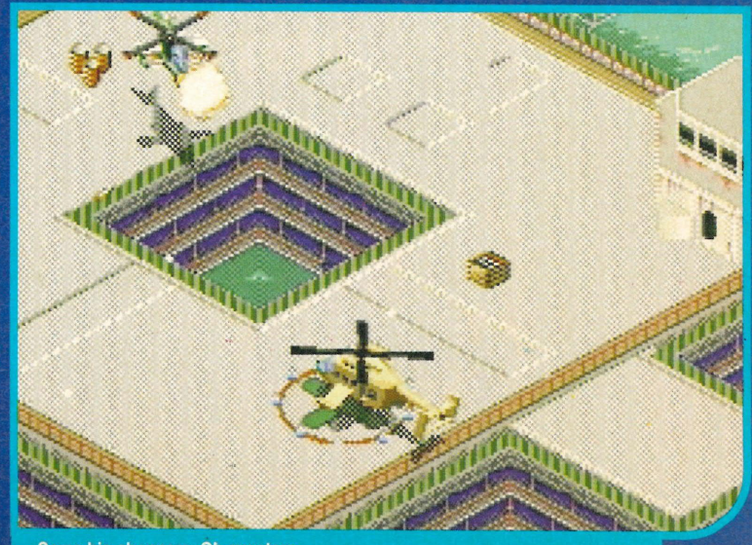
Well, there I was reading Mystics Monthly (the June 1997 edition) the other day, when I came across a curious article about how to read the omens hidden in the steam dispersal of a Russell Hobbs electric kettle. This new method combines the semantics of America's native Indian's smoke signals with the ancient art of water divination. Anyway, I tried it out, and knit me a Russell Grant sweater if it didn't actually work!

The message, which concerns *Earthworm Jim* on the Mega Drive, was apparently cast into the cosmos by Christopher Yacomini of Dundee and translates as follows...

Pause the game, then press Left and A. Now let them go and press B, B and A. Let them go, then hold Right and A. Let them go and press B, B and A. If the cheat's worked, you'll get a secret cheat menu. It's amazing. You just never know where these tips will turn up next.

Urban Strike

Mega Drive



Some big choppers. Oh my stars.

Tomorrow is a day filled with astrological promise as the new moon rises to eclipse the cold rays of Pluto. I foresee three possibilities:

1. Previously doomed royal marriages will blossom in a tempestuously passionate affair, the like of which has never been seen before outside of Eastenders' Queen Vic.
2. The hole in the ozone layer will miraculously heal itself, the smog will lift from our inner-cities and Terry Venables will be cleared of all charges.
3. You'll plug in *Urban Strike*, enter the password 9NHLGBW6SYL on the Campaign Menu screen, and discover a secret level set in Mexico.

Mickey Mania

Mega Drive & Mega CD

Mickey's ears are symbolic of two moons rising, signifying the rare occurrence of a great platform game.

The next tip was revealed to me through the ancient art of tea-leaf reading, which is no easy task in these days of granulated Typhoo. Still, I did manage to get the following snippet of information from the stain left on the base and rim of the mug, which is just as well because the brew itself tasted like it'd been whipped up by the ladies at the West Bideford Coven.

To get a level select for *Mickey Mania* on the Mega Drive and Mega CD, go to the Option screen and enter the sound test. Now choose Continue as your Music, Appear as your Sound FX and Take That as your Speech. Now select Exit and hold the D-Pad Left for five seconds. If you've done this right, a level select will appear.

That blue stuff represents the stream of unwilling consciousness that is the caption writer's fingers.

Double Dragon 5

Mega Drive

When I was asked to provide a cheat for *Double Dragon 5* on the Mega Drive my thoughts naturally turned to the Art of the Dragon, which is still practised by Buddhist priests in down-town Tokyo. You see, Tokyo is laid out along the body of a dragon, and your joss (that's luck to you or me) depends on which part of the dragon your building is facing. Or something. Anyway, I decided to follow my hunch to the spot that reputedly lies at the dragon's heart, and there, in the Gent's public toilet, I found this message inscribed on the wall...

To get a couple of extra reserve points, go to the Menu screen (where you select Vs Battle and what have you) and press Up, C, B, A, Down, A, B, C, Left, C, B, A, Right, A, B and C on joypad 1. Your character should now have two extra reserve points.

Or, if you'd prefer to engage in a battle of the bosses, press C, Right, A, B, A, B, B and Left on the same Menu screen. If you've done this correctly, you should hear the Shadow Master laugh. Now choose Vs Battle. (You can also change the bosses' relative strengths here.)

Brutal

Mega Drive (US import)

I was searching through the shelves of the Crystal and Pendant shop down on Fulham Road the other day. You know, rifling through the magnetic, self-answering Ouija boards and the desiccated newt's tails, when I came across a curious manuscript with the following message...

To play as the boss Karate Croc in *Brutal Paws of Fury* on the Mega Drive, press Up, Down, A, B, C, C, B, A, Down and Up on the title screen. Alternatively, to play as the boss Dali LLama press C, A, B, A, Left and A on the title screen. Very strange.

Bubsy 2

Mega Drive

It's not easy being a clairvoyant nowadays. If you're not getting your hoop earrings caught in the tassels of your overhead lightshade, you're answering pleas for tips from troublesome little oiks who're trying to avoid running up their phone bill. 'Can you get in touch with Accolade and tell me a cheat for *Bubsy 2* on the Mega Drive', they cry. I just flip out the death card and watch 'em run... Still, *Sega Power* has promised to cross my palm with silver if I come up with the goods, so here goes...

On the Title screen enter one of the following combinations...

All levels completed . . .Up, A, A, A and Down
Half gravity . . . . . .Up, C, C, C and Down
Invincibility . . . . . .C, A, B, C, Up and Down
Rubber walls . . . . . .B, A, B and C
50 Lives . . . . . .B, Up, B, B and A
99 Ballzookas . . . . . .B, A, Left and Left
99 Diving suits . . . . . .B, Left, Up and B
99 Portable holes . . . . . .Right, Up, B and B
99 Smart bombs . . .C, C, C, Up, Down and C

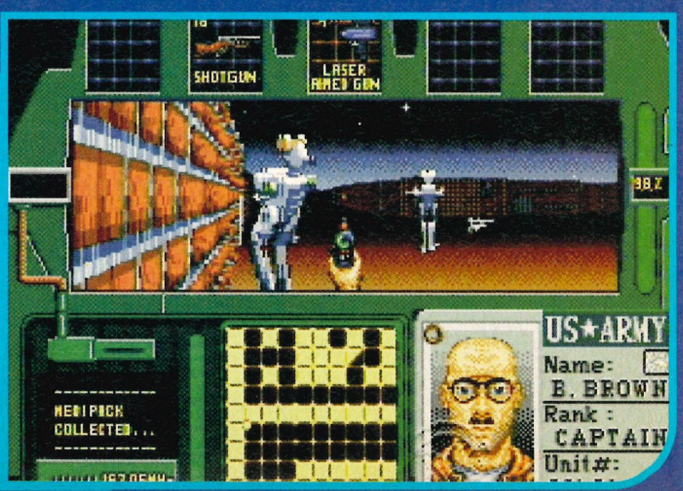
A boot in the face is also a telling 'sign'. Hurty things are sure to follow within seconds.

Zero Tolerance

Mega Drive

I was re-tuning the harmonics on my crystal ball yesterday (those prismatic vibrators sure take a lot of maintenance) when the fog suddenly cleared revealing a future page of *Sega Power* that included Sally Aitken's level codes for *Zero Tolerance*. It's nice to know that this has now come true, but I was really hoping to catch a glimpse of the winning numbers for next week's National Lottery. Ah well...

Level	Code
Docking Bay 2	.Zzob*tJ*?
Bridge 1	.UUravnYcg
Engineering 1	.Xnoc*vZWg
Engineering 2	.PDZcC*fcm
Engineering 3	.TvO-s8ec4
Engineering 4	.KLrcuteW4
Green House 1	.j8pKspeee
Green House 2	.MbeOCLb7e
Green House 3	.UrYu*vazk
Bridge 2	.UHoqu*a6h
Reactor 1	.PFruu*Y8x
Reactor 2	.HDoO-*cAB
High-rise Rooftop	.PDJKvNazS
High-rise floor 164	.U8qG-rQVt
High-rise floor 163	.DLD?C5Re!
High-rise floor 162	.QngmCXQ7N
High-rise floor 161	.MUB?8PU4J
High-rise floor 160	.xdxg*CS-Q
High-rise floor 159	.E*Bg*CS-Q
High-rise floor 158	.OLDgvsd*5
High-rise floor 157	.LnBgvCRzj
High-rise floor 156	.KHhm-CY8B
High-rise floor 155	.OvxgsCS8B
High-rise floor 154	.OLxg-eU6F
High-rise floor 153	.avigsoW9U
High-rise floor 152	.THFmcsYAX
High-rise floor 151	.cPiGkb8d
Sub-basement 1	.U*goi)a7q
Sub-basement 2	.KPKsn)e2N
Sub-basement 3	.CFtM!Cb7i
Sub-basement 4	.fXL)nea5F
Sub-basement 5	.SnqKnEZ*y
Sub-basement 6	.aLqOnCec5
Sub-basement 7	.Mz3OAOY*7
Sub-basement 8	.GLYO56e77
Sub-basement 9	.ZvLuFYQz!
Sub-basement 10	.Db)uz3W9j
Sub-basement 11	.G*8OA4T6!



A gun in your face is highly revealing – I often find this signifies panic followed by nasty injury.

Never trust men named Bruce. I saw that in the stars and in the sun.

FIFA International

Mega CD

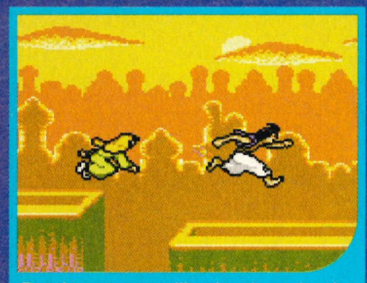
A few months ago a gentleman opened the flap of my Fortune Teller's Booth along Blackpool's Golden Mile and asked me to read his palm. 'You're Andy Lowe,' I said knowingly. 'You work in Bath and... uh, you're the editor of a magazine called *Sega Power*.'

He snatched back his business card and asked me to read his palm. 'Hmm,' I said. 'Long lifeline, good health and, ooh my, a very pronounced mound of Venus... But what's this? On *FIFA International* on the Mega CD, move the cursor next to Formations, Coverage or Strategy on the Coaching/Stats screen and hit A to bring up some secret video footage...'

It seems Mr Lowe has a nasty habit of writing on his hand in biro.

Aladdin

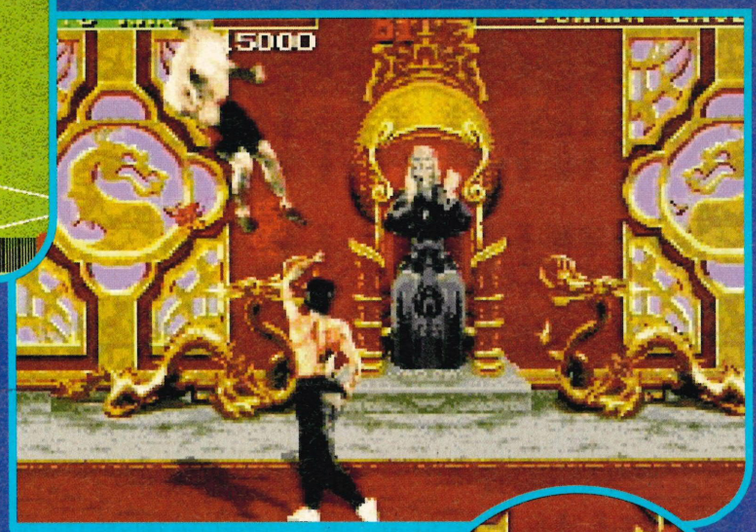
Game Gear



Practise astro-travelling (as shown here), and you'll reach a higher state of consciousness. You're daft as a brush too.

Excuse me a moment, I'm receiving some kind of psychic e-mail... What's that?... Yes, I see, your problem. Let me just check the old Astral chart. When did you say you were born?... Uh huh, yes, got it... In Chelmsford, you say. Yes. Oh, it's no wonder you're having problems. Have you checked your batteries?... Oh, right, I see. Well, try this.

Go to the password screen and then enter the code AIQY to become almost invincible. Now when you start the game, the only things which can harm you are the guards and falling down holes... You're welcome. Feel free to psyche me up any time.



Learn to rise above your enemy. But try to do it before he punches you there. Good advice, that.

Mortal Kombat

Mega CD

Many meanings have been attached to a shadow crossing the moon. Scientists claim this is due to the Earth passing between its natural satellite and the sun. The druids thought it was a terrible omen forecasting the failure of next year's crop, while the makers of *Mortal Kombat* think it precedes the appearance of a six-foot reptile.

Of course, they're all wrong. It does in fact indicate Mars's anger turning to depression in the region of the Seventh House, which naturally profoundly affects all Arians living in or around the Watford Gap service station.

Anyway on with the tip...

Go to the Start/Option screen and press Down, Up, Left, Left, A, Right and Down (DULLARD) to get a new Cheat Enabled option. Select that and you'll see the following options...

P1WIN	Player one starts in the danger zone (one hit will kill him or her).
P2WIN	Player two starts in the danger zone (one hit will kill him or her).
MOON	A silhouette crosses the moon. (You need the silhouette to fight the reptile.)
DADS	Enables you to change the player's name.
GREEN	How to get the Reptile.
LIVES	Infinite credits.
FLAG6	Computer always does fatalities.
TURBO	Play in Turbo mode.

Battlecorps

Mega CD

I'm so excited. I've just received a pre-production version of Sony's new, anti-glare, flat-screen crystal ball. It even has built-in surround sound! I'll just plug it. Wow, look at that! 17-inch display, full playback facilities and no fogging. I must be dreaming. Hold on there's a message coming through...

Enter the Practice Mode on *Battlecorps* on the Mega CD, pause the action and then press B, A, B, A, Right, A, C, Up and Start.

Now when you restart the game, you'll find a map in the character select screen. You can use this to choose your starting level.

I don't believe it! Why do I always get game tips. I put in my subscription for the Chippendales Live six weeks ago. Guess I better go kick the SEGA POWER satellite dish again...

That's enough astrological clap-trap from me. The spirits are calling me off to greater things. Bye.

