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plus UMK3!

SEGA POWER

FUNKY!



3 new Sonic games
– Saturn AND
Mega Drive!

PUNKY!

Go cyber with
Syndicate Wars

JUNKY!

Destruction Derby's
smash 'n' grab

MONKEY!

Congo will make you
GO APE

Complete
Panzer 2 Tips

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£££s on your
games!
We tell you how

“There can be only One!”

NIGHTS vs. MARIO 64

Sega throw down the gauntlet



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SEGA POWER

ISSUE 81

AUGUST 1996

Syndicate Wars, Destruction Derby, Need for Speed, NIGHTS, Sonic X-Treme, Discworld, Virtua Fighter GG

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Y18



**Welcome...
...to Sega Power!**
With E3, the biggest videogames show in the world, packing itself away and closing its doors as I write this, now's a good time to reflect on what's been happening in the world

of Sega recently. The really big news is *NIGHTS* and how it's going to be used to lead the Saturn into battle against the Nintendo 64. (We've got all the details you could ever want to know, starting on page 36.) Sega are very confident they've got a world-beater here and from the (albeit early) version we've played, we have to agree. We can always tell when a game is 'something special' because everyone stops working on the other mags and comes over to take a look. When Sega put *NIGHTS* on and people from *Super Play*, *Total!*, *Gamesmaster*, *PlayStation Power* and *Edge* came over to have a look, we knew we were watching something great.

The other big news coming out of E3 has to be the three new *Sonic* games. Can Sonic stand up against the new boys in town? We'll have to wait and see but the best place to start is on page 42.

There's no doubt about it, the Saturn – with all the best games – is rapidly becoming THE console to own. How can anyone doubt it anymore?

Cheers, • **Nick Merritt, Editor**

Interviews

Who is who Who...

EDITOR ED Nick Merritt **DEPUTY ED** Dean Mortlock **PRODUCTION ED** James Ashton **ART ED** Laura MacGregor **COVER PHOTO** Richard Robinson **COVER MANIPULATION** Simon Windsor **PUBLISHER** Chris Power **MANAGING DIRECTOR** Greg Ingham **CHAIRMAN** Nick Alexander **PRODUCTION COORDINATOR** Craig Broadbridge **AD MANAGER** Dominic Beaven **AD SALES** Claire Eastwood **CONTRIBUTORS** Dave Perrett, Mark Ramshaw, Les Ellis, Mental Note **LINO AND SCANNING** Simon Windsor, Chris Stocker, Jon Moore, Mark Gover, Jason Titley **SPECIAL THANKS TO** Sega **WHOOPS!** We wrongly credited last month's cover piccy to Allsports. It should've been Mary Evans Picture Library (photo by Roger Mayne). Sorry!

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SORRY! We can't accept tips calls. Please write instead!

Inside This Issue...



14 "We have a vision to create a new entity that is focused on a new form of content that will change the way people think about interactive entertainment." Find out why Sega's plans may change the world in our top E3 report!



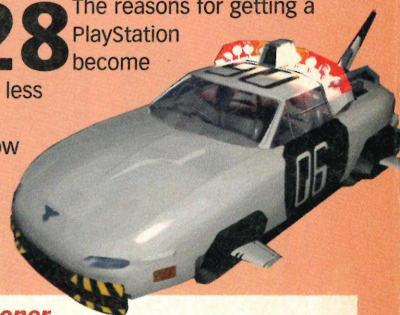
42 Two BRILLIANT new *Sonic* games get their first airing thanks to us – and there's a third one for the Mega Drive on its way too (page 14).

"It'll be coming out for the Saturn and has Sonic in his first fully 3D game"

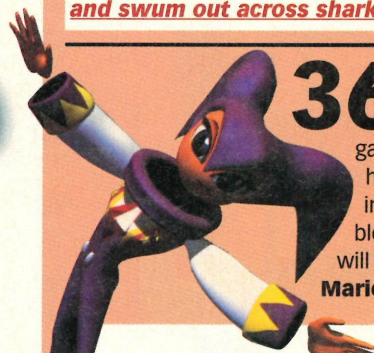


28

The reasons for getting a PlayStation become steadily less convincing by the minute. Find out how **Destruction Derby** fares on its long-awaited Saturn debut.



"So another prisoner at the PlayStation gulag has bribed the guards and swum out across shark-infested seas"



36 *NIGHTS* is looking like it's going to be the greatest Sega game of all time and we have all the latest information on this blockbuster. **Plus:** how will it rate against *Mario 64*? Find out inside!

"Imagine Sonic with miles better graphics and freedom to walk anywhere!"



COOL NEWS

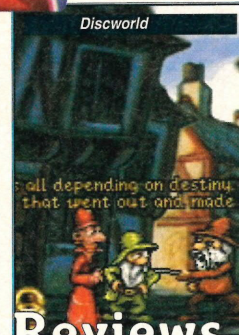
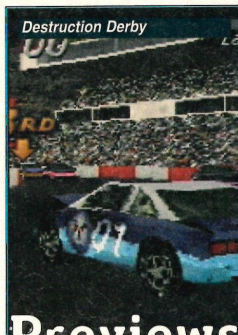
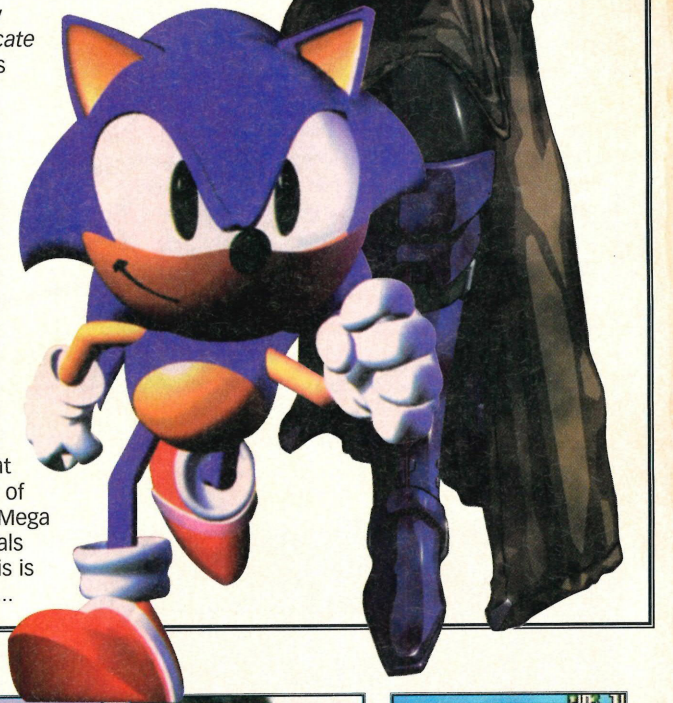
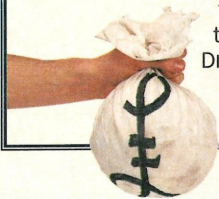
Features...

14 ... Exclusive E3 report!
The FIRST report from the biggest show in the business – find out about Sega's NEW releases here, including *Sonic 3D* for the Mega Drive!

24 ... Syndicate Wars
Invent cool new weapons, live in the future, blow people away. That's pretty well it as far as Bullfrog's latest, *Syndicate Wars*, is concerned. Four packed pages start here!

42 ... Sonic's Double Trouble
TWO huge new Sonic games get their first previews – *Sonic X-Treme* and *Fighting Sonic*! There are some radical departures with both titles – and we tell you why!

70 ... Save £££ on your games!
We took THREE people, armed them with varying amounts of cash, and sent them off in search of the most amazing Mega Drive and Saturn deals they could get. This is what they found...



Previews...

Reviews...

18 ... Heart of Darkness (Sat)
That's what we accuse our boss of having...

20 ... Black Fire (Sat)
It's a heli game, so no gags about choppers here.

22 ... Olympic Games (Sat)
The biggest Greek gift of all. DON'T TRUST IT!

28 ... Destruction Derby (Sat)
Another PlayStation smash trundles onto the Saturn.

32 ... Need for Speed (Sat)
Well, HAVE YOU? Get over to p32 QUICK!

34 ... Grand Theft Auto (Sat)
Nick cars and make a quick getaway. Life for some...

35 ... Blazing Dragons (Sat)
NOT a game about argumentative lizards. That's OK then.

46 ... Discworld (Sat)
Terry Pratchett prints some more money.

48 ... 3D Lemmings (Sat)
Psygnosis' rodents hide behind a cunning new name.

50 ... Virtua Fighter (GG)
Sega chop the legs off their galloping next gen pony.

52 ... Defcon 5 (Sat)
Sound the alert, this IS a pile of crap.

53 ... Rockman (Sat)
Slightly less entertaining than being eaten by rats.

54 ... Legend of Thor (Sat)
Another chance to set the Saturn RPG standard is missed.

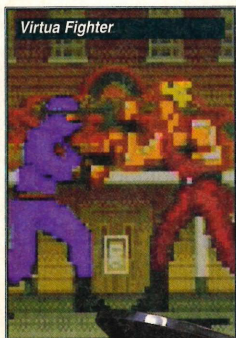
56 ... Congo (Sat)
Congo will make you go APE! Find out why on page 56.

Cover Feature

Who'll win the Next Gen duel? We know the answer!

36 NiGHTS vs. Mario 64

Stuff *Mario 64*! We've seen the future of next generation gaming and it's BRILLIANT! Find out why *NiGHTS* murders *Mario 64* on page 36, then feast your eyes on our superb FOUR PAGE *NiGHTS* preview, on page 38!



Virtua Fighter



Congo



Alone in the Dark



Panzer Dragoon 2

Tips...

The Bobcat is back!

Bubsy has been given a new lick of Saturn paint and is back for another go. See page 8!



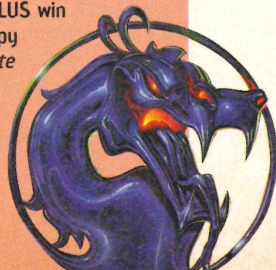
Quick Start

6	News
12	Japanese News
13	American News
18	Previews
36	<i>NiGHTS</i>
45	Reviews
51	Compo
60	Power Tips
64	Players' Guides
73	The Hardline
78	Readers' Ads
79	Back Issues
80	Letters



Win a Saturn!

Enter the world of next gen gaming PLUS win a free copy of *Ultimate MK3* to boot!



60 **Cheat of the Month**
There's two cheats - *Premier Manager* & *WWF Raw!*

60 **Questions & Answers**
Bloomin' heck, we answer your questions. LOVE US NOW!

60 **Can You Help?**
Nobble the ones that got away and we'll give you a cart.

61 **Datel Action Replay**
The *Tips Hardline* takes a little holiday this month.

62 **Sorted!**
Where you help us out with those trickier questions.

64 **Alone in the Dark**
Spooky players' guide just for YOU!

68 **Panzer Dragoon 2**
All the levels plus Pandora's Box revealed!

The Saturn has now dropped in price YET AGAIN, to a staggering £200. Buy one now!

New

The Battle Heats Up

Sega / Sony • Price drops • Immediate effect

The Nintendo 64's nearing a Japanese release, Sony AND Sega have both dropped the prices of their machines to £199, but how has that changed anything? Read on...

In the end, the E3 show in Los Angeles caused more eyebrow raising than expected. Sony announced on the first day of the show that that PlayStation price was about to drop to \$199 causing an almost immediate knock-on effect for the whole console world. The European contingent needn't have worried, as it soon became clear that the UK price was also going to drop to £199.

Sega responded quickly, and on the Friday morning of the show, members of the Sega stand were waving around banners that declared that the Saturn would also drop to \$199. But what of Europe?

I spoke to a member of Sega a couple of days later and he said, "Our staff return from E3 on Wednesday and until then we really have no idea what's going to happen over here." Then, we heard from an



The helpful index

On the grapevine	7-8	Charts11
In Development8	Price round-up11
Mark Ramshaw9	Japanese news12
Out now11	American news13

Sony's response...

The Sony PlayStation has been reduced to £199 in the UK, with similar price reductions across 39 other European and Middle Eastern countries. In the US the PSX will retail at \$199. The reduction was due to take place after Wednesday 22 May, although Toys R Us stole a lead by reducing prices at the weekend of E3 itself!

To get Sony's response to both company's price drops, we talked to Rob Pegley, the editor of *The Official PlayStation Magazine*. He said, "When Sony first announced the dramatic price reductions, Tom Kalinske, president of Sega America responded that he would 'dearly love to drop the price of Saturn but even with the white Saturn, the processors make it more difficult for Sega than it does for Sony... Our software line-up and web browser is more than enough."

"Within a couple of days though, he had decided it wasn't and responded with a price reduction. This is a desperate bid by Sega to keep pace with Sony and surely cannot be economically viable for them. With the poor quality of Saturn and Arcade games they have in the pipeline and the strain on their resources caused by promoting them, this can only be good news for PlayStation owners."

Well, you'd expect Sony to say something like that but the truth of the matter is really quite

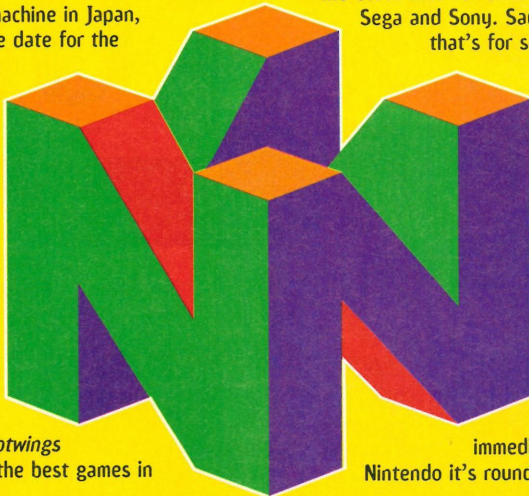


PlayStation

Nintendo's response...

They're about to launch their machine in Japan, they've set an American release date for the 30th of September and there's no news – as yet – of a European release date. With Sega AND Sony now ganging up on them in the price war, how bleak does the future look for the N64?

We talked to Alison Harper, the editor of *SuperPlay* magazine (who knows far more about Nintendo's plans than we do) and she gave us the following insight, "From what we've seen the N64 looks wonderful in every way. *Mario 64* and *Pilotwings 64* are being widely touted as the best games in



the world ever. But – and this is a big but – if Nintendo don't get their act together and bring the machine out in the UK in time for Christmas, they WILL lose out to Sega and Sony. Sad, but true. Quality counts, that's for sure, but gamers are itching to get their hands on something new NOW."

To add a chilling resonance to Alison's comments, one of our American correspondents managed to catch up with Howard Lincoln – the President of Nintendo America – at the E3 show and asked him about an N64 European release date. All he could say was that he had 'no news' on it.

With an uncertain European launch and no immediate sign of a price match from Nintendo it's round two to Sega.

On the grapevine

Once again, *Sega Power* flicks the testicles of news and tweaks the nipples of fact. Here's some gossip. Some likely, some possible, but ALL currently 'doing' the rounds...

➤ *Down in the Dumps*, the 'dynamic adult cartoon' from Philips will be Saturn-bound in October. It's all about aliens, dumps and the like and sounds, at the very least, intriguing.

➤ Konami are jumping into the sweaty boots of Sega by announcing work on a 3D Saturn beat-em-up. *Kumite* is its name and it promises to combine 60 frames per-second animation with plenty of martial arts, weapons and proper bruising.

➤ In issue 76 we reviewed a Saturn game by the name of *Ghen War* on American import. We gave it a pleasing 80% and said, "A pretty fine effort that is unlikely to see the light of day in this country." How wrong we were – Virgin have snapped it up and will be releasing it over the next couple of months.

➤ Sega reliably inform us that after the enormous popularity of the first game, a sequel to *Mysteria* is on the cards. Expect a release later this year.

➤ Hudsonsoft are working away in Japan on a 10 player Saturn version of their classic game, *Bomberman*. How it will work is anyone's guess but it does sound very interesting.

Winners of the Mortal Kombat competition, issue 78.

excited Sega on the Tuesday, telling us that yes, it was confirmed that the Saturn would drop to £199 in Europe.

A Sega spokesman said; "We want the prices to be the same so that we can let the software do the talking. We're confident that the software we've got

is the strongest line-up for the remainder of the year for any system."

We think that it's safe to say that another Sega price drop is highly unlikely, and if you are

going to take the plunge then now's surely the best time to do it. With an amazing software line-up for the next six months and Internet access just around the corner, the future's looking very rosy indeed.



The Sega stand at the E3 show. For a full show report and the latest news, turn to pages 15, 16 and 17. DO IT NOW!

different. The Saturn is now in a much stronger world wide position than it has so far enjoyed. Not only has Sega got *NIGHTS*, but they can also rely on *Sonic X-Treme*, the AM arcade conversions and more exclusive Saturn titles appearing by the week. It's definitely round one to Sega.

First prize winner

(Receives a Saturn, a copy of the film on video, a film T-shirt, a film poster, a mug and a key ring.)

John Cummins, Cheshire

Nine second prizes

(receive a copy of the film on video, a T-shirt, a poster, a mug and a key ring.)

Paul Shotton, Stoke-on-Trent
John Hollington, Whitchurch
M. Johns, Penzance
The Sega Power Reader, Scarborough
Mr. J. Praise, London
Mickey Speight, Nr. Gainsborough
Matthew Rathbone, Derbyshire
Peter Bride-Kirk, Oxon
Ian Buron, Northampton



MK3 compo winners ahoy!

On the grapevine

➤ After Sega's licence of the Manx TT bike race, EA are the next jump on the careering out of control racing bandwagon by grabbing the Le Mans 24 Hour. Although a Saturn version hasn't been confirmed, we're hassling them, don't you bloody worry.

➤ If you can cast your youthful and fresh minds back to Issue 79 of this wonderful organ, you may have read something about the new Japanese Sega Ages label for ancient (re-released) arcade games. The good news – if that's your thing – is that Sega Europe will be releasing *Space Harrier*, *Afterburner* and *Out Run* on the Saturn later in the year. These should be a lot cheaper than normal new titles and will, of course, be arcade-perfect.

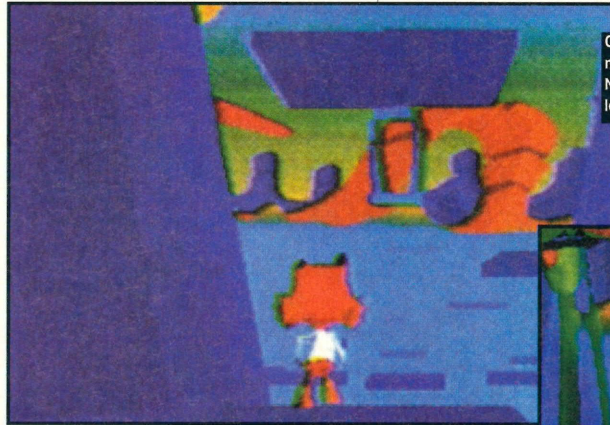
➤ Lucasarts, popular for their excellent *Star Wars* series of games (*Rebel Assault*, *Dark Forces*) are happy to announce that they'll soon be starting work on Saturn titles. They'll be none of that Jedi Knight, Star Wars crap for us though, their first entry into the Saturn market is the adventure game, *Myth Adventures*. Oh goody.

➤ Telstar may be known for dipping their musical toes into the waters of dodgy dance compilations and easy listening 'classics' but now they're producing games, like... NOW. The first one to plop into our laps is the 3D shoot-em-up *Starfighter 3000*. Expect a full preview in our next bumper Summer-ish issue.

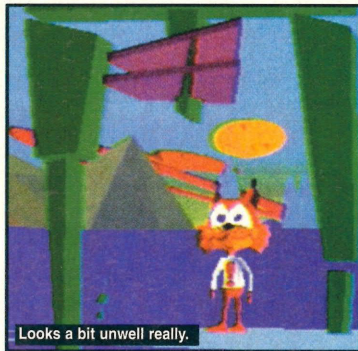
➤ Available much later from Telstar is the 3D Isometrically-challenged platform/strategy/puzzley game, *DJ Fresh*. It's another game about the perils of mixing dreaming and radishes and boasts all the usual graphical niceties. Ah, fret not dear reader, it'll all make some sort of sense soon.

Bubsy bobs back

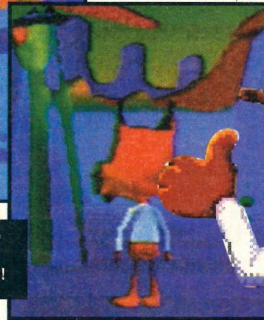
B u b s y 3 D • S a t u r n • W i n t e r



Crikey, this is making my eyes tap-dance. Not good for contact lens wearers.



Looks a bit unwell really.



Bobcats, cheetahs, hedgehogs... what next? Worms? Doh!

FIFA '97

- the first news

S a t u r n
N o v e m b e r

After an ookkaay first showing and a highly disappointing second effort, you maybe surprised to hear that Accolade are developing a third *Bubsy* game, but they are.

Bubsy, like Sonic and Mario, has – probably wisely – decided to plump for the 3D avenue of things.

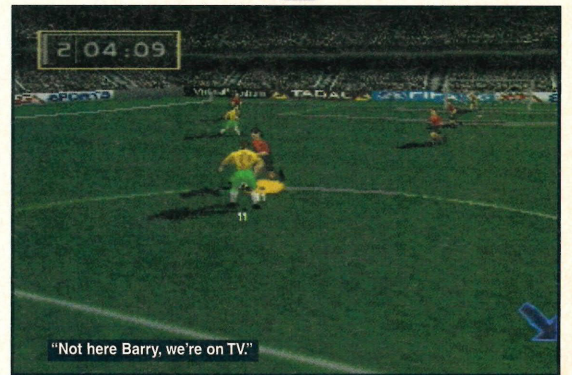
The game will not be as graphically accomplished as either of the other 3D mascot attempts, but apparently that's all intentional.

Eh? Anyway, no firm news is available on a possible UK release, but we're still hopeful. Sort of

Whilst talking to Electronic Arts recently, we stumbled across a couple of choice info titbits concerning the next version of the long-running *FIFA* saga.

FIFA '97 will firstly have a greatly improved game engine – the general feeling was that their Virtual Stadium technology was a bit pants. Also, EA have roped in the collective talents of Des Lynam, Andy Gray and John Motson to help with the

commentary. Now not only will you have waffle all through the game but one of those nice 'three blokes sat behind a desk chundering on about formations for half-an-hour' things at the end of each match. Lovely. We think.



"Not here Barry, we're on TV!"

In development

Very little is certain at the moment but all the games will be moving around like crabs on a tramp after the E3 show. At the time of press, these ones looked pretty stable.

Gremlin

The very lovely people at Gremlin assure us that *Loaded* will be available for review in the very next issue. As for *Actua Golf*, well that's been put back until later in the year – but we might be sorting out something interesting involving Bruce Forsyth and Gary Lineker. Don't ask me.

Loaded June/July
Gears 'n' Guts TBA
Slipstream TBA

JVC

We'll be taking a slightly over-the-shoulder view at *Sea Bass Fishing* and *Keio Flying Squadron 2* next issue, but *Deadly Skies*? Ahh, that's a whole different kettle of cats altogether.
Sea Bass Fishing August
Keio Flying Squadron 2 August
Raw Pursuit August
Pinball Graffiti September
Deadly Skies September

Impact Racing September
Varuna's Force September

Virgin

We're still hassling Virgin for a BIG look at *Earthworm Jim 2* on the Saturn but until then, here's a list of some of their forthcoming games. This list should increase muchly as E3 finishes.
Night Warriors June
Criticom June
Earthworm Jim 2 August
Skeleton Warriors August
Power Play Hockey August
11th Hour September

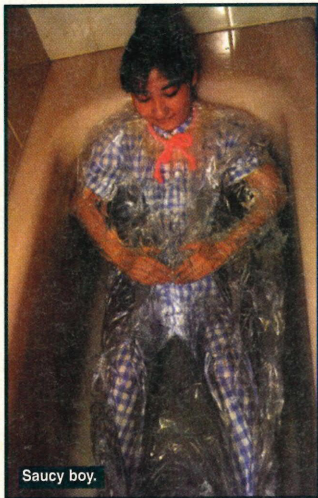
The Useless Product of The Month!

The Bath Body Suit

Why do you take a bath? Hmm? Probably, and if you're like the majority of the population on this spinning globe, you'll do it for the purpose of cleaning your body.

Wooaahh, hold on hold on... I'm not saying that relaxing in the bath isn't a pleasurable experience, cos by God it is. But, and you have to agree with me on this, relaxing in the bath is a sort of pleasant bonus to the whole thing. You jump in the bath, you wash and then you read *Sega Power...* or whatever.

Would you – and this is the million dollar question – would you wear a body suit and climb into the bath? No, of course you bloody wouldn't. It'd look silly. Also, you'd have the problem of condensation and sweating. This would mean that you'd get soaking wet and smell, thus needing a proper bath more than ever. Stupid bloody idiots.



Saucy boy.

E A

The much rumoured *Soviet Strike* (which, we would like to add WE featured exclusively in news around SIX months ago) should be coming around later in the year. In the mean-time, here are a few Electronic Arts releases to tide you over. With good luck and a following wind, *Need for Speed* and *Road Rash* should be reviewed next issue and we'll sort out something on the rest nearer the time. Promise.

Need For SpeedJuly
Road RashJuly
Space HulkAugust
PGA TourSeptember
European TourNovember

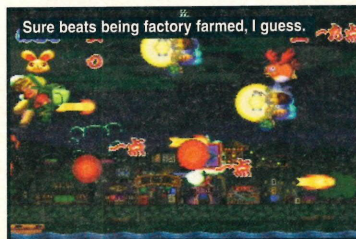
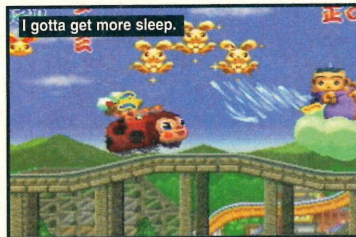


The return of the strange

Keio Flying Squadron Saturn August

Older readers may remember a review in Issue 48 of *Sega Power* of a peculiar game by the name of *Keio Flying Squadron*. It was on the Mega CD and was, quite frankly, a bit strange. We still gave it 80%, because we're strange and tend to approve of strange things.

The sequel promises to be even stranger, and while nothing gut-moving in the graphics department, is incredibly large and varied. We'll be having a good sniff at it next month, but until then here's some unusual pictures.



The return of the Duke

Duke Nukem 3D Saturn Unconfirmed

One of the most interesting snippets of gossip floating around the collective *Sega Power* brain during May is that a Saturn version of the Excellent PC game *Duke Nukem 3D* is apparently completed and waiting for a distributor person.

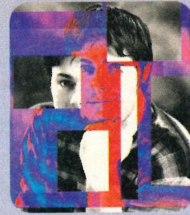
The game stunned the PC

press by managing to be not only an originally-styled *Doom* clone game, but also including humour (a completely alien concept to *Doom*), more realistic locations and far more interactivity than any similar of its type. If we hear any more on this, then you lot'll be the first loves to know.

"Anyone for a nice cup of tea?"



Mark Ramshaw



New gaming marvels appear monthly, but how far can the Saturn's hardware take gamers?

By now you're bound to be au fait with *NIGHTS*, the game Sega is hoping will rip *Mario 64*'s head off and use it as a decorative light shade. This dazzling 3D creation from Sonic-man Yuji Naka looks like being the Saturn's crowning glory, and one of the most advanced (if not THE most advanced) games ever to hit a home video game system. Visually and in gameplay terms, *NIGHTS* is the next step forward. This we know. But what lies beyond? Has the Saturn been fully exploited, or are there more innovations round the corner?

"Throughout the games development industry there has been lack of faith concerning capabilities of the Saturn", reckons Matt Donkin, programmer of Gremlin's mighty Saturn kickabout *Euro '96*. "People saw all of the other consoles with their fancy 3D graphics and sound FX, not realising that these machines were using all of the resources available and running flat out. It's easy and faster developing for a system that hands you everything on a plate ready to use. The Saturn is different though, it has many unique qualities which are rarely used due to time restrictions or game specifications originally laid-down by programming on other formats.

"I do not think we are anywhere near the limitations of the Saturn yet. Maybe in a year or so we will be using the Saturn to its full potential, but at the extra cost of increased development time. It's hard to say what to expect in the future concerning the Saturn. I think we will see more games requiring computational power as opposed to just drawing power. The Saturn seems best suited to this task."

So, it seems the Saturn is likely to be the machine with the most surprises in store. Remember that nobody thought the Saturn could handle *Virtua Fighter*. Now, Sega's Yu Suzuki reckons that the original *VF* only tapped into only about a third of the machine's power, with *VF2* utilising about twice that.

Those sort of figures suggest it might be possible an 'arcade perfect' rendition of *Virtua Fighter 3* could appear in the near future – though Sega won't comment. And even when the Saturn's computational and graphical capabilities have been pushed to the limits, that's not the end of the story. The gameplay innovations need never end.



Buying in

The Hulk 3D • Saturn • Autumn

After the fair showing of their last attempt, US Gold are about to return to familiar territory with the release of another *Incredible Hulk* game. This time though, they've forgone the Mega Drive and are working on a Saturn version of the game.

No pictures are currently available, but we're lead to believe that the game will be another 3D affair, with a very large polygon Hulk monster wobbling around a puzzley/arcadey/adventure environment. Sounds pretty good so far.

Gone fishing

Sea Bass Fishing • Saturn
August



It follows a lot of the design of *Dune 2* – you build up your central base by constructing factories to manufacture tanks, guns, etc. and go into war with all manner of evilness. According to people who know about these things, the game also features some of the best FMV ever seen. Ever. We wait. Patiently.

One of the most relaxing sports in the world and a bigger killer than Ecstasy (apparently), fishing has always been a strange choice of sport for conversion to computer but that's exactly what JVC intend to do. AND they'll be the first people to do it – over here, anyway.

Sea Bass Fishing gives you a choice of waters, bait and rods and leaves you alone for a few hours to ponder the wonders of existence. We've had the game in our grubby mitts, and like all those golf games before it, it's one of those unexplainable thing – a dull sport that seems to translate to computer pretty well. A sparkling review should follow next month.

Commanding audience

Command & Conquer
Saturn • Autumn/Winter

Remember *Dune 2* on the Mega Drive? It was an amusing little vintage that sparkled like a young fowl and lingered like an interesting smell.

The developers, Westwood, have given us the sequel, *Command & Conquer* on the PC and everybody seemed to think that it was quite possibly one of the most addictive games ever.

Mana Rag

Delving deeply into the soft, warm womb of letters that is our anagram program, we now bring you 10 lovely ones on a member of our team. GUESSGUESSGUESS...

Jean, toss ham
John met a ass
mash a jetson
Jose mash ant
Jane has most
Jameson Hats
Asthma Jones
honest as jam
smash on a jet
jan hate moss

Next month, inbetween playing frantic amounts of *Euro '96* and watching it on tele, we'll be rustling up nine more anagrams on this... Susan grate. Can you tell what it's going to be yet?



Game of The Month

Ultimate Mortal Kombat 3

Saturn, GT Interactive, Issue 80, 93%

What can you say about this game that, well, hasn't been said before? Perhaps we could tell you that it was based on an old Frome custom where two town elders fight over a scrag of old lamb. We could also try to suggest that it wasn't any good. However, neither would be the truth.

MK3 was brilliant and this is simply brillianter. More characters, more backgrounds, more hidden things and YES, it is exclusive to the Saturn. Stick that up your jacksie, girly PlayStation boy.



Out Now



3D Lemmings

Saturn, this Issue, 82%

Around five years ago the whole country went *Lemmings* crazy. People who like small suicidal rodents will be happy enough with this. It all being in 3D does tend to make it all the more confusing and difficult (but that should please you, shouldn't it? It IS a puzzle game after all). People who couldn't see the point first time around, probably won't see it now.



Alone in the Dark

Saturn, Issue 80, 82%

We won't deny we occasionally have a problem with adventury-type games but this one is a bit different. Converted from the PC version, this will appeal to people who like nothing better than wandering around massive mysterious landscapes killing bad guys. And if you're a fan of mazes, you really will get off on this... Probably.



Shining Wisdom

Saturn, Issue 80, 79%

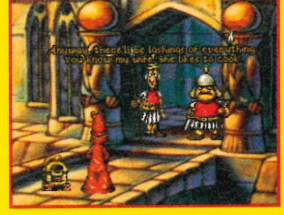
Sega is the RPG god in Japan, with countless reams of the things being released every hour on the hour. Some bright spark over here decided to thrust this one upon us and here it is, released this month. It has the graphics of a Mega Drive, the plot of a Greek soap and the overall interest of a dead rat. No doubt RPG fans will lap it up faster than milk by a thirsty cat.



The Horde

Saturn, Issue 79, 69%

SOME mags thought this was worthy of 90% (or thereabouts), but we wouldn't trust them one little bit. Having played the game for longer than we would've cared to, we can honestly say – in our professional opinion – that it smelled of ripe fish. Not a complete disappointment, maybe, but considering the price of games we'd plump for something else.



Discworld

Saturn, this Issue, 81%

Terry Pratchett's withering fantasy beard has sought you out, dear Saturn owner, and now you must pay in FULL. His Hellish creation – Discworld – has finally arrived and it's not the worst game in the world, to be sure. Like *Shining Wisdom* and probably *Alone in the Dark*, it's going to appeal to patient people, but the game IS a faithful translation of the books.

Charts

The Saturn charts are dominated by two of last month's better releases *Panzer 2* and *X-Men COTA*... which is nice. The Mega Drive charts are peculiar only in that *Sonic & Knuckles* (which probably sold about 12 copies) is at number two and *Australian-bloody-Rugby League* is at number three (selling 11).

Saturn

1(NE)	.Panzer Dragoon 2	Sega
2(NE)	.X-Men COTA	Sega
3	.Virtua Cop	Sega
4	.Sega Rally	Sega
5(NE)	.Shellshock	Core
6	.Wipeout	Sega
7	.Virtua Fighter 2	Core
8	.FIFA Soccer '96	EA
9	.Worms	Ocean
10	.F1 Challenge	Sega

Mega Drive

1	.Toy Story	Sega
2	.FIFA Soccer '96	EA
3	.Sonic & Knuckles	Sega
4	.Australian Rugby League	Sega
5	.Ecco 2	Sega
6	.Sonic 2	Sega
7	.Micro Machines '96	Codemasters
8	.Mickey Mania	Sony
9	.Dynamite Headdy	Electronic Arts
10	.Micro Machines 2	Codemasters

Sega Power's Most Wanted

1	.NIGHTS	Sega
2	.Sonic X-Treme	Sega
3	.Sonic 3D	Sega
4	.Daytona Deluxe	Sega
5	.Street Racer 2	UBI Soft
6	.Quake	GT Interactive
7	.Soviet Strike	EA
8	.Loaded	Gremlin
9	.Alien Trilogy	Acclaim
10	.Die Hard Trilogy	EA

The Saturn and Mega Drive charts are the copyright of ELSPA (Enduring Low Spanner Punishment Again) and are whittled from the mighty oak by...



Price round-up

Incredible prices continue for Mega Drive carts. Perhaps now's the time to get hold of some of those games you missed out on the first time around. Electronic Boutique continues to be the first-choice shop for gamers serious about saving money – it offers the best deals on each of our five chosen games this month.

	Electronic Boutique	Game Ltd	HMV	Dixons	VCC
<i>Toy Story</i> (MD)	£32.99	£39.99	£32.99	£44.99	£49.99
<i>Panzer Dragoon 2</i> (Saturn)	£44.99	£44.99	£44.99	£44.99	£44.99
<i>X-Men COTA</i> (Saturn)	£44.99	£49.99	£49.99	N/A	£49.99
<i>Sonic & Knuckles</i> (MD)	£19.99	£19.99	N/A	£19.99	N/A
<i>Shellshock</i> (Saturn)	£39.99	£44.99	£44.99	£39.99	£39.99

Contacts

Acclaim:	(0171) 344 5000	Infogrames:	(0171) 738 8199
Activision:	(0181) 742 9400	Interplay:	(01628) 423666
BMG:	(0171) 973 0011	JVC:	(0171) 240 3121
Bullfrog:	(0148) 357 9399	Konami:	(0189) 585 3000
Codemasters:	(01926) 814132	Ocean:	(0161) 832 6633
Core:	(01332) 297797	Sega:	(0181) 996 4620
Electronic Arts:	(01753) 549442	THQ:	(0171) 935 8954
Fox Interactive:	(0171) 878 3000	UBI Soft:	(0181) 941 4004
Gremlin:	(01142) 753423	US Gold:	(0121) 625 3366
GT Interactive:	(0171) 258 3791	Virgin:	(0171) 368 2255

Welcome again! It's your friend here, Mr. Joe, with very much more of the very nicest Japanese news and views and opinions and gossip and FACT. My head's been spinning like a pumpkin this month, what with ECTS and then E3 in Los Angeles straight after. I couldn't go to E3 this year as my mother was just about to give birth and my father shrank, but anyway, it's news you want and I have lots and lots now for you.



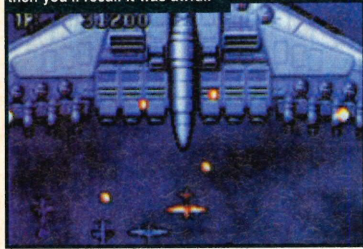
Japanese News

Striker 1945 • Saturn Very Soon

STRIKERS 1945

The plane, the plane

If you remember the original... then you'll recall it was awful.



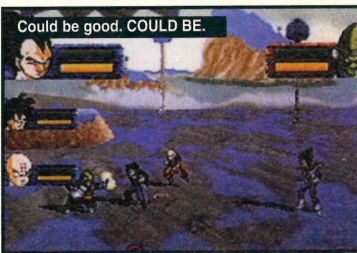
I think that's an aircraft carrier... but don't quote me.

Do you remember the old arcade game with planes and aircraft carriers called 1942? If you don't, then let me just briefly let you know that it was a vertical shoot-em-up with planes and aircraft carriers and was good. Atlas have told me – through a psychic cat – that they're about to bring out an updated version for the Saturn. *Strikers 1945* is what it's called and it's currently about 80 per-cent finished. And look! Here's some pictures to prove it.

Dragon Balls

Dragonball Z Saturn • Out Now

Out just about now actually, is another game based on that cartoon that's good, *Dragonball Z*. What's so good about this? Well, I can't tell you for sure because I haven't actually played it,



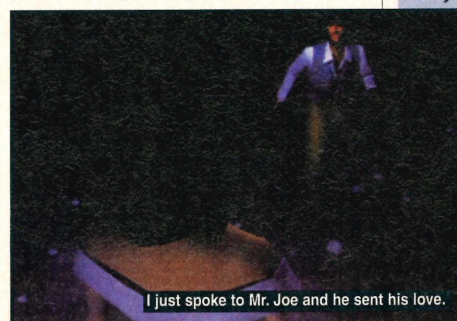
but I do know that all the characters are there and I can talk to you about the style of gameplay.

It's a sort of RPG with action elements. I know somebody who says that he saw a video of it running in a shop, but he eats his own nasal sewerage and cannot be trusted fully.

To Rico, with love

I mentioned two months ago that Sega were being happy with a new game called *Torico* and here's some more pictures to make your eyes sigh. I still know very little about the game as nobody who's working on it wants to talk to me, but from what we can see from these pictures, the graphics are pretty wonderful.

It's still only about 60 percent finished and will be more expensive as it's on two discs. Sega Europe won't tell me if they plan to translate it for English-thinking people, but hammer them on the phone and you might be lucky.



I just spoke to Mr. Joe and he sent his love.

On the grapevine

More rumours from the Japanese world of videogames...

➤ After the two not so good versions of the game, the developers of *Victory Goal* thought sensible thoughts and have produced a much better third version. Although you may hear of this on import vines of grape, you won't have heard that Sega will be releasing an international version later on in the year. Better than *Euro '96*, some say. I'm as button-lipped as my shy wife.

➤ *Enemy Zero*, the new Laura game (*D* was the first) from WARP is due for a release soon over here. At a recent Sony show in Japan, they were showing bits of the game and then the Sony logo morphed into a Saturn one and the boss of Sega Japan came onto the stage with the boss of WARP to tell all the silly PlayStation people that the brilliant game wouldn't be appearing on their system.

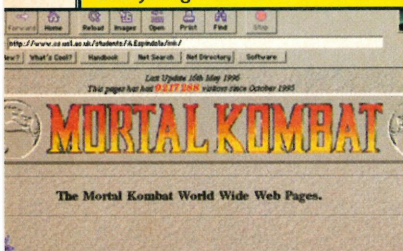
➤ The slightly old taxi murder game, *Quarantine* is about to come out over the Saturn way. I spoke to a boy in a game shop and he told me that the game is nearly complete and might get a European release. I paid him good hard cash for that.

Site of the month!

Spending all your pocket money on tacky internet cafes may seem like a good idea when people try to convince you that there's the best amount of information on there since the bible was written, but HOW DO YOU KNOW WHERE ANY OF IT IS. It's our job to tell you, we're professionals and yes, it is a dirty business.

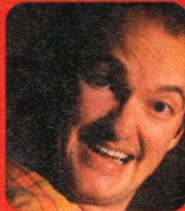
Title: The WWW *Mortal Kombat* pages
At: <http://www.cs.ucl.ac.uk/students/A.Espindola/mk/>

Yep, not bad; not bad at all. If you can imagine one place that has EVERYTHING you'd want on one particular game, you're pretty much there. Everything from news of *Mortal Kombat 4* (courtesy of our good chums at *Games Master*), to FAQs on all the versions, to links to other *MK* and game sites. You may call it anal, we prefer to call it comprehensive.



American News

How ya doin, y'all? Chester T. Abraham here again with all the hottest news from the good ol' US of A. A few people have written to me askin' what I do in my free time. When I'm not shootin' guns, listening to KISS and drinking Budweiser, I'm playing on my Saturn. Coz the Saturn is more American than Apple Pie. And if it isn't, it oughta be.



