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**INSIDE
Readers'
Micro
Machines 96
tracks**



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Check 'em out!
Street Fighter Alpha
Worms
Darxide
X-Men

**Tips
special!**

- **Virtua Fighter 2** •
- **VectorMan** • **Sega Rally** •
- **Victory Boxing** •

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HAPPY New Year

Full solutions!
Virtua Fighter 2
VectorMan
Sega Rally

So, that's Christmas out of the way. Another time of stress, anger and family arguments smoothed over by the drunken orgy that is New Year's Eve. Hurrah.

So, since Christmas is actually all about fighting and violence, who better to bring you all the info you could ever want on *Virtua Fighter 2* and *X-Men*?

And we're running a page containing everyone's *Micro Machines '96* tracks too. So if you haven't sent yours in, DO IT NOW!

One final thing, lots of readers have written in asking why we're doing so much Saturn stuff instead of Mega Drive. At the moment, we don't have a choice as all we're getting to review are Saturn games. We hope this improves through 1996 but it's out of our hands, honest.

Anyway, have a happy New Year!



Cheers,
Nick Merritt,
Editor



COMING

Games inside

Mega Drive

Ahhh! Real Monsters . 54

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Wham Blam thankyou ma'am

BLAM!

Machinehead

Exclusive

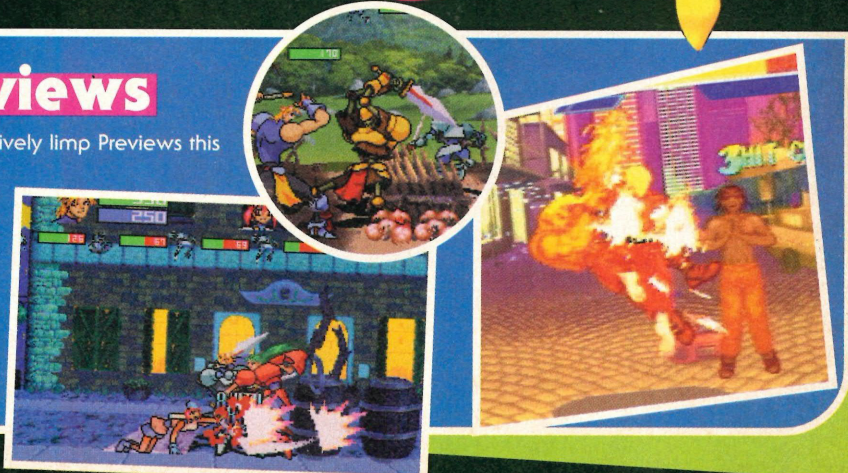


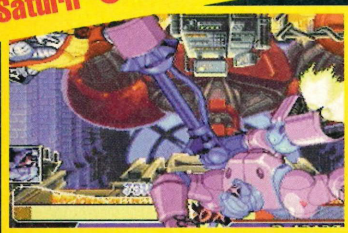
14 Yes, the world's first look at the wondrous *Blam! Machinehead* from the box of delights that is Core Design. It's about a naked woman strapped to a cruise missile. Draw yer own conclusions, funky people.



10 Previews

Bit of a relatively limp Previews this month... or it would have been if we hadn't blogged the UK's FIRST look at the potential Core Design smasher *Blam! Machinehead* (14). Also this month: *Guardian Heroes* (10) and *Street Fighter Alpha* (12).



[illegible]

Men

24 The X-Men.
Dubious lycra fetishists or saviours of the galaxy? Find out for yourself how hard they are in Acclaim's new beat-em-up.

55 MASSIVE Tips special! Virtua Fighter 2, Sega Rally & VectorMan

We know what you all like after a far Christmas and that's a darn good rip to help you wade your way through those Christmas videogames. So after checking out the usual Power Tips scrapings, take a look at *Virtua Fighter 2*, *VectorMan*, *Sega Rally* and *Victory Boxing*. They're all complete players' guides, you see.



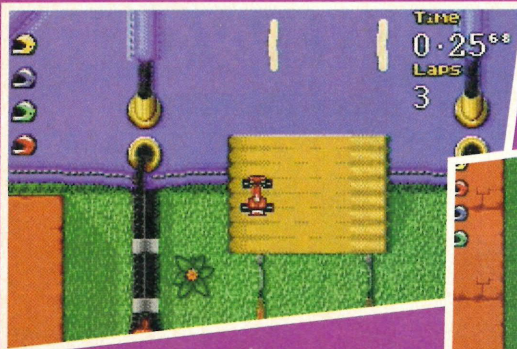
WIN! WIN! WIN!
is a stereo, two of T-

There's a stereo, two Saturns and a load of T-Shirts to be won! DO IT NOW on page 20.



65 Readers' Micro Machines '96 tracks

You're going to like this... remember we drooled something about being able to create yer own MM96 tracks a few months ago? Our first few trembling readers have submitted their own tracks, so start typing in those track codes now!



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NEWS

VIRTUA

 ● Arcade ●
 ● Late Spring ●

Sonic?



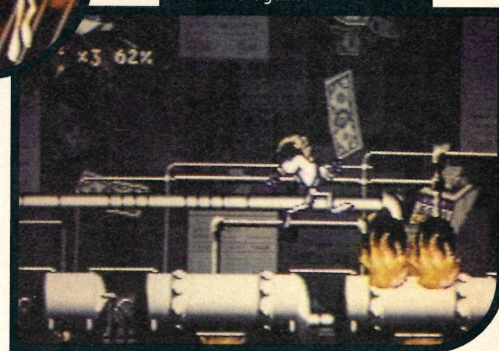
Yes me smiling fish, those words at the top speak the truth. Sega of Japan are releasing an arcade *Virtua Fighter*-style game with *Sonic* characters. Sonic, Knuckles, Robotnik and Eggman are confirmed and the game should be released in Japan sometime over the next few months.

A Sega lovey said, 'It started out as a bit of a joke at AM2. When they were developing *Fighting Vipers* they put in a few *Sonic* characters and they ending up liking it so much they decided to release it as a stand alone game.'

There doesn't seem to be any word of a Saturn conversion yet but considering the worldwide popularity of *Sonic*, we'll be putting our grans' pensions on the chances of it happening.



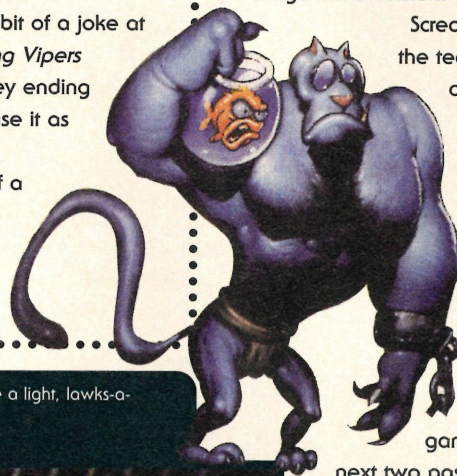
Jim gets his arse fried. There's that word again.



● Saturn ● Late Spring ●

Earthworm Jim, as we all expected, is headed for the Saturn. These are the very first shots you'll see in this country and, as you can see, it doesn't look much different too the Mega Drive version.

Screaming Pink is the name of the team responsible for the conversion, and without being too optimistic, there's bound to be some original stuff for the Saturn version. You'll be pleased (and probably not too surprised) to find out that *Sega Power* will be the first UK mag to bring you a full feature on the game, sometime over the next two passings of your Earth moon.



It's *Earthworm Jim 2* on the Saturn. Strike a light, lawks-a-blimey, stuff like that.



Earthworm Jim 2

on the Saturn

Contacts:

Sega:
(0181) 996 4607

Virgin:
(0171) 368 2255

Electronic Arts:
(01753) 549442

JVC:
(0171) 240 3121

● Saturn ● March ●



It's a racing game. Yes, another flippin' racing game.



It's got impacts. Hence the name.

Impact Racing

VC are following up the really rather good *Victory Boxing* with *Impact Racing*. Next month is the one we'll have the preview in, but for now deal with the fact that it's a racing game with shooting and fancy cars. Okay?



Pretty useless to 90% of us football-loving Brits, but I just thought you might like to see

the latest Digital Pictures effort. It's a quarterback simulator (that's an American football term, soccer fans) and uses the usual Digital Pictures FMV stuff. Fans of the game should crawl to their local importers.

Sega Rally cheat

● Saturn ● Cheat ●

Trust us" we said. "We'll get you that bleedin' mirror mode cheat", we said. And now we have. Sort of. It's all thanks to Neil Crayne from Kingston in Surrey, who rang us with his 'I know something you don't' cockiness'.

When you get to the option screen, hold down 'Y' and keep it held down. Select the options you want using the C button and when the 'loading' screen appears release 'Y'. You'll have to repeat this each time you want to use the mirror mode, but it's better than nothing.



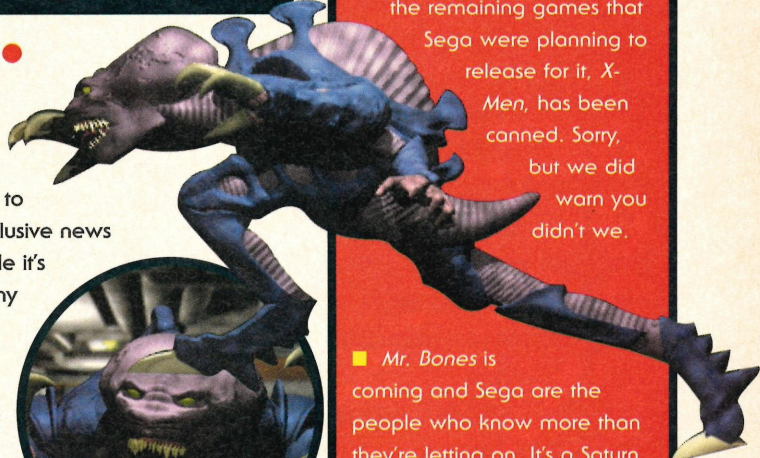
Space Hulk

● Saturn ●

May ●

Doom in space? Better than Doom? Coming to the Saturn from EA? Exclusive news and pictures. Get it while it's hot. Seriously though, my chickens, *Space Hulk* is regarded by the people who know things to be the best of the pitifully small selection of decent 3DO

software.
Feature... SOON.

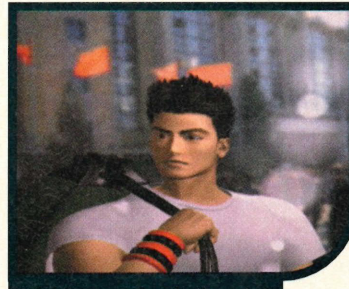


Quarterback Attack

● Saturn ● Now (America) ●



The Virtua Fighter 2 team relaxes after a hard day's work.



Love the sweatbands. Haven't seen them for a long time.



Get that damn cat out of here or I'll turn it into soup.

Virtua Fighter is bigger than the plague over in Japan and that means the spin-offs are many and tasteless. The latest one is a collection of still images of the individual characters from *Virtua Fighter 1 & 2*. They'll never be released over here and they cost around £10 for each of the character's CDs. The images are very good – even if some of them are the wrong side of tasteful. Importers, I'm sure, will be able to furnish you if that's your thing.

● Saturn ● Never ●

Those Crazy Japanese

Quick News

■ Bad news for 32X fans. I'm afraid. It's official – the 32X is crap. As well as that, one of the remaining games that Sega were planning to release for it, *X-Men*, has been canned. Sorry, but we did warn you didn't we.

■ Mr. Bones is coming and Sega are the people who know more than they're letting on. It's a Saturn game and it's full to its chumpin' gills with bones. Lots more when we can.

■ As well as the *Sonic* coin-op, we here that Sega have finally admitted that Sonic will appear in his own Saturn game. Destined to appear later in the year.

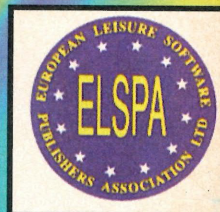
OUT NOW!

BUY IT

X-Men
(Saturn)90%
FIFA '96
(Saturn)85%
Toshinden
(Saturn)84%
Ah! Real Monsters
(MD)53%
King of Spirits
(Saturn)19%

FRY IT

Charts



Saturn

- | | | | |
|----|-----------------------|----------|---|
| 1 | Daytona USA | Sega | ● |
| 2 | Theme Park | Bullfrog | ● |
| 3 | Victory Boxing | JVC | ▲ |
| 4 | Rayman | Ubisoft | ▲ |
| 5 | NHL Hockey | Sega | ▼ |
| 6 | Bug! | Sega | ▲ |
| 7 | World Series Baseball | Sega | ▼ |
| 8 | Robotica | Sega | ▲ |
| 9 | Pebble Beach Golf | Sega | ▲ |
| 10 | Panzer Dragoon | Sega | ▲ |

Mega Drive

- | | | | |
|----|--------------------------|-------------|----|
| 1 | FIFA '96 | EA | ● |
| 2 | Premier Manager | Sega | NE |
| 3 | Micro Machines '96 | Codemasters | ▼ |
| 4 | PGA Tour Golf '96 | EA | ▲ |
| 5 | Mickey Mania | Sony | ▼ |
| 6 | Mortal Kombat 3 | Acclaim | ▼ |
| 7 | Sonic and Knuckles | Sega | ▼ |
| 8 | Theme Park | Bullfrog | ▼ |
| 9 | Brian Lara Cricket | Codemasters | ● |
| 10 | Tazmania: Escape from... | Sega | ▲ |

All Sega formats

Mega CD

- | | | | |
|---|----------------------|-----------|---|
| 1 | Earthworm Jim | Interplay | ● |
| 2 | Soulstar | Core | ● |
| 3 | Eternal Champions | Sega | ● |
| 4 | Mickey Mania | Sony | ▲ |
| 5 | Brutal: Paws of Fury | Gametek | ▲ |

Game Gear

- | | | | |
|---|-----------------------------|---------|---|
| 1 | Sonic Chaos | Sega | ▲ |
| 2 | Star Trek: Generations | Gametek | ▼ |
| 3 | The Lion King | Virgin | ▼ |
| 4 | Sonic Drift Racing | Sega | ▼ |
| 5 | Dragon: The Bruce Lee Story | Virgin | ▼ |

Master System

- | | | | |
|---|------------------------|--------|---|
| 1 | Mickey Mouse 2 | Sega | ● |
| 2 | Robocop vs. Terminator | Virgin | ▼ |
| 3 | James Pond 2 - Robocod | Kixx | ▼ |
| 4 | The Lion King | Virgin | ▲ |
| 5 | Streets of Rage | Sega | ● |

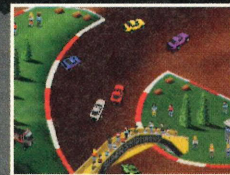
NO udder RACEgame got COWS.




"A truly amazing racer."

92%
GamePro

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First Crush car-metal over 24 chaotic 3D courses. And then, if you're not minute-fry steak, you can take these cows by the horns over the next 24 tracks. Super Skidmarks: it's rally rage in the extreme.

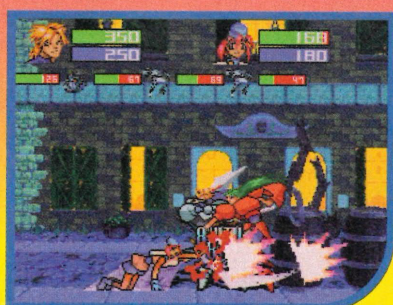
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pure gameplay


J-CART
FOUR PLAYER POWER

MEGA DRIVE™

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Things start to get a bit hectic with so many players about.



Two days to go to Christmas and I still haven't got any prezzies.



Guardia Heroes

Mindless minders

The Bodyguard – as in the yellow robot – is useful as it doubles your firepower and your effective ability to do things. He'll do whatever you command – take up flanking positions, attack the enemy, provide covering fire or whatever, allowing you to concentrate on other matters.



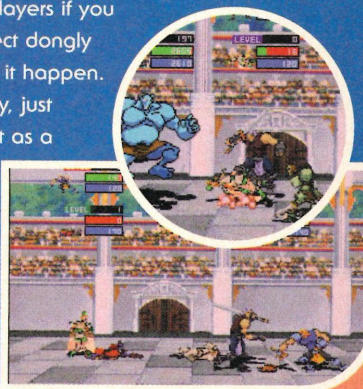
Witch one?

So it's an RPG. This can only mean one thing – the ability to cast crazy spells. Your best bet for this is the rather under-sized Nicola Neil. A button on the joypad brings up a thought bubble then it's a matter of cycling through the spell options until you find the one you want.



Six-Players Versus

Want a fight? If big bar room brawls are your thing. GET IN THERE! There's the ability to fight as six separate players if you have the correct dongly thing to make it happen. Or alternatively, just choose to fight as a couple of the players and let the computer do most of the hard work.



● Saturn ● Early 1996 ●
● Sega ●

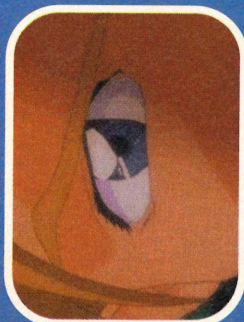
David Bowie once sang about Heroes. Look where it got him.

What's the best way to start an article about a Japanese anime title? I could make several substandard 'jokes' about the drawing style, and thus make superior assumptions about our own cultural values.

Or, if I was *Mean Machines*, I could start off by mentioning *Sega Power*, therefore making it even less likely that we'd want to employ

Slap me, it's an intro

Yeah, yeah, it's an intro sequence but what the hell, eh? You must be used to our relentless padding out of page space with the wretched things by now. Meer the characters...



The yellow robot will do whatever you command. KILL THEM ALL!



Bet all he talks about after work is the size of his sword. Git.



You can alter your fighter's characteristics in true RPG style.

ハーン	レベル6
1P 経験値	448
HP	320
MP	240
ボーナス 1ポイント	
力	19
体力	14
知力	8
精神力	9
素早さ	9
運	14

can heroes

them after EMAP hand out the redundancies in the New Year.

If I was *Sega Pro*, I'd probably say something like, "The thing about Japanese animation is that it's really good" before giggling hysterically and wiping a line of drool from my chin.

That's the problem with Japanese animation. It inspires so much crap.

Six player beat-em-ups don't come along very often. The newest one, *Guardian Heroes*, is from Treasure (*Dynamite Headdy* and *Gunstar Heroes*).

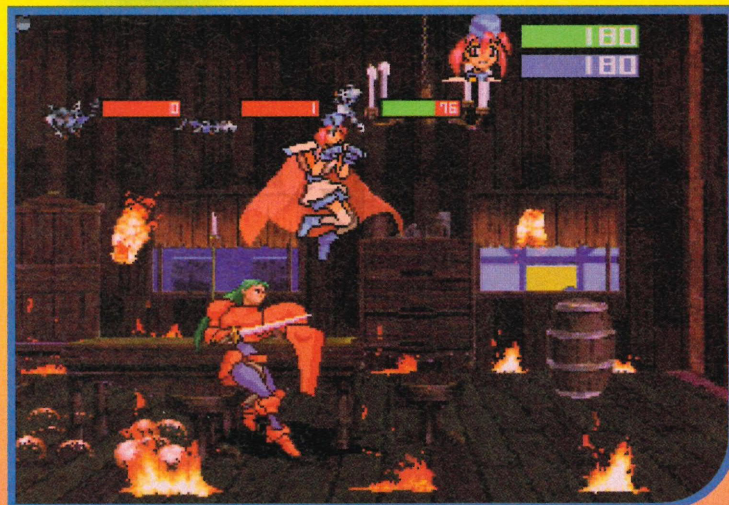


It's a RPG beat-em-up (if you can imagine such a thing) where the aim is to wander through several worlds dudding up the legions of bad guys who want to mess with your life.

As it's a six-player RPG, there are options to alter your chosen character's attributes. Or there's the chance to play as any one of the six characters, from Nicola Neil, a small fast fighter winning battles with her magic spells, to sword specialist Hahn Samuel, who likes nothing better than hacking baddies to pieces with his oversized weaponry.

Even if you're only playing in one-player mode, there's still the another five *Guardian Heroes* to think of – they'll follow you around towards the action all the time. This can mean affairs on-screen become a little hectic sometimes.

A good example of this is the yellow Bodyguard. He's a big robot fellow who never acts on his own initiative: instead his job is to do whatever you wish. This happens in



By the time you read this, Mike Flowers and his easy-listening version of Wonderwall will be but a distant memory.

the same manner as casting spells – a series of thought bubbles pop up (representing his possible actions) and you choose what you want him to do.

Often this might just involve hacking with wild abandon (and a sword of course). Or perhaps it's just positioning him to watch your back as you get on with the bloody sword play.

Similarly to *Fatal Fury 2*, there

are three levels of depth on-screen. You can jump from one level to another by pressing the buttons at the edges of the joypad. If you don't do this, the enemies will float right past you.

See? It just goes to show that there might be something to an anime beat-em-up after all. Just don't expect our chimp-boy rivals to tell you about it, that's all.

SEGA
POWER

Wave at me, I'm new here

New to the fray comes this trio. The Karate master – Dan, Guile's friend – Charlie, and with a strange soul-power that she can use on her opponents – Rose. It works by playing pop tunes from the likes of Whitney Houston and Mariah Carey. By God it works well.



Throw flaming things at your opponents. Yes, this is a Street Fighter game as you can probably tell.

A few months ago we took a long Paddington stare at the arcade version. Now, inevitably, we have some EEXXLLUUUUUUUUUUSSII VVEE Saturn ones. Say thank you...

Street

So, you want to know if Capcom's *Street Fighter Alpha* is going to be as good as the arcade box that you've rammed your money into faster than Mother stuffing the turkey after three sheries and a 'Special' mince pie.

Taking all

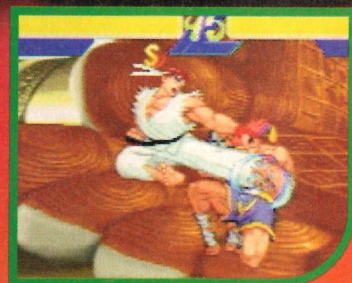
the characters from the SF Universe and mulching them together gives classic characters (like Birdie and Adon) mixed in with the obvious (yer Kens and Chun Li's) and even foes from Capcom's Final Fight line (say BONJOUR to Guy and Sodom).

The gameplay is as old as the human race, so there's no real need to go into details. The real interesting part is how does it look, feel, taste, and smell. Really good is how.

First off, the Saturn's always been very good at 2D games and this conversion keeps all the

speed of the original. Without digitized and video stuff to muck around with, there's much less strain on the CPU, allowing the game to run at a seriously fast pace. On top of this, clean and smooth animation and strong sound add up to a rock solid translation from the arcade.

Take a look at the screenshots on this page and you'll notice how the backgrounds don't get in the

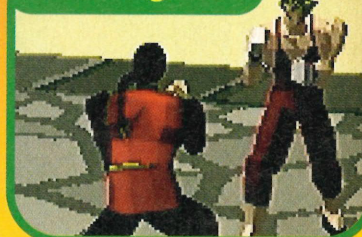


way or detract from the action going on in front. If you're watching rather than fighting, Birdie

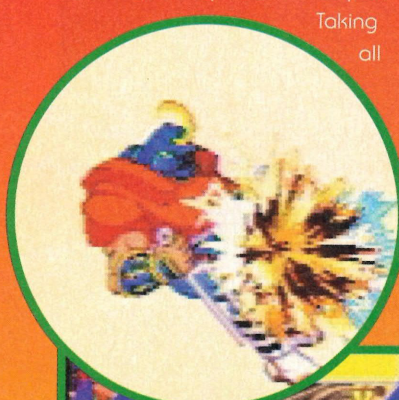
All this *Street Fighter Alpha* thing's okay, but it's got some stiff opposition. The Saturn's only been released six months, but there's already tons of beat-'em-ups out there. Here's what it's up against, YOU DECIDE.

Compare and contrast

Virtua Fighter



Love the purple outfit. I want one.



I could caption the screenshot below, or I could be daring and have a go at the one opposite. WHAT SHALL I DO?

It's going to be a bit troublesome trying to caption this grab but as you can see, I'm struggling manfully with the task.

See that blue thing? I can as well. Such is the nature of vision.

Fighter

Alpha

• Saturn • £TBA •

• Spring • Capcom/Virgin •

The special

F/X are meatier, they stand out better and pump it up harder. Even Ryu looks good here – small touches of animation do make all the difference. Although it's only cartoon action, great colours and a really good feel to it make all the difference in a realm saturated by

ramming fists in other people's faces and spurting, digitized blood.

The Capcom team seems to be heavily immersed in SF mode – when we asked for their information on these screenshots you see here, their reply was, "What sort of info? Character

names? What moves they're doing? What's their favourite food (Ryu is partial to rice, while Ken goes for a hearty steak)? But what's important ain't what dem folks say, it's what they want to do – which is FIGHT of course.

SEGA POWER

Virtua Fighter remix

Name	Jacky Bryant
Country	America
Age	22
Sex	Male
Job	Indy car racer
Blood Type	A
Hobby	Training

JACKY

Virtua Fighter 2

Golden Axe-The Duel

Gardien Heros

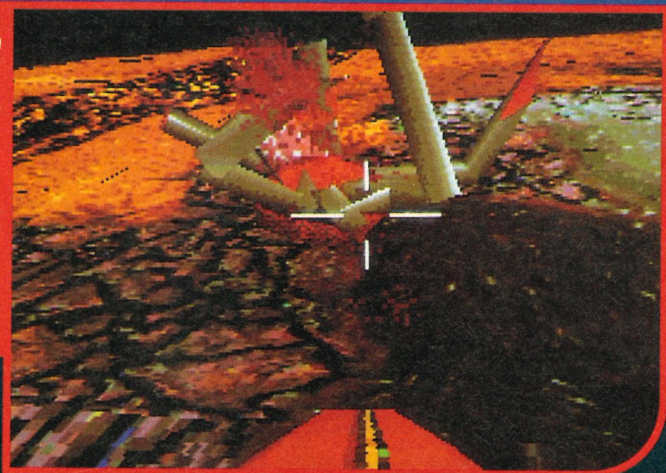
Street Fighter-TM

Mortal Kombat 2

X-Men



The crosshairs are used in case your hoits get crossed.



Exclusive

KILL EVERYTHING WITH MUCH GUSTO! Hurrah.

BLAM! Machinehead

• Saturn • March '96 • Core Design •

Gloopy, schlermy, wibbly. These are all words to describe wobbly jelly-like things. Do we have to have a reason?

The great thing about technology is its ability to lay the planer to complete and utter waste. Forget the automatic washing machine or the butter dish, the true measure of a civilisation's scientific standing lies in the variety of ways it can

annihilate itself.

Like, bare hands were good for killing people but large knobby clubs were miles better. Until the flint axe came along. The ability to slice an opponent into little bits was a clear

advance over just messily flattening their skull and having the brains leak out everywhere.

The spear was handy, as was the bow and arrow, but things didn't really begin to get interesting until the gun came

along. Military types were quick to appreciate the largely splatter-free advantages of this type of weaponry.

Fans of big bangs really had something to get excited about when the nuke arrived. But current scientific developments will soon make the nuke look like the crude bludgeon it is.

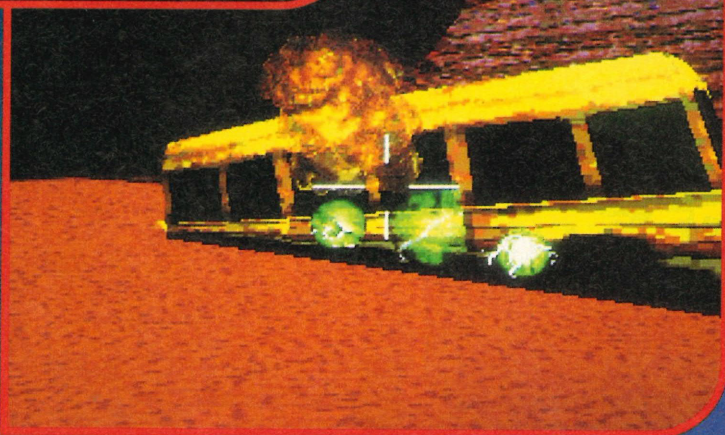
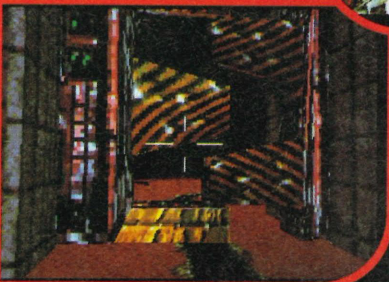
The big news at the moment is nanotechnology, or basically the

It's a large yellow thing and I don't know what it is. Deadlines, eh?



All this green just so happens to be the termite mound. Termites are interesting insects. Mounds are interesting too, but for different reasons.

Shoory the door to open it. What ever happened to just knocking?



The Missions

Mission 1 - The Train: Guide a cargo train into a command bunker and destroy it.

1. Petrified forest: Find the train, get it going again and send it on its way.
2. Train yard wastelands: Guide the train across the wasteland, solving puzzles to ensure it ends up at a tunnel entrance.
3. Cityscape: Guide the train through the tunnels, using Cyberspace to fix any problems with the track. Defeat the nasty Arachnid queen.

Mission 2 - The Agent: Rescue a secret agent from the clutches of mutant termites.

1. Swamp: Traverse a large swamp and build a bridge between the two massive termite hills.
2. Termite hill 1: Find your way through the maze-like termite hill interior until you come across the bridge you've built. Cross it if you can to the other termite hill.
3. Termite hill 2: Find the agent. Use Cyberspace to deactivate any traps along the way. Destroy the Queen Termite and make good your escape via a teleport.

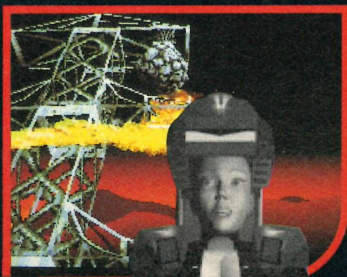
Mission 3 - The

Satellite: Destroy a spy satellite the Machinehead virus has sent into orbit.

1. Mountain pass: It's a night level. Find the control station to activate the satellite.
2. Highway: Use the satellite to help destroy baddies which will try to attack you. You need to reach the end of the highway you find yourself on.
3. Above the city: Get to the satellite by entering Cyberspace and navigating your way around bits of the city.
4. Inside the satellite: Deactivate the security screens and find the



Lots of electrical pylons. SHOOT THEM FOREVER.



art of making machines the size of molecules. It's tipped to be one of the big developments of the first half of the next century. If you can make machines the size of molecules, these machines can then alter other molecules. And if you can make molecules do what you want, you can pretty well rebuild the world in whatever way you'd like. Cackle.

The theme behind *Blam!* Machinehead is that a few of the nanomachines have mutated and begun to rebuild the world into

some kind of

weird nanomachine design.

Unfortunately, like the scenarios in sci-fi books that have dealt with this (*Blood Music* by Greg Bear is one), the world the nanomachines have in mind is a much gloopier one than we're all used to.

Luckily, Core Design have the

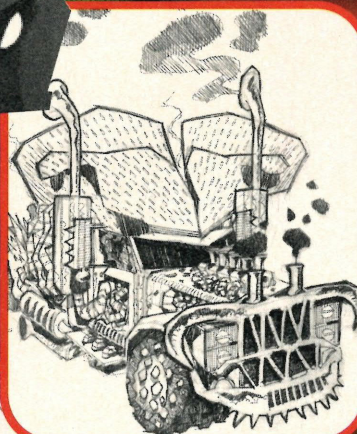
answer to this technological nightmare. Salvation is being prepared by Dr. Kimberly Stride, a sexy scientist whose cruise missile contains the antidote.