Action Replay

Mega Drive

Bubsy 2

FF04010009 Infinite lives

Lion King

FFCCEF40033 Infinite lives
FFCCF70004 Infinite energy

Mickey Mania

FF04670004 Infinite lives
FF046F0004 Invincibility

Sonic and Knuckles

FFFE120009 Infinite lives
FFFE180099 Infinite continues
FFFE210063 Infinite rings
FFFFE00001 Level select (You have to hold A and Start together)
FFFE240005 Unlimited time

Urban Strike

FF10D70064 Infinite fuel
FF10DF0003 Infinite lives
FF10C3000X Level select

Level 1

FFB2230009 Infinite rockets
FFB1E3003C Infinite missiles
FFB1A30009 Infinite guns

Levels 2 & 3

FFAC230009 Infinite rockets
FFABE30009 Infinite missiles
FFABA30009 Infinite guns

Level 4

FFC0210009 Infinite rockets
FFBFE10009 Infinite missiles
FFBFA10009 Infinite guns

Levels 5 & 6

FFC5330009 Infinite rockets
FFC4F30009 Infinite missiles
FFC4B30009 Infinite guns

Level 7

FFBC7D0009 Infinite rockets
FFBC3D0009 Infinite missiles
FFBBFD0009 Infinite guns

Levels 8 & 9

FFAD7D0009 Infinite rockets
FFAD3D0009 Infinite missiles
FFACFD0009 Infinite guns

Level 10

FFB0E10009 Infinite rockets
FFB0810009 Infinite missiles
FFB0610009 Infinite guns

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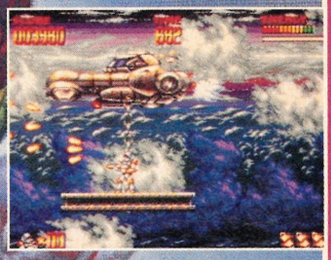

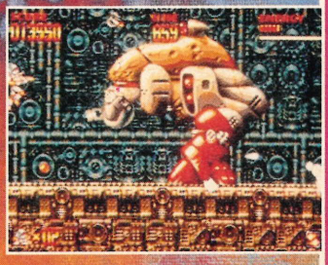

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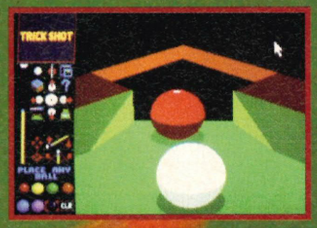

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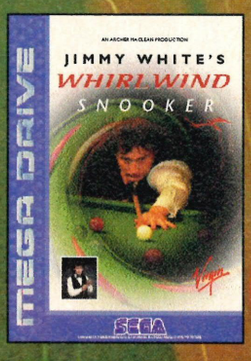

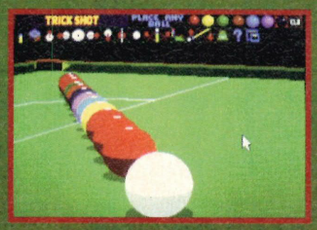

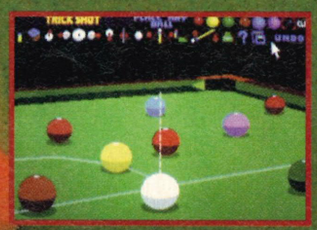

THE GAME THEY SAID COULDN'T BE DONE

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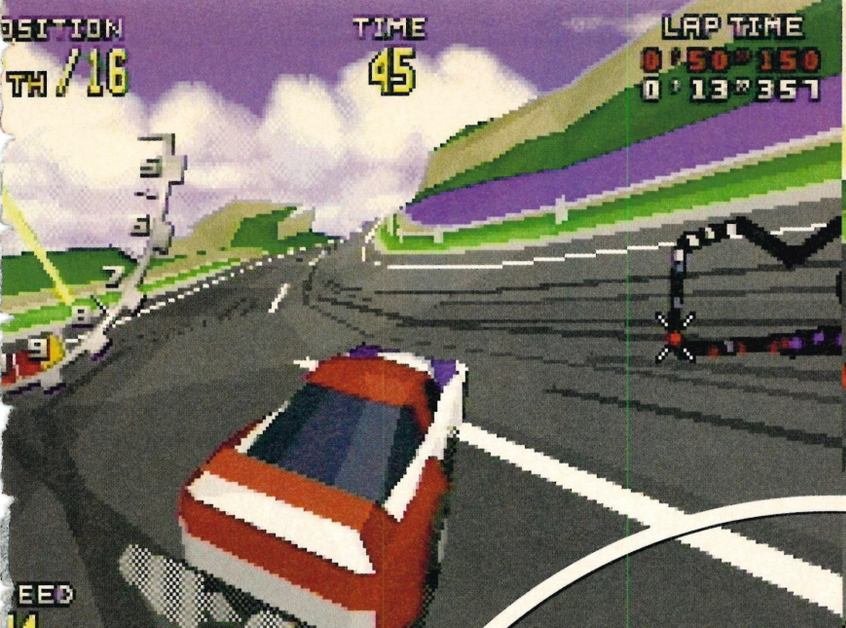
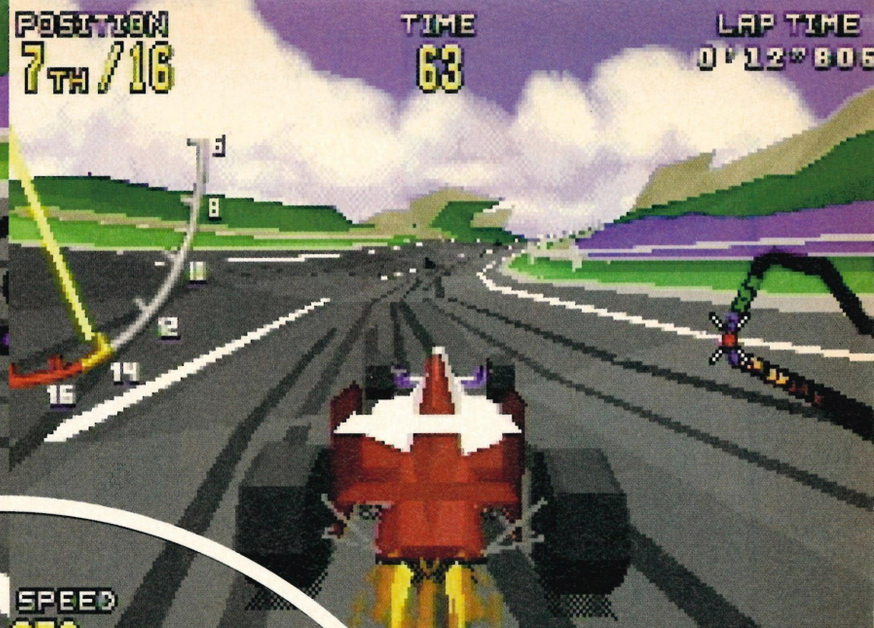
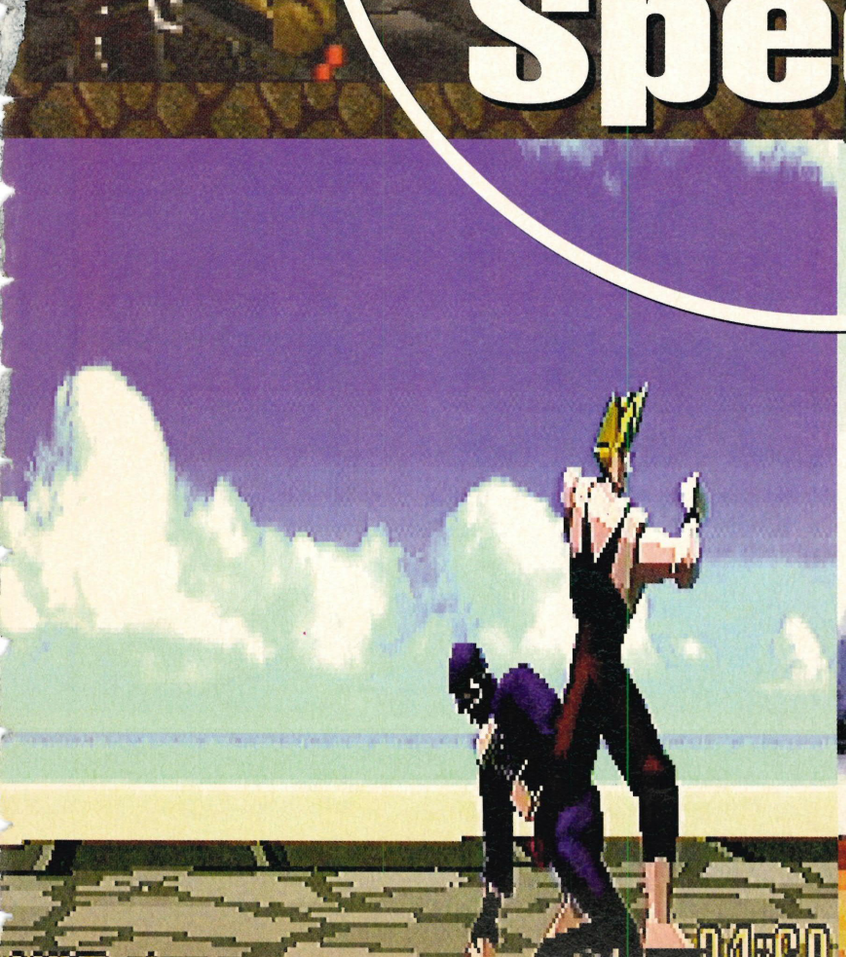
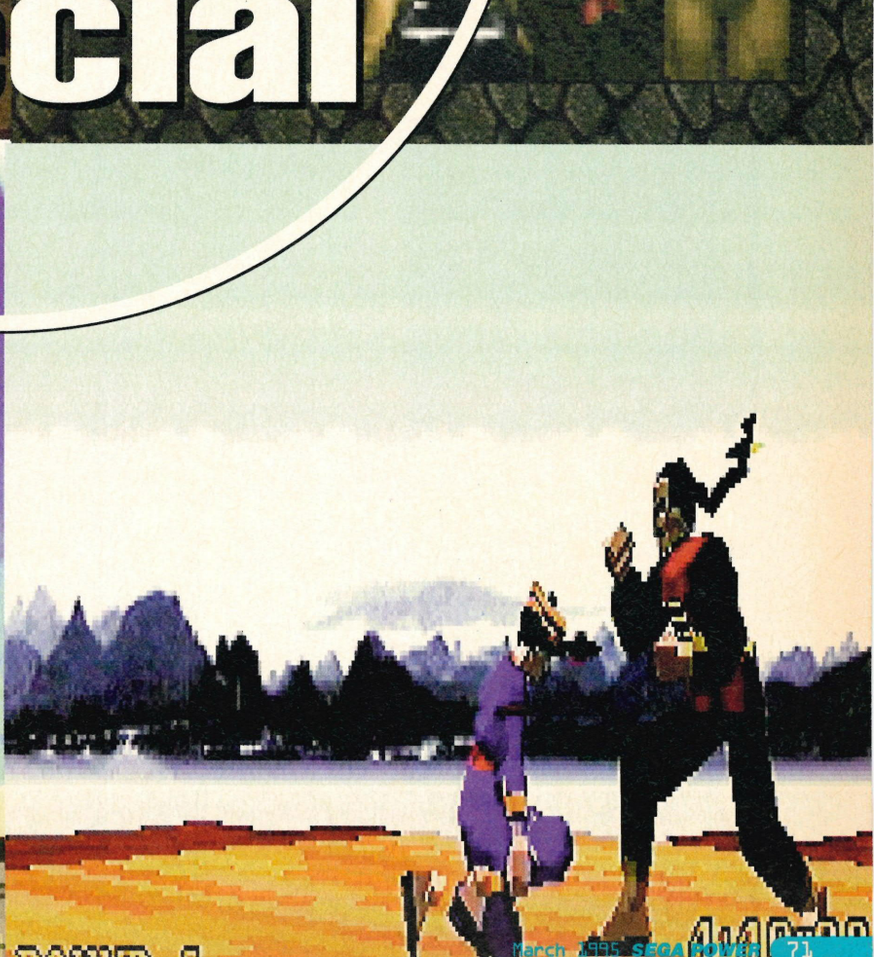




Saturn 32X Tips Special





DOOM

These are the tips for Doom on the 32X. The tips for Doom on the 32X they most certainly are. They're pretty good, too. Hours have been spent drooling over guns and maps. Bloodshot eyes and green ooze, puss glowing icky icky stains mess blood. Stuff. Enjoy for the hour of the Demon Jasmacgruntwobbler is at hand. Suffer, mere mortals.

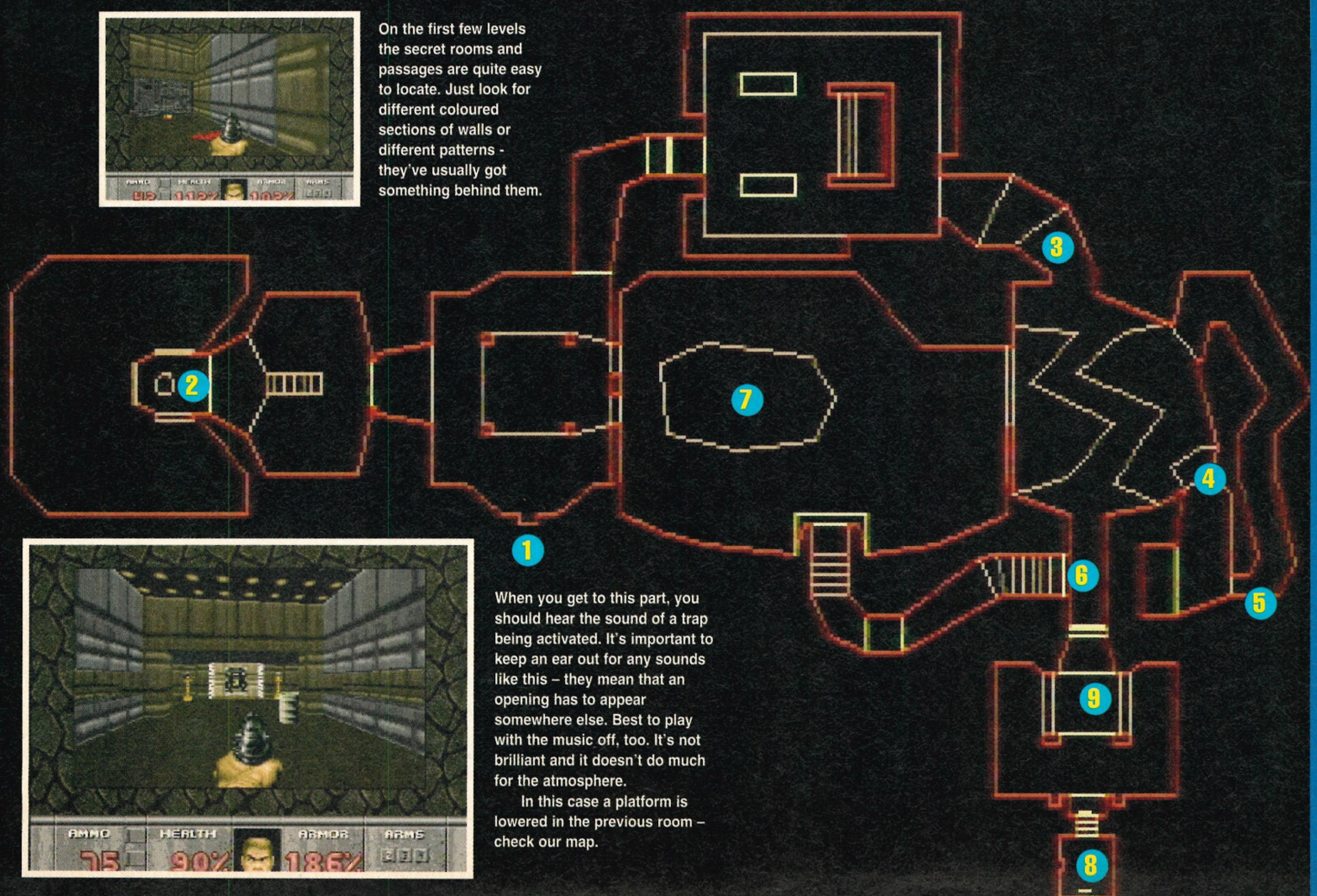
MAP GUIDE

1 Start
2 Green Armour Vest
3 Tripwire (opens 6)
4 Tower (use 10)
5 Secret Elevator (use 3)
6 False Wall
7 Blue Armour Vest
8 Exit Room
9 Tripwire (lowers 4)

LEVEL ONE – HOW DO THESE CONTROLS WORK?

