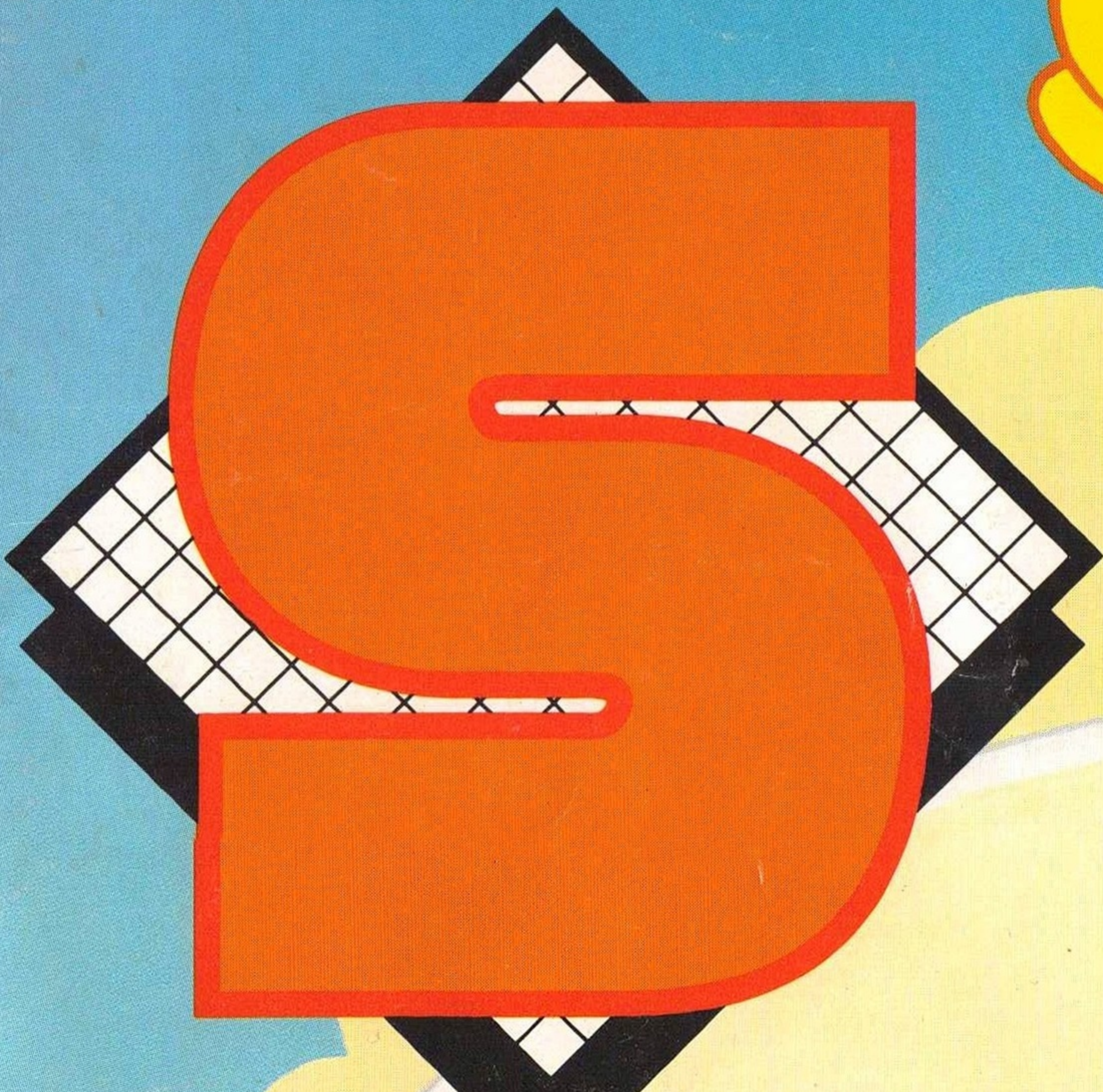


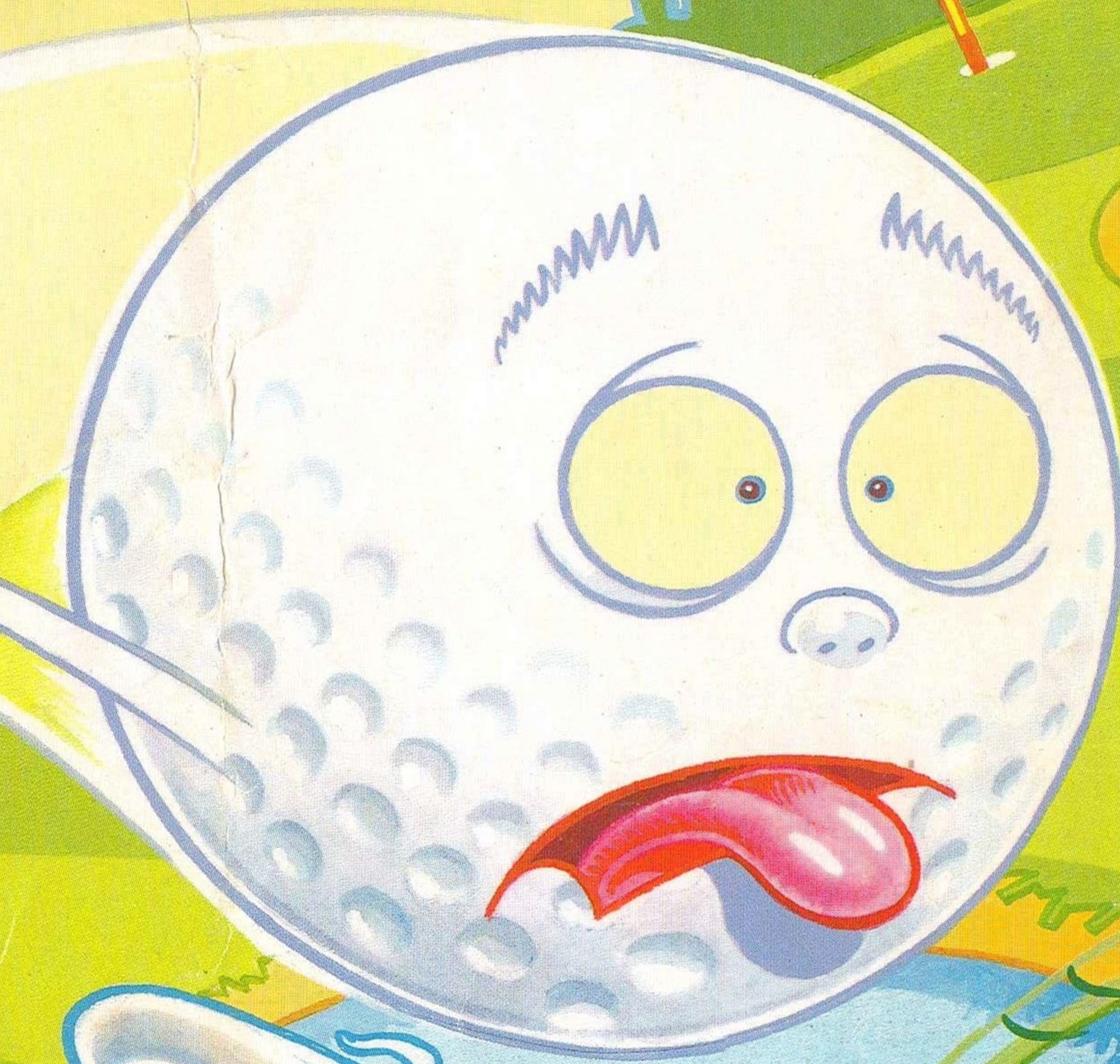
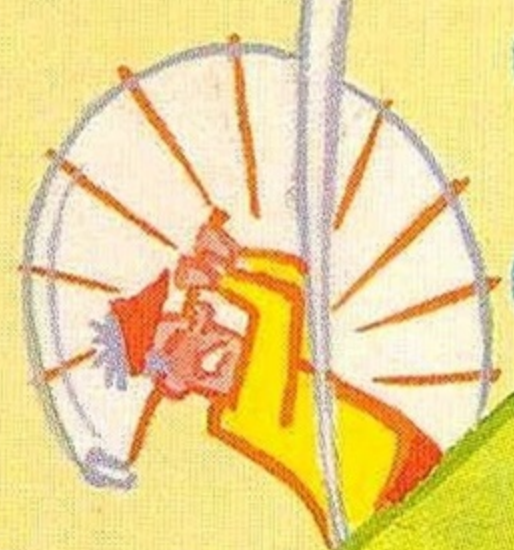
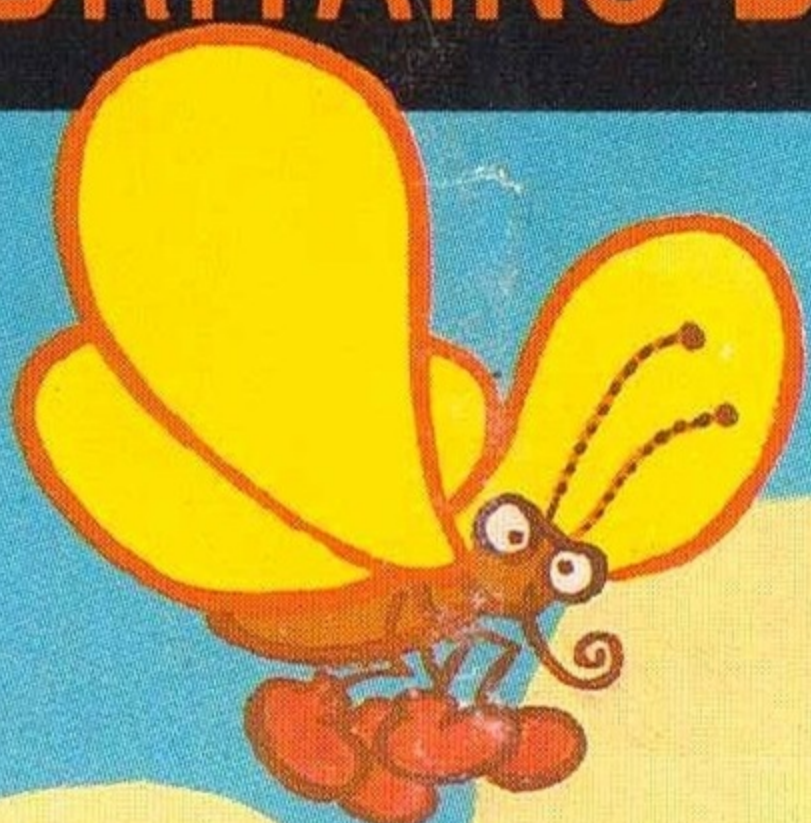
TOTALLY DEDICATED TO BRITAIN'S BEST-SELLING CONSOLE

8

ISSUE
July 1990
£1.25



The **SEGA** Mag



GOLFAMANIA!

A great way
to play a round
with your Sega!