Street Wise

Street Fighter Alpha 2 • Arcade / Saturn



On the grapevine

All the latest rumours from inside the videogames industry...

- Word is Capcom have finally started development work on the long-awaited *Street Fighter 3*. No idea yet whether this'll appear on the Saturn.
- Sources inside Namco have been saying that they currently have no plans to release any Saturn games, which means that for the moment they'll be concentrating on the PlayStation. So no *Cybersled*, if you were holding out for it.
- Rayman II* from UBIsoft is apparently now in production.
- Fans of *Castlevania* will be pleased to know that the Saturn version is on its way courtesy of Konami. We're told it has 'brilliant rendered graphics and spine-tingling suspense' but we'll have to wait and see about that.

The great thing about the Saturn is that it allows wider styles of games to be tried out. Konami have a new military action game in development called *Project Overkill*. It contains a 3/4 view and has loads of 3D rendered graphics. 'Dark, intense and violent' is what Konami reckon. Let's hope so.

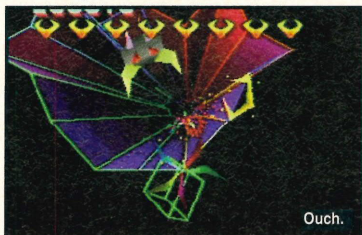
Yeeeeeahhh! If you thought *Street Fighter Alpha* was good on the Saturn, prepare yourselves for *Street Fighter Alpha 2*. Although it's still in development, some beta versions have turned up in amusement arcades in California and Illinois.

Well, I've played the one in Sunnyvale, California and it's COOL! All the old characters from the first *Street Fighter Alpha* return, but there are five new ones too. Dhalsim from *SF2* is back, so is Gen from the first *Street Fighter* (he now fights with two different styles - Crane and Mantis). Then there's a new character - Sakura - a Japanese schoolgirl who's dead sexy. And if you were into *Final Fight*, Rolento (the grenade boss from Level 4) makes an appearance

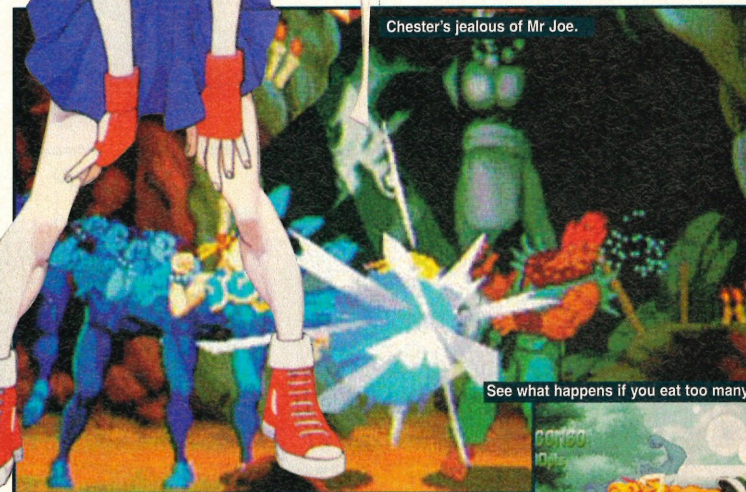
Stormy Waters

Tempest X Saturn

One of the only reasons for buying Atari's Jaguar had to be Jeff Minter's *Tempest 2000*. Although graphically simple, it had buckets of gameplay, funky sounds and trippy graphics. Anyway, we can now confirm that it's definitely coming to the Saturn with some new additions - an organic morphing web, 3D creatures and 'dazzling visual effects'.



Ouch.

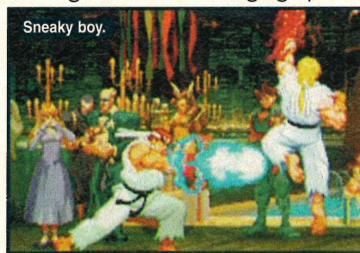


Chester's jealous of Mr Joe.

See what happens if you eat too many carrots?

tooled with a piece of lead piping. Finally, good ol' Zangief returns from *Street Fighter 2*. He's got beefed-up visuals and looks totally neat.

There aren't any proper storylines for the game yet, although most of the stage graphics



Sneaky boy.

are in place. Chun-Li has a new China background with people riding bikes behind her. Adon fights on the shore of a lake. Ryu gets four levels of parallax. Akuma gets a cave. Birdie fights in a bathroom and basically everything has been done much more brightly.

As far as console versions are concerned, we've heard a rumoured Saturn (US) release date for the 4th quarter of this year but nothing has been confirmed by Capcom.

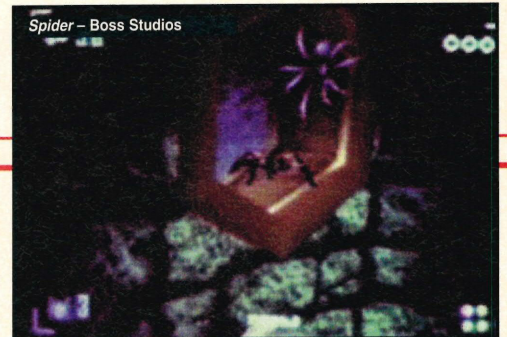
Sega Saturn up-coming USA releases

None of these dates are set in stone but this is what I've heard rumoured will be coming out in the States soon. By the way, please note that this does not necessarily mean any of these will be released in the UK at these times - it's just for your own information!

Game	Publisher	Type	Date
<i>Bug! Too</i>	Sega	Platform	August '96
<i>Command and Conquer</i>	Virgin	Strategy	1996
<i>Free Runner</i>	Sega	Action	Summer '96
<i>Judge Dredd</i>	Acclaim	Action	1996
<i>Manx TT</i>	Sega	Racing	August '96
<i>OutRun</i>	Sega	Racing	October '96
<i>Sonic Fighters</i>	Sega	Fighting	1996
<i>Sonic 3D</i>	Sega	Platform	December '96
<i>Space Harrier</i>	Sega	Shooting	June '96
<i>Street Fighter Alpha 2</i>	Capcom	Fighting	4th Qtr '96
<i>Tempest X</i>	Interplay	Shooter	1996
<i>Toshinden 2</i>	Sega	Fighting	1996

On May 16-18th in Los Angeles, the videogames industry convened for its annual bash at the E3 show. And although the big news was supposed to be the official unveiling of the Nintendo 64, Sega stole the show with some astonishing announcements of their own...

Sorted for E's and



Spider - Boss Studios

Forget the ECTS in London. Put the CES out of your minds. There's a new trade show about and it's rapidly become THE place to be seen if you're anything to do with the videogames business. E3 stands for the Electronic Entertainment Expo and increasingly, the major videogames companies are delaying their major product releases until this show - with the official unveiling of the Nintendo 64, for example, being a case in point.

The main news though was more to do with the jockeying for position between Sega and Sony, with price cuts and counter-price cuts following each other through the show. By the time the dust had settled, Sega and Sony's respective consoles both stood at a tempting \$200 each although there's no sign as yet that this situation will be reflected in

Europe

(however, check this month's News pages for the latest moves on this scene.)

Sony fired the first shots with Sega's initial response being limited to Tom Kalinske, Sega USA chief, saying, "This (Sony) is a response to the quality of software which we are producing and to which they have no answer." On being questioned whether Sega would follow Sony's price cutting, he said, "I am not going to make a knee-jerk response. You know me. I would dearly love to drop the price of Saturn but even with the white Saturn the processors make it more difficult for us than it does for Sony. But our software line-up and web browser is more than enough," before announcing an equivalent price cut a matter of hours later.

"This (Sony's price cut) is a response to the quality of software which we are producing and to which they have no answer" - Tom Kalinske, Sega

The other big strategic move involved ▶

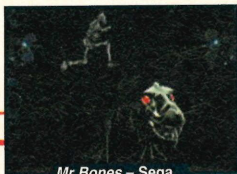
Biz

Virtua Fighter 3

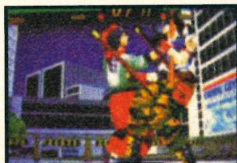
Sega have confirmed that *Virtua Fighter 3*, currently in development for the arcades, will be converted to the Saturn. Although we have no date yet, the likeliest time will be next year.

On display in a non-playable form at the E3 show, the latest arcade development version was very similar to the version we mentioned back in issue 78. To wit: it uses the stunning new Sega Model 3 board and includes improved body shape and facial features, neat touches like eyes which follow the opponent around the ring, realistic breathing movements, a fully light-shaded Dural with lighting and chrome effects which move in real-time with her motion, and more camera angles. Plus, there will be 12 fighters on offer.

We don't yet know how much of this will make it through to the Saturn version - obviously there will have to be some compromises as the Model 3 board is an extremely powerful piece of equipment. We'll have much more on this soon.



Mr Bones - Sega



Bronx - Sega



Bug! Too - innit nice?



Another Bug! Too.

that is focused on a new form of content that, frankly, will have a big impact down the road and will change the way people think about interactive entertainment later on. It's not a hardware-platform specific focus... We are designed as an entrepreneurial organization and we're designed to run fast because you have to in this business."

In practice, this means that Segasoft will be looking to create new types of gaming experiences, and this will partly involve the Internet. Miller agrees: "There are ways in which this can be achieved. Through careful design that takes advantage of what can be done effectively on the Internet. Many in the online community are saying 'gee, what does it take to bring Doom to the Internet or Command and Conquer'. But that's not the question that they should be asking. Those games weren't designed to be taken onto the Internet initially. There are technology problems associated in trying to do that in a truly scalable and effective way."

"We have a vision to create a new entity focused on a new form of content that will change the way people think about interactive entertainment."

Segasoft, which has been created by Sega to develop PC games. The message Segasoft are trying to get across is that they are "an

independent company with a pure focus on content as opposed to platforms." Joe Miller, Segasoft chief says, "The fact is we have a vision to create a new entity

Lunar - a new RPG



What this means is that although Segasoft are looking seriously at the Internet, it won't be the only basket they'll be putting all their eggs into. Miller again: "We're going to move very fast to deploy content on the Internet but it won't represent a big chunk of the revenue pie. We recognize the limitations for the next several years that the best way to get content into the consumers' hands is on CD, primarily through a retail route. Even if it's an experience that's largely delivered on audio we'll still deliver that on CD.

Most of the other news concerned the

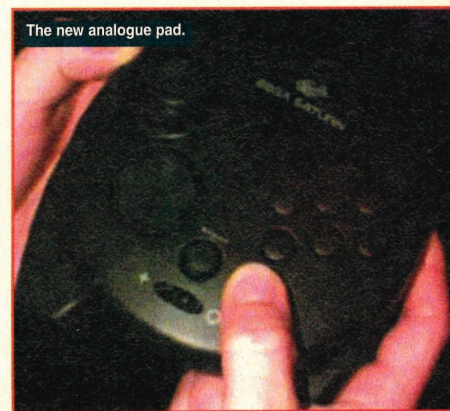
Sega go analogue

With Sega anxious to create new playing experiences with the Net Link and in 3D affairs like *NIGHTS*, it's not surprising to see them looking at new ways of interacting with games. An important new part of this strategy involved their new Analogue Joypad, pictured here. Although it might look a little clunky in this picture, it's actually much dinkier than it appears, fitting firmly into the palm of a hand.

How is it different?

To understand that, you have to understand how Sega's current joypads work. At the moment, when you want to move a character on-screen, you press the D-pad which actually is no more than a set of on/off switches. So long as you keep the D-pad depressed, the switches remain 'on' and a signal is sent to the Saturn telling it to move the character. With the analogue pad, the strength of signal varies with the extent of the action on the pad, which allows much finer control. It's similar to the difference between playing a game with a mouse as opposed to a joystick.

The new analogue pad.



▶ Saturn although there was some Mega Drive stuff available, most notably a new 3D Sonic game for the Mega Drive (as yet un-named) and *Ultimate MK3* which should turn up towards the end of this year. But Sega were keen to place emphasis on their upcoming arcade conversions, like *Virtua Fighter 3*, *Virtua On*, *Virtua Cop 2*, *Manx TT* and *Fighting Vipers*. Other arcade conversions included *Street Fighter Alpha 2* (Capcom, see USA News) and *WWF The Arcade Game* (Acclaim).

Sega weren't just relying on their arcades stuff, with emphasis on sequels like *Bug! Too* (which looks excellent), *Sonic X-Treme* and *Mr Bones* (a kind of platformer).

Third party software was noticeably more scarce than we were expecting but there was still stuff to cheer from Boss Studios - a new game called *Spider* (exclusively unveiled in last month's USA News) which is being designed by the bloke who was responsible for the Special Effects in a whole host of Spielberg/Lucas movies. The gameplay allows you to control a spider with features such as the ability to hang off webs and climb walls.

Finally, how not mention yet more stuff

to do with *NIGHTS*? It got its official unveiling at the show and knocked more than a few veteran games journalists out with its amazing graphics but the really interesting bit of news concerned a new analogue joystick controller which will go on sale with the game. Not dissimilar to the Jaguar's joy pad - although a little smaller - this will allow much smooth control of the game and is being introduced for other games as well. Our mouths are already watering...

SP

On the grapevine...

Trade shows are notorious for gossip and intrigue - here's a few rumours that were doing the rounds during the event.

▶ Probably the hottest piece of news concerned the alleged intention of Nintendo to shelve the entire release of the Nintendo 64 in Europe. Traditionally, Nintendo's strongest territories have been Japan and the United States and with a price war already in effect in Europe between the PlayStation and the Saturn, it would not be surprising if Nintendo decided to skip this increasingly tough market altogether. Obviously if true, this would be a major boost for the Sega Saturn, which is now level-pegging with Sony, but we'd advise caution on this story for the time being.

▶ Another one of those unsubstantiated rumours concerned the possible take-over of Electronic Arts by Disney. Neither side, however, would comment.

Virtua Cop 2

Virtua Fighter wasn't the only big-time polygon arcade conversion in town - *Virtua Cop 2* made its Saturn debut too. We had a quick go when nobody was looking and can tell you the following... Just like last time, you play the role of a good cop destined to take on assorted scum like bank robbers. Except this time, shootout locations include banks, apartments and during a brilliant car chase sequence.

The game doesn't quite match the speed of the arcade version - especially noticeable during the car chase sequence - and there are resolution differences as you'd expect, but Sega reckon they'll have this close to arcade-perfect by its scheduled American release date of November.

The Saturn gets wired



The Net Link.

Cruising the Net seems to be all the rage these days so it's good news to hear that Sega are finally getting behind this new technology in a big way. Here's all

the details:

What is Sega's new device?

It's a special box, called the 'Net Link', which plugs into the Saturn and allows you to connect to the Internet.

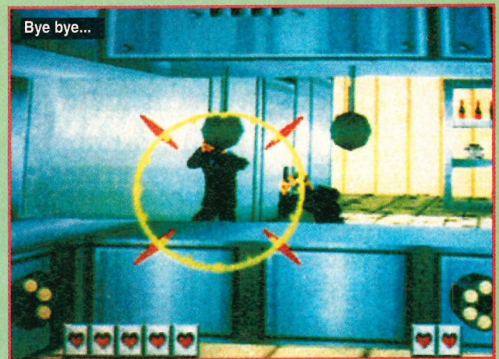
What does it contain?

It consists of a 28.8 modem (that's a device which allows computers to communicate with each other over telephone lines - the 28.8 bit refers to its speed, and happily, the Net Link is as fast as these devices come), and software which allows you to look at the World Wide Web (the funky part of the Net with text and pictures), enter Newsgroups (chat to other people on the Net), send e-mail (very useful - there's a keyboard and mouse on the way too) and most importantly, play games.

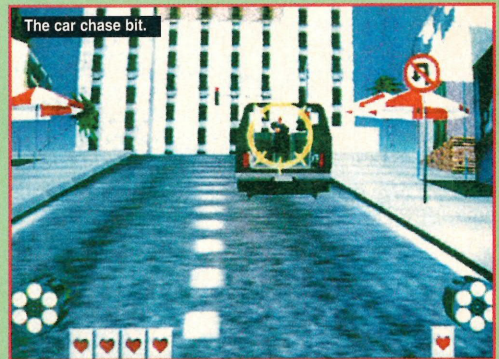
Play games?

Sega are demonstrating their commitment to the Net by producing over 10 Net-capable games for the Saturn. But what does this actually mean? A Net-capable game is a game which allows groups of people to play a game at the same time. If it was a combat flight sim, other players could be dogfighting each other in different aircraft. If it was *Doom* - like in its original PC version, other players could be stalking you. If it was a racing game, other players could be driving other cars and competing directly against you - just like in the arcade *Virtua Racing*. It brings true multi-player capabilities to even the simplest games - and you'll be able to play against other Saturn owners on the other side of the world.

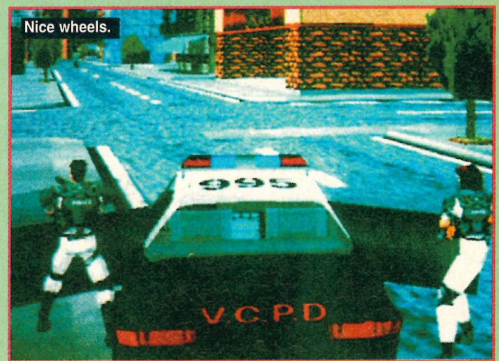
Sega will be releasing the first of these Net-capable games this Christmas, in the USA. The US price is to be \$200 for the Net Link on its own, and \$450 for the Saturn/Net Link combination.



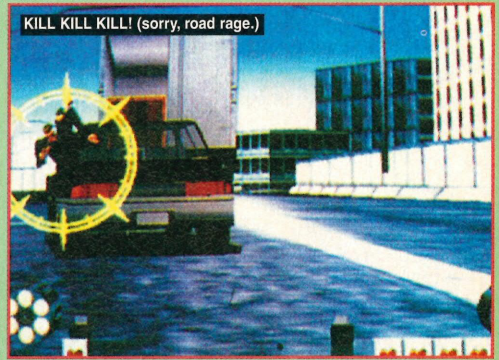
Bye bye...



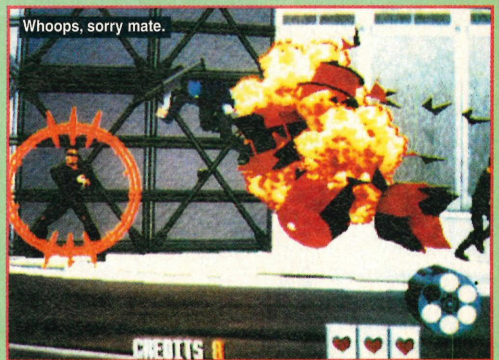
The car chase bit.



Nice wheels.



KILL KILL KILL! (sorry, road rage.)



Whoops, sorry mate.

WIN! The Ultimate Gaming Rig! OVER £12,000⁰⁰ IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with Pentium 200 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, £1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at £2.00 each and one tie-breaker at £1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					M Y S T E R Y W O R D
		E				
P	I	N	C	H	W	
	R					
S						

WORD LIST and LETTER CODE chart

PINCHW PRESS.....K BLASTA WRECKD
 BREAK.....Z PUNCH.....S SPRAYC TURBOV
 STOMPT STAND.....R PRESSE DREAM...O
 CRUSH.....I SCOREH SLANTL CHASE.....P

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (£2.00) Computer Contest
- (£2.00) Video Game Contest
- (£2.00) Media Rig Contest
- (£3.00) SPECIAL! Enter them all (SAVE £3.00)

Name _____

Address _____

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**SEND CASH, M.O., COIN, OR CHECK TO:
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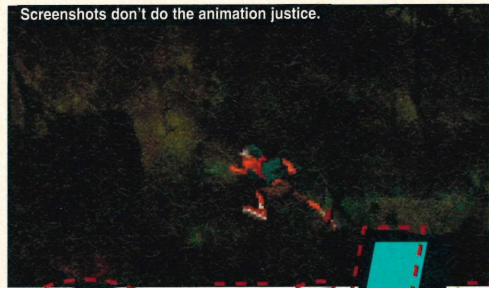
Heart of Darkness

The days of knocking-up videogames in a couple of weeks are over. Heart of Darkness has taken over FOUR YEARS to complete. No life there, then.



(Far left) Andy climbs up a rock face. (Far right) The underwater bits are excellent.

Screenshots don't do the animation justice.



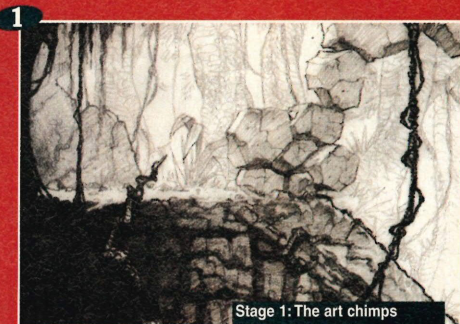
Platformers, eh. They can be some of the bestest, life-affirming games you ever play (*Earthworm Jim*, *Bug!*) or they can be the slimiest, stinkiest piece of silicon-based gameform to leave their grubby fingerprints on your system's throat (*Cutthroat Island*, *Johnny Bazookatone*). It's a lottery out there and what Anthea Turner never points out is that there are



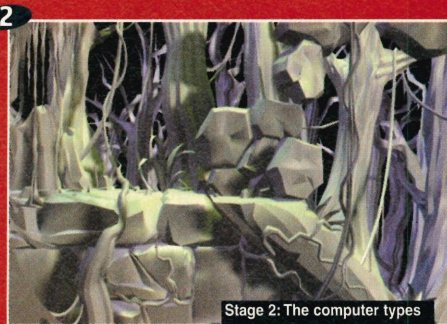
"Andy's adventures take place after he runs away from school - smoking, hanging round the chippy, that kind of thing"

Etch a sketch

Have you ever wondered how computer games are designed? No? Not even a little bit? Well the backgrounds for *Heart of Darkness* were first sketched out on paper, probably with crayon. These sketches were then used as the basis for the 3D rendering work, carried out on memory-stuffed PC's using the legendary modelling package *3D Studio*. When the backdrops were finished as individual pieces of art, the gaming elements (footholds, for instance) were superimposed over the top.



Stage 1: The art chimps labour with pencils.



Stage 2: The computer types render the pictures.

Frédéric Savoir and Eric Chahi, two of the lead coders on *Heart of Darkness*, are also famous for their two Mega Drive games *Flashback* and *Another World* respectively. If you can't remember that far back, those games went something like this.

Format Saturn Release Date October

Players One Sega . . . (0181) 996 4620

How do they do that?

Cut scenes are introduced so subtly you hardly realise it's happening.

ness

always far more losers than winners. Members of the French development team behind *Heart of Darkness*, Amazing Studio, have already tasted the sweet smell of platform success (one of their lead coders worked on *Flashback* and another on *Another World*) and it looks as if they intend to hang on to their winning ways.

Heart of Darkness is a semi-3D rendered platform adventure and features animated cut scenes (27 minutes of them in all) at regular intervals. That in itself doesn't sound too special (almost standard – and largely unappetising – Saturn fare) but the game also promises a more innovative approach to the well-trodden platform path. Rather than restrict the lead character, Andy (his adventures take place after he runs away from school – smoking, hanging around the chippy, that kind of thing) to a simplistic, left-right walking pattern, sections of the game require you to navigate vertical cliff faces, slide sideways or swim about underwater.

Graphically the game is superb. Over 1600 frames of animation have been created to move Andy.



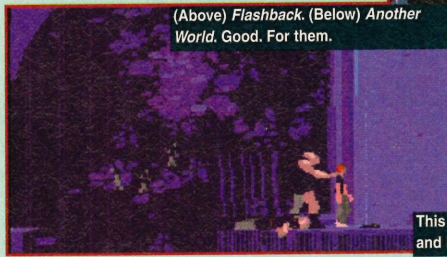
Flashback

Described in issue 43 as “quite possibly the finest cart ever to appear on the Mega Drive” and given a large 93%, *Flashback* was a large platform adventure game with animation (24 fps) and graphics that at the time were truly revolutionary. Having developed it at Delphine Software, Frédéric has now moved to Amazing Studio.

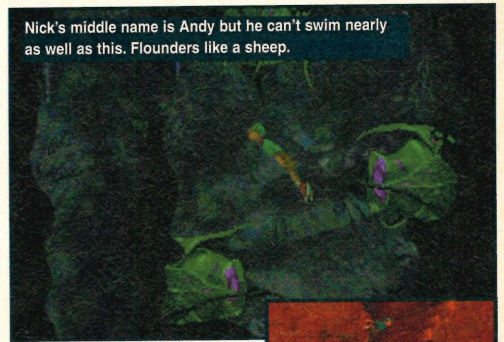
Another World

Out only a matter of weeks before *Flashback*, was *Another World* also from Delphine. Described as an interactive cartoon, again with stunning (MD) animation a young Dean Mortlock rated this at 83% back in issue 42.

(Above) *Flashback*. (Below) *Another World*. Good. For them.



This caption was crap and had to be replaced.



Nick's middle name is Andy but he can't swim nearly as well as this. Flounders like a sheep.



When you compare this to the 1200 used by most cartridge games to do everything, you begin to realise what a massive achievement this is. On top of this cleverness, all the character sprites – even the most minor of spectres – cast a shadow appropriate to the direction of lighting and the surface on to which the shadow falls. In fact, the whole game gives the impression that an awful lot of love has gone into it over the four years that it's taken to develop. Well, they couldn't just sit round eating croissants and smoking Gauloise all the time, I suppose.

Sega now have the licence to publish the game (wrestled off of Virgin for some reason) and it should be out in October.

Expect a review sometime then and maybe another preview around August. • James



It's a bit like...



Johnny Bazookatone

Proof (if any more was needed), that the Saturn makes triumphs of style over content far, far too easy. *Bazookatone* looked OK and had a quirky rock and roll storyline, but when the gameplay chips were down it was found extremely lacking.



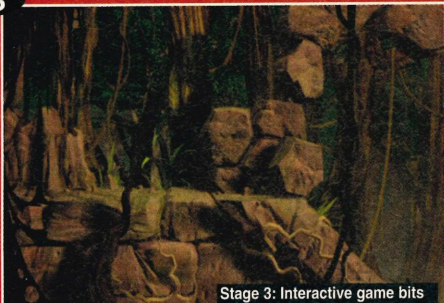
Rayman

A multi-format success dating back almost to the launch of the Saturn, *Rayman* was good in a pretty but painfully slow kind of way. It did have an innovative level design (allowing a certain amount of backtracking) and weapon evolution (you had to collect weapons and abilities from later levels in order to be able to complete the previous ones).

How *Heart of Darkness* will shape up next to *Nights* remains to be seen.



Purple headed mountains. Sorry.



Stage 3: Interactive game bits are added (the rock pile, here).

View to a kill

Although *Black Fire* gives you only the one squashed-up and claustrophobic internal view, you do get to look through it in four different ways. Come... LOOK...

Front

Yer lovely and standard forward view. Best for seeing things that you're about to fly into. Killing things can only be done from this angle.



Right

The view to the right of the thing shows objects and scenery that appears to the right of your helicopter. Impossible to do anything using this view. See also...



Left

...No use to man nor beast. Unless, of course, a clever person tries to confuse you by asking you what it is currently appearing on the left side of your helicopter.



Back

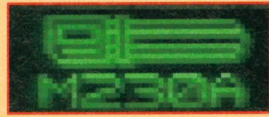
Feel nostalgic for those memorably long car journeys of your youth and stare out the back window whilst flying along.



Guns, girls and gung-ho

Black Fire's weapon system is extremely versatile. Six different weapons are placed at your disposal.

M230 30mm Cannon



Fires 650-750 rounds a minute but still sounds like rain on a tin roof. Difficult to kill anything with this.

HYDRA Folding-Fin Aerial Rocket



Non-tracking, manually fired rocket. Impressed? I got all my weapons knowledge from thick books a large school friend lent me.



Black Fire

Flying. Chopper. Hmm... Here's a game that let's you do both without the risk of public embarrassment.

Black Fire was once going to be released by Sega (and probably has been in America). Sega of Europe decided to avoid the game like a bad smell and so Virgin picked it up. Strangely enough though, it actually seems to be

I love the smell of lipbalm in the morning.



Large grey metal things play a huge part in this game.

okay, so maybe Sega should have thought harder before making such a harsh decision.

The flimsy story tucked into the game is that you play a sunglassesed, short-haired, gung-ho'd-to-ye-eyeballs, elite American pilot. Your mission (should you choose to accept it) is to locate and destroy a fundamentalist group by the name of The Sword of Gideon. This outfit is run by an ex commander of yours, Kane. The government believes that he's built some fantastic flying thing using the remnants of a crashed spaceship or two. Laugh? I did. But hey, the truth is out there and you've got to fly in, find it, kill it and get home before the Star-Spangled Banner finishes and your apple pie gets cold.

So, what do you want to know? The graphics are usual, with

AiM-1L46 Sidewinder Rocket



Air-to-air killing snake. Unlike its name, it doesn't actually fly sideways and I joked - it isn't a snake, nothing like one. Funny, aren't I?

AGM-1L4B Hellfire Rocket



Best used on thick-skinned ground targets like rhinos, ant-eaters and tortoises. Probably self-guided, probably explosive.

MK12 F.S Firestorm

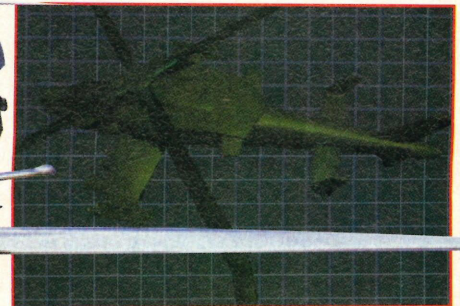


A multiple-desperation bomb. I presume that means that you get hit by loads of things that make you miserable. C'est vrai, n'est ce pas?

Fire



It's a bit like...



Thunderhawk 2

You're in a helicopter. You fly over terrain. You kill things. Much the same as this. More views, missions and a general all-round polish may give *Thunderhawk 2* the edge, though. Who on this earthly plain can say?

an undulating texture-mapped extravaganza of grassy loveliness. It all seems fairly smooth and you get plenty of choices of weapons and missions and views and objects to destroy and ooh, EVERYTHING.

The developers have made it pretty much an arcade shooter. You do have a certain mission objective and it's not the sort of game that you can immediately pick up and play, but the controls and instruments are deliberately simplistic to stand it apart from anything that

"You've got to fly in, find it, kill it and get home before the Star-Spangled Banner finishes and your apple pie gets cold."

stinks remotely of the dreadful word simulation.

Black Fire is obviously going to appeal to fans of *Thunderhawk 2*, but it's uncertain at present whether or not it can offer anything over the graphical nicety and supreme gameplay of the Core game.

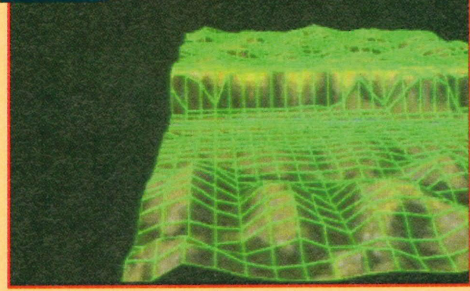
If we talk to Virgin nicely, then we may well just about manage to squeeze in a review for the next issue. Peel your eyes and rub in salt until then. • Dean



Mission impossible

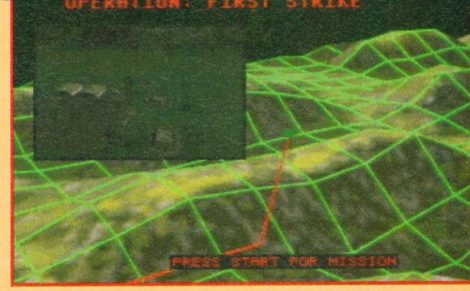
There's a total of 15 missions spread conveniently over a series of five increasingly difficult levels. At the start of each one you get an impressive fly-by, complete with a silky-smooth female voice announcing the mission as if it was a description of her lover.

Mission 1 MISSION: FIRST STRIKE

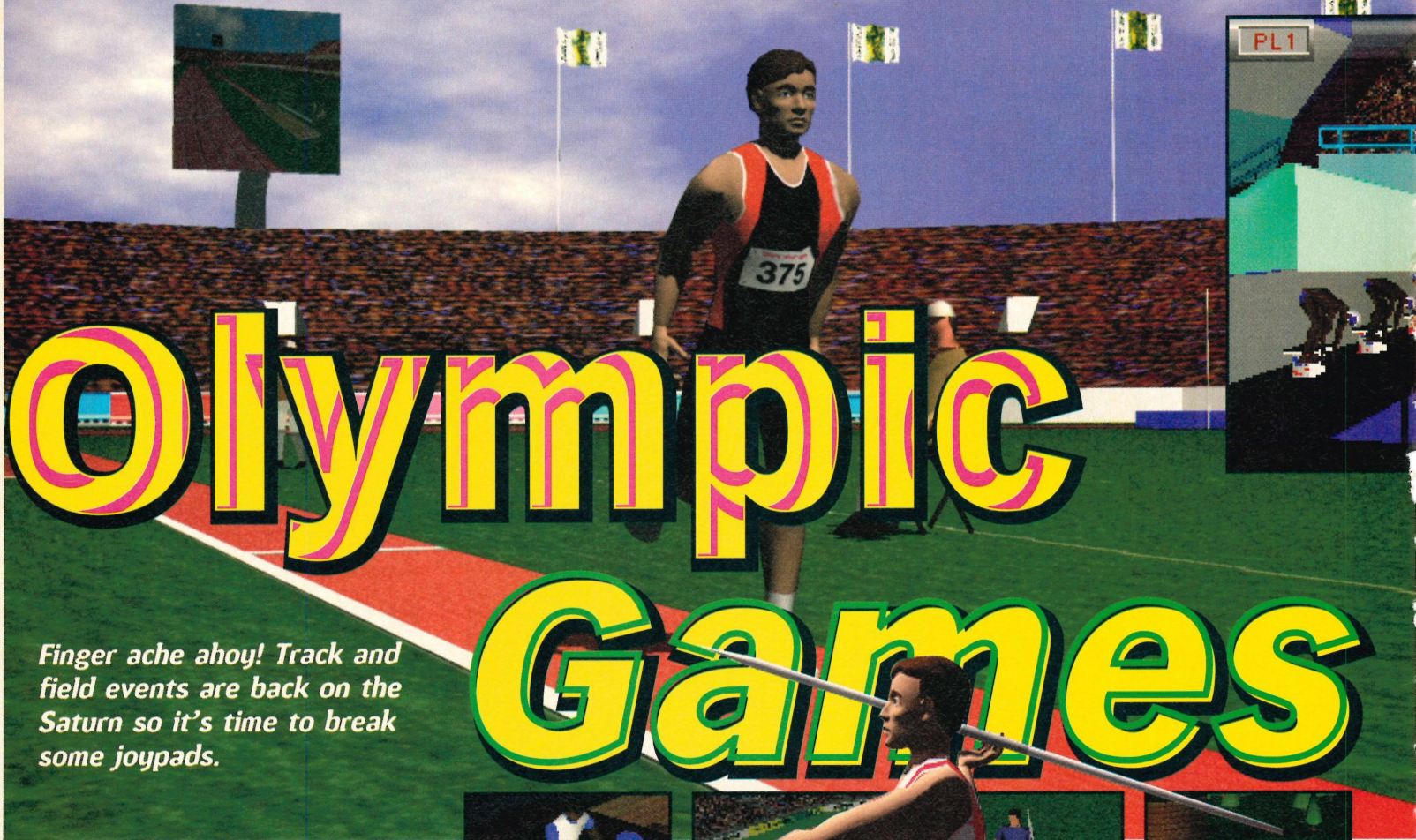


As if to prove a point, the beginning of each mission has a 'showing off to its mates' 3D swirly terrain map thing. This scoots along quickly and cleverly until you arrive at...

Mission 2 MISSION: FIRST STRIKE



...The actual mission objective. Which involves blowing things up. Again. Go in, destroy everything in sight and scarpers before the rozzers get after you. Possibly.



Finger ache ahoy! Track and field events are back on the Saturn so it's time to break some joypads.

No one watches the Olympics in America. It's true. In fact, so uninterested are Americans in track and field events, their athletic superstars

"If Americans aren't bothered with the Olympics, why the hell do they seem to get to host the games every third time around?"

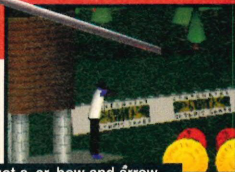
have to compete on the European circuit to make a crust. The question is, if Americans aren't bothered with the Olympics, why the hell do they seem to get to host the games every third time around? Better weather than Manchester, I suppose. US Gold don't care though. The 1996



Lift and tuck, grunt like a pig, have a hernia. Such is weightlifting.



Look out, Guv! He's got a, er, bow and arrow.



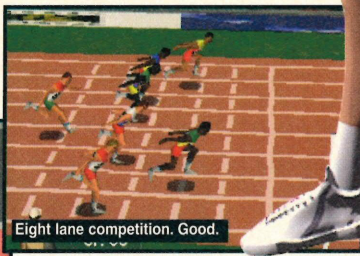
Olympics in Atlanta present a perfect opportunity to produce a track and field sim and damage a whole new set of next generation joypads.

If you don't remember the games that made finger-crunching fashionable then, well, where were you? *Track and Field* from Konami had arcades all over the world resounding to the thrashing of buttons A and B and Daley

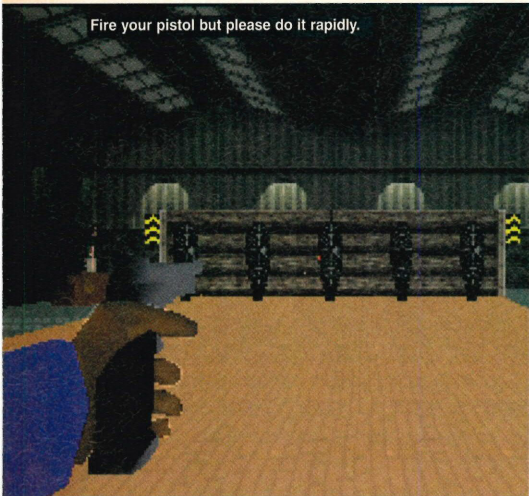
Thompson's Decathlon (Ocean) broke more Spectrum keyboards than Clive Sinclair's returns department could cope with.

And the Mega Drive didn't miss out. 1992 saw the launch of US Gold's

licensed cart *Olympic Gold*, featuring seven different events. These included Diving, Archery, 100m Sprint, Hammer, Freestyle Swimming, 100m Hurdles and Archery. To be honest it wasn't brilliant (not even two players could play simultaneously) but Mega Drive development was in its early stages.



Eight lane competition. Good.



Fire your pistol but please do it rapidly.



Fencing. Apparently.

It's a bit like...

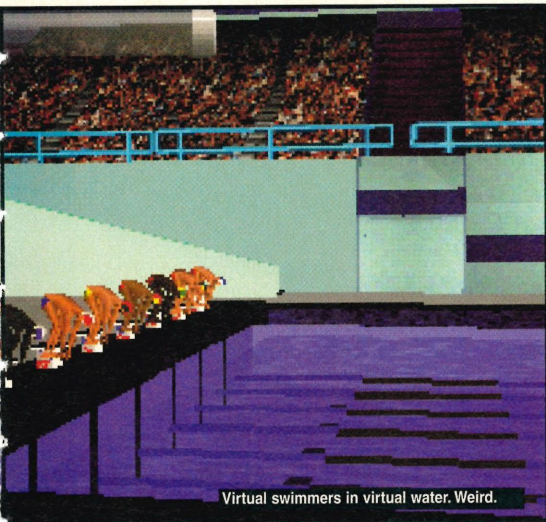
Olympic Gold

On the Mega Drive a long time ago. We've mentioned it already so we won't talk about it anymore.

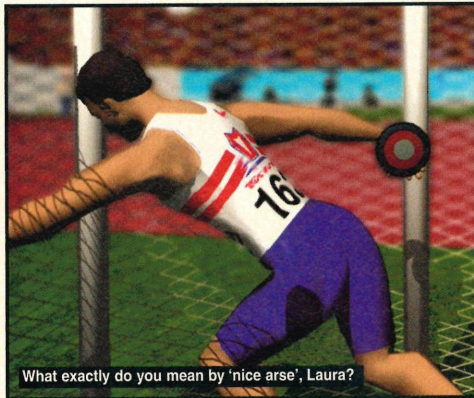
California Games

Slightly different in that it had a beach and the events included surfing and BMX racing. Other than that it's far too old to even consider comparing to *Olympic Games* but check out Issue 29 for further details.

The events




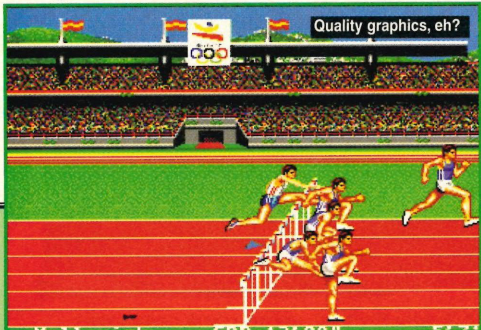
Virtual swimmers in virtual water. Weird.



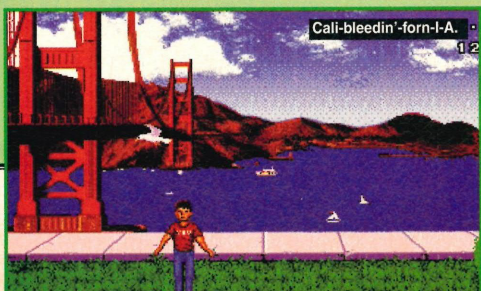
What exactly do you mean by 'nice arse', Laura?