Level 1

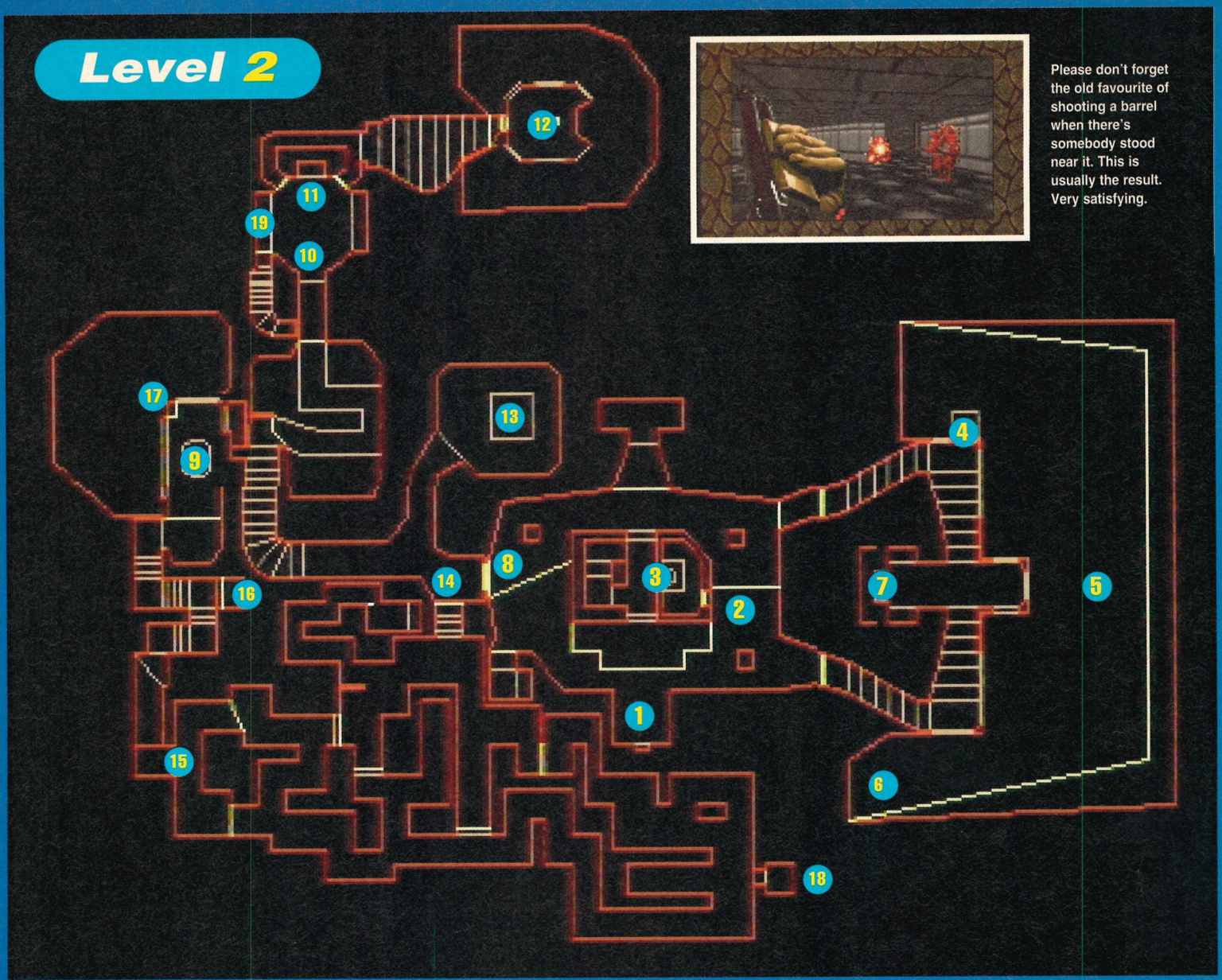
On the first few levels the secret rooms and passages are quite easy to locate. Just look for different coloured sections of walls or different patterns - they've usually got something behind them.



When you get to this part, you should hear the sound of a trap being activated. It's important to keep an ear out for any sounds like this – they mean that an opening has to appear somewhere else. Best to play with the music off, too. It's not brilliant and it doesn't do much for the atmosphere.

In this case a platform is lowered in the previous room – check our map.

Level 2

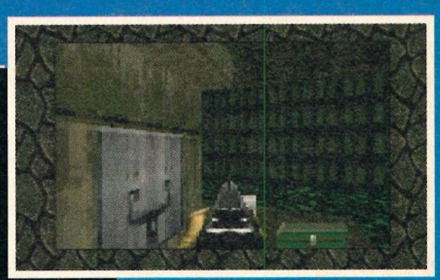


Please don't forget the old favourite of shooting a barrel when there's somebody stood near it. This is usually the result. Very satisfying.

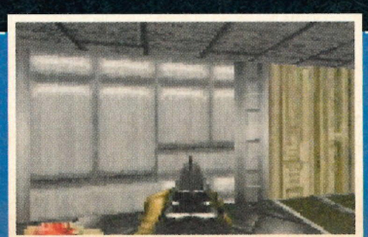
WHERE THE HELL DID THAT BARREL COME FROM?

MAP GUIDE

1 Start
2 Secret Door
3 Switch (opens 4)
4 Door (use 3)
5 Soul Sphere
6 Chaingun
7 Red Key Card
8 Red Security Door
9 Chainsaw
10 Blue Armour Vest
11 Switch
12 Exit Room
13 Switch (opens 14)
14 Door (use 13)
15 Secret Door (shoot it to open)
16 Secret Room
17 Switch (lowers 9)
18 Secret Room
19 Secret Overlook



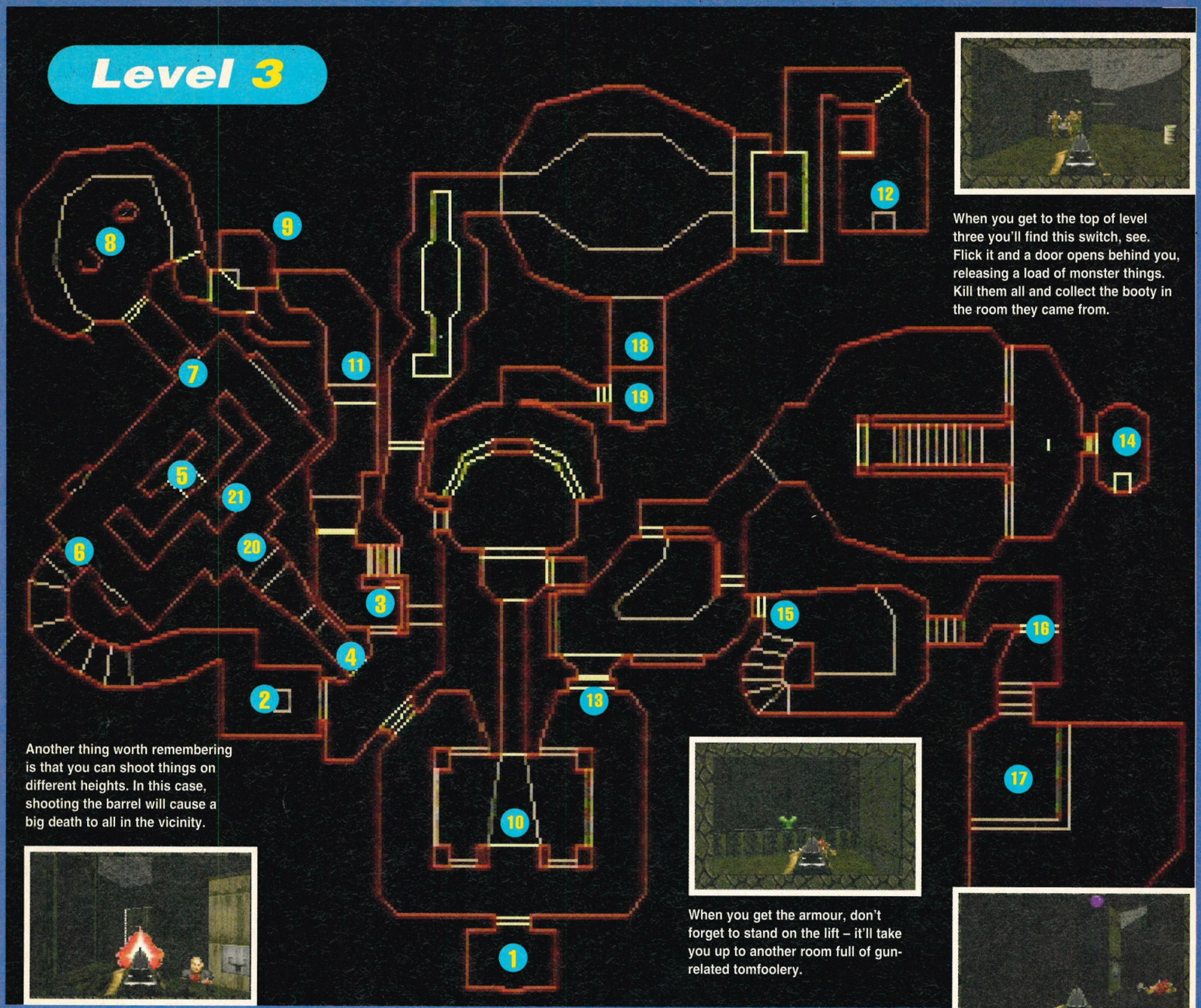
Although it might seem a bit obvious, this switch opens up the door into the maze. Just thought I'd tell you, in case you were blundering around everywhere without a clue.



If you'll please take a little look at this shot, you may notice a slight difference in the pattern on the left section of wall. This is because there's a hidden bit behind there – you'll find the spot at the big lift near the exit. Tasty stuff and nonsense.

Going towards the exit you'll find this lit alcove on a left wall. Stand in it and you'll be taken to a small ledge containing some treaty stuff.

Level 3



When you get to the top of level three you'll find this switch, see. Flick it and a door opens behind you, releasing a load of monster things. Kill them all and collect the booty in the room they came from.

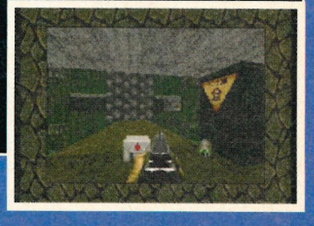
Another thing worth remembering is that you can shoot things on different heights. In this case, shooting the barrel will cause a big death to all in the vicinity.

When you get the armour, don't forget to stand on the lift – it'll take you up to another room full of gun-related tomfoolery.

Getting this power orb isn't easy. As soon as the switch is flicked, run towards the door with much gusto. The prize will be yours, young Skywalker.

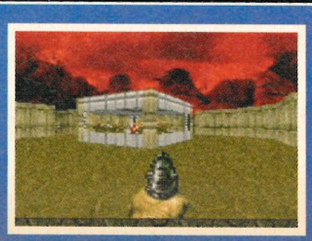
MAP GUIDE

1 Start 2 Soul Sphere
3 Switch (opens 4) 4 Door (use 3)
5 Yellow Key Card 6 Secret Door (use tripwire at 20)
7 Secret Door (use tripwire at 21)
8 Green Armour Vest / Rocket Launcher 9 Switch (raises 10)
10 Secret Drawbridge (use 9)
11 Chaingun
12 Blue Key Card
13 Blue Security Door
14 Exit Room
15 Secret Door
16 Yellow Security Door
17 Soul Sphere/Blue Armour Vest
18 Secret Elevator
19 Exit to Secret Level
20 Tripwire (opens 6)
21 Tripwire (opens 7)

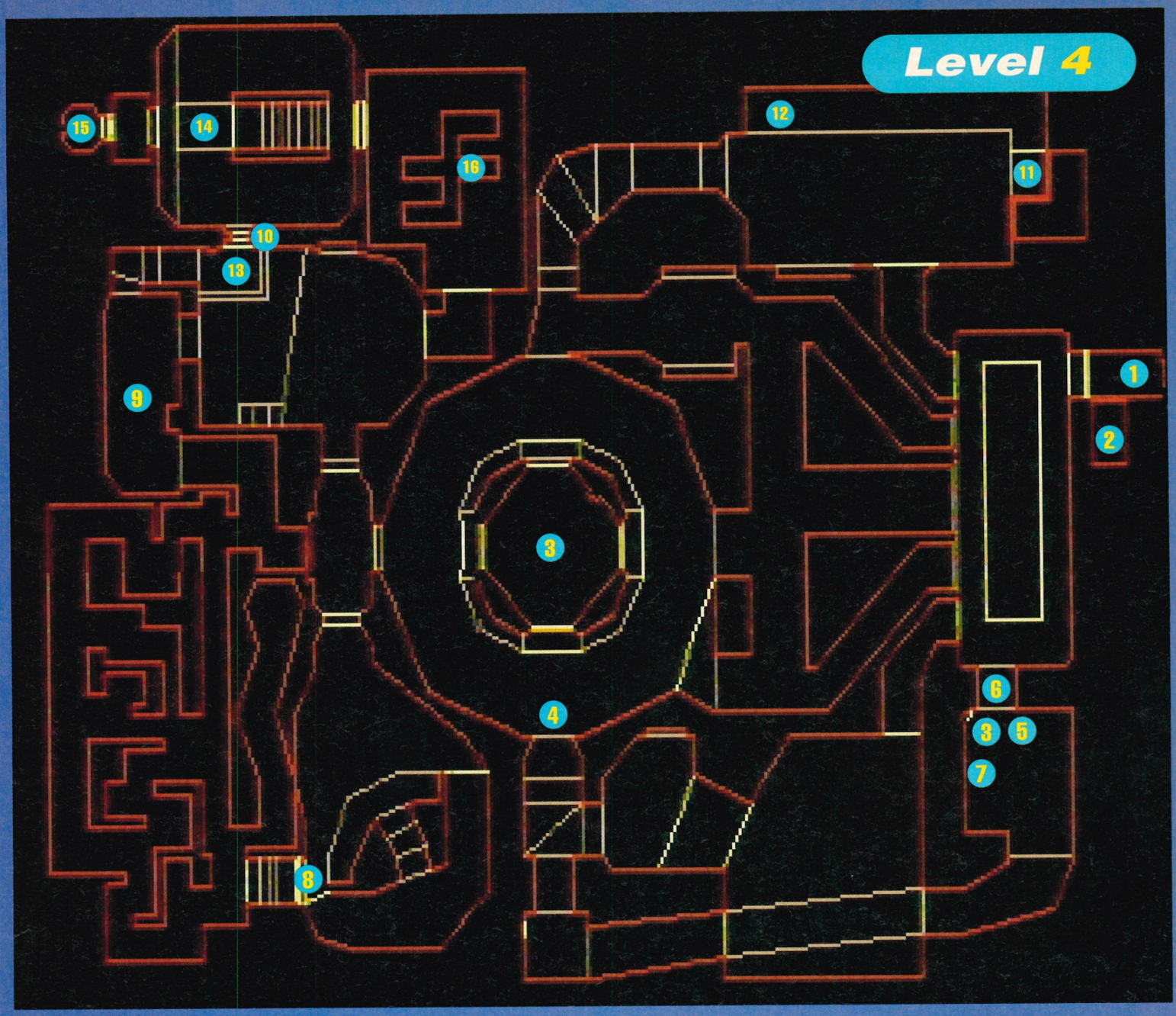


After you've flicked the switch at number 9 on the map, head back to the start of the level and now you'll find a nice bridge-type affair. Hmmm, nice.