Unfortunately for Dr. Kim, her lecherous geeky assistant Orville has other ideas. Knocking the good Doc out, he strips her

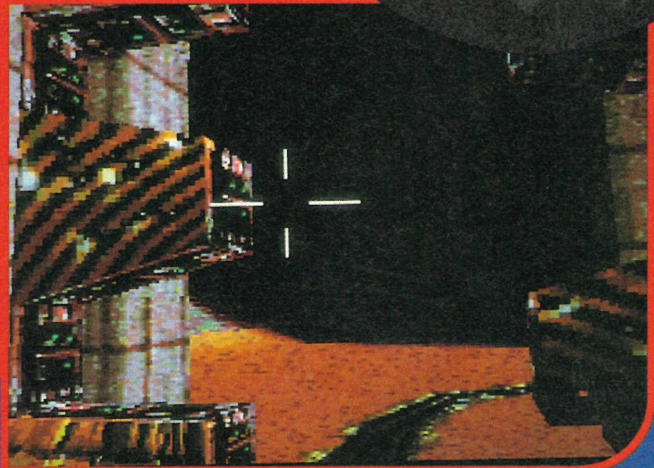
Baddies are bad and should be spanked

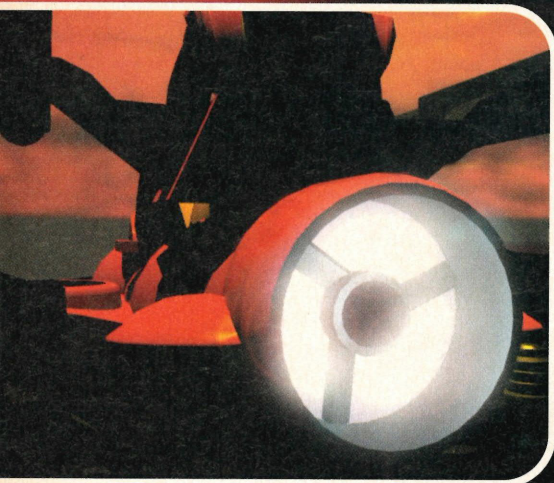
There's no shortage of evil geezers in this game.

Biomechanical in origin (so we're told) these bad guys are pretty well what you can expect to come across on your travels. Lovely, no?



Did you know that 'Annie Hall' Bear Star Wars for the Best Picture Oscar? Ridiculous.





central control unit, allowing you to destroy the satellite.

Mission 4 -

Machinehead: "A mad blending of the real world' and cyberspace, says Core Design. Follow a yellow brick road (yes, it's true) to the core of the virus.

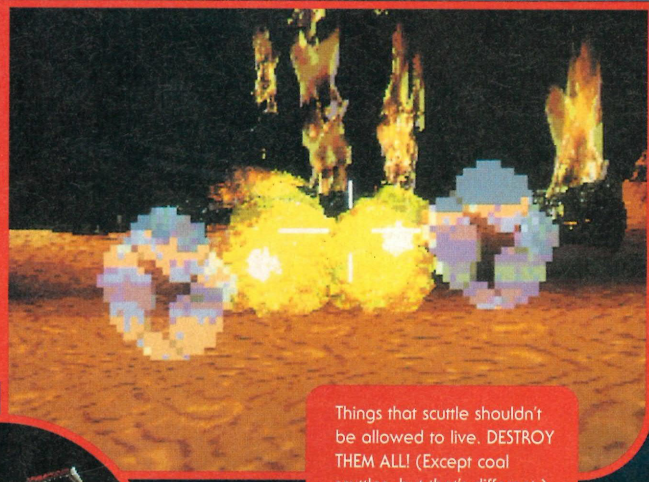
1. Grassy meadow: Use cyberspace to alter the landscape,

allowing you to explore the environment and find your way to the end of this section.

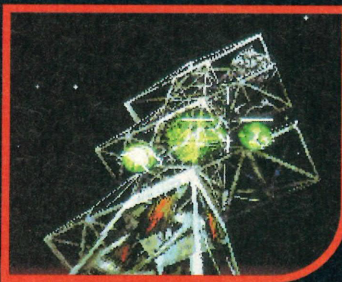
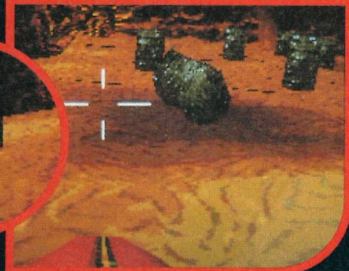
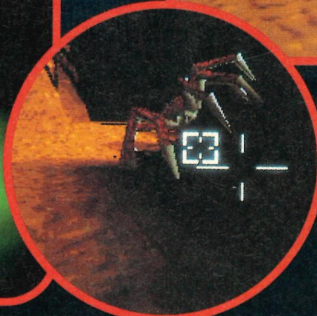
2. Prezzy world: The place where the virus is manufactured. Open boxes of presents to somehow help you get to the end.

3. The End: Blast the Machinehead Core to oblivion.

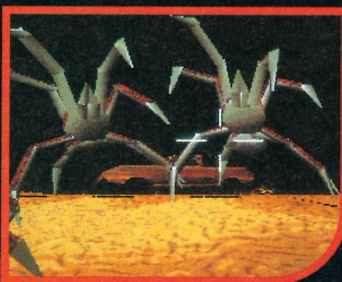
BANG BANG BANG BANG BANG BANG BANG BANG BANG you're dead.



Things that scuttle shouldn't be allowed to live. DESTROY THEM ALL! (Except cool scuttles, but that's different.)



It's the electricity pylon again. Yes. It. Is.



Giant mechanical spiders are not a pleasant thought.



I still haven't paid me electricity bill. Yelp.

naked and straps her to the missile. Why he does this is not entirely explained but anyway, he does and she is. Her options are now limited to flying the missile into the heart of the enemy and unsurprisingly, this is where you come in.

The aim of the game is to grapple with 15 separate missions in such a way that you eventually

end up at the Machinehead HQ. Fans of other Core 3D shooters like *Thunderhawk* or *Soulstar* will be instantly familiar with the

gameplay. Your view is 'out of the helmer' with the landscape and game objects advancing towards you in the usual texture mapped/polygonal fashion.

There's more to the game than just blasting at objects randomly until you get bored. Certain parts of the game require you to think

your way through puzzles or enter cyberspace to affect game characteristics or whatever. And other parts are, yep, just blasting around at moving things randomly. Hurrah.

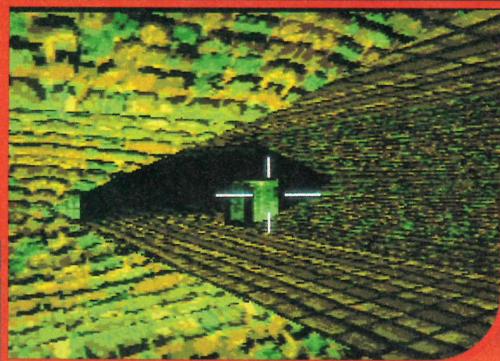
There's also a time limit to the game. If you lose too much power, a master timer starts ticking the seconds away. Running out of time will cause the cruise missile under yer bum to detonate, painting the sky with your intestinal fleshtones. Lovely.

You can find out all about it by consulting our unusually informative boxouts scattered around the page (*Just don't do it again, okay?* - Dean.).

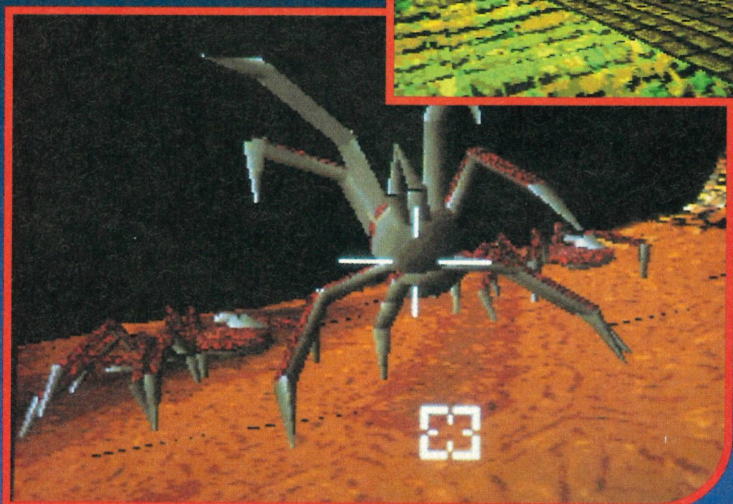
Until the review then, byes bye.

SEGA POWER

Yes, it's the termite level. Termites are like ants, only less so.

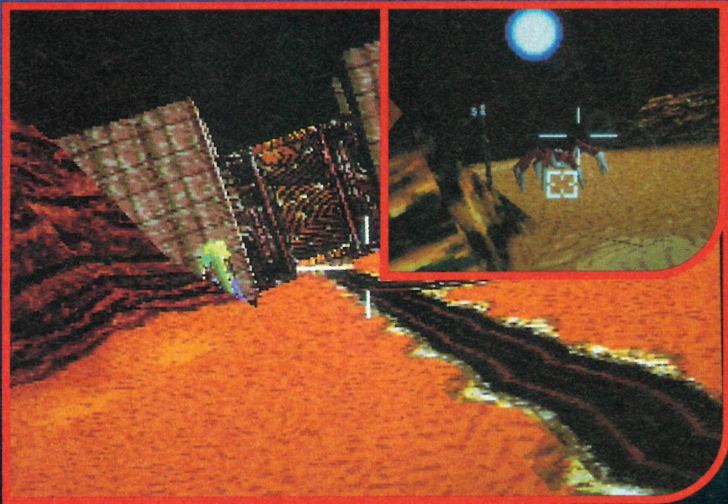


Now there's pylons, and then there's pylons. Underground pylons are the best. Then they're called cables.



Nick doesn't like spiders very much. This is probably a result of some psychological condition with ancient Greek roots.



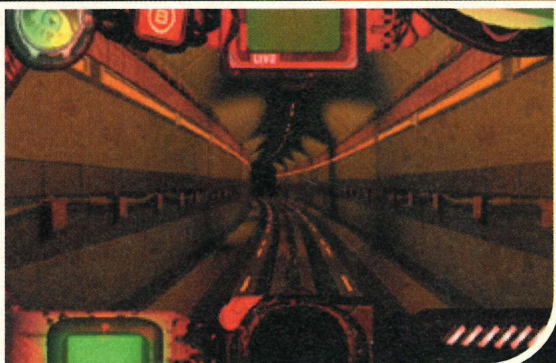


It's getting very close to the end of the game by the time you play for this long.

The levels

There are 15 levels in total. Some are 'real world' levels where you shoot actual, real objects. And there are other ones, like the Cyberspace level, where you can adjust certain 'real world' characteristics like the contours of the landscape, the height of hills and stuff like that. Many of the subsections rely on the use of cyberspace to help you to get through them.

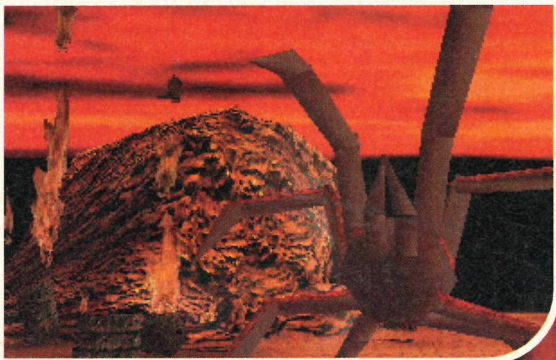
Here's a bit of the game where the aim is to rush down a tunnel as fast as possible. Kind of like Daytona but with nuclear weapons.



That's our Doc Kimberly sitting there waiting to save the planet. Bet she's feeling confident BUT THEN SHE'S NOT REAL!



Spiders and crabs, despite looking very similar, are actually not related, which makes Christmas a bit lonely for them.



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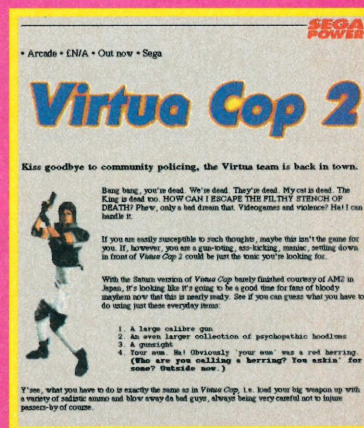
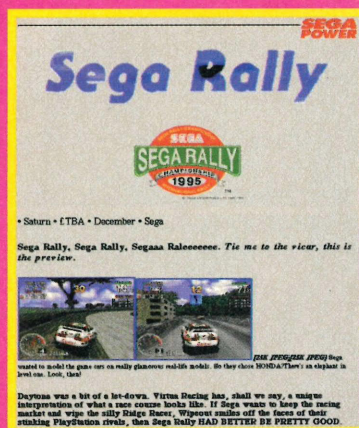
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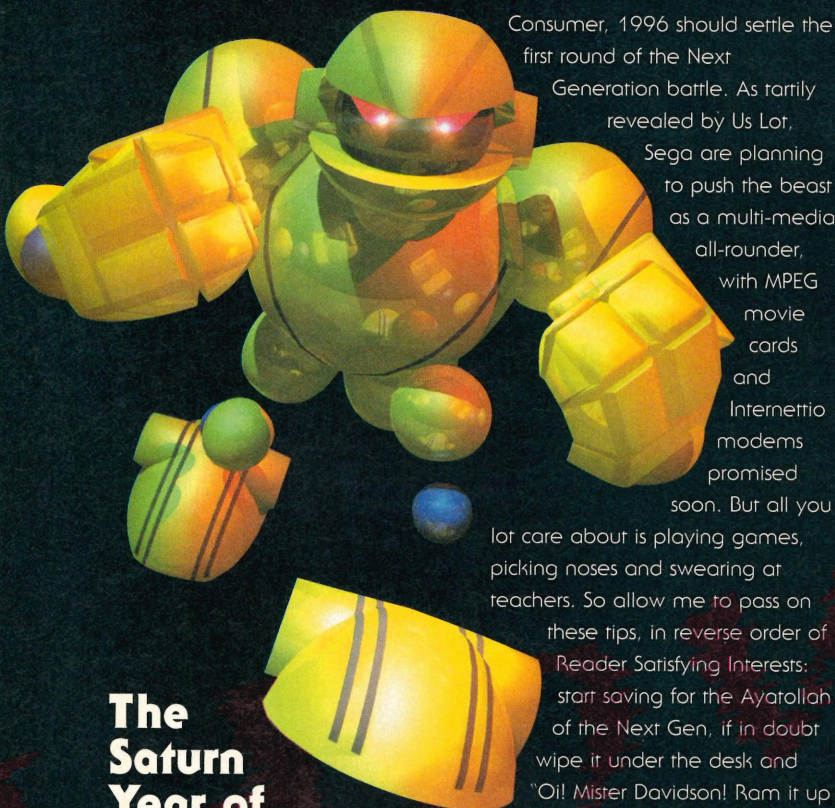
and this!



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1995

So, Father Time has squatted on another year. OJ didn't, Robbie did, Blur were number one, Oasis weren't, and what about that Michael Jackson alien, eh? BUT WHAT ABOUT THE GAMES?



The Saturn Year of the Rooster

Sneakily poked onto the shop shelves during a sweatathon Summer, the long-awaited 32-bit games wrestler was received with the kind of rapturous applause you only find at clapping festivals. Big, strong, and far too expensive, with Nintendo's Ultra 64 and Sony's Playstation also bullying Kid

Not really a game of '95. Definitely one for '96 though.



Consumer, 1996 should settle the first round of the Next

Generation battle. As tartily revealed by Us Lot,

Sega are planning to push the beast as a multi-media all-rounder, with MPEG movie cards and Internetto modems promised soon. But all you

lor care about is playing games, picking noses and swearing at teachers. So allow me to pass on these tips, in reverse order of Reader Satisfying Interests: start saving for the Ayatollah of the Next Gen, if in doubt wipe it under the desk and "Oi! Mister Davidson! Ram it up yer (NO!NO!NO! - Nick.)."

Anyway, here's the best five efforts from the year. If you've got a Saturn, you've got to have these.

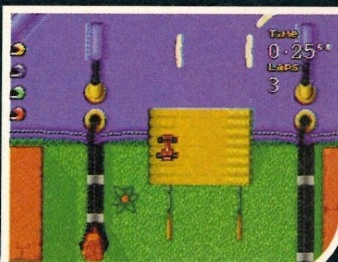
1. *Virtua Fighter* (Remix optional)
2. *Bug!* (3D platformer)
3. *Thunderhawk 2* (chopper shoot-'em-up)
4. *Daytona* (Ace one-player racing action)
5. *Virtua Cop* (Virtua Enforcers, 'cept better)

The Mega Drive Year of the Bucket

Not only will 1995 be remembered as the year that reduced the probability of your matching cardigan and mittens 'going all bobbly in the wash', it will also be fondly stared at by that lot who play games as *The Year The Mega Drive Finally Croaked It*. And Sega Power was there up to the bitter end, dragging its traumatised face all the way to the Sinclair Spakdrum Crematorium. There were quire literally three spas of tears last month as each member of the team filed past and bowed their respects to the office Mega Drive (affectionately known as The Electric Colin).

Indeed, so moving was the moment that Dean Mortlock very nearly stopped laughing as it was kicked about the floor, dunked in a bucket of detergent and sent flying out of the nearest window to the almost tantric chant of "AND DON'T COME BACK, Y'MOOSE!" With the greatest amount of respect to its past powers, between you and me it's about time we two-fingered the ol' micro-chimp once and for all.

Having spat that, while it was on its death bed, it did manage to rasp something about demanding,



Micro Machines '96, yes we liked that one.

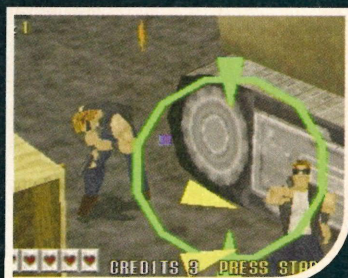


ooh, say, five ace-by-any-standard games. And by Charlton, pull your hair out with Sellotape if the beggar didn't deliver the goods. If memory serves my toilet-for-a-brain, these were they.

1. *Mortal Kombat 3* (Best by far so far)
2. *Earthworm Jim 2* (Spazzin' goodmad)
3. *Micro Machines Turbo Tournament* (Customise tracks and all that)
4. *Street Racer* (Tremblingly addictive racer)
5. *Theme Park* (Phone (01225 442244 and ask for James Binns)

The 32X Year of the Coma

"Oh, but it was going so well, Meester Binman." Duh, *Doom*, *Virtua Star Wars*, *Virtua Racing*... and... then... a massive chasm of almost Emma Forbes-like mediocrity. Programmers jumped the sinking soapdish two-buy-too-many early in '95 and turned their attention to the Saturn's impending hype stomp. When the 32X DID get a release, it was either a cynically unnecessary conversion (*MK2*) or just too damn pig ugly to mention (*Corpse Killer*). Will *Virtua Fighter* or that Neptune thing revamp the sagging interest? Will you ever work out where all the



Cops that are virtual are in *Virtua Cop*.

Bugs! set a whole new standard for platform games this year but do people really want to play platformers on Next Gen consoles?



leads are supposed to go? And will Jellyhead ever get to the gun? Now marked down to the 'special price' of £99 in most Tandy's, the machine that put the "This game" into "This game is crap" has the technology to shift some decent enough games. SO WILL SOMEBODY, SOMEWHERE, DO SOMETHING ABOUT IT? Sadly, probably not.

So, just for you, here's a token list of the 32X releases that got the entire population of Darget's Road, Chatham, ironing their socks in pent-up excitement.

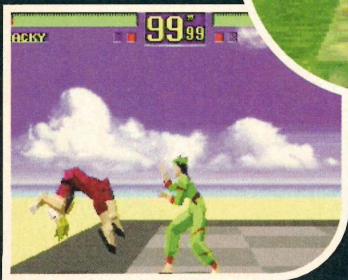
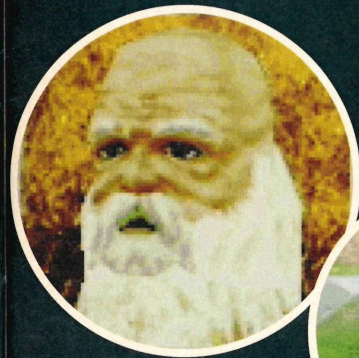
1. *Virtua Fighter*
2. Righty then... Uhh... Blimey. Am I allowed to put *Virtua Fighter* in twice?
3. Erm... I suppose *Chaotix* had a nice enough drawing on the cover.
4. Oh, God knows... Was that one with the big robot in it this year or last year?
5. Nyah! *Bumflaps 'n' Onions!*

Sega Power's Substitute Butter Of The Year

Now that there seem to be fewer and fewer Mega Drive releases in these pages, we needed to find a suitable replacement. So make a fanfare with your mouth for the all-new-next-month *Sega And Reduced Fat Spread Power!* 1995 has been an especially exciting year for low fat spreads, so without further punch-ups, here's our Top Five Tasty Spreads. Look out for your 'LARD KILLS' fridge magnet free with the next issue.

1. *Krona Margerine*: "Deliciously salty, and just looks so handsome on a spoon."
2. *Utterly Butterly*: "Foolishly gristly, a bit of a matador on the mouth, but utterly alrighty!"
3. *Golden Churn*: "Tastes a bit like dead insects, but I've had worse on toast. Old skin, for example."
4. *I Can't Believe It's Not Butter*: "I've never chewed a chair before. I LIKE IT, YET I DON'T LIKE IT."
5. *Flora*: "Like spreading clingfilm over a tramp's tongue."

SEGA POWER



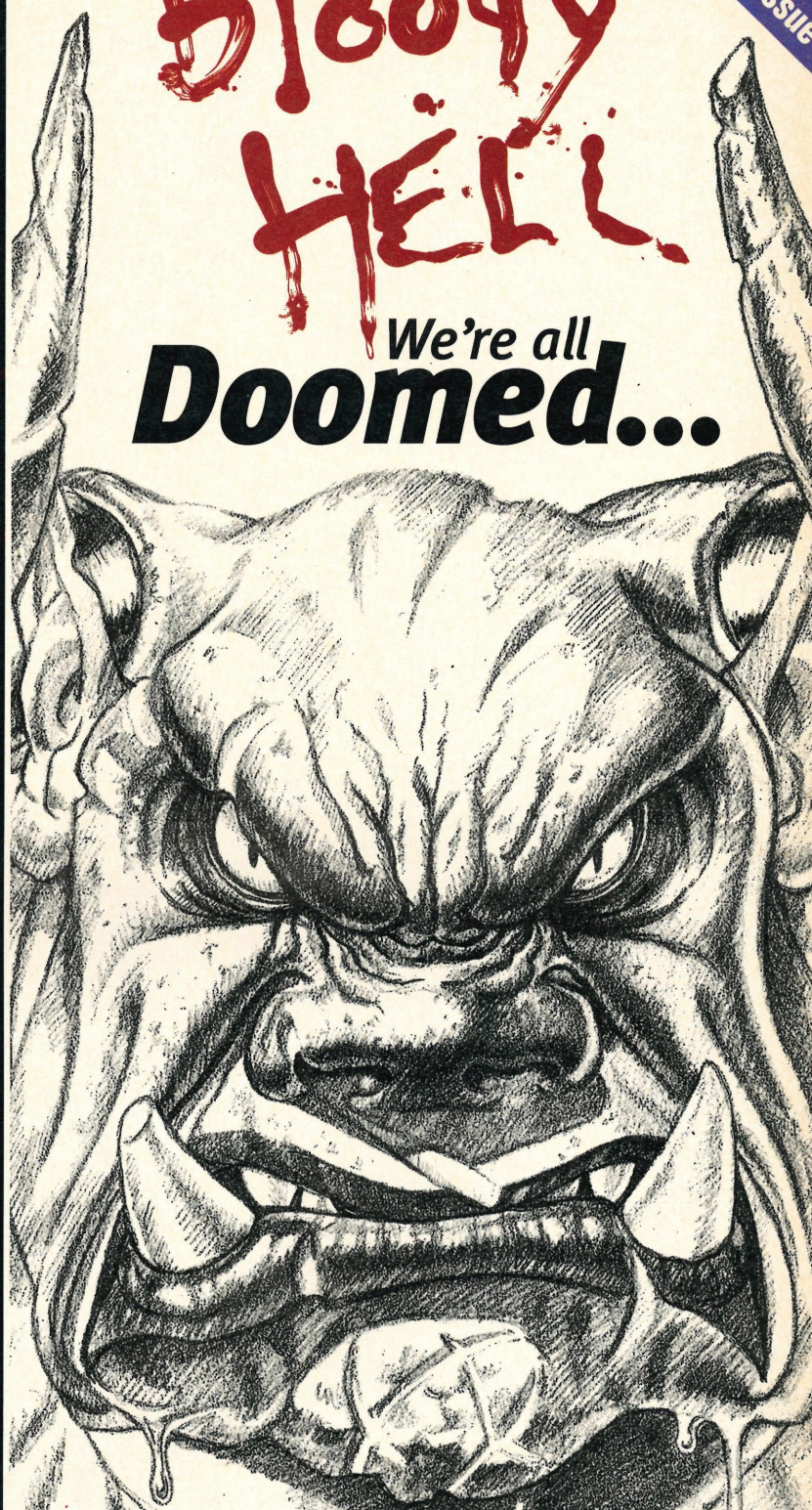
Virtua Fighter warmed the hearts of 32X owners this year.



And *Vectorman* was the best shooty thing on the Mega Drive.

**bloody
HELL**
We're all
Doomed...

Demo CD
with every issue



Official UK
PlayStation
Magazine No. 2

On sale January 9th



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The Question

Who invented the CD?

Was it:

- 1) Philips**
- 2) Microsoft**
- 3) Kenwood**

Write down the answer on the back of a postcard or envelope and send it in **NOW!**



Win! Win! Win! Win a Saturn or Philips Micro Hi-Fi!

Worms, worms, worms, it's all you bleedin' hear about these days. And it's all thanks to Team 17. Mind you, there aren't many less attractive names they could have chosen, although *Haemorrhoids* is a possibility.

Anyway, enough of that. The reason you're reading this page is because there's this great game coming out, right, and Team 17 have kindly offered to donate a

small proportion of their financial resources in the form of these excellent prizes. Somehow we've also managed to get Philips on board with this excellent hi-fi. So if you didn't get that stereo or Saturn you were after this Christmas, this is your last chance.

Just answer the question and who knows, the chance to win a top bit of gear could be yours. Or not, but then that's the fun. (We think.)

SEGA POWER



2nd prize

1st prize



PHILIPS



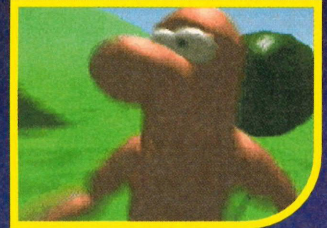
Read this bit

First prize is the hi-fi.

A Saturn goes to each of the two runners-up. Five further runners-up to receive T-Shirts and copies of the game. Please remember to tell us which version you want on your entry postcard.

Only one entry per person. All entries must reach us by February 15th.

The Editor's decision, when sober enough to make one, is final.



Winners!!!!

Yes, it's true, we do have winners of our compos.

And here are some.

Congrats to you all.

Win one of five Saturns (issues 70-71)

Deama Sinclair, Southall
James Wise, Philpstoun
L. Galliford, Tiverton
Richard Webber, Corfe Mullen
Daniel Martin, Purley

Win a day out Go-Karting (issue 74)

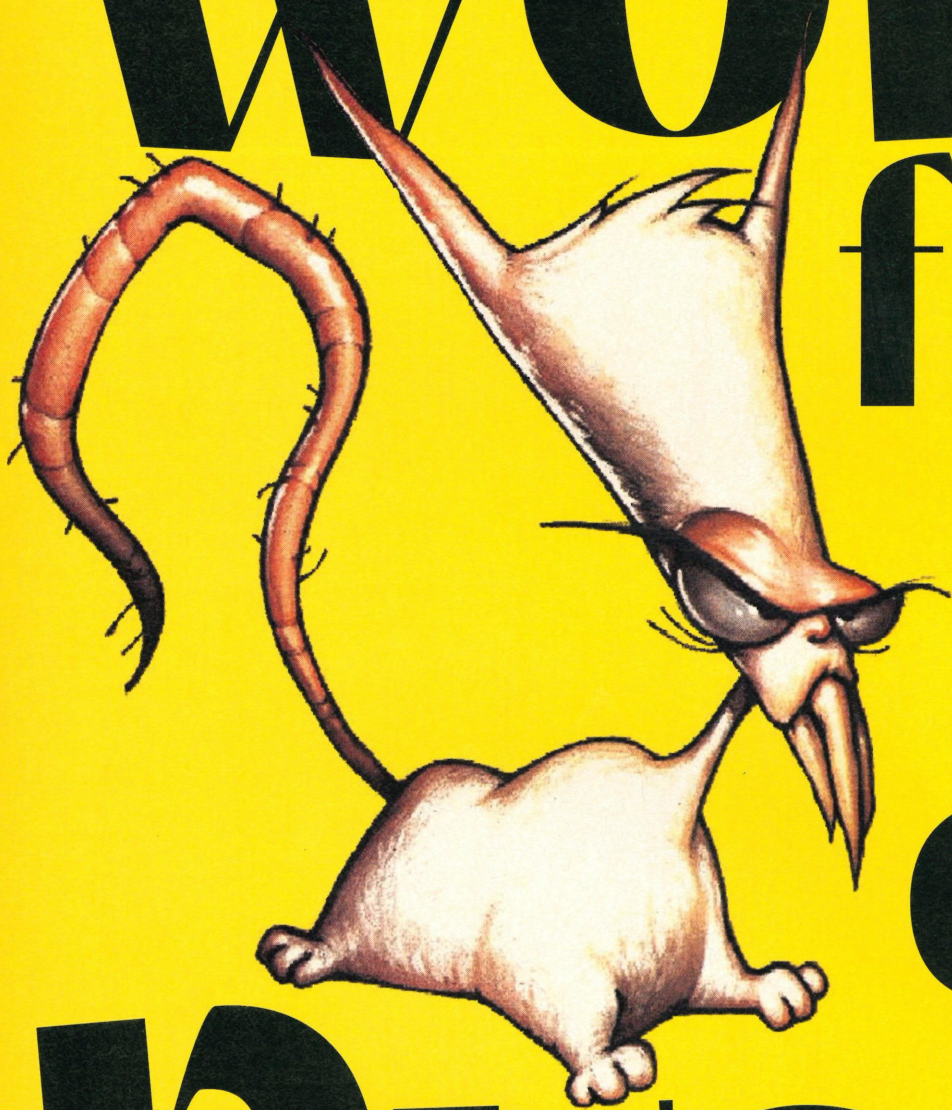
Paul Sanderson, Plymouth
David Ridden, Burgess Hill
Christopher Dean, Darnhall
Carl Gilbert, Devizes
Adam Ridge, Bournemouth
David Davies, Blackwood



Runners Up



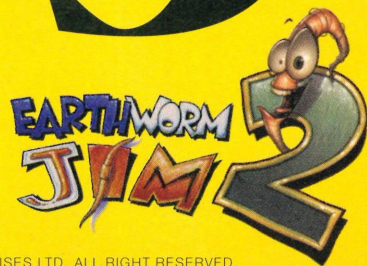
Protect your WORM from the evil pussy.



He's back, and this time he's brought Elvis.

SUPER NINTENDO

MEGA DRIVE

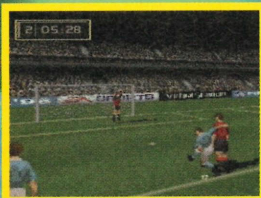


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Reviews

Wiping the bloodied nose of the video games community

Walk
on through.....