As befits the machine's power *Olympic Games* on the Saturn will be far in advance of any track and field game seen so far on any system. All the events will feature polygon characters and fully three-dimensional environments. There'll also be 15 different events, the largest number to have been attempted by any game so far. Also, using one of Sega's multitap affairs, up to eight players can compete in some of the events (the 100m dash, for instance).

All the of the 15 available events are described around this page. The game will be out in July and we'll have a sore-fingered review in Issue 82. • James 

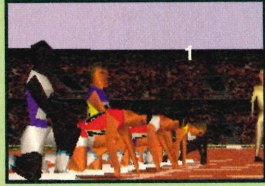


Quality graphics, eh?



Cali-bleedin'-forn-I-A. 12

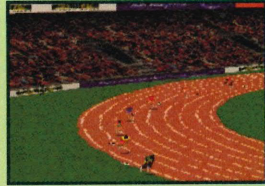
100 Metres



Up to eight players can compete at once with this.

Eight men compete to see who looks the best in Lycra. Pound the buttons to get your sprinter across the line first.

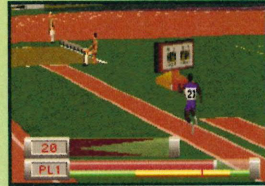
400 Metres



The 400m is described as a 'stamina sprint' by the experts.

The longest of the sprint events and (funnily enough) plays a little like the 100m. You'll have to watch your stamina bar though.

Long Jump



Long jumpers have to wear sand-proof pants.

From an isometric viewpoint, peg it up the runway and launch yourself at the sand. A bit like going on holiday, really.

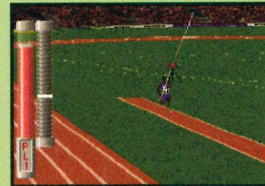
Triple Jump



Women weren't allowed in the Triple Jump until recently.

Britain's got someone who's a bit good at this. Hence the Triple Jump is the most important event on Earth.

Pole Vault



Embarrassing if the pole breaks on the way up.

Run, pole, bar, vault. The rules in most Olympic events tend to be rather straightforward. We were never allowed to do this at school which was a shame.

Discus



Harder than it looks, discus throwing. I know.

If you put an extra 's' on the end of this event it would involve sitting around a table talking. More fun. Possibly.

High Jump



Your first task is to find the bar. This bloke's lost.

An event popular with long tall thin people. Scoring highly on all of these advantages unfortunately, I was still crap.

Javelin



Impale intrusive spectators. No, not really.

A while back Britain won this a lot. Now that we don't, it's reverted to being a minor field event. With spears.

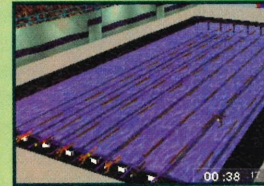
Hammer



There's the hammer or is it a seagull. You decide.

This must be the favourite event in Germany and Russia who take turns to win it with a selection of frightening-looking athletes.

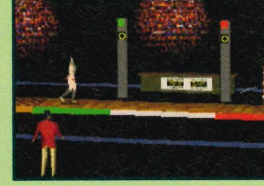
100M Freestyle



Swimmers go bald before their time. It's the chlorine and urine.

Swimming. You're supposedly allowed to use any stroke you like. Everyone does front crawl though so it seems a bit pointless (the freestyle bit I mean).

Fencing



Don't try this at home - you'll have somebody's eye out.

Obvious jokes about 'chain-link' and 'picket' beckon but no, this is the sword fighting variety and fun, I'm sure it will be.

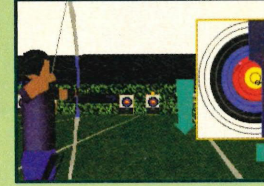
Weightlifting



Lift at the knees or you'll do your back in. Wise words.

Fat blokes in leotards and leather belts lift weights and sweat profusely. Peak Saturday evening viewing in Finland.

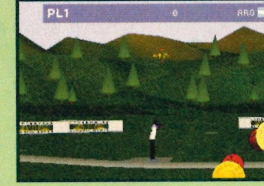
Archery



Get your aim and cord tension right to score highly here.

A target event and different in that quite old people can compete with no serious disadvantage (except in the bar afterwards).

Skeet Shooting



Two shots, that's all you get to hit your skeet.

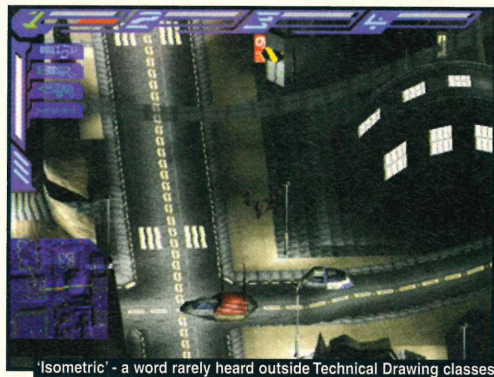
Skeets are clay pigeons and they're ruthlessly blasted with double-barrelled shotguns by rural men and women

Rapid Fire Pistol

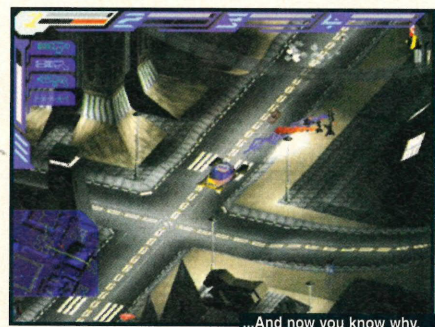


The play view is much more useful than this.

Fire your Olympic regulation pistol at the Olympic regulation target in the Olympic regulation time. When someone's got a gun, whatever they want to do is fine by me.



'Isometric' - a word rarely heard outside Technical Drawing classes.



...And now you know why.

After last month's Firo and Klawd, it's reassuring to know that there's another game on the way about death, criminality and murder.

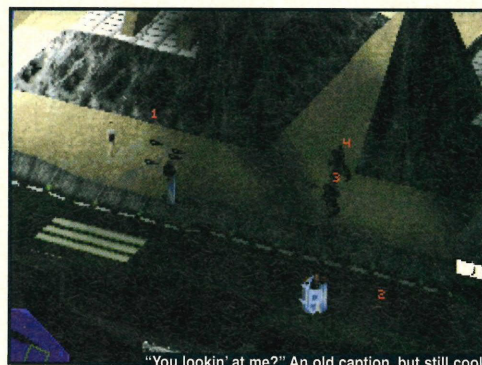
syndicate wars



Just like in 'Total Recall'.

The original *Syndicate* game first appeared two to three years ago and caused an absolute storm. Its blend of strategic gameplay and psychotic violence proved a hit on every format it touched. The final transition came when it appeared on the Mega Drive. This version was a vastly cut down with a lot of the strategic elements taken out and replaced with more arcade-style gameplay. It was popular for a time but never quite captured the feel of *Syndicate* that featured so heavily in the versions on more powerful machines.

Now that the Saturn has arrived of course, it can handle what *Syndicate* required with ease.



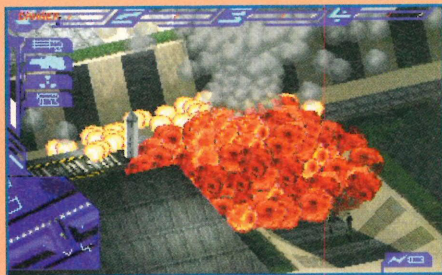
"You lookin' at me?" An old caption, but still cool.

Which is why Bullfrog, unlike some companies, have refused just to simply churn out a version of an old game for the Saturn and have opted instead to bring you a completely new game, *Syndicate Wars*.

Syndicate Wars is set 100 years after the original game where the world is run by a huge

Do you feel lucky?

Dirty Harry or James Bond may think that they're tough with their little pop guns but what would they think if they were faced with some of this?



Crazy Gas

Drop one of these and every person who is caught in the cloud of gas turns completely insane, firing off any weapons they are carrying and generally having a bad day.



Razor Wire

Spread it out and watch as people walk into it and, well, you can imagine the mess it makes when people get caught up in it.



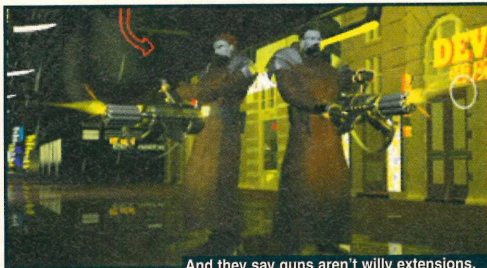
Electricity Bomb

(aka Pulse Mine.) Lay one of these and when it goes off, tendrils of electricity reach out and hit everyone within range. Then a tendrill will go out from anyone who has been hit and hit someone else. You can imagine the fun if there's a crowd of people near the mine. It also affects conductors. Fire it off at a metal stair case and anyone standing on it is going to get a nasty shock, in more ways than one.



Zealots

There you are, quietly walking along a street, minding your own business when a whole bunch of Zealot anti grav transports swoop down and start force-feeding you electric death. They'll destroy your car and even when you're in the middle of nowhere a whole bunch of Zealots can come after you on foot. Now where did I put those mines?



And they say guns aren't willy extensions.



Mr. Joe, 2087 AD.

◀ corporation. Some areas are rebelling, though and it's your job to go in and sort out the peasants. Just like before you command a team of cyborgs who are there to carry out your every whim. Wiping out enemy agents, vehicles, buildings and even the odd civilian (hey, it's not your fault if they get in the way) – they're all there to be dealt with in any fashion you see fit.

The original *Syndicate* team has been hard at work on this sequel for many months now and it is



"Enemy agents, vehicles, buildings and even the odd civilian are all there to be dealt with in any fashion you see fit."



See? Smoking IS a danger to your health.

finally coming close to completion. Programmer Mike Diskett and his team are trying to create a world that's vastly improved, but still retains that awesome *Syndicate* atmosphere. Gone are the rather flat and bland

isometric 3D cities that played host to the carnage before. Now everything is presented in glorious 3D texture mapped, dynamically lit graphics. The cities actually look like they are working. People go about their business unless, er, prevented by you and even the big screens that are dotted around carry real video ads.

Of course just wondering around the cities wouldn't be that much fun on its own. What's the

We love it when...

...There's that bit where you finally get hold of the big beam laser. It can and does wipe out entire buildings in a single blast. Now imagine the mess if you use that on a person.

point of walking around if you can't carry out the odd massacre every now and then? (All in the name of business of course.) And to kill people you need guns. This is where the team have been spending a lot time recently. You see, they didn't want just normal guns. Every game uses shotguns, pistols or the odd machine gun so the *Syndicate Wars* boys have gone for something a bit more up-market.

As the programmers say, players of the original *Syndicate* (at least the PC and Amiga ▶

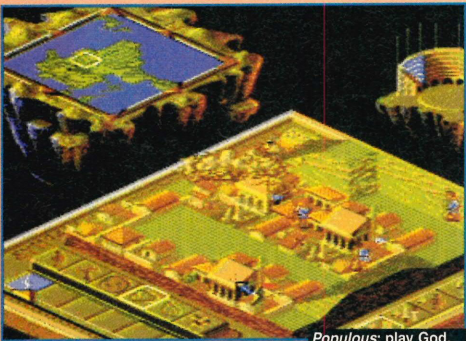
So tell me about Bullfrog then...

Funny name for a games company, maybe, but it's likely you've played one of their games. If not, it's certain you've heard of one of the following...

Populous

(Mega Drive) Issue 49

Bullfrog's first major hit invented a whole new genre – the god sim. You were given control of a landscape (bits could be lowered, raised, flooded) with the aim being to build strong settlements.



Populous: play God.

Theme Park

(Mega Drive) Issue 67

Build a Theme Park, create interesting rides, play the financial game and attract people to the park. Sounds incredibly dull in principle, but in practice this was a brilliant, well-crafted and deep game which scored a handy 93% when we reviewed it.



Magic Carpet

(Saturn) Issue 78

A game about rugs? Bullfrog are experts at creating something entertaining out of even the most obscure ideas and this was no exception. Fly about, collect manna and attempt to become the most powerful wizard. Power was definitely something of a theme for these guys.



Powermonger: fist thumping.

Powermonger

(Mega CD) Issue 55

...And just to prove the point, here was a game about one thing and one thing only – POWER – how to get it, and how to keep it. It wasn't up to the standard of other Bullfrog releases as far as we were concerned (but then again it was on the Mega CD and nothing was up to much on that particular format), pulling in a slightly measly 76% from our expert review chimps.



versions) will remember the joys of pumping flaming hot jelly into the face of some innocent passer by, so they've really put their thinking caps on to come up some new ways to kill people. The first to be completed was the razor wire. The joy of stringing it across an alleyway and the enticing someone to chase you, making them run right into it has to be witnessed.

The poor passers-by haven't got the intelligence to figure out that this stuff is dangerous so you can be sure that you will see a lot of bodies with various vital bodily fluids spraying out all over the place.

Syndicate was renowned for its psychotic violence. *Syndicate Wars* will be remembered for its psychotic violence and the huge amount of gore that will splash and spray whenever you go

on the offensive. Weapons are going to be a very important part of the game. If you're going to get messy, you may as well do it in style.

But enough about the violence (you'll see more of that later) let's take a look at what made *Syndicate* rule supreme, and hopefully what will do the same for *Syndicate Wars* – the gameplay.

Making strategy based games fun is no easy task.

Some games make everyone take turns which gets very dull and long-winded. In *Syndicate*

everything happens in real time. In other words, regardless of what you do, everything else is carrying on regardless. If you're too slow to react, you're dead.

So what do you do? You read your mission briefing which tells you about some naughty people causing trouble or maybe some naughty rival *Syndicate* getting a little too ambitious for its own good. You have to go in and either kill someone, everyone, blow something up, blow everything up or just abduct

"You can be sure that you'll see a lot of bodies with various vital bodily fluids spraying out all over the place."

We love it when...

...There's that bit where you're about to close in on a target near a building and all of a sudden an enemy agent chases you down and levels the building with a blast from some big gun or another. The shockwave from that explosion knocks you for six, leaving your target free to run away.

Bullfrog's track record

1987 Bullfrog form. In a pub. There's only two of them, they've not got much money but they do have an excellent idea for a new game. When asked to describe it "God game" is their mysteriously uninformative reply.

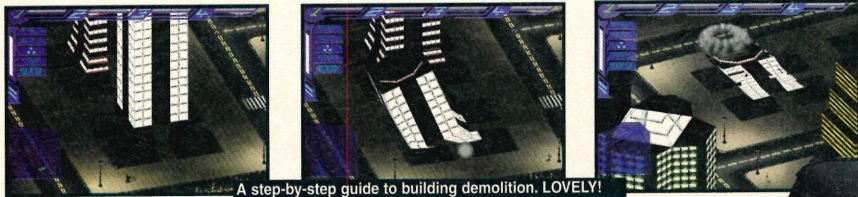
1988 After many long nights and with hands bleeding from keyboard strain, a demo of *Populous* is produced. Bullfrog hawk it round a whole selection of top games publishers (and Acclaim), but in a show of Fab Four, Decca-esque stupidity everyone except Electronic Arts rejects it.

1989 *Populous* is released to unanimous critical acclaim. It earns ten international awards including *Indin* – Most Original Game.

1990 *Populous* is now available on ten formats and continues to win friends all over the world. The game receives another 12 awards. Blimey.

1991 *Powermonger* is released to the similar acclaim that greeted *Populous*. The game wins another clutch of *Best Strategy Game* awards.

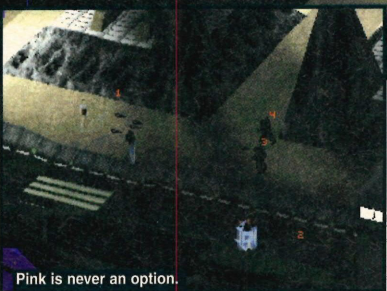
1992 *Populous II*, one of the most eagerly awaited game sequels of all time is released. Meanwhile the original continues to



A step-by-step guide to building demolition. LOVELY!



Thank God for the colour blue.



Pink is never an option.

or carry out some hideous crime. All in the best possible taste of course.

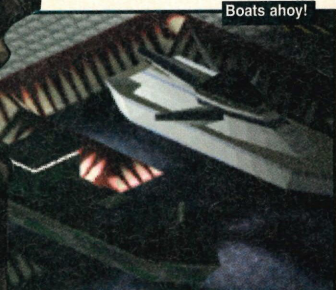
From

here you tool up your agents (all the time remembering to put some dosh aside for researching those new and even tastier weapons) and send them off to play. They'll enter the city and stand still. Not all that exciting is it? But, with a few button presses and a bit of movement you can give them orders and make them do whatever you want. Anything that gets the job done. Of course, there will be people in your chosen city who may not like the idea of psychotic, brutal cyborgs walking around slaughtering the population like they were mad cattle. They'll try and stop you, the fools. And we all know what happens to fools like these don't we? So when the job is done and the carnage is complete you move on to the next briefing and

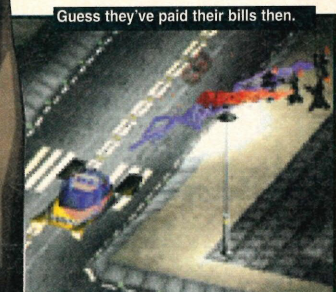
the next bunch of naughty people who need to be given a swift hard spank on the bot. And so it goes on – that in a nutshell is

Syndicate Wars. Can't wait huh?

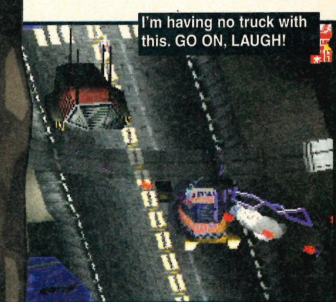
After a whole bunch of FMV based interactive movies which, let's face it, are about as interesting as a documentary on Keith Chegwin or Chris Evans, *Syndicate Wars* may actually be one of the first proper interactive movies. The programmers claim that the game is basically a movie, filmed from the air where you can dictate every part of the action and determine the outcome.




Boats ahoy!



Guess they've paid their bills then.



I'm having no truck with this. GO ON, LAUGH!

Syndicate Wars promises to drag you into a world where you stand or fall by your strategic decisions, skillful play or just plain foolhardy bravery and looks like being one of the most realistic experiences you ever get from your Saturn. • Les 

sell, passing the two million mark this year.

1993

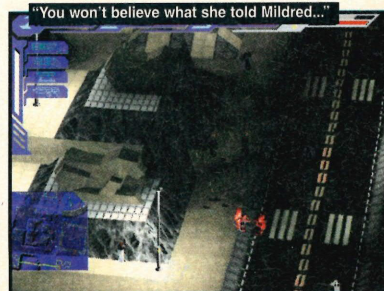
Bullfrog release their third consecutive runaway hit, *Syndicate*. It spends more time on the chart (10 months in the UK top 30) than any Bullfrog game previously released. Bullfrog's back catalogue is converted to different formats and the company expands steadily.

1994

Bullfrog release two huge games in one year. The unlikely *Theme Park* takes up residence in the charts and is made available on 12 formats and *Magic Carpet*, the PC CD best-seller over Christmas, is voted program of the year in the UK and Germany.

1995

Bullfrog join forces with their publisher, EA and are now a 60-strong team. The year sees the company embark upon 14 original games including work for the next generation console market.

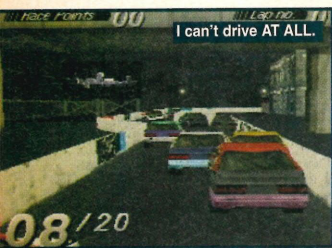


"You won't believe what she told Mildred..."

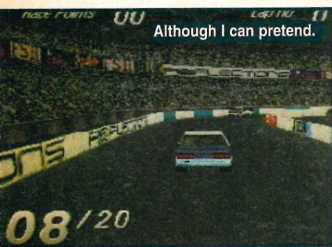
Preview Saturn

Another PlayStation title slopes its way across to the Saturn, hoping to dazzle us as it did its easily-pleased PSX purchasers. Time to inspect under its bonnet.

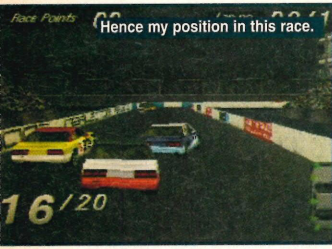
So another prisoner at the PlayStation gulag has bribed the guard, scaled the walls and swum out across shark-infested seas. With a Saturn passport packed in its waterproof pouch and fake black moustache glued to its top lip, it should be ready for a new life in enemy territory, but has it got enough bottle to last the course?



I can't drive AT ALL.



Although I can pretend.



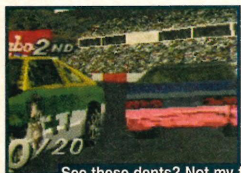
Hence my position in this race.

Destruction Derby comes to us after a successful PlayStation outing as one of the very few games on that system worth buying. In fact, it was a smash-hit on the format and the best-selling game at release. If you've ever been to a stock-car race before and watched all the banging, scraping, shouting and aggro that goes on, then this is certainly the kind of game you'll want to be playing. At least this way, there's no danger of getting rained on.

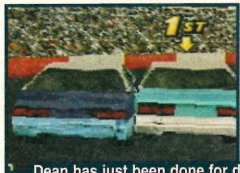
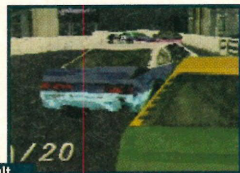
There have been similar games in the past -- *Super Off-Road* in the arcades and on the Master System is the most memorable -- but *Destruction Derby*

is the first 3D console effort, and the first to go wholeheartedly to the stock-car approach.

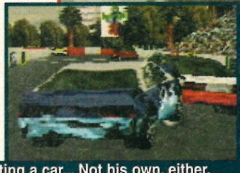
So where do we start? Let's begin with Murray Walker. Yes, his wound-up tones



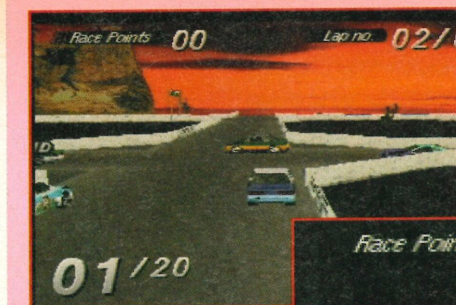
See these dents? Not my fault.



Dean has just been done for denting a car... Not his own, either.



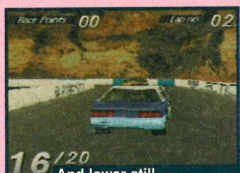
So sue me.



01/20



Bit lower, this one.

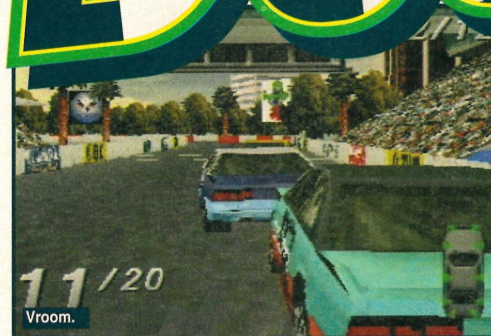


16/20 And lower still...



Nostril cam.

Destruction Derby



11/20 Vroom.



00 Lap no. 01/1

002/20

"Murray Walker's tones grace this; as in real-life he doesn't describe events on-screen, but his own imaginary idea of what's going on"

Tell me LOUDER!

When commentators aren't playing their evil trade on TV or the Radio, upsetting pets, small children and those who like to watch their footy in a reverent silence, they're invading our homes via the cunning back-door of the videogame. A whole bunch of them have been recording their dulcet tones onto cartridge or CD over the last few years. Here are some of them...

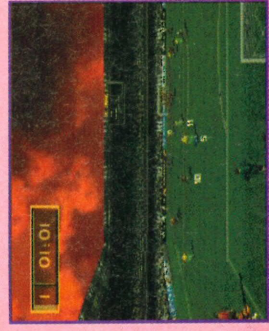
Olympic Soccer

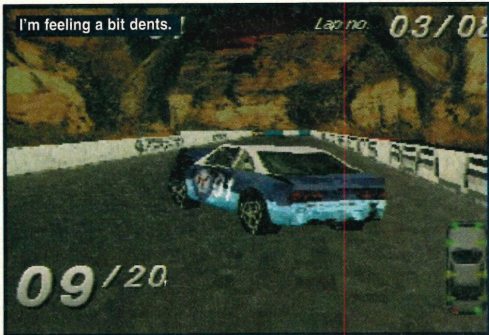
Previewed in Issue 80 US Gold's newest soccer sim is coated with the relatively new tones of Alan Green, the Radio 5 Live's bloke. The word is that he'll also be covering the Olympic Games for Radio 5, hence the idea of using him for this.



FIFA '96

SP 76, 85% The biggest footy commentator in the business was wheeled out for the best-known footy console game in the business. John Motson provided the verbal grease for EA's clanking Next Generation effort. Although the game is, in retrospect, a tad disappointing (I said so at the time, no one listens - James.), Motty delivered the goods as always.





Attention Derby

It's a bit like...



Super Off-Road

SP 47, 87% (Master System)

Crikey, this one takes us back a bit. Drive your cars around a course, racing your opponents to the finishing line. Great fun, very entertaining and not strictly a stock-car game either. But since you could bash other cars out of the way, we'll overlook that fact. It was good enough for us, OK?



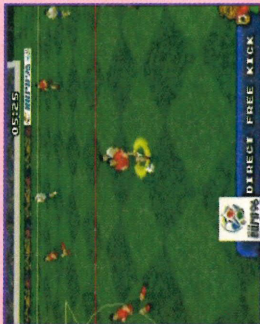
Sega Rally

SP 75, 97%

Again, *Sega Rally* was not a stock car game but I've included it for two reasons – firstly, it's the definitive 3D car game on the Saturn and secondly, because you can barge other cars out of the way. Any car-based game you buy will have to be judged against this.

Euro '96

SP 80, 90%
Barry Davies was trotted out to provide the talking for *Euro '96* (or *Actua Soccer* as it was known on the PlayStation and PC). The best currently-available footy game for the Saturn is helped along by Barry's verbals. All in all, a very professional job – what more could we want?

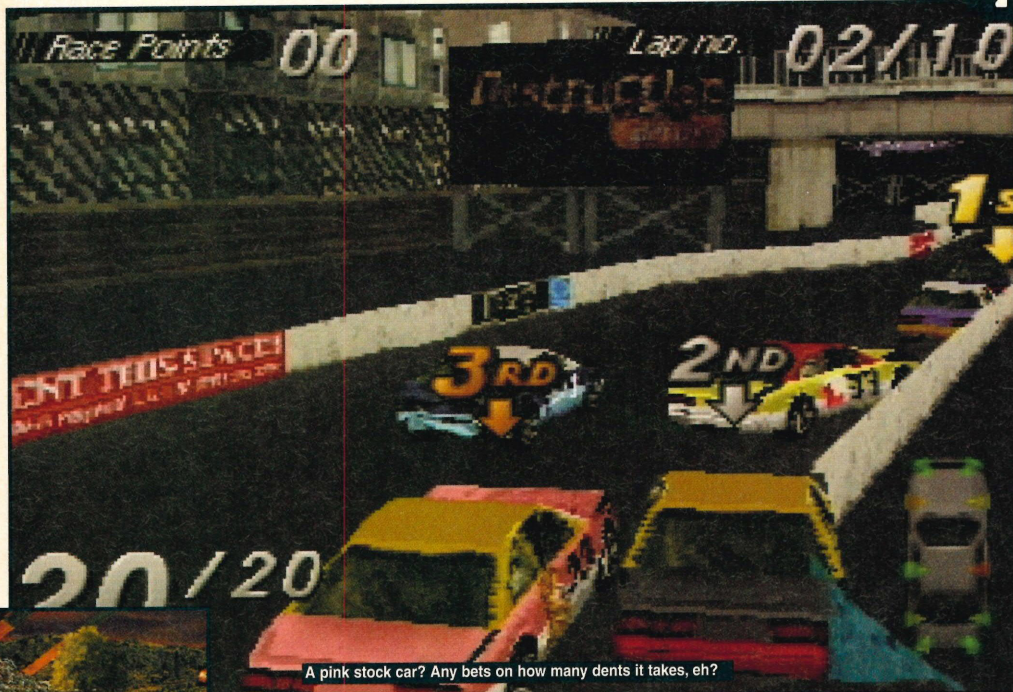


FIFA '97

Next year
The next incarnation of EA's top soccer sim will feature the vocal talents of John Motson (BBC), Des Lynham (BBC) and Andy Gray (Sky TV). Banter ahoy! No other clues about the rest of the game

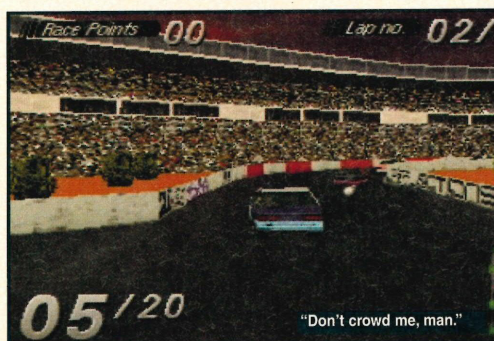


The tracks



A pink stock car? Any bets on how many dents it takes, eh?

grace this game although as in real life, he tends not to describe what's actually happening on screen but his own imaginary idea of what's going on. When you get knocked about and disoriented, his excitable whine is not much help when it comes to finding which direction you should be going, but that's probably par for the course with Murray. Besides, he needs the extra work, what



"Don't crowd me, man."

really starts. You could easily find yourself without steering, being shoved around by your opponents with no way of completing the course. This is likely to be a particular problem in the two

courses which feature track cross-overs – you'll have to keep your eyes skinned for other cars as you try to nip nimbly across the crossroads.

There are several race styles to play with – *Wreckin' Racing* awards points to the player on the basis of how many

"So another prisoner at the PlayStation gulag has bribed the guard, scaled the walls and swum out across shark-infested seas."

season going across to ITV in 1997. Onto the game itself. The idea is to race around six courses, crashing into other cars to make way for your own, and trying to avoid taking too much damage from the opposition in return. Your car will degrade in performance none-too-gracefully – once the front of it goes, the steering is liable to failure and then the trouble

Sega Power's caption competition: "

". Cut it out, send it in.

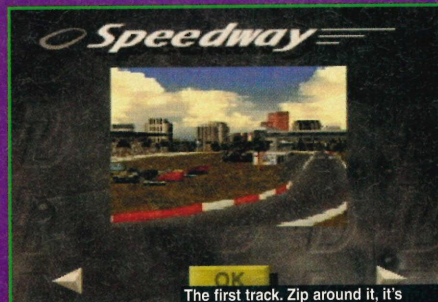
though. Pity there'll be no Alan Hansen for the dry but definitive analysis at the end.

Madden '96 SP 75, 49%

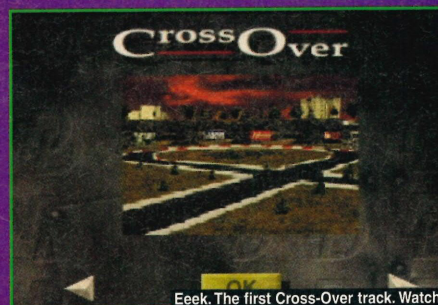
Although John Madden (the top TV American Football presenter/commentator type person) didn't really do that many vocals for this, he did introduce the game at the start, which counts. (Well, counts for us anyway.)



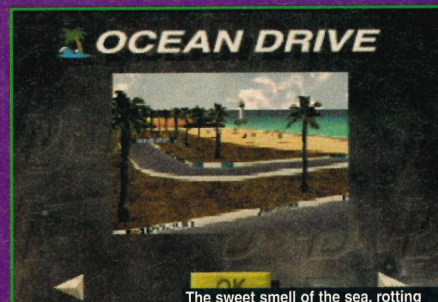
There are five actual tracks in the game, plus one hidden one. All vary in their gameplay characteristics. For instance, the Cross-Over features (funnily enough) a huge crossroads in the middle, so you'll need to watch out as you drive across it.



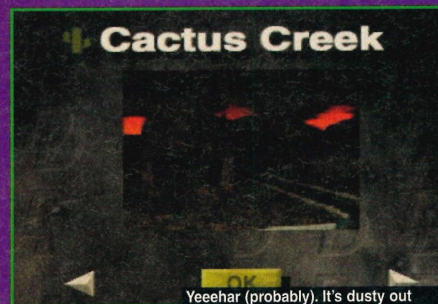
The first track. Zip around it, it's fairly easy as they go.



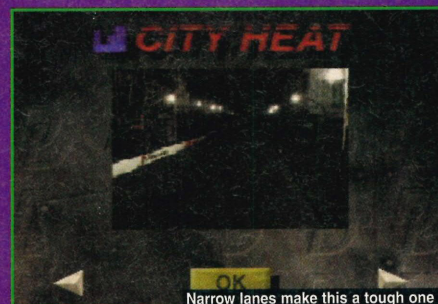
EEK. The first Cross-Over track. Watch out for cars to the left and right.



The sweet smell of the sea, rotting fish, oil slicks and coconut sun oil.



Yeeehar (probably). It's dusty out here (it is, too).



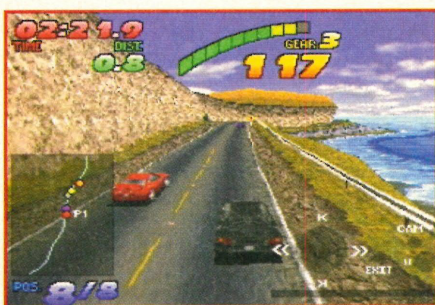
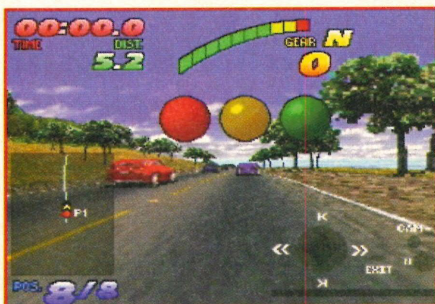
Narrow lanes make this a tough one for overtaking.

The need for **Speed**

I feel the need... the need for speed. Nothing to do with drugs or Keanu. Luckily.

Replay me, big boy

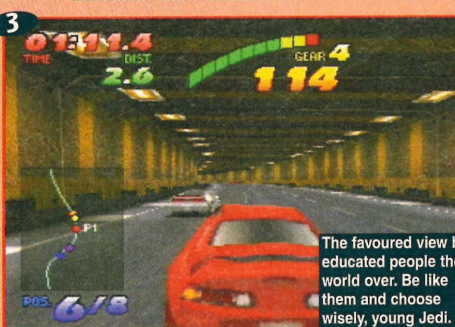
An unusual feature in this racing game is that it allows you to replay the entire race. Aaah, you say, "Been done before, *Virtua Racing* remember?" Alright, smartarse, *TNFS* does it better. All the views, fast forward, rewind, slow-motion (much like *FIFA* or *NHL Hockey*) are thrown casually into your sweaty lap.



Can it muster a spark of interest? Can the newest racer from EA convince us that *Sega Rally* really should be postponed for a couple of weeks?



1 This is fast, furious and I dare say far more realistic than the other three views. I don't like it, though, and that's all that matters at the end of the day.



3 The favoured view by educated people the world over. Be like them and choose wisely, young Jedi.



2 Designed for speed and drunken thrills as you scoot about the track like a monkey on grease, smashing into the back of anything near you.



4 Good for spotting things, like, far away. No real feeling of speed or excitement with this view, which will get the punters rioting on the streets if you ask us.

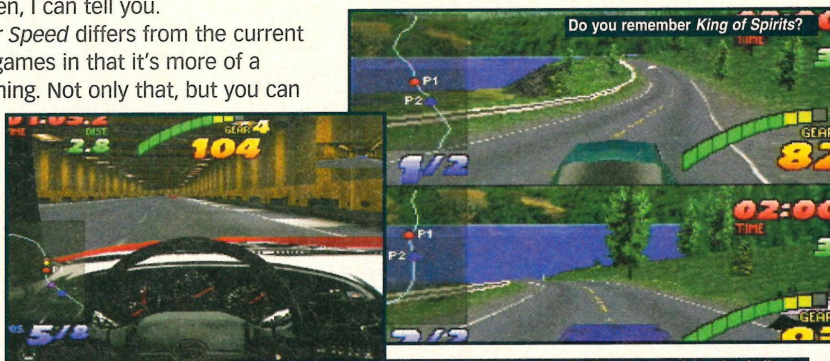
View, what a scorcher

No "in, out shake it all about" here, Bob; *The Need for Speed* has four lovely *Daytona*-style views to race with. Paddington stares, everyone...

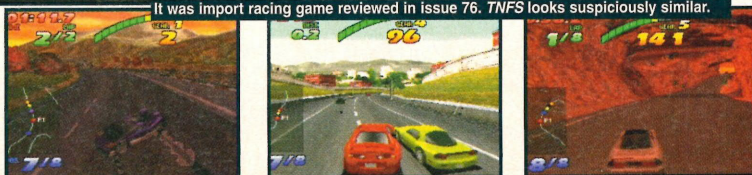
Who knows. We've only played it for a couple of hours, but it all looks very exciting from what we've already seen, I can tell you.

The Need for Speed differs from the current gaggle of racing games in that it's more of a simulation type thing. Not only that, but you can replay all your beautiful crashes in any form you like. All the world's high-performance cars are

available to drive and the game also has a small but informative FMV sequence on each one. There's a split-screen two-player option, four views, eight cars and well, roads, grass and plenty of other things you'd expect from a game with cars and that.

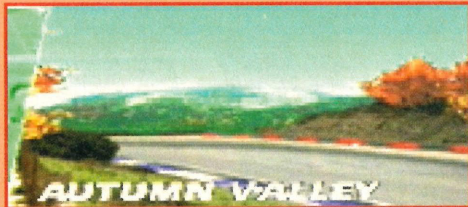
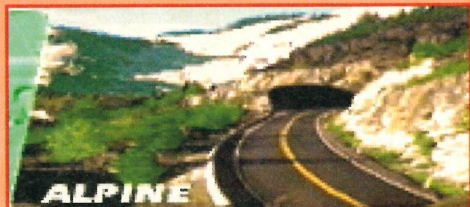


It was import racing game reviewed in issue 76. *TNFS* looks suspiciously similar.



Five course meal


Five long courses are the order of the day in *The Need for Speed*, plus a bountiful side-salad of variation in the layout and a whopping great desert of replays. 'Tis good, to be sure. We'll cover the five tracks in far more detail in the review but for now, here's a titillating snippet. Didn't Rusty Springs used to act in some dodgy mid-morning American sitcom?



Format Saturn Release Date July

Players One-Two Electronic Arts ☎ (01753) 549442

gameplay's original enough to stand it above the common herd. The backgrounds and tracks seem detailed enough (modelled on actual tracks, apparently) and it all runs smoothly and quickly too.

Review... next. Meanwhile take a look at all this. • Dean 

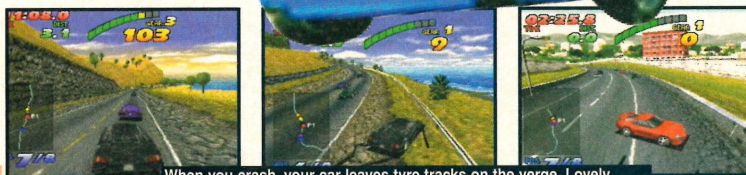


"There's a split-screen two-player option, four views, eight cars and well, roads, grass and plenty of other things"

◀ Apparently, a magazine exists called *Road & Track*. Now I've never heard of it, but I'm led to believe – by the

handling, etc. enabling them to make the game as realistic as is humanly possible.

First impressions are pretty positive. There are plenty of options and the



When you crash, your car leaves tyre tracks on the verge. Lovely.



Out of my way, strange black Ferrari thing.

I am Warrior... HEAR ME ROAR

A racing car game wouldn't quite be the same without cars to race and on top of the eight carefully chosen for you delectation, there's a super secret one called the Warrior. By an amazing fluke of chance we managed to find it. Much like the Stratos in *Sega Rally*, it offers you untold niceness and fastness and EVERYTHING. Here be pictures.

Bit like a Jaguar, shapewise.



It's a bit like...

Sega Rally

Although *The Need for Speed* may lack some of the ingenious sparkle of *Sega Rally*, (the sparkle that lit up the darkened mundanity that is, let's face it, the Saturn racing game), it does offer some new features previously unseen in car racing titles.



Daytona

Although *Daytona* still has its fans, it hasn't aged very well and is, quite frankly, looking very tired.

The Need for Speed plays more like *Daytona* than *Rally* but hopefully should outclass it in most respects. (Those traffic cones are far too big, surely.)



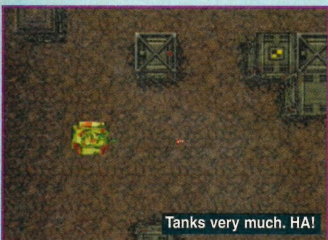
Grand Theft Auto

Wheely good

There's a great variety of getaway vehicles at your fleeing convenience in this game. Here are a few of 'em...

A tank

Don't ask us – somehow you can get your thieving mitts on a fully souped-up engine of destruction, a tank. How the police are supposed to deal with this is another matter.



Tanks very much. HA!

A rubbish truck

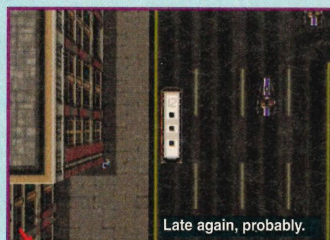
Throw the cops off your trail by hijacking this smell transporter. It's disgusting, it heaves with maggots and it lumbers about like a fat man on crutches. You decide.



Top down. Is that rude?