Not quite so nice are the hordes of screaming demons in the room beyond it. As soon as they appear, it's best to back off down the tunnel and then pick them off one at a time.



This is a shot from the secret hidden level that you can get to from the exit in the middle of the level. We'll give you a full guide to that next month.



MAP GUIDE

1 Start
2 Secret Room (stuff)
3 Blue Key Card
4 Radiation Suits
5 Rocket Launcher
6 Lift to Soul Sphere
7 Switch (raises 6 one time only)
8 Blue Security Door
9 Yellow Key Card
10 Yellow Security Door
11 Lift
12 Blue Armour Vest
13 Switch (raises 14)
14 Hidden Ramp (use 13)
15 Exit Room
16 The almost-like-a-swastika-but-not-quite-room

Don't forget: There's a secret bit right there in the first room. Don't forget: cheese is a very versatile food stuff.

Just before you enter the round room, it's worth making a note of the location of this radiation suit, as you'll need it later to travel through some poison.

It was a swastika in the PC version, but being the kind souls that Sega are, they changed it for the 32X version. There's a sensor hidden on the floor that lowers it, so watch out for the monsters.

Virtua Rac

Power TIPS

Want to be a racing ace? Follow these tips, as devised by our very own boy racer, Dean. He's practised often around the streets of his home town of Frome. (Special note to coppers in the area: only joking!)

WHITE LINES

The mirror cheat's back and stuff. As with the original version, if you complete all the tracks on normal mode or above you'll get a small trophy. Collect all five of those trophies and the mirror cheat's activated. In my humble opinion the stock car's the best one to use.

STARTING OFF

Bit obvious really, but the most important lap of the race is the first one. The whole race will hinge on the position you manage to get. Try to keep your speed up for most of the lap, and try not to get stuck behind any of the cars.

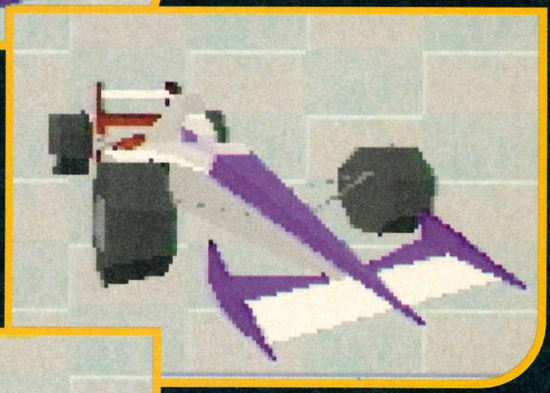
VIRTUAL CARS...

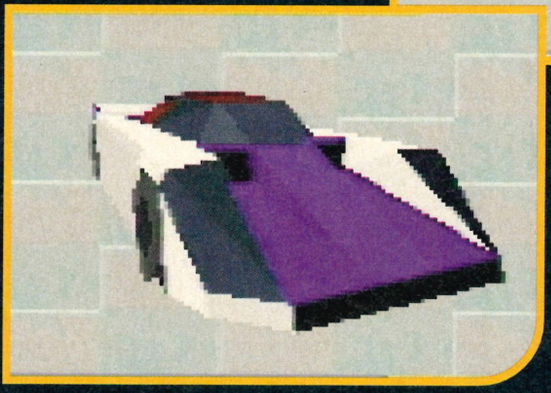
STOCK

◀ The stock car's great for learning on. It's slow, but it gives you the basics of car control. If you're a more advanced player, though, it can seem a tad dull racing these cars – especially in two-player mode (as there's much less chance of you making a mistake). You can bash into the other cars, though, and come out without a crash.

FORMULA

▶ The ol' faithful and still the best for all-round performance. Good handling and top cornering, the formula car is the one that everybody will have played before.





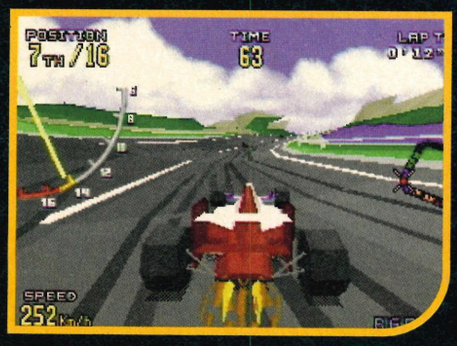
PROTOTYPE

◀ The XR3i-turbo nutter bastard of the lot. Very fast, fair cornering and very tricky to control. It's best to leave this one till later. You can get some amazing times from it, but you need the practice that the other two cars can give you before you try this one.

CORNERING

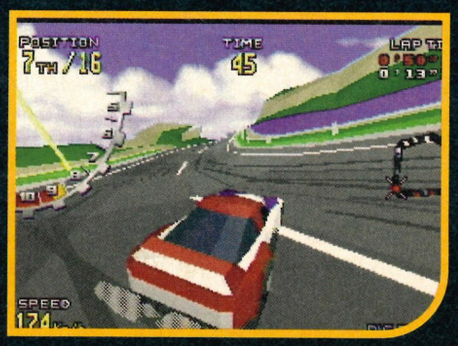
The secret to good times in Virtua Racing lies in perfecting the tricky art of cornering. The different cars have their

FORMULA



◀ The formula car should be able to get around most of the corners without much trouble, but getting around the harder ones is simpler than it may seem. The trick is to let off the accelerator just before you get to the corner, then turn the car into the corner and accelerate. Doing it this way should keep your speed up and stop the car from skidding.

STOCK

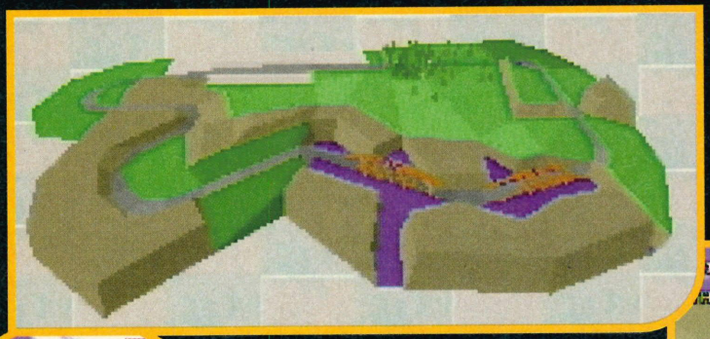


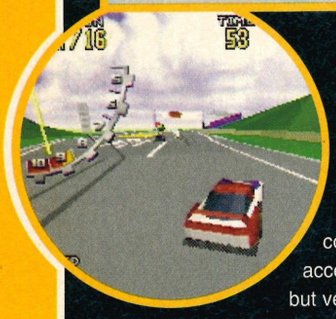
◀ The stock car will get around 90 percent of the corners of the game without any trouble at all. There's a fair few that you can skid around too. By doing this, you can get around almost all of the corners at maximum speed.

ing Deluxe

BIG FOREST

You can use the stock car on this one and fly around the corners without taking your finger off the accelerator once. A good track to start on, but you'll soon need a new challenge.

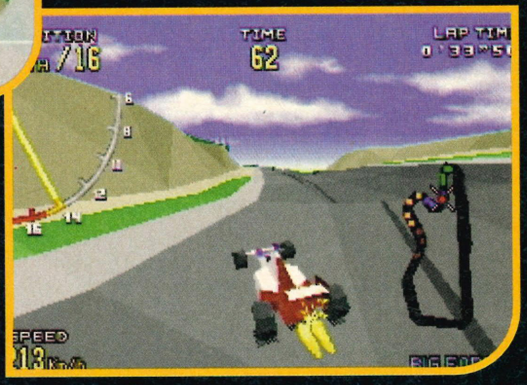




STOCK

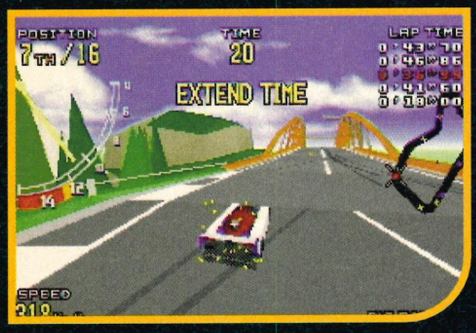
The stock car's charm is well hidden under its hulking bonnet, but it flies around this course with the greatest of ease. Far too much actually. You can get around the entire course without taking your finger off the accelerator once. Good for one-player mode, but very dull in two.

FORMULA



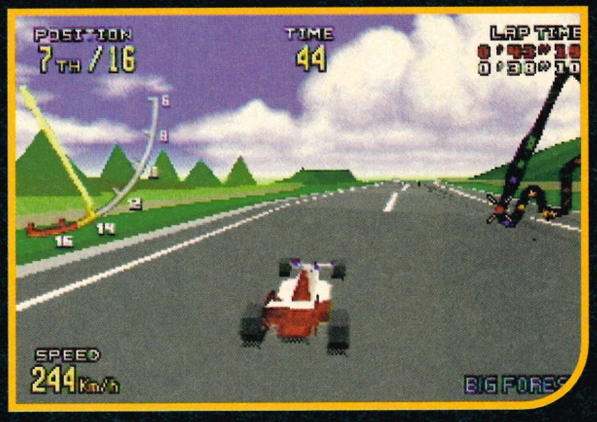
◀ The first half of the track won't cause you any problems at all, but when you get to the chicane you will have to slow down a bit to get through it. You can easily keep the speed up on the first corner (the right-hander), but you will need to slow down for the next one.

PROTOTYPE



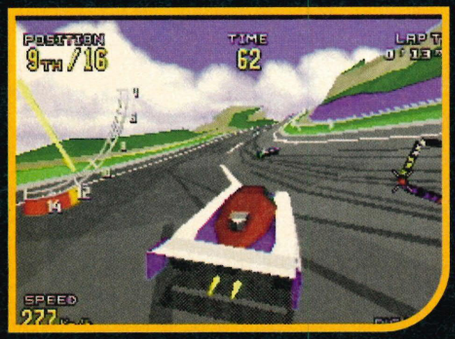
The best track to get to grips with the prototype car. Excellent in two-player mode too.

▶ The last corner of the lap's tough too. Follow our advice on cornering, though, and you'll be flying around the corners like a pig on a greased mat.



own styles, and working out the best one for each car will help you get the best times.

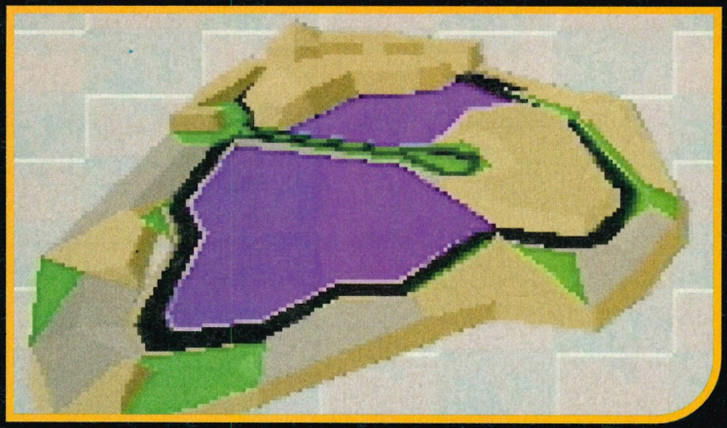
PROTOTYPE



◀ Considering the speed of the car, it's pretty good at cornering. You can use the same tactic as the formula car, but remember that you won't be able to go around a lot of the corners on maximum speed that the formula car can.

BAY BRIDGE

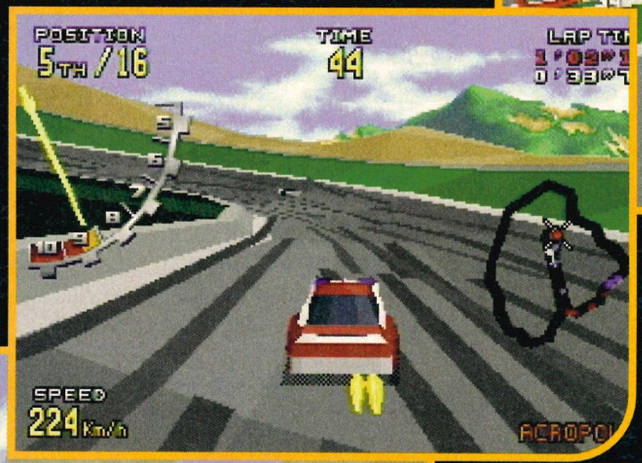
ACROPOLIS



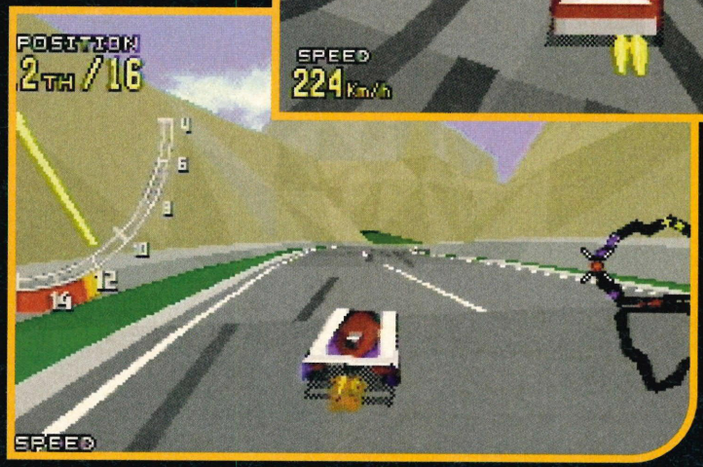
Another juicy favourite from the bowels of slapping loveliness. The prototype's good for hacking round the straighter bits, but hey, watch out for those corners now.