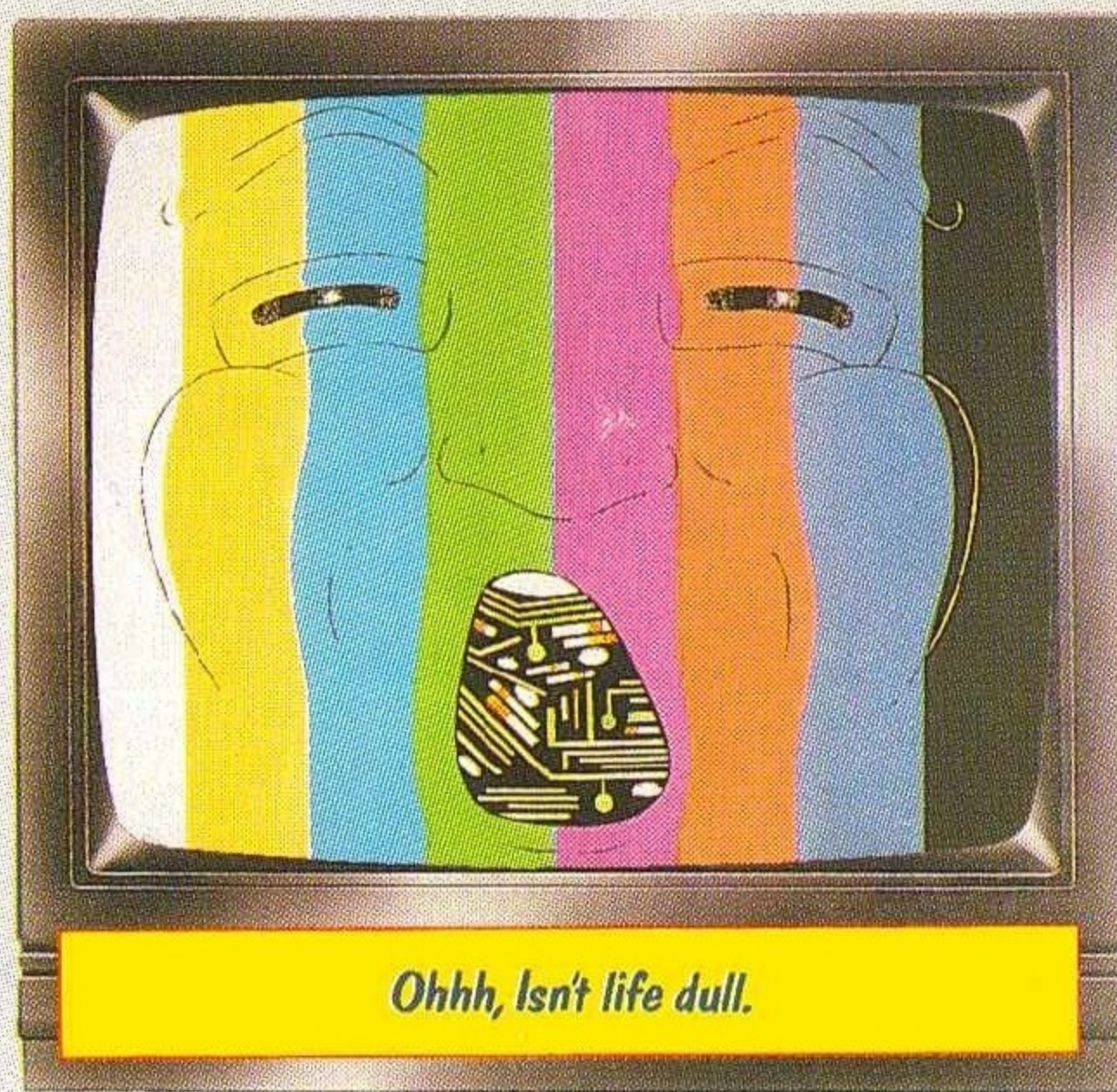


PLUS

Previews of Speedball and Back To The Future II



BEEEEEP!



Ohhh, Isn't life dull.



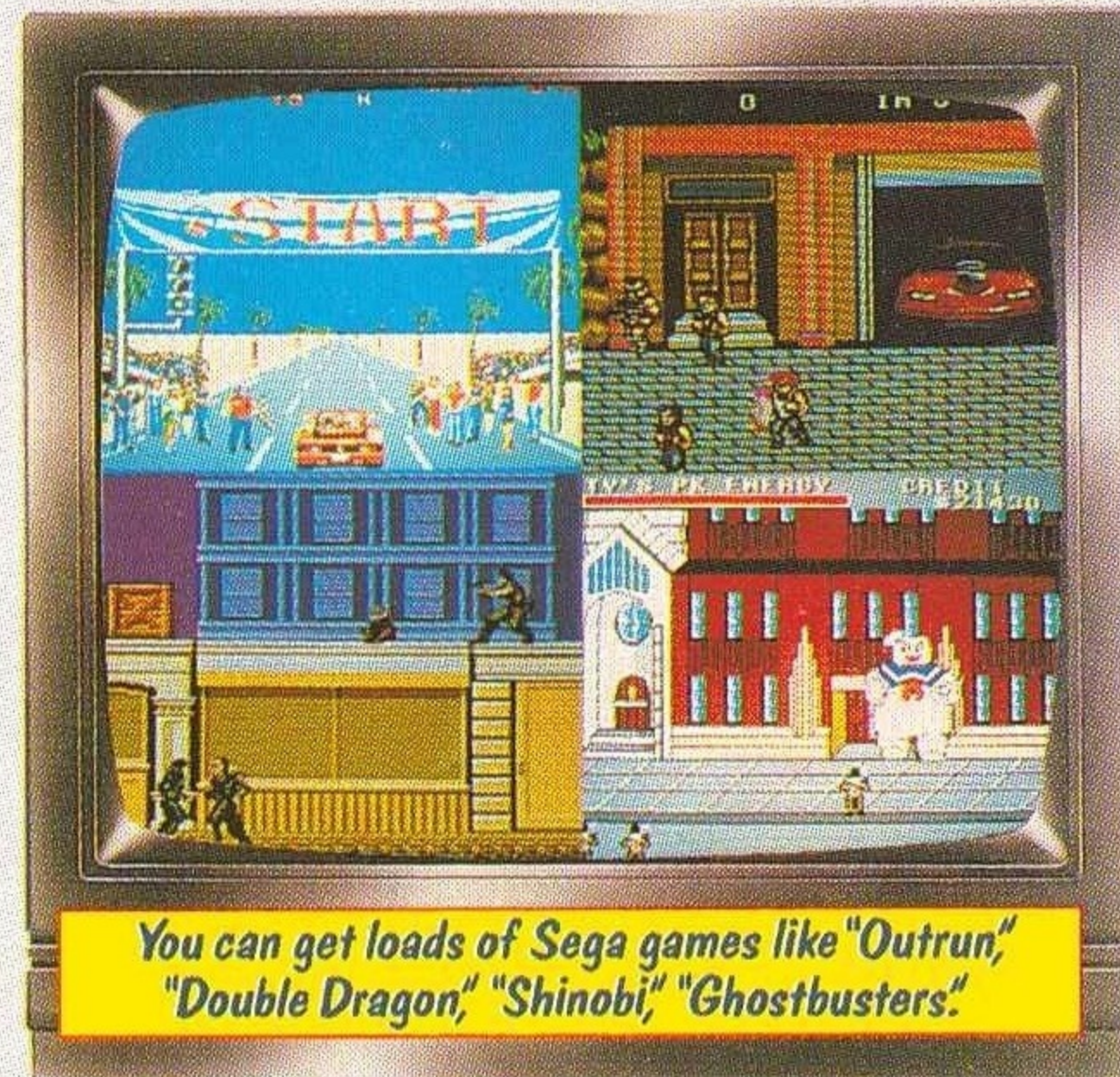
What we need is a Sega...



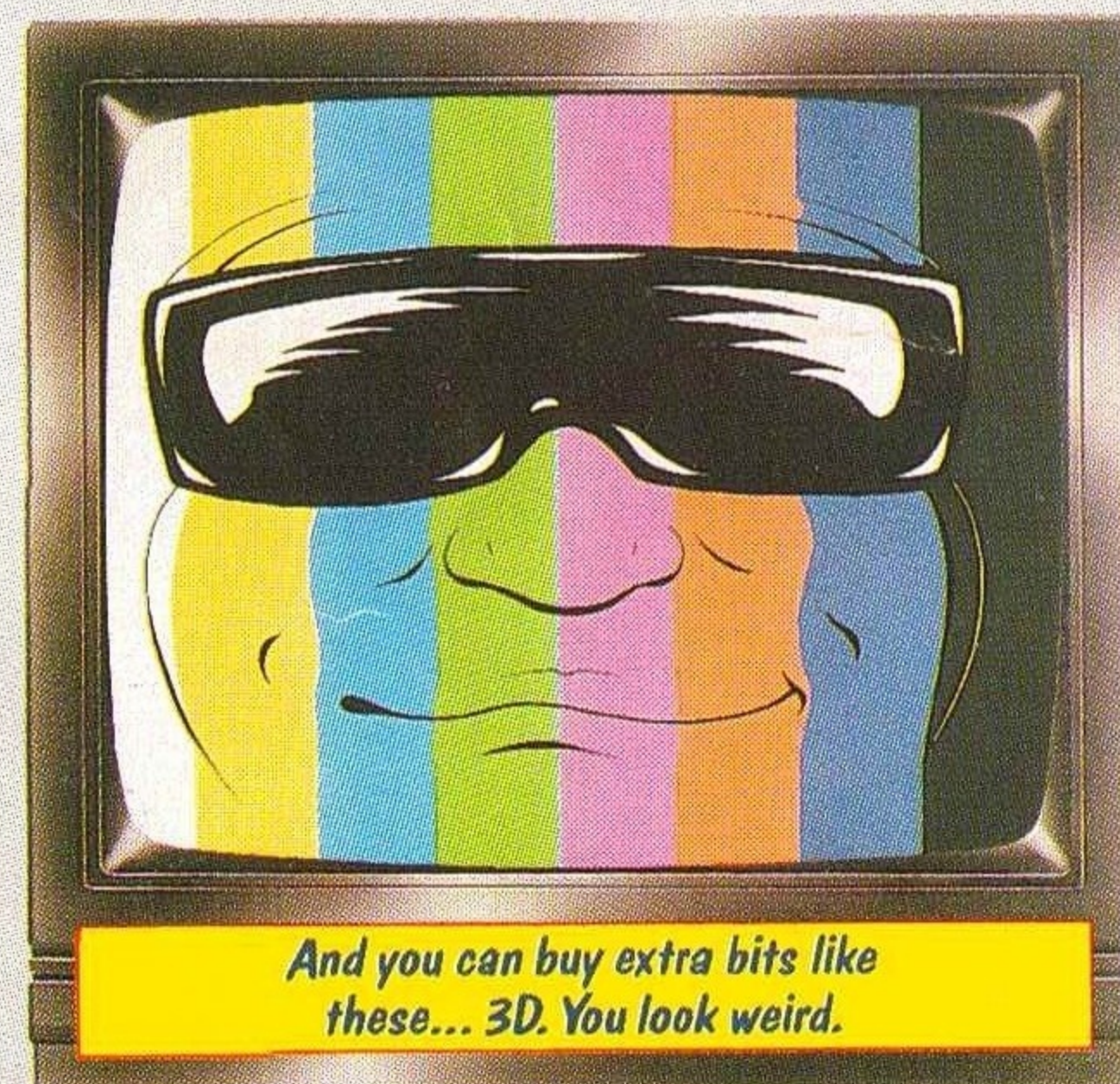
That's a games console.



Plug me in and things will really liven up.