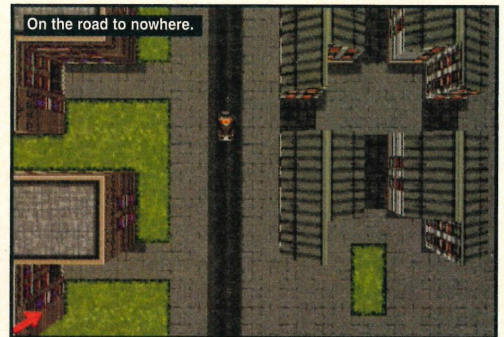
A bus

Not a red London one but a New York, Speed-type thing. No bombs hidden on it this time but it's still great for slewing around corners and upsetting your passengers.



Late again, probably.

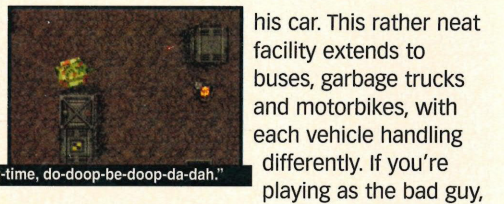
Lemmings creators DMA Design hijack our wallets and drive off with our cash. AFTER THEM!



On the road to nowhere.




"It's Rag-time, tra-la-la-la, it's Raaaag-time, do-doop-be-doop-da-dah."



his car. This rather neat facility extends to buses, garbage trucks and motorbikes, with each vehicle handling differently. If you're playing as the bad guy,

you can cause a few crashes behind you to slow your pursuers down a bit. It's that kind of cunning trickery we like here at *Sega Power*.

Dean did get his car back in the end by the way which rather annoyed him. So much for getting a better set of wheels with the insurance money, eh mate? • **Nick** 

Dean had his car nicked recently which was quite funny as it's crap. If whoever nabbed the thing was anticipating a high-speed, rubber-burnin', siren-flashing, gun-totin' race across international borders, then stealing Dean's third-hand Fiesta – held together with rust, chewing gum and blind faith – wasn't the best idea.

High-speed car chases are what this BMG game is all about though. And as is the nature of these things, you can play as either the grizzled pursuing cop, or as the fleeing getaway driver. Race across three sprawling American cities – through the slums, shopping districts, over pavements and down freeways – as you avoid obstacles and the tricky moves of your adversaries.

As in real life, there's always a danger of accidentally losing control and totalling your wheels. In case that happens, there's the option to climb out of your smoking vehicle, wave down another motorist and nick

"There's the option to climb out of your smoking vehicle, wave down another motorist and nick his car."

It's a bit like...

Crimewave

Sounds very similar this but the plot is different – you're a bounty hunter after some bad guys – and it has an isometric viewpoint too. It'll be out before *Grand Theft Auto*, making its appearance in July/August. 'Fraid that's all we can tell you at the moment.



You know, I'm surprised this government doesn't just skip their wishy-washy Victorian approach to Justice and go right back to first principles. Why bother with boot camps when we can return to good old-fashioned Medieval Values? Let's scrap cautions and bung crooks in the stocks. Let's forget the death penalty and suspend people in wire baskets from public buildings where the birds can get at them. Let's burn witches, chop the hands off thieves and scrap the police force in favour of a fully-armoured corps of Knights on horseback. (At least that way you could be sure of some politeness from our uniformed representatives).

Yes, there's a lot to be said for the Dark Ages and BMG are determined to be the ones

"Let's scrap cautions and bung crooks in the stocks, or suspend them in wire baskets from public buildings where the birds can get at them."

shouting about it, from the looks of this, their new game.

Blazing Dragons is set around the time of King Arthur, when ladies lived in lakes, magicians did battle with dragons and people gave their swords manly names like 'Excalibur' (best said with a throaty Action-video style rumble). Penned by ex-Monty Python star Terry Jones (the one who always seemed to be dressed as a woman in 'Life of Brian'), this has a slight twist in

that it's the dragons who are the Knightly good guys while the humans skulk about in caves cooking up trouble for everyone.

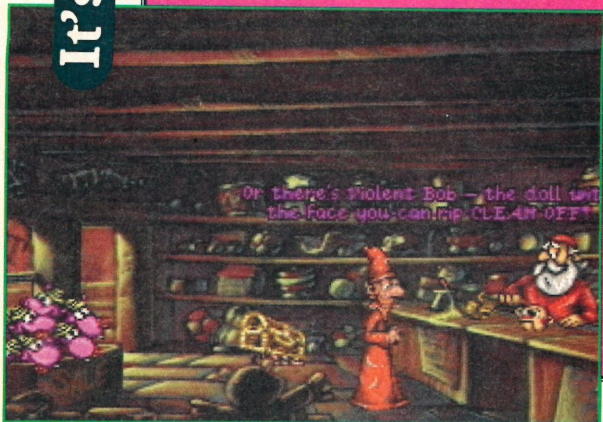
It's a graphical adventure with some 3,000 animations and a story that goes something like this. Flicker is a young dragon who has to travel around the country, solving puzzles, in order to defeat Sir George's evil invention, The Black Dragon.

The only way Flicker will be able to overcome Sir George's nefarious traps is by talking to the people he meets


It's a bit like...

Discworld

Previewed last month (issue 80) this is a point-and-click adventure fronted by yet another ex-Python, Eric Idle. Based on Terry Pratchett's best-selling books, you play as Rincewind the (not very good) wizard. It's a graphic adventure too in the point-and-click mould but it looks altogether less cartoony than *Blazing Dragons*. Will it be as funny? The battle of the ex-Pythons starts HERE.



along the way and besting Sir George in arcade sequences, including Dragon Thumb Wrestling and the CAT-a-pult.

Created in collaboration with top animation house Nelvana, *BD* will also appear on TV around the time of the game's launch. • Nick 

FMV is in it, too...

Yes, it's the inevitable FMV boxout. GASP in awe at the cartoon graphics straight out of the TV series. GAPE as you get to understand the plot better thanks to these visuals. YAWN as you see the same thing every bloody time you play the game.



"I am Sir Ugly Fatbastard of Yellowteeth-on-the-Lyme. Hear me ROAR!" "I am Pink Wizard, of no fixed abode."



"Dear you, hear about Harold? Went out last Knight, never came back." Okay, I'll resign quietly.

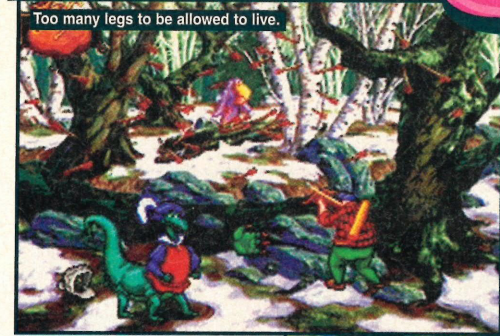


I'd like to write something erudite and witty here but my erudition and wit is not for sale at these low prices.



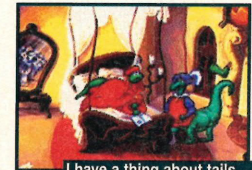
"Lads, I'm sick and tired of telling you to wear your GREY ARMOUR into battle. One more time, you're out."

Blazing Dragons



Too many legs to be allowed to live.

After Panzer Dragon 2 comes another dragon-based game. Why all the sudden interest in medieval lizards? We have our suspicions...



I have a thing about tails...



Scares the hell out of my cat.



Never have the delights of doing the dishes seemed so remote.

There's a fight brewing and it'll be happening at a store near you. Forget the PlayStation, ignore the Ultra 64 - there's only one reason to get a super console and that's NIGHTS on the Saturn. Start reading here.

"There can be only ONE!"

NIGHTS vs. Mario 64 The Ultimate Shootout!

So you've all heard about the *Mario 64*. It's supposed to give the Saturn and the PlayStation a kicking and we'll admit even we were a little concerned when we saw the previews in other magazines. But all that's finished with now. We've seen the game which is going to do for the Saturn what *Sonic* did for the Mega Drive and any other console is yesterday's news.

Seems like a confident statement to make, especially in light of Nintendo boss Hiroshi

Yamauchi's comments that, "I might be bragging but when this game is complete, it may be the best videogame in history". When Yamauchi sees what Sega have done with

NIGHTS - as we have - he might not be so confident.

As you'll see from the preview overleaf, *NIGHTS* is the new blockbuster from the team that gave the world *Sonic the Hedgehog*. Many of the touches familiar from the *Sonic* games are present in their latest (greatest?) effort - the fast gameplay, the variety of hidden levels and

bonuses, the instant pick-up-and-playability and the colourful graphics. But *NIGHTS* is not a 3D *Sonic* - there's much more to it than that. Realistically *Mario* is the only thing that comes close.

First up, although *Mario* is rumoured to contain some 150 levels, there are big restrictions placed on the game due to the size of the cartridges the *Ultra 64* employs. The Saturn has no such problems, using a CD.

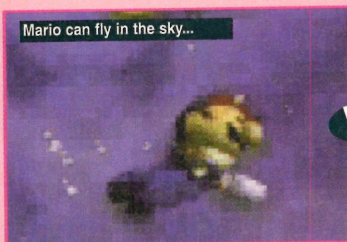
Next up on our list has to be *Mario's* main selling point, the superb 3D rendering. And it

"It's the jaw-dropping speed at which the graphics swoop and turn, following the acrobatic *Nights* as he flies through the air, that really impress."

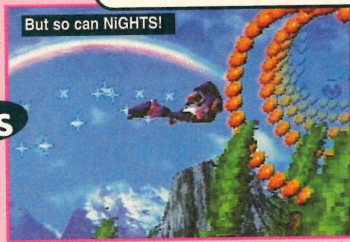


Anything you can do...

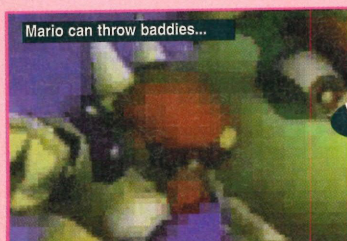
So let's see whether all the hype about *Mario 64's* graphics are justified when we compare them to *NIGHTS*...



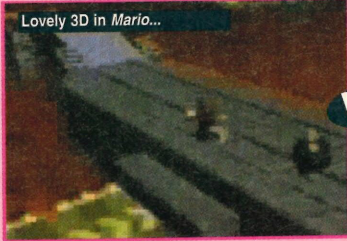
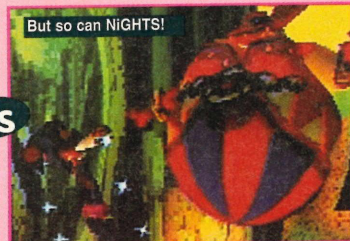
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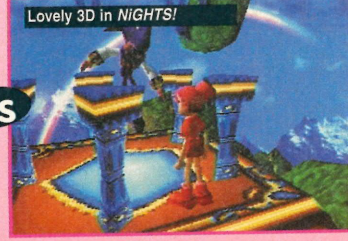
Vs



Vs



Vs





NiGHTS vs. Mario – the Shootout!

Comparison	Mario 64	Nights	Verdict
Game Size	.64Mbit (cart)	.650Mb (CD)	NIGHTS WINS!
3D	Up-close smoothness	Slightly pixelated	MARIO WINS!
Gameplay	Smooth but lacks speed	Fast!	NIGHTS WINS!
Routes	Complete freedom	Slight restrictions	MARIO WINS!
Eye candy	Nice but a bit characterless	Eye-popping visuals	NIGHTS WINS!
Originality	3D Mario	Brand new game	NIGHTS WINS!
Bosses	Throw them around	Throw them around	DRAW!
Cool stuff	Mario swims	Nights flies	DRAW!
Controls	3D controller	3D controller	DRAW!
Use of machine	First U64 game	3rd generation Saturn	NIGHTS WINS!
Innovation	Some nice gameplay touches	A-Life and AI sound	NIGHTS WINS!

Overall:

The Saturn is the new killer console, NiGHTS is the new killer game.

is fair to say that no other machine – Saturn or PlayStation will be able to touch Nintendo in this respect. However, it's not quality of 3D that goes to make a great game, it's gameplay, and here **NIGHTS** looks like a winner.

Firstly, there's the matter of character selection. The character you choose in **NIGHTS** will alter the levels you can play in. Then it's a matter of rescuing the **NIGHTS** character from prison and using his abilities to fly around the level collecting rings and bonuses. Then it's a case of taking on a few bosses.

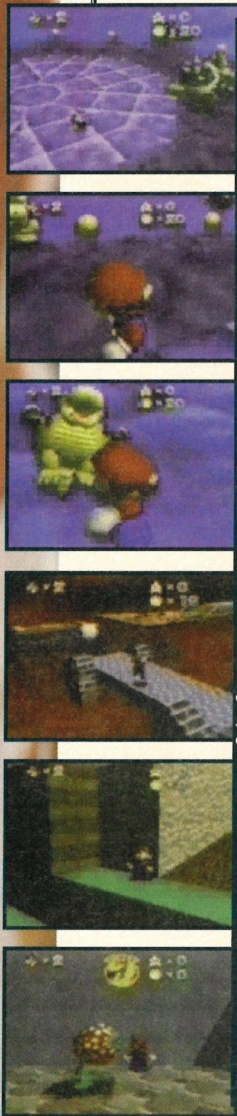
But it's the astounding way the Saturn has been used to create the 3D world and the jaw-dropping speed at which the graphics swoop and turn as we follow **NIGHTS'** acrobatic flying, that really impress. If you thought *Sega Rally* was fast and smooth, this knocks it out of the window.

Although the gameplay seems very deep and varied, from what we've seen of *Mario 64* there seems to be little of that awesome 'I absolutely must play this' feel we experienced when we first saw **NIGHTS** in action. In fact, the confrontation could be very

similar to the original *Sonic* versus *Mario* battle that we all remember so well.

You can be sure *Mario 64* is going to be clever (it has Nintendo's game god Shigeru Miyamoto in charge) but **NIGHTS** is also packed with new features. It contains the first ever videogame use of Artificial Life Technology (a branch of artificial intelligence which simulates evolution) so the characters you meet in the game will always be different, plus a new intelligent sound system, so no two tunes will ever be the same.

NIGHTS marks the Saturn's coming of age and finally establishes the machine as a killer console in its own right. The real next gen console duel has only just started!



What's with all this Mario hype eh? How many times are we going to see the same character in flagship games? Look at **NIGHTS** for how it should be done.



Sega Speak!

SEGA

To be, like, DIFFERENT and to make sure we didn't fill up the whole four pages with useless and irrelevant tat, we thought we'd ask Sega themselves about the game that is **NIGHTS**... them being so bleedin' clever n' all.

SP: So, what's so good about **NIGHTS** then?

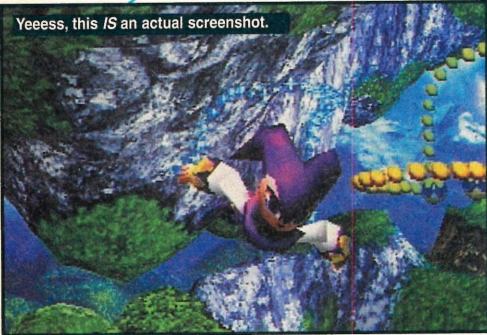
Sega: With **NIGHTS** it's a unique case of it not only being a great looking game, but also a technically great game. The guys involved have been working for the past year on some incredible new graphics routines that will give you an environment the likes of which just hasn't been seen before. Simply put, it's the best graphics engine yet created, one of the most original games concepts ever, by one of the best development teams in the world, *Sonic Team*.

SP: Why is it that **NIGHTS** is seen as a higher profile launch than *Sonic X-Treme*?

Sega: It's not a case of **NIGHTS** having a higher profile launch, it's simply more to do with the release dates. We wanted to keep *Sonic X-Treme* for E3, but some American mags had already done stuff and as soon as that happened a few pictures were released. Also, Japan have a six month marketing strategy for **NIGHTS**, whereas *Sonic X-Treme*, which is being developed in the States, has a shorter build-up time.

SP: Why not use *Sonic Team* to do *Sonic X-Treme*?

Sega: Part of them are on it. It's not like an all-new team for *Sonic X-Treme*. Yuji Naka (head of the *Sonic Team*) came up with the **NIGHTS** character and he basically wanted to try



Yeeess, this /S an actual screenshot.



Flying does seem to play an important part in this game...



...As you can clearly spot from these pictures. See?



NIGHT-Time Stories

The plot of the game is as reassuringly far-fetched as any tale involving a blue hedgehog. *NIGHTS* takes place in the cloudy netherworld called Nighttopia. Two young children, Claris and Elliot have been called by NIGHTS to help him to defeat the evil Wiseman - who runs the evil plain, Nightmare - by helping him to collect lost Ideya (rings) that are floating around the levels of Nighttopia.

The Ideya are different coloured balls of energy consciousness and each colour reflects a different emotion. People who come into the dream world of Nighttopia (through their dreams, naturally) all have this Ideya, and by stealing it from them,

Wiseman can eventually control Nighttopia, rule the entire dream world and give everyone horrible dreams about drowning, or getting eaten by a giant toaster or working for *Mean Machines*. Wiseman has sent his evil minions, the Nightmareans, into every corner of every part (level) of Nighttopia. *NIGHTS* was once one of the Nightmareans, but due to a bit of a ruck with Wiseman, has now been imprisoned in Nighttopia. Only the red Ideya of courage that both Elliot and Claris possess can free NIGHTS and save the dream world forever. Aaaahh, bless 'em... With hammers.



little

It's a ^ bit like...



Bug!

Sandwiched somewhere between *Bug* and the forthcoming *Sonic X-Treme* and *Bubsy 3D* games, *NIGHTS* can claim to be a fairly unique game... for the Saturn. While it shares some of the characteristics of *Bug!* (being a 3D platformer), the extra freedom, speed and flying sequences stand it in a ripe field of originality all of its own. Which is nice.

There are, apparently, over 20 million copies of *Sonic* games played worldwide. Can the original developers repeat this phenomenal success on the Saturn?

NIGHTS

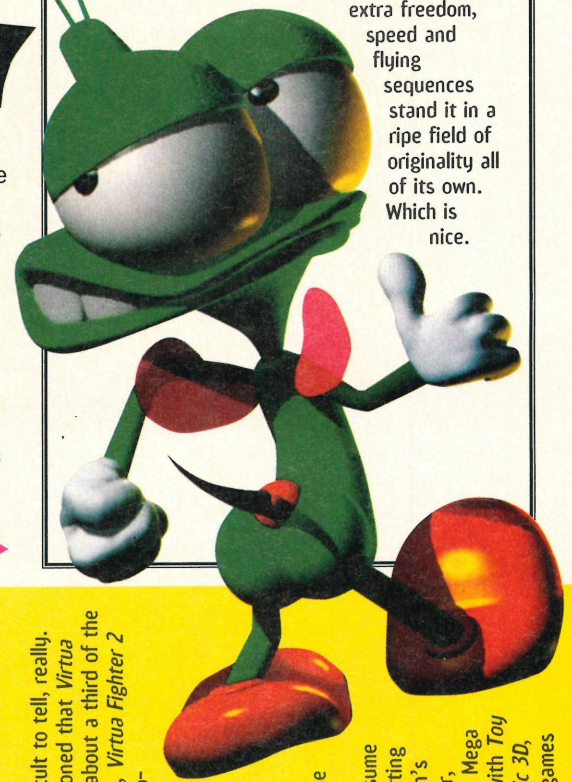
Expect a world-wide release in September and a review before not too long.

Every Sega-related console mag in the world has been running stories about Sega's new baby, *NIGHTS*. Spelt with mysterious (and annoying) typography, Sega of Japan have been careful to ensure

"The aim then, is to fly across the skies, aiming for as many of the golden hoops that litter the air. The more hoops you fly into, the larger the point bonus you get."

that only a select amount of information is leaked. Great things are expected (and required) from *NIGHTS* and a lot of time, effort (and, I dare say, not the smallest amount of money) has gone into ensuring that it becomes the best-selling next-generation title of all time.

It's massive hype overload and the widespread coverage is no accident. *NIGHTS* has been timed so that it'll go head-to-head with *Mario 64*. When Nintendo launch their supposed 'super-console' at the end of June in Japan, the main game everyone will be talking



something different from *Sonic*. The thing to remember is that the last few *Sonic* games have all been done in America anyway. *Sonic 2*, *3* and *Sonic & Knuckles* were done in the States with some of the *Sonic Team* and it's only Naka himself who hasn't really got any involvement with the new game, *Sonic X-Treme*.

SP: How big will the game be?
Sega: We don't know. At the moment we've only been sent a version with three levels and two bosses, but obviously it's still early days and loads more levels and extra bits have to be added in.

SP: How important is NIGHTS to Sega?
Sega: Very important obviously; it's one of our most important releases of the year. Having said that though, Sega have a very strong Autumn line-up and *NIGHTS* is just a part of this. There're also things like *Fighting Vipers*, *Sonic X-Treme*, *Virtua Cop 2* and *Sonic 3D* on the Mega Drive (amongst others). This is something that's different and hasn't been tried before on the Saturn.

SP: How far do you think that NIGHTS pushes the Saturn?

Sega: It's difficult to tell, really. Yu Suzuki reckoned that *Virtua Fighter 1* used about a third of the Saturn's power, *Virtua Fighter 2* used about two-thirds. So you could say that this is just another step up from *VF2* and the like. It would be dangerous, though, to presume that you're getting near the Saturn's maximum power, because as the Mega Drive showed with *Toy Story* and *Sonic 3D*, there are still games



NiGHTS' temple.



The second level boss.

about will be *Mario 64*... unless *NiGHTS* does the job that Sega hope it will. But what of it? Does *NiGHTS* deserve the column space it's getting. Well yes, it probably does. We've played it, you see. Imagine *Sonic* with vastly improved graphics and the complete freedom to walk and run through any part of the level. Up hills and down, you can guide Elliot or Claris through the many varied levels in any way you please with the overall aim of collecting as much of the lost Ideya as you can find.



She's like a female Dr. Robotnik and you've got to bounce her through the rooms.

coming out that can push the system to the limits.

SP: Is *NiGHTS* trying to steal some of *Mario 64*'s thunder?

Sega: No. *NiGHTS* has been in development a long time. When Sega saw *Mario 64* at a Japanese show earlier in the year, we were happy to know that we had a game in development that was already as good if not better.

SP: Do you think a Saturn/*NiGHTS* pack is a possibility?

Sega: No plans at the moment. We've just had the price drop - which has been very successful for us - so we're not thinking



Assorted pictures of sleeping people and the Devil.



...Aanndd here she is again.

I bloody hate Mondays. Don't you?

Looping scores extra good things.

...days when you just cannot be arsed.

A selection of pictures all in the flying and swooping line of things.



Name: NIGHs

Character description: He's a Devil (naturally) created to serve the evil Wiseman. However, NIGHs was far too much of a 'free spirit' for this and loved to wander through leafy glades when he should've been out killing or mutilating. Because of this Wiseman imprisoned NIGHs in a temple between dream

states. Now, only Elliot and Claris

can free him.
Most likely to say: "I've been designed by Vivienne Westwood."
Least likely to say: "I took my inspiration from Nick's Summer collection."

Name: Elliot

Character description: A spritely and cool 'urban youth' who likes basketball and 'hanging out' with his 'home-boys'. He's a vague attempt at a popular cultural icon, but seeing as it's bloody obvious that his mum cuts his hair and he hasn't the attention span to remember to tuck his shirt into his trousers, he hasn't quite worked. Nice socks, though.

Most likely to say: "Hello my crazy English friend, like my pants yes."
Least likely to say: "I'm sooo popular and Dickie from mixed science says I'm just BOUND to get house captain."

Name: Claris

Character description: Despite her Blossom obsession, Claris is a sensitive soul who is currently enduring horrible dreams linked to her embarrassing stage debut when she thought Hamlet was the sequel to Babe - The Gallant Pig. Suffers from the same complaint as Elliot - for some inexcusable reason, she's unable to tuck HER shirt into HER shorts.

Most likely to say: "Look at my lovely sparkling red eyes."
Least likely to say: "Thank you mum, this Oscar's for YOU!"

Dream Weavers

◀ You're followed in your travels by an arrow. This arrow will point you towards the nearest temple housing NIGHs. Jump into the temple and you immediately merge with him and gain the power of flight.

The aim then is to fly across the skies, aiming for as many of the golden hoops that litter the air. The more hoops you fly into, the larger the point bonus you get. Also up in the sky, NIGHs will find plenty of power-up balls tucked about. Various acrobatic manoeuvres are at your disposal and bonus points will be awarded for skillful flying.

So, is that it? Including the boxes dotted around these four pages, it is. More information is being released all the time, but at the moment exact details concerning the size of the game, bonus sections, additional bosses, etc. are scant. Needless to say, I'm sure you can expect at least one more big feature on NIGHs before the review. That should be around September time, just before the game's out. Just thought you'd like to know. • Dean

As mentioned, you can choose either a male or female character to start with and then you can melt into the body of the mysterious dream character, NIGHs. Here character profiles... HERE.

"Imagine Sonic with vastly improved graphics and the complete freedom to walk through any part of the level."

▶ too hard about system packs.

SP: Will there be a world-wide simultaneous release?

Sega: At the moment that's the plan for a global release sometime in September.

SP: What with Crash Bandicoot on the PlayStation and Mario 64 on the Ultra, it seems that all the major players are scrambling for a main character to represent them... why now?

Sega: Well, we're not trying to rip off Mario 64. Both NIGHs and Mario have 3D environments, but that's where the similarities end. There have been other characters

NiGHTS vs. Sonic - a Comparison

You've almost certainly heard these two games muttered in the same sentence, but are there really any similarities between them? For the young, confused and unaware, these are the precise connections between the two...

1 Collecting things

In *Sonic* it's rings and in *NiGHTS* it's Ideya. All the same really.

2 Strange characters

Blue Hedgehogs with two-tailed flying squirrel friends? About as bleedin' believable as a flying demon with purple ram's horns.

3 Similar levels

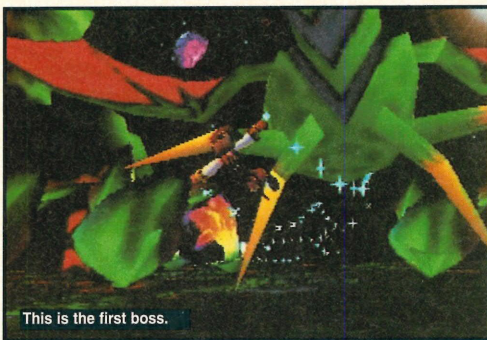
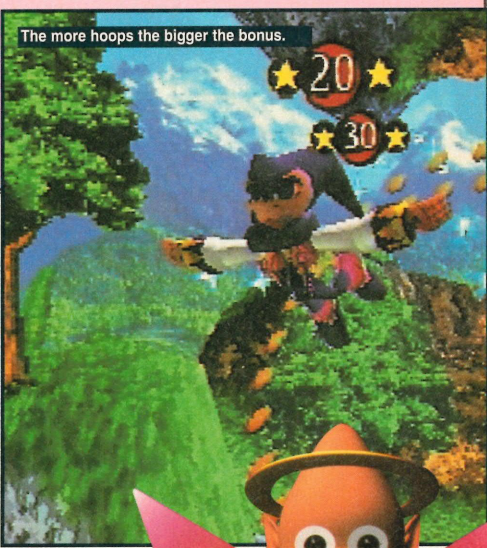
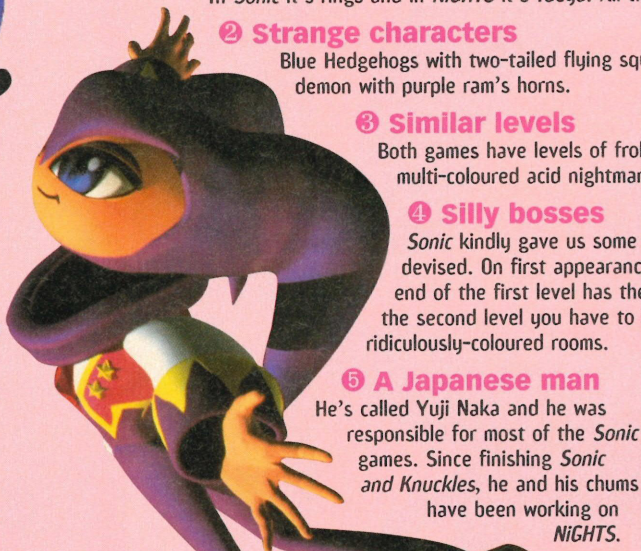
Both games have levels of frolicking lush green fields, a large amount of snow and multi-coloured acid nightmare ones, too. Thanks.

4 Silly bosses

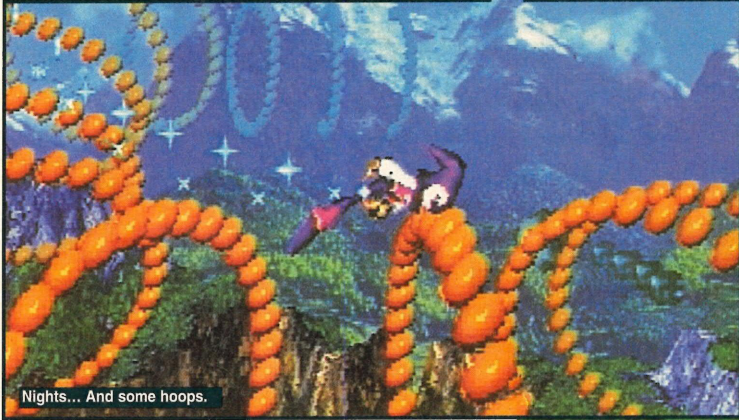
Sonic kindly gave us some of the most bizarre (and stupidly easy) bosses ever devised. On first appearance, *NiGHTS* seems to do the same. The boss at the end of the first level has the look of a giant green sperm with large teeth, and in the second level you have to bounce a round woman through a series of ridiculously-coloured rooms.

5 A Japanese man

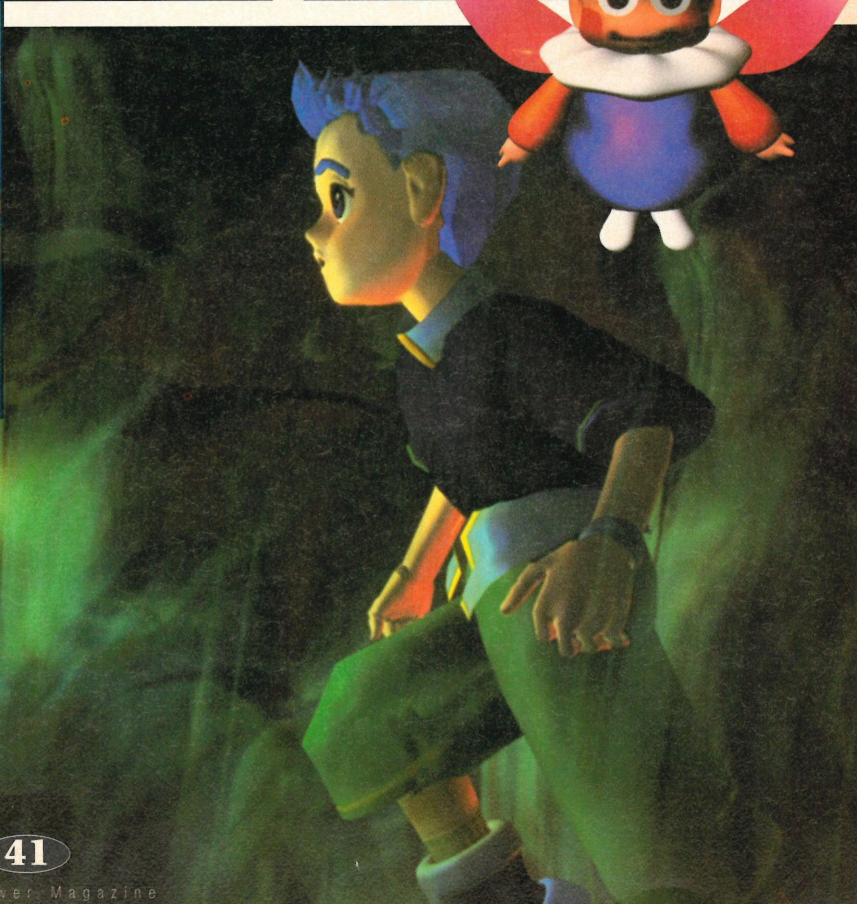
He's called Yuji Naka and he was responsible for most of the *Sonic* games. Since finishing *Sonic and Knuckles*, he and his chums have been working on *NiGHTS*.



This is the first boss.



Nights... And some hoops.



on the Saturn - *Bugs!*, *Clockwork Knight* - but *NiGHTS* is not a conscious attempt to create a new Sega mascot. Sega's main character has always been Sonic and it probably always will be, but he just didn't fit into the game design. We wanted a character that could fly and as you know, that isn't Sonic.

One of the original ideas was for an animal of some sort, but they started to research the works of a German psychopathologist called Freidrich Holtz and then started to work on the idea of a game encompassing a dream world, and that is, finally, what became *NiGHTS*.

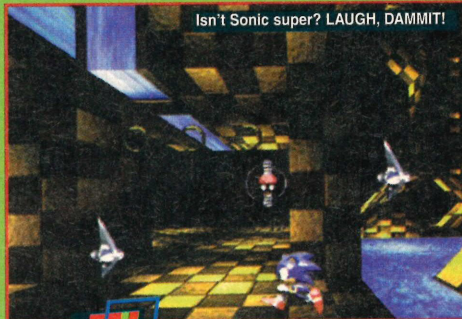
Sonic X-Treme

Although *Sonic X-Treme* is only a working title at the moment (a possible alternative might be *Sonic Blast* on its release), we already know a fair amount about the game. Under development by the Sega Technical Institute in America (who also developed *Sonic 2*, *Sonic 3* and *Sonic and Knuckles*), it'll be coming out for the Saturn and features Sonic in his first fully 3D game. Mike Wallis, X-Treme's producer explains. "The bottom line is that it has to be fun. The gameplay needs to be top-notch. We also need to keep Sonic's image up. He's cool and he needs to do cool things so we've given him some new moves. The graphics also need to be top-notch as well, keeping in line with the past *Sonic* titles. And the speed, *Sonic* is about being fast.

"Right now we're experimenting with a lot of different (camera) viewpoints. It would be great to develop a time machine so that we could spend as much time as we wanted with the game. Bringing Sonic into a 3D world is in itself a huge achievement."

As far as the 3D bits are concerned, the worlds will be built out of texture-mapped polygons while the game characters will be 3D modelled sprites. The development team is trying to keep as many of the regular Sonic features as possible - the exploration elements, the speed, bonus rounds - but there will be new moves too, including a mysterious 'ring

throw' affair. Sonic will be allowed full freedom of movement (running out of the screen, left or right) as well and all the traditional moves, like the spin-dash, will be included as well.



Isn't Sonic super? LAUGH, DAMMIT!

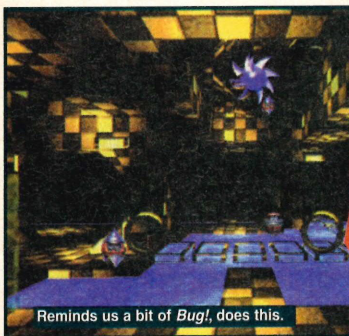


New Sonic games for the Saturn!

Sonic's Double Trouble

Yes, Sonic's back in TWO new games for the Saturn! Nights may be the new boy in town but Sega's original mascot isn't giving up so easily...

It's the news every Saturn owner has been waiting for - Sonic the Hedgehog is back in not one but TWO new games! And we have details on both of them. First up is *Sonic X-Treme*, a new 3D platformer which is being developed by the American team which put together *Sonic 2*, *Sonic 3* and *Sonic & Knuckles*.



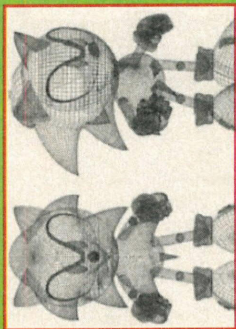
Reminds us a bit of Bug!, does this.



Sketchy Stuff

No 'in development' feature, especially about *Sonic X-Treme*, would be complete without a few sketches here and there to liven the proceedings up. Well, it beats a few pix of pimply programmers, dunnit?

1 Wireframe Sonic

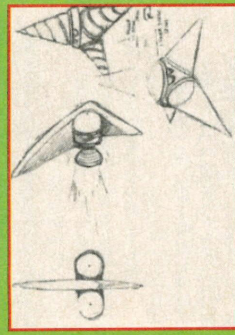


If in doubt, trot out the pix of the wireframes, that's what we say. These two are of the 3D Hedgehog fellow himself.

2 Rendered Sonic

After all the rendering, textures and lighting has been added, he should glint like this. LOVELY!

3 Bad guys



All the characters start off as pieces of 'conceptual artwork' (scribbles on toilet paper to you and me) like these, before going on to the next, more complicated stage...

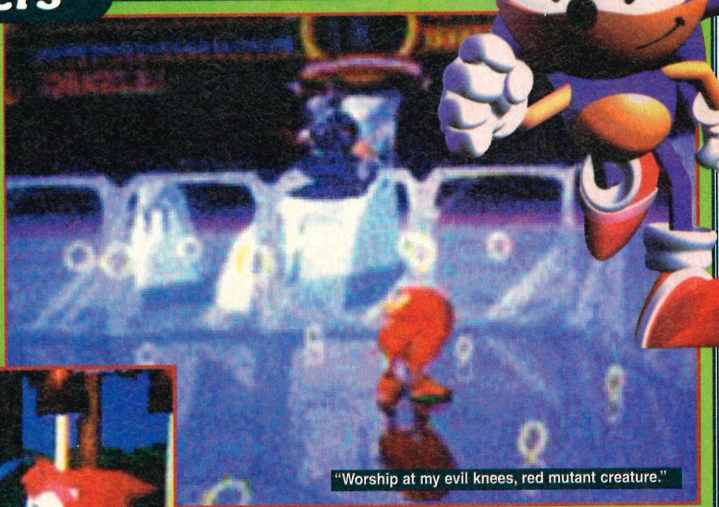


Sonic Fighters

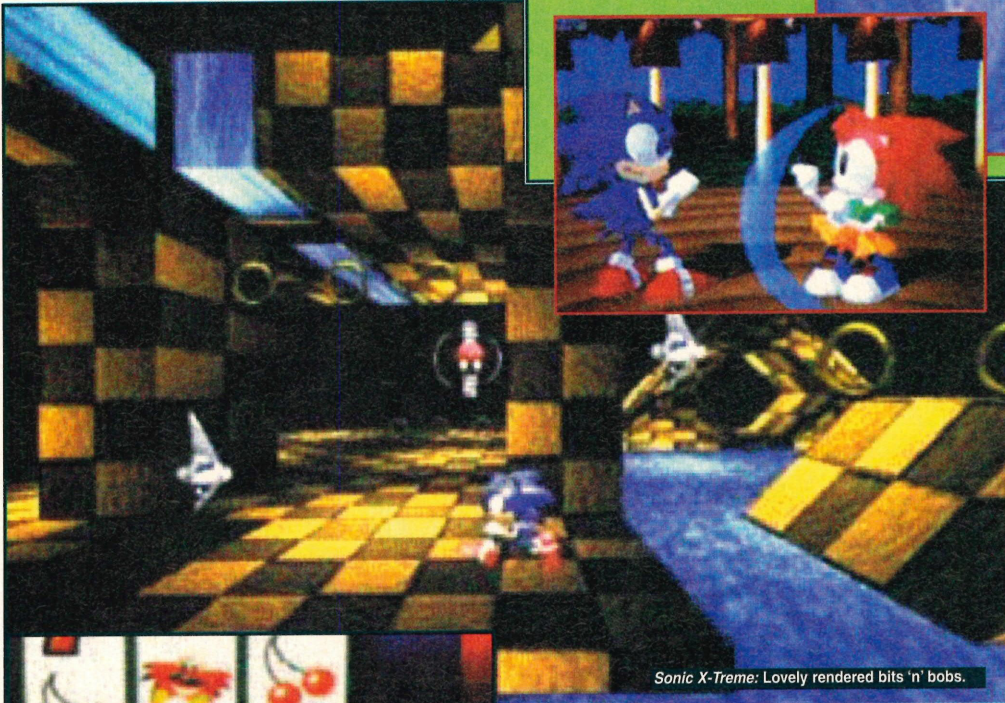


Sonic Fighters: Get hit, lose yer rings. That easy!

Soooo, it's Sonic fighting against his mate Tails, armed with the usual Spin Attacks, set in scenes familiar to all our readers from the first three *Sonic* games. We have the latest screenshots RIGHT HERE, so take a look, see what you think, maybe tell your mates and go home for a nice cup of tea.



"Worship at my evil knees, red mutant creature."



Sonic X-Treme: Lovely rendered bits 'n' bobs.



Sonic Fighters: It's the Casino level from Sonic 2.

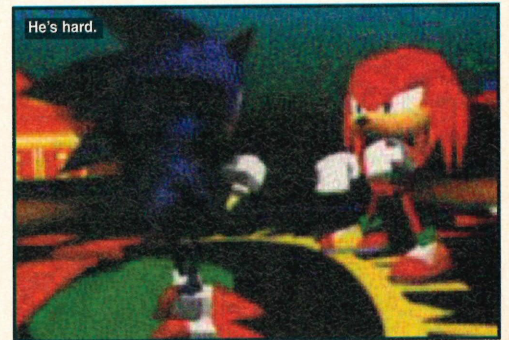
Then there's *Sonic Fighters* (exclusively previewed by us way back in Issue 77), initially appearing in the arcades this summer but getting a Saturn

release towards the end of this year, probably around Christmas.

As far as *Sonic X-Treme* is concerned, the story goes something like this: Sonic is chilling out on the beach one day (having a surf, if the truth be told) when a friend, Professor Gazebo Boobowski, sends out a distress call.

Robotnik is after rings again (the good Prof makes 'em y'see) so to save the day, Sonic is sent out to get them first. From such simple ideas, great games are born. We hope.