STOCK

▶ The only corner to give you any trouble is that 180 degree left-hander. You should be able to get around the rest without slowing down.

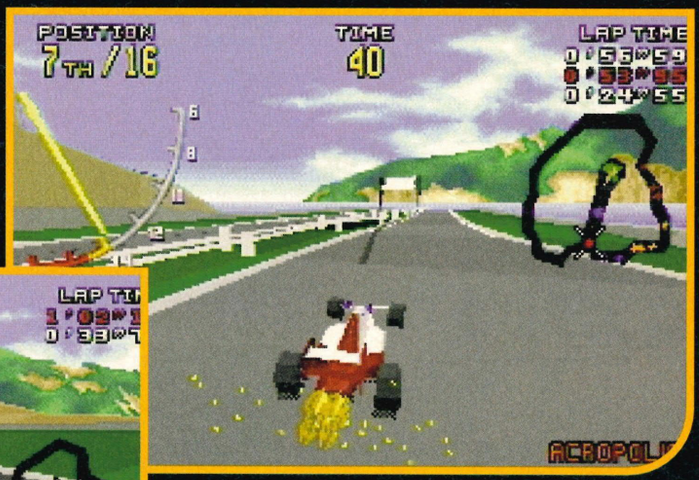


PROTOTYPE



◀ The prototype car doesn't seem able to go around any of the corners without a slight drop in speed, but it could just be my driving.

FORMULA

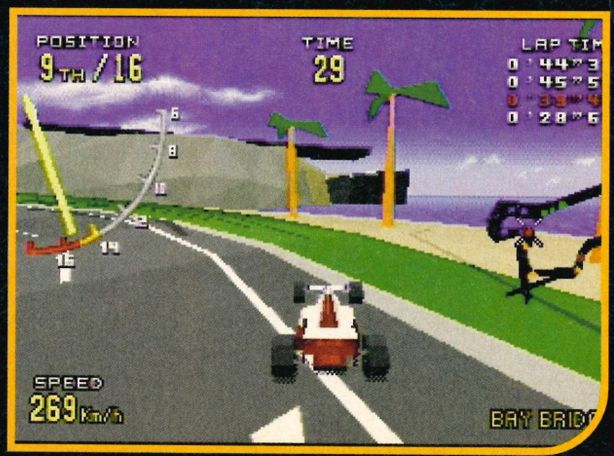


▲ This is the first corner on the track that'll give you any hassle – it's the one by the large 32X sign. Slow down going into the corner and then power down the straight.

▼ The next corner's the hardest of the track. Here's where those valuable seconds can be lost or won. Watch for cars hitting you from behind. And don't try to take it too fast or you'll skid.

With some very tricky corners, this course can catch out the unaware. This track's good for the prototype, as there are some very long straights, but the formula car's best for the corners.

FORMULA



◀ Try going around this course full pelt and see how long you last. Some of the worst corners of the game are to be found here – right at the end of the track. All the good work you make in the first half can be ruined here, so pay special attention to those.

HIGHLAND

The first of the new tracks and possibly my favourite of the game. It's a fast track, with only a couple of difficult corners, and is perfect for the prototype's speedy nonsense.

FORMULA

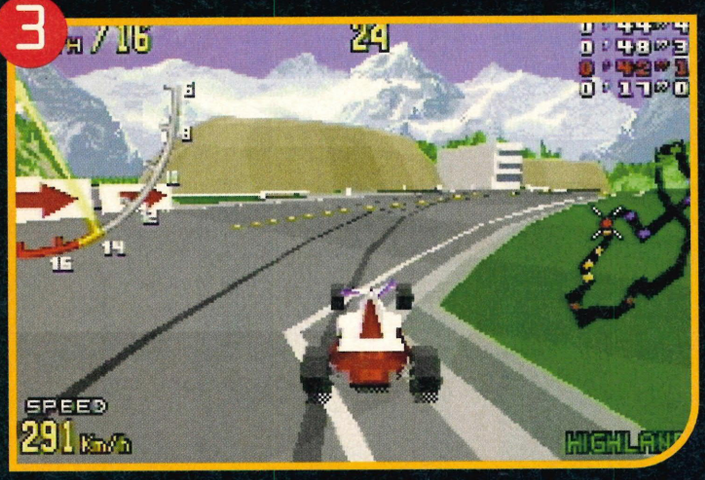
▼ The first chicane after the start is superb for some fancy driving. In all the cars you're able to fly round them without slowing once. When you get really good, you should be able to cut the corners without smashing up the front of your car as well.

1

2

◀ The next corner after the first checkpoint's a bit of a stiffy. Although it doesn't look too tricky, it can easily catch you out and cause you to spin.

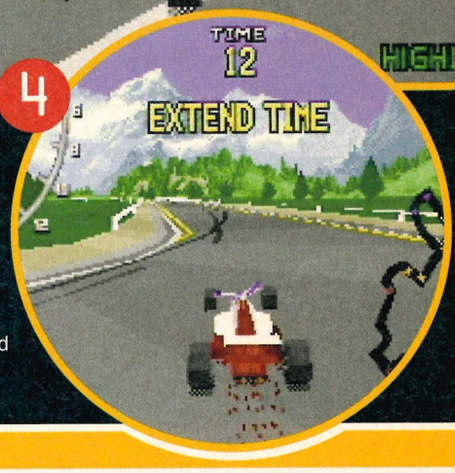
3



◀ Hack on down through to the next checkpoint and you can go top whack through the next corner.

▶ The very next corner's a great one to cut to impress your friends. Don't try to cut it too much, though, as you'll crash and all your friends will laugh at you.

4



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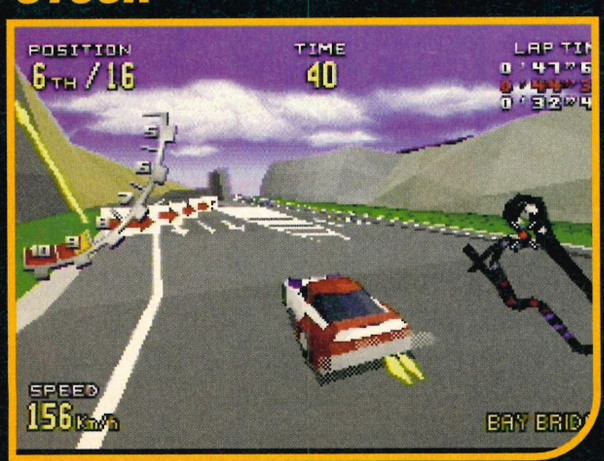
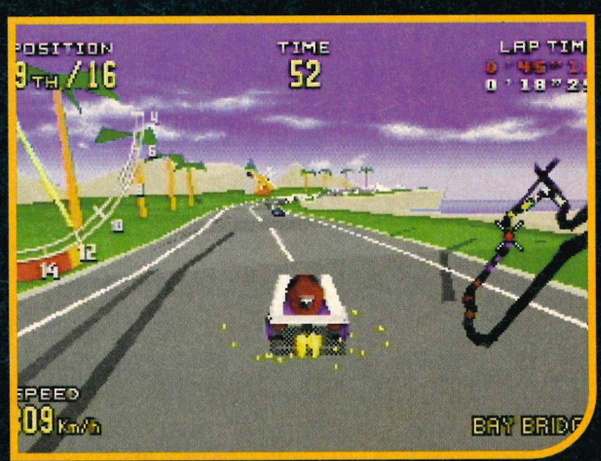


◀ The stock car, as expected, makes things a little easier, and it's not a bad idea to use this car for the first few times, but try getting first place on normal or above mode and see how long it takes you.

▶ Ha haa! A nightmare. If you can get around this course unscathed or even win the race using the prototype, then you are a fine racing type person.

PROTOTYPE



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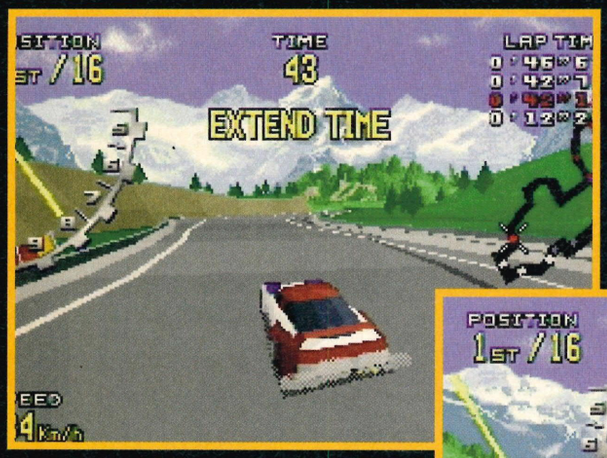
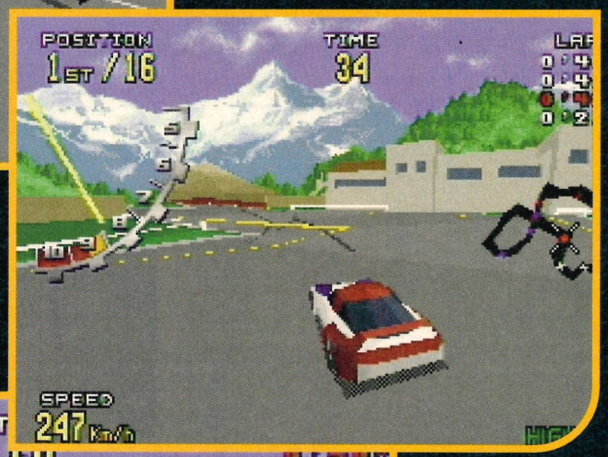
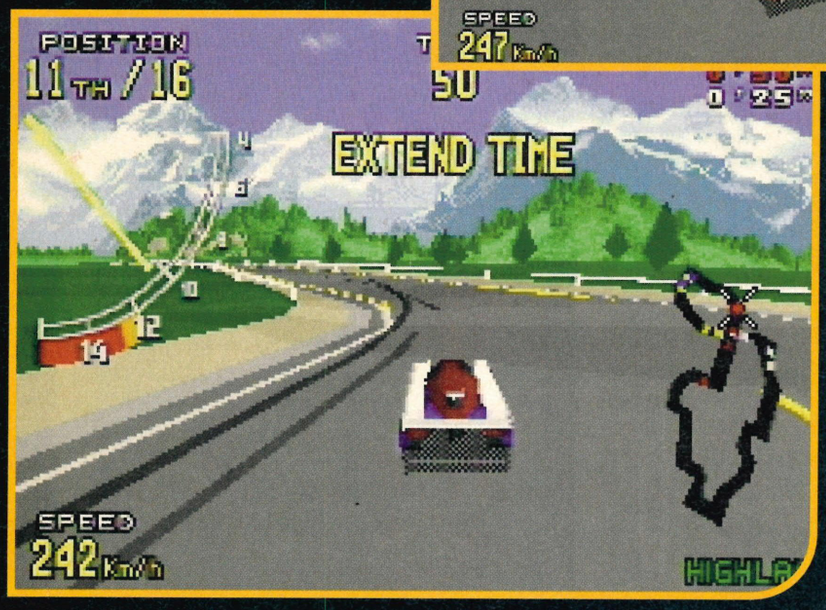


◀ This is the only corner of the track that you can't fly through. It's the one just past the first checkpoint.

▼ When you get to this bit, it's tricky, but you can fly through on full speed. If you skid around the corners here, you should be fine.



PROTOTYPE



◀ As slippery as a snake in a bucket of lard, the prototype gets up to its usual slidey nonsense on this track. There's the odd corner it can go around fast, but stick to the small cars at the beginning.

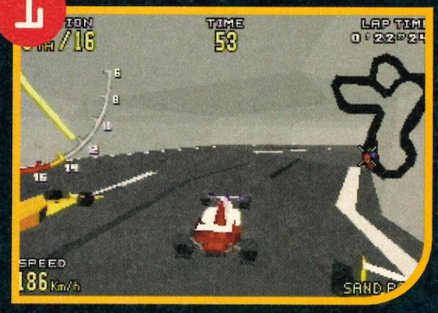
SAND PARK

Halfway through the tunnel's a killer right-hander. The rest of the track's fairly simple, and the varied routes made me smile like a chimp on PG tips.

FORMULA

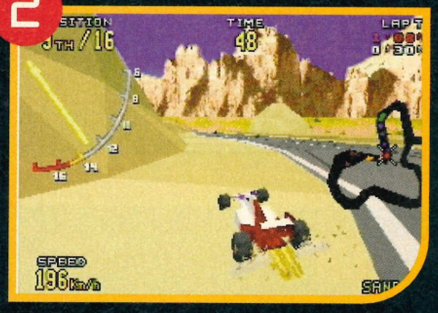
▼ The first killer corner is the one at the end of the tunnel. Regardless of what car you're driving, you do have to slow right down to get round it. Mainly because you've got a tricky left-hander just after it.

1



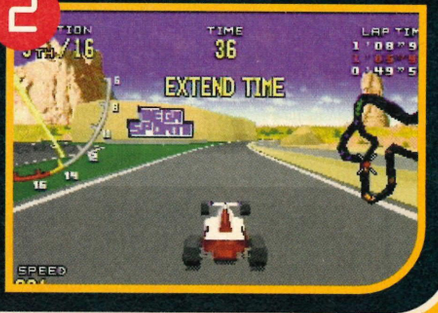
▼ The other harsh corner is another left-hander. You'll see the sign before you find the corner, but you can make it easier on yourself if you cut across the sand. You shouldn't skid and I found it to be the easiest way of getting round it.

2



▼ When it comes to choosing your route, go for the right-hand side. You'll have a trickier time (there's a left-hand corner, but it's not too bad), but you'll find that it's a lot quicker than taking the left fork.

2



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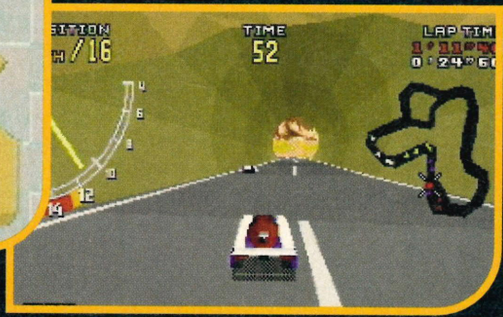

STOCK

◀ This track can seem a bit boring with the stock car because it was a track designed for speed. Safe, reliable, and perfect for getting that mirror cheat stuff, though.