FIFA '96 (Saturn)



X-Men (Saturn)



Ghen War (Saturn)



Worms (MD)



Solar Eclipse (Saturn)



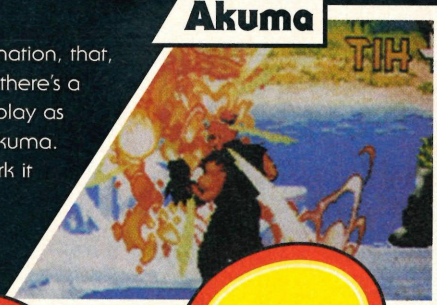
Real Monsters (MD)

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Real Monsters	54

Play as Akuma

We have reliable information, that, just like in the arcades, there's a cheat enabling you to play as secret boss character, Akuma. We'll do our best to work it out but if you do it first, send it in and win a biscuit. Or something.

Akuma



Go on Colossus, smack 'im in the kneest! The character Sentinel is just one of a horde of identical robots. In X-Men terms they're the baddies.



X-Men

Children of the Atom

Room for an old-school 2D beat-'em-up on the Saturn? Course there is.

and honed by Professor Xavier. This means that rather than one central character, the storylines revolve around the ever-evolving mutant line up that is the X-Men and Women.

The colourful nature of the characters and their abilities make the X-Men ideal game

Omega Red does his nut and one-eye goes down like a sack of...



fodder, and the nature of their large and ever-changing line-up, coupled with their super abilities mean that

Acclaim have produced a series of X-Men games for various systems over the last couple of years, Capcom

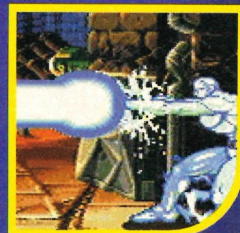
Cold hands, warm heart? Frosty's zapped by Cyclops' ray.



working as their counterparts for the US and Japanese releases. The publishing relationship remains the same, but with the advent of the next generation it's time for the gameplay to mutate and develop new powers.

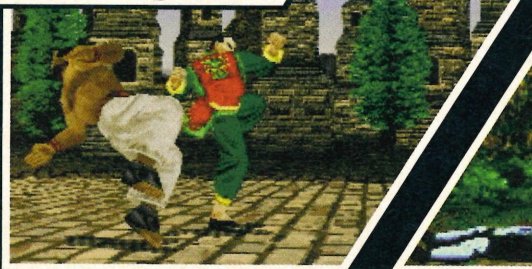
Gone is the strolling, scrolling platform beat-'em-up format which typified old-school X-Men games, and in comes the one-on-one, side-viewed 2D beat-'em-up.

The X-Men are a collection of mutants whose fearsome powers have been kept on the side of good



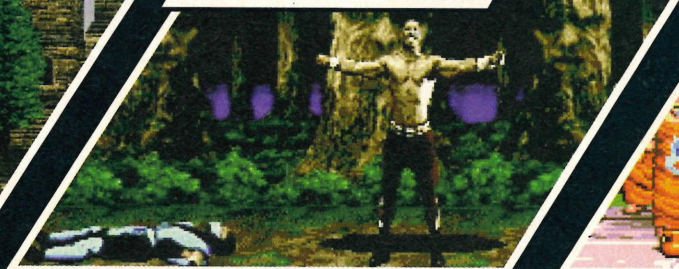
Contenders Ready!

Virtua Fighter 2



Yes, VF2 is the best Saturn beat-'em-up.

Mortal Kombat 2



MK2's old-school 2D is an easy target for the new X-Men game.

Street Fighter 2 T.

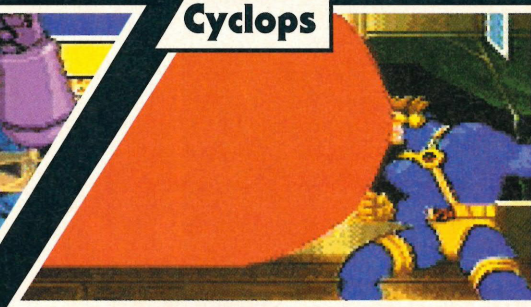


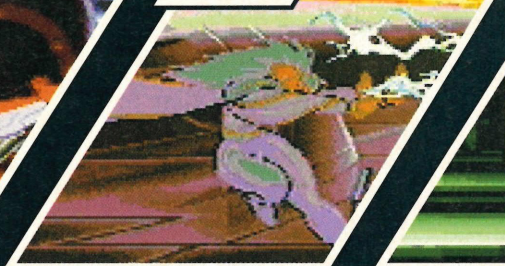
Children of the Atom is closest to SSF2T in gameplay terms.

The X-Men

From their inception some 30 years ago by comic book writer and artist Stan Lee and Jack Kirby, the X-Men have remained a cult phenomenon. Though their popularity is huge within the comic world, their break-out into the mainstream has been muted rather than mutant. Despite a TV series, an animated film and numerous video games, they've never gained the same popularity as the comic-book-heroes-turned-media-babes Spiderman, Batman etc. The line-up has changed over the years, here's who we end up with on the Saturn in 1996.

Sentinel

Cyclops

Omega Red

Storm

Spiral

Wolverine

Psylocke


How many
Psylockes? Ugh!

a bear-'em-up is just the right kind of game. A twelve character bear-'em-up with a wide range of special moves?

Sounds a lot like *Streets of Rage* to me...

Well of course it is. But if paying homage to one of the greatest games of all time is where *X-Men: Children Of The Atom* is at, how does it compare? On the face of it, very well indeed. Even if you don't

know the characters – and even comic book fans will need to be on the ball to know all ten – their names and appearances should

give you at least a clue as to the kind of moves you'd expect to pull off by transferring basic SF special moves and having a stab at random

button combinations.

Ice-man. Now what d'you reckon? Down, down, towards and punch might lead to some kind of

sub-zero fireball arrangement that leaves your opponent frozen to the spot enabling you to get in close and



Just another comic book superhero with tight pants and a steely grin? Well, yes – but Cyclops and his mutant chums, with their tremendous abilities, provide a great basis for a two-player beat-'em-up.

do some damage? Yep, you're on the right lines. Colossus might be a big, lumbering Sagat-alike whose slow powerful punches get the job done. Wolverine's quite likely to have some Vega-style claws to rip and slash the flesh from unwitting opponents?

Then there's Cyclops' near variation on the dragon punch – play as him, get in close to your adversary and perform an

uppercut. It's not unusual for characters to jump and levitate high up off the top of the screen in *Children of the Atom*, but it's certainly impressive

Game On!



Wolverine lunges wildly.



Storm gets a bit over-excited and...



... brews up a hurricane to blast her long-clawed opponent.



when the backdrop scrolls down to reveal a player floating in mid-air.

As your opponent is flailing around, twice his own height from the ground jump up and dragon punch him again and he'll be knocked upwards. Keep following

this up and you'll not only be treated to a beautiful graphic display of what can be done with a *SF2* clone, but, more importantly, you'll do plenty of damage.

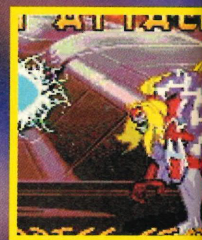
There are plenty of different settings where the face-busting

action kicks off. From spaceships to weirdy factories to mystical temples to prehistoric jungly scenes, each is beautifully drawn and based on the style of the colourful comic book art, nearly incorporating what games-players want from a bright, fast-moving game.

Sounds are solid, too. Impact noises are good and effects for the various special moves that incorporate fire, ice, electricity, plus the odd effect where the background animations join in (girders falling, little fluffy creatures squeaking their way across the background for no discernable reason) are all passable at least.

Yes, it's derivative. It's a rip off of *Street Fighter* but then it never pretends not to be, and the number of characters, their looks and abilities lend themselves well to this genre and make a good game. Add to that the ace graphics, mad sounds, plenty of moves and quick, slick scrolling and you've got a great game.

It doesn't compare to *VF2* – it's a different game. Thanks to *VF2*, 2D bear-'em-ups look dated even if they play well. This one plays excellently and is highly recommended.



Iceman



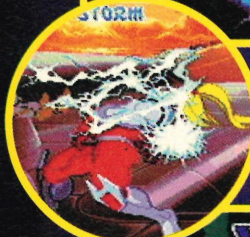
Colossus



Silver Samurai



Below: Psylocke and Spiral try to impress each other with their brightly coloured ruffs and pointy boots. Odd lasses the pair of 'em.



Above: Spiral goes mental with a knife-throwing act to end all knife-throwing acts. And surely coming into a fight with six arms is an unfair advantage?



Power points
Release date - Now on Import
Players - 1-2
Levels - 12
Difficulty - Medium to Hard
Project K (0161) 5081328

Uppers & downers

- ▲ Smashing graphics
- ▲ Crunching moves
- ▲ Plenty of characters
- ▼ *Street Fighter* clone
- ▼ It's not 3D

Final verdict

"Great-looking, slick playing, old-school 2D bear-'em-up with thrills-a-plenty."

Laurence

X-Men

90%

9 Graphics

8 Sound

9 Addition

8 Lifespan

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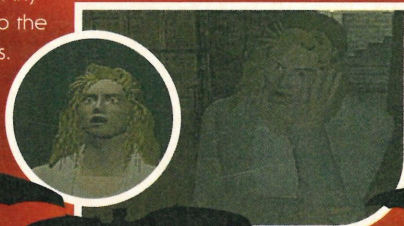
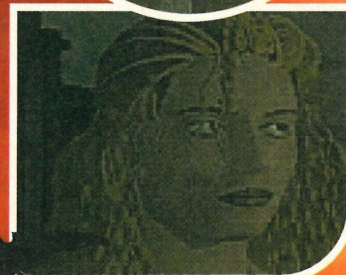
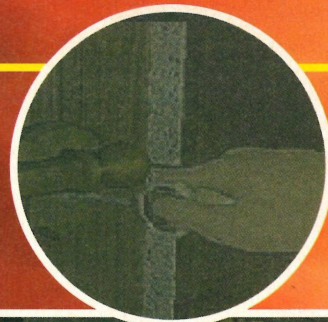
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Hello, I'm Laura, pat me

We like Laura, because she has a hard time of it. Her father's madder than a fish slice and with all the might of the Los Angeles police force, they still send a lone person in to 'Sort out' the mad doctor.

So, as a sort of shrine to her incredible talents, here's some pictures of her in various poses and expressions. Any complaints to the usual address.



- Saturn • £TBA •
- UK Release • Acclaim •

Just to spoil it all, the 'D' in the title stands for Derek...

D's Diner was its joyful name in Japan, and it's horrible. Not horrible in the 'avoid it in the shop for it do smell of child waste' kind of way, but more in the 'It show stabbing and giggling child pictures.' It manages to be a bit scary but without making younger family members cry. You might get a beating from your parents for buying it. They'll



Laura walks VERY SLOWLY due to corns.

then buy you a Virtual Boy to make YOU cry.

It's a *Mansion of The Hidden Souls* sort of chestnut. You wander around, open doors, pick up stuff, sort out puzzles and apart from one small section, there's nothing remotely arcade-like in here at all.

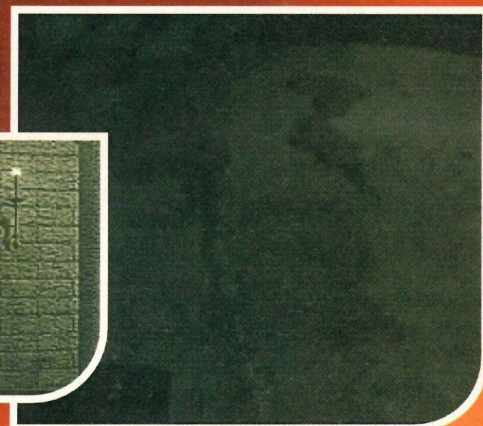
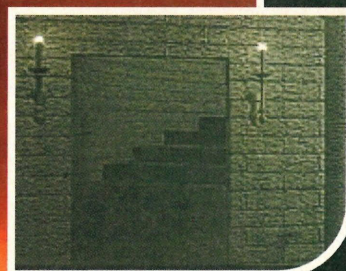
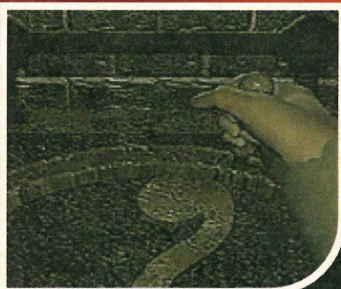
You're father's gone mad, killed loads of people and locked himself up in a hospital. This, naturally, is a doorway to a completely different dimension and within no time at

all, you're pulling rings off of corpses, looking at corpses, talking to corpses and dancing with corpses. I won't give away too much of the plot, but a rap monster whose name begins with 'D' makes an appearance at the end of the game and all the silly plot things (including the cut scenes where someone

gets stabbed to death whilst eating their cold meat and salad) get perfectly explained.

The game suffers in a couple of ways. Firstly, and probably most importantly, it is rather easy. I see no real reason why, at the end of one day's play, you shouldn't have been able to complete the game.

Secondly, something which is



Freaky young child picture will laugh at you when provoked. AAAAAAAAAH

Power points

Release date.....January
Players.....1
Levels.....N/A
Difficulty.....Easy
Acclaim.....(0171) 344 5000

Uppers & downers

- ▲ Beautiful graphics
- ▲ Very atmospheric
- ▲ Dracula's in it... Ooops
- ▲ There's two endings
- ▼ It's pretty easy

Final verdict

"A real Drew Barrymore game - good to look at, fun to play with, but far too easy for its own good." **Dean**

83%

9
Graphics

9
Sound

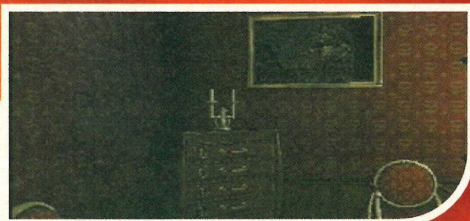
8
Addiction

6
Lifespan

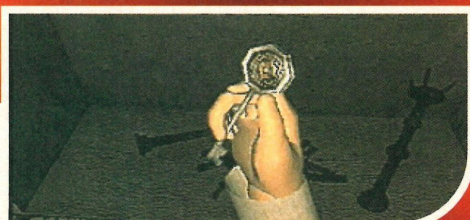
Yoko Ono Sings Like My Grandmother

It's a puzzle game so we thought we'd explain some of the puzzle elements in a series of easy to follow/wipe clean pictures. WAKE UP, SPARKY!

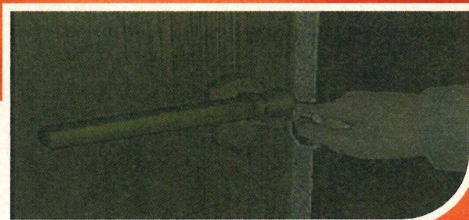
Ah-ha a chest of draws. Get the piece of paper from the top drawer and move to...



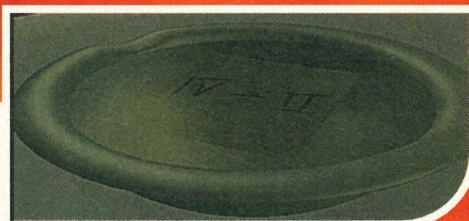
...the fireplace where you'll find a key. Take this downstairs with the paper.



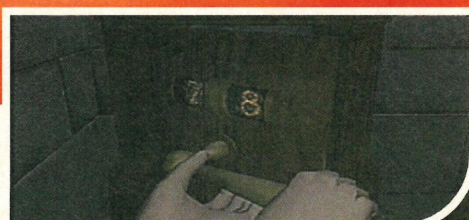
At first, there's nothing on the paper when you look at it. Until that is...



...you put it in the soup bowl and a clue magically appears. Use this upstairs.



When the numbers on the dial read correctly the box will open and you'll get another key.



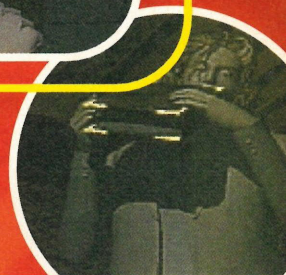
more of a fault of this style of gameplay, there's very little interest after you complete it. Due to the enormous amount of disk space

these super render-bendered things take up, the game can never really be huge (it comes on two discs as it is).

On the plus side, the graphics are brilliant, the puzzles are clever – if simple – and there are two endings. Perhaps it might take you

TWO days to complete.

SEGA POWER



Dork

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

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

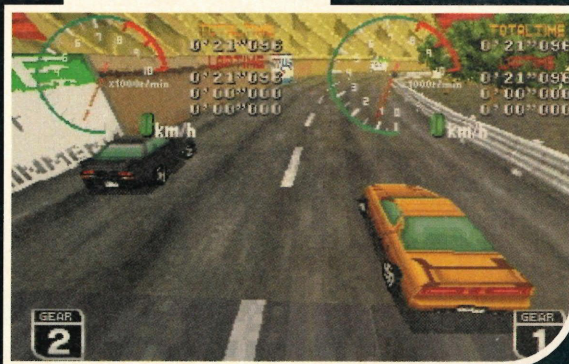


Two-Timing

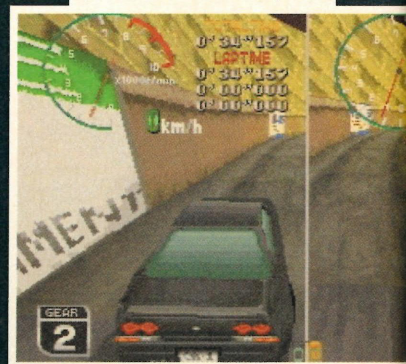
In the two-player mode you can opt to have the screen split either horizontally or vertically (a bit like *Super Skidmarks*) but when the two cars are sufficiently close enough, the border disappears and you both race on the same screen.

Groovy new innovation? No, mouldy old genital infection. When the cars are on the same screen, the lead car's driver can hardly see his racer, never mind its upcoming corners. In a close race where the lead is constantly changing, the swap between split screen and full screen happens too often and is far too confusing.

Fair enough, two players racing on the same screen. Looks like a good idea? Sadly, there's a good reason for splitting the screen.

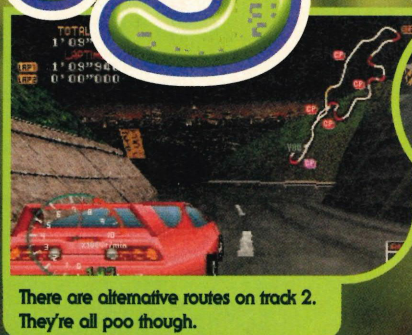


When one of you gets far enough ahead the screen splits. This is the point of split. Imagine trying to control the yellow car. It's miles away.



King of Spirits

Saturn • £44.99 • Jap Import • Atlus



Track 2 is based in a Japanese Dingly Dell.

I boldly predict that this game will never be available in Europe.

King of Spirits is a game born out of a reduced quality control procedure. A driving game, it is to *Sega Rally* what a mad chimp crayon scribble is to the Sistine Chapel and it's somewhat

hard to believe that Atlus (Who hell he – Dean) have put this out as finished product.

You race vague road car type things. They're not production cars or proper touring cars, they're just wobbly video game things. The

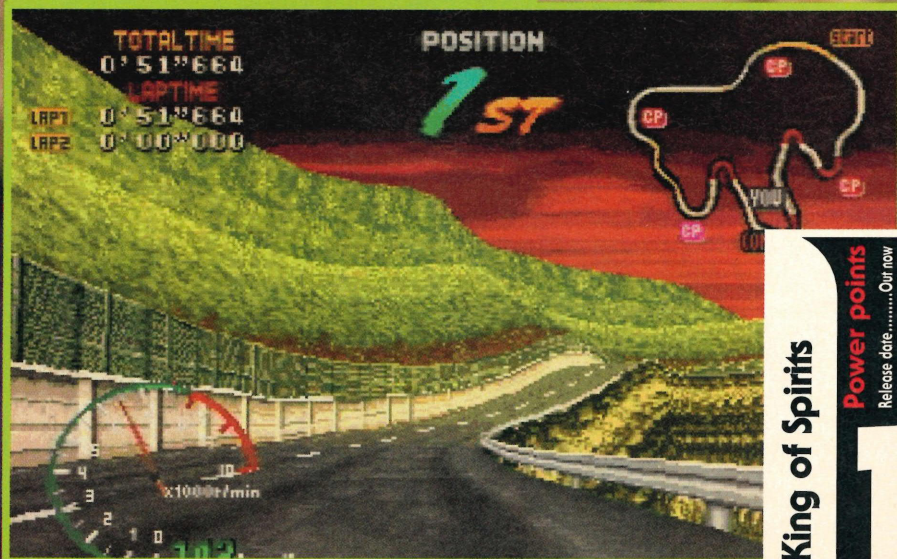
same goes for the three tracks on offer. They're meant to be in the mountains but, with 1:2 inclines a regular feature, they've had only a passing acquaintance with reality.

I don't know what the frame rate is but I'd guess it hovers around the seven or eight mark. Out of car it's very jerky, in car, well 'unplayable' springs to mind. Graphically, it won't impress the most misinformed Dad.

Technical aspects

aren't everything. True enough but the gameplay stinks as well. The cars have a top speed of over 300kmh but take almost half a lap to accelerate to that. Touch the brake, and your car starts an uncontrollable skid, touch the brake whilst cornering and anything could happen.

This is the in-car view and it is just as not-any-good-at-all as the out of car view.



King of Spirits

Power points
Release date.....Our now
Players.....1-2
Tracks.....3
Difficulty.....Pathetic
Dream II.....(01429) 849459

Uppers & downers

- ▼ Massively unrealistic
- ▼ PC graphics
- ▼ Slow and jerky
- ▼ Terrible car control
- ▼ Knobwash

Final verdict

"Puts *Daytona*'s faults into perspective, *KoS* is the worst console racing game I've played. Ever." **James**

19%

2 Graphics

1 Sound

1 Addiction

2 Lifespan

When the trailing car catches up, the screen reverts back. It does this quite slowly and as it does, it's bloody impossible to keep track of your car. RUBBISH!



Wazzouk

If frustration levels aren't high enough, the game's contact sensors are shot to pieces. You'll be able to see daylight between your car and the armco but it'll still register as a collision and knock 100kmh off

your speed. Sometimes you can scoot round hairpins at full speed, at others, you can't get round an 'easy right' without crashing. Yes, there's lots of options – engine tuning etc. – but no option can

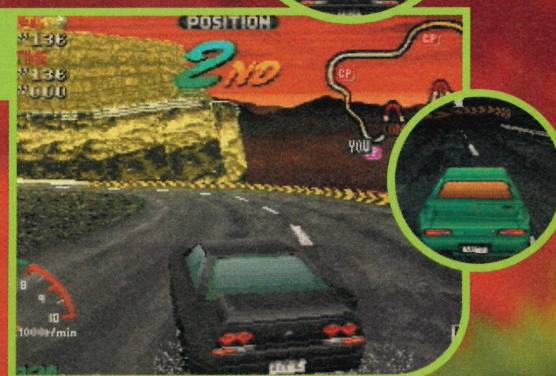


THIS HILL IS FAR TOO STEEP TO BE A ROAD! Any blind fool can see this, even an anoraked veal calf protester. Each of the three tracks features similar impossibilities.

Touch the brake and your car just spozzes completely out of control.

mask KoS's dire gameplay. Don't trouble yourselves with this then, it's no more than a doodle on the telephone pad of videogames.

SEGA POWER



Wazzouk

*A New Zealand Expression
For People Who Toss Gum On The Street.*

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



Baku

• Saturn • £45.99 •
• Jap Import • Sega •

Monkeys eat bananas.

This you know, you

don't really need the AM people to tell you

it? OR DO YOU?



It's like *Tetris* and *Mean Bean Machine*, right?

You move things around as they drop and try to line them up so something else happens and THEY ALL DISAPPEAR. You know, you've spent hours trying to prise that

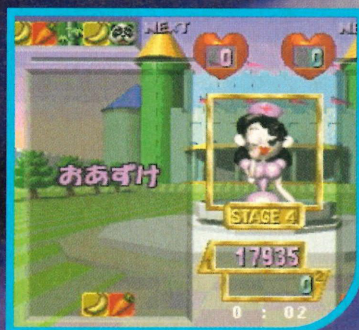
GameBoy from your cousin, just to find that the whole thing's more addictive than a heroin enema.



The difference with *Baku Baku Animal* is the idea of

matching up animals with food groups. This principle is

scraped off the bottoms of our shoes, sniffed and slapped elsewhere, but it's all very simple, really. You allow the animal square to eat any of its particular food



Here's another picture of chicken lips. BUT SMILING, THIS TIME.



For some strange reason, the Japanese word above her head says 'AKA'.



Flamin' Nora

In like, a one-player game, you play a series of bizarre Japanese

characters. Remarkably enough, they seem to get stranger the better you get, like some bizarre reward. Them wacky Japs, eh?



Baku An

My Mother Loves Me

There's four animals and four food types. Match the food to the animal, yeah? Here they are...



This. Is. A. Panda. Pandas tend to be called stupid things like Chi-Chi and Kah-Kah. They eat...



BAMBOO. Lots of it. Pandas are now turning into carnivores because we're chopping down all their natural habitat. Lovely people that we are.



Chimpy thing with the funny chimpy face likes his...



BANANAS. Obvious really. Interestingly enough, 'chimp' has turned into a novelty word used in an self-indulgent way by our very selves.



Sigh, it's a dog and dogs eat...



HUMAN REMAINS!



Ol' fluffy arse here can't get enough...



CARROTS. God's own... (NNNOOOOOOOOO!! - Bubbles, the talking suitcase.)

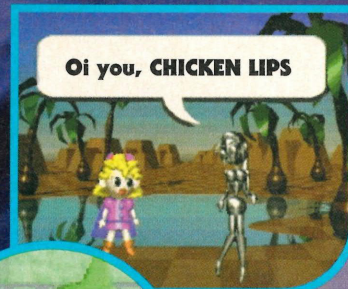
squares that adjoin each other. It can be one square or it can be twenty. See? Oh it's all very simple really you know.

Blake from Sega loves this game, almost more than life itself.

Tetris was one of the most addictive games EVER as was *Mean Bean Machine*. *Baku Baku* can't be too far behind.

Some might say this style of game is waning in the interest stakes but it's still better than

Oi you, CHICKEN LIPS



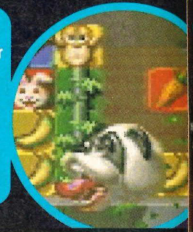
removing your teeth with rusty pliers, staying awake through the Queen's speech on Christmas

day or farting and blaming it on your Grandparents. Well, I dunno about that last bit.

We liked it anyway.

SEGA POWER

It's nearly Christmas for us and for you it's nothing but cold turkey. Ha HA.



Baku Baku Animal

Power points

Release date.....February
Players.....1-2
Levels.....Many, grabber
Difficulty.....Easy/Medium
Sega.....(0181) 996 4607

Uppers & downers

- ▲ It's by AM3
- ▲ It's rather good for two-players
- ▲ It's Japanese
- ▲ It's bizarre
- ▲ There's the odd chimp or two

Final verdict

"Better than most of the tat around. An excellent example of the addictive puzzle game." **Dean**

85%

7
Graphics

6
Sound

8
Addition

9
Lifespan

Lip thing

This is Chicken Lip Boy. He suffers from eating too many Mr. D's chicken lips and now has the face of old clucky. Sorry.

Guard

He's not a toy or a sex aid, he's a guard from some castle or other. Beat him and he cries like a great big girl.

**Metal woman**

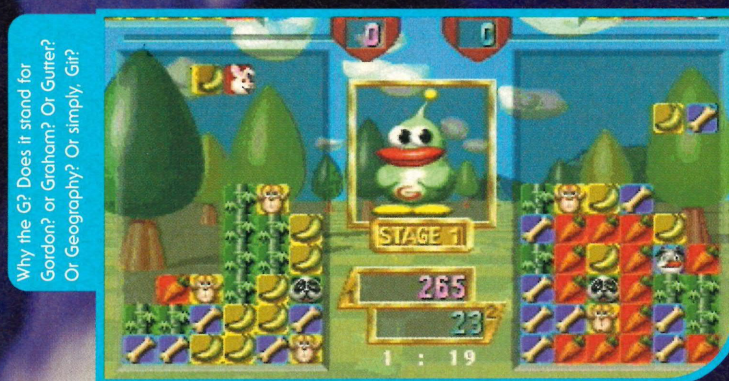
She's a woman and she's made from metal. She ain't sexy. SO DON'T WRITE TO US TELL US THAT SHE IS. Jeeezze!

**Nursey**

This is level four Nursey thing. She blows you kisses and winks at you. I've got a date with her and YOU ARE NOT INVITED.



imal



Why the G? Does it stand for Gordon? or Graham? Or Gunter? Or Geography? Or simply, Grr?

Derbert

*An English Expression
For People Who Toss Gum On The Street.*

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



Ghen

Check me pulse nurse, it's a decent import Saturn game, and it's going to bite you...

Do you know what a flatplan is? A flatplan is a plan of the issue, but flat. It's a complete box-by-box guide to everything that's in the issue of *Sega Power* that we're working on.

Nick does this flatplan thing and updates it every time a change is made to the mag. If a new game appears or is dropped, Nick rises above it all, slides a

all Nick's fault. He had *Solar Eclipse* to review and, naturally, he plumped for the easy two page option. There is a HUGE difference between the two. You'd be surprised the difference that one extra page can make.

Ghen War is a 3D shooting thing for the Saturn. You get FMV segments tucked away inbetween the levels and you shoot loads of

new version of the flatplan onto my desk and it's out with the coloured marker pens. These are essential to the smooth running of a magazine. Finished pages are one colour, pages in progress another. It's all very exciting...

Ghen War sneaked in late with three large page things and it's

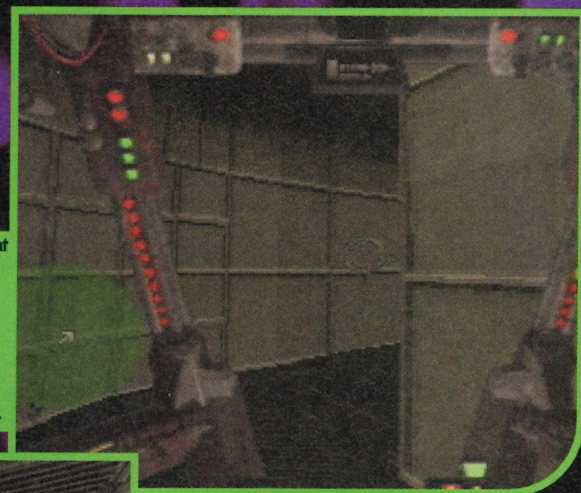
Did you know that there is no word in the English language that rhymes with 'confidor'? You'd never thought, had you.

STATUS

GOALS
GHEN KILLED
HIT RATIO
ENERGY LEVEL
LIFE SUPPORT

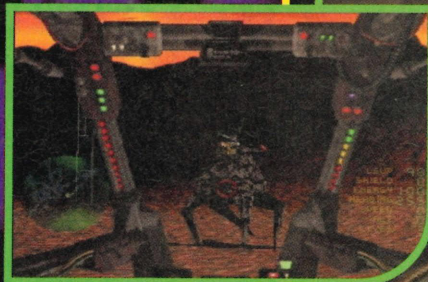
GOALS
VIEW
EXIT
Return to Game

Look, it's one of those robots with the blue bits.



Hot monkey love

Nobody really likes killing anything. At the end of the day, we all shed a little tear for the monsters we've blown into many bits over the course of a week. If you must, then here's some pictures of things you can kill with yer great big guns...