Sonic Fighters is a little different. Under development by AM2 for the arcade Model 2

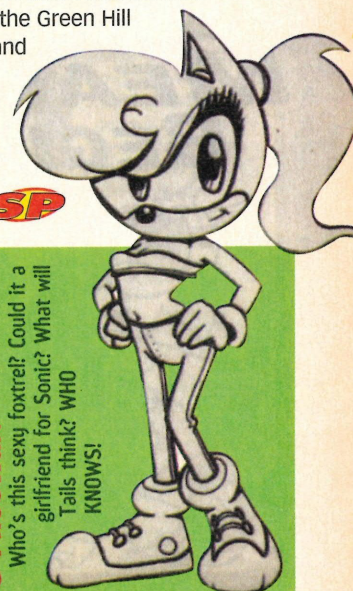


He's hard.

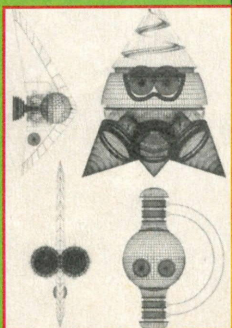
board (and getting a Saturn conversion later this year), it's been primarily done so that younger kids can get into the *Virtua Fighter* experience without the possibility of developing psychopathic tendencies later in life.

Featuring all the usual characters, plus Metal Sonic, the game has already been previewed in Japan. The version we've seen featured Sonic's Spin Attack and various locations, including the Green Hill Zone from *Sonic 1* and the Casino Level (slot machines and the like) from *Sonic 2*. Take a look at the boxout for more details.

"Under development by the Sega Technical Institute in America, it'll be coming out for the Saturn and features Sonic in his first fully 3D game"



4 Wireframe bad guys



...Which is this one. It's wireframe time again, the step before the happy-happy-joy-joyness of 3D RENDERVISION kicks in...

5 Rendered bad guys

...LIKE THIS! See the way it works? We write something AND IT HAPPENS! "Nick is rich, Nick is sexy, Nick is brilliant, Everyone Likes Nick..." Errr, maybe not all the time.

6 Level design



Every level is drawn by an artist so the people who program the levels have an idea of the theme. This is a jungle level called Jade Gully.

7 Phoowar!

Who's this sexy foxtrot? Could it a girlfriend for Sonic? What will Tails think? WHO KNOWS!

get
more
from your
saturn

Jump higher **BIGGER** faster
live forever skip levels
punch harder
better **more**

action replay

puts the power in your hands

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- add more cheats as new games are released

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GAME OF THE MONTH: *Discworld*



Saturn

It's been a spectacularly bad month for reviewable games so in all honesty, it's without much enthusiasm that we nominate *Discworld* as our 'Game of the Month'. Read about it on page 46.

3D Lemmings



Saturn

Virtua Fighter

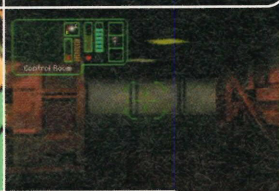


Game Gear

Reviews

- 46 *Discworld* (Sat)
- 48 *3D Lemmings* (Sat)
- 50 *Virtua Fighter* (Game Gear)
- 52 *Defcon 5* (Sat)
- 53 *Rockman* (Sat)
- 54 *Legend of Thor* (Sat)
- 56 *Congo* (Sat)

Defcon 5



Saturn

Rockman



Saturn

Legend of Thor



Saturn

Congo



Saturn

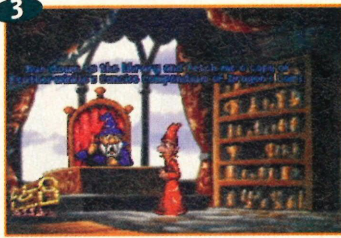
The start is dead important in adventure games. The beginning of *Discworld* has Rincewind sleeping in his room and waiting to be summoned to meet the Arch-Chancellor.



After working out the quickest and easiest way to remove yourself from the bedroom, make your way down into the closet and grab the broom. Go back up to the bedroom and use it to wake up the luggage.



As you've been asked to, the next sensible course of events would seem to be to visit the Arch-Chancellor. He will tell you to go down into the library to get a book to assist you in your hunt for the dragon.



Lead Me On

The best thing about reviewing adventure games is that you can fill up a fair chunk of the page space by doing a walk through of the first section of the game and pretend that it's all done to assist you. See?

Discworld

Flop belly first into a world of walking luggage, giant turtles and the twisted mind of a man who's definitely old enough to know better...

"This from a man who writes about a world planted on top of four elephants travelling through the depths of time on the back of a giant turtle. Drugs are a possibility."

Terry Pratchett has made a quite considerable amount of money from his Discworld novels, certainly more than he made as the production editor of the *Bath Evening Chronicle* or as the press officer for the *Central Electricity Generating Board*. As a hobby he admits to growing

The game is a completely different barrel of mackerel altogether. Taking a major leaf out of some of the best Lucasarts adventures of all time – *The Secret of Monkey Island*, *Indiana Jones*, etc. – *Discworld* is the very first 'point 'n' click' adventure on the Saturn. 'Point and click' because that's exactly what's required in the game. You move your character

More pork

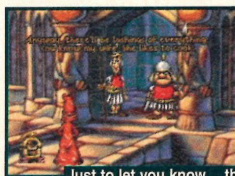


This is a plan view of the main city of the game, Ankh Morpork. It's made up from the two smaller towns of Ankh and Morpork. Various locations are available to you around the city, but take care in the one known as The Shades – there be assassins here.

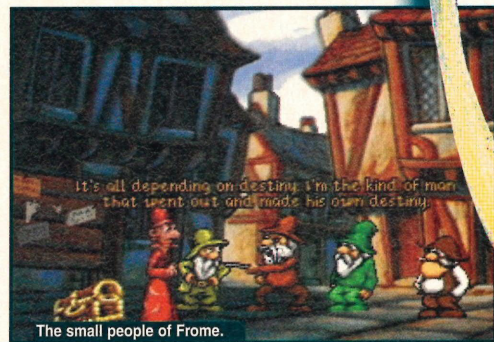
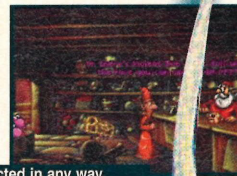
carnivorous plants and I saw him in Chippenham. Once. All this from a man who writes about a world planted on top of four elephants that travel through the depths of time and space on the back of a giant turtle. Drugs are a possibility.

The lead character throughout most of the Discworld series is a hapless wizard by the name of Rincewind. As useless as an ashtray on a motorbike and just a small hop up the evolutionary chain from an amoeba, his one claim to fame is that he has a major and dangerous spell locked inside him after a smite with a magical book.

So that, in a nutshell, is a bluffer's guide to the inner workings of this severely bearded man.



Just to let you know... these three grabs are completely unconnected in any way.



The small people of Frome.



Find the library, give the banana to the ape (who happens to be the librarian - it's a long and uninteresting story, believe me) and he'll get the book for you. Take it back to the Arch-Chancellor and he'll...



...Reveal the five elements needed to flush out the dragon. These include fire, water, air, Harpic and Domestos and are, unhelpfully, scattered far and wide throughout the kingdom. Go and collect them then.



The easiest element to get is the magic staff from the senile wizard in the dining room. Simply exchange the broomhandle with the staff and he'll be none the wiser. You're on your own now though.



around by pointing at an object and clicking. Salient areas of interest are highlighted and these can be picked up, examined or talked to.

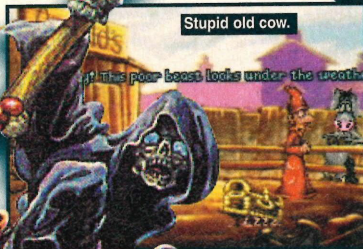
As well as speech balloons, the vocal talents of some of our finest comic actors have been employed; Eric Idle (of Monty Python and So Haunt Me), Tony Robinson (Blackadder and Maid Marion) and Jon Pertwee (Dr. Who and Worzel Gummage). Which is nice.

The whole Discworld/Terry Pratchett thing is a bit of a running in-joke. If you haven't quite got around to reading any of the Discworld stuff then you're going to find some of even the more obvious references a tad confusing.

That niggle out though, *Discworld* is a pretty competent interactive story adventure thing. It moves along at a fair pace, the speech is plentiful and even if the actual dialogue isn't that funny, there's no need to worry... it's a perfect translation of the books.



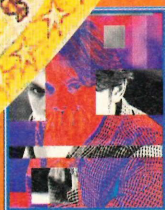
You get both the text AND speech.



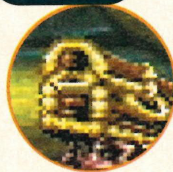
second opinion

Laura likes this game - chirps like an idiot when you mention the name. For me? Well, aren't Saturns meant for faster, more exciting things than this?

I suppose for a quiet evening in and for devotees of Discworld you couldn't ask for any more. As I don't have quiet evenings in and wouldn't know a Terry Pratchett book if it came up and read itself too me, this isn't quite my cup of tea. • James



Travelling light



Originally brought over to Ankh Morpork by Twoflower the Tourist, the luggage is a trunk made from the wood of the most magical tree in all the kingdom. Throw in dirty clothing and it'll come out cleaned and ironed. It also seems to have an almost TARDIS-like amount of space for storage.

The luggage will follow you everywhere throughout the game and it's perfect for bunging things into.

Comparison



Blazing Dragons

Previewed this Issue

▲ More celebrity voices.

▼ We haven't reviewed it yet.

Remarkably, the vocal talents of Eric Idle are present not only in *Discworld*, but also *Blazing Dragons* - coming soon from BMG. Both are cartoony pointy/clicky things and both have a word in their title that begins with the letter D. More than a coincidence? Anyway, the review in a month or so should tell us everything we need to know.

verdict

GRAPHICS

Some lovely backgrounds and characters and animations and everything.

8

ORIGINALITY

The basic idea is nothing new but this is the first Saturn release of its kind.

6

SOUND

Plenty of ear-bleeding music and absolutely TONS of celebrity speech.

9

LIFESPAN

If you've got the patience, then you'll find a bloody huge game here.

9

FINAL VERDICT

"A visually appealing and faithful translation of the Terry Pratchett books - whatever you think about them." Dean

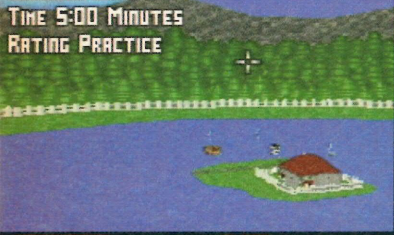
81%

3D Lemmings

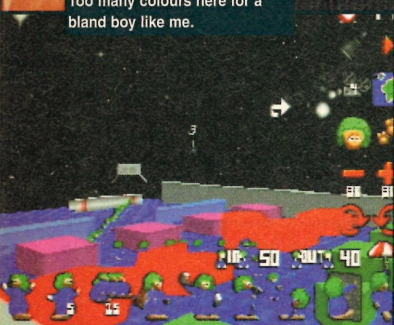


NUMBER OF LEMMINGS 20
TO BE SAVED
RELEASE RATE 50
TIME 5:00 MINUTES
RATING PRACTICE

This is your mission and I don't think any more explanation is really needed.



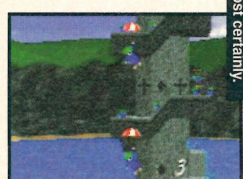
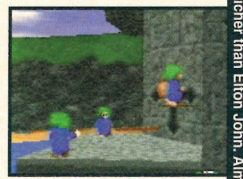
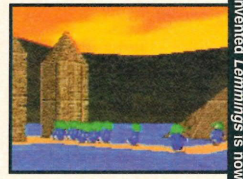
Too many colours here for a bland boy like me.



"And he marched them up to the top of the hill...? and that was it, really. Not the brightest of God's creatures, Lemmings. But are we humans any better for habitually rushing out to buy the latest version?"

I am not going to start yet another bleedin' *Lemmings* review with some tosh about how Lemmings are dead stupid because they chuck themselves off cliffs. Because it's NOT TRUE! Lemmings do NOT throw themselves off cliffs. They have far more sophisticated methods of committing suicide than that.

My mum has personally seen lemmings throwing themselves into baths of electrified water. My sister once saw a lemming starve itself to such an extent that its stomach acids, faced with nothing else to eat, digested its own body instead. I myself have a lucrative sideline as a lemming assisted-death assassin (no job too hard, messy or unimaginative) – they tried to revoke my licence once for not using enough nails in a particularly sadistic lemming sacrifice, so I shot the bastards instead.



The man who invented Lemmings is now richer than Elon John. Almost certainly.

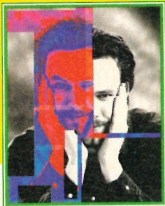
Enough of this ridiculous myth about lemmings and cliffs. Only the cheap ones use that particular method.

Now I'm going to assume most of you have seen or played some version of *Lemmings* in the past. You must have – the game has multiplied and spread itself across every computer and console format faster than a cold sore at a Roman orgy. The twist this time is that the lemmings' exploits now take place in panoramic 3D-O-Vision. So instead of watching your lemmings wander left and right across the screen until you can create the appropriate path for them to

second opinion

Lemmings this, *Lemmings* that. I almost cried when someone told me this was coming to the Saturn but

I feel a bit better knowing that it's had a decent Next-Gen revamp. Old *Lemmings* hands may get bored quickly but new buyers will probably love it. **Dean**



Lemmings

On, and on, and on, and on...

Grief, there are so many versions of this wretched game on other formats, this box could go on and on forever if we were really inclined to let it do so. However, since we haven't the time, here's just a couple of them...

Lemmings

(Master System, Mega Drive)

This one takes us back a bit. The idea was very similar to the underlying idea in the new, funkier 3D version. Direct your dumb lemmings to safety by bridging gaps and blowing away obstacles. The console version suffered next to its PC brethren by lacking a mouse control option.

Lemmings 2

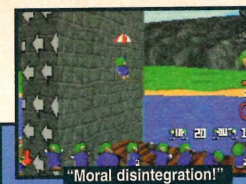
(Mega Drive)

Improved graphics, sound, bigger levels, new lemming skills and a massive marketing effort on the part of Psygnosis/DMA Design failed to lift this cart to the commercial heights enjoyed by its predecessor. A better game but perhaps *Lemmings*-weariness had started to kick in.

continue towards the exit, you can watch them come out of the screen instead.

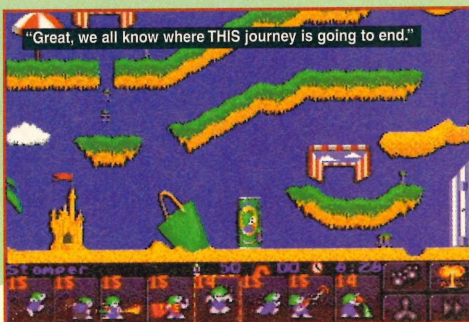
The Saturn's funky 3D capabilities also allow the player the freedom to zip around the entire game world to see how different parts of the course are holding up. Plus there's a neat 'lemming-cam' view which, when your view angle is otherwise blocked, allows you to see what's going on from the point of view of the nearest little creature.

This makes really very little actual difference to the gameplay, which ought to be familiar by now except the 3D element tends to make affairs slightly harder. And the usual gripe about the inadequacy of joypad control compared to using a mouse, still holds. But the



Stop, you're killing me!

- October 1967 – A man committed suicide by walking into an iron foundry and jumping into a cauldron filled with liquid metal. He'd earlier tried to drown himself in a truck filled with liquid cement. Showoff.
- On June 21 1921, the owner of a Czech brewery drowned himself in a vat of Pilsner. In a suicide note, he pledged to haunt the customers who had abandoned him.
- In August 1971, Robert Boutin confessed to his mum that he had taken LSD 'five or six times over the period of four months' and was terrified about its possible long-term side-effects. A few hours later he dynamited himself.
- Nashville resident Irene McDowell set herself ablaze on New Year's Day 1966 explaining in a note that she couldn't bear the pain of her chronic toothache.
- Sleeping on a bus as it cruised through Virginia in late 1931, Arthur Fornier was apparently dreaming he was on a ship because he suddenly sprang up, screamed, "She's sinking, jump for your lives!" before diving out of an open window to his death.
- One of Dean Mortlock's own ancestors tried to kill herself by jumping off the Clifton Suspension Bridge. She survived because her Edwardian petticoat and huge dress acted as a parachute, allowing her to land gently and walk away.



basics are there – use certain appropriately skilled lemmings to blast, build and tunnel a path the rest of them can follow.

"This game has multiplied and spread itself across every computer and console format faster than a cold sore at a Roman orgy."

This being a new *Lemmings*, there are obviously going to be new lemmings. So this time, there are rope gliders, turner lemmings and trampoliners (which redirect your rodent friends). And there are new objects too, like a teleport device.

But all in all, this is not much more than a *Lemmings* update. If you are still gripped by *Lemmings* mania, then you'll have to get this. For the rest of us though, the idea is perhaps a little past its sell-by date.

verdict

GRAPHICS

Lemmings in 3D. Would never have expected it but it actually works.

7

ORIGINALITY

It's *Lemmings* – but we'll give it some marks for the introduction of 3D.

3

SOUND

Grim music made me wanted to spend time trapped in a lift instead.

5

LIFESPAN

With 80 levels and some tricky puzzles, this'll keep you going for a while.

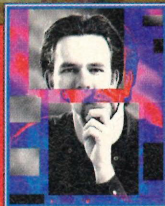
8

FINAL VERDICT

"I enjoyed *Lemmings* in the past but I have to admit to now being all *Lemmings*-out. Newcomers might like it though." **Nick**

82%

Jacky still has stupid hair: reassuring stability in an uncertain world.



second opinion

Dave's right, he's terrible at *Virtua Fighter*. Constantly mumbles about how brilliant he is at *Street Fighter*, mind. Like I care.

Anyway, *Virtua Fighter* on the Game Gear isn't bad. The graphics are the best we could expect, there's a reasonable number of moves and seven of the eight original characters. Unfortunately, it is far too easy in one player and impractical to link up to play mano à mano. Another good opportunity missed. Pity. ♦ **Dean**

Nice as Pai. Oh I'm sorry, I really am.



Nick has met Wolf from the 'Gladiators' you know.



Virtua Fighter

Phew, new views

View 1



Normal

A bit too small for my liking, but at least you can see all the action.

View 2



Large

This is where the graphics get a little too blocky but you are nice and close.

View 3



Realtime

My favourite perspective. This one zooms in and out with the action.

Just when you thought the Game Gear had had its day, up pops possibly its biggest title ever.

Amazing! *Virtua Fighter* on the Game Gear. That means 3D graphics, combos, digitised speech and the like doesn't it? No. Sorry to disappoint you, 8-Bit buffs but this is not really *Virtua Fighter*. Well, it is, but it's nothing like the original. It's based on the Japanese cartoon series, which explains its 2D format, and really it's just an excuse to milk the VF name a little bit more.

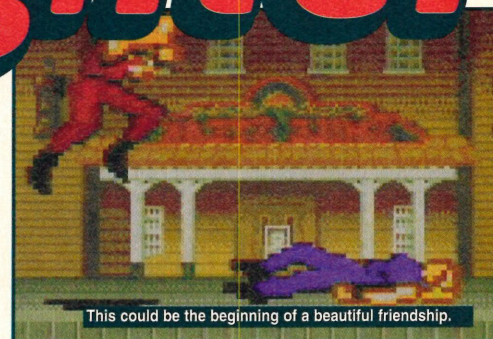
Anyway, the game itself is playable via three different options: *Two player* (which requires another Game Gear, another VF cart and a link-up lead), *One player* (in which you fight through against the 6 other characters and Dural, the metal henchwoman), and *Story* (in which you battle it out with the seven other characters again except this time you get a nice snippet of story line as you go along).

All very nice it is too. But, like the ethically aware vegan lion of West Africa, the single player options suffer from one appalling, if not unforgivable flaw, they're far too easy (and I mean really easy). Take me for example, I'm no good at VF on the Saturn – James pummels me every time – yet after playing this game for just under an hour, I'd completed both one player options using almost only one move – the crouching punch.

VF is well polished and has lots of nice touches which stretch the



"Like the ethically aware vegan lion of West Africa, it suffers from one appalling, if not unforgivable flaw: it's far too easy"



little 8-Bit to its limits. Some of the graphics (especially in story mode) are excellent, and there is even a hint of some speech in there. Another Good Thing is the three different views available (carefully explained elsewhere on this page).

There's obviously been a lot of thought put into this game, with plenty of different backgrounds and different tunes. The only thing missing (a fault common to many Japanese games) is taxing gameplay. The fact that it's far, far too easy is the main reason why it misses out on being a 'must buy' game.



verdict

<p>GRAPHICS As good as could really be expected from the Game Gear. Not shabby.</p> <p>8</p>	<p>ORIGINALITY As original as the name of <i>Just Seventeen's</i> letters page. Pah!</p> <p>2</p>
<p>SOUND Nice sampled speech (in Japanese), good music. I like it. A lot.</p> <p>9</p>	<p>LIFESPAN Got a mate with a Game Gear? If yes, triple this score and add four.</p> <p>1</p>
<p>FINAL VERDICT "A good game with but far too easy. If you don't mind completing it again and again, then it might be worth your cash." <i>Dave</i></p>	
<p>76%</p>	

WIN!



A Saturn

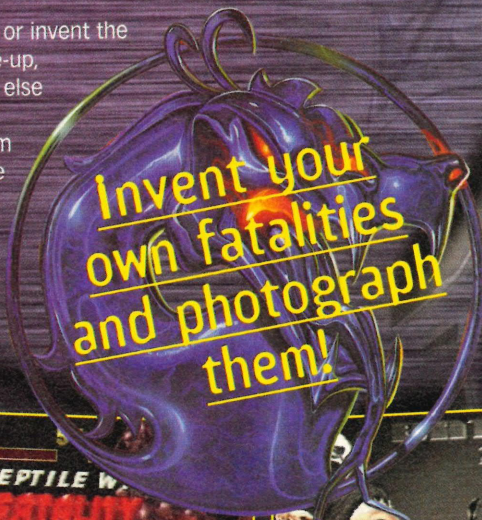
plus a copy of

Ultimate MK3

It's time to release your artistic talents in this, our grimmest, grimeiest compo yet. A copy of *Ultimate MK3* (issue 80, 93%) and a brilliant Saturn to play it on, could be yours IF YOU DO WHAT WE WANT!

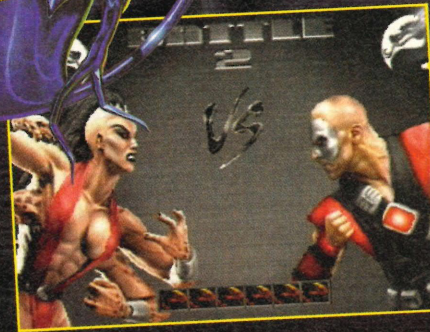
This is what we want you to do: reconstruct or invent the goriest fatality you can come up with using make-up, ketchup, common household items and anything else you need to convince us that yours is the best. Obviously, you'll need a friend/household pet/item to decorate, someone to 'do' your invented move on him/her/it, and someone to photograph the proceedings for posterity.

Send your photo in to us with your name and address on the back, plus the name you've decided to give your fatality – the best entry (in our humble opinions) will win the gear.



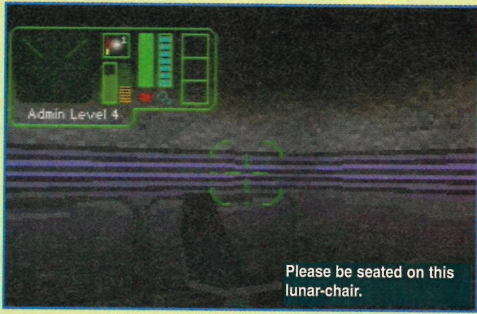
The rules

- 1 You can send in as many entries as you like this time. You hear that? As many as you like this time.
- 2 All entries must reach the *Sega Power* office by July 31st.
- 3 All employees of Pearson companies are hereby cast into the eternal pits of hell. And are banned from entering this compo as well.
- 4 The Editor's decision is final. For once.



One small chair for man

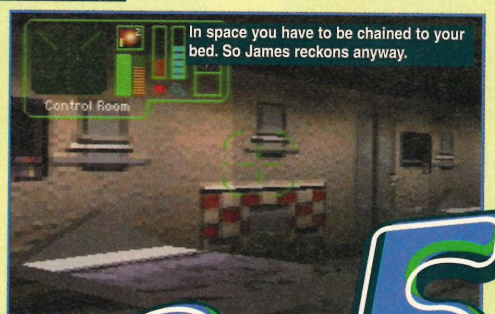
There are many nice scenic accessories in *Defcon 5* but, frustratingly, you can't interact with any of them. Shooting doesn't even have an effect. Booooo.



Please be seated on this lunar-chair.



Nice plants. Sigh.

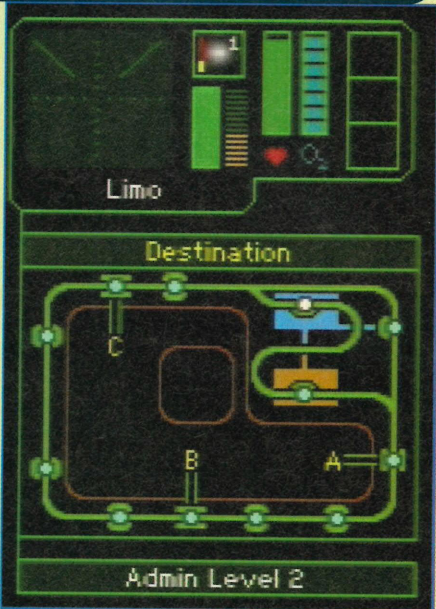


In space you have to be chained to your bed. So James reckons anyway.

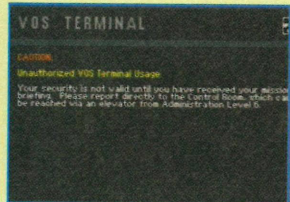
How can you play a game that sounds like a laxative? Especially when it would be more fun if it was.

Defcon 5

I'm a control freak

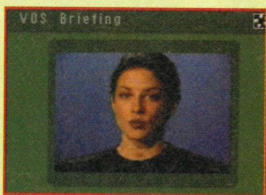


Your first task is to get to the control room. The problem is, you don't know where the control room is. First, travel by Limo.



◀ You'll almost certainly get hopelessly lost. Log on to the computer terminals on the way to get useful hints.

▶ Hooray! Control room found! Miraculous. Now get your next briefing from the soft-voiced chick on the computer screen and its on to your next enthralling mission. Super.



There are many times in life when you don't know what to expect. Like perhaps when you're told to review a game and you haven't got a clue what it's about. I loaded up *Defcon 5* with those very thoughts floating about in my head. Soon it was running and the (now customary) excellent intro sequence had begun.

Next, I start the game, still no clearer about what to do. Then a voice tells me to go to the control room for my mission briefing. Hooray, I think, I'll go there and get ready for some great *Doom*-style blasting. But where is it? After 40 minutes of blast-less and increasingly frustrating meandering I eventually find it. Great, now where are the aliens for me to maim?

Well, there aren't many and most of them are far too easy to kill. *Doom* this isn't, not even close. Its *Defcon 5*, where you get to wander around the Space Station MRP-6F, attempting to set up the defence system. You also get to deploy droids who may help you should some graphically lame aliens attack.

Basically, its boring. In fact, walking around a



Something to shoot! Or is it another plant?



Another deserted corridor. (Thrilling caption, thrilling picture.)



Bang!

"Walking around a space station constantly getting lost has never been more dull or annoying."

space station constantly getting lost, has never been more dull or annoying. The problem is that all the features that might redeem the game are cluttered up with a poor interface or are just ill-thought-out.

Whilst getting *Defcon 5* would not be a sin worthy of a good shoeing, we wouldn't be impressed if saw it round your house. If you want an adventure game get a good one. If you want a decent shooter hang on for *Doom* and the rest.



verdict

GRAPHICS

Nice in parts, dodgy pixellation in others. Some nice girls, though. (Tragic - James.)

6

ORIGINALITY

A *Doom*-engined adventure game is a good idea in theory. In practice...

6

SOUND

Digitised speech and sfx all standard fare these days. Average really.

6

LIFESPAN

Will last longer than a pair of stainless steel briefs. Only because it's boring, mind.

5

FINAL VERDICT

"A nice idea in theory but far too dull to sustain much interest for long. You'd be much better off with *Alone in the Dark*." Dave

52%

Do these screenshots raise your interest any? Course they don't, they're complete rubbish.



A bloody stupid review for a bloody stupid game...

Rockman X3

I can think of better things to do with my time, you know.



In three little words... Bloody. Stupid. Game. It's a sub-standard platformer with graphics, animation, sound and gameplay lifted straight from the SNES version with hardly any improvement or alteration. All this and they still have to include a BORDER? Doesn't make sense to me.



The game features a strongly recognisable Japanese character, Mega Man, and the phrase 'cashing in like bugger' does tend to



spring lively into my brain organ.

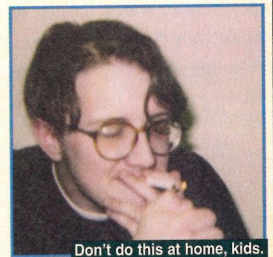
It's on import, so you might be tempted; waving my beef-flavoured fingers in front of a hungry rabid dog seems more appealing than playing this again. There, that's it.



Better ways to spend £50

You've got a large money roll burning a cat-sized hole in your pocket. Do you run off to your local importer to shovel it down his/her unworthy throat or do you find something better to do with it?

- 1 Buy a packet of ciggies and get drunk (Dave).
- 2 Go out for a lovely meal (James).
- 3 Put it towards a Saturn (Mark at Sega).
- 4 Put some of it on a horse and spend the rest on hair extensions and toothpaste (Nick).
- 5 Spend it on girls' things like bras, perfume and Sindy dolls (Laura).
- 6 Buy razors and sweets (Dean).

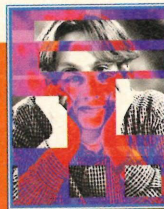


Don't do this at home, kids.

second opinion

Oh dear. This is very bad. Not bad in an 'average, nothing special but fundamentally inoffensive kind of way', it's more in the gratuitous laziness, trouser accident department.

The graphics are firmly routed in the land of average 16-Bit platformers and the gameplay, well 'Oh dear' springs to mind. No one deserves this game, not even Mariah Carey. Please leave it alone. • James



Things wrong with Rockman

- 1 It's got a stupid name.
- 2 The graphics are bloody awful.
- 3 I've seen better FMV on the Mega CD.
- 4 The bosses are rubbish.
- 5 There's a border around the screen.
- 6 The weapons are silly.
- 7 It's all in Japanese.
- 8 It's just been released on the SNES and this version isn't much better.
- 9 It costs £49.99.
- 10 I didn't like it.

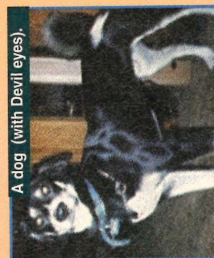
Better ways to spend your time

It's not hard. Here's a fairly wide selection of them...

- 1 Visit your grandparents.
- 2 Walk the dog.
- 3 Invent a new word.
- 4 Discover a cure for a fatal disease.
- 5 Send some flowers to your mother.
- 6 Sleep.
- 7 Make a new friend.
- 8 Write a letter to us.
- 9 Cook dinner.
- 10 Invade a Third-World Country.



A flower (rosius petalus).



A dog (with Devil eyes).

verdict

GRAPHICS

Laughably bad with 16-Bit graphics and a BORDER? On Saturn? Come off it.

2

ORIGINALITY

As unique as the Rolex imitation that dangles from my uncle's wrist.

2

SOUND

Likened to Portugal's Eurovision entry but WORSE, amazingly.

4

LIFESPAN

I guarantee that this will be coughing up blood a few short hours after purchase.

3

FINAL VERDICT

"Not so much a bad game, as a pitiful waste of CD space. Import-only and as avoidable as an unfriendly rash." Dean

23%

My name is Thor, HEAR ME ROAR! (Rhymes, that. Not bad, for once.)



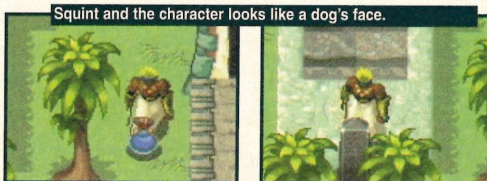
Legend of Thor

The RPG. Regular readers of this fine magazine will know what we think about that particular games genre. Now, we love the Saturn and its funky abilities, but playing most of its RPG's is like taking a beautiful woman out to dinner and finding out that all she can talk about is the weather. They turn what is an otherwise brilliant machine into a lumbering, slow-witted beast with all the attention-grabbing dynamic of a Tory Party Political Broadcast.

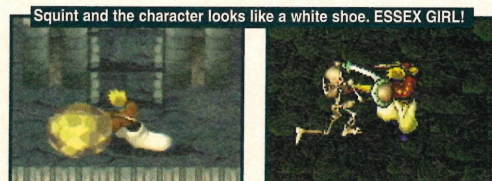
"Playing most Saturn RPG's is like taking a beautiful woman out to dinner and finding out that all she can talk about is the weather."

This, it has to be said, was not a problem with its predecessor on the Mega Drive which was actually rather good (see box). Rather than covering that machine with mediocre sliminess, it polished it with the breath of angels.

And the same definitely doesn't apply to the Saturn sequel. Look, it may well be that the expectations of RPG fans are a bit lower for their types of games than the rest of us, but the graphics in this allegedly Saturn game stink. When you look at what *Zelda* did for the SNES, you're left wondering when the hell people are going to get off their arses and try something similar for the Saturn. There's no sprite scaling, no funky mucking about with the landscapes and absolutely no 3D stuff.



Squint and the character looks like a dog's face.



Squint and the character looks like a white shoe. ESSEX GIRL!

So what is here? Well, your character can do all the familiar stuff – walk about, run, jump, attack and so on but it's pretty limited for this day and age. There are four weapons to collect –

each one applies to later levels in some way – and upon the defeat of the end-of-level bosses, special powers are bestowed upon you which again, you'll need in later levels.

As far as character interaction is concerned, it rarely extends much beyond the occasional chat with townspeople. Nor will the puzzles tax the grey matter to any great extent. Character development goes no further than the odd recharge of your energy meter so in retrospect, calling this an RPG is a bit of a joke, really.

Experienced RPGers will be disappointed with the lack of effort that has gone into this. Fans of this type of game are going to have to hang on for a little while longer.



Comparison



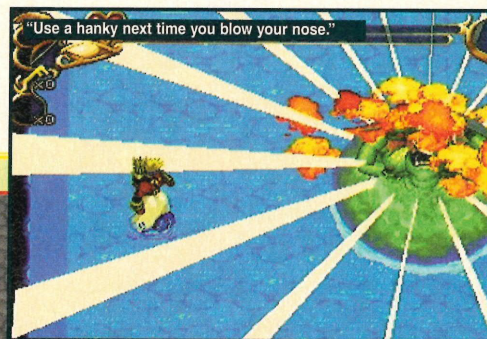
Shining Wisdom

Issue 80, 79%

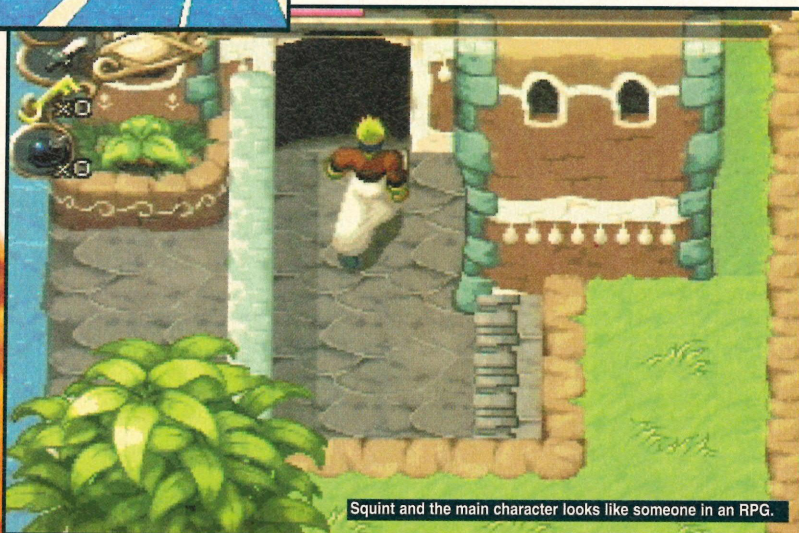
▲ It's got the pedigree, let's face it.

▼ Graphics out of the bottom drawer

The latest in the increasingly-tedious *Shining Wisdom* series had you trotting about the place with a sword, waving at the bad guys in a threatening kind of way. Not so much hack-and-slash as cack-for-cash.



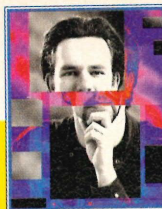
"Use a hanky next time you blow your nose."



Squint and the main character looks like someone in an RPG.



second opinion



Dull, lifeless and with absolutely no distinguishing features at all, this sequel is for people who really have never played an RPG game in their lives before. There might be a few of you out there – even then I'd strongly suggest you wait for something better to come along. • *Dean*

Reviewed way back in issue 65 (on the Mega Drive) it waltzed off with an impressive 93%. The idea was to wander through a top-down kinda environment slashing at things that needed slashing, clubbing things that looked like they were after a good clubbing, and killing things that probably wanted killing but just didn't know it yet. YES it was good for beginners, NO Thor didn't appear in it and HUMPH the graphics were actually pretty good for this kind of thing. For once.

Story of Thor



verdict

GRAPHICS

Some kind of a joke, surely. Wouldn't look out of place on a 16-bit console.

4

ORIGINALITY

Well, it's a sequel to a Mega Drive game but there's no innovation here.

1

SOUND

Dreamy sounds aren't enough to provide atmospherics in this.

5

LIFESPAN

Average, average, average. There's not enough depth or gameplay here.

5

FINAL VERDICT

"A poor leg-up from the Mega Drive version will leave RPG fans a bit short-changed. Wait for something better." *Nick*

69%

Meet things and kill them



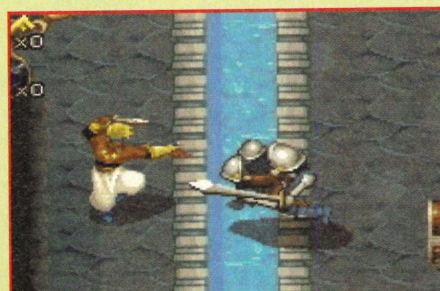
Mouse Thing

This, allegedly, is a mouse but We Don't Think So. Looks more like a rat to us. (Although it could be a cat.) It's most definitely not a fish though because...



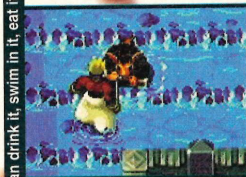
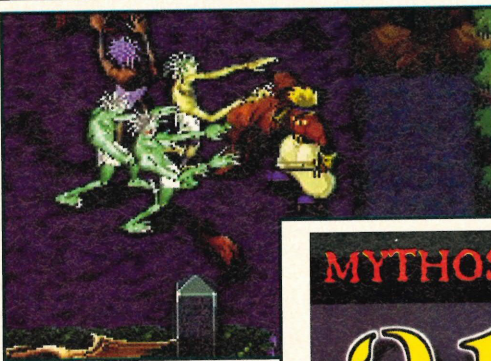
Fish Creature

...Because that's what this is. Don't ask us what you're supposed to do with it, we've all been raised on tinned food and instant meals and have no idea about cooking.



Guard Bloke

Of course, it's not all about killing God's Innocent Creatures, there are some of God's dead guilty ones to do as well. Take this helmeted Barbarian geezer, for instance.



Water is a much-loved, highly versatile substance. You can drink it, swim in it, eat it and use it in toilets.

MYTHOS At last! The Call of Cthulhu card game

arcane

the roleplaying magazine

Tales of TERROR!

Discover how to create the perfect horror scenario

Conspiracy X

The ultimate X-Files style RPG – it's the best new game this year

Tinkering with time

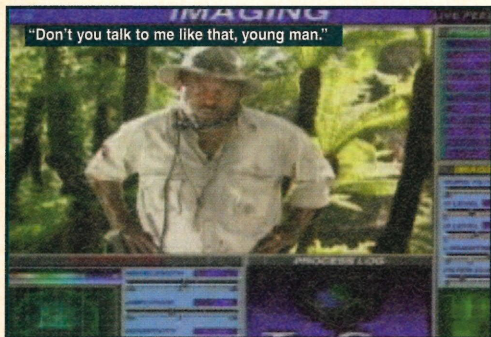
Spice up your campaign with a touch of time travel

FREE!
3 MAGIC
The Gathering
CARDS FROM THE
NEW ALLIANCES
EXPANSION SET

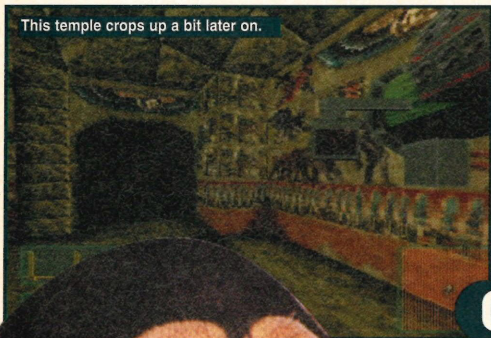
£3

"Um Bongo, um Bongo, they drink it in the Congo"

So what's this film all about then? It's written by Michael Crichton, the bloke who wrote Jurassic Park. It stars Dylan Walsh, Laura Linney, Ernie Hudson and Tim Curry and it's a run-of-the-mill African Jungle adventure. The heroes are a team of scientists on some exploration safari, apparently. It's pretty crap, and not a patch on Jurassic Park, so I shouldn't bother seeing it. I know I won't. It's out on video now... apparently.