▲ The perfect car for this track – especially in two-player mode. If you take care around those two tricky corners, then you should find this car the best for this track.

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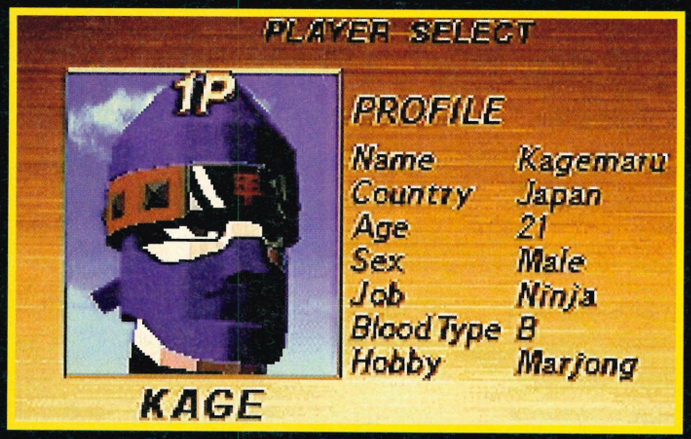
KAGE MARU

FOUR-HIT COMBO

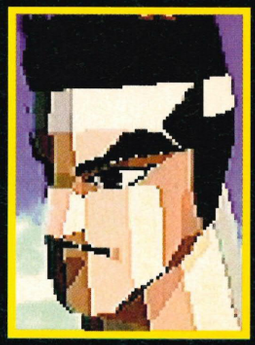
Start with three rapid punches in quick succession, then follow through with a kick... P P P K

TWO-HIT COMBO

Get in really close and push DOWN on the joypad and simultaneously press kick and defend. Next, push TOWARDS twice and press the kick button to finish with a foot sweep... (▼ K D) ▶ ▶ K



AKIRA YUKI



TWO-HIT COMBO

Come in with a punch, followed immediately by a kick... P K

TWO-HIT JUMPING KICK COMBO

Push the joypad TWICE TOWARDS, then follow through with two quick kicks... ▶ ▶ K K

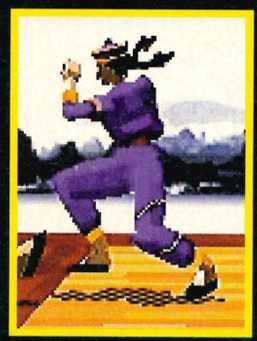
SHOULDER THRUST

Push the joypad AWAY, then TOWARDS TWICE. On the second tap, simultaneously press both the punch and kick buttons... ◀ ▶ (▶ P K)

PAI CHAN

FOUR-HIT COMBO

Come in with three quick punches and follow up with a leg sweep (simultaneously hold the joypad DOWN and press kick)... P P P (▼ K)



FOUR-HIT COMBO

Come in with three quick punches and follow up with a kick... P P P K

BACK FLIP COMBO

Three quick punches followed by holding the joypad UP-AWAY and pressing the kick button simultaneously... P P P (up-away K)

JACKY BRYANT

ADVANCED JUMPING KNEE COMBO

To execute the initial jumping kick, push the joypad DOWN, then TOWARDS, followed by a tap of the kick button. Then, rapidly press the punch button three times... ▼ ▶ K P P P

TWO STANDING KICKS COMBO

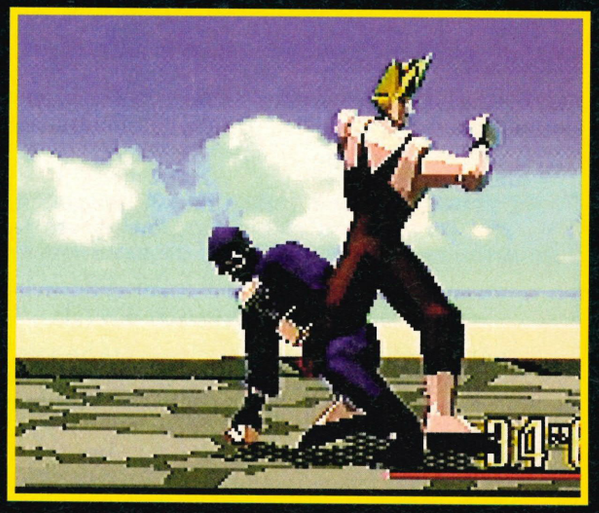
Start with a kick and immediately follow up with another kick... K K

TWO-HIT POWER COMBO

Simultaneously push DOWN-AWAY and press punch. This should execute the spinning backhand. Now, simultaneously push the joypad DOWN and hit kick for a follow-through leg sweep... (down-away P) (▼ K)

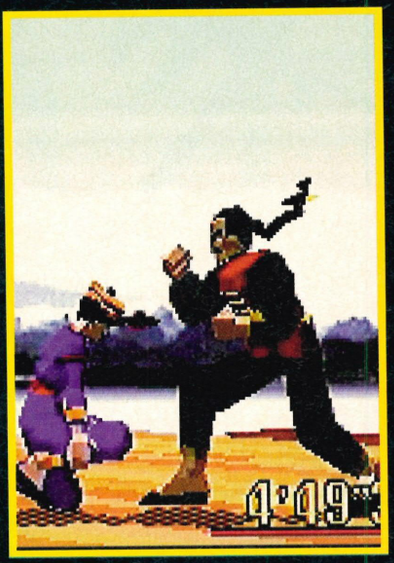
THREE-HIT COMBO

Start with a punch, followed instantly by a second punch, and finish on a kick... P P K



Fighter

LAU CHAN



FOUR-HIT COMBO
Start with three quick punches and finish with a kick... P P P K

FOUR-HIT COMBO VARIATION
Start with three quick punches, then simultaneously hold DOWN and push kick for a leg sweep... P P P (▼ K)

TWO-PUNCH COMBO
Get in close and push the joypad DOWN-TOWARDS and press punch. Then, execute the exact same move again to complete the combo... (\ P) (\ P)

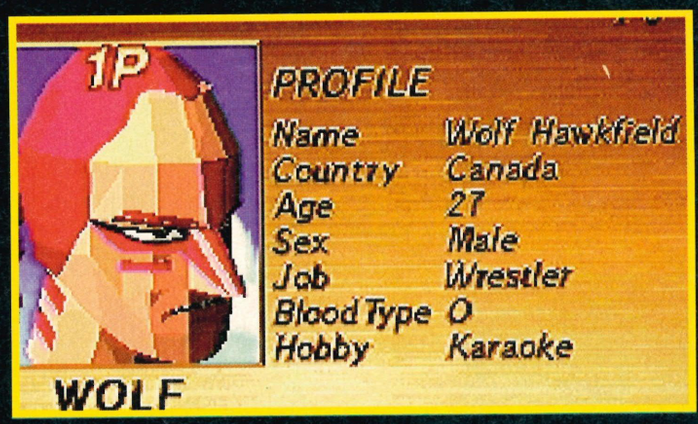
ADVANCED COMBO
Get in close and push DOWN-TOWARDS and hit punch. Finish by simultaneously pushing DOWN on the joypad and press the kick and defence

WOLF HAWKFIELD

THREE-HIT PUNCH COMBO
Three quick punches... P P P

CLOTHESLINE
Push TOWARDS twice and press punch... ▶ ▶ P

TWO-HIT COMBO
Get in close and kick (must be a knock-down kick). Then, simultaneously push DOWN-TOWARDS and kick... K (\ K)

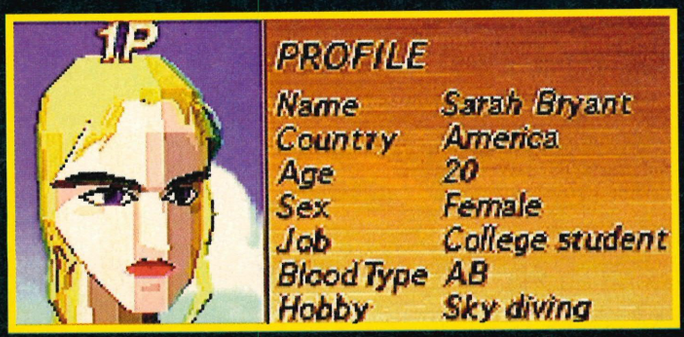


SARAH BRYANT

FOUR-HIT COMBO
Start with three quick punches and press the kick button to end with a flying knee... P P P K

THREE-KICK COMBO
Simultaneously hold the joypad DOWN-TOWARDS and press kick. Then, finish with two more rapid kicks... (\ K) K K

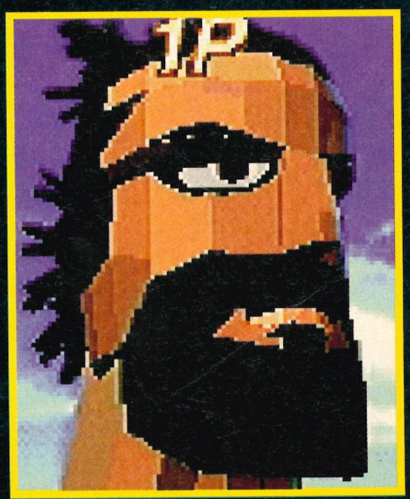
TWO-HIT COMBO
Start with a punch, and follow by simultaneously holding the joystick DOWN and pressing kick... P (▼ K)



JEFFERY McWILD

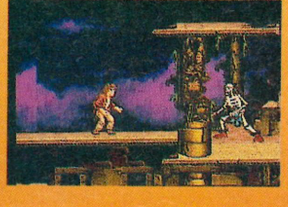
TWO-HIT KICK COMBO
Get in close and hit 'em with a knock-down kick, then follow up by holding DOWN-TOWARDS and simultaneously press kick... K (\ K)

TWO-HIT HAMMER-DOWN COMBO
Come in with a punch and finish by pushing TOWARD, then AWAY and press the punch button... P ▶ ◀ P



ADVANCED THREE-HIT COMBO
Start with a flying knee (by pushing the joypad TOWARDS twice and hitting kick). Then, follow up with two quick punches... ▶ ▶ K P P

NOT EVERY



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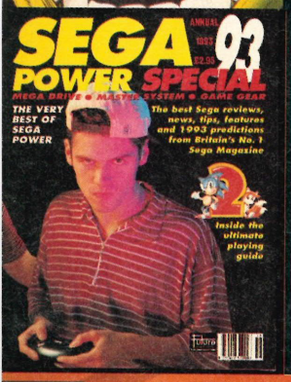

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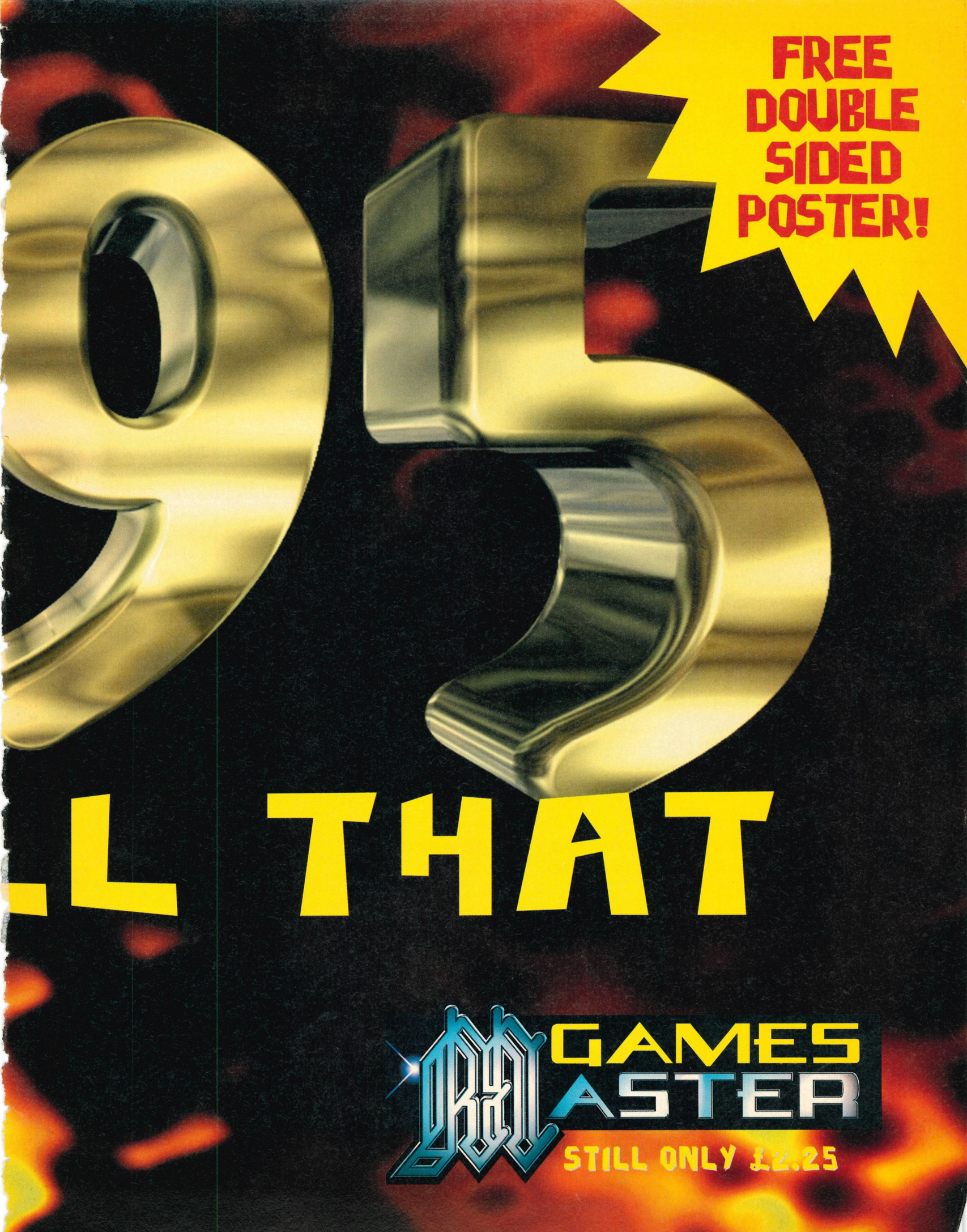
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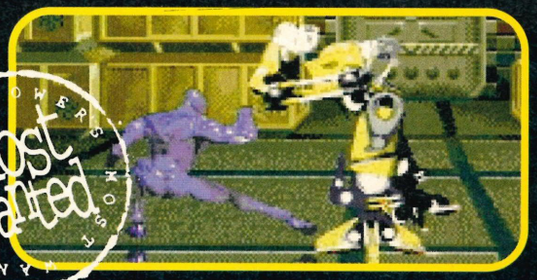
SEGA POWER's Most Wanted

Dense? Curvaceous? Dead-ache? Your affliction's good here, pal. Fleece your mind with legal lows (it's the law) and ponder the idiocy of the phrase, "cheap at half the price". We got the remedy. It's verbal Prozac. Cooler than body-building gnats in helicopters. Smoother than strobe-lit teencoupling. It's a needless projectile puke of space-filling self-indulgence. Fill your girlfriend's mascara tube with hair remover and rejoice, for 'tis Most Wanted...