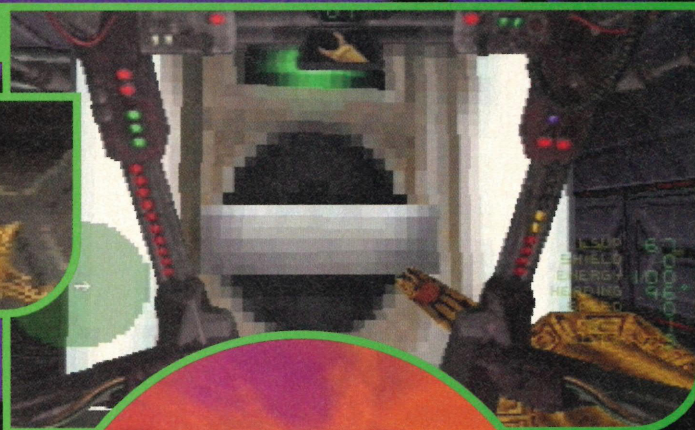


Press START button

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Ghen War is a trademark of Jumpin' Jack Software, Inc.
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And this is what the intro screen looks like, God.

Better than being poked at with a stick. Much.



● Saturn ● £45.99 ●
● Out Now ● Sega ●

War



My own personal word of the month is 'thwarted'. Personal resonance, y'see.



aliens. Each sub-level has a mission for you to complete and there's a map so you can see where you're going. The graphics are. Very. Nice. And everything scrolls around pretty smoothly. You can pause the game at any point and spin around your position, checking for alien things. And. That.

Apart from

Space is a very bad place to run out of rolling papers.



wandering around planet things, you get to stomp about in a doom-like 3D corridor. That bit's all very smooth and everything, but them graphics do look a bit like Zero

Tolerance on the Mega Drive.

After that, you're treated to a outdoor bit where you kill things running around skyscrapers, all based on

Bristol city centre.

Y'see? You can tell exactly what the game's like from the screenshots, anything else you want to know? Okay, there's plenty of levels

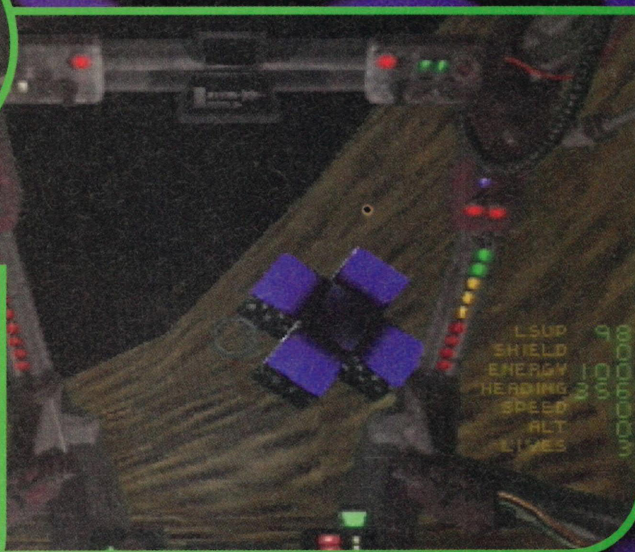
and it's actually all rather okay-ish. The game style is as original as Dylcreem, but what's here is all packaged well and looks attractive enough.

THINGS THAT KNOB ME OFF:

Apart from Lisa l'Anson, Mark Goodier, Cilla Black and Bridgwater, there's the small point that, because the game only has the one view, it can feel a bit



You'll probably want to shoot this thing. WHY DON'T YOU TRY MAKING FRIENDS?



claustrophobic. You're expected to jump over small hills and the like, but it's a bit difficult when you can't work out where the hill starts or how high it is.

Okay, Okay, so what do I think overall? Me think it's pretty good. Everything points in the right direction. It's fast, smooth, varied and pretty darn good fun. There's

nothing like it currently out on the Saturn, the graphics ain't bad and it's challenging. For some reason Sega aren't releasing it over here, something I find really quite staggering.

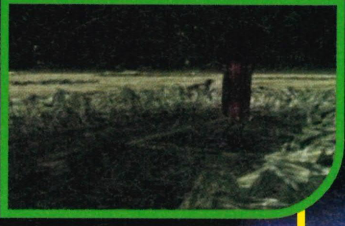
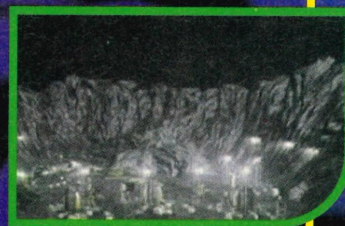
It's floating around importers as we speak, and while it isn't going to tear you away from VF2, *Sega Rally* etc., it is a likable thing that can give you a man-size smile.

SEGA POWER

Giblets are my parents

An almost standard gratuitous 'rip 'a' hat' nod towards the space-filling, film-watching talents of the FMV game sections. Gather round and play SPOT THE INTERACTIVE MOVIE STAR.

Oh yes, disregard anything you read about interactive movies overtaking REAL films. They aren't, they're homes for out-of-work actors like Mark Hamill. They're also mostly rubbish. FACT.



MOON-MISSION 3

Power up the Moonbase.

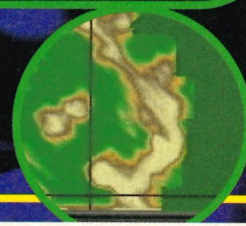
Your only way out is an elevator leading up to the Space Port.

YEARS AGO, AN ARMADA OF GHEN REFUGEES CAME TO EARTH SEEKING TEMPORARY REFUGE FROM THEIR BLOODY INTER-GALACTIC WAR AGAINST A SUPER-RACE KNOWN AS THE BO-KYAT.

IN EXCHANGE FOR PROVIDING THIS TEMPORARY RETREAT, EARTH'S INHABITANTS RECEIVED MAJOR ADVANCEMENTS IN SCIENCE AND TECHNOLOGY INCLUDING AN IMPLANT DEVICE THAT WHEN INSERTED BENEATH THE SKIN, CURED ALL FORMS OF DISEASE.

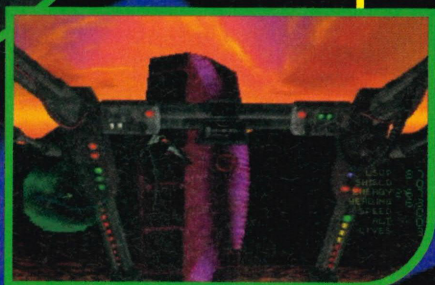
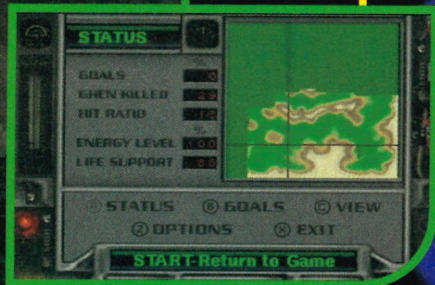
TO ASSIST MANKIND IN ITS NEED TO LOCATE SCARCE MINERALS THAT COULD ONLY BE FOUND ON OTHER WORLDS, THE GHEN ONCE AGAIN OFFERED THEIR ADVANCED BODY OF KNOWLEDGE AND HELPED CREATE THE SUNSTAR SOLAR EXPLORATION STATION.

NOW, YEARS AFTER ITS INITIAL LAUNCH FROM EARTH, THE SUNSTAR AND ITS HUMAN/GHEN EXPLORATION TEAM HAS TEMPORARILY LANDED HERE, AT SATURN'S TITAN MOON...



Hairy Knee Syndrome

Each level is split into a lovely series of sub-levels and each of those darlings consists of a spunky mission thing. You get your briefing and then... DAMN YOUR CHEESY FACE, READ IT YOURSELF! (Sorry.)



Ghen War

Power points

Release date Our How
Players 1
Levels Plenty
Difficulty Medium/Hard
Video GC (01/202) 527014

Uppers & downers

- ▲ Muchio variedio
- ▲ Lots of good stuff
- ▲ A hefty challenge
- ▼ It won't be released here
- ▼ A bit confusing

Final verdict

"A pretty fine effort that is unlikely to see the light of day in this country." **Dean**

80%

7
Graphics

9
Sound

7
Addition

8
Lifespan

It's Technofunctionomical

3990056*8U1

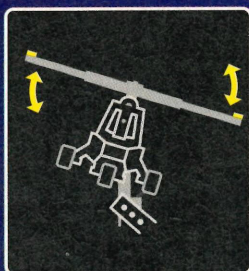
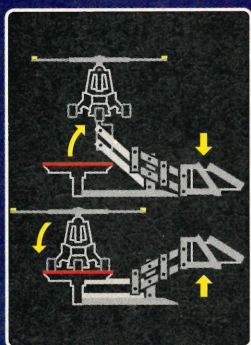
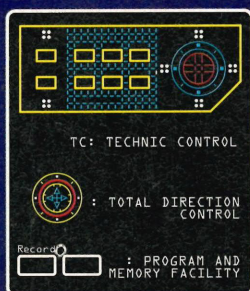
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LEGO TECHNIC Club please call 01978 296251

LEGO Technic

NEW



Braben's Babies

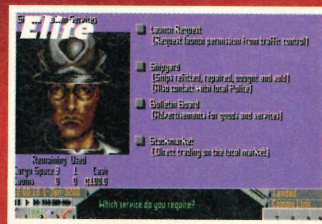
David Braben is probably as well known to you as my friend Matthew Fuszard. Yes. With that in mind prepare to learn some interesting things about the person who wrote the author of this here game. (Pardon? – The Grammar Lips.)

Elite

ELITE appeared on the BBC Micro B. It was brilliant. You had to sell things to people and buy other things off different people. You made lots of money and bought bigger things for your spaceship and then... did it all again.

Everybody liked it and March the 12th was then known as *Elite* day. People dressed up as their

favourite planet and ran around each other for hours until they were sick.



Frontier: Elite 2

Oh yes, he wrote that thing, too.

First Encounters

This, apparently, was very good. Apart from the bugs. More bugs than, in an incredibly bleedin' obvious way, Renrokil.

First Encounters



• 32X • £44.99 •
• UK Release • Sega •

Dar

Pickle my Gran for Christmas supper. There is no other alternative.

Things I Hate, Number 749: What I currently hate more than anything else in the world, is Boots The Chemist.

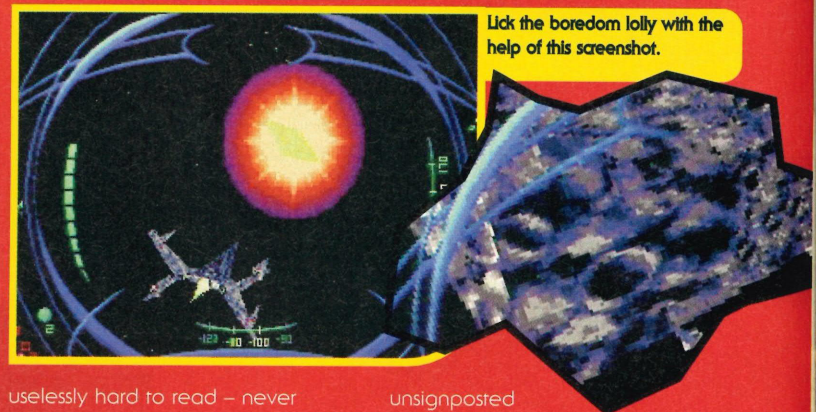
There are few more painful experiences to be had than popping into this shoppers' abattoir on a Saturday morning.

Everything about the place is calculated to turn the most mild mannered browser into

a raving psycho.

The lights hurt.

The signs – almost



Lick the boredom lolly with the help of this screenshot.

uselessly hard to read – never describe what's on the shelves.

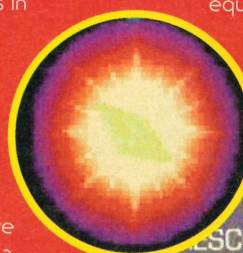
Women's razors live in the Men's section. The aisles are too close together. Everything gets moved around each week so you're never sure where to go. Boots in Bath flipped the whole store around recently, switching everything that had been on the left, to the right and vice versa, for no reason. Do they think we get bored or something?

It's like the Boots store managers are playing some cackling game with our minds, like mad scientists prodding unwilling rats through a badly-lit, disorganised, cramped,

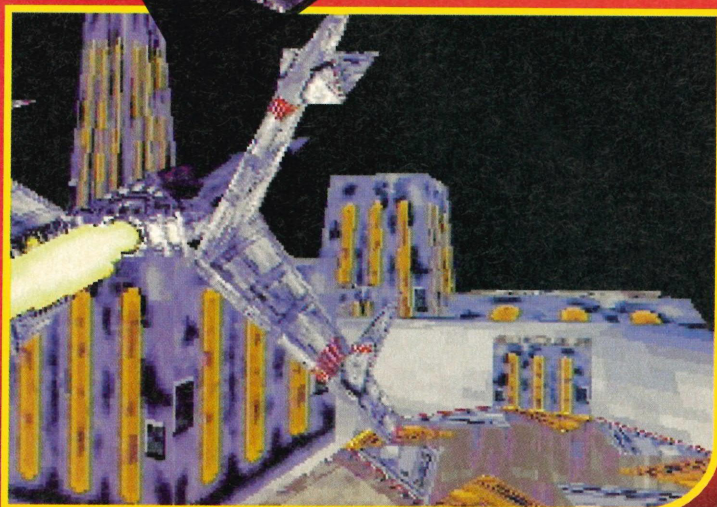
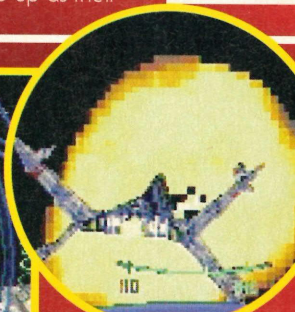
unsignposted maze. At least we now know what the surveillance cameras are for.

Things I Hate Number 750: Videogames that are the electronic equivalent of Boots.

Darxide has much to commend it. It's from David Braben who did *Elite*. It's for the 32X. It



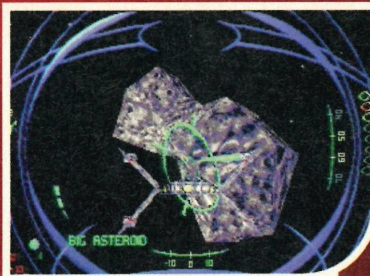
When you collect one of the red things, your energy powers up to no discernible effect.



Christmas comes with gusto

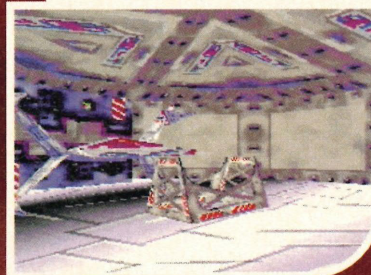
We thought we'd tell you more about how a level works. AND HERE IT IS.

You get your briefing and you're off to fight the Hun.



You shoot some jerky-spurry asteroid-type things.

Then you fly back to bleedin' base. Oh yeah.



Killing things is a stunningly overrated way of spending the day.

xide

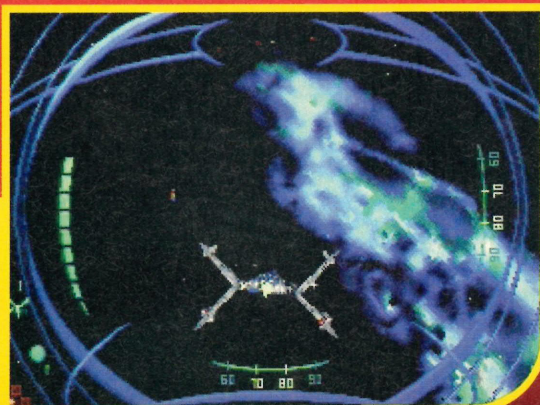
features some pretty nifty graphics. It's a 3D shoot-em-up.

Unfortunately, the story gets less interesting after that. It's jerky (my EYES!), it's repetitive (my HEAD!), it's imaginative (my ARSE!). The story is some drivel about miners being under attack from aliens. The first task has you shooting asteroids and alien ships and it's too hard for a first level. Despite almost constant accurate shooting on the easiest skill level, more often than not I found it impossible to finish the level.

Later levels have you powering-up, rescuing miners and fascinating variations like that but by this stage, I couldn't have cared less.

There's a problem I've noticed with 3D shooters over the years and that's while they usually

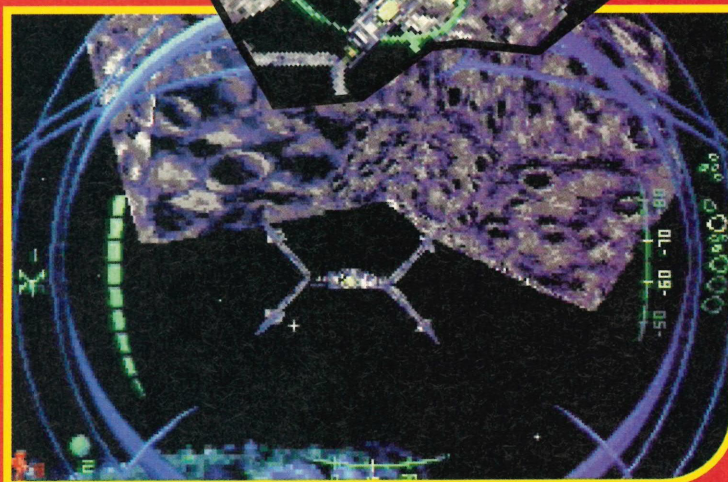
This is the screen that will burn itself on your brain like a sick video on the mind of an innocent child. If I could yawn on paper, I would, believe me.



look very nice, the gameplay is neuron-explodingly tedious. Ironically, Braben's *Elite* was one of the few not to be like this.

Like the next guy, I live for the chance to mercilessly butcher a load of Zeta Reticulan refugees. There just has to be a more entertaining way of doing it that this.

SEGA POWER



Oh look, it's a big rock. Joy.

Power points

Release date.....January
Players.....1
Levels.....NA
Difficulty.....Variable
Sega.....(0171) 994407

Uppers & downers

- ▲ It's a 32X game
- ▼ But it's soooo dull
- ▼ Jerky graphics
- ▼ Unimaginative gameplay
- ▼ Out of date

Final verdict

"Emphasises the sheer uselessness of the 32X and the futility of hoping that the situation might improve." **Nick**

Darxide

59%

6

Graphics

6

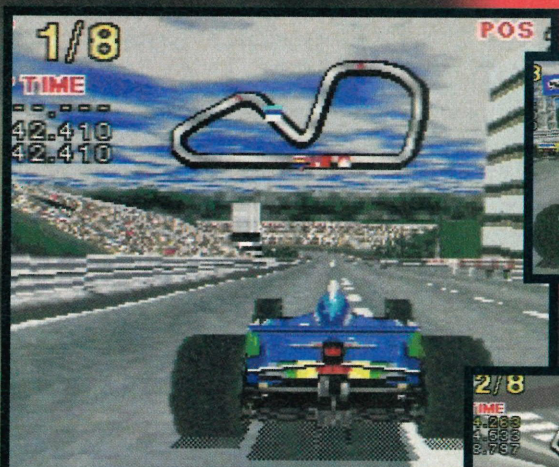
Sound

5

Addition

4

Lifespan



"AKURIHULAMAYAH DUYKUDUYKUI!" Which, roughly translated, means "You are driving like an eagle in a milk float." Nyah, youwantermoneyback?

Hello Mister You. Here racing game from Japan with strange oriental mouth speak. Breathe very, very deeply...



Stare beeeelow. Here be yer car customise bit-before-game.

There. Are. Two. Views. You. Can. Use.



F1

Live



Much as I admire the Japanese for their contributions to this techno-heavy, cyber humanity of

chips and trips and light fantasies, they don't half have stupid voices. I once had a conversation with a young lady from Tokyo, and, although charmed by her enigmatic smile and elegant frame, I had to make my excuses and do a

runner. Every time she spoke, it sounded like a pigeon being put through a mangle. Or a moose coughing. Or a banjo being played through a cat's arse.

So, imagine my sheer delight at playing a game in which the main gimmick is



driving a car to the whines of some Japanese Murray Walker screaming "Yikaakwuakuruhi!" every time I slap my forehead against the steering wheel. I no

understand your space words. Alternatively, shut yer bleedin' mush.

Although it should (and by God it will) receive a severe scaffolding for its seventy-verbs-per-

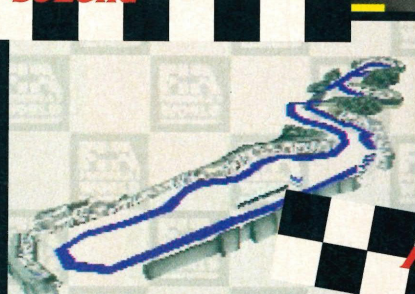
Chitty chitty track track

F1 Live Information has one b-i-g thing going for it. There. Are. Many. Tracks. Six in all. Ignoring the adequate twists and turns of the three Sega-approved tarmacs, we give you (for no particular reason) three pictures of the Grand Prix versions. You may now swallow some oil.

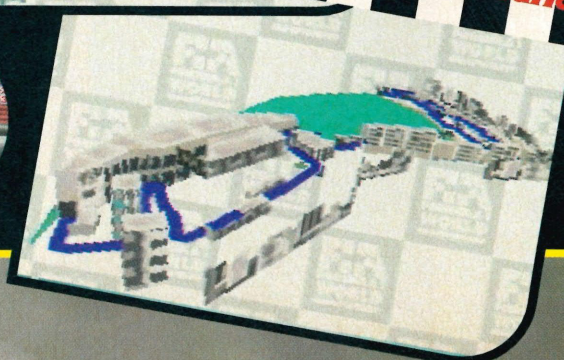


Hockenheim

Suzuka



Monte Carlo



Live and let drive

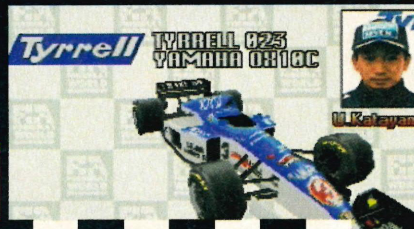
In *F1* you can not only slither into the sweaty pants of these brave drivers – you can also sample the husky chug of their motors. Virtually, like. You want to know who? With the help of the drivers themselves, I'll tell you who.

Hakkinen: "I drive a McLaren MP4/10. Nice motor, but the seat doesn't half make me arse sore."



Hakkinen

Karayama: "Me japanese like me broom steer yes Tyrrell 023 yes instant knickers see GOOD!"



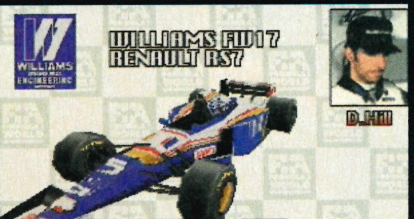
Katayama

Alesi: "I drive a great big red Ferrari 412T2. This goes nice and fast, like me doing sex."



Alesi

Hill: "I simply couldn't live without my Williams FW17. Because motor driving is my living! Yes! That's why!"



Hill

Schumacher: "It's a Benetton B195 for me. The burning rubber, it allows me to conceal a variety of smells."



Schumacher

Information

second Live Irritation commentary (you just wait for the European release with the replacement cooling, sucking Near American Uh-Huhs), *F-1* has more than enough to recommend it.

First, the important bit. With options flinging their filthy way towards your (let's be honest) jittery mutant face, it would be easy to say things like, "There are six tracks" (there are), "There are five different cars" (there are), "There are three different tournaments" (there are) and

"There are skinny green mice living in your pillow whose mission is to poo on your toenails at night" (there aren't).

B-b-but no! If purtayabealtee, is, King. *F1* is, to push the metaphor woefully too far, the Prince's, like, best mate.

The cars, while generally 'looking a bit crap', handle remarkably similarly to them ones from *Daytona*, in a robust-yet-tricky-to-corner kind of way. Mind you, unlike *Daytona*, the

backgrounds shimmy by without the clunky, cack-pant updates that made *Dean SO VERY FURIOUS*.

Throw a desk then, that not only does it play well, it has the options to further strangle your nerves (including Car Customising Like In *Sega Rally*). Hurl a dinner lady though, that the following let it down. No two-player split-screen aching! Automatic gears make cornering a little too easy. Rubbish bloody music. Rubbish bloody crashes. Rubbish bloody Japanese commentators.

F1 comes across as confused *Virtual Racing* clone. An above

average clone, yeah, but let's put it this way, I bet when it comes out over here they market it as an Arcade Simulation. Attracts the formula one fanboy, detracts the boy racer. Oh. That's probably fair enough, isn't it? I'll go and kick myself in the face now, shall I?

SEGA POWER



F1 Live Information

Power points

Release date Our how
Players 1
Levels 6
Difficulty 5
Sega (0181) 9964607

Uppers & downers

- ▲ The graphics I like
- ▲ The options I like
- ▲ The tracks I like
- ▼ One player, stupid voices etc.
- ▼ I do not like these as much

Final verdict

"Flattened against a wall by the *Sega Rally* bully, *F1* just about makes it. Screams like a girl, mind." **Simon**

79%

7
Graphics

3
Sound

8
Addition

8
Lifespan

GOING TO THE FIRE





FIFA

Nail me knees to a piece of wood, it's the Saturn version of FIFA.

I'm going to let you into a magazine publishing secret. This might be the March issue but as I write this, it's actually not even Christmas yet. Worse than that, it's actually December 6th.

While, in my Publisher's mind, snowdrops are blooming, lambs are gambolling and household

pets are starting to think about shagging each other senseless, in reality, we're shivering through a freezing winter

A different caption to last month: Hey, look at this man with the ball. Isn't it exciting?

and thinking about what to get our Mums for Christmas.

Don't ask me why, it just is.

The thing about FIFA is that it's certainly getting on

a bit (as is just about everything else EA have lined up for the Mega Drive). But, in a shock new development,

FIFA has had a thorough revamp for its Saturn release.

The redevelopment started nearly two years ago with the 3DO

version of FIFA. This introduced the idea of the Virtual Stadium for the first time, which is the new FIFA's most obvious enhancement. It's been designed to make it easier to create sports games across different formats. If you look at the Saturn version of *NHL Hockey '96*, you can see the same ideas have been applied. Basically the entire stadium has been modelled inside the Saturn, allowing camera angles to be re-calculated easily.

This approach is obvious to the eye almost as soon as you load the game. An intro begins with a camera suspended somewhere in orbit above the stadium. As it falls through the atmosphere towards the pitch, the stadium grows on screen. Then the camera zooms in through the main turnstiles and above the pitch, where it meanders around the Stands for a bit.

All very lovely but what's the

Sounds an' Stuff

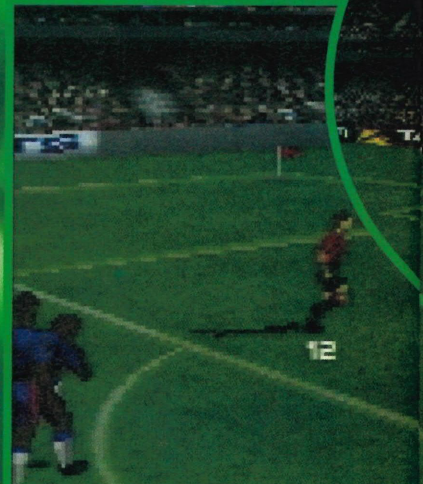
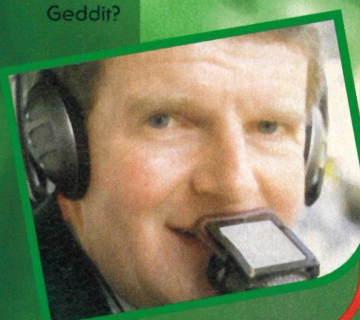
FIFA has always been distinguished by the quality of its sound effects. Electronic Arts realised much of the success of the footy game had something to do with the atmosphere these effects created.

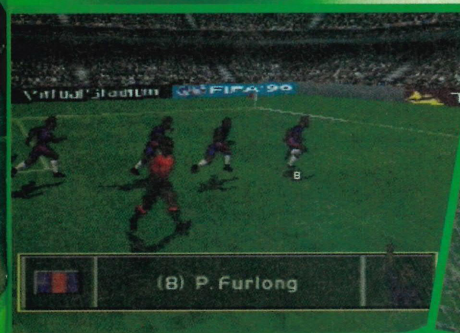
Chief musical geezer Rob Bailey explains: "Doing the Sega Mega Drive composition was like trying to play basketball with handcuffs on." The CD allows proper music effects to be added,

which can be heard at half-time and at the beginning.

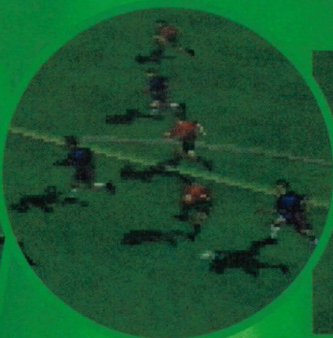
But it's the commentary of John Motson that is the newest innovation. Making his presence realistic was not an easy job. Saturn FIFA contains some 200 world teams, which translates to some 2,200 individual player names. And each player name has to be said in such a way as to reflect the excitement generated by what he was doing. So in the end, John had to say each player's name four

times, from the gentle 'Cantona' to a hysterical, oh-my-god-he's-scored-a-blinder 'CAANNNTTOONNAAAA!!!!!!' Geddit?





The goalie tips the ball over the net. Quite considerate of him really, I'd have let it go. But then I'm not a pro goalie. Mind you, neither is he.



• Saturn • £44.99 •
• Out Now • EA •

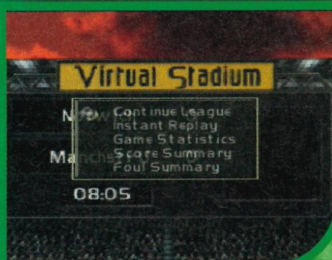
Soccer 96



I want to tell you a story about a cat, a dog & a meat dealer. Sadly, I don't have the room.

point? And how does all this affect the gameplay? EA say "We have been able to maintain a consistency in design with the Mega Drive version, so that the user who has learned to play on the Mega Drive can easily pick up the Saturn and find it a greater challenge."

That's what



they reckon. What do we think? We were always dead keen on the Mega Drive version. The atmosphere, playability and

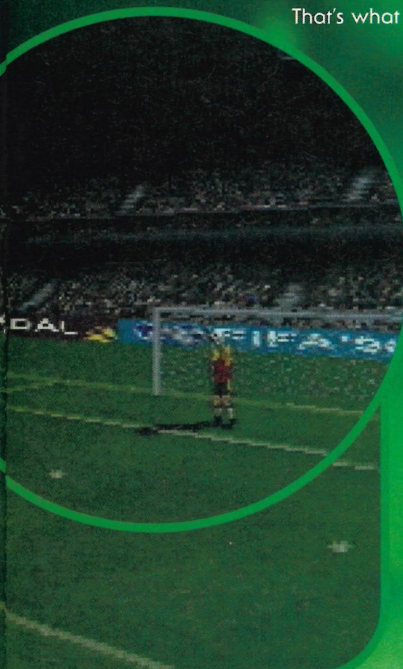
so on made the game stand out from its competitors, although there were flaws, particularly with rapid passing and moving the ball up to the strikers. This made proper tactical play rather tricky.



Many of these problems have progressively been ironed out in the '95 and '96 versions and the Saturn version is reckoned to be the best of the lot. Also EA really have gone out of their way to

include some decent tactical options. For instance, rather than just setting up your team structure – 4-4-2 or whatever – you can adjust how much of the field each row of your team covers. You can set it up so

There's an art to writing captions like these. Unfortunately, I have no idea what it is.



Play away

Check out the teams. They all have team characteristics, and there are 200 of them to grapple with. Here are a few...



Start here with THE WHOLE WORLD!



Next stop, it's little Blighty...



Then choose yer fave team...

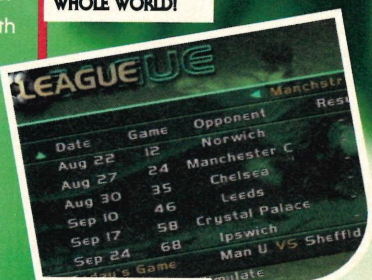
your strikers tend to hang about in the last third, quarter or even tenth of the field. Likewise, your

midfield can be told to play defensively, so they'll tend to pack your own half of the field, rather than charging up in support of the strikers. It's a very neat system indeed.