This temple crops up a bit later on.



Comparison



Defcon 5

This Issue, 52%

▲ It's easy to compare – it's in this issue.

▼ My goodness, it's dull.

Defcon 5 was annoyingly crap and a bit like *Congo* – yet another poor *Doom*-type rip off. Rather than go into full gut-churning detail here, flip back some pages to number 52 and start vomiting there.



Doom

Not out yet, expected November time

▲ The best computer game ever.

▼ Nothing. At all.

OK, so it's not out yet, but crap imitations are being turfed out every week. You probably know all about this global mega-hit by now (if not, well let's just say it's the best way to kill things without a rolled-up newspaper, all right). So, unless we say different, wait 'till *Doom*, got it?

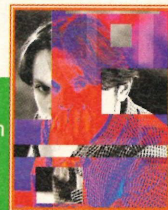
A game full of chimps. I've died and gone to review heaven.

How many times does this happen to me? Every time I get a Saturn game to review, it's always the same. What am I talking about? Well, lets start at the very beginning. The pretty green CD is put into the Saturn. It loads, and then, there's a title screen with a monkey on it. All very nice. Flick through the options. The first is 'play game', pretty self explanatory. The next is 'view controls'. Surprisingly enough, this lets you see what each button does. They all do something, but you can't change them around. The final option is the eponymously named 'set options', but all this does is let you change the volumes of the sound effects and the music. There are three difficulty levels, which isn't exactly a new idea, but credit's due for an option which appears in surprisingly few games.

Well, after all that we come to the game, which is

second opinion

No arguments here, either. *Congo* is a pretty poor imitation of the *Doom*, *Quake*, *Alien Trilogy* line of things. The monsters are rubbish, it's extremely linear and half the time you can't see what's spitting/hitting/knitting at you. Sega's decision not to release this in the UK for once looks totally justified. **James**



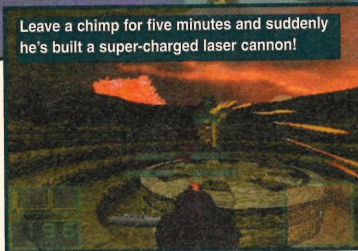
Actually, the technical name for 'jungle' is 'rainforest'. YES IT IS.



Leave a chimp for five minutes and suddenly he's built a super-charged laser cannon!



Look, it's a monster. Just like in, er, *Doom* actually.

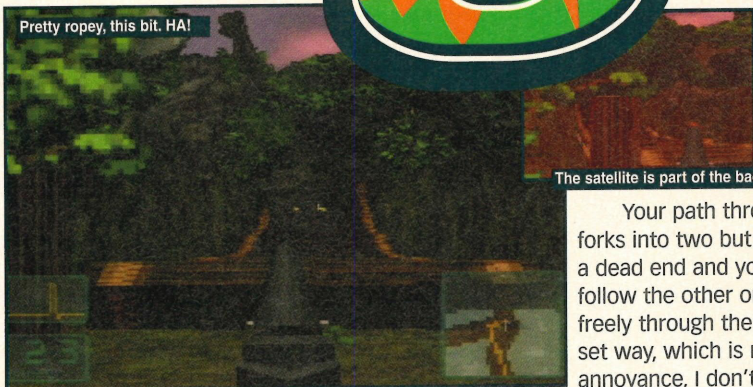


Rumble in the jungle

There are many baddies for you to shoot in Congo. Most of them look about as real as synthetic cream.

Congo

Pretty ropey, this bit. HA!



The satellite is part of the background story and the FMV intro.



probably quite important considering that's what I'm reviewing. It starts off the same way all Saturn games seem to start; you get a nice FMV intro sequence introducing you to the character you play. His name is 'Kabano' or something like that, and you have to guide him through the jungle, completing missions with a *Doom*-esque perspective on things.

For instance, in the first level our chum Kabano is losing his vision due to a high fever. The task is to help him seek the wreckage of his crashed plane (where there is an antidote), shooting your way through some bugs and spiders as you go. "Wow!" I hear you cry, "What an innovative idea!" Innovative? No. But some of the missions are quite good. The only trouble is, they're all pretty linear.

"Wow! I hear you cry, 'What an innovative idea!'. Innovative? No. But some of the missions are quite good"

Your path through the jungle often forks into two but invariably one of them is a dead end and you have to turn back to follow the other one. Also, you can't roam freely through the jungle, you have to go the set way, which is really annoying. Another annoyance, I don't think it's me being crap, is the way you run out of ammo so quickly. New weapons are very thin on the ground, so you're stuck mainly with your pistol.

It's not all cloudy over the *Congo* however, there are some nice touches, like the map in the bottom right hand corner which shows you exactly where you're going. The gameplay too, although a blatant rip-off, is quite enjoyable at times and it's probably one of the best *Doom*-style efforts on the Saturn to date (no big deal).

This game is average, no better than that. If you're think of buying it, make sure you play it first. It's definitely a 'try before you buy, or you might be sad and cry' kind of game.

Good intro sequence, no better than average game. I'll tell you, it happens nearly every time.



PlayersOne Levels .It's a jungle out there
 DifficultyMedium Release Date ...Out now
 Price£49.99 VGC ... (01202) 527314



000hhh! Isn't Mr incy-wincy looking scary today? Nick hates spiders so he ran away like a girl when he saw this little beauty.



These don't look too bad but there are real natives in there, spitting at you. Blow it into matchsticks and light a cool cigar with the splinters. (OK, Dave - James.)



These Lizards are crap, they jump out of nowhere and hurt you. Lots. Not as crap as the lizard in *Gex*, mind, but that's a whole different kettle of fish. (Eh? - Nick.)

verdict

GRAPHICS

Some of the in-game graphics are poorer than the street urchins in *Oliver Twist*.

5

ORIGINALITY

Oh dear, it's a bad *Doom*-style film licence. Original? 'Fraid not.

2

SOUND

Nothing to set your underwear ablaze though, but what does these days?

6

LIFESPAN

Plenty of levels, with a nice difficulty curve and different difficulty options.

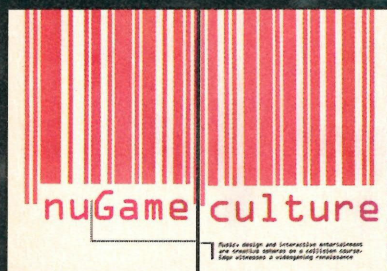
8

FINAL VERDICT

"No need to write home and bother matron about this one. Think very carefully before you shell out your cash." Dave

65%

Not all
**videogames
magazines** are the same



Edge is the UK's **leading** monthly interactive entertainment and videogaming magazine

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'Power' - now that's a word WE LIKE! And the best way of gaining POWER is through CONTROL! And we all know the BEST WAYS OF GAINING CONTROL is by using Zega Power's TIPS PAGES! Cackle! DO IT NOW.

Power Tips

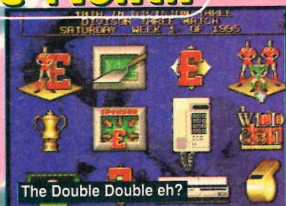
Small Tips

- 60 . . .Night Warriors (Sat)
- 60The Horde (Sat)
- 60 .Premier Manager (MD)
- 60WWF Raw (MD)
- 60Mr Nutz (MD)
- 61Solar Eclipse (Sat)
- 61Ristar (MD)
- 62 Maximum Carnage (MD)
- 62 . . .Thunderblade (MD)
- 62 . .Cannon Fodder (MD)
- 63 .King of Fighters (Sat)
- 63Panzer 2 (Sat)

Tip of the Month

Mega Drive

60



The Double Double eh?

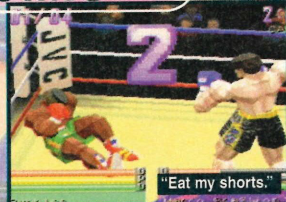
TWO tips for you this month because we like you so much - Premier Manager (Mega Drive) and WWF Raw (Mega Drive). Kind isn't the word for it.

Tips Hardline

Action Replay

61

The regular Tips Hardline takes a side-step for this month (and this month only) as we happily squeeze in every Saturn Action Replay code EVER instead.



Alone in the Dark

Saturn

64



Chandelier-o-vision.

It's Alone in the Dark. And it's dead good, if you like big, sprawling adventure games. But the sprawlier they come, the harder they get. NOT ANY MORE!

Panzer Dragoon 2

Saturn

68

A decent enough shoot-'em-up with a neat twist in the shape of Pandora's Box. We reveal all in this in-depth players guide. As we always do, of course.



"Oh, balls."

Cheats & Hints

You are all CHEATING SCUM! There's no HONOUR anymore in finishing games PROPERLY. I CAN'T TAKE IT! (Nick, you'd better lie down - Dean.)

Saturn

Night Warriors

Highlight 'Configuration' in the Options screen and press B, X, Down, A, Y. You should see an "Appendix" option appear. This will allow you to alter the background music, and colours, amongst other things. You can also select the starting round.

Turbo Speed

If things seem a little slow to you,

Cheat of the month

Mega Drive

Two cheats this month as we couldn't decide which was the funkiest. Bargain!

Premier Manager

Thanks to Colin Fahey from Dublin for this one: "In *Premier Manager*, do a demo. On week 40, save it but make sure you haven't saved throughout the season. After the contracts, it will blank out as usual, but if you load it, you can play with that team for as many seasons as you like (once you aren't fired)." *Toy Story* is on its way.

WWF Raw

Thanks to John Whall from London for this one: "For a harder game, choose either 'Survivor Series' or 'Raw Endurance'. Choose your first player then keep it on that

you can increase the turbo speed to eight stars and really do some damage (to your fingers). Just highlight Turbo Speed at the Options screen and press X, X, Forward, A, Z. You should hear a chime sound and you'll now be allowed to set the speed setting to eight stars.

Technicolor Wardrobe

Fancy some different clothing? Go to the Selection screen and press either X, Y, Z, A, B, C, X+B, or Start.

Auto Chain Combo

At the Character Select screen, choose Auto Guard. To use the Auto Chain Combo, press all Punch or Kick buttons to perform 3-hit combos.

Light Screen

Pause the game, then go to the Options screen. Highlight the 'Screen Size' option, and press A, C, Y, Y, Up



Dave's good at Premier Manager. Supports Swindon, mind.

(Hsien-Ko's Heavenly Thunder Destruction). If everything worked properly, you'll hear a sound.

The Horde

Level Select
Down, A, Left, Left, Down, A, A, Right will allow you to immediately finish the current habitat and return to the castle.

30,000 Crowns

Left, A, A, B, Left, A, Right, Down will mean you immediately receive 30,000 crowns.

Show Map

Left, A, Up, Down, B, A, A, B means the entire map of the current habitat is revealed.



"Mess with me and you're messing with my arse."

Q & A

Questions, questions, questions... What about OUR problems eh? Like my HAIR! SUCH SELFISHNESS! Here's some tips stuff sorted for you anyway...

Can you help?

Mega Drive

Soleil

I am stuck on *Soleil* for the Mega Drive. It's driving me around the bend! I can't get past the part where you're turned into a monster in Iris. I am trying to get to Babel - please help!
Peter Barlow, Horsell

Sonic and Knuckles

I keep running out of lives on the first few

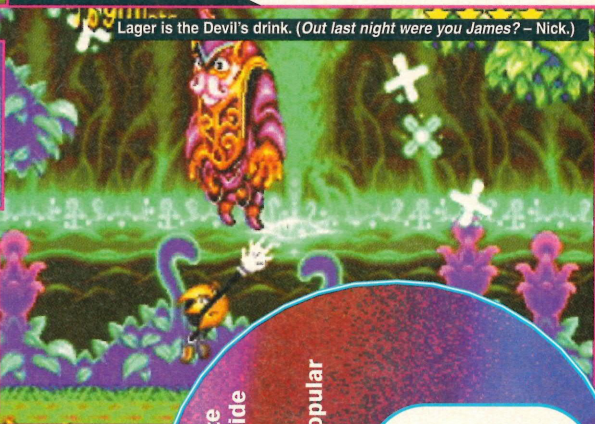
Mega Drive

Mr Nutz

I am a bit stuck on *Mr Nutz* for the Mega Drive. Can you help me at all with any codes or cheats or something?
F. Maxwell, Derby



Lager is the Devil's drink. (Out last night were you James? - Nick.)



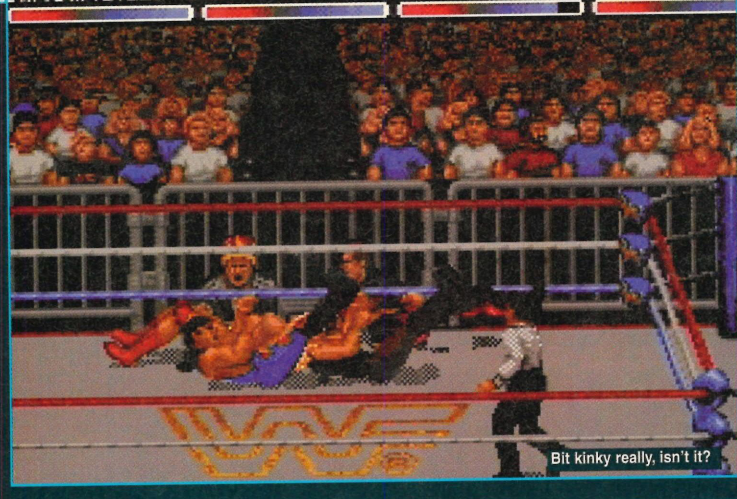
levels and I was wondering if you could help.
Craig Miller, Camberly

Story of Thor

On *Story of Thor* for the Mega Drive, I have collected three out of the four spirits but I can't get the plant. I've found the shrine it's in, but I can't get past the brick doors. How do you do this?
David Griffin, Wells

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





Play after Death

A, Down, Down, Right, A, Down means you can continue playing even if your entire village is destroyed.

Movie Matinee

Right, A, Left, Left, A, Up, B lets you watch all of the video sequences used in the game, one after another.

Well-stocked Shop

B, Right, A, Left, Left, Down, Right, A, A, Left means that all items and weapons in the game become available for purchase.

Hyperspeed

B, Right, A, B means that Chauncey runs around the map twice as fast as normal. Use the cheat with the boots for a four-fold speed increase.

Invulnerability

B, Up, Right,

Down, A, Down, A, Right means that Chauncey becomes invulnerable.

Solar Eclipse

Secret Level

If you defeat the first boss fast enough, you'll be sent to an underwater level where you can pile on the extra lives.

Super Secret Level

Pause the game and enter Right, Down, Down, Left, C, Right, A, Z, Y. You'll be taken to a bonus level where you can gain nine lives and every weapon.

Extra Lives

For nine lives, pause the game, select Chase Plain View and press Right, Down, Down, Left, B, Up, Down, Down, Y.

Guided Weapons

For a guideable weapon,

Certainly. Here are some level passwords:

Level	Password
Adventure Park	MAGICS
Living Room	GOLDEN
Volcano Pass	WINDOW
Mean Streets	CASPER
Ice Scream	PIZZAS

but I don't know how to use them. Please help. The codes are FFE5780002 and FFC038004.
Kyle Standen, No Address

No problem. These codes are called Action Replay codes and to make them work, you need a special cartridge. ☞ the manufacturers

Ristar

I got these codes from an old mag



Datel Action Replay Codes

The *Tips Hardline* takes a break this month (it'll be back new and improved in issue 82). This month we thought we'd give you all the Saturn Action Replay codes we could get our hands on (like, all of them) in this handy, cut-out-and-keep, store in your mother's 'useful things' drawer, blue bit on the right-hand side of the page. I'm sure that it goes without saying that you'll need Datel's Action Replay Cart get these to work, it's about £50 mail order or from one of those shop affairs. If you want to shamelessly hassle Datel for any reason their number is ☎ (01782) 744707.

Bug!

Master Code	.f6017588 c304
Unlimited lives	.0602556E 0009
Unlimited energy	.0602552E 0009

Clockwork Knight

Master Code	.f6003038 c305
Unlimited energy	.360438dc 0003
Unlimited time	.060583c8 012d
Unlimited lives	.360438e5 000f

Daytona USA

Master Code	.f6000914 c305
Unlimited time	.0600932a 0009
Use any car or horse	.0601d4c6 0009
	.0601d4c8 0009
Number of cars course 1=5	.06047d92 0005
Number of cars course 2=5	.06047d94 0005
Number of cars course 3=5	.06047d96 0005
Number of laps course 1=16	.06047daa 0010
Number of laps course 2=10	.06047dac 000a
Number of laps course 3=6	.06047dae 0006

Digital Pinball

Master Code	.F6000914 C305
	.B6002800 0000
Infinite balls	.1603a9b8 0003

Mortal Kombat 2

Master Code	.F6000914 C305
	.B6002800 0000
Infinite energy	.1608DB70 00A1
Opponent has no energy	.1608DD04 0000

Panzer Dragoon

Master Code	.f601e59c c305
Unlimited energy (scenic mode)	.16084de6 0002
Fly fast (wizard mode)	.16084db6 0002
Unlimited credits	.16084da6 0003
Practise level (1-7)	.16084dae 0004
Extra game (level 0)	.16084dae 0000
Instant game	.16084dd6 0002

Sega Rally

Master Code	.F6000914 C305
	.B6002800 0000
Unlimited time	.160b0536 9911
Always in supercar	.160aa80a 0201
Select lakeside (practice only)	.16040018 0003

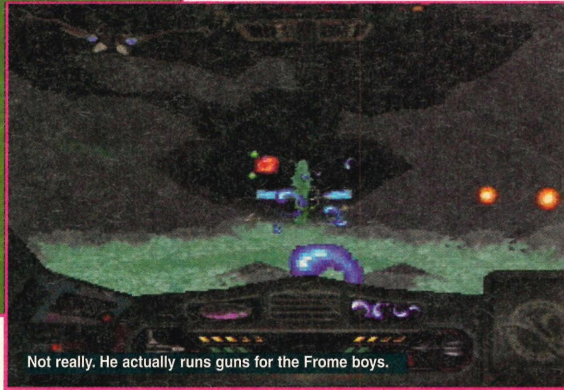
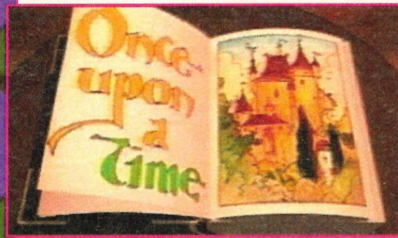
Shinobi X

Master Code	.F602ADF8 C305
	.B6002800 0000
Mega jumps	.160EA41E 0000
Invincible	.160EA44c FFFF
Infinite daggers	.160252da 0063
Infinite energy	.160EA41a 0006
Infinite lives	.160252dc 0009
Infinite thunder dragons	.160252E2 0001

Theme Park

Master Code	.F6000914 C305
	.B6002800 0000

Dean plays *The Horde* every weekend. He LOVES it.



Not really. He actually runs guns for the Frome boys.

◀ pause the game, select Chase Plain View and press Right, Down, Down, Left, B, A, Left, Left.

Detonating Weapons

Pause the game, select Chase Plain View and press Right, Down, Down, Left, Down, Up, Down.

Tracking Weapons

For the tracking weapon, pause the

game, select Chase Plain View and press Right, Down, Down, Left, Left, A, Down, Y.

Cloaking Device

Hide from the enemy with this handy cloaking device. Pause the game, select Chase Plain View and press Right, Down, Down, Left,

Down, Right, A, C, Up, Left, A.

and you can see the characters from that with the use of this code. Pause the game, select Chase Plain View and press Right, Down, Down, Left, C, Up, Down. This will take you to 'The Horde: Kill Cows' bonus level. Don't ask us...

Warp to 'House Hunt'

For this bonus level, pause the game, select Chase Plain View and press Right, Down, Down, Left, Y, A,

Warp to 'Kill Cows'

Would you believe it, *The Horde* is from BMG too

Cannon Fodder

Dave Hill from **Weston-Super-Mare** speaks for loads of people who have written in about this, asking for tips of some kind. He says: "I really love *Cannon Fodder* – it's brilliant – but I can't get through

◀ *Datel* on (01782) 744707 for more information on how to get hold of one, and the codes for it.



Free Cart!!

From now on, we'll be giving away a free cart to the person who submits the best tip to this section. To send in a tip, please fill in the following form and send it to: *Power Tips*, Sega Power, Future Publishing, 30 Monmouth St., Bath, Avon BA1 2BW.

Name

Age

Address

Game wanted Console type

Tip (Please continue on another sheet if necessary)

.....

.....

.....

Please note that you're most likely to win if (a) the tip is a recent one and (b) it hasn't appeared in another magazine before!

Sorted!

Maximum Carnage

Issue 76

- In reply to Andrew Willoughby's question, Simon Stubbs from New Zealand has some answers:
- There is no invulnerability cheat and no level select.
 - On the first rooftop stage, there is a hidden continue under the water tank.
 - Shriek is the only Boss that can be wobbled.
 - Never approach Doppelganger face-on. Always move in from a diagonal angle.
 - When you begin 'The Deep', head left for an extra life.
 - Walls often contain bonuses hidden high up. Climb them.
 - Jump into the 'Holding Cell' in the Police Station for a hidden room.

Super Thunderblade

Issue 77

In reply to Ashley Berry's question, Ross Eric Nichol from Leeds has the answer:

"To get the level select, press A, Up, Down, Left, Right, Right, Left, Down and Up from the title screen. Then press Up and Start together. To get invincibility, go to the Options screen and select 'Hard' as the difficulty level. Start the game and fly to the top left or right-hand corner and the enemy won't hit you. This works on the first three levels."

Right, Down.

Warp to 'Fade to Black'

Pause the game, select Chase Plain View and press Right, Down, Down, Left, X, Y, Z, Z, Y.

it. Do you have any useful tips or passwords? Please print them!"

Here are all the level passwords we've got for the game. Enter them at the right time and place and smile like the cheating wizard you undoubtedly are.

Mission	Code
1	.PXJND
2	.UZHNC
3	.JHHJI
4	.OFLJA
5	.DWKFG
6	.EZMBE
7	.JBLBD
8	.OBSRH
9	.TTEFD
10	.UTEFD
11	.FRLYA
12	.EOBJF
13	.RYJBE
14	.GMEGF
15	.FFQRI
16	.ICXPA
17	.PXJVI

Rally Mode

Pause the game, select Chase Plain View and press Right, Down, Down, Left, Right, A, Left, Left, Y.

Maximum Shields and Energy

Pause the game, select Chase Plain View and press Right, Down, Down, Left, A, Left, Left.

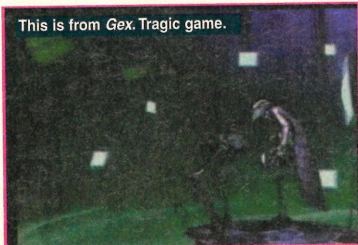
Video Test

Pause the game, select Chase Plain View and press Right, Down, Down, Left, Down, Up, C, B, A, Down. You'll get to see all the FMV sequences but you'll need to press Reset to get out of this.

Gex

To use these codes you'll need to pause the game and hold the right shoulder button down. The only buttons used in tapping in the code are the A B C and X Y Z buttons. The other letters indicate directions, ie: S- south, D- down, R- right, E- east, etc. P refers to the Start button.

- CluelessShows Credits
- PresentAllLevel skips
- UndeadUnlimited Lives
- CurryBurnFire Shots
- EyeSeeBlueIce Shots
- SuperZapperElectric Shots
- ExtraSpeedSuper Fast
- SuperStepHigh Jump
- BadAssDudeInvincible



This is from Gex: Tragic game.

King of Fighters '95

Boss Codes

At the Team Edit screen, hold Start and press Up+Y, Right+A, Left+X, Down+B.

Panzer Dragoon 2

ADEC System

In the options mode choose Full Instruments and press B on controller 2 while playing the game.

X-Y Radar

Press A on controller 2 while playing the game.

Self Destruction

Press A+B+C+L+R at the same time while playing the game.

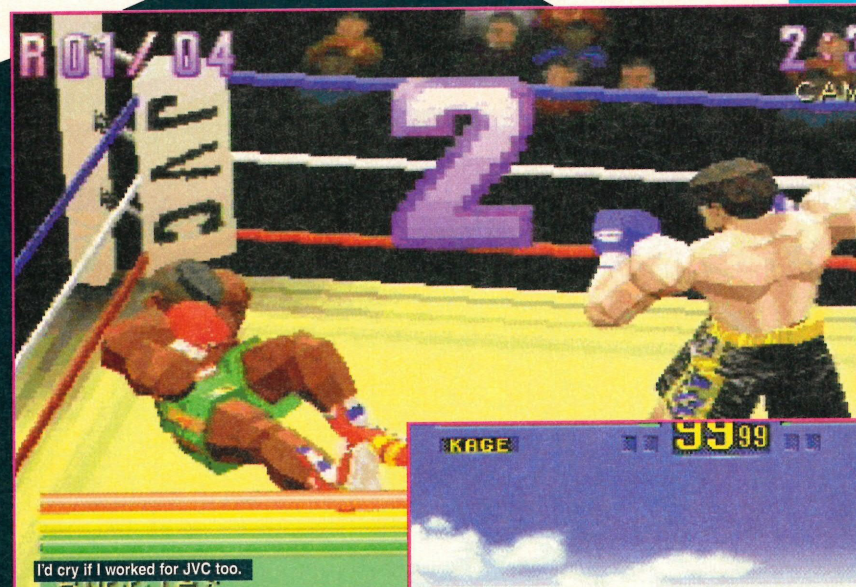
Gun Griffon

Unlimited Ammo

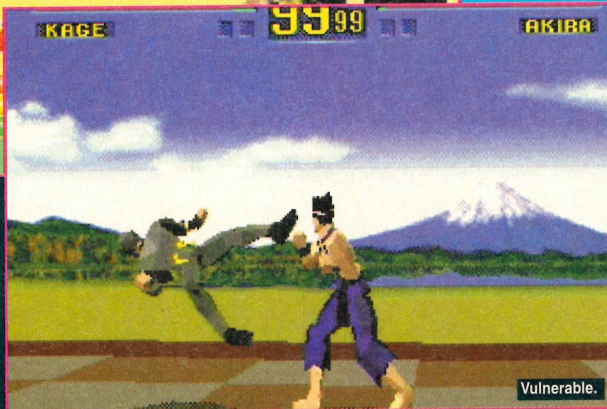
Press B, B, B, C, Start

Other Stuff

Input these at the title screen.
Left, Right, C, A, Start
Down, C, C, A, Start
B, B, B, Down,
C, Start



I'd cry if I worked for JVC too.



Vulnerable.

Datel Action Replay Codes

Infinite money	.160DF7B0 0089
	.160DF7B2 5440
Infinite research	.1609C320 7000
	.1609C322 7000
	.1609C324 7000
	.1609C326 7000
	.1609C328 7000
	.1609C32A 7000
Infinite stocks	.1609B310 005A
	.1609B31E 005A
	.1609B32C 005A
	.1609B33A 005A
	.1609B348 005A
	.1609B356 005A

Victory Boxing

Master Code	.F6000914 C305
	.B6002800 0000
Infinite damage	.1605bc6a ff00
Infinite power	.1605bc66 ff00
Infinite overall condition	.1605bc72 ff00
Max speed power & stamina	.160457b0 fbfb
	.160457b2 fbfb

Virtua Cop

Master Code	.F6003dee C305
	.B6002800 0000
Infinite health player 1	.16057bd2 0505
Infinite health player 2	.16057c12 0505
Infinite bullets player 1	.1606a658 0006
Infinite bullets player 2	.1606a6a8 0006
Machine gun player 1	.1606A66E 5efc
Machine gun player 2	.1606A6be 5eAC

Virtua Fighter

Master Code	.f6000914 c304
	.b6002800 0000
Unlimited energy player 1	.16092072 00FF
Unlimited energy player 2	.160940ce 00FF
Throw to hurt mode	.060293c2 0009
Stretch characters (Japan size)	.160914d2 3000
Zoom out (1000 out - c000 in)	.06023462 2000

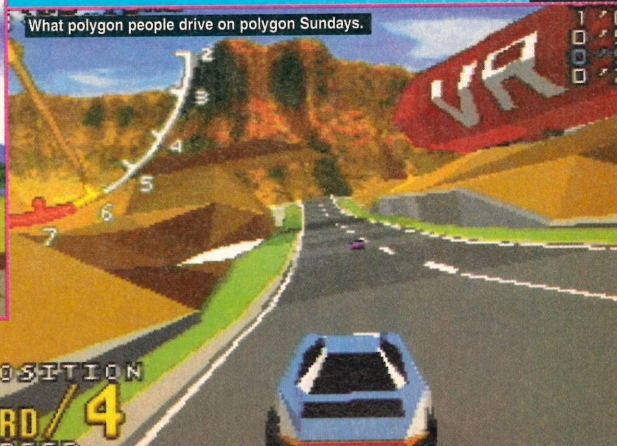
Virtua Fighter 2

Master Code	.F6000914 C305
	.B6002800 0000
Infinite time	.160E0032 0782
Infinite energy player 1	.16062444 00a0
Allow out of ring fighting	.160E0068 004F
Mega kick (not with low grav)	.160E007a 0000
Low gravity	.160E007A 0024
Play bonus level 10	.160E0002 0A0A
Play under water	.160E0038 0010
	.60E001A 0002

Virtua Racing

Master Code	.F6000914 C305
	.B6002800 0000
Infinite time	.16074f00 0042

What polygon people drive on polygon Sundays.



- 18IRORH
 - 19TEOUA
 - 20CLBGE
 - 21JMNQG
 - 22OOLQF
 - 23NPXFC
- Happy now?



Alone in the Dark

Part One

Well we liked it – it's certainly the best adventure game on the Saturn. Welcome to the first part of Sega Power's embarrassingly brilliant and frighteningly complete guide to Alone in the Dark.

1. Humble beginnings



From the start, draw your gun and wait for the zombie/monster/thing to come alive. Kill it straight away and it'll leave behind a Tommy gun, some ammo and a flask. Collect everything. Change your weapon to the Tommy gun and run down the path towards the house. You'll come across two gangsters here. Pick them off one at a time and try not to get hit too much. It's probably wise to drink that flask after you've killed them.

3. Underneath the statue



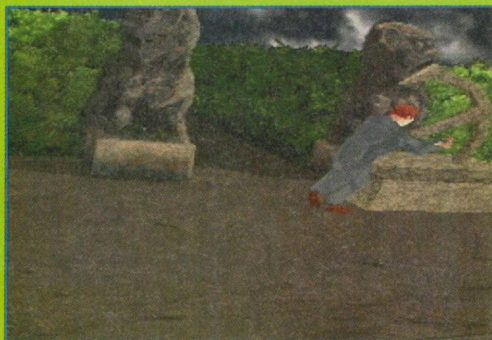
Go through the doorway and, after a poncy FMV bit, you'll end up on a stone platform. A plank will lead you across, but before going along it pick up the coin, the paper bag and the crank you find. You'll find a corpse of a dead man on the other side, please

don't pick him up, but rifling through his pockets like a filthy tramp will give you the rest of his notebook and his pipe cleaner.

The door you should now be standing in front of is locked, but by simply sliding the newspaper underneath the door, knocking out the key with the pipe cleaner and then pulling the paper back out with the key upon it, you'll be as happy as a dog's knob. (Y'what? - Nick.)



2. The garden maze



Now go back to the entrance to the maze and push away the statue. Run along the path and make your way around the various paths and that. It's only a small place and pretty easy to map, but watch out for the various thugs milling about and collect the booty that's tucked away in some of the harder-to-reach spots. When you get to the bit with the four cards, you'll be unaware of the fact that stepping on the diamond will drop you into a secret room, while stepping on any of the others leads to certain death – just thought you'd like to know.



When you drop into the room, kill anything you see and move to the chest. Push the chest to raise the altar behind you. You'll also discover a Jack of Diamonds, which should be nabbed. Kill the ghost thing to find the pirate's cutlass, place the Jack of Diamonds on the altar – it'll release a trap-door at the end of the corridor. Go down there, pick up the flask and go on up.

You've now well on the way to getting into the house. Make your way towards the statue of One-Eyed Jack –



kill the roots with the pirate's sword – and kill everyone you meet when you get there.

Using the rope and grappling iron, pull down the statue's arm to open up a secret door. There's a page from a newspaper floating around these parts, pick it up, please, as it'll come in very handy in a short space of time.

ark

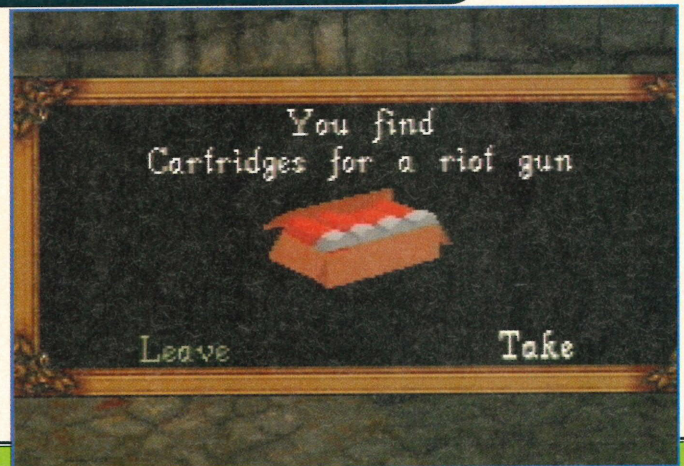
4. The storeroom



It may seem strange (hey, I didn't program the bloody game) but now you have to walk up to the guard in the storeroom, blow up the paper bag and pop it. He'll wake up and now's the time to pull the lever placed in front of him, a barrel will appear and knock him to a watery grave (of sorts). Grab his riot gun, flask and the manuscript he leaves behind and make your way towards the large clock. Insert the crank into the hole you find and wait for the secret passage to open. Go to it, pick up the cartridges and head like a jubilant tourist to the next level.

5. Hell's kitchen's basement

An interesting sight awaits you in the next room; a man attacks you with an accordion. Don't waste any of your newly acquired shells on him; just rip up the Music Man's Immortality Pact that you picked up earlier and for some reason that seems to kill him. Take the hook and make your way into...



6. The laundry room

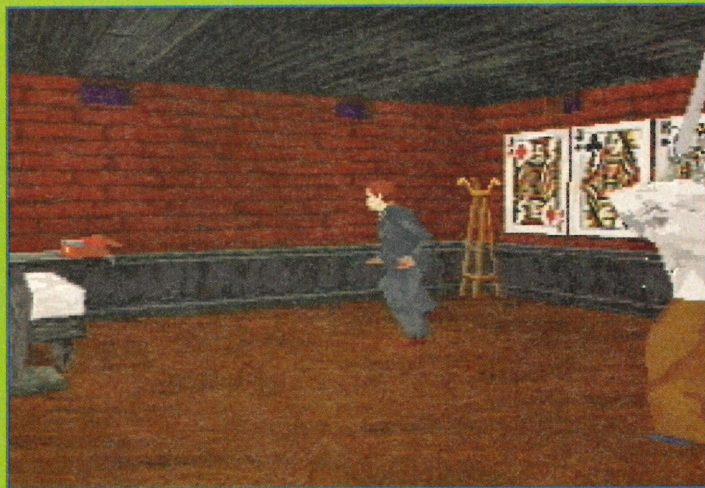


Ignore the stairs to your left, grab the battledore in the other corner of the room and head through the door, towards the gunshots in... ▶

Monster skeletons in yer wash? You obviously don't use Skuz Automatic - the housewife's choice.

10. The ground floor hallway

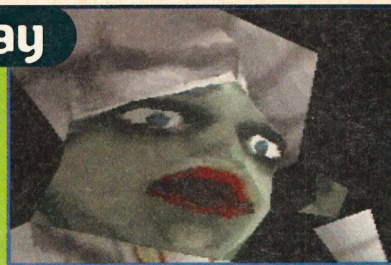
7. The shooting gallery



Running around like a mad thing seems to be the order of the day here. There's many ways to kill these two. Firstly, you can kill them outright at the start. Secondly, you can run around letting them waste bullets on each other before finishing them both off. Finally, you can beat them to death with the battledore – you'll take more hits, but you will conserve ammo. After they're dead, pick up the box of ammo you find and go down towards the playing card targets. These must then all be moved around to show diamonds before the door to the right of them will open. (You can save ammo again by using the battledore.) Oh, and get ready to beat the guard behind the door to death. He's pretty slow, so it shouldn't be too difficult.

The first thing that surprises you about the next location is the miniature chef you bump into. He'll disappear into a room, but if you wait for him to reappear, you can use him to your advantage.

Go towards the statue of Neptune in the other corner of the room and he'll launch his trident at you. By a mixture of luck, cunning and sheer brilliance, you should be able to fool the homing trident into killing the small chef by ducking out of the way at exactly the right time. Now steal the crown from the top of Neptune's head.



8. The clandestine distillery

The books you'll find in this room are useless, but do grab the whiskey, the flask and just to the right of the door you'll find a fruit machine. Put the coin you picked up earlier into it and you'll win two tokens. **YOU WILL NEED THESE** so take them along to...

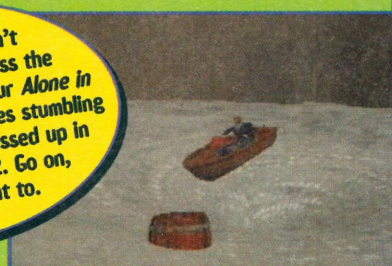


9. The shooting gallery again

Going back into the shooting gallery will confront you with a staggering drunk fool – like Nick on his birthday, but without the meths and cheap women. Steal the sack from and you'll find the Santa outfit. Run through into the next room, put on the outfit and climb the stairs to the next floor.



Hang on though, we haven't finished there. Don't miss the concluding installment of our *Alone in the Dark* guide when it comes stumbling into your newsagents dressed up in the clothes of issue 82. Go on, you know you want to.



11. The kitchen

The next stop has to be the kitchen, which is through the doorway you'll find to the right of Neptune. Go in here and eat the eggs that the chef asks you to. He'll then try to kill you with a blow-pipe so shoot him with the rifle. Get the frying pan and the poison which you should pour into the half-full bottle of wine you find. Leave the kitchen and you'll come to...



12. The guard room

You can't get into the guard room but by looking through the serving hatch, you can see the two guards sat in there. Place the poisoned wine through the hatch and after a short while (time for the guards to die), go through into the room. The only thing of interest in the room is the barrel organ. Put one of the tokens you got yonks ago into the slot and a gold doubloon will mysteriously appear behind you. Pick up that and put the other token into the same slot. This time the door at the other end of the guard room will open, leading to...



13. The dormitory

No real troubles here but plenty to collect. Grab the Thompson machine-gun, plus the loading clip and the bullet-proof vest. There's nothing much more to do on this floor, so go back to the room you came in on (where you met the little chef) and go up to the next floor.



First floor hallway

Before you get the chance to reach the top of the stairs, a devilish character leaps onto you and comes out with all guns blazing. You're bound to take a couple of hits here, but he'll die easily enough with the Tommy gun. Go straight across the hallway and the corridor into...



The billiard room

The first thing you meet in this room is a fellow challenging you to a duel. He will cheat, though, so kill him as soon as possible and pick up both the gun he leaves and the sword-stick. Searching around the room will find you a parchment (which you should pick up, even though you'll be unable to read it) and a book. Now go back out into the corridor, turn to your left and head off to the bedroom...



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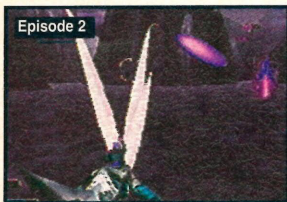
General tips for being totally hard

"Oh dragon, ye breatheth fire and thou art of winged nature, how can I delve deeply into Pandora's darkest box?" You sad git, read the pages of Power for all the answers.

Panzer 2 Dragon

The routes of all evil

Those happening boys at Sega have come up with a rather nifty addition to PD2 – multiple routes in each level with each alternative joining up before the end-of-level boss. Where are these secretive routes? Better check this mini guide.



Episode 2

Episode 2

Smack bang in the middle of the path you'll see a mountain.

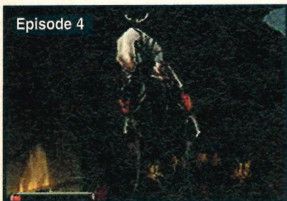
Take the left side to travel along route 2, or right for route 1. Route 1 takes you along the ground level of the next section where as route 2 has you flying above all the mayhem. More points are to be had along route 1, but route 2 is easier to traverse if you're going for the 100% kill.



Episode 3

Episode 3

Look for three cruising enemies to fly directly in



Episode 4



Dragon Queens wear men's clothing.

front of you after you've encountered the flying rocket launchers. As the cruisers fly evenly and alongside each other, the route intersection is upon you. Pushing left will guide you into route two and the other side is where route 1 is hiding – the easier of the two.

Episode 4

At the end of the first tunnel you'll discover the intersection between route 1 and route 3. Push up against the ceiling well before the gap in the floor to reach the entrance to route 3, which is straight ahead. Leave all alone to drop naturally into route 1, which is definitely much the easier passage.

If you've taken route 1 here, route 2 can be found by pushing against the right wall as soon as you see a left turn up ahead.

1 You are nothing without points. Shoot everything that doesn't look like it's nailed to the scenery. The more points you get, the more times you'll morph into different dragons at the end of each episode.

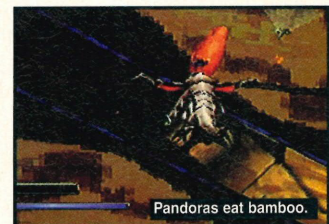
2 There are buckets of dragons available. Fully open Pandora's Box to select most of them (see boxout), but you can engineer specific dragon morphs by controlling your routes.