Useless Products of 1994

1. Rise Of The Robots – All Formats



Whatever your format, mental age or financial status, the message remains the same... DON'T BUY IT! The game itself is a hateful, worthless and hype-bloated. But – what's MUCH more important is the fact that... YOU ARE BEING TRICKED INTO BUYING IT! Gracelessly juggled like a hot turd from company to company, this has been slipped in through the back door, and on the back of some ludicrous window displays, has slimed its way into the hands of too many unsuspecting punters. So, one more time... If you see a game for sale which we haven't yet reviewed – BE SUSPICIOUS! Call us instead!

2. The Nobel Hairpiece Prize... Spray-on hair

Sure, 20 and 30-somethings can splash it all ovah that amusingly sparse wiry hair sprouting from their lived-in foreheads. But, just look at the potential for adolescent experimentation! "Hmm... wonder what I'd look like with a beard..." "My chest could be hairier..." And you could REALLY impress the smelly, underdeveloped kids in the PE showers...

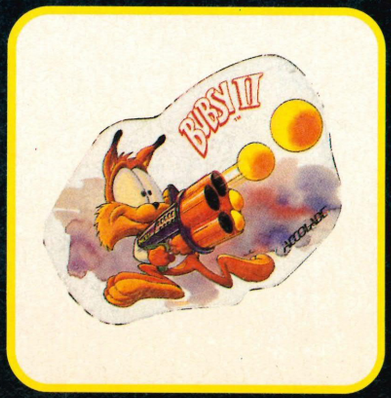
3. The Sinclair C5 "How did it ever seem like a good idea at the time?" award...

Scare Cat garden protector

Jesus. What about the local dogs? EEH? They'll rip it to pieces!!! WON'T THEY???

4. Classy, reeeeeeal classy...

The Bubsy Fridge Magnet



(*Definitely enough useless products.* – Andy)

Top Forthcoming 'Character' Games

'Character' Games

Secret sources from various software companies have revealed sneak previews through the grapevine sssh! I'm off for another go 96% etc...

Lizardnazi – The Magic Woodlouse

Set in various rooms of some anonymous, overcrowded tenement. You must guide Lizardnazi through the increasingly difficult levels (Wacky Wainscoting, Filthy Frolics, Stainville, Mildew Mania, Encrusted Entropy) and, eventually, thrust him, abdomen-first into a final confrontation with Professor Rotarycock, evil ringmaster of the Insect Experimentation Circus.

ELSPA RATING – Violent, but in a, like, cartoony way – yeah, mums?

Flipnote Trousersnake Goes Crazed-Zany-Gorilla In Tortureworld

CATAPULT Flipnote into some kind of painfully derivative Terry Gilliam-20-years-ago-backdrop and HAVE A NATURAL ENEMA with jollity as he spatters the baddies with his amazing detachable TUBEROUS TOOL. And... then... jumps around PLATFORMS a bit.

ELSPA RATING – Crap.

Almost Almond in Death-Camp Fantasy

It's the RPG they're literally queueing up for in Japan. Slot yer TranzAm Neounderworld into the Walkperson – if they're lying, you'll be back... to, er, walk around some multi-scrolling fields and cut down some bushes with a sword.

ELSPA RATING – Sax and violins.

Turn ons

The Stone Roses – Second Coming

A bit busy and, occasionally, crap – but still speckled with the odd classic. It's good to have 'em back.

Portishead – Dummy

Kind of like a sweeter, drowsier Bjork making her comeback in ten years time by, like, doing these weird, bitter-sweet, chill-out-after-a-club torch songs. To an audience of glassy-eyed chainpuffers. In Paris or something. Portishead's actually in Bristol, y'know. (*Yep. Thanks for that.* – Dean).

Take It Off!

The secret track on The Stone Roses' Second Coming CD. Snowboarding Hitler! This is aaaaawful. Flip to Track 90. Good luck...

Mark Radcliffe (Radio One, 10PM)

The crazee, zanee way he says, "Maaaaaark Raaadcliffe!" and the cringey, someone-put-a-gun-to-his-head way he says, "Oh yuuussss..." Hello? Matthew Bannister? Can we give Radcliffe's hour to Chris Morris?

That 'Best of The Beautiful South' thing

AAAAAAARRRGH! WHY DO PEOPLE LIKE THE BEAUTIFUL SOUTH?? THE most phoney, sugary, nasally TWEE and IRRITATING voice in music. Crappy, clever-clever songs. RUBBISH cover art. Hang on, this is turning into The Kids Hate You, isn't it? (*Yep.* – Simon).

Reader's Top Ten

Get your tractors off his lawn. Spew up the rent, pikies. Jethro Underwood (38) is a hard, pipe-hittin' gamekeeper from the sinewy glens and rollicking dales of Cardiff, Wales. "Ah, Wales!" he writes. "Ah, Wales! With your furry valleys of purest, purest mucus-hue and your deliciously brittle and wiry streaks of chocolatey copse. Ah, Wales! With your shops of gramophones and occasional tables. Ah, Wales! My country. My home. My burly rugby zone. And – oh – incidentally, when I'm not welly-stomping through the rampant heather, heartlessly thrashing the serfs, there's nothing I like better than to nestle within the glow of a happily popping log fire and lose myself in the latest Sega video games!" he quips, Welshly.

1. Rugby World Cup '95 (Mega Drive)
2. Virtua Fighter (Saturn)
3. John Madden Football '95 (Mega Drive)
4. Earthworm Jim (Mega Drive)
5. Hiding in the cemetery and making howling noises (Sundays)
6. Virtua Cop (coin-op)
7. Doom (32X)
8. FIFA '95 (Mega Drive)
9. Micro Machines 2 (Mega Drive)
10. Snatcher (Mega CD)

"I really like sheep and Tom Jones," smirks Jethro Underwood. "I'm quite good at speaking Welsh too."

TOP VIDEO OF THE MONTH

Steve Coogan – Live and Lewd

Ignore the naff title. If you didn't get this for Christmas, and you've still got a tatty gift voucher gathering filth underneath a pizza box somewhere, jerk yourself out of the house, (arms front, goose-step style) strut it on down to, like, your local video vendor, tear off the deeply embarrassing 'To Michael, a very special boy – hope you have a wonderful Christmas, from Aunty Pat' bit, and buy this immediately. But – yaaawn – there's a bit of swearing in it, so – hey – get a parent or guardian to buy it for you. "Inquisitive minds..."

THE 'WHY THE HELL DID THEY RELEASE THAT?' OF THE MONTH

Yogi Bear.

Game design by the 'problem' class from the School For The Emotionally Special.

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Tel: (0283) 211737, ask for Asa after 1pm

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Hi! I will swap Olympic Gold for Road Rash or I will swap Mickey and Donald for FIFA or Sensi Soccer. I'll also swap Super Monaco GPII for Sonic II.
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I'll swap Fatal Fury for Micro Machines on the Mega Drive.
Phone: (0545) 501050. Ask for Joel.

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Wanted for Mega Drive, Landstalker, Phantasy Star 3, Shining Force 2. Will pay reasonable amount for them.
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I am a 12 year old boy and want a 12-14 year old girl penpal. Write to Alex Clarke, 22 OakHill Road, Horsham, West Sussex, RH13 5SE. PS. ALAWP.

Are you aged 14-16? Are you able to write? If so, I'm waiting to hear from you! Please enclose a photo if possible. Reply (almost) guaranteed. Write to: Katherine Clements, 103 Kenilworth Road, Ashford, Middlesex, TW15 3EN.

Egg head likes his booky wook...
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2. We can't vouch for the quality of these ads. We're not responsible for your feeble grasp of our great language.
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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 obscene, or a bit too sad.
5. Sign the following declaration (but get your parent or guardian to sign if you're under 16). We won't print any ads without the signature. All unsigned ads are photocopied, blown up to A3 size, and sent to John Virgo with a can of shaving foam and a friggin' razor. Jesus!

Signed Date

.....

SEGA POWER GUIDE TO BUYING MAIL ORDER

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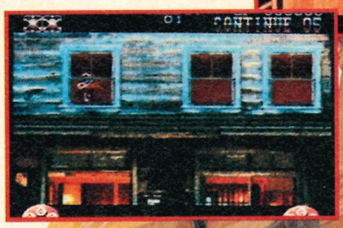

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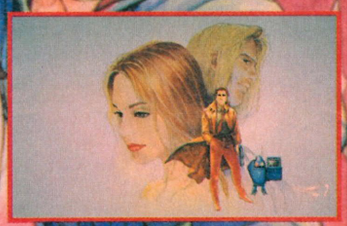

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MEGA DRIVE

Letters

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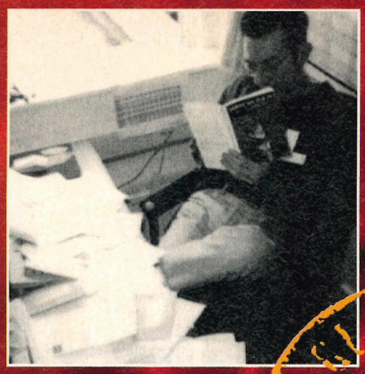

I HAVE OPINION. YOU PERHAPS ARE INTER-ESTING. IS?

1. What should I buy? *MK2*, *Micro Machines 2* or *Lion King*?
2. Does the 32X hold the same power as the Saturn?
3. Can the SNES hold more power than the Mega Drive? (Sorry for asking.)
4. I think the Sonic cartoon is mank, don't you? The drawing is crud like Sonic's got one row of spikes, and there's no story line to it.
5. Is Sonic the comic rubbish? I think so.

Richard Kneller
Southampton

Woooah! WOOOAH! Severe Arse Hammer Degeneration! First, you lay it on us with the standard, "What should I buy?" cock. Then, we're treated to some alarming badly translated Japanese. Pay attention from out of English class, Richard! (*There goes another reader.* – Alison). Okay, okay. The questions...

1. *Lion King* no. Unexciting game of platform. WARNING! No hard-grafted cash displayed for. This. Game. *MK2* and *Micro Machines 2* excellent friends games. More than one, they are good. And shouting fun.
2. 32X not more good than console of Saturn. Which is liked.
3. SNES is never to be better. Mega Drive for gameplayers who serious. Am. SNES has stink. SNES to get drunk on Satan-juice.
4. Crap.
5. And dead nob.

32X IN 'LOAD OF OLD CRAP' SHOCKER!

I'm not going to suck up to you and say that your mag is ace like other sad individuals because you know it is and I know it is and that's all that matters. (*Start again.* – Andy)

EEEEE'S A MENTLER...

WHY ARE HELICOPTERS SO COOOOL?

Before I go any further, I'd just like to tell you that I'm hard, and if you don't print this letter, I'll send the Icelandic Funny Charles round to your H.Q. and they're almost as hard as me and I'm harder than a hard man. (*Excellent! A true nutter.* – Andy). I'd also be grateful if you'd answer these questions... (*Uh oh.* – Simon).

1. Please! Keep up the good work on your *Theme Park* coverage, as so far you've had the best.
2. What's better out of *MK2* and *Super Streetfighter 2*?
3. Will you give me a 32X for Christmas, as my children really need one, but we can't afford one. Don't make them sad, please.

N.C. Masterson
Bristol

P.S. Could you please answer this, as it would really help with my science project?
P.P.S. Keep up the good work.

1. Soz, N.C. That's... not a question. Incidentally, annoy examination invigilators... You know how it always says, 'Answer all questions' (or something)? Should you come across a section of the exam which isn't strictly a question (like a 'Discuss...' bit) simply call them over and complain. This is particularly annoying for English teachers who will be forced to agree, but who will also rightly recognise you as a tedious smart-arse and ruthlessly mark you down as a result. Yep! Ruin your life with *Sega Power*!
2. Haw bleedin' haw. May you be manhandled into a straight-jacket, bundled into a small, dark room and force-fed donkey smegma for as long as it keeps you alive.
3. Shove it, witch. But, seriously – what about the hoooomeless?

P.S. Read a lot of video game magazines, do you, N.C.?
P.P.S. Like, thanks. We love you all.

"I HAVE GOT A GAMESMASTER"

I'm writing to tell you about my older brother Lee, who seems to think he can write a letter to you, but in his letter he just wrote about gibberish and failed to mention anything about computers which is what your great magazine is about. (*How right you are.* – Another mag). So, I would like you to give me some informations about some games on the Game Gear. By the way I have got a games master. (*Whaaat?* – Andy). On *Winter Olympics*, when the little figure is skiing it goes so slow, so can you tell me how to make it go faster? Could you give me some cheats? My first game is called *Sonic The Hedgehog 2*. I have a collection of games and my best game is *Krusty's Fun House*. I like writing and reading, but don't like pickled onions.
Somewhere in Farnborough

What is this, the Pen Pals section? Yeah, yeah, so you've got a couple of hobbies and a few games, but where's the NAME, Johnny Farnborough? Keep the gibberish coming, keep your nose clean, never rat on your friends, and DON'T TELL JOKES!

STRONGER THAN MENSA

I'm written to say that the Sega game is cool. I got *Mortal Kombat* and it was so great and cool. I know how to play and pass it all by very easy level with Scorpion, but I can't pass it all by very hard level, because it was so hard and when I in the first level I can't pass it...
Han Chee Truong, Bristol

You're a writer from Mean Machines. We claim our five pounds. Thank you.

Yes, it's the part of the letters page where we actually answer a question and don't go off wibbling away about something that we find funny but goes completely over your heads because you're not surly, cynical, ex-student twentysomethings who. Don't read Amiga Power. Sorry, that was a typo.

THE INTENSE HUMMING OF RAIDEN

I am really getting wound up with *Mortal Kombat 2* because I don't know how to do Raiden's death moves and you never put them in with the rest of the moves in the magazine that had them in and all of my mates don't know how to do them.
Andrew Hayman
Maidstone

Oh, Christ on a broomstick. We 'fess! We made a mistake. Like, we all make mistakes, don't we? Eh? Eh? It's a FUNNY OLD WORLD. It's also a SMALL WORLD. Apparently. And it's a stage, and we're all players, which is what it says in that Shakespeare thing. We think. (*Steady.* – Dean).

Oh, yeah. Raiden's (or 'Rayden's' – I know, I know) death moves, then... Sigh...

Number one – hold HIGH PUNCH for seven seconds (start a few seconds before the 'Finish Him!' is due to appear) then, move in close and release it.