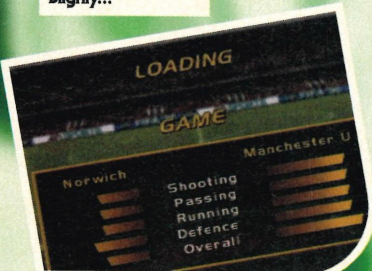
The presentational aspects are important too as it can alter the way the game is played, to some extent. The new Saturn version gives you seven playing angles, from ball-level view to a high-up cable view. Most of the time, this isn't going to affect the game much,

See this view? It's the same as one from last month's brilliant preview, which I also did. What a start!

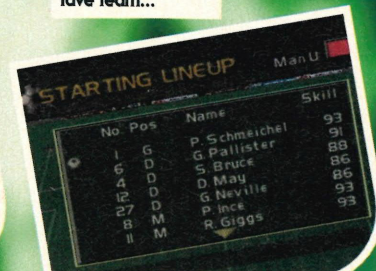
unless you favour a long-ball approach. We preferred the shoulder view, as



Find out your fixture list lilike so...



Watch this fascinating screen.



And choose your squad! Funfunfun...

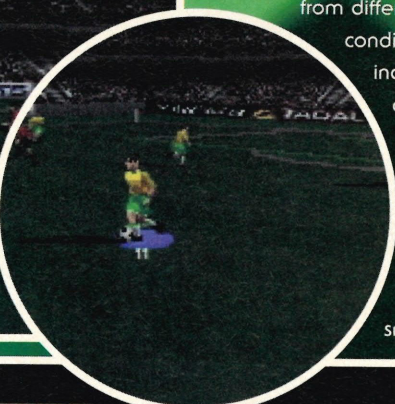


You can see a player's skills. Yes.

FIFA '96 is the best footy game on the Saturn so far. But then, it's the only footy game on the Saturn so far, apart from Victory Goal and

that's more than a little cack. I believe there's a lot better to come.

SEGA POWER



this was closest to the Mega Drive angles that we're all familiar with.

The game is not perfect. I would have liked more options, from different weather conditions, to individual player's characteristics. And on the whole, I felt the game sprites could have been animated more smoothly.



Bit of tackling here from one of the Norwich boys, if my memory serves me correctly. (All too frequently it doesn't, but that's another story). Do you know that Andy Cole gets a higher rating in this game than Eric Cantona? STOOOOOOOOOPID!



Power points

Out New Out New
Playe
Leve
Diffic
EA (01775) 45442

Uppers & downers

- ▲ Lots of new enhancements
- ▲ Near Virtual Stadium idea
- ▲ Plenty of gameplay options
- ▼ Some extras missing
- ▼ Lack of polish

Final verdict

"Neat new version but there's room for improvement. Best available footy game at the moment." **Nid**

FIFA 96

85%

7
Graphics

8
Sound

8
Addict

8
Lifespan

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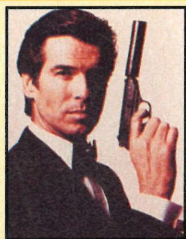
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The magazine on the phone!



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Soccer Questions

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Worms

• Saturn • £40.00 • UK Release • Team 17 •

**Got a nice, slow 386 PC?
Then this is the game for you.**

What is it with the video games industry? One minute we've got big and tough super heroes like the Streetfighters or Kombateers and the next we're relying on stupid little animals to do all the hard work for us. A blue hedgehog saves the world, a naff bobcat tries to save everyone and now we're relying on worms.

You know, those invertebrate things that you cut up when you're young. The things you put a magnifying glass over when it's sunny, to watch them fry. You can't even tell which end the head is, what kind of a hero is that? Oh no the world is being taken over by aliens, what do we do? Call in a worm? I don't think so.

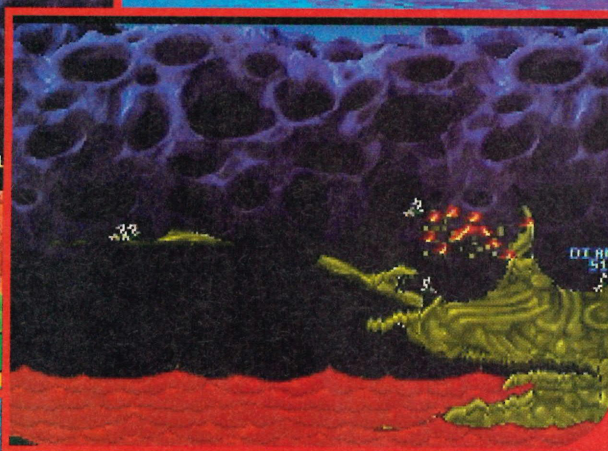
So fresh from their exploits in *Earthworm Jim 2* (and excellent exploits they were) the worms are back big time. This time,

Worms with guns

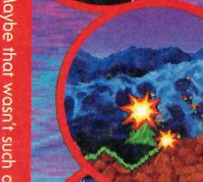
The bazooka, guided missile (top fun for blowing up places), cluster bombs (good for those not quite so Dragon ball (multiple punches, can kill in one go),

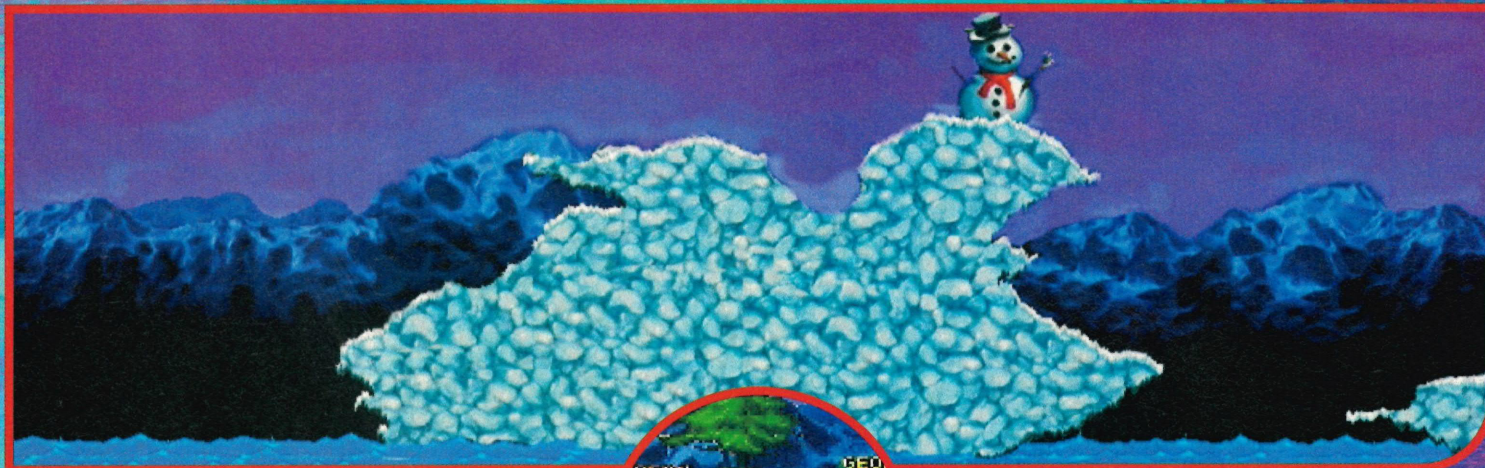


Good old Fluffy. He pulled ou the magnifying glass and fried poor defenceless old whatisname. Good man Fluffy. Crap name though.



Maybe that wasn't such a smart place to teleport to them. Damn.





Time to tunnel out of here.



You lookin' at me slimeball?

they've bought their cousins with them for an enormous scrap.

So, as ridiculous as it sounds (and it does sound pretty stupid)

you are in command of a team of worms. You must take your spineless mob out there and wipe

out other teams of worms using an arsenal that would make Rambo go weak at the knees. Not a magnifying glass in sight, these guys have anything from shotguns and grenades to air strikes and guided missiles to do the damage.

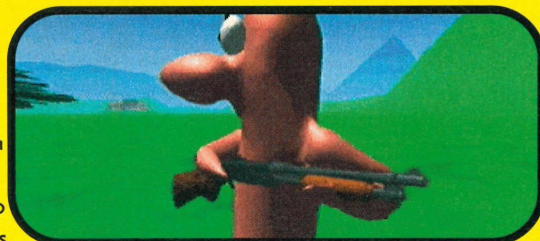
If you took away the rendered intro and between-level sequences you wouldn't be able to tell

It shouldn't happen to a worm (not yours anyway).

1. The mine's all yours

Want to be a total git. You don't have to hit the worms

to get the best effect. Hit an area with a lot of mines and you'll see them fly unerringly towards an opponent's worms, scoring major damage on anyone in the way.



2. Over the edge

If someone is standing close to the water's edge, a cliff top or the edge of the screen use the

fire punch to send them over, killing them with one shot.



3. A bridge too far

This works a treat on any level with a bridge in it. At the start of the level there will always be worms based on it. Get any of yours transported elsewhere and then airstrike or cluster bomb it. Any worms caught there will die, get hit by mines or fall in the water.



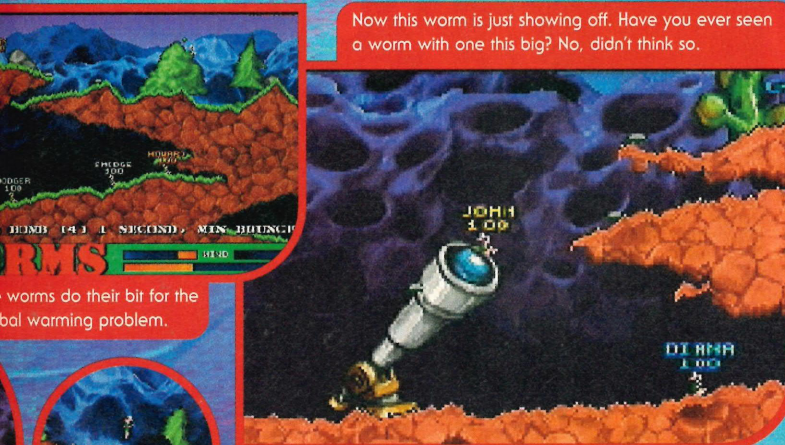
Now that's what I call an airstrike. Reminds me of being back in 'Nam that does. I love the smell of burning napalm, smells just like, well, like victory to me.



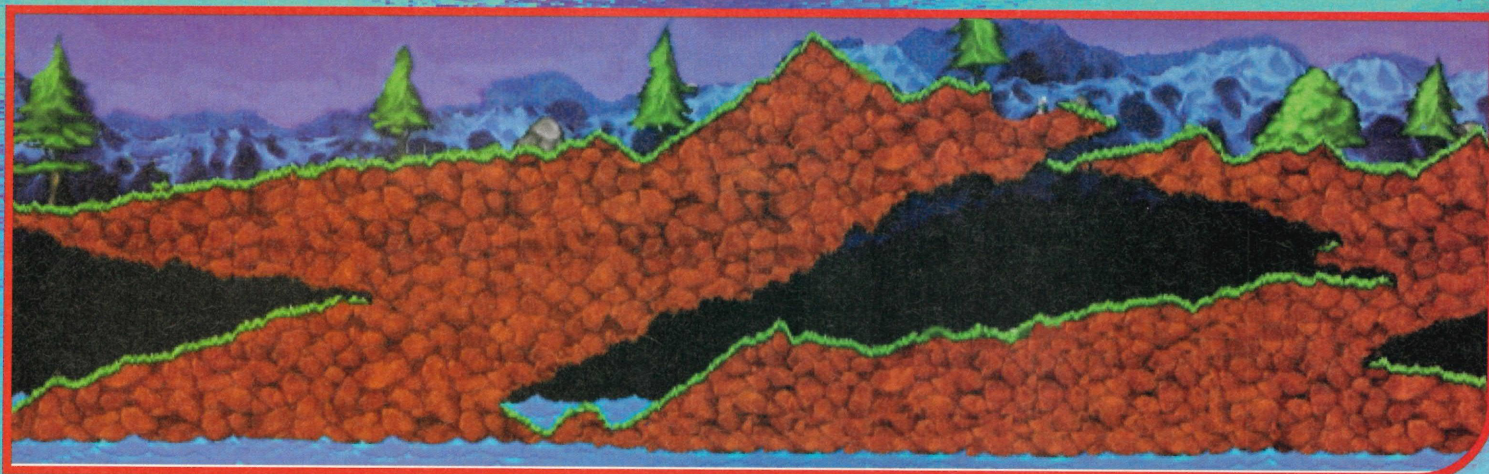
way people in awkward places), hand grenade (good for those crowded places), shotgun (two shots, both hurt), Uzi (for the Arnie fans), the punch (bigger punch), Dynamite (stick it on someone's head) and so on...



Now this worm is just showing off. Have you ever seen a worm with one this big? No, didn't think so.



worms do their bit for the bal warming problem.

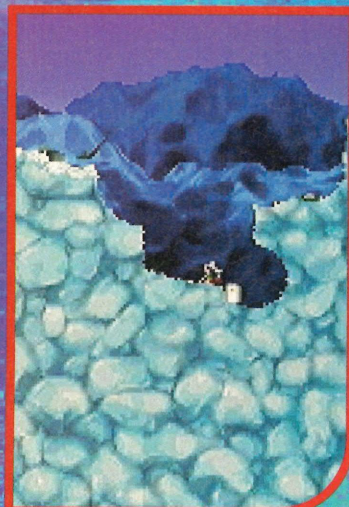


that this was a Saturn game though. The worms themselves are detail-less blobs on the bland and unimaginative landscapes. In fact, it's probably quite safe to say that these graphics would feel quite at home on the lowly Game Gear, nor the almighty, all conquering Saturn you've just spent around 300 notes on.

But wait, before you throw this away in favour of some lovely 3D texture mapped gouraud-shaded polygon extravaganza, *Worms* has something else up its sleeve (or wherever it is that worms keep their surprises). Remember a little something called gameplay?

Oh come on, you must. It's what used to make games great when they couldn't do all those flash graphics routines.

Unfortunately for *Worms* there are some fatal flaws in its gameplay, luckily they all seem to appear in multi player mode. As a one player game though it gets a bit on the dull side after a few goes. With the unimaginative landscapes and predictable action you'll lose interest pretty quickly. It's also far too easy.



Damn it, all this ice and not one can of Coke in sight, what kind of land is this? Maybe I'll just blow myself up instead. More fun than playing.

Enter the world of up to four players and there's a whole new world of hurt for ya. If you have three or four players then you'll often find you won't get a turn if your last in line. Everyone blasts away at the worms nearest them and before you know it your team has been decimated. As with all turn-based games you also get fed up with waiting for your go.

Worms is trying to be something different but compare it to current Saturn games and you realise that it's at the bad end of the different scale. *Worms* is fun for a while, even in multi player mode when you don't really know who's who, but ultimately the game is too restricted. All in all, it's a game more suited to the

SEGA POWER

More than guns

Here we go again, a blow torch to tunnel through rock, drill, grapple hook, bungee rope, kamikaze, teleport, skip go and surrender (for the wimps).



What's So Funny?

8.2.96

<http://www.futurenet.co.uk/entertainment.html>

NEW! The Comedy Magazine
Comedy
Review

Power points

Release date.....Out now
Players.....4
Levels.....N/A
Difficulty.....Very Easy
Team 17.....(01924) 291667

Uppers & downers

- ▲ Very vindictive fun
- ▲ Easy to get into
- ▼ Multi player is too confusing
- ▼ Too easy by far
- ▼ Looks awful

Final verdict

"*Worms* had the potential for *Lemmings*-like greatness but it's ultimately flawed and far too easy. A waste of Saturn potential." **Les**

60%

5

Graphics

6

Sound

6

Addict

6

Lifespan

• Mega Drive • £39.99 • January • Team 17 •

Worms

Watch me try to keep a straight face as I review the Mega Drive version of Worms...

Who? Where? Why?

You start off with your team of four worms (picture one). You're opponent (either computer or human) has a different team of Worms. You take it in turns to jump around the level and then fire at the opposing worm of your choice choosing one of a nice selection of weapons (picture two). Depending on the outcome of the attack, your enemies will either die (picture three) or retaliate.

If there's any worms left at the end of a round, the whole thing starts again. And. That's. It.

You can't of course. I'm sat here a month before you're reading this, listening to Green Day and smirking like a five-year old. Why? Because we still find the concept of Worms fairly amusing. Like, when Nick announced to the office this morning that everything was okay because 'He had Worms'.

Worms are your friends

There are plenty of ways to die if you're a worm. In this game, however, it's limited to about 10. Here's just a couple of my favourite worm executions.

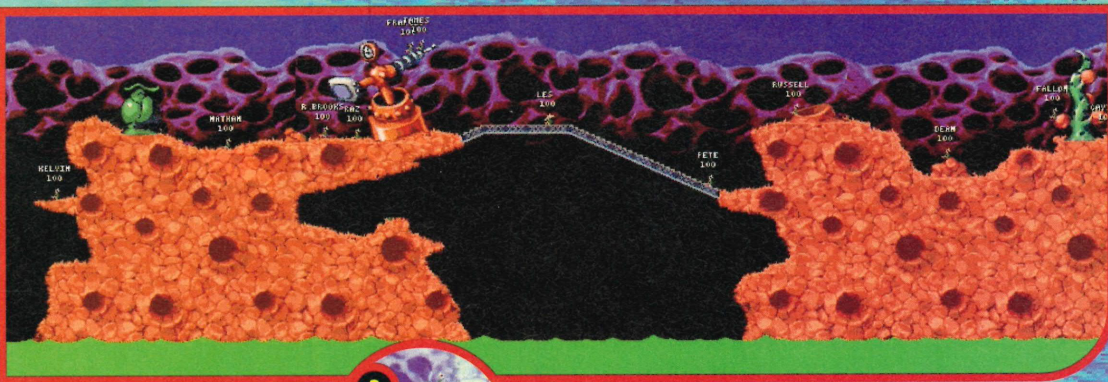
Everything went quiet, apart from the faint sniggers coming from Mr. Mortlock.

WORMS. Strange things. Worm farms, strange things. People who MAKE worm farms, the strangest, and dare I say, the saddest of them all? Of course I can and I just did.

WHAT ABOUT THE GAME? It's all explained in a comfortable box in other places, but it's like *Lemmings* – in that you control a collection of microscopic pixels through a series of ever-changing levels. That's all you need to know.



That little white thing on the left's a sheep. Care, do you?



Worms is complete with guns, humour, strategy, bizarre backgrounds and not the smallest amount of tedium. I found it all more than a bit boring and rather unrewarding.

"But it's the best-selling game of last year" they cry. "Yes, but

on the Amiga and PC" I reply. The PC is a scary fish at the best of times, and slow strategy games do seem to get lapped up kind of fast. The Amiga? You could release *Virtual Toaster Goes To Happyland* for that and it'd sell.

This game was always going to work better on a computer format.

It's slow-paced, moderately fun and slightly amusing. It's certainly not half as clever or funny as the hype would have it, but then again, I thought the same about *Lemmings*, as well.

Reviewers, eh?

SEGA POWER

Worms should not be trusted, they are the Devil's work. You've only got to look at them.



Power points

Release date January
Players 1-4
Levels Oooh, lots
Difficulty Medium
Team 17 (01524) 291657

Uppers & downers

- ▲ Lots of weapons
- ▲ Slightly different
- ▼ Slightly tedious
- ▼ This sort of thing never...
- ▼ ...works on the Mega Drive

Final verdict

"Definitely falls into the *Lemmings*/Humans style of bore-em-up. Not for me, but this style does have its fans." **Dean**

Worms

78%

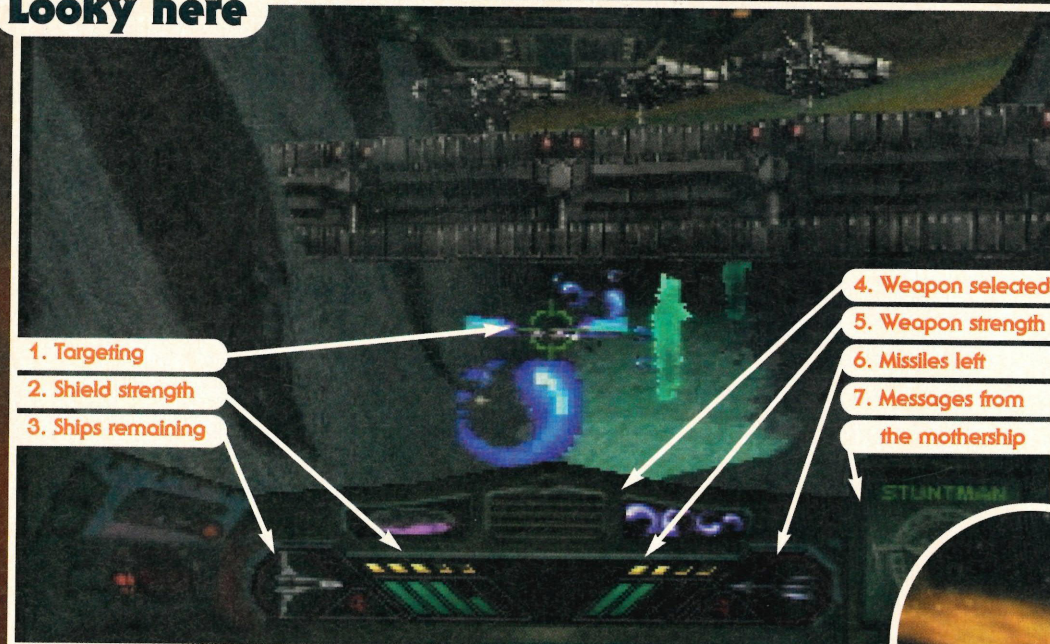
6
Graphics

6
Sound

7
Addition

7
Lifespan

Looky here



Don't you just hate the taste of cotton wool? Why my mum kept feeding it to me when I was a kid, I'll never know.

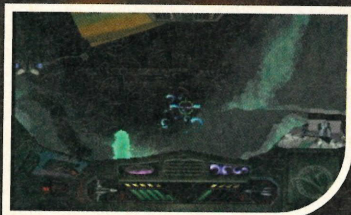


See the lovely intro sequence? Nor me. But it's here somewhere, honest. (Over there I think.)



Solar

It's another game for the Saturn. Yes, yes, we know.



In the olden days, Chinese people used to believe that eclipses were caused by dragons swallowing the sun.

See that planet in the background? That's Saturn. Your fleet lives here.

Of course nowadays, because of science and technology, we're much more sophisticated. I now believe it's a giant hungry mechanical robot that swallows the sun. Or a computer. There's supposed to be an eclipse in Cornwall within the next couple of years, so I'll have the metal detector out for that, to

be sure. Then they'll all have to STOP LAUGHING AT ME (*Stop. That. Nick.* – James).

There other things you can do with an eclipse. You can fasten paper together. You can make hair look nice. You can (*STOP NOW!* – James).

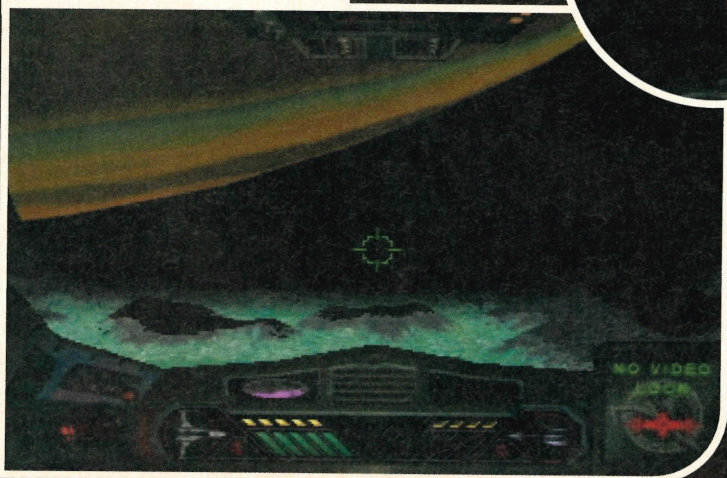
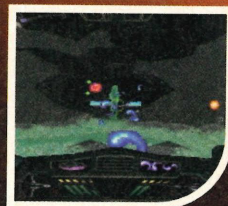
No such things in this game, however. What we have here is a straightforward shoot-em-up. A freshly-scrubbed FMV sequence opens the game and the morose but sexy security chiefette from Babylon 5 briefs you on your mission (should you choose to accept it). Then it's cue the Silicon Graphics-rendered spaceships sliding out from their mothership in orbit around Saturn.

The idea behind the first level is to travel along a series of winding runnels, popping up over mountains and swooping

down into valleys aiming to blow the hell out of anything that gets in your way.

There are power-ups for your shields - highly necessary as you'll get hit, no matter how good you are. And of course, there are weapons power-ups too, although they'll only power-up your lasers (not missiles) in the first level.

The game is subdivided into a series of missions. For instance, in the first one, the aim is to locate a radar base on the planet and



Lovely graphics and fat lasers. What more could a psychopath ask for?



Laugh, I'm a mince pie

The great thing about the Saturn is that it allows you to needlessly fill space LIKE THIS. Here's some decent FMV stuff, pictures of attractive people doing many things instead of stuffed hedgehogs poncing about like Dale Winton in a blue angora sweater. Yeaahhhh! (This is the start of the second level, by the way.)

I could easily have not done this caption if I'd wanted to.

The colourful thing in the middle is an energy power-up. Innit nice?

Eclipse

• Saturn • £49.99 •
• Japanese Import • Crystal Dynamics •

The second level takes you away from the planer's surface and sticks you in space. Asteroids rumble around you as very intense waves of enemy ships do their best to remove you from the game. Rather unfriendly and not too easy either.

The backgrounds are well rendered by the Saturn, allowing you complete freedom of

movement. And there's plenty of action with a difficulty level sufficiently well-judged to keep the game interesting.

One problem is that the ship's movement is not as smooth as I'd have liked, making accurate shooting tricky. Things improve somewhat when the view switches to cockpit mode.

It's a good game and unlike many releases, it's sufficiently tricky to keep the interest up. But it still seems to lack that polish and that

extra special 'something' to accelerate this into the top ranks.. Nor bad in the meantime though. **SEGA POWER**

destroy it. This is not an easy task, with laser turrets, obstacles, drone ships and waterborne craft all out to make your life kind of tricky.

Power points

Release date Our New
Players 1
Level N/A
Difficulty Hard
Video & C. (01/202) 527314

Uppers & downers

- ▲ Nice backgrounds
- ▲ Good and Hard
- ▲ Lots of things to shoot
- ▼ Bit jerky
- ▼ Lacks polish

Final verdict

"An entertaining shoot-em-up which you'll keep playing. Still lacks that certain 'something' though." **Nick**

Solar Eclipse

81%

8
Graphics

6
Sound

7
Addiction

8
Lifespan

AAAH!!! Real Monsters

The only monsters I know of live underneath the bed and in my wardrobe. Big hairy things with eyes of fire, honest...



LOOK AT THIS GAME! Can you believe that a mag gave it 90%? Chimps.

draining her of rhesus-negative – those are monsters. Bloody good word as well. Ask Simon Crook about them and his face immediately glows with the childish grin of somebody who has *known* monsters.

A game with monsters – bound to be good you would have thought, full of monstrous monsters

Monsters. One word. Vegetable is one word, but all you think of then is carrots. Think of monsters and you get a medley of horrors from the crypt.

Zombies crawling towards you, Bridgwater's finest dropping limbs everywhere and reaching up for your tender ankles, Dracula crawling into your sister's bedroom like a love-struck Romeo and



doing monstrous things. Sadly no, it's rubbish. Monsters there are, but stupid, crap, rubbish ones. One looks crap, one looks like the Cheeky Foul-Mouthed Fox

and the other one looks like a rabbit on speed.

The creators have very kindly given us 25 levels to play about in. 25 levels of what, though? 25 LEVELS OF

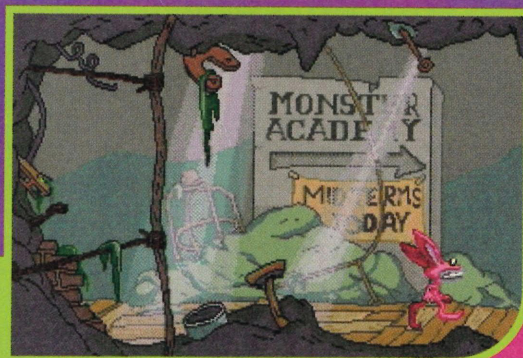


As scary as the bowl of fruit that always sits on your Grandmother's table.

RRUUBBBDIISSHH. It's extremely boring, very unoriginal, extremely unscary, extremely crap. It's a platform game where you can 'Let

time'. Original? My Rolex Gypsytime is more original than that.

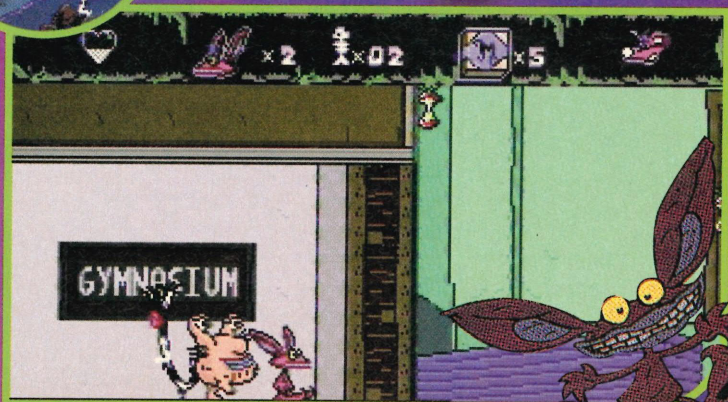
I've just looked at this again and I think I was completely wrong... let's give it 90%. Sigh.



Mega Drive • £49.99 • Out Now • Viacom

The game's been on sale since the middle of December, so the people that released it are hoping that your parents might buy it for your Christmas present. If they have, sorry, I sincerely hope that they kept the receipt.

SEGA POWER



Real Monsters

Power points

Release date Our Now
Players 1
Levels 25
Difficulty Medium/Hard
Viacom (0181) 846 9403

Uppers & downers

- ▲ It's large
- ▲ It's a game about monsters
- ▼ ...but they're crap
- ▼ Rubbish graphics
- ▼ Just... rubbish

Final verdict

"I like monsters, but I don't like this. It's very, very boring and about as scary as a wooden door." **Dean**

53%

4

Graphics

3

Sound

4

Addiction

4

Lifespan

Power TIPS

Are your fingers worn by Christmas gaming?

Are your minds troubled by an electronic yuletide and a failure to advance beyond level six of Cheekboy vs. Beardman? If so, let the Sega Power tip chimps soothe these pains with their warm tips poultice.

Q & A

More postal-borne relief for the cheat and tipless.

Fresh tips straight from

the NET

**This Month
Doom &
FutureNet**

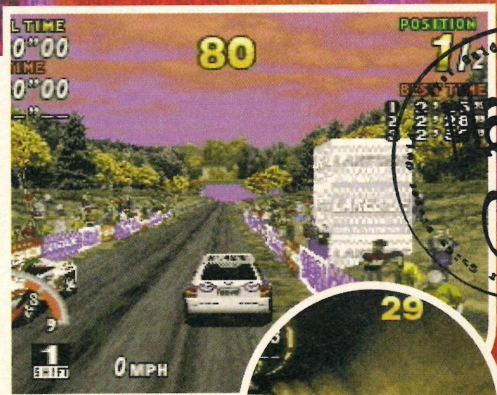
Cheats & Hints

Severe mental dislocation. Oh, and some tips.