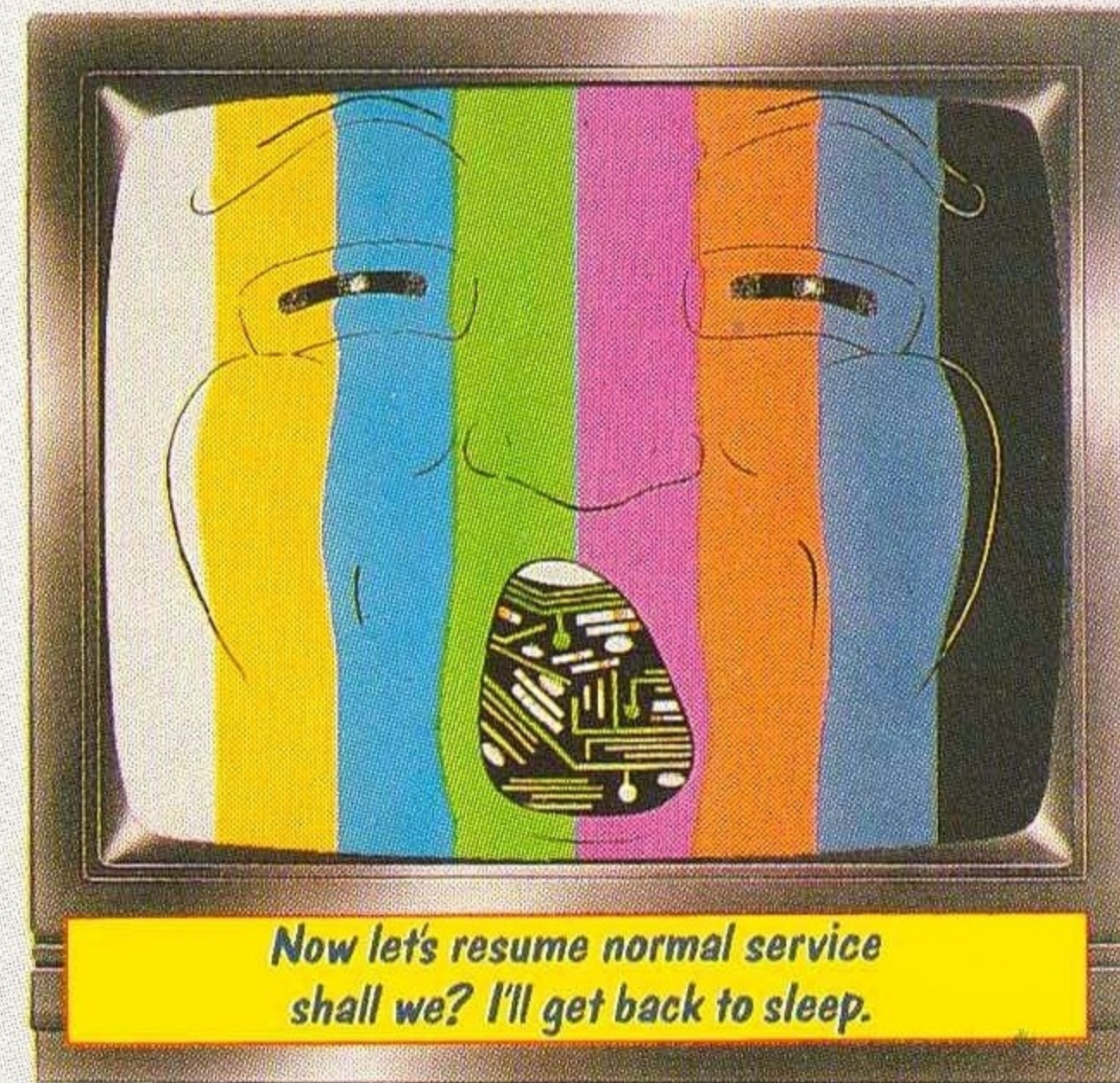
You can get loads of Sega games like "Outrun," "Double Dragon," "Shinobi," "Ghostbusters."



And you can buy extra bits like these... 3D. You look weird.



OK? Do us a favour. Plug me into a Sega.



Now let's resume normal service shall we? I'll get back to sleep.



SEGA

FROM

Virgin

"DO ME A FAVOUR...
PLUG ME INTO A SEGA"

SEGA MASTER SYSTEM R.R.P. £79.99 SEGA GAMES FROM R.R.P. £9.99

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GOLFAMANIA –

Just the one, this month. Time to go clubbing and have a swing! What better, now the summer has arrived, than to stay indoors and have a quiet round of golf...



The flag's over here, dummy...

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ISSUE 8 JULY 1990

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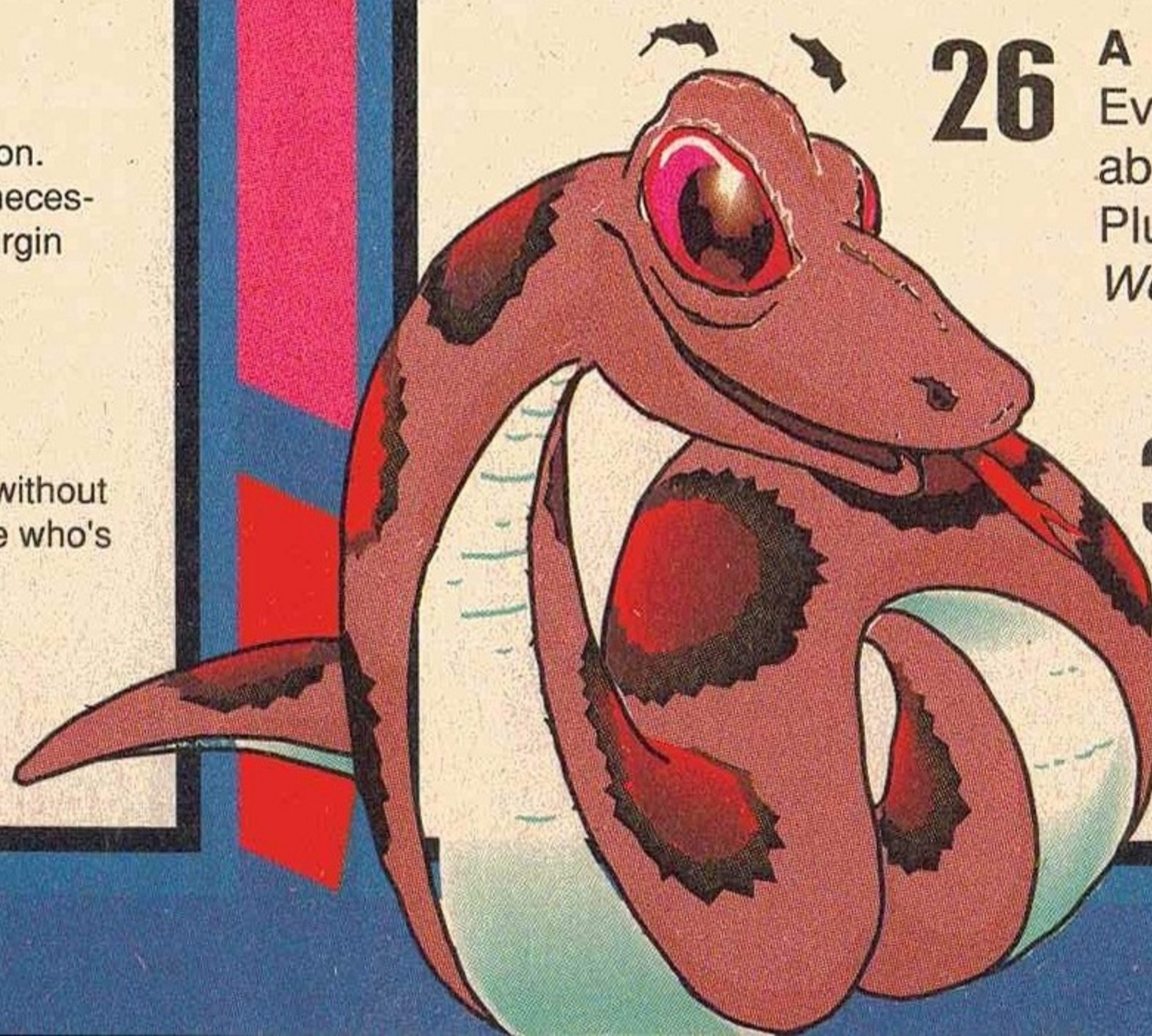
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A LITTLE BIT OF SLY HELP –

Everything you always wanted to know about *Rastan* but were afraid to ask. Plus the concluding maps and tips for *Wonderboy in Monsterland*. Wowzer!

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SLY HIGH SCORES – This is the place to get your name in lights. Only the raddest, coolest high-scoring hard-men (and women) get a mention. If you ain't here, you ain't got it...



GAME TEST

GOLFAMANIA!

The ideal sport sim for anyone manic about golf!

Picture the scene: a quiet, still morning. The dew rests heavily on the grass, rabbits frolic in the woods. No sound disturbs this tranquil scene, bit for the trill whistle of the lark. Suddenly, the silence is shattered by the low moans of anguish that can only mean... The Golfer. This sub-species of homo sapiens spends it's entire life plodding around 'golf courses' putting small white balls into holes with a stick – and then taking them out again...

Sega's second venture into this twilight world where sport and insanity walk hand-in-club offers everything you could need to indulge in this lunacy without hacking up large pieces of turf, getting rained on or spending thousands of pounds on clubs, balls and badly-fitting checked trousers.

From the opening scene (a well smart graphic of someone holing a bunker shot!), you begin by selecting the type of game you want. You can brush up on your swing by having a practice session, partake in a one-on-one match play game, challenge up to three other players in the stroke play game, or even enter the pro tournament and play against the leaderboard.

You then have to choose your golfing personality from the four mugshots on display (but why you should want to be Troy Tempest or Elvis is anyone's guess...). Name yourself, choose your clubs and it's a brisk walk over to the first tee.

TAKING A SWIPE

Each shot starts from the tee, with an overhead view of the course, plus a couple of panels giving details about the distance to the flag, wind speed and direction, and so on. Before slicing off and going straight into a bunker, you can check out the lie of the land by pressing button 1. Another panel appears offering some useful advice like 'don't hit your ball into the water' (thanks guys), and then you can scroll up and down the length of the

course using the joystick. A ruler device shows how far it is to each hazard so you know roughly how much 'umph' to give the shot.

Your ball appears near the bottom of the screen, flashing like crazy, and with a pulsing crosshair in front of it. By pushing the 'stick left and right you can move the crosshair around the ball and alter the direction of the shot.



The dreaded powermeter is on the right. Hit the black line – if you can!

Once you've decided which bunker to land in, a jab of button 2 brings up the club selection panel. Push up and down to alter your club from the woods, irons and wedges available.



Pick your golfer...

Another tap on button 2 and a cursor appears on the close-up of the ball (later on, this shows the lie of the ball – whether it's in sand, short grass or buried in the rough). You can move the cursor around to mark where you want the club and ball to make contact, and thus alter the style of shot: move the cursor down, and you'll send it high with

backspin; hit it on the left and it'll curl right, and so on.

The next screen gives an over-the-shoulder view of your golfer about to take the shot with a powermeter hovering on the one side. This screen appears before every swing, and provides a 3D-style panorama of the course from a golfer's-eye-view.

The power-meter gadget

regulates the strength of your swing, and is generally the main reason for fluffing a shot. There are two portions to this: a strength bar and a timing meter. Pushing back and forth on the 'stick allows you to set



And then throw three clubs away...?

the strength of the shot from zilch to maximum. F'rinstance, if you're using a two wood which goes 230 yards and the pin is 215 yards away, you'd be best to knock the strength bar down a few notches – give it full welly, and you'd probably go whizzing over the green!