For instance, if (for some reason) you want to fly around on the classic dragon from Panzer 1, do this. Take route two on Episode 2, route two on Episode 3, route three on Episode 4, achieve a kill score of over 90% on all episodes including 5 and 6. After Episode 2 you'll be straddling the Glideling, after Episode 3 the Wind Rider is yours, after Episode 4 the Skydart adds its pointy nose to the fray; then (ta-dal!) you'll face the final stage bosses with old faithful in person.

3 Complete the game with 100% enemies deceased and absolutely NO continues (translation: kill everything and don't die, not once, ever) and Pandora's Box will spread all its wares all over your screen.

4 You should really complete the game three times to open even part of the box, but after the end credits, accidentally trip over the power lead and switch off the Saturn. With cheeks reddened, power up again and behold, Pandora's Box is open. This also works when going for the entire box contents.

5 Don't be tempted to open the box if you want your game to save – one flip of the lid and all will be lost. Once the box contents are fully open, you can do as you wish! Not bad, is it?



Pandoras eat bamboo.

Pandora's Box

Got 100% kills on all episodes? Didn't continue once? Reset your Saturn and accessed the options? No, didn't think so. Anyway, just to tease you and as proof we've opened up the box TOTALLY. Here's the full run-down on the contents found within and what they do.

Episode

- 1 **Begin:** Starts the game at the beginning. Um...
- 2 **Zero Space:** A seven level target shooting game, which

scores on your completion time. Continues infinitely.

- 3 **1-7:** Choose which episode to start on.
- 4 **View Prologue:** That bit at the beginning...
- 5 **Epilogue A, B, C, D, E:** Shows a selection of dragons at the end.



Pandora's box – the options

Big nasty boss people



Top boss tips

In the great videogames tradition, each episode ends with a battle with a big ol' ugly boss (except episode 1 which is too easy to merit one).

Loads of points can be accumulated if you finish off each Boss before the timer runs out, and extras can be picked up if you continue to hammer away as each one begins to croak. Here's some help for the weak minded...

Episode two boss

This contraption is not only the product of a warped Japanese individual, but it's made up of several attack areas. If you can spare the Berserk power, slap the button to discover the locations of these. You'll need to watch for under-carriage weakness, the ends of the extended arms, the front area and the lump trailing at the rear.

Attack any missile launching apparatus from the start to save your scaly hide from attack, then slumber into a pummelling barrage of panel loosening bravery, being sure to shoot falling debris for extra points. Ignore the grey objects which seem to induce the machines' flight.

Episode three boss

After showing off a little bit (well it's his first game appearance after all) this ugly beastie needs some careful tracking as it runs amok through the everglades. Spin around using the L and R buttons and get busy with the fire button, making sure it's in view at all times. Small attacks will come in the



form of red blobs, which are easily dispelled with precision targeting, but as it takes to the trees, you'll need to shoot the spores which appear on the ground.

That done, a spinning starfish-boomerang type thingie will escalate your heart rate. Avoid this at all costs by ducking right down as it approaches – you'll be looking at a severe attack of half-energy bar deficiency syndrome if it hits you. In the great Panzer Dragon tradition, much repetition ensues before mutant mush kicks the veritable water container.



Episode four boss

Don't be tempted to use a Berserk attack until this mutated crayfish rises from the water a second time. Its most horrible attacks begin once it attacks the path you're on.

Stay central on the path and shoot the tail as it lashes the scenery, this will smart a bit and cause beastie to retreat momentarily. As you take to the air again, pretend you can't see the small, pink spores rising from the depths, they should be left to take their course as shooting them will produce a flurry of small lasers. Forget the points here, your life is on the line.

Next up, you'll be attacked with a solid laser beam. This must be avoided by moving to the edge of the screen and carefully moving either up or down.

Episode five boss

No, NO, NO! Leave the Berserk button alone, the cretinous creature will simply block your pathetic streams of insignificance with a large lump of rock. Splatter this with some (normal fire) sharp shooting and then Berserk away. Until the rock goes, try to get as many hits to the body as quickly as is dragonly possible.

Episode six boss

This bossly encounter is down to basic, gritty survival. The bad guy pokes his head out from under the ship and stays put, so simply hammer into it and avoid the

incoming laser attacks by taking a 360 degree route around the screen.

Episode seven bosses

First Boss

The first crushing attack comes as the tail feathers fan out. The boss will then charge towards you, so move into a position that enables you to slip into the gap between two feathers. The following streaming onslaught of little fellas needs your attention as they'll home in on you relentlessly. Each one will have to die before you attack the boss again.

As the boss pulls way back into the distance and almost rears up, it's preparing for another charge attack. Pull over to the left hand side of the screen and laugh insanely as the monster's armoured tail whips harmlessly to the side of you. Now you can cut to the chase and finish the job.



Final boss

There's absolutely no specific way of killing the last ambassador of Bossness, except blasting away and trying to hit it as it zooms across the sky.

Don't bother rotating to track your speedy assailant – your dragon seems to follow it around anyway which will keep it on screen. Attack with as many bursts of Berserk power as you can muster and target the Boss carefully to make your attacks matter. Hooray, if everything goes to plan, Pandora's box will now be yours! With a bit of luck...

Dragon

(Note: You'll keep the selected dragon throughout the game.)

- 1 **Growth:** Your dragon evolves as it does in the normal game.
- 2 **Hatchling:** The first dragon available in the game.
- 3 **Gliding:** Generally the second dragon morph.
- 4 **Windsider:** Generally the third dragon morph.
- 5 **Ammonite:** Generally the fourth dragon morph.
- 6 **Brigadewing:** Generally the fifth dragon morph.
- 7 **Skudart:** Rolls through 360 degrees when you double tap the direction button.
- 8 **Type 01:** Classic dragon from Panzer Dragon 1. Better than average fire-power.
- 9 **Pup:** The little guy from the intro sequence. Amazing fire-power.
- 10 **Type 02:** The Dark dragon from Panzer Dragon 1. Again, amazing fire-power.

Level

- 1 **Ultra easy:** Removes all enemies except for bosses. This is particularly useful for finding routes in the game.
- 2 **Super easy.**
- 3 **Easy.**
- 4 **Normal.**
- 5 **Hard.**
- 6 **Super hard.**

Berserk

- 1 **Normal.**
- 2 **x2.**
- 3 **x3.**
- 4 **x4.**
- 5 **Increase:** Largest berserk mode.
- 6 **Zero:** Makes the game a whole lot harder
- 7 **No limit:** Auto re-fill.
- 8 **Tornado:** Lundi spins in the saddle and is able to fire through 360 degrees.

Rankings in Panzer Dragon 2

Ranking	Score %	Shoot	15	Dominator
1	Winged Death	100%	100%	16 Defender
2	Dragoon Lord	99%	100%	17 General
3	Perfectionist	98%	99%	18 Officer
4	Dragoon Master	97%	98%	19 Raider
5	Panzer Leader	96%	97%	20 Predator
6	Dragoon Warrior	—	95%	21 Exterminator
Rankings then follow varied scores but the order is as follows..				
7	Sniper		22 Assassin	
8	Vanguard		23 Hitman	
9	Weapon Master		24 Master	
10	Dragoon		25 Captain	
11	Berserker		26 Hunter	
12	Lunatic		27 Peevish	
13	Destroyer		28 Rookie	
14	Gladiator		29 Grunt	
			30 Weakling	
			31 Pigeon	



Please, Sir, Can I have Some More?



Bargain hunter, Henry Gray.


So you think Sega gaming is financially out of reach? Feel alienated from Saturn gaming because of its high price – can't even get a decent game for the Mega Drive because they're all about £50? Stuck with those God-awful games that game free with your Mega Drive

or suffering a perpetual bout of *Virtua Fighter* on that Christmas Saturn? If you haven't got a free

You want more but you don't want to pay? There's never been a better time to get into Sega gaming. We show you how.

£500 in your back pocket, it seems your gaming life is going to suck.

You might be depressing yourself unnecessarily, though. There hasn't been a better time to enjoy cheap Mega Drive games and the price of Saturn gaming is falling at an astonishing rate. To prove this point, and show that it's not

only lottery winners that can afford as much gaming as their joystick fingers can bear, we sent three *Sega Power* readers on a little bargain-hunting trip. Armed only with a modest wad of Future Publishing money, each was given a specific mission and ordered to come back with change. Here are their stories. 

£50

Having drawn the short straw, John Wilson gets his grubby mitts on our £50 and scoots down to his local car boot sale.

Target:

Five good Mega Drive games to include one football game, one beat-'em-up and a platformer.

John buys:

Sensible Soccer (SP 49, 93%) £15

Sonic 2 (SP 39, 88%) £10
Shinobi 3 (SP 46, 79%) £10
Bubsy (SP 46, 69%) £9
X-Men 2 (SP 66, 63%) £8
Grand Total: £52.00

John says:

"When I found out that I'd only be getting £50 to buy five games, I resigned myself to some older Mega Drive titles and went down to the local Sunday Market.

"The first stall I looked at had plenty of Amiga, Sega and Nintendo games and hardware most of it boxed and in good nick. The prices were a bit high and the only thing I thought was worth it was *Sensible Soccer* for £15. I knew it was a good game and although it was old, I decided to shell out for it.

"The next stall had a huge tub of games all for £10 or under. I found an unboxed *Shinobi 3* for £10 and a boxed *Sonic 2* for £10. I tried to offer the guy £18 for the two but he wasn't having any of it.

£100

Henry Gray is new to the world of Sega gaming. He's always hankered after a Mega Drive and our £100 gave him the opportunity he'd been waiting for.

Target:

Mega Drive console and pad. Five games to include one 90% game reviewed since Issue 70.

John buys:

Mega Drive and pad £29.99

Earthworm Jim 2 (SP 74, 95%) £22
Sonic & Knuckles (SP 60, 90%) £18
Mortal Kombat (SP 48, 83%) £10
Jimmy White Snooker (SP 61, 80%) £10
Cannon Fodder (SP 62, 91%) £10
Grand Total: £99.99

John says:

"I knew exactly where to get my Mega Drive and as soon as I got the cash I went to my local games exchange. £30 bought me a second-hand console boxed

with a pad and when I bought *Earthworm Jim* and *Sonic & Knuckles* the shopkeeper threw in an extra pad free. I saw the Mega Drive working in the shop and I got a full written three month money-back guarantee as well. There's very little to go wrong with a Mega Drive so I feel quite confident with the machine.

"The shop didn't have any games in the £10 price bracket so I looked in the Classified sections of *Sega Power* and my local paper. In the end the paper proved the best as I could drive round to the bloke's house and exchange money for carts face to face.

£200

£200 is a lot of money but is it enough to get a Saturn and two games? We sent Alex Mills off to find out.

Target:

A Saturn and two games.

John buys:

Saturn (with *Virtua Fighter* included) £199.99
Rayman (SP 73, 81%) £10
Grand Total: £209.99

Alex says:

"I was pleased to get the £200 in my hand but I didn't rate my chances of getting a Saturn never mind a one with two games. With Sega's newest machine currently selling new for £249, I stood a chance on the second-hand market but how many second-user Saturns are there out there?"

"Not many as it turned out. I tried visiting the two games exchanges in my town as well as the second-hand electrical shop but none of them had ever

even had a second-hand Saturn in, never mind one when I asked. After a lot of fruitless foot-slogging, I decided that I'd find my Saturn a lot quicker using the phone and the Yellow Pages.

"A couple of places I phoned did have Saturns in stock but were only offering prices over £200, leaving me no money to buy games. Eventually I got a quote from a shop in Bristol of £199 for a boxed Saturn with its original copy of *Virtua Fighter* included. Figuring that was the best I was going to get, my Dad drove me over to have a look at it.

The second-hand lowdown

Buying second hand/reduced price stock is not without its risks and certainly not as simple as going to your local Electronics Boutique. However, with a bit of knowledge and the sense to take the right precautions, you can buy and save with relative safety. Trust us.

Second hand shops

As a business, second hand shops owe their customers the same statutory rights as any other shops. The goods they sell must be fault free unless the fault can be attributed to reasonable wear and tear or were pointed out at the time of sale. It is also an offense for the shop keeper to lie or make false claims about an item of merchandise. If you receive an assurance that the games or hardware you buy are in good working order, then you are legally covered if they don't.

Second-hand shops remain the bargain-hunters safest (if not cheapest) hunting ground as most rely on their good reputation to make a living. Ask to see your purchase working in the shop – if the place is any good, they won't mind. Look up your local shops/exchanges in the Yellow Pages.

The Sales

Pretty self-explanatory this one. Most big computer stores have sales, some at the oddest times of

the year. Most shops stocking computer games are keen to have stock moving quickly through the store, so look out for some severe reductions on older (especially Mega Drive) titles.

Boot sales

Including jumble sales and the rest. The prices here can be truly eye-opening, but you really do take your chances. Because most car booters are not professional traders they owe their customers fewer obligations. Goods sold do not have to be fault free but they must be as described (in other words it's still illegal to lie about an item's condition).

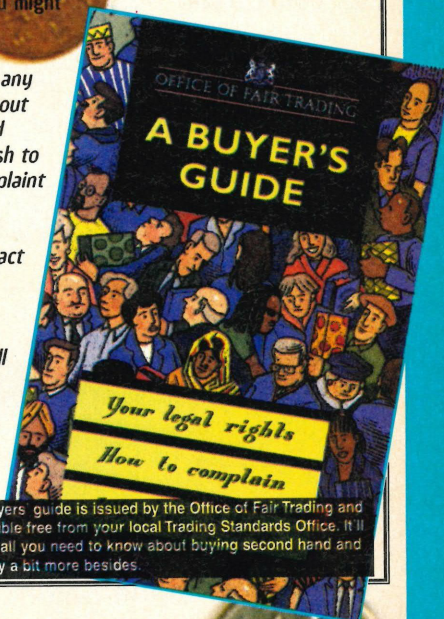
Some booters are now semi-professional and run stalls specialising in electrical goods. If this is the case, ask to see your purchase working. The golden rule is to ask for as many assurances from the stallholder as possible and listen carefully to their answers – it is actually quite hard to lie convincingly and consistently. Also never think that the first price you're quoted is somehow set in stone – it's amazing how much it can drop if you seem likely to walk away.

Small Ads

Small ads in the specialist press are quite a good way to get hold of old games, although the prices charged for hardware are often unrealistic.

How you actually go about exchanging the goods and money is a question to decide between you and the other person involved (if you use the local press you do have the advantage that you'll probably be able to make the exchange face-to-face). If you go through *Sega Power* you do have the relatively flimsy assurance that we will try and sort out any problems you might have.

If you have any enquiries about second-hand goods or wish to make a complaint against a particular trader, contact your local Trading Standards Office. You'll find their number in the phone book.



"With only £15 left to buy two games, I

wandered around the rest of the market. I eventually found one stall with a couple of games. I chose two and although they were

marked up at £10 each, I offered £15 for the two. The stallholder refused but we eventually settled on £17."

Sega Power verdict:

John did OK here. All his games worked and only one had lost its original packaging. He did go slightly over budget and *Bubsy* and *X-Men* aren't brilliant but he had the hardest task so we'll let him off. Good work, Sir.



"I chose *Cannon Fodder*, *Mortal Kombat* and *Jimmy White Snooker* from the 30-or so titles he had on offer at £15 each or three for £30."

Sega Power verdict:

Of our three bargain hunters, Henry definitely gets the best deal. A fully functioning Mega Drive, three 90% games and two 80%ers all for the price of two new games. It didn't prove too tricky either (and we let him keep the penny change).



"£199.99 also bought me a three month guarantee on the machine. When I explained I wanted another game with the machine we eventually agreed a deal of £210 with a copy of *Rayman* thrown in. It wasn't my first choice (I'd picked *Bug!* or *Sega Rally* from *Sega Power's* Hardline) but it was the only game he had in stock that he was willing to let me have for the price. Not a bad deal, really.

"I didn't manage my target within my £200 limit but it was a pretty tough task and I'm sure I came as close as I possibly could."

Sega Power's verdict:

The second-hand market for Saturn's hasn't really picked up yet and Alex really had to work to find one.

The efforts of all three of our bargain hunters show that, if you prepared to put the effort in, there's an awful lot of money to be saved.



GamesMaster Issue 44

The only magazine where you can do all this...

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Every Saturn game ever reviewed? Every Mega Drive game reviewed last year? This work of genius can only be the *Hardline* and you can only be reading it in Britain's best-loved Sega mag, *Sega Power*. IS EVERYONE OK WITH THAT?

The Hardline

What's The Hardline for?

We know games are expensive and many of our readers like to buy by mail order or on the second-hand market. It can be a risky business, however, especially when you haven't got the original review of the game to hand. To help sort the pedigree games from the pack of substandard imitators, the Jimmi Hendrixes from the Lenny Kravitzes, *The Hardline* is here to provide impartial information on all of the older game releases.

How to understand it

The Hardline is updated every month with new games so RELAX! Each entry follows this delightful format:

- ① Title
- ② Publisher and original price (please note that this will not necessarily be what you'd pay or get for the game now).
- ③ The *Sega Power* (SP) issue number that the game was reviewed in, and the score it received when reviewed.
- ④ A mini-review (in red if the game scored 90% or more) based on what we originally said.

MEGA DRIVE

AAAHH!!! REAL MONSTERS

Viacom £49.99

SP 76 53%

Twenty-five levels makes this platformer monster large. However, one level is all it will take to make last night's shut eye seem an eminently better option. It looks dated, it is dated. The gameplay is relatively difficult and guess what? There's lots of monsters, oh mummy, what if they were real monsters?



AUSTRALIAN RUGBY LEAGUE

EA £45.00

SP 75 70%

Rugby freaks will cry for this, discerning game players may give it a slap. There's violence and thumping tackles – the sport's essential ingredients – and very clear graphics. It lacks the involvement of sports sims like *FIFA* and the final result often seems to hang on luck. Best rugby sim – only rugby sim.



Brian Lara '96

Codemasters £44.99

SP 79 85%

An improvement on the original, which was No. 1 for ages, with added features (the World Cup, County championship and historic

games), better graphics and more options. This is a must for all cricket enthusiasts and anyone that enjoys an excellent sports simulation game. If you enjoyed the original, you'll enjoy this more.



COOL SPOT (3) GOES TO HOLLYWOOD

Virgin £40

SP 74 88%

There's lots to recommend. It's slick, funny, challenging, clean and most unzitty. As expected, the cool platformer gets into some film-type mischief with lots of things to collect and puzzles to solve. But in the words of my girlfriend, seen it all before, only bigger.



COMIX ZONE

Sega £44.99

SP 72 81%

Jumping from comic book frame to frame this is an original take on the platform beat-'em-up theme.

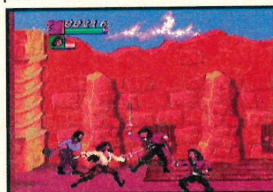
Sometimes you need to think through the challenges, others need what my old gran described as the rightful use of brute force and ignorance. The end product looks good but may be hampered by the lack of levels (only three), the lack of continues the final stage game (which is almost impossible) and the hefty half-ton price mark. Also now available on CD ROM for decently fast 486 PCs.

CUTTHROAT ISLAND

Acclaim £40

SP 78 5%

Abysmal platform nonsense based on what is shaping up to be the biggest movie flop of all time. Stand in awe of the kind of tatty graphics last seen on a Master System. Be amazed at how Acclaim's poor quality control allowed this game out of their development section. Bow down and pray for the future careers of the programming team that allowed this cynical crap out into the world. Another shockingly poor film licence from Acclaim.



DEMOLITION MAN

Acclaim £34.99

SP 72 72%

The game of the film – never a good start to a game review – sees Stallone shoot the hell out of nasty pinko, commie, liberal, lefties. That bit's fine in theory but all the rest of the film nonsense is also present but with out any of the fringe benefits (Sandra Bullock). *DM* doesn't offer much over the standard platform game shooter. Sometimes even hard men curl up in front of the fire to watch Songs Of Praise and that type of light relief is as good as this gets.



MARSUPIAMI

Sega £44.99

SP 74 69%

A puzzle platformer that lends little weight to the 'Keep the Mega Drive Alive' campaign. The strangest title next to the tritest gameplay are not the ingredients of fun pie. Big in the rest of Europe we're assured but then again so is Chris De Burgh. Enough said.



FIFA SOCCER '96

EA £44.99

SP 73 91%

Everything has been dusted and smoothed with this year's effort, to give the footie sim of the moment some extra oomph. There are enough options to keep the grumpiest happy and sprite action smoother than silk through a cat's arse. Best footie on the Mega Drive, buy it or swallow the capsule hidden in the heel of your shoe.

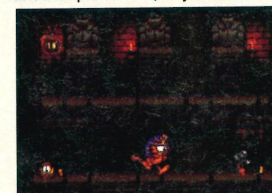


GARFIELD

Sega £39.95

SP 75 70%

All the tricks and tribulations of the best but somehow misses the boat of greatness. The humour is not as sharp as in *Earthworm Jim* and the skill level not as intriguing as *Sonic*. For the monetarily-challenged this one should maybe stay on the shop shelf. If you're rich enough to afford another platformer, buy a Saturn.

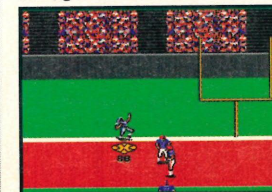


MADDEN '96

EA £44.99

SP 75 49%

Tinkering with something that ain't broke, EA have finally lost the plot. They've introduced team trading but managed to stifle the game-play in the process. The graphics are a touch better, the overall effect is lost in frustrating and overly stylised play. If it's American Football you want, get an older *Madden* instead.



MAUI MALLARD

Sega £44.99

SP 74 71%

Donald Duck gets an airing and just as well it's not the shooting season. Everything is here that you'd expect on a platformer but sadly so is blinding mediocrity. Sadly, the licence fee to release the Disney star must have dipped into the budget for imagination, originality and creativity.



MICRO MACHINES TURBO TOURNAMENT EDITION

Codemasters £44.99

SP 72 95%

The construction kit makes this a real hands-on experience. With a fancy password system, it's possible to edit existing tracks or create new ones. Tinkering about with acceleration, grip, car types and even the weather enhances the fun. With a dazzling sixty tracks and eight person play, this beats the previous two *Micro Machine* games into a bloody pulp.



MORTAL KOMBAT 3

Acclaim £59.99

SP 73 95%

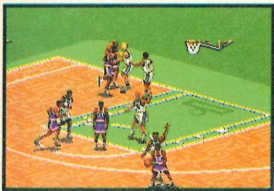
The last blast on the Mega Drive (although there might be a three game compilation out later this year) and a good thing too. There's not much more that can be done with the *Mortal Kombat* series on the Mega Drive but at least they're

going out on a high. Everything's there, it all works smoothly and 2D, fighting games have their master.



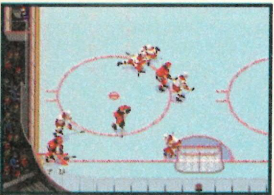
NBA LIVE '96
EA £44.99
SP 75 60%

Those determined to buy the latest basketball sim won't go wrong with EA's latest. All the stats and teams are up to date and the gameplay has been buffed and polished to a shine. Those with an ounce (oh sorry, metric) – those with a gram of sense will get last year's model at half the price or stick with the one they have already.



NHL '96
EA £44.99
SP 73 71%

If you've got any of the previous EA NHL's then there's no need to bother with this. There's one-time passing, a variable skill level and a bit of goalie animation but the league season feature has gone.



PAC PANIC
Namco £24.99
SP 75 50%

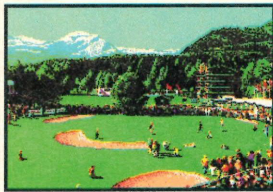
A puzzle and Tetris-like jaunt for the eight-bit Eighties wonder, Pac Man. Even considering the budget price, doubts still linger about this one. It's a bit of a dud, but then maybe someone hasn't seen the Pac before. Maybe that same person hasn't worked out what those things that speed past on four wheels on the road and make a room type noise is. Answers on a postcard, please.



PGA TOUR '96
EA £45.00
SP 75 60%

One too many updates for the EA golf sim. What's the point of better graphics if the overall enjoyment of the game is lost? The 3D swing looks nice but the flash add-ons slow the game. If you have any half decent golf game like PGA or Euro Tour then stick with them. If you

want a golf game look, for one of the aforementioned rather than this expensive luxury.



PHANTASY STAR 4
Sega £39.99
SP 73 87%

A RPG that gets top marks for size and content. Those into this type of game can't go far wrong. There's a few more fighting styles, characters and an improvement in the graphics compared to previous incarnations. But that's the least that should be expected. One to buy a mate you really don't want to see for a month or two.



PREMIER MANAGER
Sega £44.99
SP 73 83%

If you can't stump up an argument in favour of the flat back four you'll be lost with this. It has an amazing eye for the most mundane, advertising hoardings or burger bars can be installed in stadiums. It's even possible to check the Ref's temperament. There's enough facts and figures to keep even a BSKyB fan happy.



SUPER SKIDMARKS
Sega £44.99
SP 74 82%

Ram and slam your light-hearted socks off in boy-racer meets Dinky toy land. Plenty of shenanigans to be had in this innocent jaunt through impeccably drawn tracks with neat sprites. A good giggle especially with a full complement of mates (up to four on screen at once) joining in.



TOY STORY
Sega £44.99
SP 77 93%

A 'must have' for the Mega Drive this platformer is simply streets ahead in graphics, gameplay, character development, excitement and fun. Looking better than average games on the Saturn, this

has been labelled as the last great game for the Mega Drive by none other than Nick (must be true). Cash at the ready and away you go.



VECTORMAN
Sega £40
SP 73 90%

The thought of another platform shoot-'em-up may leave the more optimistic of us pressing the cynic button but there's life in the old spud gun yet. An ecologically sound game plan (save the earth from toxic disaster of course), generously mixed with some top graphics drags the Mega Drive kicking and screaming into '96. Buy it as one of your last salutes to the Mega Drive.



WIREHEAD
Sega £39.99
SP 75 10%

Do you trust us? No, really? Stop messing around. Please? Oh okay. Well then buy this and it will serve you all right. Running after dad with a box strapped to his head (straight from the pathetic special effects department), no difficulty curve of any description and trial-and-error-survival make for dire gameplay disguised as a crummy chase. The Mega CD hasn't got much of a pedigree but this is one of the very worst games ever to appear for it. In fact, it's one of the worst games to appear for anything.



WORMS
Team 17 £39.99
SP 76 78%

For those that enjoyed Lemmings or Humans, get your dosh ready. There's plenty of gentle humour here mixed with a whole sack of weaponry. Slow action makes this game for some but frustrates others. The microscopic worm pixels battle it out through a series of ever-changing levels which gradually increase in difficulty. Best played against human opposition where the vindictive possibilities are greater.



WWF WRESTLEMANIA
Acclaim £40.00
SP 74 90%

It took time to come, but finally there's a wrestling game worthy of your time and money. Acclaim have achieved this by adding non-traditional moves such as projectile throwing and fatality type stuff. Digitalised graphics, special moves, blocks they're all here. A bloke can now go into a shop and demand a wrestling game without having his masculinity challenged.



ZOOP
Viacom £39.99
SP 74 81%

A puzzle game in the style of Tetris or Mean Bean Machine, Zoop has an addictive quality built upon the most knobby old graphics. If you happen to have red/blue colour blindness forget it. Otherwise (and if you have the time to get used to the tricky start routine), give it a blast.



SATURN

ALONE IN THE DARK: JACK'S BACK
Infogrames: £35
SP 80 88%

The Alone in the Dark series makes an excellent entry into the console market with this. It's a 3D adventure game where you guide your polygonised character around a series of increasingly strange three-dimensional locations. Easily the best of its type on the Saturn.



BAKU BAKU ANIMAL
Sega £45.99
SP 76 85%

Easily as addictive as Tetris or Mean Bean Machine (Zoop for Nick, Risk for Dean) and like Tetris in falling blocks kind of way. Easy to get the hang of but difficult to leave alone, if you walk away from it and the images still cling to the inside of eyes. "Relax, relate and vegetate", said Mr. Joe.



BATTLE ARENA TOSHINDEN
Takara £49.99
SP 75 84%

A direct conversion from the PlayStation. There's a reliance on weapons above good old kicking and punching and in the end that's its weakness. All the Goraud shading is there, texture mapping too. The speed is perhaps a shade under the PlayStation but overall, it's an excellent conversion.



BUG!
Sega £44.99
SP 72 95%

Bug! is the flagship sprite for the Saturn. Luckily, he lives up to all expectations. This challenging 3D platformer allows travel at all angles through four beautifully crafted scenes on each of the six major levels. Plenty of baddies and secret levels. Nowhere near as fast as any of the Sonics but it's not really that type of game. Easily the best platformer on the Saturn.



CASPER
Interplay £44.99
SP 78 81%

A diverting puzzle game based on Spielberg's friendly ghost, this retains enough features from the movie to make it a worthwhile tie-in whilst not being too hard to scare off the inexperienced puzzle/adventure gamer.



CLOCKWORK KNIGHT 2
Sega £39.99
SP 72 53%

Platform games look good on the Saturn – that's the only thing that this tin warrior game proves. Tracking down his bimbo girlfriend and well, trying to find her, oh and searching for his bit of fluff are the options. A total waste of resources.



CYBERIA
Interplay £45.99
SP 77 48%

A sci-fi adventure game that tries to

1 The Best Ever... 1

...Mega Drive Beat-'em-up

MORTAL KOMBAT 3

Acclaim £49.99

OK, this might be a bit controversial but as we'll only be upsetting Street Fighter fans, we don't really care. Mortal Kombat 3 is easily the best beat-'em-up on the Mega Drive, taking the opposition and slapping it hard around the gills. It is quite possibly one of the finest software creations since, well *Mortal Kombat 2* and, the rarest of beasts, a more than worthy sequel.

Why so good? A vast array of different characters, hundreds of moves, combos coupled with a stunning array of finishing attacks gives you - QUITE LITERALLY - weeks of excitable gameplay. A chocolate Hob Nob amongst Sainsbury's own Custard Creams.

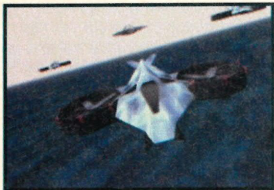


A chocolate Hob Nob amongst games.

Runner-up:
Super Street Fighter: Champion Edition

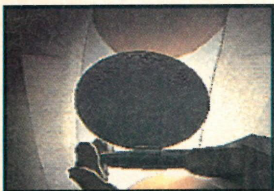
Despite the number of games for the Mega Drive, there's still only one other beat-'em-up worth having. This is it.

be a shoot-'em-up as well. The atmosphere is lacking and the puzzles mostly depend on luck. Instant death comes so regularly that a tendency to throw the game at the dog will win over a curiosity to finish.



D
Acclaim £45
SP 76 83%

Puzzles, scary sets, hidden doors, you get the picture, and what a beautifully crafted one it is too. The game itself errs on the easy side and probably won't have that much of a lifespan but the atmosphere is terrific and the graphics superb.



DARIUS GAIDEN
Acclaim £59.99
SP 77 35%

A shoot-'em-up that gives import games a bad name. With graphics last seen in a dingy corner of a motorway cafe circa 1985, one can only sit back and wonder why this was boxed-up and sent to this country. The monotonous scrolling that passes for action leaves one burning question. I wonder if I left the iron on?

DIGITAL PINBALL

Sega £45

SP 72 22%

One screen for a whole table. Great, if you have the facility to plug into the U2 stage video wall not so if your relying on the lounge model. Four tables in total. Great, except that many of the features are like bad curry, they tend to repeat on you. Give me a fifty pence piece and a quiet corner in the pub any time.

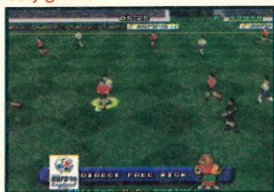


EURO '96

Sega £50.00

SP 80 90%

Better than *Actua* and certainly better than *FIFA*, *Euro* is an immense game. Polygon characters, 3D modelling of all of the Euro '96 stadia and the playability of a vintage classic. *Euro '96* looks set to long out-last the championships and sets a new standard for console footy games.



F1 LIVE INFORMATION

Sega £39.99

SP 76 79%

The cars are the replicas of the Formula 1 models from the 1995 season, the drivers are the replica of

the real thing, the game is a poor substitute for *Sega Rally*. There are many things to recommend but it's ultimately let down by dodgy car handling. It's a bit too easy as well.

FIFA INTERNATIONAL SOCCER '96

EA £44.99

SP 76 85%

Until *Euro '96* came along this was the best available footy game for the Saturn. There's some great new angles and team tactics, John Motson does the commentary and there's a neat Virtual Stadium idea. Those used to the Mega Drive version will find everything reassuringly familiar.



GEX

BMG £39.99

SP 80 62%

Another so-so platformer from the Saturn. Not fast enough to be the next *Sonic*, not imaginative enough to be the next *Earthworm Jim* and not accomplished enough to challenge *Bug!* You're a lizard, you stick to walls, you have an extendable tongue. Better than *Bazookatone* but only just.

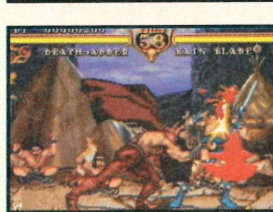


GHEN WAR

Sega £45.99

SP 76 80%

A decent import, this shoot-'em-up tootles through the galaxy, with smooth sophistication. Each sub level has a clearly defined mission which focuses the attention very clearly. One small gripe is the single view. No, two small gripes. It'll be difficult to get hold of in this fair country isle.



GOLDEN AXE

Sega £50.00

SP 74 70%

A loyal conversion from the arcade, this 2D beat-'em-up has nothing outstanding going for it. There's much fighting (*Samurai Shodown* with broad swords), the *Golden Axe* theme is well proven but there's

nothing new. Fifty big ones does seem a bit steep to find that out.

GP HANG-ON '95

Sega £39.99

SP 75 70%

Put alongside *Sega Rally*, this motorbike racer looks distinctly average. There're plenty of tracks and options, it runs smoothly and fairly fast but the sound is poor. In amongst the plethora of racing games for the Saturn, it holds its own - just.



GUARDIAN HEROES

Sega £44.99

SP 78 80%

A new three-level parallax beat-'em-up RPG might sound like a strange combination, but it works somehow. Choose your own path, alter your characters' characteristics and set them off on independent missions throughout the many and massive levels. Impressive but certainly not to everyone's taste.



GUNBIRD

Atlus £60.00

SP 77 71%

A shoot-'em-up from the old school with plenty to blast. Gives far too many continues and two days of unrestrained violence is all its up to. Two-screen action is worth the admission fee, so to the Arcade Mode but a hefty £60 price tag makes this difficult to recommend.



GUN GRIFFON

Sega £45

SP 80 66%

An import-only tank game from Sega. The eight huge levels are spoilt by murky graphics and a time limit that annoys rather than challenges. *Shellshock* doesn't take itself so seriously and is certainly better fun.

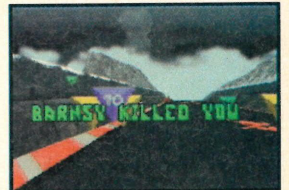
HI-OCTANE

Bullfrog £44.99

SP 74 85%

A futuristic racer with bags of

options and tracks. Controls are a mite difficult but while you're getting used to them you'll be entertained by some foot stomping music. There's a leaning towards the shoot-'em-up with armoured floating vehicles taking on all comers. Super smooth graphics but overall, it's not too quick.



INTERNATIONAL VICTORY GOAL

Import £30

SP 78 74%

Another footy game for the Saturn and a rather lame effort concerning itself far too much with the Japanese J-League. This one has struggled out a bit too late to fend off the challenges from the likes of *FIFA* and *Euro '96* which is a pity.



JOHNNY BAZOOKATONE

US Gold £44.99

SP 77 60%

Visually a treat, *Bazookatone* is challenging-enough but the gameplay is average if not poor. A real underachiever.



THE KING OF FIGHTERS '95

Sega £70

SP 80 79%

The first game to come on cartridge and CD (which explains the hefty £70 price tag), a system that practically eliminates access time. Unfortunately, the game is nothing to really write home about - certainly at the lower end of the Saturn 2D beat-'em-up spectrum and definitely not worth £70.

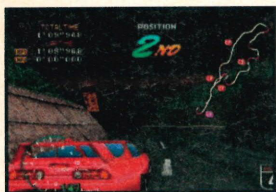


KING OF SPIRITS

Atlus £44.99

SP 76 19%

Described enthusiastically as 'the worst console racing game I've ever played' (James) it's hard to get excited about something so duff. There's only ever one other car to race against, the two player mode doesn't work and the cars handle like turds on a skidpan. Terrible.



LAYER SECTION

Taito £49.99
SP 75 79%

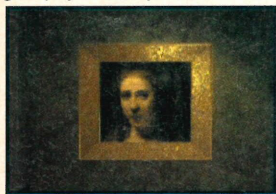
A frantic shoot-'em-up so loyal to the arcade version they haven't bothered to take the 'Insert Coin' instruction off when playing in Two Player Mode. It's also damn near impossible with a joystick but worth the coinage with a chunky arcade joystick. Better than the average import game.



MANSSION OF THE HIDDEN SOULS

Sega £39.99
SP 75 68%

A thinly disguised re-working of the Mega CD game, this spooky puzzler falls plumply into the 'easy' category. The general atmosphere is good, butterflies flutter (eh?) and disembodied heads float but the gameplay ultimately falters.



MAGIC CARPET

Bullfrog £44.99
SP 78 89%

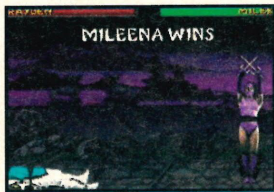
An impressive conversion from the best-selling PC version of the game, this has you riding a magic carpet, battling wizards over the possession of mana and ogling some of the neatest landscape graphics we've seen on the new super-console. Challenging, innovative and intelligent - we liked



MORTAL KOMBAT 2

Acclaim £44.99
SP 75 89%

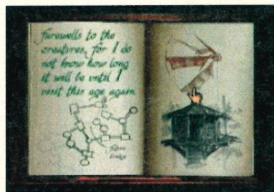
The old 2D beat-'em-up is not a game for those looking for the latest next generation thrill. It is, however for those hankering for the good old days of the Mega Drive. It's arcade perfect (well maybe a bit slower) but hardly next generation gaming. It still gives a ripping good play, however, even though its now been overtaken by a whole selection of good beat-'em-ups recently released for the Saturn.



MYST

Sega £40
SP 73 78%

One of the best looking puzzle/adventure games around, *Myst* errs on the tricky and often strays onto the difficult side of things. Designed for older gamers, it lacks the atmosphere and subtlety of *D* but makes up for that with sheer size. Probably now superseded by *Alone in the Dark* as the best adventure game on the Saturn.



MYSTARIA

Sega £44.99
SP 77 82%

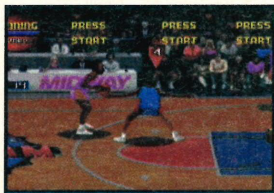
An RPG in 3D and large enough to keep the lecky bill rising. Some battle scenes can take up to an hour and in between there's a multitude of places to explore. It all ties up nicely to make a well rounded and distinct game. By far the best RPG for the Saturn but lacks any decent competition.



NBA JAM TOURNAMENT EDITION

Acclaim £44.99
SP 74 85%

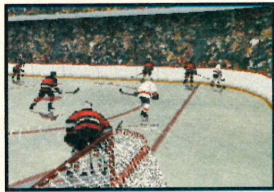
The basketball bandwagon just keeps on rolling for Acclaim. Everything that made the 32X and arcade versions a hit is here. Head-to-head or tournament options are available as is everything that you've seen before. A worthy if familiar basketball sim.



NHL ALL STAR HOCKEY

Sega Sports £44.99
SP 75 64%

The graphics aren't that bad, and there're lots of options. Sticky disk access, useless camera angles, a difficult-to-spot puck and atmosphere reminiscent of the local morgue let it down badly, though. It's flashy (especially the intro) but basically not half as playable as the older MD version.



Night Warriors

Capcom £44.99
SP 80 91%

A beat-'em-up with a sense of humour and more monsters than a night out in Frome, *Night Warriors* uses the *Street Fighter* game engine to work out some frustrated programmers' strangest ideas. Guaranteed to be the strangest fighting game you'll ever play and excellent fun.



OFF-WORLD INTERCEPTOR EXTREME

Crystal Dynamics £44.99
SP 75 72%

At first glance, it's a racing game over the roughest terrain. In actual fact, it's a bounty hunting race over whatever gets in the way. The subtle difference is that cash is the most important bit. The game is bright and cheerful with loads of levels but a very poor split screen/ two player option let it down.



OUTLAWS OF THE LAST DYNASTY

Data East £39.99
SP 72 59%

Three words not associated with *Outlaws* are, Imagination, Skill and Originality. A more enjoyable game would be to find three different uses for the disc - shaving mirror, frisbee or attractive earring or nose stud. This beat-'em-up looks like a liquidised version of everything you've seen before. The result is not worth the bus fare home.



PANZER DRAGOON 2

Sega £44.99
SP 80 80%

The dragon's back and he's brought some of the best graphics to ever grace a console. Despite offering some alternative routes, the game is still very much an on-the-rails shoot-'em-up and too easy to fully merit its £50 price mark. It's a lot better than the first, mind but you'd have

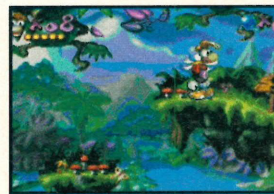
to be fairly inept not to be able to finish this after two days. After that would you ever want to play again?



RAYMAN

Ubi Soft £44.99
SP 73 81%

Medium to hard platform which suffers when compared to *Bug!* All the ingredients are there, cutsie sprites, good backgrounds and smooth animation but we've seen it all before and often better.