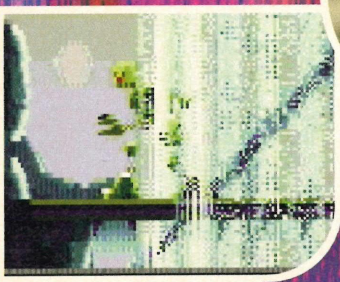
Virtua Fighter 2	60
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Sega Rally

Let our four-page players' guide show you how to drive like a demon.

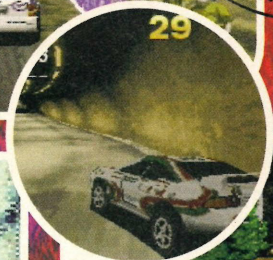


Players Guide



Vectorman

Part one of our complete, level by level guide to the Mega Drive shoot-'em-up.

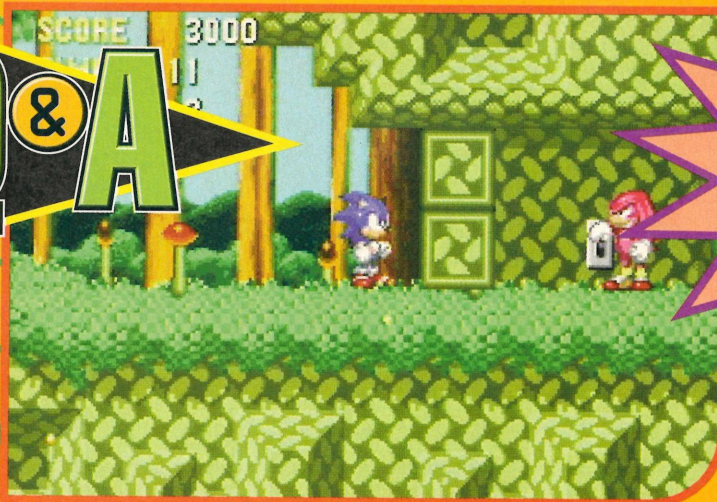


Virtua Fighter 2

Everything you could ever want to know in our enormous five-page guide.



Q & A



Sonic and Knuckles: fun if you like that sort of thing.

We're dead sorry and all but we REALLY can't take any more calls from readers wanting help with games. It's just that we're kind of busy most of the time and it's incredibly hard for us to find the time to review all these great games if the phone is constantly ringing. Reeaaaaaally sorry but remember, you can still send in your questions by post to the address on this page, or by email to: nmeritt@futurenet.co.uk.

This one's a bundle of laughs as well.

Maximum Carnage

Mega Drive

I am looking for any possible cheat for *Maximum Carnage* on the Mega Drive. I would be very grateful for an invincibility cheat, but anything will do.
Andrew Willoughby, Catford

Fatal Labyrinth

Mega Drive

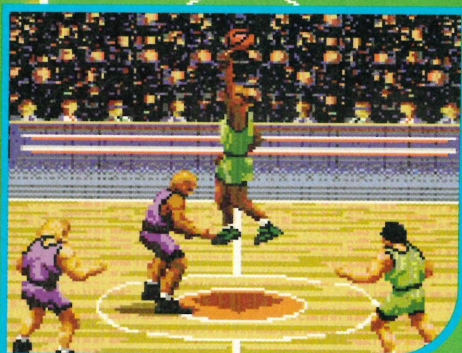
Richard Cutler needs a cheat for this game. Anyone help? Also, any help for *Eternal Champions* because he's stuck on only the second fighter.

Insert your nose gently between these pages and discover a whole new world of erotic tips for the Mega Drive. Or something like that anyway.



Cheats & Hints

The smiling Danny Wallace lends an arm and guides you through this week's tips wheat field.



Basketball is a game for tall people. As is rowing.

Darkley: Shut Up And Jam 2

Mega Drive

Charles Barkley is bald. Bald people are funny. Have fun with bald people by playing *Barkley: Shut Up and Jam 2* on your Sega

Mega Drive console. Lean out of a window and laugh

yourself into a hyperactive fit of sheer enjoyment thanks to the wonders of overhead viewpoints and people with shiny heads. But watch out – bald people can turn very, very nasty, very, very quickly. To access special evil twins, start an exhibitor game, choose your team, press Start at any point, highlight 'quir', and press 'C' three times. Then highlight 'resume' and, once you're back in the action, you'll be playing against evil twins. Good, eh?



Snooker is a good game for medium-sized people.

World Series Baseball '95

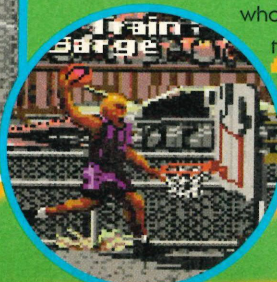
Mega Drive

Apparently, behind every good man is a good woman, who knows how to clean around the house and cook broth and do all the stuff

that women can do quite well. And behind every game that makes it to the Shelves of Goodness in Dixons or Curry's or Argos or Boots, lies a team of dedicated, professional-looking professionals. And sometimes they can play baseball. Play the team behind *World Series Baseball '95* by pressing A, B, C and Start simultaneously. When you see the first blue sky zone, press Start twice in order to get to the cheat screen. Once there, change the 'innings' to three, the 'home score' to three, and the 'visitor's score' to one. Then press A, B, C and Start at once, followed by two more slaps of the Start button. Now, are you at



Games for short people include horse-racing, motor racing, dwarf-throwing and children's darts.



Theme parks are to the 20th century what beat-balling and cock fighting were to the 19th.

Sonic and Knuckles

Mega Drive

To the best and most wonderful Sega mag ever, I am a little bit stuck when trying to find the giant rings to get the emeralds in *Sonic and Knuckles*. Please help.

Michael Jenneson, Stonehaven

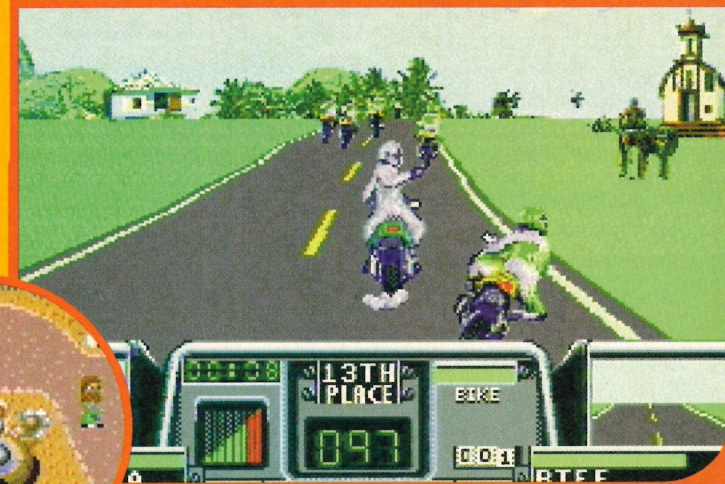
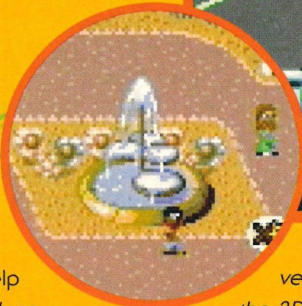
Theme Park

Mega Drive

Here's a short question to the best Sega magazine ever. Please could you help me with *Theme Park* on the Mega Drive. I want to know how to get it in 3D and go on all the rides.

Steven Duer, Powys

Sorry Steven, the Mega Drive



Motor bikes have two wheels rather than a car's four. That's why they're cheaper.

version does not contain the 3D bits. Try the Mega CD or the Saturn versions for that.

Sorted

• Issue 73 • Road Rash 2

In reply to Emma Wagstaffe from issue 73, to get

the Wild Thing 2000 bike, enter 009N 1V00 (those are zeroes). If you want a two-player game, enter the code for both players.

Chris Thomas, Halifax

Cheers Chris, the cotton for your T-Shirt is at this very

Game Genie

Mega Drive Stargate

AAEA-EAFG Infinite Grenades
ACOT-AAGO Invincibility
AA5A-EAHC Infinite Lives

Madden '95

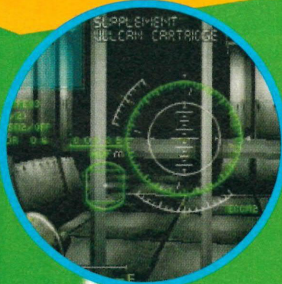
DB6F-8404 Field Goals worth 9 points
C267-E46D Infinite First Downs
DD6F-77AF Safety's worth nothing

Sonic and Knuckles

GKKT-AAGO 50 lives
NPKT-AAGO 99 lives
K2WA-CA4J Infinite Lives

Ecco 2

ALBA-4A8R No rings lost in 3D bits
HDLA-WAD4 Eat fish to restore health to full
AK4T-2A38 360-degree sonar blast



the cheer screen which houses the Blue Sky option? Good. Change the answer to 'Yes', and then press 'Start'.

Robotica

Saturn

Right - Saturn at the ready is it? All sweaty and excited and foamy-shinned at the oh-so exciting prospect of yet another Saturn tip

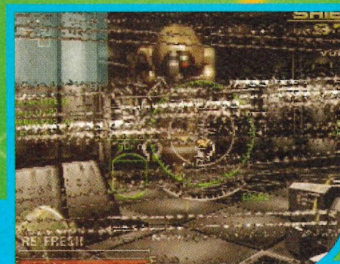
Robotica: less fun than waking up in my flat and finding ice on the INSIDE of my windows.

about to lever itself off the ground and spank your giddy face with its wise lessons? Hmm. Press and hold the L and R buttons at any point in the game. Then, press A on controller 2. This'll boost your shield. Press B to refill your generator, and X to power your weapons right up. Oh - and Z will load the map.

Triple Play '95

Mega Drive

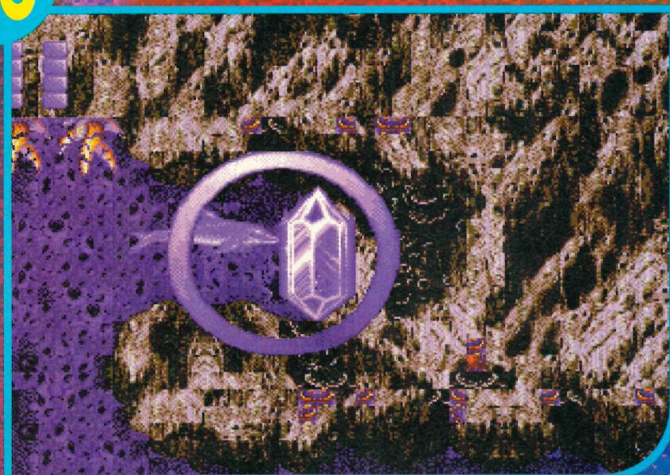
More baseballly fun! Start



I played Robotica for two hours once. I was VERY BORED.



Cheat Cart Codes



moment being picked by missing American Vietnam War veterans in some underdeveloped country in South East Asia.

• Issue 74 • Shining Force 2

In answer to David Brown's questions about *Shining Force 2*:

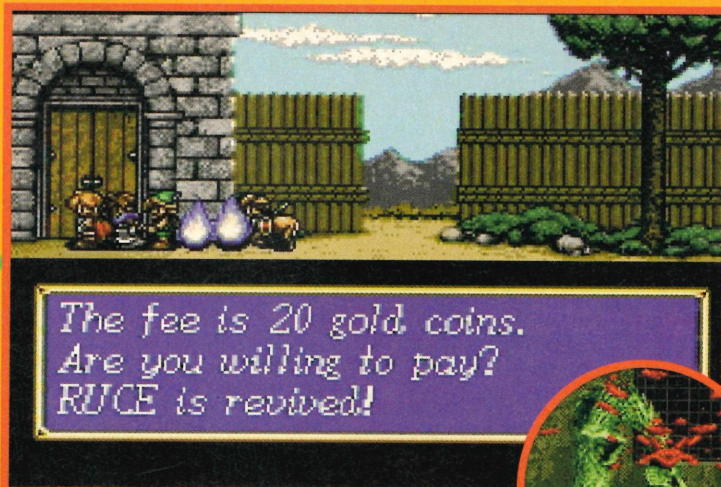
The charming mountain peace is SHATTERED BY INCONSIDERATE MOTORCYCLISTS.



The Vigor Ball is found in the top left corner of the elf village. It promotes a priest to a Master Monk. The Silver Tank is found in the cave near the village you found Oddur in. It promotes an Archer to a Brass Gunner. The Warrior Pride is found on the shield in the tactical base. It promotes a Warrior to a Red Baron. The Secret

Book is found in the bookcase in the big house in the elf village. It promotes a Mage to a Sorcerer. The blizzard and shining ball can be used as weapons in a fight.

Tom Pelly, Essex



Yer T-Shirt is currently being hand-woven by child labourers in Bombay. We'll send it on when it gets here.

• Issue 74 • Mortal Kombat 2

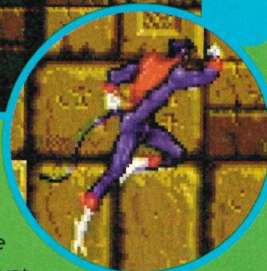
I was in a good mood, so I decided to help someone. I've chosen Craig

Dukale who wrote into you asking how to 'do' Kung Lao's fatalities in *Mortal Kombat 2*. Here's how then:

Babality - Use only kicks in the winning round, and when it says 'Finish Him/Her'



He's an X-Man because they didn't know what else to say.



practising for summer, kids! Enter the names of famous dead players (like Babe Ruth) to get 'em on your team! Not bad!

X-Men 2

Mega Drive

Would you, gentle reader, so

carefree and as yet untouched by the triple evil of department stores, decorative objects and tattooed matrons, consider levering yourself ever deeper into the safer, more

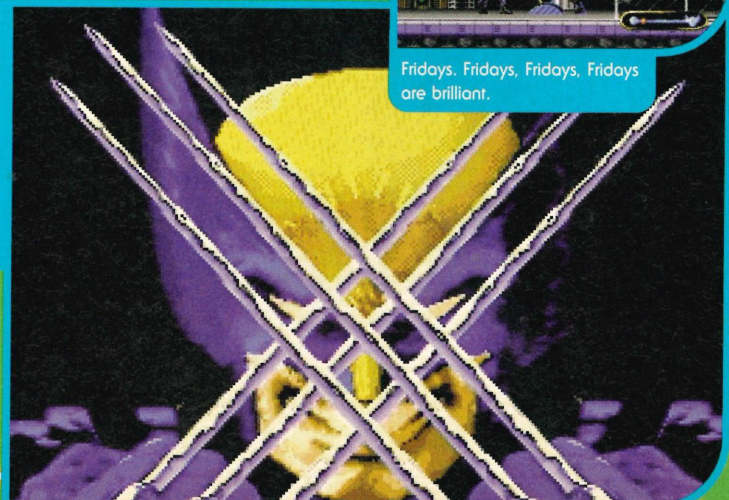
Wolverine

Mega Drive

Want to begin at any stage of *Wolverine*, do you? Likes yer X-Men, does you? Goods. Here: Level 2 - MARIKO Level 3 - SILVER FOX



Fridays. Fridays, Fridays, Fridays are brilliant.



If those explosions happened in my flat it might be a whole lot warmer which would be nice.

Totall have those great long balloons as free gift this month. Buy it if you have a Nintendo.

I am just writing to you regarding one button finishing moves for Mortal Kombat 3. Gain entry to the killer codes, select any of the finishing moves – Fatality, Babality, Animality, Friendship. After defeating your opponent, just press the last button in the fighter's button sequence. ie Cyrax D,D,U,D,O,HP. Just press HP – this seems to work with every character.

Lisa Sherreff, Royton
Cheers Lisa, a T-Shirt is in the post (with a bit of luck).

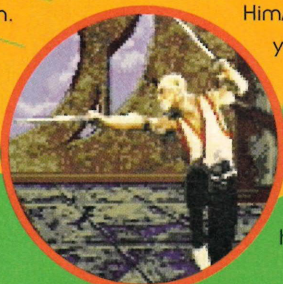
press Left, Left, Right, Right, High Kick. You can do this anywhere on the screen.

Friendship – Use only kicks in the winning round and when it says 'Finish Him/Her' press Left, Left, Left, Down, High Kick. You can do this anywhere on the screen.

Har Decapitation – When it says 'Finish Him/Her' get a full

screen's length away from your opponent and hold down Low Punch, then while holding Low Punch, press Left, Right and then release Low Punch.

Har Slice – When it says 'Finish Him/Her' get just inside your sweep range to your opponent and press Right, Right,



Level 4 –
DEPARTMENT H
Level 5 – MADRIPOOR
Level 6 – ASANO
Level 7 – THE HUDSONS
And that as we say in the wonderful world of videogames

Bug!
Saturn

This is good, this one. Skipping

will be
honey tree.

levels
is rather a fun thing to do, whether you'll admit it or not. AND YOU BLOODY SHOULD. At the start/options screen, enter B, A, B, Y, Down, Right, A, left shift, Down. You'll hear a yipping sound and,

Cheers for that James. Yer ratty T-Sega Power shirt is in the post, provided our postie can be bothered to pull his finger out and get it to you, that is.

SEGA POWER

once you're playing, all you have to do to fiddle with the levels is hold the left shift button and press Up to skip forward, or Down to skip back.

SEGA POWER

Send in your Questions and Answers to: QGA Tips, Sega Power, Future Publishing, 30 Monmouth St, Bath BA1

Please remember to include your name, address and if it's an 'Answer Me', the person and issue number to whom you are referring.



Right, Low Kick.

Pit/Kombat Tomb Fatality – On the Pit II or Kombat Tomb levels, move next to your opponent and press Right, Right, Right, High Punch when it says 'Finish Him/Her'. James Ellison, Yeadon.

casually aloof and not unsubstantially smart-looking. It's got everything you'll ever need to fuel your foul gaming habits. Yes.

Doom
Usenet:alt.binaries.doom

The Doom page covers just about all aspects of the gibbering hattersly we call Doom... go and find out for yourself, please.

Complete Gaming Headquarters
<http://host.yab.com/~macguyver/#CANDC>



Daytona USA

Sega Saturn

And the Lord did take the five loaves of bread and the five fish, and He did break them and distribute them among the hungry masses. And even allowing for those who were being greedy, there was still enough to feed all five thousand. And the disciples were amazed.

And the Lord did ask of them to fill five jugs with water.

And when they poured them out, the water had turned to wine. And the crowd went absolutely bananas.

So the Lord did address the masses, and did say "And for my final trick, I will tell you how to access all the secret bits in Daytona USA, just in case you are ever able to get your grubby mitts on a copy."

And there was much weeping and gnashing of teeth, because only one of the disciples had been able to afford expensive grey-imported Saturn, and he was a git. The rest were waiting for St Toy.

Blimey! Not bad! About a million FAQ lists, along with piles of information about games that you didn't even know you didn't even know about. Ok so it's predominantly American – you'll have to put up with that – but handy all the same.

Europe's most popular e-zine - updated daily

FutureNet

- **World news** - All the top news stories, updated every weekday
- **Computing** - Hundreds of features on PC, Mac, ST, Amiga and more
- **Videogames** - Loads of game reviews and features for every platform
- **Music** - Classical reviews, high-tech music making and guitar technique
- **Sport** - Daily sport news, plus great features on football, rugby and cycling

and much, much more. We've over 14,000 info-packed pages, plus hundreds of links to other sites.

Bored of our unamusing and faintly childish methods of conveying tips, cheats, tips and cheats? The Internet could well prove your bucket of loveliness, then. Simply tap in some of the following 'URL's for games-related Ner-happiness, mate, and THEN tell us you don't like us. Read away...

FutureNet

<http://www.futurenet.co.uk>

Right. This really is just about the only site in the whole stinkin' cyber-universe to pander incessantly to the needs of the grubby working class gamesplayers while remaining

Key

You want to know the moves. Fair enough. Before you let yourselves loose on this guide though, arm yourselves with the following information. It's kind of important.

For means Forward
Back means Back
Down means Down
Up means Up
D means Defend
P means Punch
K means Kick
All means Press all 3 buttons

Down+Kick means tap Down & Kick as one
Punch+Def means press Punch & Def as one
Lower case move means a quick tap on the joypad
Upper case move means a long press on the joypad

/ means Diagonal direction
[] means the move is optional
SCR means roll the D-pad in a semi-circle
QCR means roll the D-pad in a Quarter circle roll.

General Moves

Hopping attacks

jump, P Hopping jab
jump, K Hop kick

Jumping attacks

JUMP, FOR+P Distance jumping hammer
JUMP, K Take-off jump kick
UP/FOR+K Special jump attack for Kage
JUMP, K Landing kick
JUMP, FOR+K Distance drop kick to the front
UP/FOR, DOWN/FOR+K Pai's Crane Stomp
JUMP, BACK+K Jump kick to the back

You can now make two jumping attacks per jump.

Movement

for, for Step Forward Quickly
back, back Step Backward Quickly
For, FOR Run Forward

Common moves

D, DOWN+K Roll and sweep
BACK, K Roll away with mule kick
BACK, DOWN+K Roll away and sweep
BACK, FOR+K Roll away with rising heel kick
DOWN/FOR+K Side kicks

Akira

Special moves and combos

P, P Running punches with body blow
for, for+K, [K] Jumping kick, [double]
for, for+P Dashing elbow strike
DOWN, for+P Dashing palm strike
for+P Elbow strike
back, for, for+P+K Dashing body check
down/for, down/for+P Power uppercut
DOWN, back, for+P Two palm strike

Counter attacks and defence

D, back+P Counters any incoming attacks

Throws and close-range moves

P+D Trip and punches
All Stun palm
back/down+P+D Surprise exchange
for+P+D Break stance
for, back, for+P+K Close-in ram
back/down, for+P Pull in, push out
back, down/for+P+K Backwards uppercut
back, down+P+D Stumbling trip



Attack downed opponents

down/for+P Punch
up+P Jumping punch

Pai Chan

Special moves and combos

P, P, [P] Running punches
P, K Punch and heel kick
P, P, K 2 punches and straight kick
P, P, P, K 3 punches and spinning crescent
P, P, P, back/up+K 3 punches and backward kickflip
P, P, P, DOWN+K 3 punches and sweep

DOWN release+K Heel kick
D+K Crescent kick
DOWN+D+K Sweep
back/up+K Backward kickflip
back/up, [back/up+K] Backflip, [flipkick]
for/up+K, [K] Jumping scissors
for, for+K High lunging leg thrust
for/down+P Downward chop

Virtua

Lau Chan

Special moves and combos

P, P, [P] Running punches
P, K Punch and heel kick
P, P, K 2 punches and straight kick

P, P, P, K 3 punches and spinning crescent kick

P, P, P, back/up+K 3 punches and backward flip kick

P, P, P, DOWN+K 3 punches and sweep

DOWN release+K Heel kick

DOWN/FOR+P, [P], [P] Lifting palm, [running punches]



DOWN/FOR+P, P, K Lifting palm, punch, straight

DOWN/FOR+P, P, P, K Lifting palm, 2 punch, crescent

DOWN/FOR+P, P, P, back/up+K Lifting palm, 2 punch, kickflip

DOWN/FOR+P, P, P, DOWN+K Lifting palm, 2 punch, sweep

down/for+P, [P], [P] Knife hand, [running punches]

down/for+P, P, K Knife, punch, straight kick

down/for+P, P, P, K Knife, 2 punch, crescent

down/for+P, P, P, back/up+K Knife, 2 punch, kickflip

down/for+P, P, P, DOWN+K Knife, 2 punch, sweep

for/up+K Forward cartwheel kick

for/up+K+D Short jump kick

for/down, for/down+P Dashing knife hand

K+D Spinning crescent kick

DOWN+K+D Sweep

back/up+K Flipkick

back/up, [back/up+K] Backflip, [kickflip]

back/down+P Backfist strike

for+P Elbow strike

back, down+K Sliding attack

Throws and close-range moves

P+D Waterwheel drop

back+P Piggyback drop

back, for+P Head slam

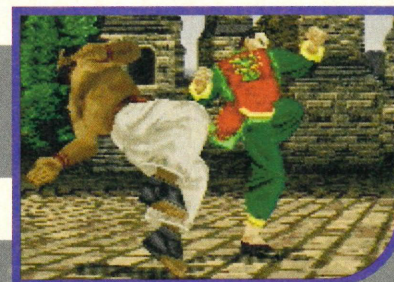
back, down+P+D Sideways throw

Attack downed opponents

for/down+K Foot stomp

up+P Single feet stomping pounce

UP+P Double feet stomping pounce



Fighter 2



Wolf Hawkfield

Special moves and combos

P, P, [P] Running punches, [uppercut]

P, K Punch and kick

for+K Knee
down/for+P Uppercut
DOWN/FOR+P Uppercut from low position
for, for+P Running clothesline

back+K+D Reverse crescent kick
for+K Snap kick

Throws and close-range moves

P+D Wrist Twist
for, down+P Grabs head and falls backwards

back, down+P+D Grabs hands and throws overhead
for, for+P Reaping throw and punch

back, for+P Pushover
for, for+All Cartwheels over opponent

Attack downed opponents

down/for+P Punch
up+P Low knees pounce
UP+P High knees pounce



back, for+P Dashing shoulder ram
back+P Back hand slap
K+D Scissors kick
back, for+K+D Somersault heel smash
for+K+D Roundhouse kick

back, back+P Jabbing footwork

Counter attacks and defence

back+P Grab & throw
back/down+P Dodge & punch

Jeffrey McWild



back/down,
for/up+P+K Thrusting head
butt
back, for+P Drop elbow

Counter attacks and defence

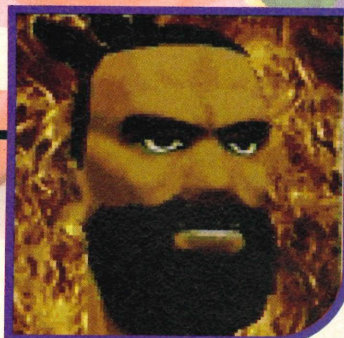
back/down+P Dodge and
Jab

Throws and close-range moves

P+D Fireman's lift
for+P Powerslam
back+P Body press
down+P Face grab
down/for, down/for+P+K Crucifix
down, for+K piledriver
Triple knee
bash
back, for+P+K, for+P+K, for+P+K Triple head
butts
back, for, for+All Backbreaker

Attack downed opponents

for/down+K Foot stomp
up+P Body splash
UP+P Butt bomb



Special moves and combos

P, P, [P] Running
punches,
[uppercut]
P, K Punch, kick
combo
down/for+P, [P] Uppercuts
DOWN/FOR+P Uppercut from
low position
down+K, [P] Toe kick,
[hammer]
for, for+P, [P] Dashing low
elbow,
[uppercut]
for, for+K Frontal foot
thrust
for+K Knee
back, back/down+P Sideways
swinging
hammer
All Flying butt
attack
P+K Head butt

for, for+K+D Flying knee
attack
up/for+K Drop kick
for+P Body blow
back+P+K Drop elbow
for, down+K Sliding attack
back, SCR,
for+P Two hand
upward slap

Counter-attacks and defence

back/down+P Grabs side kicks
and twists leg

Throws and close- range moves

P+D Backfall
for+P Body slam
back, SCR, for
down/for,
down/for+P+K Grab opponent
and break his
skull
for/up+K+D Flip opponent

Kage

Special moves and combos

P, P, [P] Running
punches
P, K Punch and
kick
P, P, K 2 punches
and straight
kick
P, P, P, K 3 punches
and spin
kick
P, P, P, back/up+K 3 punches
and
backward
kickflip
for+P Elbow strike
DOWN+K+D Heel kick
DOWN, for+K Rising knee
back/up+K Backward
kickflip
back/up+K+D Kickflip
back/up, [back/up+K] Backflip,
[flipkick]
for, for+K Back heel
sweep
for, for+All Rolling flying
kick
for, for+K+D Flying
corkscrew
kick
back, SCR, for+[K] Roll forwards
[sweep]
for, SCR, back+[K] Roll
backwards
[sweep]
for, for+D Cartwheel
forwards
back, back+D Cartwheel
backwards
back+K+D Back Thrust
back, QCR, down+K Sliding
attack
back, for+P+K, [P+K] Downward
chop, [slap]
down+P+K, [P+K] Downward
fist, [backfist]
back, back+K Turning back
thrust



Sarah Bryant

Special moves and combos

P, P, P, K 3 punches
and rising
knee
P, P, [P] Running
punches,
[hook]
P, K Punch and
kick
P, down+K Punch and
side kick
K, P Kick and
punch
P, P, K 2 punches
and straight
kick
P, P, P, up+K 3 punches
and hopping
toe kick
P, P, P, back/up+K 3 punches
and kickflip
for+P, [K] Elbow strike
for+P, K Elbow-knee
combo
for+K, [for/down+K]
Rising knee



- back, back+P Turning downward chop
- back, back+K+D Turning toe slide
- back, back+P+D Turning upward chop

Counter attacks and defence

- down+P Grab and throw
- back/down+P Dodge and punch

Throws and close-range moves

- P+D Hip throw
- back+P Ten foot toss
- back, for+P Reaping throw
- All Toka throw



Attack downed opponents

- for/down+K Heel smash
- up+P 3 pounces at different ranges



- for, for+K Lunging knee
- down+K High snap kick
- down+K, K Toe kick, side kick
- DOWN/FOR+K, K, [K] Shadow

Counter attacks and defence

- back/down+P Dodge and punch

Throws and close-range moves

- DOWN+K+D Crouching side kick
- back/up, [back/up+K] Backflip, [flipkick]
- back/up+K Kickflip
- D+K Crescent kick
- up+K Roundhouse kick
- for/up+K+D Tornado kick
- back+K Double kick
- back/down+K+D Side hook kick
- back, back+P Turning punch
- back, back+K Turning jump kick
- down, back+K, [K] Spinning heel kicks
- down/for+P Downward backfist

Attack downed opponents

- for/down+K Kick
- up+P Low jumping knee hammer
- UP+K Highjumping knee hammer



Shun Di

Special moves and combos

- P, P, [P] Uppercuts
- P, K Punch, kick combo
- for+P Running punches
- back/down+P Back push
- down+K+D Scorpion kick
- back, back+K Turning akimbo kick
- back, back+P Turning punch
- back+P Twisting back hook fist
- back+K Kick and fall with back down
- for, for+P Spinning twist punch
- for, for+K Forward cartwheel kick



Jacky Bryant

Special moves and combos

- P, P, [P] Running punches, [hook]
- P, K 2 different kicks
- P, down+K Punch and sweep
- P, P, K 2 punches and straight kick
- P, P, for+P, [K] 2 punches, elbow, [heel kick]
- P, P, back+P, [K] 2 punches, spinning backfist, [sweep]
- P, P, back+P, [down+K] 2 punches, spinning backfist, [sweep]
- back+P, [P] Spinning backfist [double]
- back+P, K Backfist, crescent
- back+P, down+K Backfist, sweep
- for+P Elbow strike
- for+P, K Elbow-heel kick combo
- back/down+P Low spinning backfist
- back/down+P, K Low spinning backfist-sweep
- for+K Knee
- back/up+K Flipkick
- back/up, [back/up+K] Backflip, [flipkick]
- down+K Toe kick
- for, for+K Punt kick
- K+D, [down+K] Crescent, [sweep]
- DOWN+K+D Crouching side kick
- K, K Kick and heel kick
- down/for+P Hook
- back+K Side hook kick
- P+K Beat knuckle
- down+P+K, [K, K, K, K] Lightning kicks
- back, for+P+K Low spinning kick
- back, back+P Spin around backfist
- back, back+K Spin around crescent kick

Throws and close-range moves

- P+D Brainbuster
- for, for+P Jumping clothesline
- for, back+P+K AKA Bulldog
- Trip and hammer

Attack downed opponents

- for/down+K Kick
- up+P Low jumping knee hammer
- UP+K High jumping knee hammer

up+P	Turning back hammer	Counter attacks and defence	
up+K	Mule kick	back/down+D	Side steps backwards
up/for+K	Spinning scissors kick	back/down+D, P	Side steps backwards and punches
up/for+P	Spinning twist punch		
K+D, [P]	Jumping spin kick, [sideways]	back/down+D, P+K	Side steps back and backhand pushes
P+K	Upside down backhand push	back/down+D, K	Side steps backwards and kicks
DOWN+K+D	Breakdance sweep	for/down+D	Side steps forwards
down+P+K, [K], [K]	Breakdance sweeps	for/down+D, P	Side steps forwards and punches
back+K+D	Hopping kicks	for/down+D, K	Side steps forwards and Scorpion kicks
for, SCR, back [K]	Handstand		
back/down+K, [K]	Turning twist kick[s]		
back/down, back/down+K, [K]	Falling turning twist kicks		
down, down, [K]	Sit down [low kick]		

Throws and close-range moves

P+D	Dances with Punches
All	Grab and fall

Attack downed opponents

up+P	Roll and elbow drop
UP+P	Cartwheel heel smash

Lion Rafale



up+P
Swinging arms
back, back+K

back, back+P

Counter attacks and defence

back/down+D
Ducks and steps away sideways

back/down+D, P

Ducks and steps away sideways

for/down+D

Ducks and closes in
for/down+D, P
Ducks and closes in to execute

Special moves and combos

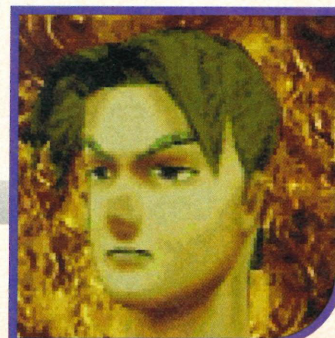
P, P, [P]
Running punches
P, K
Punch, kick combo
for+P
Elbow strike
for+K
Knee
FOR/DOWN+P, [P]
Crouching pecks
for, for+P
Long range fist thrust

Throws and close-range moves

for, for+K
Cartwheel kick
for, for+K+D
Spin and kick high
down/for+K+D
Spin and kick low
down/for+P, [P]
Uppercut, [downward swipe]
back+P
Wind-up attack
for+P+D
Poke head
P+D
Spinning fist strike
down/for+P+D
Spinning fist strike II
DOWN+K+D
Sweep
up+K, [K]
Dancing kicks
down, down+K
One-handstand kicks

Attack downed opponents

up+P
Short range heel smash
UP+P
Cartwheel heel smash



ON SALE NOW! ON SALE NOW! ON SALE NOW! ON SALE NOW!