On the other side there's a pointer that rapidly slides up and



Tee-off time on the first hole!

down, and which is stopped by hitting button 2. The idea is to halt the pointer just as it hits the black line in the middle of the meter. Should it actually land on the line (sheer luck), it's a corker of a shot and will go the full distance. If it lands in the orange segment next door, the ball will still go flying. Stop it in the next green section and things aren't looking so good. It'll go, but only about half as far as in the orange segment. And if the pointer lands anywhere else, you're going to look a real norbert when the ball only moves three feet after being bashed with a one wood.

Once you've stopped fiddling around with the joystick, the shot is finally made. Your golfer goes through all the motions, looking every pixel the professional, and hooks it cleanly away into the wild blue yonder. The view then flicks back overhead, as the ball flies up the course, with the scenery scrolling past beneath.

Eventually you'll get near the green: when this happens, the viewpoint automatically zooms in to give a clearer view of the scene. It usually takes a pitching wedge to finally heft the ball onto the stripey bit, but if you've managed to fluke a shot near the flag, then it's straight out with the putter.

A putt is carried out in much the same way as a tee or fairway shot except it's less tricky. See how the green slopes, set the strength and direction accordingly and stop the pointer in the huge orange section. Easy peasy (er... almost).

And that's about your lot. There are one or two unusual features which we won't tell you about... Oh, alright then. There's a special player modification thingy during the competition, where you earn experience points for finishing holes below par, and doing well in the three prize shots – longest drive, nearest hole and hole in one – which crop up at intervals during the match. For every five points earned, your player's character can be modified by improving the level of power, accuracy or luck. After a while you can build yourself up into a regular Hosay-Maria Olathabal, Ronnie Corbett or Nigel Mansell.

GAME TEST



(Left) Here's the entire first hole (three separate screens bolted together) showing the fairway and bunkers. The white dots around the outside mark the extent of the out-of-bounds. (Top) Get near the flag, and a close-up of the green appears, showing the final pitch and putt to the hole.

VERDICT

The visuals throughout are very pretty and detailed – especially the overhead course view, which is nicely realistic. It's a shame that the 3D over-the-player's-shoulder bit isn't better: your golfer is a bit jerky and wobbly, and the scenery looks nothing like what you imagine it should from the aerial view.

One major disappointment is in the sound department. There's a constant soundtrack during play, which must be Sega's idea of a joke. A tedious, repetitive, annoying tinkling tunelet which will have you tearing your own ears off if you can't

reach the volume control.

But that's not all: while you're selecting your player, clubs and so on, a jingle plays which is even worse than the soundtrack! This tune has about ten notes and cycles every two seconds. Aaaargh! It's maddening!

And just to put the final nail in the aural coffin, there's also some weedy sampled speech which scratches 'Great shot', when you make one, sounding like one of the Rescue Rangers chipmunks with tight jeans on.

You've probably gathered by now that the sound is crap. It's likely that *Golfmania* will only ever be played with the sound off.

Golfmania is generally pretty comfortable to play, with the one exception being the powermeter. Timing is absolutely critical, and when you first start clubbing – especially teeing off – you'll find it next to impossible to hit the ball cleanly. You do get into the swing(!) of things, but it is tricky. People with no reactions and younger gamers might get a bit frustrated at first.

Well, let's face it: you either love golf games or you hate 'em. At least *Golfmania* makes the experience as pleasant as possible. If you've never wanted to buy a golfing sim, this isn't going to change your mind, but if all you've ever longed for in life was a better version of *Great Golf*, then this is your lucky day!

PRICE £32.99

PLAYERS

CONTROL



EVERYTHING YOU ALWAYS WANTED TO KNOW ABOUT GOLF BUT COULDN'T BE BOTHERED TO ASK...

PAR – Followed by a number indicates how many strokes of the ball it should take before it goes in. Anything under par is excellent – you're a natural Tarby or Brucey. Five over par is about average for a beginner. However, 80 over par is ludicrous. If this happens to you, pack up, go home and never set foot on a golf course again.

GREEN – A small area of grass a different colour from the rest of the course. It's real easy to spot: just look for the flag, follow it down, and there it is surrounding the hole. Misleading to beginners at first, since the rest of the course is also green, apart from bunkers and the sky.

FORE – This is shouted at the top of your voice as you strike the ball. DO NOT shout this on the green and with the hole only a matter of feet away. To do so is highly annoying to the opposition, and it may lead to them clubbing you into the hole instead of the ball.

BIRDIE – No, not a sparrow, wren or any other flying thing. This word is used to describe the action of holing your ball in one shot under par. Quite good.

EAGLE – Same as above, but a shot which is two under par. Very impressive (and probably dead lucky).

ALBATROSS – Same as above, but three under par. An albatross on a 'par two' hole means that you managed to put the ball down in minus one. This is the sort of thing that Doctor Who does all the time.

CADDY – Sucker, slave, sap, whatever you want to call them, these people are as mad as a house. Their sole purpose in life is to carry the clubs for a certain player, follow them blindly around the course and offer advice. Professional caddies do take a percentage of the loot should their player actually win anything, so they aren't as stupid as they look.

However, amateur caddies have a dangerous job. It's only a

matter of time before they try offering some smart-ass comment to a golfing psychopath. It is a fact that the majority of caddies lose their lives to three irons.

BING CROSBY – The man himself: singer, actor, all-round entertainer, and golfer. Talented or what? Bing loved golf and whenever he had a free moment, off he'd go for a quick round.

He did make one final mistake though – he died on the course. AVOID DOING THIS! It can be very upsetting, especially if your body falls between the hole and another player's ball (known as the 'Crosby Flop').



GRAPHICS

89%

▲ Spiffing overhead aerial views of the course, and close-up of the green

▲ Lots of neat touches like flapping flags and ripples when your ball hits the water

▼ Over-the-shoulder view of golfer and scenery is blocky and not very realistic

▼ Poor animation on golfer, who wobbles around

SOUND

17%

▼ Unbearably repetitive music make you wanna take your five iron to the Sega!

▼ And the menu jingle is even worse!

▼ Sounds like the speech has been sampled using a plastic cup and a pin

DEPTH

78%

▲ The controls are complex enough to give the grey cells some exercise on the links as well!

▼ The 18 courses offer a reasonable challenge but are finished all too quickly

ADDICTION

90%

▲ With realistic ball movement, interesting courses and comfy control you won't be too swift heading back to the clubhouse!

▲ Lots of different competitions to keep the interest level high

▲ For maximum fun factor, get your chums round for some fierce competition!

▼ With only 18 courses, you'll soon get boringly proficient at all the holes

S-FACTOR

87%

Golf has never been better (well, not on the Sega, anyway). Even if you can't wait for *US Gold's Leaderboard* to appear, you shouldn't be too unchuffed with this.

STUFF!

SEGA HANDHELD: UPDATE

As exclusively revealed in S5, Sega are producing a handheld console to challenge Atari's Lynx and the Nintendo Gameboy. The latest info (courtesy of our sister publication New Computer Express) shows that the name and design have now been set. The 'Micro Drive' working title has been dropped in favour of the 'Game Gear'.

Specifications of the 'Gear are pretty tough compared to the best of the rest: the machine measures 103 x 210 x 38 mm (not quite as wide as this page), making it slightly smaller than the cumbersome Lynx, and weighing in at a good 140g less.

The 3.2" colour LCD display is only slightly smaller than the Lynx's 3.4" screen,

although the resolution is actually higher – 480 x 146 compared to 480 x 102. Prepare yourself for some smart visuals – the palette pushes out up to 4,096 colours with 32 on screen at any one time – double the amount on the Atari.

One interesting addition is the colour TV tuner add-on that allows you to plug the Game Gear into your telly and play like a normal console. You can also use it to connect the GG to a video camera and use it as a portable monitor!

The real heart of the beast is an eight-bit Z80A chip (same as the Master System) running at 3.58 MHz. This is not as impressive as the competition, but it remains to be seen just exactly what

graphics hardware the Sega engineers have conjured up.

Your ears are definitely in for a treat, though, with stereo sound via earphones.

Like the Lynx, the GG needs a hefty six AA batteries, but that'll drain the little suckers in about only three hours.

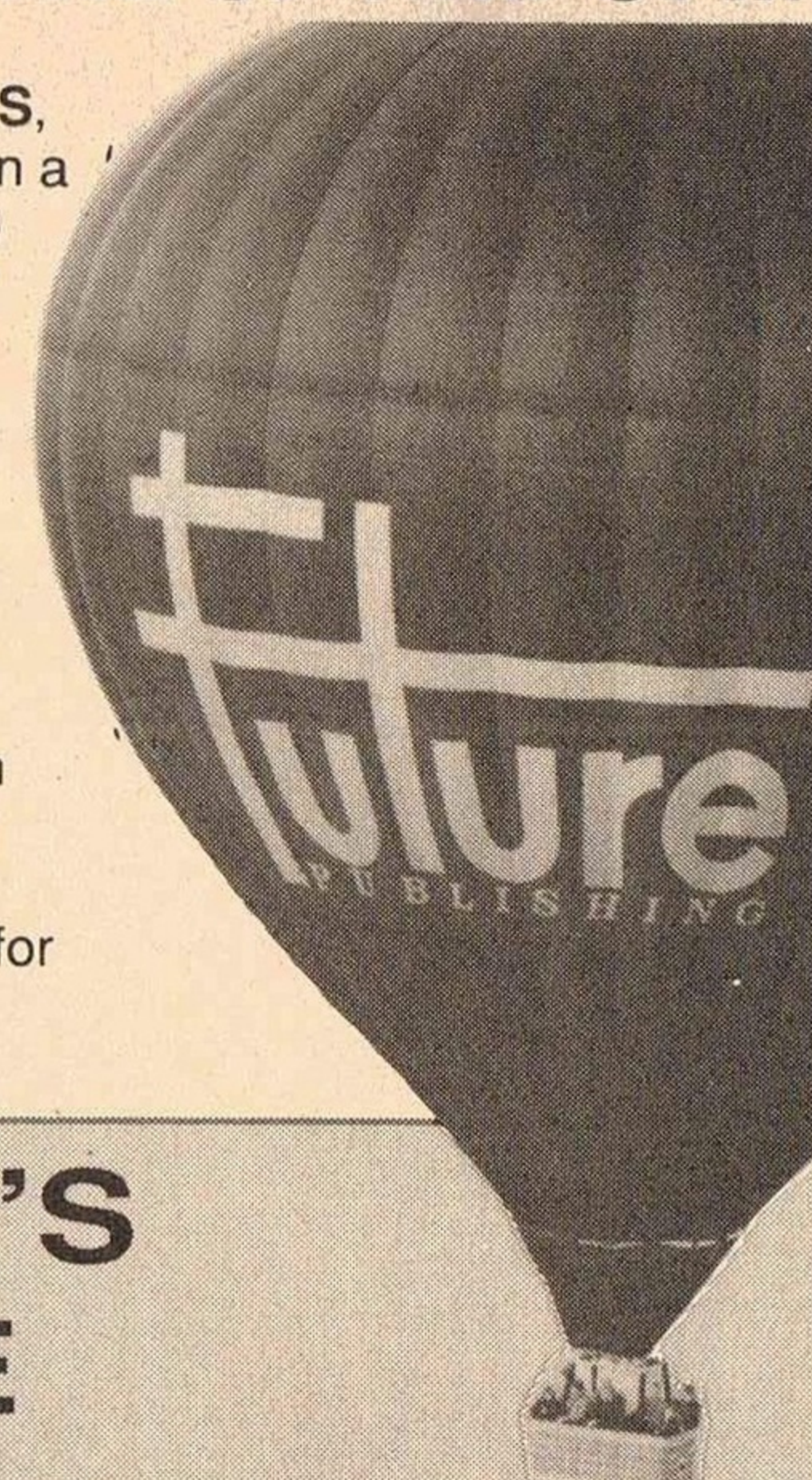
It looks like the 'Gear will be shipping in Japan around September time with an equivalent price tag of around £94 (at least £160 on grey import). There are eight games planned for release in Japan before the end of the year, and these will come on cards for between £14 and £17 apiece (and more like £30 on grey import!).