Number two – hold LOW KICK for five seconds, release it, then rapidly tap LOW KICK and BLOCK. Now get your stink away from us.

Satisfied now?

Anyway, could you please answer me a few questions about the 32X...
1. I'm thinking of buying one with my well-earned money. Do you think this is a wise decision?
2. When are the games for it going to be released, such as *Virtua Racing Deluxe* and *Doom*, etc.?
3. How much will the games cost?
Wayne Bentley
Wakefield

1. It'd be much more beneficial to buy one with stolen money. That way, you could put your well-earned money to better use. Perhaps you'd like to donate some to a local environmental cause, or maybe you'd prefer to invest it in one of the many high-interest accounts currently offered by several high street banks. Stolen money can be obtained through many sources, including 'blackmail' and 'demolishing a pay-phone with a sturdy wrench'. However, a warning. Our 32X (supplied by an apparently reputable company whose name begins with an 'S') doesn't seem to work properly. After around ten minutes play, the screen goes all shaky and, occasionally, it even crashes. We've tried all kinds of set-ups, different TVs, different TV links, and we still get the same result. Hmmm. I can feel a backlash coming on. Anyway, let's not go on about that too much. Ahem. On to the next question...

2. All the 32X games are currently available. We got ours from the same company (whose name begins with an 'S') and... and... well, they don't WORK PROPERLY! *Virtua Racing Deluxe* crashes after about three races. *Doom* sometimes comes up with a garbled title screen and then becomes unplayable (because of the previously mentioned shaky effect) and *Star Wars Arcade* kindly slips into the shaky business after the FIRST attack wave. HEY! WHAT'S GOING ON?
3. About forty quid. Look, *Sega Power* says... "Hi. I'm *Sega Power* magazine. Before you buy your 32X, ask the beaming salesperson to demonstrate one of the games. INSIST on seeing it running for at least ten minutes. If it crashes, or starts to go all shaky. DON'T BUY IT!"

TELL ME WHEN, LORD...

Let me tell you a story, and ask you some questions... (*Uh oh...* – Simon). It's my birthday on December 5th. My family asked me what I would like, and were somewhat surprised by my answer. I said that I'd like a Sega Mega Drive. I didn't really expect one, as I know only too well that nobody in my family can afford one. (*Oh, God. It's one of those.* – Andy). Everyone seemed amazed or amused by my answer, or maybe bemused would be a better description. (*Ho ho.* – Andy). You see, I'll be 48 in under a week.

Anyway, word has filtered back to me that I'm not getting what I asked for, but I am getting something close. ▶

THE GALLERY

A smiley, wavy Scorpion monster. Veeeery good. Han Chee Truong from Bristol... you're a genius.

"I MUST NOT USE RUDE WORDS"

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■ We welcome unsolicited material. However, writers of reviews which use the phrase, "this game" a lot can simmer in HELL for EVER AND EVER.

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FUTURE PUBLISHING - A STORY

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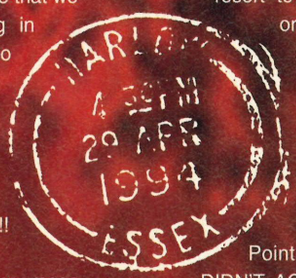
"Raus! Raus! Fila! Fila!"

◀ (*CUT! CUT!* – Andy).

It appears that one of my family has bought me a... (*It's a Master System, okay? He's getting a MASTER SYSTEM? And... and... he wants us to do more Master System games, and... and... RPGs, and then he loses it a bit and goes drippy-eyed and starts gibbering on about something called 'Colossal Cave Adventure' and then he REALLY loses it and tells us he's a "fan of Science Fiction". Then... he... grrr... he...*)

Before I close, an observation on your magazine. I would be the first to admit that I am not a part of your target market, but surely I am not the only person of my age who likes to play games. That being the case (*Zzzzzzz.* – Andy) how about a section of the magazine written for us? In language that we can understand, bearing in mind that we have no street-cred, using reviews of games that we'd be interested in. A sort of strategy/adventurer corner would be good (GONG!!! GONG!!! GONG! – Andy).



I've written for Angling magazines for years, and I'd be prepared to undertake it, should you have no-one on your staff who wanted the task... (*Right. I'm off to lunch. This had better be over when I get back.* — Andy). Blah blah send me info on Master System games etcetera...

Dave Benham
'Angler's Rest', Surrey

Why, soitenly, Dave... How about this... "Oi! Grandad! Loosen yer corset and hold your disturbingly rasping breath, because Gryntyr's Prognosis is coming to the Master System! Set in a strange, fantasy land with evil witches and farting wizards and that, YOU are Gryntyr, who, through considered and pedantic analysis of the inadequacies of local traffic-flow control systems, must bombard the local newspaper with predictably outraged, badly informed letters." Nah, God bless ya. We're only kidding... Eh? I say, WE'RE ONLY KIDDING! TURN IT ON, LUV! (Bleeeeeeeeeeeeep). No, you have to adjust the volume. Give it 'ere... There. Can you hear me? I say, CAN YOU HEAR ME!!! Look, Dave, you've got your Master System, so (helpful bit coming up...) grab a copy of last month's issue featuring the oh-so-handy Hard Line Special. There's a BIG listing of every Master System game we've ever reviewed – that'll sort you out. Oh. I mean, that particular phenomenon ought to furnish you with a sufficient amount of relevant information. Jesus on toast.

REGARD ALL ART CRITICS AS USELESS AND DANGEROUS...

You complete prats! You couldn't help it, could you? Taking cheap shots at other (superior) magazines. I am, of course, referring to your unfair comments regarding Sega Magazine.

Look, I've played *Dynamite Headdy* and it may not be the best platformer ever, but Sega Magazine's review was much closer to the truth than your limp excuse for a review.

The truth is, because of your rapid decrease in readership, you have to resort to childish slander in order to inject some much needed life into your tired magazine.

Tell me, do you expect anyone to believe you?

Chris Quigley
N. Ireland

Point One. YOU DIDN'T AGREE WITH OUR OPINION ON DYNAMITE HEADDY! Badly stifled yawns all round. We didn't like it, so we didn't recommend it, and THE REVIEW ITSELF EXPLAINS WHY WE DIDN'T LIKE IT! End of story, Goat Boy. Point Two. "IF we drop in one or two joshy wind-ups aimed at our rivals, THEN... MORE PEOPLE WILL BUY OUR MAGAZINE!" Hmmm... A crazed, plainly incorrect kind of logic, no?

Anyway, we don't *meeeeeean* it. It's only a *jooooooke*. We're just a bunch of *cray-zee*, self-indulgent *guuuuuys*. *Reeeeeeeallly*. We're the magazine you love to hate. We're *juuust* not funny – or should that be not as funny/good as we used to be? Love us or hate us, you've got to hate us. (*That's enough.* – Simon).

ROCK ON TOMMY

One day, I happened to have more money than I expected, so I decided to buy your magazine, and now I am hooked! (*Satisfied customer. We should have her stuffed.* – Andy). Now for my predictable question list...

1. With the Saturn and 32X coming out, will there be less Mega Drive games ?
2. Will *Wolfenstein* on the Mega Drive be much different to the PC version?
3. Will *The New Breed* be as good as *Mortal Kombat 2*?
4. Why are Take That so popular over in England?
5. Do you release your magazine a month early – on your next month page it always says "October issue on sale Thursday 1 September" (or something)?

Bridget Martin
New Zealand

Er, g'day, Sheila. Um, sorry – Bridget! If you want to stay 'top dog', then keep buying *Sega Power*. However – oh dear – if you do ever buy one of those 'other' magazines, you can 'be sure' – er – that you'll never find yourself in the 'dunney', having run out of toilet paper.

Oh, God.

1. Yep. That kind of thing always happens when a 'new platform' arrives. In a year or two, the Mega Drive will be the new Master System. If you, er, see what we mean.
2. Er, it's been flushed down the 'Brutal – Paws Of Fury' dung-pan. Because of *Doom* coming out on the 32X, and all that. Sorry.
3. Can't be any worse than *Bubsy 2*, can it? Ho. Ho. Er... Ho.
4. Take That, we can 'take' (little joke there) but, as for Let Loose, Whigfield, Baby D, East 17 and that new one from Real 2 Real...
5. Right. That cover-date conundrum in full... A publisher writes... "Hi there, Super Play readers! Yep, it's 1996, and, you know how you're actually reading the 'March' issue, only March is actually around two months away? Well, there's a perfectly reasonable explanation for this – I just don't know what I'm doing! Ha-hey! Thanks for listening, and keep buying Total!"

INTENSE PLUSHNESS

I buy your magazine every blah month and blah can never determine which blah film the spine quote is from blah. Issue 62's was from the excellent film Full Metal Jacket. Oh, and shouldn't it be, "What is your major malfunction, Private Pile?" Best bit of the film, that bit.

Scott, Scotland

"Hello? Peter Sutcliffe? Oh, sorry – wrong number." Get THAT one, smartass. And, yeah, we misquoted and, yeah, give us a call to tell us which cart you want (prove you're who you say you are by telling us your PS. message).

CHIP 'N' DALE - RESCUE RANGERS

Dear Santa,

Could you answer these questions?

1. Which is best? *Mortal Kombat 2* or *Super Streetfighter 2*?
2. Which would you buy? *Mortal Kombat 2* or *Super Streetfighter 2*?
3. Can you ram both of them up your arse at the same time?

From a very sad, deprived reindeer called Rudolph
Scotland

1. Ram it up your arse.

Someone told him he looked like a girl...

SECOND SAMURAI

vivid image

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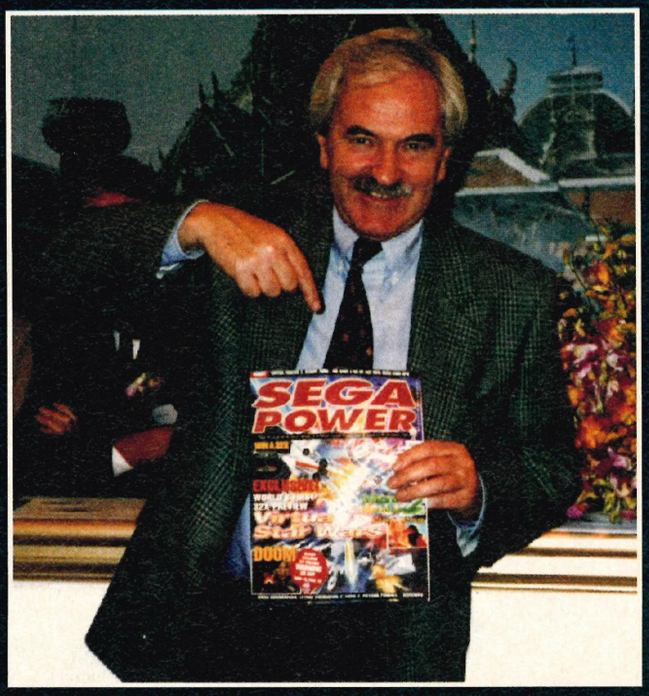

Why did he do that?

Simple, really. We're ace and everything. And what greater recommendation for the best Sega mag around than that cheeky-boy grin on our Des' face.

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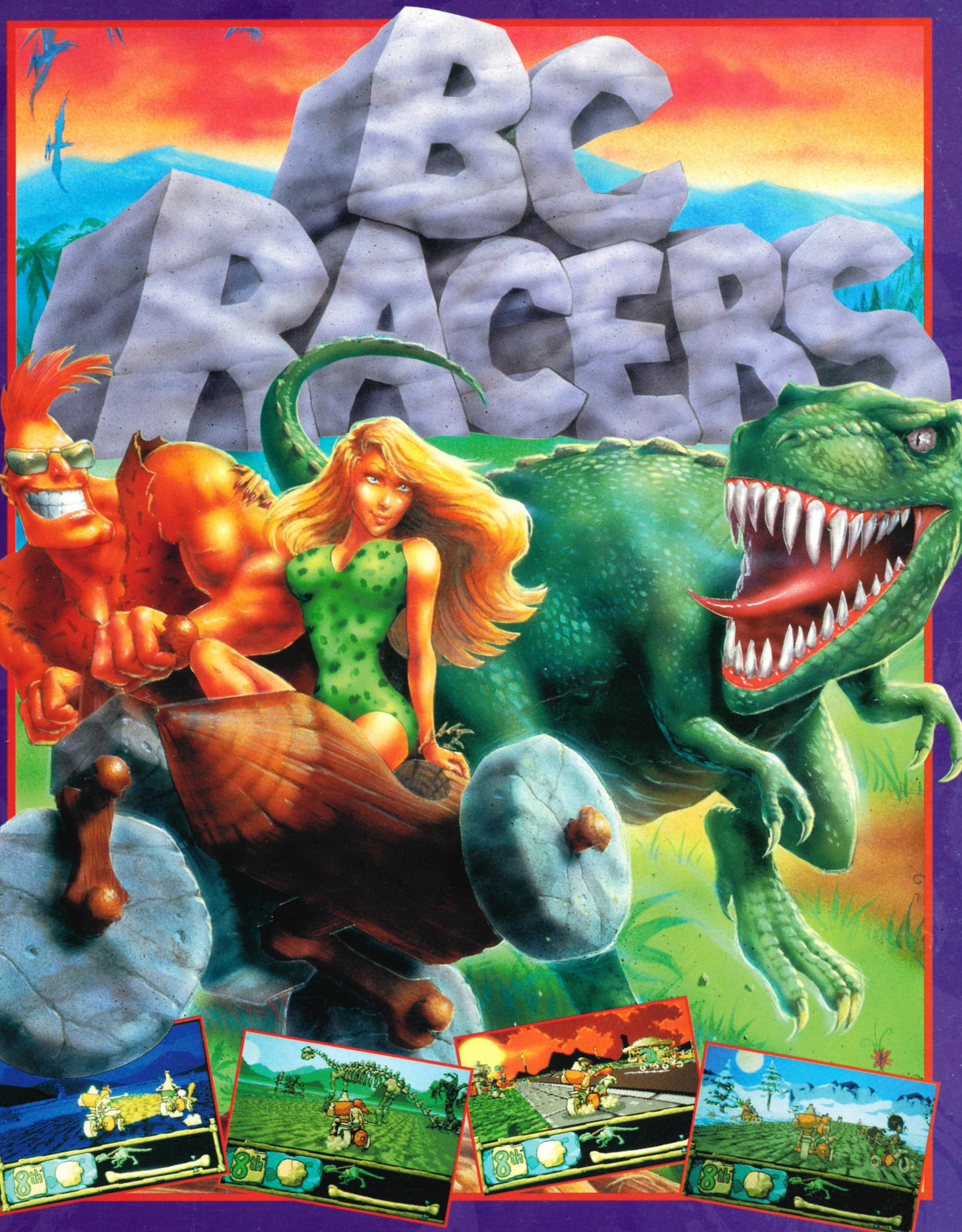

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