SFX

Leonard Nimoy speaks in The SFX Interview

"I am Spock!"

PLUS! RALPH FIENNES IN STRANGE DAYS, THE X-FILES, THE AVENGERS' LINDA THORSON AND THE TIME TUNNEL...

Future Films, TV, Books, Comics, Video, Models and more...

MM96 Tracks

Designed a track yourself? Want yer mates to have a go on it?
Send them to:
Micro Machines '96 Tracks Thing
at the usual address. GOT THAT?

Designed by: Leigh Heathcote
Course Name: Brick

Part 1:	OFXA USBD LCSS DLAA 3XD5 3XO5 3XO5 31OG	Part 4:	O6LU G52H O53X O5KW Q2V1 N2VK VKUX WYRY	Part 7:	UVNN 6GVK VKRTVJK5 TVBC E1RD 3XKY VKOQ
Part 2:	VKUK VKUK VKVL OTE1 RCET N53X OTHX O5OY	Part 5:	3X15 3XO5 3VK2 DKVB 3T05 VKXF 2H05 11Q3	Part 8:	VKVK VKVS VFK A BQAA AA1A G1AY DAHK
Part 3:	2VCN 3X62 DKVK GIRD XKSV 2HO5 GN05 3XPK	Part 6:	RCJX OVLV CN3X O52R G5L2 WEJK VKVK Q2PK		

Designed by: Jonathon Covey
Course Name: Boogie Times

Part 1:	CPPH JFAU JNFT 2AAA O7L3 3S04 O53X O60E	Part 4:	3XPQ E0XM Z3GO 3XO5 5GVE ZZGO LX05 3KQ7	Part 7:	O54B XK3X WRDK W504 I13X O7CC HR3X PWQ3
Part 2:	JSE1 RCJN 3X05 ZT26 4NWR GX05 3KSM RCP7	Part 5:	MFY5 GPDY O53W U2V2 QRGX O53X MFQW ISQ2	Part 8:	EX05 357F 3X00 AKHW DAQA MCBA DQKM
Part 3:	ETA4 O53X UYMY 3GW2 Q53X WHIX PGZW UZSH	Part 6:	2ETN 3X06 UK3F CMIS 3X06 IXDB 6EJV CJ00		

Designed by: Henry Armitage
Course Name: You Got A Course

Part 1:	ZPUH PUBD PUST FPK3 MKVY KWEF KVKY M2NS	Part 4:	IJMS LUVI KVQV MRS2 SVKR CYLF KVCV TFNR	Part 7:	MZTF IRLG MROG MZTG KVBK VIRW MZTG NRMV
Part 2:	KYGI TOEQ 2FXZ SVGN KVKV BUIV TFKF OFMI	Part 5:	3VI7 KVKV GNLGL XKR KVKV GNKW MUKT G20E	Part 8:	KVMZ T6MZ TGN9 6GUK PAE4 ERAU EQCR
Part 3:	QWLK KFLG KV2V KVKV LEMW MVIV LSKV KWNU	Part 6:	RUNG MVMZ KTG2 RTIN KVK2 STGV TEJN TGN3		

**Designed by: Trevor Stedman
and John Durkee**
Course Name: Garden of E

Part 1:	HBSE FOAP GAFA AAAA XB2X 3FTJ 3WGF RNJK	Part 4:	MXL0 D3C6 LGKX ON56 6BWH EWMM SDER NXNT	Part 7:	KGFX CVNT VIRE DM4L YRC3 PKTZ I174 W6PA
Part 2:	4JGL TGEI TURS 45G0 EWNH OVIS 5XGN 3403	Part 5:	DNB0 MY5U HQN3 OG45 ZZS4 PTI4 XQGI RRP6	Part 8:	KCE0 VHIT OJR7 6VYR 4AIA FAAY CQKW
Part 3:	M3EM RMML OGZS FKRC E4RX ZGGB LRTM ZBHP	Part 6:	TFKX ERXN Y3LF LGLG C3DS 3RPX OWMX EJNP		

**Another course from: Trevor
Stedman and John Durkee**

Part 1:	CSJD LTA0 ACBM MT2A 3QZH QJZH EJZE LQK5	Part 4:	6LDJ TLIS GMXR CHOG TGPV CNLN KVEI 5GLV	Part 7:	PSKE YWFW M7DY W633 BDK3 M2MD H5MM WQ05
Part 2:	ZX3X O53X OVIQ ZVXR 4LGI CVW4 NGNM 4HQ6	Part 5:	NDGE JWN3 TXOK MZMV OQSM LSM3 UZW5 2XP2	Part 8:	RC02 XCHR L30A AMBT GQ0A E5BA DAII
Part 3:	EP2C JN12 M2MH RTOI 2G4Y U2WB W64L WMP0	Part 6:	CEJC K4ZJ TGMZ THIR CXXM KVKW 3GQ5 A4NP		

**Power
TIPS**

Can't get your track to work? Try replacing S with 5, N for W and so on. We'd love to take responsibility for wasting your time with tracks that don't work, but sadly there's no chance of that. These tracks were created by YOU! Grin and bear it.

We like MM '96 and people who send us new tracks to play with will be sent STUFF. People who send us tracks that don't work will be sent to be STUFFED.



Vectorm

Part one

Day 1 - Terraport

The idea in Vectorm is to shoot the televisions - they'll reveal power-ups. That icon means, that everything you collect - points, energy etc. - will be multiplied by five. This also applies to extra lives.



Immediately you start the level, walk to the end of the platform and drop into the water. Go left and find a TV. Shoot the incoming fish, collect the telly and hop back up to the start.



Collect this icon, and you will transform into a fish, enabling you to swim through enormous chunks of the level without being hit.

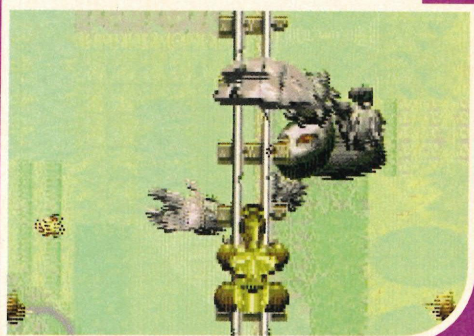
Vectorm is all about using power-ups in appropriate places. This icon will turn you into a bomb, enabling you to blow up the wall.



You'll morph into a train on this second level, the idea being to avoid the metal hands which attempt to grab you.



Using the D-pad, increase or decrease your speed accordingly. Never let go of the fire button.



Day 2 - Metalhead

After blasting the wall, you'll be able to go left and find this TV. Behind it lies an extra life.





man

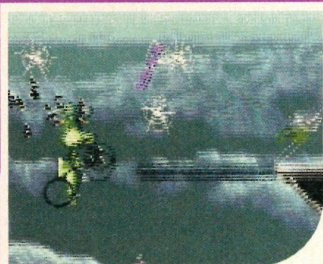
Welcome to the first installment of our two-part players' guide to Vectorman. It's quite possibly the hardest game in the galaxy so for those of you not up to the mountainous task, go and play with your teddies. This is for serious gamers.

These futuristic bulldog creatures pose no threat. On a level surface, simply crouch and fire, on a slope repeat the

procedure, but take more care.

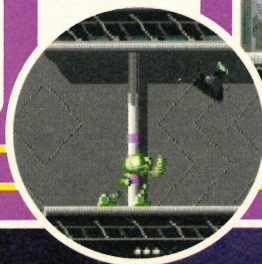


Hard to find but worthwhile nevertheless, you'll discover these scattered on various levels throughout the game. When it seems you're standing on thin air, jump up again until you spot the TV. Shoot and grab.



Many platforms in the game are fragile and can be broken to access more areas. Bursting in on the TV to the right will reveal a drill icon. Using this you can morph into a drill and easily break through.

At the very end of the level you'll see a huge gap in front of you. Instead of leaping down, jump as far right as possible to find a TV. Collect and hover down to the level below for more power-ups.



The end of level boss poses no problems. Just fire at the underbelly of the plane and it will flash. Run right and left avoiding the wing tips and bombs and fire repeatedly until you destroy it.



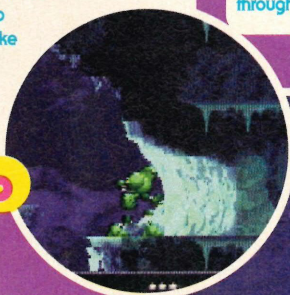
Day 3 – Tidal Surge

Collecting this smart bomb will kill everything in your path. But, its effectiveness is limited as it only lasts around two seconds.



Although it isn't massively difficult, this level is very frustrating. The swinging chains and orange tentacle fish constantly obstruct your route. Stand on a platform and shoot the blighters.

When you've located the hidden areas, you'll see these steps. Jump onto them – they'll take you to a television. Be ready to shoot though.



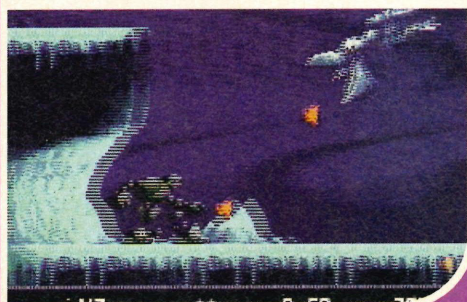
Clinging to either the left or right side of the level and jump into the wall to gather the bonuses. If there's no visible exit, jump back through the wall.

Wherever you see this fish icon, you can cruise through the water just like a, er, fish.

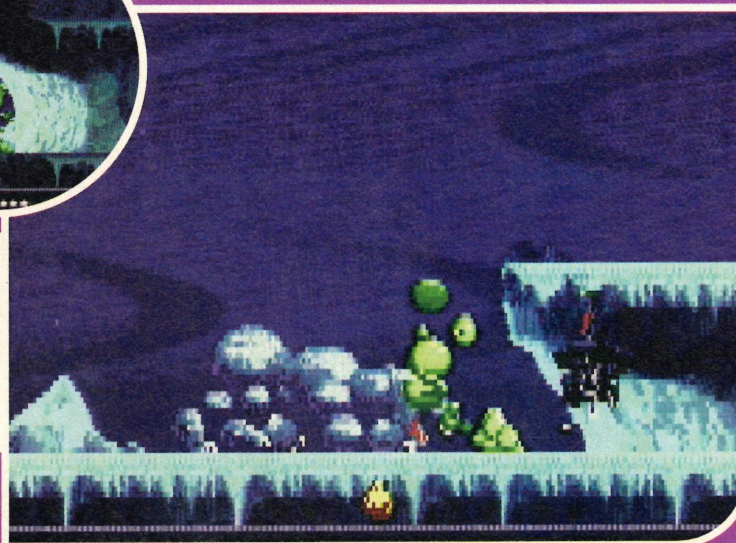


Day 4 – Absolute Zero

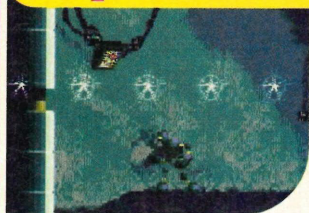
At the end of the level this ice scorpion appears. Shoot him and he'll flash. Follow him firing repeatedly and avoid his rain of fire pellets.



The creature will then turn into an irate polar bear. Duck, shoot, and jump his feeble attempts at attack.



Day 5 – Arctic Ridge

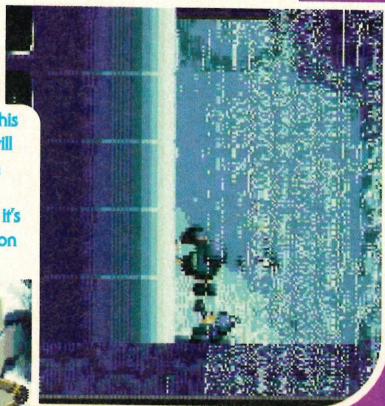


Flies are the bane of a man's life. Shoot this lot with as much venom as possible.



No amount of firing will kill Doghead from this side, you'll have to go back, left and then up and appear behind him.

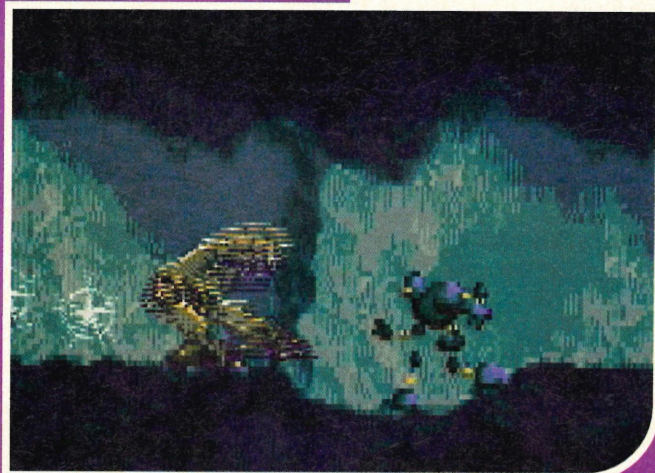
Where you see these large iron structures, you'll also catch a glimpse of a TV. Drop down to the right and jump into the side of the structure. You'll then be able to access the power-up.



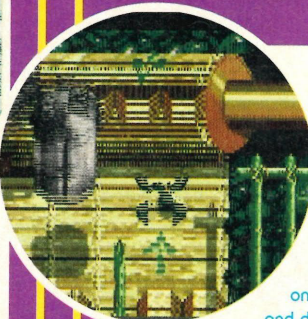
After you jump over the satellite, this deformed mechanical obscenity will be waiting. You'll be fired on from above so shoot there first. Then jump up shooting at it's tail. When it's gone, jump over using the 'A' button to activate the hover boots.



These are all over the level and tend to hang around in pairs. They will attack so blast them as quickly as possible.

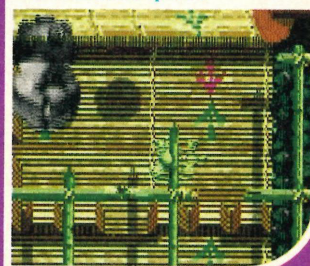


Day 7 – Rock 'n' Roller



You'll probably lose a couple of lives on this level – it's darned difficult. Stay on the mat and destroy the rocks before the time expires or you slip off the surface.

As with the second level rapid fire is the answer here. Watch for the shadows on the mat as this indicates where the rocks will fall. When you've 'done' the rocks, follow the arrows to move upward.



Day 9 – Hydrophonic Lab

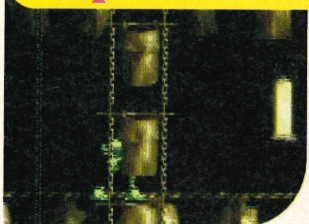
This level requires a lot of springing around. Televisions high up and hidden from ground level can only be shot in mid air. This one only gives you energy points but it's still worth having.



Hidden inside this structure are a number of TV's. You need to turn off the switches and then shoot like mad to access the area. Your reward is minimal, but get all the TV's in the level and you'll get a points bonus at the end.



Day 6 – Bamboo Mill

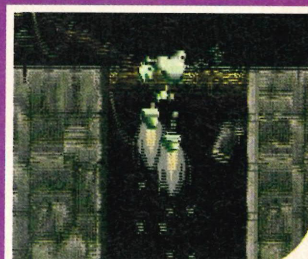


The rope ladders and moving platforms will lead you into trouble. There's a lot of treasure on this level though so make sure you explore it thoroughly.

Towards the end, you'll see a big gap. Jump to the far right and stay tucked into the right wall. Jump up to get the TV, drop off the ledge and veer in to the right again.



The drill icon is located to the left and will enable you to plough through the weak straw platform and access all the power-ups beneath and out of sight.



Use your hover boots here. Make sure you remember to time your jump. Aim to press button 'A' once Vectorman has reached the peak of his leap.



Day 8 – Death Alley

These blighters will follow you all over the level. You can jump on top of some and get flipped up to new heights but it'll cost you an energy point.

Shoot the wind-up transmitter to the right and he won't be able to signal to his chums. Shoot the TV above and collect the time bonus, you'll need it as this level is quite large.



Another of those strange little transparent platforms that appear now and then. This will lead you to a X 10 icon which will significantly boost your score.

Collect its icon and you'll turn temporarily into the Vectorcar. This allows you to drive into the walls and break through to the other side. You'll then morph back into a humble Orbot with the familiar task of shooting, jumping and exploring.



Jump onto the wooden platform and then jump up and to the right using your hover boots. The TV conceals an extra life, but to make your task more tricky, flies block your route.

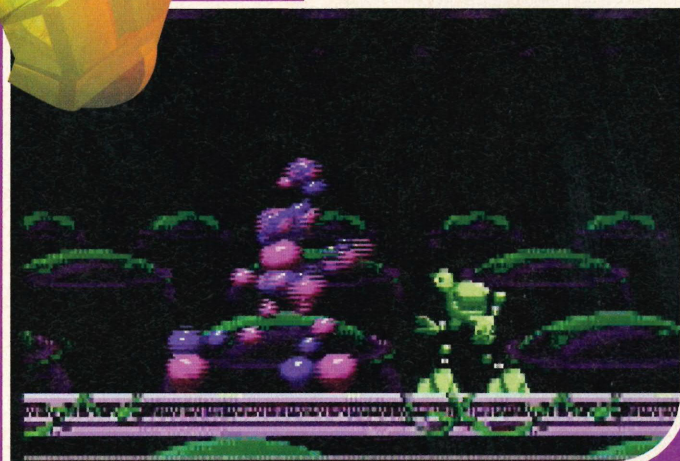
Spray them with bullets.



At the end of the level you'll encounter the jelly bean man. Initially, he'll be like coiled spring and bounce over your head. Stay with him, and when he forms an arc, crouch down and fire.

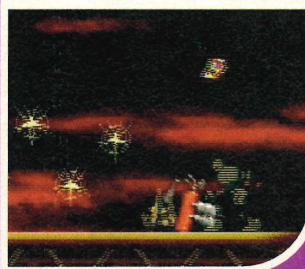


After transforming from the spring into a multi-coloured worm, the creature will morph into beanman. When he's close use your hover boots to clear him, land and then resume your stream of bullets.



Day 10 – Superstructure

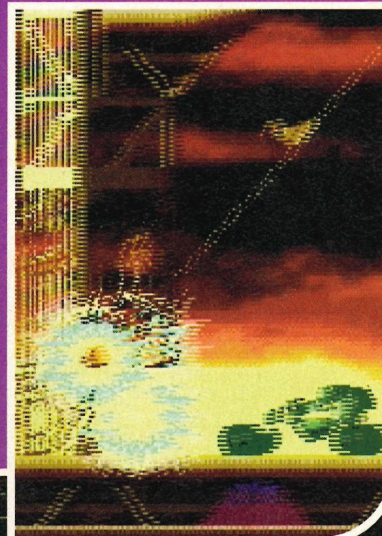
The springs are back to create more havoc and they won't leave you alone until they're destroyed. You'll need to be quick with your gun.



The satellite transmits message to Orbots later in the level. If you have the right weapon you should be able to disable it.



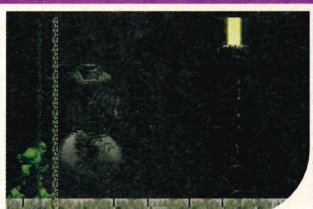
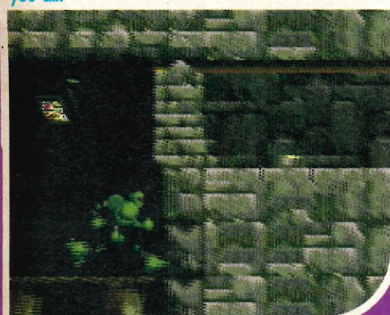
Here, you'll need to collect the Vectorcar icon and change into the buggy – you can then smash through the wall. Back as Vectorman, shoot up above and go far right to collect the bonus items.



The flight icon which occurs in only a couple of levels is useful only if you know where you are going. Before you collect it, study the area you wish to aerially explore.



You've no chance of shooting through the stone, you've got to blow it up. Conveniently, the TV above is a bomb – haven't they been good to you all.



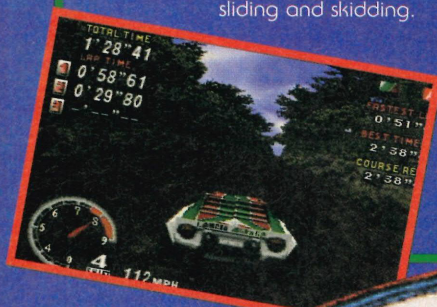
Definitely a complete pain in the backside. This thing will spit fire at you, corner you and then turn your metal body into sharp splinters. When he's to the right fire at his head and when he's to the left, run and fire. Use your hover boots to rise above his fire bullets.

General driving tips



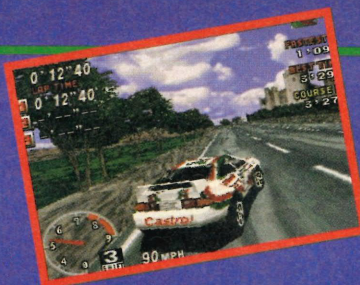
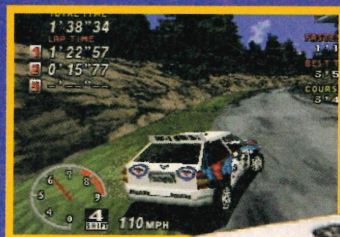
Views

Although the most impressive of the two is the out of car view, the most practical is from behind. This gives the best indication of the car's status with respect to power sliding and skidding.



Maintaining top speed

This may sound a bit obvious but on the straights in *Sega Rally* you'll want to get the best from your car. This means as much time as possible at full speed. Keep the car as straight as possible on straights and avoid skidding which will prevent your car from reaching its top speed. Watch for skidding on the back tyres and if you hear a skid squeak, you've just lost time.



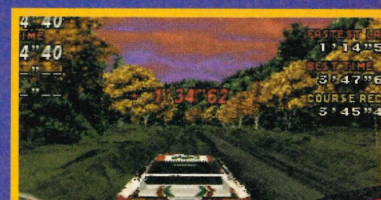
Collisions

These are your worst enemy – to win the championship they need to be kept to an absolute minimum as they knock a minimum of 50mph off your speed. You will be most susceptible to collisions during cornering but you must also be careful to avoid them after jumps. On occasions collisions with

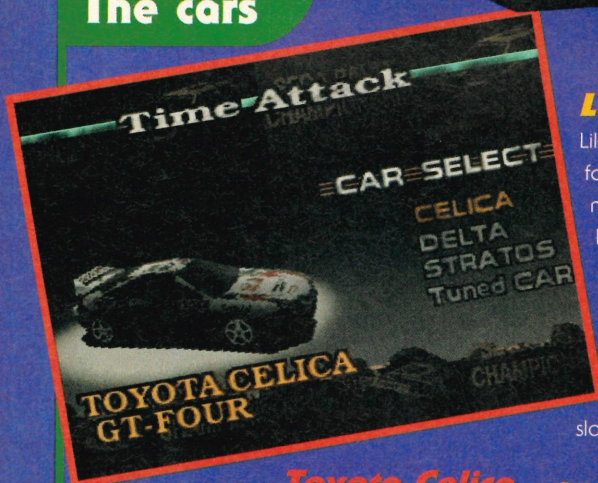
computer cars can be helpful, particularly on wide corners. If you hit the front of the car, they may even increase your speed.

Jumps

Jumps are one of the best features of *Sega Rally* but remember, once airborne your car cannot steer and where you land



The cars



Toyota Celica

The first of the two standard issue cars, the Celica has four-wheel drive and a top speed of 140mph. Because of its longer wheel-base, it seems to record the quickest times over all four of the courses. However, this attribute also tends to make it slightly harder to drive. Manual and automatic versions are available but, unlike *Daytona*, using the manual options conveys no great advantage, it just makes things more difficult.

Lancia Delta

Like the Celica, the Delta is a four wheel drive machine with much the same top speed. Being quite a bit shorter than the Celica, the Delta can take tighter corners with less chance of touching the side walls. Although the Delta seems to be the slightly slower car overall, it's probably the best to practice initially.



Lancia Stratos

By coming first in the Rally championship and then first on the Lakeside bonus stage, you'll get access to this monster. It's a replica of the classic rear-wheel drive Lancia and its top speed of 150mph makes it much the fastest car on offer. However, this extra power transmitted through only two wheels only makes it much harder to drive than its 4x4 cousins. A car for experts only.



SEGA

CHAMP

INTERNATIONAL

POWER

is a result of your line of travel when you took off. Think as you enter a jump where you want to land.

Cornering

Listen to your co-pilot! Long curves require no deceleration just a good power slide. Medium corners mostly require you to

take your finger off the throttle as you enter the corner and to reapply it as soon as you start to slide. Tight corners require a dab on the brake just as you enter, no throttle through the corner and acceleration as you leave.

Once you've steered into the corner and the back end of your car starts to slide from underneath you, use the joystick to steer against the corner. This should maintain your car at a steady

angle to the corner. If you steer with the corner, you'll spin and end up facing the wrong way. The amount of counter-steer you'll need depends upon the rightness of the corner.

A more advanced way of cornering is to make a slight feint in the

opposite direction of travel as you enter a tight corner. By steering sharply against this feint with the corner, your car will turn at a much sharper angle. With plenty of power and counter steer you should then be able to power out onto the straight.

CHAMPIONSHIP
GA™

RALLY

IONSHIP

ONAL RALLY

ver
TIPS

- Turn the 'time compare' option on, it'll show you which parts of the course are slowing you down the most and the bits you need to practice.

Quick Tips

- Use the ghost mode to practice each track. Because you can drive through the ghost car, it won't knock you off the racing line and you can use it to compare different track and corner strategies.

- Watch the computer controlled cars to learn the fastest racing lines.

Options

CHAMPIONSHIP: SLOW NORMAL

HANDLING: EASY NORMAL

ARCADIA: TIAP 3 LAPS

CHAMPIONSHIP: ON OFF

TIME COMPARE: ON OFF

GHOST MODE: ON OFF

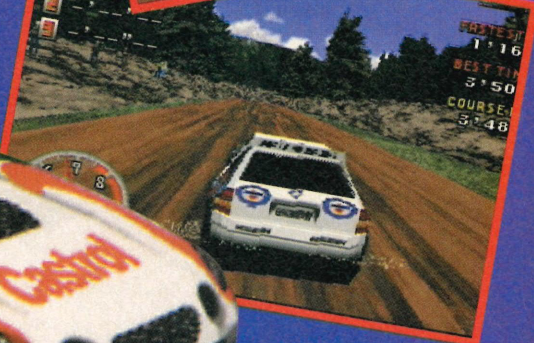
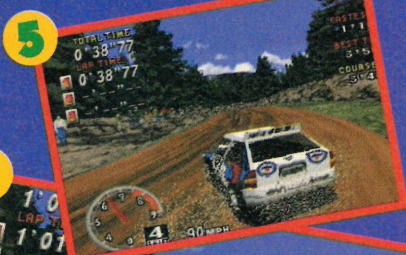
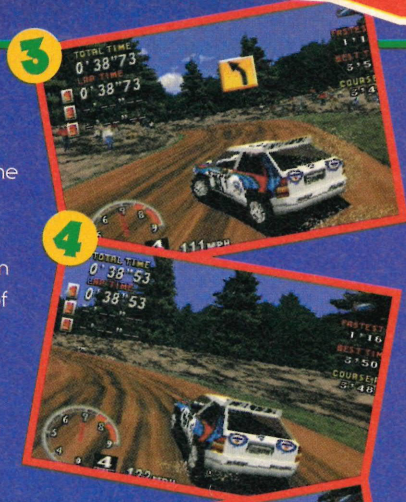
TIME COMPARE: ON OFF

press A or C button

SOUND: press A or C button

KEY CONFIG: press A or C button

EXIT



The Tracks and Championship

The four tracks in *Sega Rally* appear in the championship in ascending order of difficulty. To win the championship, you'll probably need to practice each track separately in either 'practice' or 'time attack' mode. To win the championship you'll need to finish at least 11th on the *desert* stage (best possible 9th) and at least 5th after the *forest* section (best

Desert

Time Attack

COURSE SELECT

DESERT

FOREST

MOUNTAIN

LAKESIDE

Fastest Lap: 0'54"

Best Time: 2'45"

Lakeside: Bend by bend

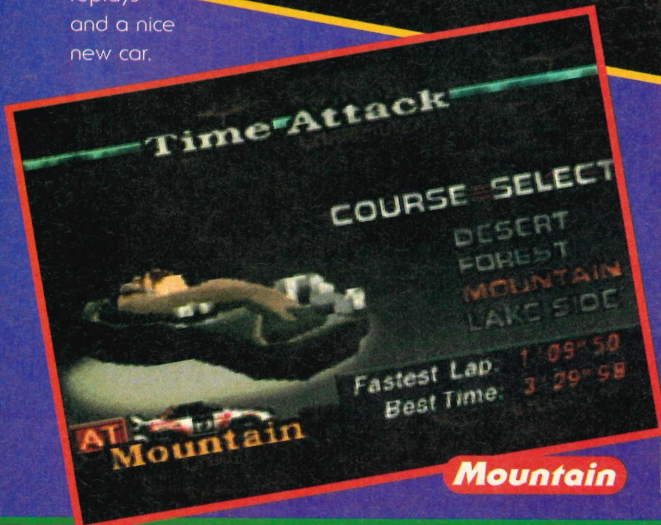
As it's the track you've probably seen least of, we decided to do a bend by bend guide to Sega Rally's hardest track, Lakeside. Belt up and hang on...