We'll keep you informed as to any further progress!

FUTURE ON THE UP AND UP...

Future Publishing, the company that brings you S, has recently lashed out on a company balloon with the words 'Future Publishing' slashed all over it in smart silver and black.

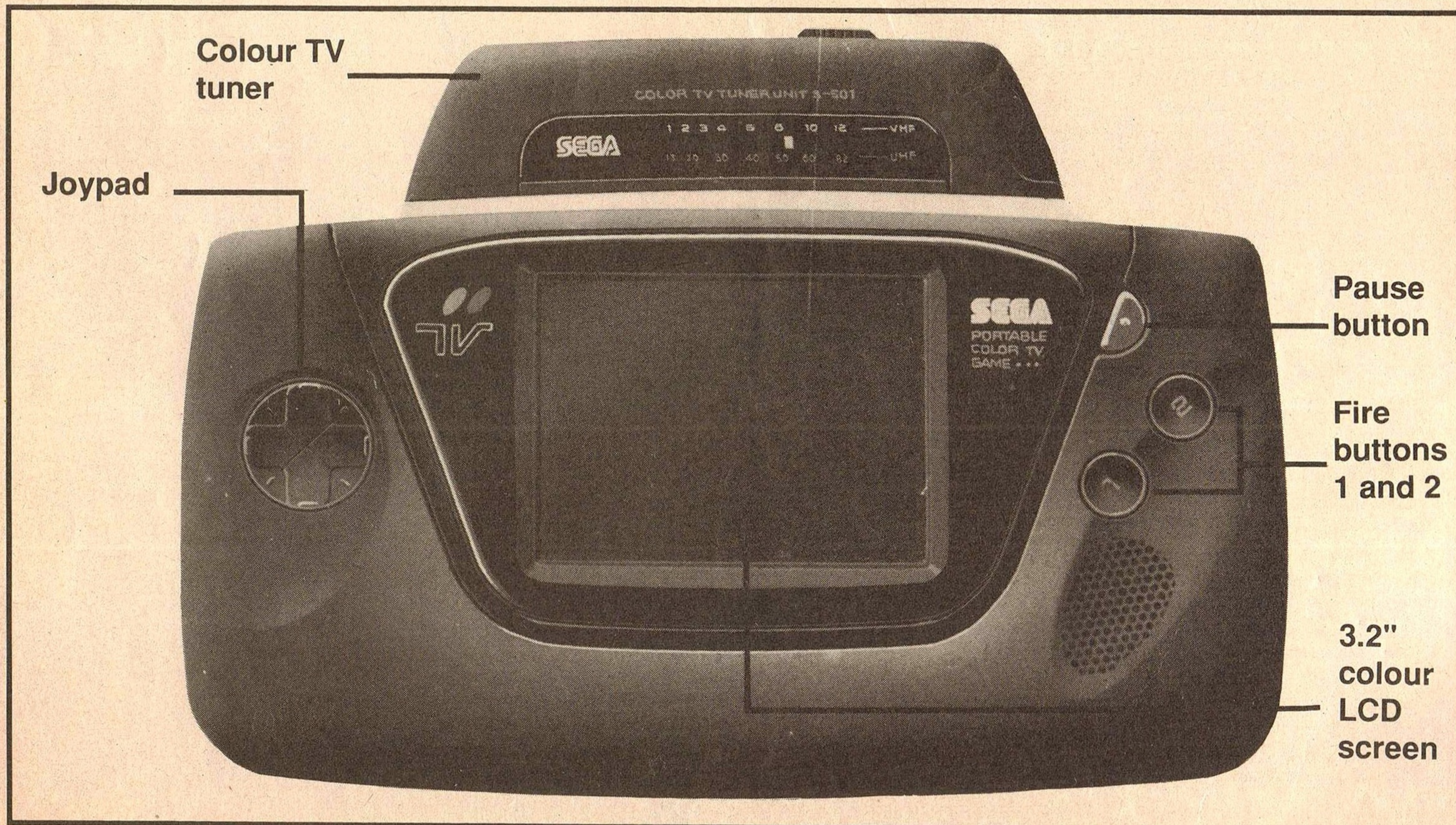
'So why are we telling me?' you ask... Well, it just so happens that this huge 11-person-basket dirigible will also get used as a competition prize, so at some point in the future, a few lucky S readers could well go up for a quick float!



EDITOR'S WIBBLE

Anyone bored enough to actually read the contents page and masthead, will notice that this month's Art Editor (person that handles the crayons) is a certain Paul 'I'm so cool you could keep a side of beef on me for a month' Morgan. Future's very own trend-setter, Paul has taken over for two weeks while Sal jets off to the good ol' US of A for a well-earned fortnight's hols. Florida, Disneyland, the works. And if she doesn't bring some gear prezzies back, she's in deep poo, I can tell you!

With only one new game this issue our Master System went a bit hungry, but don't worry: things are always quiet at this time of year. There's loads of carts just queueing up for your attention!



GAMES!

USA

Good vibes from the States this month, with the news that Sega of America are starting to push the Master system again. There are a number of titles lined up for release, such as *Aerial Assault*, *E-SWAT*, plus the Epyx hits *Impossible Mission II* and *Winter Games*.

On the Genesis side, a slurry of new titles announced include a series of sports sims, with *Joe Montana Football*, *Pete Riley Basketball* and *James 'Buster' Douglas Boxing*. It's also rumoured that these will be coming out on the eight-bit system, too!

Other Genesis titles to make the mouth water are Sega's *Crackdown*, Epyx' *California Games II*, *Strike Eagle II* from Microprose, *Hard Drivin'*, *Roadblasters* and *Paperboy* from Tengen, plus *688 Attack Sub*, *Budokan* and *Abrams Battle Tank* from Electronic Arts. Good news for Brits is that EA have also decided to release a Genesis version of the mega game, *Populous* (Yowzer! – Ed.). Anyone who has played this on the ST or Amiga will be just

itching to get their hands on this amazing cart!

A pair of games to employ the TeleGenesis modem have been announced, in the shape of *TeleGenesis Battling Worlds* and *TeleGenesis Cyberball*.

One of the wackier titles in the pipeline is the Segalience of Disney's *Fantasia!* Just what Sega's game designers are going to do with Disney's surreal 1940 animated movie is anybody's guess!

There's a new Genesis-compatible joystick about to be launched, which replaces the Genesis joystick in the same way that the Control Stick replaced the Master System's 'pad. Sega say the Power Stick, as it's called, is built to the same rugged standards as the control sticks on Sega arcade machines. It's also capable of independently switching any of the three fire buttons over to autofire!

JAPAN

The Mega Drive continues to go a storm in Japan, and there are still loads of new carts on the way from the land of the rising sun. *Batman* and *New Zealand*

Story are two titles you should instantly recognise. Sunsoft's *Batman* is a sort of *Super Shinobi* beat 'em up, while Taito's *New Zealand Story* is a cute 'n' cuddly arcade adventure game with gorgeous graphics and great gameplay!

Role playing adventurers should welcome news of three massive new RPGs, *Vermillion*, *Moon Dancer* and *Sorcerian*. *Vermillion* is a six megabit cart from Sega in the *Phantasy Star* mode, with overhead maps, landscape views and arcade combat sequences.

Moon Dancer is another six megger menu-driven adventure with stunning visuals, and *Sorcerian* – from Nihon Soft bank – features multiple characters and horizontally scrolling action segments. Drool!

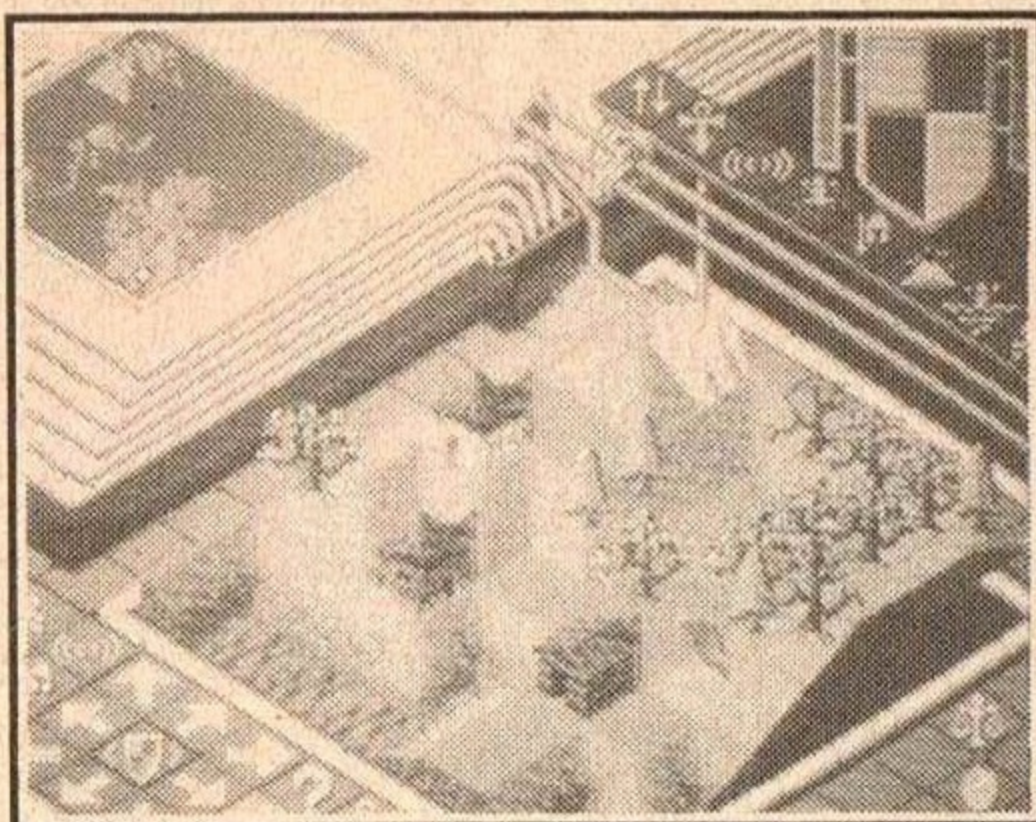
UK

The latest US Gold titles to be signed up are the SSI Dungeons & Dragons role playing game *Heroes of the Lance*, plus the classic golf simulation *Leaderboard*.

Other titles waiting on the sidelines from Sega themselves are *Double Hawk*, *Freedom Fighter* and the mega role playing game *Ultima IV*.

Piccies arrived just too late for this issue: full previews/reviews should appear next month!