SEGA RALLY

Sega £45.99
SP 75 97%

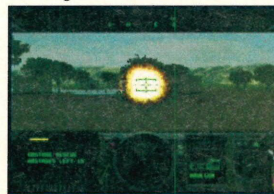
Four long courses, three cars and loads of extras and hidden tricks. Connect that to superb graphics and an addiction level well into the red zone and *Sega Rally* is a 'must have' game. If you're to buy one racing sim, this stands head and shoulders above the rest. Me want, me want. Me have.



SHELLSHOCK

Core £44.99
SP 79 79%

This, the first Saturn tank simulator, is too similar to *Thunderhawk 2* to be a classic. But it does have excellent music, plenty of levels and is extremely playable. Definitely worth a look and definitely better than Sega's *Gun Griffon*.



SIM CITY 2000

Maxis £49.99
SP 74 90%

After preliminary button clicking to get things off the ground, *Sim City* really does start to look like a very special game. Connecting your world up to sewage and telephone systems can be fun, honest and although the whole premise of the game doesn't sound that thrilling, it all gets very addictive very quickly. On a quirky note Aliens appear when your city has been developed sufficient - just thought you might like to know.



SOLAR ECLIPSE

Crystal Dynamics £49.99
SP 76 81%

A dark and tricky 3D shoot-'em-up type thing. Each stage has a none-too-straightforward mission objective. While you're working out what to do, there are truck loads of things to blast, avoid and be hit by. Good action especially from the cockpit angle.



STREET FIGHTER ALPHA

Virgin £44.99
SP 79 81%

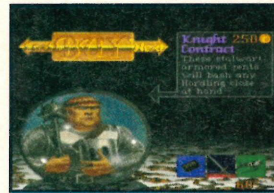
Yes, it's *Street Fighter* with a few new characters, a few old ones, new combos and new super combos. It's certainly one of the better 2D fighters on the Saturn but not the update we'd hoped for. It's a toss-up between this, *Virtua Fighter 2*, *Night Warriors* and *Ultimate Mortal Kombat 3*.



THE HORDE

BMG £39.99
SP 79 69%

It's reasonably original - a sort of cross between a god game and a slash-'em-up but it doesn't really master either game style. The music and sound effects are nicely atmospheric but the graphics and the gameplay are a too repetitive for comfort. It's got some good ideas but that's it. It's average.



THEME PARK

Bullfrog £45
SP 73 92%

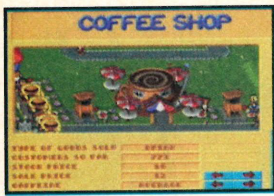
A conversion from the PC CD ROM, this civilisation sim still outshines the rest of the class. To get your theme park up and running you have to be a bit more careful with the readies than in the Mega Drive version. The added benefit is that you get to have virtual 'go' on most of the rides thanks to the multi-rendering capabilities of the Saturn. A quiet game and one for all the budding capitalists out there.

Sega Power's... ...Guide to buying Mail Order

TEN STEPS TO SAFETY

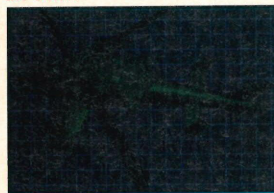
When you're buying from any mail order company, it's worth following these *Sega Power* guidelines:

- BEFORE YOU** send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.
- ALWAYS READ** the small print on adverts.
- BEWARE** companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.
- BY FAR** the best method of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance if you want.
- IF YOU'RE** not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.
- KEEP** records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.
- IF YOU** are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.
- WHEN YOU** receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.
- ALWAYS ORDER** from the most recent issue of *Sega Power*.
- IF A PROBLEM** does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the telephone book.



THUNDERHAWK 2: Core £44.99 SP 75 91%

A superb crossover of shoot-'em-up, helicopter flight simulator and tactical game. Mission briefings are excellent and the difficulty level rises at the perfect pitch. Detail in the hovering is exceptional but the scenic clipping can be a little harsh and makes some levels especially difficult. By far the best shooter on the Saturn.



TRUE PINBALL Ocean £39.99 SP 77 83%

The best pinball sim on the Saturn, it gives a two fingered salute to Sega's effort. There's the occasional double-take when the bearing squirts arse-ways but plenty here for a good game. Four significantly different tables give sufficient value for money.



ULTIMATE MORTAL KOMBAT GT Interactive £44.99 SP 80 94%

A perfect port of the arcade *Mortal Kombat 3* and an *MK* fan's dream come true. Loads of the old characters make a re-appearance (there are 22 in all) and all the *Fatality/Babality/Animality* nonsense is there in full 32-bit beauty. More than could have been expected. Better than the 2D rest.



VALORA VALLEY GOLF Virgin £35 SP 79 32%

Six different options and multi-player options lift this game's score out of single figures, but only just. After that the negatives start ringing in. The American commentary is annoying in the extreme and almost unbelievably, there's only one course for your fifty bucks. On top of that, it's slow, the control system's far from perfect and, to be honest, it's all just a bit boring.



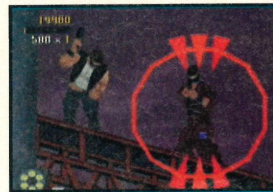
VICTORY BOXING JVC £39.99 SP 74 82%

The main aim of this boxing sim is to climb the rankings and go for the title. To prepare for the big bout, practise pummeling the soft headed sparring partners and replay the best moments from up to twelve angles. If it's a boxing game you want then this is the only one you need.



VIRTUA COP Sega £59.99/£45.99 SP 75 92%

Surprisingly durable shoot-'em-up best played in two player mode and with the 'make my day' gun. Considering the linear design, lack of tactics and variation, there's a surprising pleasure to blasting away the bad guys, especially when they react according to where you slug them. It's a basic game but it plays well above itself.



VIRTUA FIGHTER 2 Sega Sports £45.99 SP 75 96%

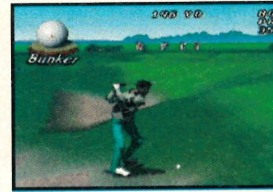
The best polygon beat-'em-up available without prescription. Only a few moves short of arcade perfection with oodles of extras unique to the Saturn. Two new characters, team battle and watch modes and enough statistical stuff to keep the brain ticking. Not as much of a hit in the UK as it should have been. Buy it now, please.



VIRTUAL GOLF Core £39.99 SP 77 87%

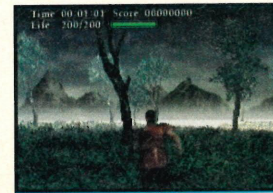
Newcomers to the sports sim world, Core, have landed a beauty with this one. Fluid swing and ball movement and the smoothest panning of the greens we've yet seen from a golf sim. There's no frustrating time lapse between view changes and no needlessly complicated putting routines. All in all it's a winner and

only looks set to be bettered by Gremlin's *Actua Golf* due out later this year.



VIRTUAL HYDLIDE Sega £39.99 SP 72 49%

An RPG with a difference. Nobody would want to play the role. There are some shaky moments with deadly foes that look less frightening than a lollipop lady. Jerky graphics and less than thrilling slash, slash funny walk gameplay make this a no no.



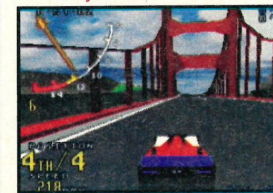
VIRTUAL VOLLEYBALL Imagineer £39.99 SP 72 31%

Volleyball is a sport of skill, smooth movement, tight swimming costumes and a game plan. After two minutes of bewildering button clicking I defy anyone not be virtually sure that if they met the programmer, they'd be looking at a fifteen stretch.



VIRTUA RACING Time Warner £39.99 SP 73 91%

A little dated next to the *Sega Rally* but with plenty of Saturn-only extras. There's a split screen two player option along with an option to gradually increase your motor's power from kart to dead smart in the Grand Prix mode. Ultimately let down by boxy graphics and far from fruity sound.



WING ARMS Sega £39.99 SP 73 67%

After you've shot down your tenth plane, you begin to realise quite how samey *Wing Arms* is. The sound and the movement of the WW II planes is excellent and this has the makings of a good game along the lines of *Thunderhawk 2*. After playing for a while though, you can't help feeling that an excellent game engine has been shamefully

squandered on an ill-thought-out overall design.



WORMS Team 17 £40.00 SP 76 60%

Link this one up to four player mode and you've more chance of getting your money's worth. Having said that, this *Lemmings*-like platformer is too easy especially when you've got your tactics sorted out. On top of that, there aren't that many improvements over the Mega Drive version. Disappointing.



X-MEN CHILDREN OF THE ATOM Acclaim £44.99 SP 76 90%

Another of the growing band of one-on-one side view 2D beat-'em-ups. Face busting action with impressive graphics and plenty of characters. Some of the sprites are huge but even with the screen choc-full the game is still arcade smooth. Although old fashioned, it's a classic adaptation with excellent scrolling and madcap moves. Slicker than a bird in Millford Haven.

WIPEOUT Sega £44.99 SP 79 87%

Sony's favourite futuristic racing baby makes it on to the Saturn and doesn't fail to live up to all that hype. It's got all the power-ups, the seven tracks four cars and (at last) credible in-game music. According to the people who know about these things, the graphics aren't quite as smooth as the PlayStation but who cares. Only bettered in the Saturn racing game sense by *Sega Rally* (of course).



To place an ad, just fill in the form below and send it to:
Small Ads, Sega Power, 30 Monmouth Street, Bath, BA1 2BW.

Small Ads &

Under £25

Large pile of Sonic the Comics. Over 30. £25. ☎ to Michael Raven, 17 Melton Fields, Brickyard Lane, North Ferriby, East Yorkshire, HU14 3HE.

Master System with seven games (slight crack on cartridge slot, but still works) £25. ☎ (01634) 574811.

Theme Park for MD. Selling for £25. Also *Monkey Island* for PC. £10. ☎ Sue on (01633) 854681.

MD games for sale: *Grandslam Tennis, EA Hockey, Super Baseball 2020, John Madden '93.* All £20 ono. *Theme Park* £25. ☎ Matt on (01822) 615491 after 5pm.

Mega Drive games for sale: *Rise of the Robots* £10, *Ecco 2* £15, *Sonic ES, Winter Olympics* £7, *Lemmings* £10, *MK3* £25. ☎ Michael on (0161) 7967748.

Sonic and Knuckles for sale £15. *Cool Spot* £10. *Sonic 2* £15. *Sonic 3* £10. Two joypads £10. *MK 3* death chart £2. ☎ George on (01507) 343412.

MCD games for sale. 72 in total inc: *Flashback, Links, Iron Helix* and *Road Rash.* Between £5 and £15 each. ☎ James on (0181) 3728674 after 7pm.

Mega Drive games for sale. *Jurassic Park, Fatal Fury, Green Dog, Ecco, Golden Axe 2* £12 each. Arcade power stick £10. ☎ (0956) 597633.

MD/MCD games for sale. Large selection including *Dynamite Heady, The Smurfs, Ristar, Jungle Book* and lots more. ☎ (01689) 833786.

Over £25

Bargain Mega Drive, 16 games, four pads, *MK2, Fever Pitch, NBA Jam.* £120. ☎ Dan after 4pm on (01544) 267772.

Mega Drive with 6 joypads, nine games inc. *FIFA '96* and an EA four-player adaptor. *Game Gear* with TV tuner. All for £150. ☎ (0181) 9429559 after 6.00pm and ask for Oliver.

MCD, 22 top games £320 ono. 32X and three top games £120 ono. Both boxed, mint condition with joypads. ☎ Tristan on (01527) 541964 or (01527) 542654.

Mega Drive and 32X and Saturn for £400 no MD games or 32X games, but three Saturn games: *Daytona, Sega Rally* and *Virtua Fighter.* ☎ Steven on (0115) 9562922.

Sega Master System 2 with five games plus *Alex Kidd* built-in, one joypad and one joystick. £50 ono. ☎ (01553) 775134 and ask for David.

Mega Drive 2, 11 games, (*EW Jim, MK2, Theme Park* and others) two joypads. Will sell for £125. ☎ (01634) 574811.

Game Gear with five games (*MK, Sonic Chaos, Sonic, Krusty's Funhouse, Chuck Rock*) and mains adaptor. £50. ☎ (01634) 574811.

Night Trap for MCD. Just brought it for £35 will sell for £20. ☎ Carl on (01222) 569415.

Saturn games: *Off World Interceptor, World Cup Golf, Rayman, Daytona.* £100 the lot or £30 each. ☎ Martin on (0181) 851 6775.

Mega Drive, three joypads, five games inc. *MK1 & 2.* £100. Also, *Game Gear* with three top games, carry case and adaptor £45. ☎ Lee on (01455) 284075.

Mega Drive 2 for sale. Two joypads, seven games, one year old. Worth £310. Sell £180. Games inc. *FIFA '95* and *Micro Machines '96.* ☎ (01993) 812552 ask for Leo.

Mega Drive 2, four joypads (two six button) 22 games (inc *MM2, EA Rugby, FIFA, Sampras '96, Sonic* etc) All boxed with instructions. Excellent condition. Worth £728. Sell for £398. ☎ (01270) 766951.

Mega Drive and 13 games inc *EW Jim 2, FIFA, FIFA '95, MM2, Shaq Fu, Bubsy, Rocket Knight Adventures.* Two Pads. £280. ☎ Jon on (01236) 732503.

Mega Drive 2, 25 games plus two six button joypads, two normal joypads. Games inc. *FIFA '96, MK3, Sonic & Knuckles.* Worth over £800, Sell for £375. ☎ (01553) 760624.

Mega Drive, three joypads, five games (*Mega Games 1, Italia '90, Street Fighter 2, Road Rash 3, FIFA '96*) boxed with instructions, £130. ☎ (01843) 851888. Ask for Andrew.

Sega Saturn games for sale, various titles. ☎ (01707) 268285.

32X with Star Wars and *MK2.* £60. MD with seven games £110. Whole lot for £150. All boxed. ☎ (01372) 468642.

MD Micro Machines '96, will sell for £30. *Pagemaster,* will sell for £20. Both for £45. ☎ Russ (01453) 844673. Buyer must collect.

MD & MCD 2 with 11 MD games and five MCD games. Also MD menacer with six games and three control pads. £300 ono. Will separate. ☎ (01707) 391158.

Game Gear for sale with three games (*Sonic 2, Columns* and *Cool Spot*) and *Carry Case.* £50. ☎ Rebecca on (0889) 575790.

Wanted

Wanted: Psygnosis and *Lethal Enforcers 2* Mega CD demos. Will pay a few quid each. ☎ Richard on (01224) 323856.

Help! Copy of 100 page help book wanted for MD *Phantasy Star 2.* ☎ (0141) 9461718.

Wanted: MD in good condition. Willing to pay £35. Also, *Sonic* for MS for £5. ☎ Adam on (01736) 332132.

Wanted. Any Saturn demos and cheat books. Willing to pay a few pounds each. ☎ Martyn anytime on (0973) 246490.

Wanted: Sonic CD, Will swap for *Night Trap, Sherlock Holmes* or *Road Avenger.* ☎ (01705) 671398.

Swaps

Will swap *Jordan Vs Bird, Mega Games 1, 2, 3, Toe, Jam & Earl 2* or *Castlevania* for a Pro *Action Replay 1* or 2. ☎ (01634) 681163 and ask for Dean.

Will swap *Krusty's Super Fun House* (MD) for any other MD

games. ☎ Jo on (01494) 520692 after 4pm.

Will swap *Black Hole Assault, Cobra Command, Tomcat Alley* and *Road Avenger* for any other MCD games. ☎ Jonathan on (0141) 3363996 after 6pm.

I will swap Mega Drive and four games, SNES and one game and MS2 and five games for a Sega Saturn with one or more games. ☎ (01274) 789373 and ask for Anil.

Swap MK3 (MD) for *Empire Strikes Back* or *Return of the Jedi.* ☎ Thomas (01223) 236715. Cambridge area.

MD games to swap. *EW Jim 2, MK2* and *Street Racer.* Wanted: *MK3, FIFA '96* and *Premier Manager.* ☎ Jonathan on (01248) 450573 after 4pm.

I will swap either *Zool, Streets of Rage 2, Mega games 2* or *Spiderman* for *Primal Rage* on the Mega Drive. ☎ Michael on (0181) 6553598 after 6pm

Will swap *Eternal Champions* or *Comix Zone* (MD) for *Gunstar Heroes.* Must be boxed with instructions. ☎ (01273) 455064 and ask for David.

Will swap UK MD with games for US Genesis with games. Must have original leads as not for use in this country. Will collect. ☎ Michael on (01734) 560099 daytime.

Pen Pals

Female 15+ wanted. All letters answered. Send photo if possible. Must have weird sense of humour (if possible). ☎ to Paul Jeacock, 126 Osbourne Road, Wisbech, Cambridgeshire, PE13 3JX.

I would like a Penpal. Must be a boy aged 13-15. He must have a Saturn and a good sense of

humour. I am a boy aged 14. ☎ to Mohd Shiddieqy, Bin Abdullah Kg, Mata-Mata Gog, Simp 71 no.15 B.S.B. PO Box 116, Bandar Seri Begawan 1901, Brunei.

Beautiful 11 year old girl looking for handsome boy aged 9 to 11. Must like pop music and have a sense of humour. Please include a photo. ☎ to Sinead Blount, 1 Upfield Road, Hanwell, London, W7 1AW.

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Write your ad (maximum 24 words) below (one word per box). Ads are free unless you want a boxed-out ad costing £5 (please make cheques/P.O.s payable to Future Publishing Ltd.)

Stuff it in an envelope and send it to: Small Ads, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW.

Some people have got a nerve...

- Trade ads! Hey! Cheapskate corporate tosser trying to advertise your tat - sod off and talk to our promotions dept.
- We can't vouch for the quality of these ads. Bad ads are either re-written or thrown away, depending on whether or not Dave's typing them.
- Make your Small Ad legible. Write clearly, and caarefully. Here's your chance to practise some neat handwriting, y'spaz.
- We cannot guarantee the positions of your adverts or that they will appear in specific issues of *Sega Power* - but they will definitely appear on this sacred page at some point. Unless they're stupid, rude, overpriced or you forget to put your telephone number IN THE AD.
- Sign the following declaration (but get your parent or guardian to sign if you're under 16). We won't print any ads without the signature. All unsigned ads are given to the poor people of Frame for use as emergency bedding material.

Signed

Date

ISSUE 80 – July 1996

Frankly, superb, Euro '96 review and feature. First news on Nights, Panzer Dragoon and Ultimate MK3 reviews, Brian Lara '96 and SF Alpha guides.

ISSUE 79 – June 1996

Top redesign issue! FREE TIPS BOOK, Eight pages on Wipeout, Magic Carpet and Toy Story players' guides. Brian Lara '96, and SF Alpha reviews.

ISSUE 78 – May 1996

The world's first Saturn look at Loaded for a start, plus Panzer Dragoon 2, Wipeout, Brian Lara '96, Virtua Fighter 3, Guardian Heroes, Ultimate MK3.

ISSUE 77 – April 1996

Super Toy Story review. Fighting Sonic feature. Sega's plans for '96 unveiled. Return of the Jedi on Game Gear. Second part of our Vectorman players' guide.

ISSUE 76 – March 1996

Blam! Machinehead exclusive preview. FIFA '96 and Ghen War exclusive reviews. Saturn and Mega Drive Worms review. Virtua Fighter 2, Sega Rally and Vectorman players' guides.

ISSUE 75 – Christmas

BUMPER CHRISTMAS ISSUE. Gaming on the cheap. The Virtua Cop Arena of Death. FREE AM games supplement featuring Sega Rally, Virtua Fighter 2 and Virtua Cop reviews.

ISSUE 74 – January

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.

ISSUE 73 – December, 1995

FREE 'BIG TIPS' tips book. EXCLUSIVE Saturn Virtua Racing review. FIFA '96 first Mega Drive review. Exclusive pictures of Landstalker 2.

ISSUE 72 – November, 1995

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

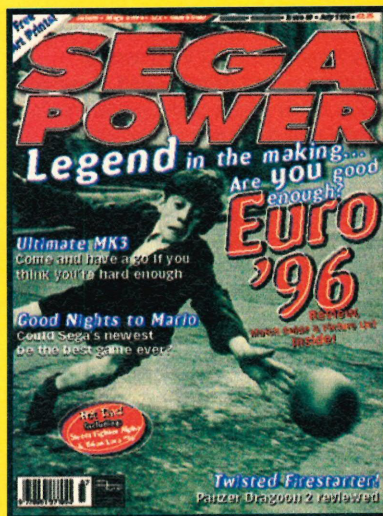
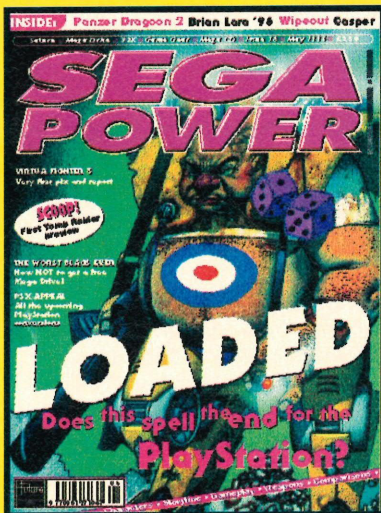
EXCLUSIVE Primal Rage and Micro Machines 2 '96! Also Mortal Kombat 3 pix and characters, Shinobi-X, full Saturn software round-up and loads of top compost action!

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SP/MAG/1194

Letters time, chaps. Bosnia? Not a word. The state of the political economy? Barely a whisper. And thank God for that, we say.

Ugly gits

What's with all this printing of your own photographs in *Sega Power* all of a sudden? What's happened, suddenly decided your egos aren't good enough just being confined to a writer's credit at the end of an article? Is that it? That James Ashton - are people blind or what? I'm miles better looking than he is and you don't see me writing in trying to get my picture in the mag all of the time. As for Nick Merritt, my horse looks better than that... well, it would do if I could be bothered to get one. Which I can't.

Ben Meyers, Finchley

PS. I've enclosed my photo - PRINT IT NOW, PLEASE.

I've seen your photo Ben and have decided on grounds of public safety to send copies to all our friends so they can have a good laugh at it as well. Unfortunately, this means we won't be printing your charmless, gormless, lifeless mug in the mag, particularly as we have enough people on the team who are charmless, gormless and lifeless as it is.

Why-oh-why

As a parent of two children who are mad about videogames, over the past 16 months we have had a Mega Drive, Super Nintendo, Sony PlayStation and Sega Saturn (*You want to slow down - Dean.*) all because of the games available. What a

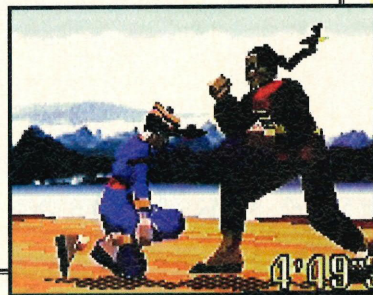
Sell out

I think your tips book with Issue 79 is great. I noticed on the inside cover that it says that it can't be lent, sold or hired without the Publisher's consent. The thing is, my mate wants to borrow it - so I thought I'd best get the go-ahead from you first.

Yours faithfully,
**Andy Middleham,
Ravensthorpe**



Well, that's very polite of you but YOU MISUNDERSTAND! 'Lending' means through a library or something like that, not to a friend. 'Sold' means sold through a shop (separately from the magazine) whilst 'Hired' means, well, hired really. But since you were so honest, a copy of Virtua Fighter on the 32X is on its way...



headache! Why-oh-why can't these machines be compatible or upgradeable with each other, as with videos, CD's, records etc.?

When I bought my video, the salesman didn't say, "By the way, this machine will only play 20th Century Fox videos." Yet with videogames, we allow it - we get ripped off and stuffed. (*Sounds painful - Dean.*)

It is about time that WE, the general public, said enough is enough. These consoles should be sold on their own merits and not on the games presently available in the shops. Where is the justice? Say no, enough is enough!

**M.W. Walford,
Gateshead**

Obviously, I can appreciate ▶

The new look Sega Power - your say

You are great

First of all let me congratulate you on the brilliant new layout of 'our' magazine ('our' being us readers).

Not only do I buy your mag, but I collect it and have done since the beginning of time. (Well it seems like that.) Most of you lot working on it now probably don't even remember 'S' the Sega mag (wow, they were the days) - about four pages thick crammed with Master System news and reviews and Mail order only. Of course, other mags have come and gone, and obviously, it's big business for you lot with *Sega Power* being just a drop in the ocean for Future Publishing, but at the end of the day, it's quality that's got you this far. Issue 79 is so much better. I love the new review format (before, half the review was driven). I'm glad you dropped that and now the reviews start how they should - about the game.

Well, there you go, you wanted to know what we thought of the new format, and you've got the thumbs up from me. I've read 'em all, and I can honestly say that ish 79 is the best yet.

Being a collector of your mag, I like it to be in mint condition, which is why I don't subscribe (the postmen don't give a crap) but is there any way I can buy a T-shirt and Baseball Cap direct from you?
Tim Bennett, Flitwick

You are the best

I recently bought a copy of *Sega Power* (issue 79) after a very long period of not buying any computer mags at all. But as I read through this brilliant mag, I found it is going to be worth buying again, as it made my work as an office junior rather more interesting, especially when skiving on the bog! Thanks a lot for this!
Yours (a new admirer),
Aaron Peet, London NW10

Well done

Well done. Your magazine now looks even better than it used to. And congratulations on bringing back the *Hard Line* - it's really most helpful.

Tom Pelly, Bardfield Sailing

Brilliant

I am an avid reader of your mag and I think the new changes are pretty excellent. Please keep up the good work.

Toby Rich, Chippenham

Ace

Let me start by congratulating you on producing what is perhaps the best computer magazine we British are allowed to enjoy...

Matthew Bullman, Castleford

Amazing

I like the new look - very sexy.

Anthony Spencer, New Waltham

Top

I 'luurve' your new look...

Josephine Sommerford, Brighton



Cheese

Hello. Changing magazine = good idea. The old style was beginning to look outdated and tired. Especially the tips pages, which looked like a mishmash of different brands of cheese.

Robin Hodges, Abingdon

Best Ever

I read your mag avidly from cover to cover and can really appreciate the hard work that has gone into the recent editorial changes such as the *Hardline* and news sections.

Cheers, and keep up the excellent work.
Andrew Wright, Dawlish

Superb

I have just brought my first issue of *Sega Power* - Issue 79. Anyway, your mag is great and I shall be buying it all the time.

Paul Young, Dartford

Number One

I would like to congratulate you on a simply superb magazine. I have bought it every month since Issue 39 and it has never been better than it is now.

David Skedding, Retford

There's more to look forward to as well with more changes planned and untold niceness on the way. Sega Power is YOUR magazine though. Let us know what you'd like to see happen over the next few months.

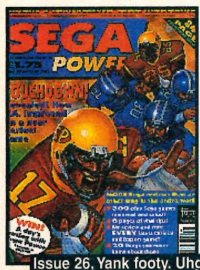
◀ your anger when you keep buying all these new machines, but in all honesty, is it likely that your children's affections for you are going to evaporate if, for once, you tell them to shut up and play with what they've got?

As for your other points, the fully-compatible games console has been tried twice before in the past, and has failed badly each time. Firstly, it was the MSX computer which flopped, then the 3DO which didn't sell enough units to even count as a flop. All we can conclude

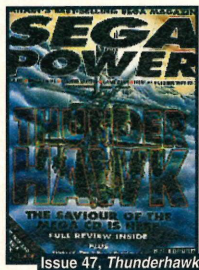
Blasphemy

I must protest at a blasphemous letter you recently printed from a Mr Brett Davids. His comments about following the only true messiah, John 'Dull' Austin were completely out of order.

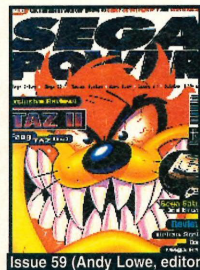
In my never-ending quest to emulate the Dull One's infinitely superior brand of tedium, I simply must defend him in a most dull way, so that I can protect his dull brilliance and the unwavering faith of his many millions of followers, for I am one of them.



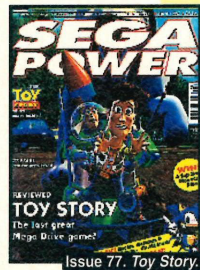
Issue 26, Yank footy. Uhg.



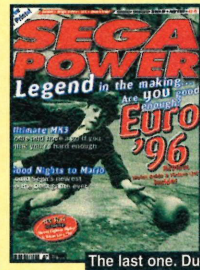
Issue 47, Thunderhawk.



Issue 59 (Andy Lowe, editor).



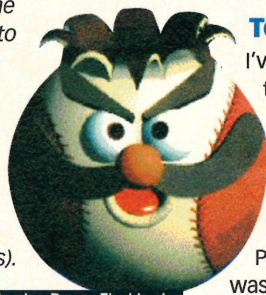
Issue 77, Toy Story.



The last one. Dur.

from that is that there simply isn't the demand for such a machine.

Finally, selling consoles on their own merits is a sure recipe for the destruction of the industry. People buy video recorders for several equally good reasons, but with videogames consoles it's proven to be for one reason and one reason only – and that's to play a certain top-rated game. The videogames business simply isn't comparable to other consumer electronic industries (people have lost millions of pounds in the past thinking that it is). It's unlikely that this situation will change for a good few years yet, if indeed it ever does.



Monday. Drugs. Flashback.

Total tosh

I've never been a one for the likes of Mega Drives, SNES systems and all the other old (ish) stuff, until I saw two pals playing *Toshinden* on a PlayStation. I thought it was amazing. So I went out

and bought the much better system, the Saturn. Now I'm hooked and I've never looked back.

Bearing in mind I'm 32 years old, I'm a *Sega Rally* fanatic and I can't put it down. I hate all this hype about the Ultra 64 and the PlayStation; I'm quite happy with my Saturn. Our lass is a *Clockwork Knight* addict and our sex life is suffering. Not to worry though, I've managed the mountain course on *Sega Rally* in 1 minute 8 seconds so it's nearly as good as sex (joking).

We are both new to the games scene and it's the arcade quality that has attracted us. I will continue to buy your mag as it's very informative. Keep up the good work.

Ozy and Tracey, Sunderland

I am a really dull person you know, but not nearly as dull as the mighty John 'Dull' Austin.

David Whitley, Loughborough

And relation to Richard 'Dull To The Point Of Suicide' Whitley, of 'Countdown' fame?

Answer me...

Explain yourselves

I have questions. Don't worry, no "what's best" or 'misinformed child dyslexia victim' queries either.

- 1) *Mega*. Sold off to cheesy publishers. WHY? I've wanted to ask for a very long time. T'was a quality publication! The talents of Andy rubberface (now on *TOTAL!* – traitor!), Paul 'Woody' Mellerick and Joss 'Bacon Ears' combined to produce excellent reading. Yet it was sold. I phoned up *Future* and the PR girl said "corporate decision" – NOT a good answer. So... YOU EXPLAIN!
- 2) Here is an intelligent view of something topical. Ultra 64 – are mere 32 bitters going to be swamped by 64 bit games? No. The only people who will publish U64 games will be Nintendo and their cronies. Third party developers like Virgin et al will just release tushed-up updates of 32 bit games – not utilising the machines' capabilities. I mean, why release a brill 64 bit game on the U64 and not be able to convert it to the Saturn and PlayStation? If this happens, the third parties won't make enough money. Simple. Corporate sense?

Robin Hodges, Abingdon

1) *MEGA* was a brilliant magazine and no mistake but at the end of the day, with the decline of the Mega Drive market, not enough readers bought it for the evil global Mega-corporation Future Publishing, to keep it going. Rather than finish it off with a good clean blow to the back of the neck, we sold it off into magazine zombiedom to another company.

2) Probably.

Whoops, I forgot...

I thought your *Best Tips in the World...Ever!* tips book was brill because now I know what back issues to get for cheats. I've got some queries though.

- 1) Are there any decent E.A. games?
- 2) Why the HELL did Sega even think of inventing the 32X?
- 3) How did you rate *Sega Rally*, *Virtua Cop* and *VF2*? I got the Christmas *Sega Power* and the supplement was not there! I'm blaming Londis. Cheers!
- 4) Who hell Mr. Joe?

Nathan Drew, Basingstoke

Glad you liked the *Index* thing. We thought it might come in useful. Anyway...

- 1) *Loads*, although not so many around at the moment. *FIFA*'s the only one currently out on the Saturn.
- 2) It came out of their Department for Consumer Piss-Taking. Previous smashes include the *Mega-CD*.
- 3) *Sega Rally* – 97%, *Virtua Cop* – 92%, *Virtua Fighter 2* – 96%.
- 4) Our new Japanese correspondent. Top bloke.

Most Wanted

Why does the Saturn cost £300 when the 32X only costs £90? The Saturn is 32-bit – so is the 32X – so why pay more for the Saturn? Besides, the Mega Drive plus the Mega CD equals the power of a Saturn. The Saturn is crap.

Barry Peterson, No Address

Why pay more for a Saturn? Because Sega aren't making 32X's any more

(games production is on the back burner as well). If you think the power of the MD/MCD/32X combo equals that of the Saturn, then you are a sadly mistaken man.



Our very own Mr Joe.

'Clockwork Knight addict'? Better take your lady out to dinner more often, I think.

Cup and FA Cup. I was then offered the England Manager's job, but to my disappointment, the game was then over.

I hope next time Sega bring out a *Premier Manager* game they include stuff like European competitions and the chance to BE the England manager and play in the world Cup etc.

Paul Young, Dartford

Judging by recent events, you're about as qualified for the England job as everyone else they asked.

Top 50 games vote.

Well we haven't exactly been deluged with your votes for your favourite 50 games but, hey, we're not giving up. To make things nice and easy, we only want your best ever top tens. If you could jot your choice down on a sheet of paper stuff and send it to, *Mail Bonding, Sega Power, Future Publishing, 30 Monmouth St, Bath, BA1 2BW*, that would be lovely. Oh and we'll dole out carts to five lucky contributors.

It's Over!

Last Orders

Teamwork



Self-indulgence isn't a problem for the mightily refreshed *Sega Power* team. We're great, we look strange, we terrorise Bath after dark and we don't care who knows it. By the way, if you have any particular question you wish to ask us, please write in and prepare to be laughed at.

Nick

Something I really wouldn't want people to know is:

I tap-danced with Lionel Blair on the Severn bridge... all for charity and a little kiss.



The thing I'm most proud of is:

The fact I can tie my own shoelaces and I can speak fluent English.

James

Something I really wouldn't want people to know is:

I once stood on a baby mouse. My family cried, but I just laughed and laughed.



The thing I'm most proud of is:

My amazing collection of antique fishermen.

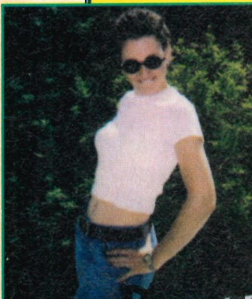
Dean

Something I really wouldn't want people to know is:

I'm the reincarnation of Winston Churchill and I'm addicted to boot polish.

The thing I'm most proud of is:

I can turn my face inside out to scare children.



Laura

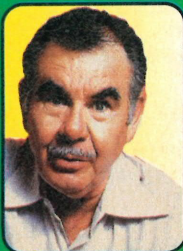
Something I really wouldn't want people to know is:

I once was arrested for skipping in Corsham after the hours of darkness.

The thing I'm most proud of is:

My encyclopaedic-like knowledge of cakes and biscuits.

Dr. Monkfest Reports



Sadly, Dr. Monkfest will not be honouring us with his vast knowledge of the human mind this issue - he's broken both his legs after an altercation with half-a-dozen bottles of wine and a donkey. He informs us though, that he

should be fine for next month - and he'll need the money to help pay off the farmer.

In our stupidly good mag next month...

Hopeful reviews of...

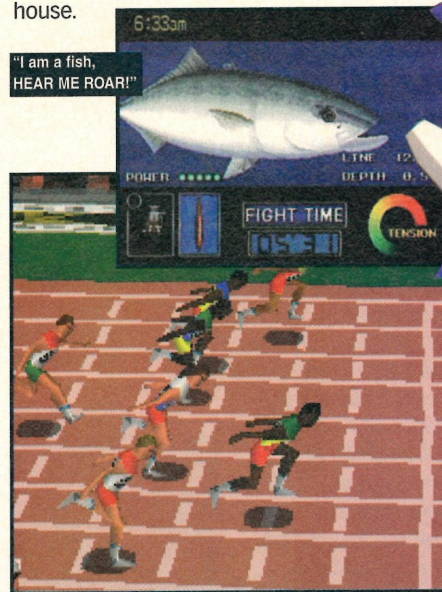
Destruction Derby, *Earthworm Jim 2*, *Road Rash*, *Olympic Soccer*, *Olympic Games*, *Blam! Machinehead* (YEEESS!), *Loaded*, *Sea Bass Fishing* and *Shockwave Assault*.

Possible previews of...

Swagman, *Keio Flying Squadron 2*, *Space Hulk*, *Actua Golf*, *Tunnel B1* aannnddd... some. Other. Stuff.

Anything else?

Hopefully. A spunky look at *Sonic 3D* and plenty of other pages on the Mega Drive (honest), features galore and humour straight from the smallest room in the house.



"I am a fish, HEAR ME ROAR!"

Look, aren't they going fast. Wheeee...

Aaahh, how tickled we are. It's nearly June, nearly sunny and we've nearly been paid. So, continuing the theme

of things that are almost there - but not quite - here's nearly the last page of the magazine and hey, it's nearly funny, too...

Hooray! The 82nd issue of *Sega Power* will be a limited edition, special collector's one. Yes my little belly-button fluff, you could soon be the proud owner of a once-only offer of owning the ONLY issue of *Sega Power* that will be called Issue 82. No... don't thank us, we're paid handsomely for this. (Dean, we're not - Laura.)

SEGA POWER



Quote of the month!

We scan other mags all the time for juicy quotes and, to be frank, a lot of them border heavily on the dull side of things... until that is, we found this gem by top pop crooner, Mariah Carey.

"When I watch TV and see those poor, starving kids all over the world I can't help but cry. I mean, I'd love to be skinny like that, but not with all those flies and death and stuff"

Mariah is yet to learn the delicate art of trying to speak without her foot placed firmly in her ridiculous gob.

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COMING SOON ON THE SATURN



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BAKU BAKU ANIMAL JULY

BLAMI MACHINEHEAD MID JUNE

DAWN OF DARKNESS 21ST JUNE

DEADLY SKIES JUNE

DESTRUCTION DERBY AUGUST

DOOM SEPTEMBER

GUARDIAN HEROES MID JUNE

HEXEN AUGUST

LEGEND OF THOR EARLY JUNE

LOADED JUNE

MORTAL KOMBAT 3 END MAY

NEED FOR SPEED 5TH JULY

ROAD RASH 28TH JUNE

SHINING WISDOM MID JUNE

SHOCKWAVE ASSAULT 14TH JUNE

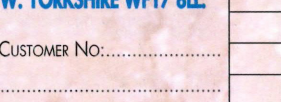
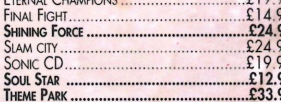
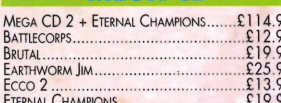
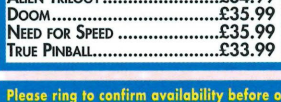
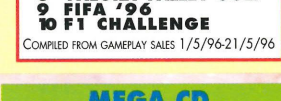
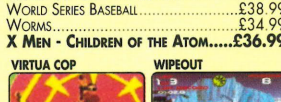
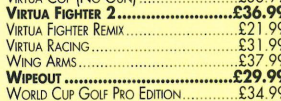
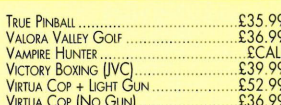
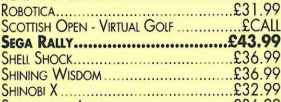
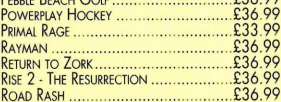
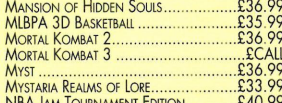
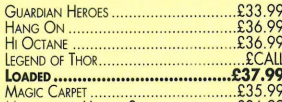
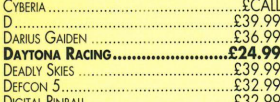
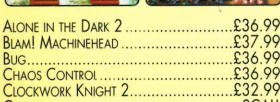
SPYCRAFT AUGUST

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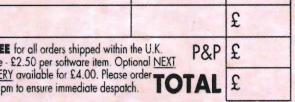
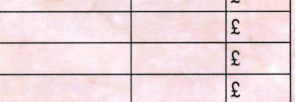
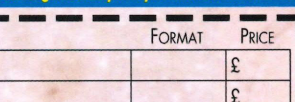
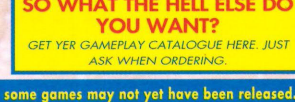
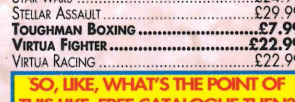
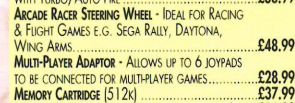
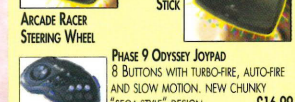
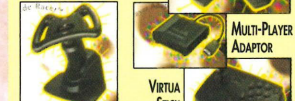
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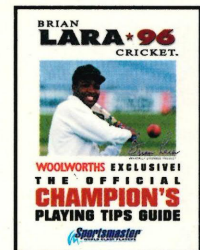
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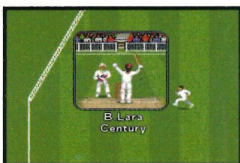
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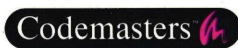
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