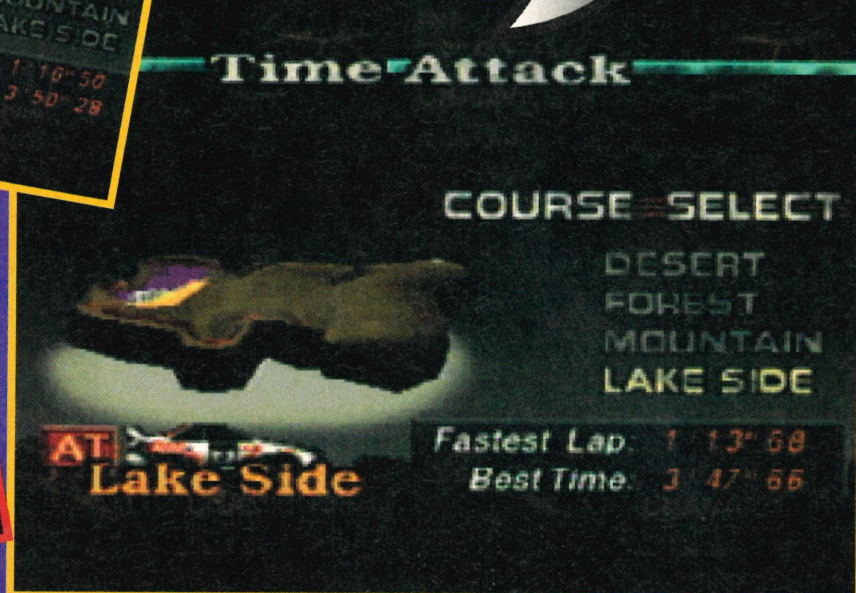
possible 3rd). If you win the mountain stage, you'll start in first place on Lakeside and if you win that, you'll get some lovely replays and a nice new car.



Lakeside



Mountain



Forrest

Time Attack

COURSE SELECT

DESERT
FOREST
MOUNTAIN
LAKE SIDE

Fastest Lap: 1:13:08
Best Time: 3:47:55

AT Lake Side

COURSE SELECT
DESERT
FOREST
MOUNTAIN
LAKE SIDE

Fastest Lap: 1:09:50
Best Time: 3:29:58



Victory Box

Sweating like a filthy boy in class, bruised like a jilted Romeo's ego and as stupid as a frog's Auntie, it's boxing, but not as you know it. Here it is with polygons. Brain damage? A thing of the past. It's tips ye be wanting, and whether you want them or not, they're coming for you...

We like game. Much. We like it a complete 82%. That much we like. Nice man at JVC come and give us plenty tips. He laugh and tell tales of bravery and stupidity. He was bad hair man. He go, but he leave plenty stuff to fill two of your stupid pages.

DEFENCE

Defence

The secret to good fighting is to learn how to defend yourself as soon as possible. Hitting-out wildly might land you a few good punches but without knowing when to back off and take it easy, you're unlikely to win more than a couple of fights.

Keep an eye on your bars at the bottom of the screen. If the damage one starts to get a bit low, quickly move away from the other fighter and keep your guard up. When your energy looks a bit healthier, go back in with a couple of long jabs.



Snake

Snake

He's your trainer and he likes his booze, but let's be honest, who doesn't. Every few bouts or suchlike he'll pop up and give you a new combo to use in the following fights. These are given to you for a reason and should be



ATTACK

Attack

To 'win' the title you really will have to get to grips with using your arms in the best way. Throwing them around like a girl isn't going to win you a washboard. By practising these techniques on a comatose Nick, we managed to work out the best strategies...

Jabbing

Jabbing is perfect for wearing down your opponent. It will take some time, but with careful attacks, it's the safest way to win.



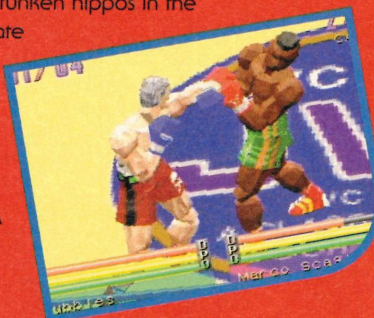
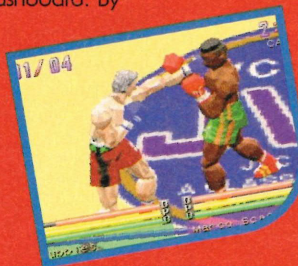
Uppercut

The uppercut is the best attack for finishing off a punch-drunk fool. Land a punch on their chin and watch as their teeth fly out of their mouths, dance like drunken hippos in the air and make a intricate pattern when they land on the canvas.

You do leave yourself very vulnerable when you do this attack, though, so be careful.

Hook

An easier, but equally powerful attack is the hook. A hefty thwack around the side of their head is bound to turn their brain into rissoles.

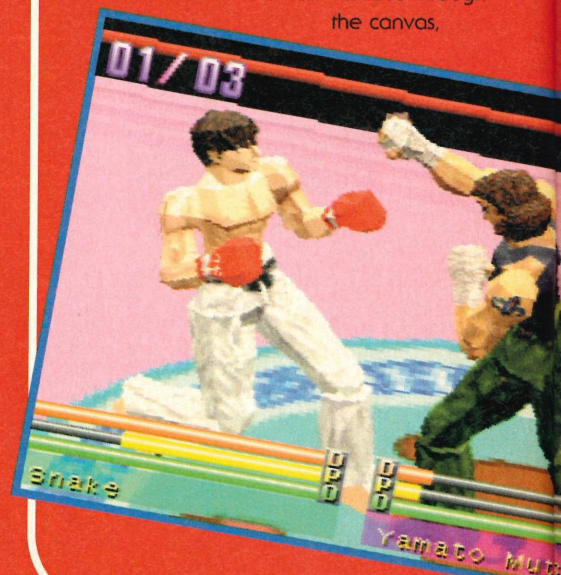


HIDDEN CHARACTERS

All these characters become available to you on completion of the Main Event.

Snake

He's your trainer, okay? Now you get the chance to smash his face through the canvas,





Boxing

used.
Apart from that, he could do with a shave and he probably hasn't changed his clothes for a while. There you go.



TRAINING

Very personal, really. It's always a good idea to check out the bars of the fighter you're about to fight. It'll give you the chance to tweak your fighter in any relevant areas. (Saucy - Nick.)



Hidden Characters

knock his teeth through the back of his head.

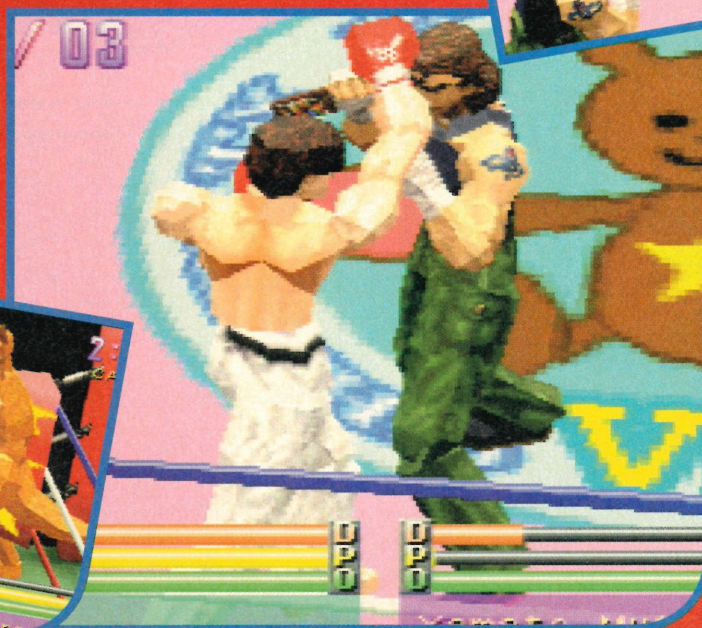
M-091J & M-097S

This catchily-named pair of metallic/robotic/Dural-like things are as hard as your father after seven pints of Newcastle Brown. You may think that hitting them would be as pointless, 'cos they're made of metal, but it's only a computer game, isn't it?



Yamato Mutsu

Yes, he's Japanese, a Kick Boxer too. Cheating if you ask me.



Kiki & Nana

In a token 'Oh, go on then' funny way, JVC have also bunged in these two. Kangaroos are well known for boxing, apparently.



Write to: Nick Merritt, Letters, Sega Power, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

Money!

I have recently sent money to a company advertised in your magazine to buy a game for my Mega Drive. They haven't sent me the game yet and now I'm having trouble getting in touch with them.

I was wondering if any other readers are having problems with this company (*Gameplay*) and if so how did they sort it out?

Darren Rook,
Surrey

Well, have any other readers had problems? Get in touch with us, give us the details and we'll try to sort something out.

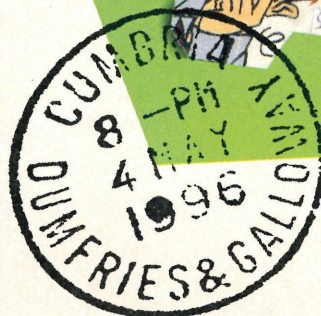
As a general rule try to make all mail order purchases by credit or debit card – you can prove payment has taken place and it may even give you a certain amount of insurance should anything go wrong. Never send cash in the post and always make sure you know exactly what you're buying and when and how it will be delivered.

That's what I want

The other day, I took apart my Mega Drive games. The games had come on a variety of cart sizes and most of them don't take up the whole

Scary writing

There are letters lovingly crafted by teams of dedicated scribes. And there are letters scratched on torn file paper in History lessons by drooling simpletons. Sir, take your place in the right queue. We salute you.



of the cartridge anyway. It's a bit of a waste isn't it.

Anyway I took four of my shite games (*Rise of the Robots*, *Alien 3*, *Wrestlemania* and *Robocop vs Terminator*) and managed to solder all the chips on one PCB and put it back in the cartridge case. I sold it for £58 as a one-off and made £30 profit. Is this legal?

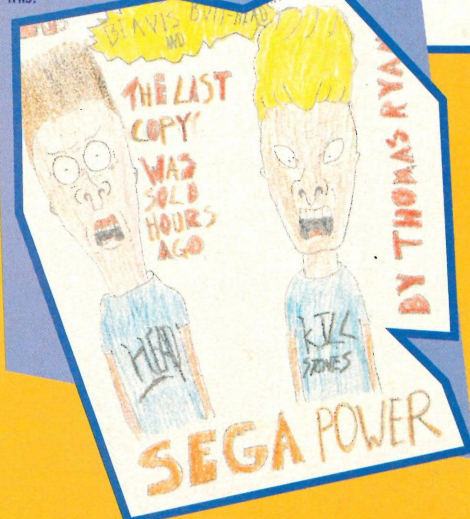
Why don't software companies do this sort of thing with old games?

M. Stone,
Kent

Well, it's probably illegal and might well bust someone else's Mega Drive but I can't imagine the rozzers will be making a dawn raid on your evil cart meddling racket. It sounds as if you were lucky to get this four game combo to work, and it's certainly not something I could advise other readers to do.

As for game size, it's quite rare for games to take full advantage of a Mega Drive's maximum 32 MBit cart size. Most don't

▼ God, it's Beavis and Butthead. Amazingly, a picture even more badly-drawn than the TV cartoon. Thanks to Thomas Ryan (He's from my home town – James) for this.



The Gallery



▲ The worm turns. Into worm jam, that is. Can you imagine a worse foodstuff than worm jam? Apart from earwig salad, that is. Thanks to Adam James for this.



even come close. As it for being a waste, well not really. A con maybe but that's a different story.

Backwards compatible

I'm writing to say that I think Mega Drives are brill and I hope you won't cut down the number of MD reviews just because the Saturn is a bit better.

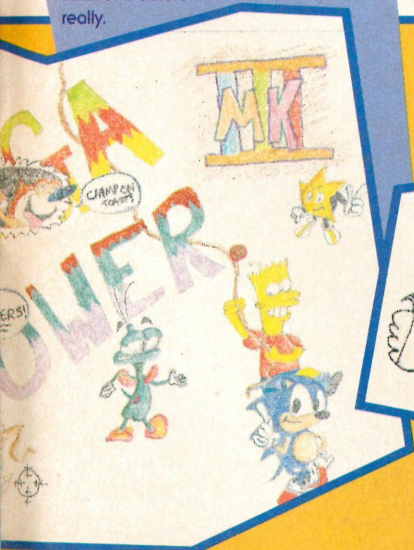
And I've also got a confession to make. I played *Zelda* on the SNES and the worst of it is, I enjoyed it! Is there a cure for me? Is there a game for the Mega Drive, like *Zelda*, that can cure my head of Nintendo? Please tell me if there is.

Just one more thing, I've got a Mega Drive, right and in your last issue you say that the Mega Drive has about a year left. Where does that leave me, then? My parents can't afford to get me a Saturn and you said the 32X was no good. What are Sega up to? We aren't all rich gits you know.

Mark Henry,
Essex

You may not believe this but we cover every Mega Drive game we can get our hands on, even games like *Toy Story* which won't get a European release for ages. If we haven't got enough Mega Drive reviews, it's because not enough MD games are being produced. We'd like to be able to change this

▼ *Sega Power*. What a great name for a magazine that would be. Pity Oliver Simple didn't think of it before really.



T-Shirt winner

PC attack

I'm writing as a reborn Sega fan. One and half years ago, I sold my excellent Mega Drive to buy a PC. After a year of using the cock, I realised it could not compete and sold it. I rushed down to Game and bought another Mega Drive and as I was looking around the store, I saw an issue of *Sega Power*. Remembering that I used to buy every issue, I bought it and started to read. Some excellent reviews, news and interviews but as I got near the end I started to worry. Where were all the star ratings you used to do – every game from one star to five in alphabetical order.

Bring it back, it was excellent and gave you an edge over the other mags. As for the rest

though, congratulations and keep up the good work.

PS I'm about 14 and have often wondered what kind of

but we can't.

Dean suggests

Shining Force as a *Zelda* cure. Please

don't let me hear of this Nintendo business again.

As for your final question, the price of the Saturn is falling (£199 if you trade in your Mega Drive and games) but you're right, Sega gaming does appear to be becoming a rich man's business

Eels on reels

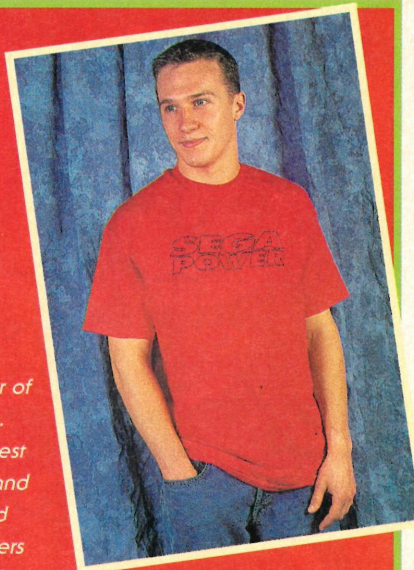
I've been reading your superb mag for over a year now and I must say, it just gets better each

qualifications you need to work for a computer/console magazine.

Mark Young
Plymouth

Glad you've seen the error of your PC ways. Games are best on consoles and even die-hard Pentium owners know the truth.

The Hard Line and took up far too much space for us to include now. Qualifications? Well most of us can breathe and walk unaided. We've all earned our chimp badges.



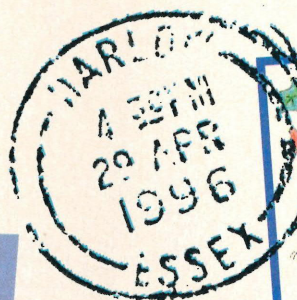
issue (especially the captions).

I'm in a bit of dilemma so your help would be appreciated.

I have some dosh to spend and I'm going to add a game to my collection. But which one? Would you pick the best from *Light Crusader*, *Micro Machines '96*, *Phantasy Star IV*, *Worms* and *Premier Manager*. MK3 is not a choice because I think it's tedious. Paul Jeacock, Wisbeach

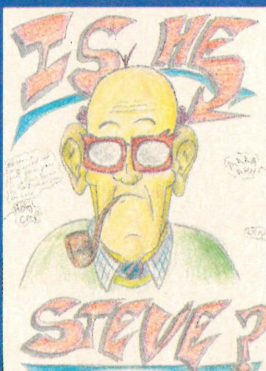
Well I'm glad you like the magazine. As for your dilemma, it depends on what kind of game you want really. My personal favourite is *Micro Machines '96*. If you're very football minded I'd also recommend *Premier Manager* but bear in mind that it is very statty. *Light Crusader*'s fun, good-looking and a bit different but a shade easy and *Phantasy Star IV*, well the IV gives it away in my book.

SEGA POWER



▼ Edward Lee likes young girls in very short dresses. Let's face it, you couldn't bend over in that, could you?

BLAZE



▲ Stephen Bainbridge, you have won the 'What The Hell Does Steve Priestly Look Like' compo. A cat is in the post is our likely story.



▲ What's blue, fat, prickly under pressure and likely to be squashed by a juggernaut? Ha, nothing like a political gag, eh Stuart Robinson?

Oi, ansa me!

Fish legs

Please could you answer my questions. Thank you.

- 1) How much will the new hand-held cost?
- 2) Is there going to be a sequel to *Shinobi 3*. If so, when's it coming out?
- 3) Will the new Nintendo system be better than the Saturn and how much will it cost?
- 4) Will there be a *MK4*?
- 5) Which system is selling the best at the moment and why?

Thomas Ryan
Wrentham

- 1) The *Nomad* isn't getting a European release.
- 2) Probably but we don't have any release dates.
- 3) Was the *SNES* better than the *Mega Drive*? You may now all start arguing.
- 4) Yes, probably a 3D effort. No dates yet

5) *PlayStation*. It's no better than the *Saturn*, it just has more higher profile titles at the minute.

Cod eyes

I think your mag is ace and brill. Could you answer these questions, please?

- 1) Will *Sensible Golf* be coming out on the *Mega Drive*?
- 2) What's the best football game on the *Mega Drive*?
- 3) What is the best beat-'em-up on the *Mega Drive*?
- 4) Is the *PlayStation* better than the *Saturn*?
- 5) What do you think of *Worms*?
- 6) How long does the *Mega Drive* have left?

Martin Jose
Cornwall

Our mag is indeed ace and brill.
1) No, probably not now.

- 2) *FIFA '96*
- 3) *Mortal Kombat 3*
- 4) Not intrinsically.
- 5) A nasty condition.
- 6) A year, hopefully.

Haddock fingers

Questions follow:

- 1) Are there going to be any more *Shining Force* games for the *Mega Drive*?
 - 2) Will there be any more *ToeJam and Earl* games for the *Mega Drive*?
 - 3) How much will the *Nomad* be?
- P5 Like the new cartoon on the Last Orders page.

Karl Hijar
Co. Durham

- 1) Not for the *Mega Drive*, although one is promised for the black disk-spinning one.
 - 2) Not that we know of. No *Saturn* action either.
 - 3) It's still not getting a European release, sorry.
- Thank you, so do we.

Bream buttocks

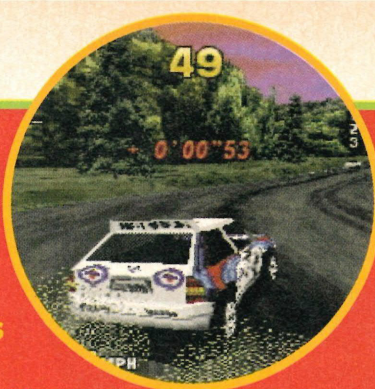
First of all, did you know that Simon used to work for *Games Master* mag and he likes games on the *SNES*? Now answer my questions.

- 1) Is *Saturn FIFA '96* better than the MD and 32X versions?
- 2) Apart from *Future Zone* where can I get a *Saturn* and software?
- 3) Have you any more codes for *Theme Park*?
- 4) Can the *Saturn* play *Mega CD* games? If not, will there be a convertor thing?
- 5) I heard in another mag that the *Saturn* was refusing to load up games. The person concerned back to the shop and swapped it for a new *Saturn* but after a week that did the same thing. Does this mean my new *Saturn* will do this?

Thomas Legg
London

Yes of course we knew. The man has to fund his enormous cheese habit somehow.

- 1) Yes and so it bloody well should be.



- 2) Dixons stock *Saturn* stuff as do the mail order companies advertised in these very pages.
- 3) There are 24 codes for *Theme Park* in the last *Sega Power tips* book (issue 73).
- 4) No and no again.
- 5) We've not heard anything about this. It's likely to be a software problem.

Turbot teeth

I know questions are tedious but here're a few anyway.

- 1) I've got a *Mega Drive*, boxed with *Sonic*, *Dick Tracy*, *Euroclub Soccer*, *Dragon's Fury*, *ToeJam and Earl*, *Aladdin*, *T2* and *Street Fighter* (SCE) and two pads. How much do you reckon?
- 2) I've got a choice between a 32X, a *Saturn*, a *PlayStation* or a second hand CD32 with 13 games for £150. Is the second-hand offer good value? Which do you think is the best?
- 3) Does Dean think *Men at Arms* is as good as everyone says?

Matthew Hart
Cheshire

They are but here're the answers:

- 1) £100 tops
- 2) I'd forget the CD32 if I were you. As for the rest - *Virtua Fighter 2*, *Sega Rally* and *Virtua Cop* whisper 'Saturn' to me.
- 3) Sadly not as good as *Men at Work*.

Stickleback sternum

- 1) Will *Sega Rally*, *Tekken* or *Dark Forces* ever be released for the 32X?
- 2) Will *Doom* be released for the *Saturn*?

Hayden Thomas
Sheffield

- 1) Probably none of them will see the light of the 32X
- 2) Maybe. No plans yet though.

WE ALWAYS FIGHT DIRTY

EDITOR Nick Merritt
DEPUTY EDITOR Dean Mortlock
ART EDITOR Laura MacGregor
ART ASSISTANT Chris Day
EDITORIAL ASSISTANT James Ashton
PUBLISHER Chris Power
ASSISTANT PUBLISHER Dave Roberts
JOINT MD Greg Ingham
CHAIRMAN Nick Alexander
PRODUCTION COORDINATOR Lisa Smith
AD MANAGER Louise Woods
AD SALES Claire Eastwood

CONTRIBUTORS

Danny Wallace, Simon Crook, Les Ellis, Stephen Shaw, Steve Bough, Josse Bilson

LINO AND SCANNING

Simon Windsor, Chris Stocker, Jon Moore, Mark Gover, Jason Tittley

If you can write, DO IT TO HERE:

Sega Power Magazine,
Future Publishing Ltd., Beauford Court,
30 Monmouth Street, Bath, Avon BA1 2BW
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Fax 01225 446019

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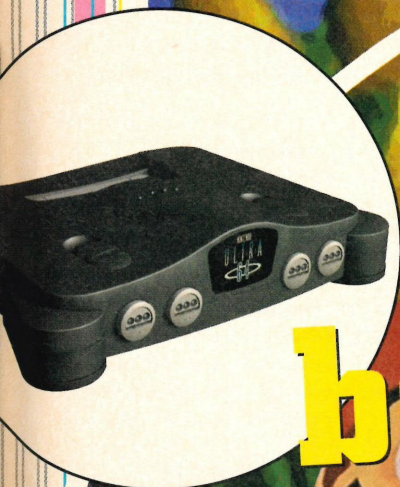
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FREE Earthworm Jim/Cool Spot calendar. EXCLUSIVE Rise of the Robots: first shots and feature. EXCLUSIVE Hi-Octane review. Full Earthworm Jim 2, Victory Boxing, Super Skidmarks reviews.

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FREE 'BIG TIPS' tips book. EXCLUSIVE Saturn Virtua Racing review Mega. FIFA '96 first Mega Drive review. Exclusive Landstalker 2 pictures.

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EXCLUSIVE MORTAL KOMBAT 3 Mega Drive review. Exclusive Micro Machines TTE review. ENORMOUS free MKIII poster and a MASSIVE eleven pages of tips!

ISSUE 71 - October, 1995

EXCLUSIVE FIFA '96 all-formats preview! EXCLUSIVE Batman Forever review! First look at VectorMan! And six other top exclusives. Plus: Pete Sampras '96 tipped and cracked.

ISSUE 70 - September, 1995

EXCLUSIVE Primal Rage and Micro Machines 2 '96! Also Mortal Kombat 3 pix and characters, Shinobi-X, full Saturn software round-up and loads of top compost action!

ISSUE 69 - August, 1995

Earthworm Jim II, Virtua Cop, Zeewolf, Virtua Fighter 2, Judge Dredd, Most Wanted, Flying Nightmares, Fever Pitch, Stellar Assault. Man, we're just too cool.

ISSUE 68 - July, 1995

Primal Rage, Street Fighter II - Movie, Pete Sampras '96,

Chaotix, Man United, Jelly Boy, Alien Soldier, Daedalus.

ISSUE 67 - June, 1995

True Lies, Stargate, Road Rash 3, Clockwork Knight, MetalHead, Old people and videogames. Story of Thor. Stuff like that, really.

ISSUE 66 - May, 1995

Street Racer, Eternal Champions CD, Story Of Thor Guide (Part One), Doom Guide (Part Three), Your Complete Guide To GETTING FREE STUFF!!!

ISSUE 65 - April, 1995

NBA Jam Tournament Edition, Road Rash 3, Mortal Kombat 2 32X, Doom Guide (Part Two), Old People Feature - Can They Play Video Games Or Do They Just Smell And Fill Up Space?

ISSUE 64 - March, 1995

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Swap FIFA '95 for Sensible Soccer. Both MD. Call (01562) 755335

Swap Brian Lara Cricket (no instructions) and Jimmy White Snooker for FIFA '95 or Fever Pitch Soccer. Call Peter on (01405) 814606

Swap Zero Tolerance boxed with instructions for Pete Sampras Tennis, Earthworm Jim or Crazy Fighters. Call (01536) 201146 after 4pm.

I will swap E.A Double Header, Ecco the Dolphin or European Club Soccer for Theme Park or Mortal Kombat 3. Call (01253) 723159

Swap Road Rash 3, Pete Sampras Tennis

or NBA Jam TE for a good condition Action Replay with book. Ryan (01452) 741458

Wanted

Wanted: any good 32X games. Would like good titles. Prices around £25-£35. Phone John on (01900) 62072

Wanted: Jelly Boy for Mega Drive. Phone Steven on (01726) 851676

Wanted: Streets of Rage II on Mega Drive. Will pay. Sensible offers only. Ring (01629) 580424

Wanted Landstalker for Mega Drive. Will pay good cash. Please help (01438) 75002

Wanted: F-22 Interceptor for MD. Must be in Yorkshire area. Phone (01274) 823713

Story of Thor wanted for Mega Drive. Call (01494) 862824 after 4pm and ask for Phillp

Penpals

I am an 11-year-old boy who would like a 10-year-old girl penpal. Must like pets and Sega. Please send a photo to Ian Anderson, 10 Goodwin close, Calcot, Reading, Berks. RG31 7ZW

The Princess of the Night seeks male penpal 15+. Interested? You should be. Think I'm mad? You haven't met me yet. Please send a photo. Nicola Clarke, 51 Burnedge Fold Rd, Grasscroft, Oldham, Lancs. OL4 4EE

I would like a Penpal, boy or girl 10-15. Must be interested in computers, telly and hate Take That. Send to Simon Hammond, 73 Oak Road, Cheadle, Stokport, Cheshire. SK8 1EJ

Ten-year-old boy would like a ten-year-old boy/girl penpal who likes Sonic. Please include a photo. Simeon Cane, Dayspring, Mundesley Road, Paston, Norfolk. NR28 9TE

16-Year-old boy wants 16-year-old female penpal. Must have interest in motor sport and Sega games. Please send a photo to Gavin Cowan, Lubnig, Main Street, North Leverton, Retford. DN22 0AN

Penpal wanted. Must be female 12+. I've got a good sense of humour and I'm into computer games and mags. Christopher Hill, 32 Silver Dale Avenue, Denton, Manchester. M34 7TW

Penpal wanted. Male 11-13 with Mega Drive, likes Rock Music, won't write tiny boring letters. If possible likes Games Workshop games. Mitch Holt, 2 Wayoh Fold Farm, Turton, Bolton, BLZ OPZ

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Signed

Date

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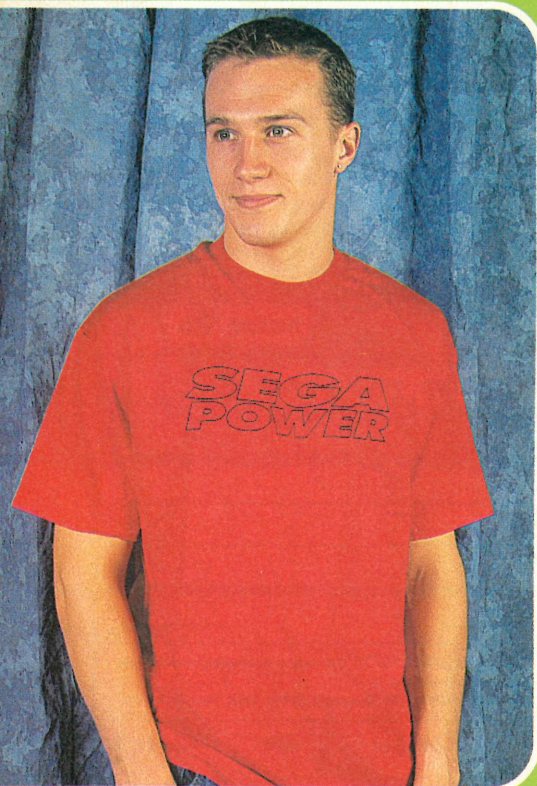
Pretend to be
clever with your university
friends with WORD OF THE MONTH.

This month... Photosynthesis

It's the synthesis of organic compounds from
carbon dioxide and water using light
energy absorbed by chlorophyll. Dean
also thinks it's one of the nicest
words to say, EVER.

**Christmas has waved its stumpy limbs and sodded
off for another year. The tinsel's dulled, the tree's
looking like a skeleton and the dog's eaten your
Saturn. Whaddya do? Grease another turkey
sandwich, kill the dog and look forward to the next
issue of Sega Power...**

Wave goodbye to Chris, everybody



Christian Day WAS our art
assistant, but now... he's
gone. Bugged off and
joined the Salvation Army to
wave a tambourine and
force-feed soup to the
homeless. This now is the
epitaph for the man we
always knew as 'Chris'.

Look at
the picture
and then read
these words...

We found Chris on the
streets with a sign 'round
his neck. It read, 'My name
is Chris, I will work for
cider'. He started work
here, and although he had
this irritating habit of
urinating on the floor every
hour on the hour, we kinda
liked him.

His favourite colour is
green, he likes football and
staring at people through
bushes. He never walks on
a Sunday and he lives in
Bristol. His car is a Ford
Lasagne and he feels
uncomfortable wearing
clothes.

Chris, we WILL miss you.
Good luck to yer.

Next Month!

Bazookarone

Toy Story

Guardian Heroes

Mad for it previews of...

Anything really. Hopefully a lot more than
this issue, anyway.

It may well
be colder than a
beaver's stomach, but
you'll be safe in the
knowledge that more than a
small amount of warmth can be
gleaned from the effort we'll put into
the next issue. Here's. Some. Stuff.
Amongst many others, expect nutty
reviews of...
Cyberia
Scottish Open
Shellshock
World Cup Golf
Johnny

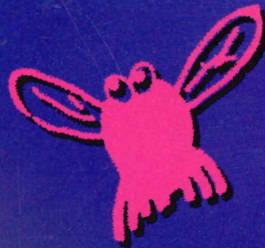


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