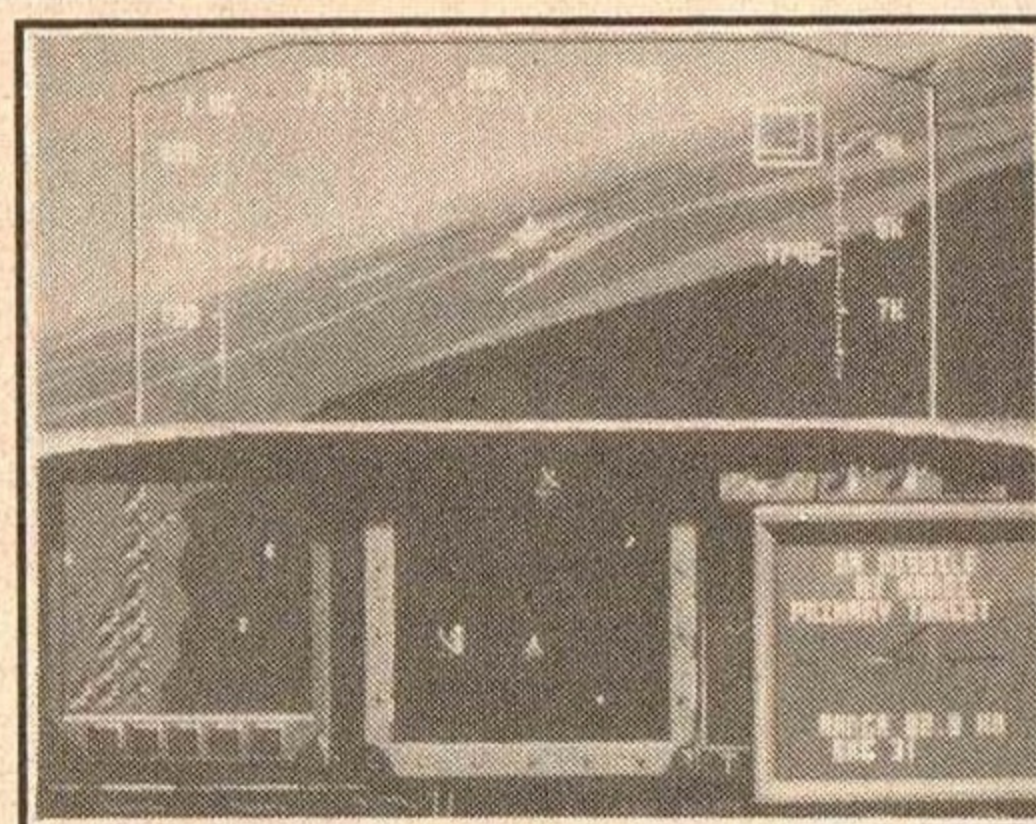
US Genesis owners will soon be able to play God with EA's innovative *Populous*.



Anyone who pumped all their pocket money into Tengen's *Hard Drivin'* coin-op will be pleased to hear of a version planned for a Sega's 16-bit console.



Microprose's *F-15 Strike Eagle II* – which is currently being converted for the Genesis – features amazingly fast filled 3D vector graphics, and superb aerial combat!



F-15 Strike Eagle II on the PC, boasts superb exterior views with realistic depth-cued graphics. Hopefully, the Genesis/Mega Drive version should look just as good!



S9

"Hello Chaps! I suppose you want to know what's coming in the next issue? OK, well here's the MO: Ginger goes in under the cover of darkness, and keeps Jerry busy, while Biff writes a feature on the 'Great' sports sims 'Are they really Great?' that sort of thing...

"Whitey is due to go on another recce into the hun's arcades to see what's new on the coin-op front. Meanwhile, back at GCHQ, Commander Sylvester and his troops are going to launch a full frontal assault on the Bosch, codenamed 'Golden Axe'. Project 'Rastan' should also come to a successful conclusion

– as long as the bally gremlins don't get their claws in, what!?"

"The enemy's new software is a well kept secret at the moment – more news when the surveillance whallas report in at oh-nine hundred, just a tad too late for this mission I'm afraid.

"Still, there's a distinct possibility that the Commander will be calling for a full line-up of the new recruits from the US Gold and Mirrorsoft camps, so all's not lost just yet...

"So, S9 goes over the top on the 5/7/90. Keep a sharp eye out, and we just might see this thing through. OK, chaps fall out. Now, where's chocolate."

JULY TOP 10

Good news for *Psycho Fox* fans this month, as the loony lupine hits pole position for the first time, knocking the middle-aged Wonderboy into second place.

Golden Axe is steadily creeping up the charts, although stubborn old *R-Type* is still holding on in there. It's good to see *Galaxy Force* make an appearance, and a complete surprise to see *Rampage* back!

This month's Top 10 T-shirt winner is Simon Chandler of Reading, who's a *Wonderboy III* fan. Well done Simon, it's on its way – as soon as we can fish it out from behind this dusty old cupboard thingy...

Everyone's got a favourite favourite, so why not send in your top 10 and vote for yours? Whack your list on a postcard, the back of a sealed envelope, or even include it with a letter, and send it to: Top 10, S Magazine, 30 Monmouth Street, Bath, Avon BA1 2AP. There's a Sega T-Shirt up for grabs each month!

- 1 PSYCHO FOX
- 2 WONDERBOY III
- 3 R-TYPE
- 4 GOLDEN AXE
- 5 WONDERBOY IN MONSTERLAND
- 6 RASTAN
- 7 WORLD SOCCER
- 8 RAMPAGE
- 9 GALAXY FORCE
- 10 CALIFORNIA GAMES

CHEAPIES

You can now buy carts at the all-time lows of £10 and £13. But are they really cheap 'n' cheerful? S sorts out the daz from the dross.

Enduro Racer

PRICE
£9.99

PLAYERS



CONTROL



Remember the amazing coin-op which looked like *Hang-On*, but made you feel sick by going up and down hills? Well, this *Enduro Racer* has nothing to do with that.

The idea is the same – guide your motorbike from one end of the dirt track course to the other before the timer hits zero – but instead of the over-the-shoulder viewpoint of the coin-eater, you get a smart aerial view of the proceedings as the course scrolls diagonally past.

It wouldn't be enduro without some things to jump over, and there are loads of bumps and burns between you and the finishing post. You can just go powering over these like the



Making like Eddie Kidd in *Enduro Racer*

uncontrollable speed demon you are, but you'll waste valuable seconds recovering from the crummy landing. To save time there's a special technique for jumps (basically, flick the joystick back as you hit the ramp). If you get the timing right, the bike gets catapulted off the top and lands miles away without losing speed.

When you reach the end of the course, the number of other competitors you passed is totalled and turned into tokens which can

then be traded for extra equipment to tune-up your bike. Slap in a new engine, or some uprated suspension and you'll be burning more rubber than a junk yard.

VERDICT

Not a bad cheapie, this one. It's nicely executed with a silky smooth diagonal scroll, and some smart backgrounds – especially the rocky mountainside terrain. If you're a speed freak you also get some amazingly fast action: tool up and things really start to shift!

The single soundtrack is pleasant enough, although you'll be reaching for the volume control by

the last race. Effects are limited to the quiet murmuring sound of the bike's engine, plus noises for explosions and sinking in water!

With only five different tracks (repeated to make the full ten courses) you don't get much variety, and you'll easily finish the whole meeting in less than a week. That's fine if you like the challenge of beating your own best time. But if not, *Enduro Racer* won't see the light of day again once you're past the final finishing post...

GRAPHICS	71%
SOUND	48%
DEPTH	44%
ADDICTION	60%
S-FACTOR	61%

A fun race game that's just too easy to finish. A two player head-to-head option would have been a real belter, but...

Super Tennis

PRICE
£9.99

PLAYERS



CONTROL



No prizes for guessing what this one's all about! If you hate Boris Becker, don't like tennis, or just can't stand sport sims, you may as well stop reading now 'cause this cart has lashings of the lot (well, except Boris – he's not in it at all).

Basically, it's you against the computer, either as a single opponent, or with a chum in a doubles match against the Sega and its split personality. The game follows real tennis rules, although scoring and umpiring is automatic, so you don't have to worry about the finer details too much.



Having a quick bash at doubles in *Super Tennis*

During play, you have a limited selection of shots at your disposal dependant upon what the ball is doing. You make a ground stroke once the ball has bounced; a volley when the ball hasn't bounced; a smash when returning a high lob; and a lob itself. The direction of the shot depends upon the direction of the ball and your position on court.

There are a number of options to alter the characteristics of the

computer opponent and speed of the game, so that you can customise things to suit. However, it's always a three set, grass court match. Take it or leave it!

VERDICT

The title 'Super' is a bit misleading, since *Super Tennis* is actually borderline naff.

It has several major flaws, not least of which is the lack of tactical variety: you can't direct the shot to any huge degree, or put spin on, or tap a gentle drop shot over the net. As such, it tends to be repetitive in

play – you just knock the ball back and forth until someone cocks up.

Visually it's... well... tennis. It's not too disappointing, although the players look a bit gormless. Sound, though, is really crap. There's a stupid whoopy noise accompanying a high lob, and other spot effects are harsh and unrealistic.

If you're desperate for a tennis game, get the far superior *Tennis Ace* – you won't regret it.

GRAPHICS	49%
SOUND	33%
DEPTH	63%
ADDICTION	55%
S-FACTOR	57%

A ho-hum sports sim. OK for a quick knock around, but its many faults soon start to niggle.

Rescue Mission

PRICE
£9.99

PLAYERS
1

PHASER


It's a jungle out there – and you're in the thick of it. As the army's leading sniper, you've been drafted in to give covering fire to one of your medics. This brave MASH-type person trundles along railway lines in a hand cart, tending the wounded GI's who stand by the track, looking knackered and waving a white flag.

Your medic automatically pumps the cart, and it is your job to



The level two enemies have jet-packs!



Yer poor old medic has just been wasted by a land mine!

protect him from the advances of the enemy who crawl out of the undergrowth and attack from all sides, hurling grenades and boomerangs or shooting bullets and missiles. Fancy attacking Red Cross personnel like that. What about the Geneva convention!

Once the wounded have been miraculously healed, they disappear leaving tokens behind which you can shoot to collect. The helmet offers protection against the special forces' weapons; the first aid kit reduces damage sustained by the medic; and the smart bombs

mercy, you have to blast the enemy soldiers, their missiles and also any land mines that have been planted on the rails (oh, and try not to hit your GI's or the medic – it doesn't do them any good at all!). Your medic can survive about three hefty hits but after that he's wormbait. Next!

VERDICT

Cor! A cheapie Light Phaser cart – can't be bad. Well, no it's not exactly bad, just a mite limp. It looks and sounds fairly average: there's some nice animation on the medic as he pumps the cart, but the tinkly background tune is

could tell you all sorts of interesting snippets of information – if they weren't busy blowing up all the enemies on screen, that is. As the medic continues on his mission of

hopelessly unatmospheric and more in line with the Railway Children than tense jungle warfare...

More to the point is the fact that the gunsight isn't very accurate (no playing this from six feet away!). You can't fire very quickly and are unable to hit things near the edge of the screen. Not only that, but the game is a) very hard and b) very boring. After a while you start wasting your own men, just to liven things up!

It's not really *that* horrendous, and if you're utterly desperate to get hold of a new 'Phaser game this should just about fit the bill. Just don't expect too much.

GRAPHICS	52%
SOUND	38%
DEPTH	23%
ADDICTION	45%
S-FACTOR	49%

Neat but dull shoot 'em up.
OK for librarians, boring people and Phaser junkies beyond help!

The Ninja

PRICE
£9.99

PLAYERS
2

CONTROL


In this oriental version of *Commando* you get to play Kazamaru (a loony Ninja) on a kami-kaze princess-rescuing mission. The poor girl has been thrown in the basement of Ohkami castle by the evil overlord Gyokuro.

Kazamaru has set himself the task of pegging it all the way across the land of Ohkami, through hundreds of Gyokuro's Ninjutsu infidels, infiltrating the castle,



Teenage mutant ninja wolf attack – run away!



Kaz blows some dudes away and then legs it!

bumping off Gyokuro 'imself and making off with the girlie. Good plan Kaz – you nutter...

This Ninja isn't exactly defenceless, since he has the normal line in Ninjutsu gimmickry, such unlimited throwing stars and a smart invisibility spell. Hit both

buttons and Kазzy disappears for a second or two, during which time he's invincible. Dead useful – and it doesn't run out! Along the way, Ninja airhead has to collect secret scrolls. Red scrolls give him smart-bomb Ninja capabilities; Blue Scrolls let Kazamaru run faster;

and five Greens Scrolls must be collected before entering the dungeons and attempting to free the princess.

The land of Ohkami is split into 13 locations (OK, levels) each of which offers a variety of oriental

enemies to be defeated plus some unusual challenges, like a mid-river battle on floating logs! Kill the final big baddie – Ninniku, aka 'Garlic' (weird or what?) – in each area and mad Kaz can tromp off and get attacked in the next stage.

VERDICT

This vertically (and diagonally) scrolling trudge along 'n' shoot 'em up is pretty hip – the graphics are neat and the gameplay gets well tricky toward the end. Control of your Ninja is a bit tight, and you would do well to get a good joystick for the diagonals. It's not mission impossible exactly, but you'll still have to battle long and hard to

rescue the princess.

During play a series of bouncy soundtracks jolly things along, although some of the sound effects are a bit feeble. The visuals are also pretty standard fare, with one or two exceptional locations. The enemy characters could have been better animated (or even animated full stop) but, let's face it, you're not going to hang around long enough to worry about it.

There's loads of variety between stages, in piccies, enemies and just what you have to do to survive; only the garlic-breath Boss-men spoilt it by staying the same throughout.

If you fancy a bit of oriental violence and like a challenge, try lashing out on *The Ninja*!

GRAPHICS	50%
SOUND	66%
DEPTH	55%
ADDICTION	70%
S-FACTOR	71%

Tricky, *Commando*-style action game with plenty of heat. Good stuff!

Teddy Boy

PRICE PLAYERS CONTROL

£9.99



This is more like it: the Teddy Boy, armed with nothing more than a savage DA haircut and blue suede shoes, out to do a bit of rock 'n' roll damage... er... oh. No it isn't. This Teddy Boy is cute, wears a cap and blue dungarees, and probably gets beaten up at school.

Teddy has been transported into a weird world of infinite mazes, populated by a menagerie of seven different monsters, all of whom are after his blood (maybe things are looking up a bit, then).

The maze beasts reside inside dice – the number of dots indicating the number of creatures scrunched inside – but as soon as TB appears, they all come bouncing out. The only way out of each landscape, is to bump off all the creatures that come leaping, flying and crawling out of their spotted homes.



Watch out! That platform's about to crumble!

Luckily, Ted boasts a Microgun – no, not a titchy Magnum – this sucker shrinks any creature its bullets touch, reducing them to Eyeball bugs which bounce around the maze. The only way to get rid of these is to physically touch them. Otherwise they sit around for a while and then leap down to take bite-size chunks out of Teddy's timer bar; literally eating up the



Teddy Boy goes blasting...

time left that he has to finish that level. There are... um, lots of mazes to work through, interspersed with short bonus rounds where you can rack up a high score.

And if all that sounds too easy, Ted can't stand around for too long in one spot, because the floor disappears. Life's like that!

VERDICT

It's quite possible that this is the simplest Sega game you can get, with straightforward no-frills shoot-cum-puzzle action. But then, some of the best things are the simplest – and *Teddy Boy* is certainly good for a laugh.

The unusual gameplay is quite appealing, although you might not think so at first. Each level offers a completely new maze, and you have to suss out a different way of

completing it. If you stand there blasting, you'll just fall through the platform, and probably get wasted!

The screen scrolls smoothly and it's really confusing the way the screen wraps (whatever scrolls off the top comes back on at the bottom and vice versa!). All the mazes are bright and colourful, and the characters are cutesy and cuddly – even the sluggies and snailies (makes you wanna puke dunnit?).

The music is suitably bouncy, though you couldn't describe it as 'Wild' like they do on the box! A few whizzy arcade spot effects completes the sound line-up.

Teddy Boy is a strange little game, but it's fun and quite a challenge. Check it out...

GRAPHICS	54%
SOUND	61%
DEPTH	26%
ADDICTION	75%
S-FACTOR	73%

So simple, even the cat could play it. And he'd enjoy it, too.

Transbot

PRICE PLAYERS CONTROL

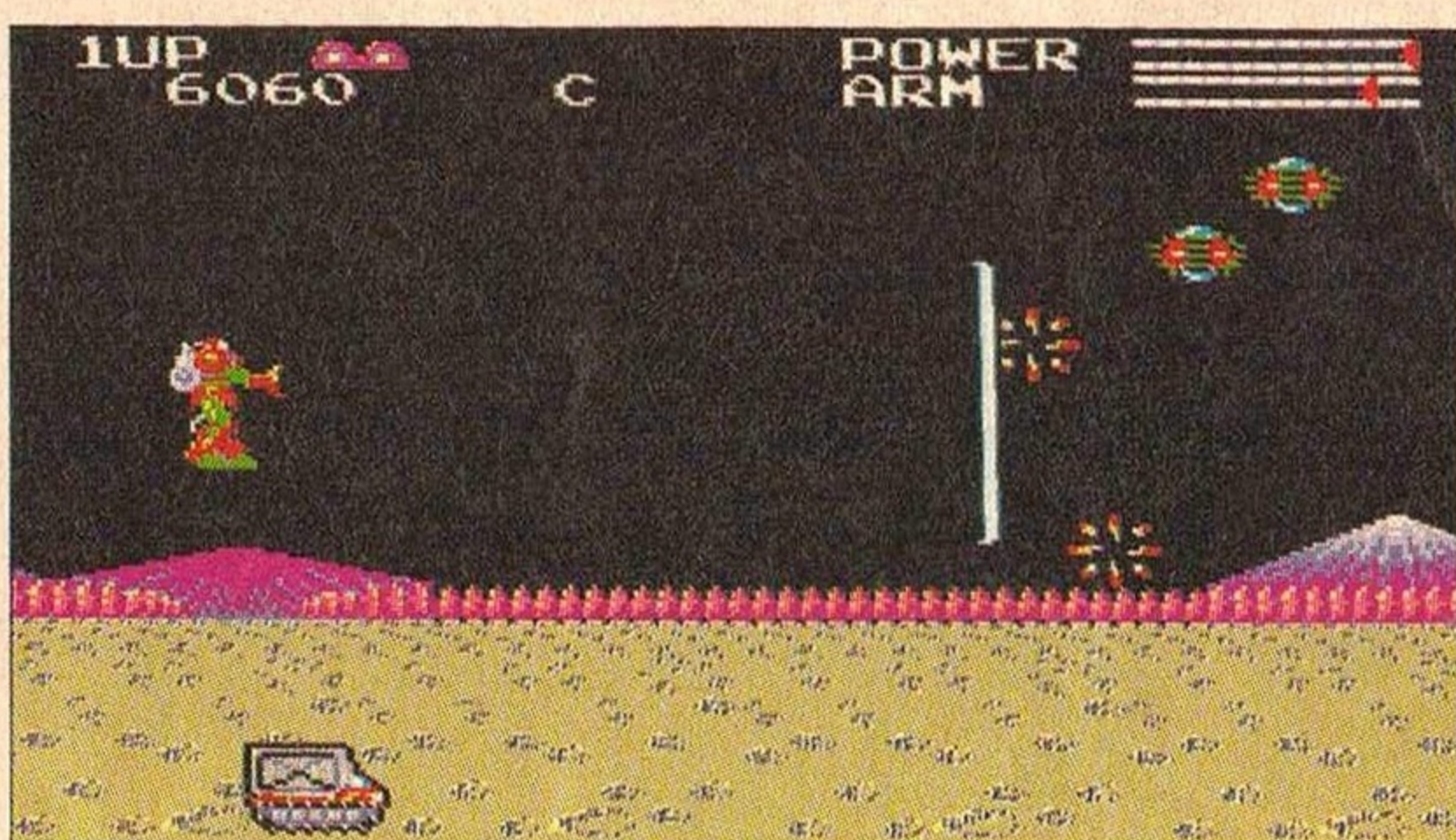
£9.99



After the nuclear war of 2000 (oo-er, not very far away is it?) the human race picked themselves up, dusted themselves down, accidentally dropped themselves again, and then tried to rebuild their shattered society. They built lots of shiny new buildings and shiny new machines and everything was going pretty well.

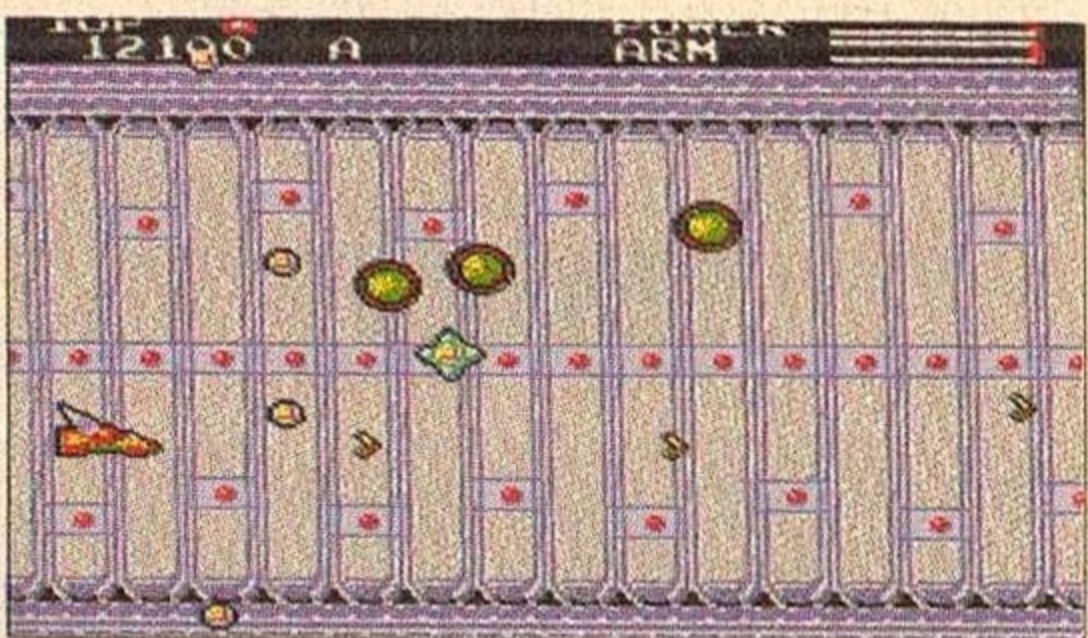
That was until Dalaus woke up again. And no we're not on about the TV soap – Dalaus is a huge artificial intelligence computer which managed to survive the war. However, in the process she (for it is a female artificial intelligence computer) has blown a few diodes – this gal wants to rule the world (don't they all?) and is busy taking control of the new cities, starting with the armed and armoured guardian craft!

The human race has but one



More 'bot' than 'trans', your ship fires a mean weapon C!

chance – and it should come as no surprise to find that it's your turn to get shot at again. Your mission is to pilot the new CA-124 transforming combat astro-plane, destroy



Goin' underground... underground...

Dalaus' guardian craft, enter her underground lair, shoot a few more guards, survive the defences and then face Elgramzon – the robot embodiment of Dalaus herself.

The CA-124 has the useful capability of altering its shape and weapons systems, by picking up special tokens. A little truck thingy scoots, which you should immediately

blast, to release a question mark bubble. Collect this and you can power-up by selecting one of the flashing letters at the top of the screen, whereupon your ship gets a swift redesign and a new coat of paint.

Extra energy for the ship and armaments can also be gained, allowing you to extend the life of the current weapon, and replenish the ship's dwindling energy banks.

VERDICT

Anyone expecting transformer-type fun from this cart can forget it right away. This horizontally scrolling shooter is just that – and not much else. There's an alright soundtrack

(although this never changes and gets on your wick after a few mins), a neat parallax scroll effect and an unusual power-up method. But, unfortunately, the game itself is brain-deadeningly boring!

It goes like this: blast hundreds of dull alien craft and eventually suss out how to enter the underground section (tip to save time and your sanity: use weapon D on the Hiluns). Once inside the underground section you blast hundreds of dull alien craft until you meet Elgramzon. Kill this deformed Scout Walker from the Empire Strikes Back and it's back upstairs to blast more dull alienzzzzzzzz. And so it continues, and continues and... oh, just forget it.

GRAPHICS	57%
SOUND	35%
DEPTH	19%
ADDICTION	15%
S-FACTOR	17%

Without doubt the most tedious Sega game ever. Don't touch it. 'Nuff said.

Action Fighter

PRICE
£12.99

PLAYERS
1

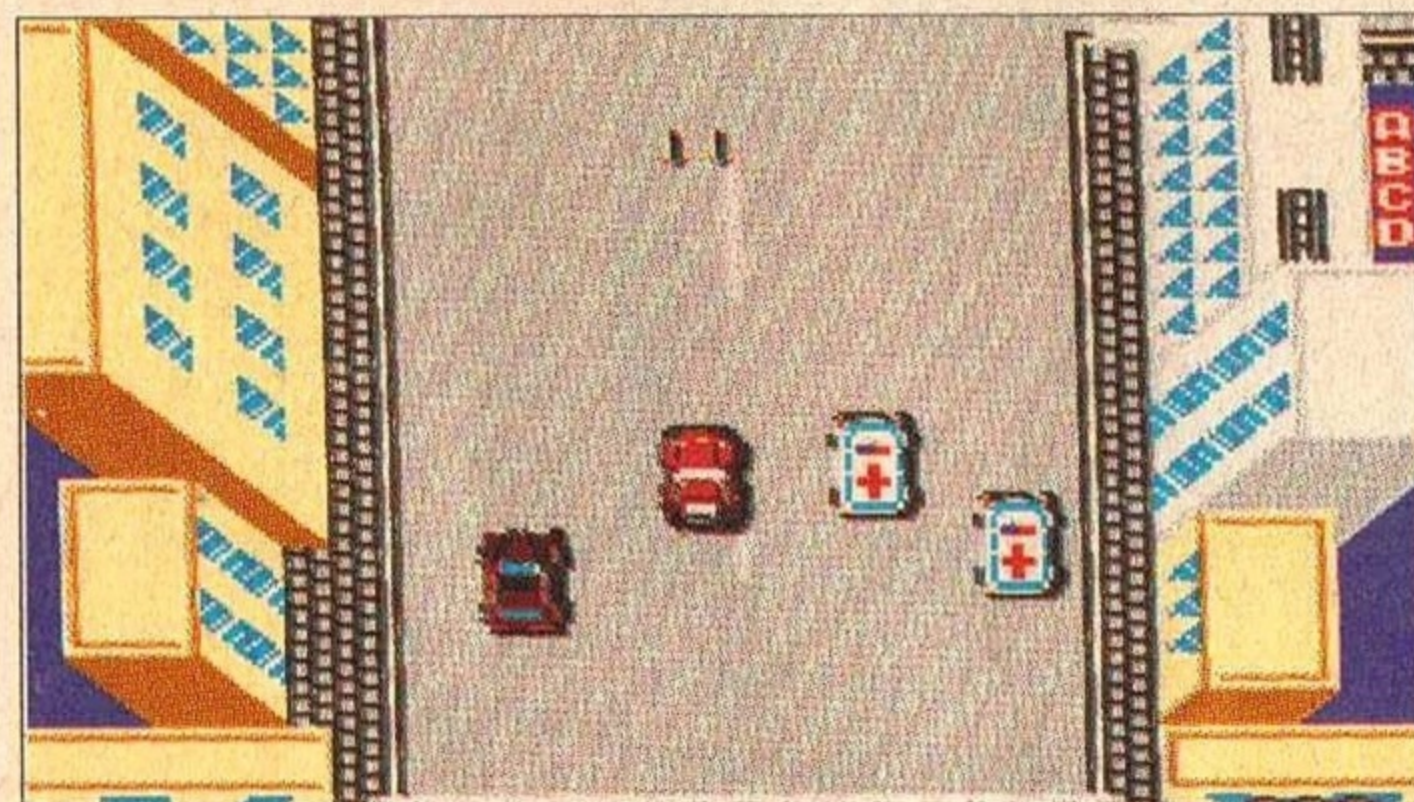
CONTROL


Those fiendish Japanese engineers have taken the Hang-On motorbike and carried out some major conversion work. No, not like the stuff your dad does with a 15lb sledge hammer up in the loft – these guys have turned it from the sleek but meek high-speed cruisemobile into a mean, lean high-speed fighting machine. Now, not only does it go very fast, but it can also shoot missiles and, with a few bolt-on goodies, turn into a car and a jet. Yessirree, this sure is the deluxe version, alright.

You are the lucky owner/driver/pilot of this amazing gadget, but that privilege also means that you're always first in the queue whenever the forces of evil raise their ugly heads...

This particular five-stage mission starts on land in motorbike mode. Push forward on the joystick

and the land scrolls beneath you as you speed off. While you're still under the laws of gravity (and the local police force) you have to stick to the twisting roads and highways of suburbia (you don't *have* to, but you'll crash and die otherwise).



Speeding through the city streets.

So, you keep speeding along the road and bashing traffic out of the way. Amongst the traffic there is a large truck, conspicuously marked 'Sega' in big letters. Steer



Dealing out death while airborne!

right behind it and you'll get swallowed up – only to reappear as the car – gasp! Not only that, you now have ultra-hard forward firing missiles and a surface to air missile so that you can waste the pesky helicopters which occasionally

buzz around. After a while, small red tokens slide into view and have to be collected in order to make the transformation into jet fighter.

Once in the air, the mission turns shoot 'em up as you run the gauntlet of enemy craft. As well as missiles, you can now launch bombs to destroy ground-based targets.

Eventually, after much swerving and blasting, you finally reach the stage 1 target – three submarines which you have to sink. Manage that, and it's back onto the ground for the next target, and so on.

VERDICT

Action Fighter has lots of nice features in it, but suffers from being a bit too 'samey'. It's a good blast

until you've finished the first couple of missions, and then things start cycling round again... and again...

The visuals are pretty much up the standard of a talented six-year-old, so there's nothing to get excited about there. Sound is instantly forgettable... so we have.

Negotiating the ground-based section is by far the most enjoyable, since both bike and car move really well, and the fast-paced action is quite a thriller. The airborne section is pretty pallid stuff, though, and the end-of-mission meanies don't exactly fill you with fear and dread.

With a frustrating pause between goes, and yawnworthy play, *AF* doesn't really get the S-vote here...

GRAPHICS	29%
SOUND	38%
DEPTH	27%
ADDICTION	47%
S-FACTOR	42%

Nice idea, but just too repetitive to make it a worthwhile purchase.

Aztec Adventure

PRICE
£12.99

PLAYERS
1

CONTROL


We're heading down Sarf America way now for a quick rumble in the jungle. Nino the adventurer is on the hunt for the legendary Aztec Paradise, but since it's reputed to lie at the far end of a twisting labyrinth filled with Aztec demons, no-one has ever returned to say whether it's actually there or not.

Undaunted, Nino the hard man sets off in search of paradise (and if all he finds is a flippin' Bounty bar he's gonna be well hacked off!).

The quest takes place across a scroll 'n' flick-screen landscape, which is inhabited by all manner of beasties, most of whom have suspiciously Japanese-sounding names... Odd that. Anyway, these devils would give Nino a sharp pinch on the arm as soon as look at him, and so they have to be



Nino with Pupe in tow (or is it Poh? Could be Papi...).

despatched with all due haste. Nino only has to give 'em a taste of steel, and they soon give up and fade away, usually leaving behind goodies like extra weapons and



Nino can cross the river by using the moving log raft.

money bags. Special items can also be gathered such as fireballs, walk-on-water boots, dynamite and

other such useful widgets. These are then stored and selected whenever needed.

Amongst the loathsome Aztec demons there are three particularly gruesome monsters called Papi (a rabbit),

Pupe (a dog) and Poh (a cat). These strange critters can be killed as normal, or recruited by chucking money bags at them. As long as enough dosh has been sent their

way, they'll follow Nino around, duffing up monsters, until their life runs out and they finally pop off for good.

As Nino wends his way through the 11 areas of the maze, he must face and destroy specific creatures

in each one before being allowed to exit through the Aztec gateway into the next, more dangerous area.

VERDICT

If you liked *Golvellius*, then you'll get a few kicks from *AA* since it's more of the same, but simplified. Once you get into the swing of things, it's quite a jolly romp, so collecting different weapons and your buddies just adds another layer of interest to the proceedings.

One major drawback is that death sends you back to the start of each area – which can be a real bummer if you died tackling the last few demons!

However, if you prefer a lasting challenge rather than a quick blast, you'll find *Aztec Adventure* a worthy target of your meagre funds.

GRAPHICS	52%
SOUND	46%
DEPTH	78%
ADDICTION	70%
S-FACTOR	68%

A tough little arcade adventure which should keep you thrashing around for some time!

Fantasy Zone

PRICE PLAYERS CONTROL

£12.99



If there are any spaced-out hippies in the audience, this one's for you – we're talking surreal, man! Here's a quick run-down of the plot: the evil Menons are misappropriating alien funds to build up their forces. When they're strong enough, they plan to talk over the Fantasy Zone, with dire consequences – and I think you know what we're on about (waddya mean, 'no'?).

Well, anyway, you are Opa-Opa (sorry about the silly name, but you are an alien, after all), pilot of a small winged space ship. Your mission is to fly across all eight planets of the Fantasy Zone system, destroy the weirdo Menon creatures who are buzzing around, and collect the money that they drop (these guys are loaded!).

Now, you could put this money to good use – save up for a nice chalet on the banks of the Goomba

river, or get yourself the new Sega Hyperdrive holographic games console. But noooo, you go straight

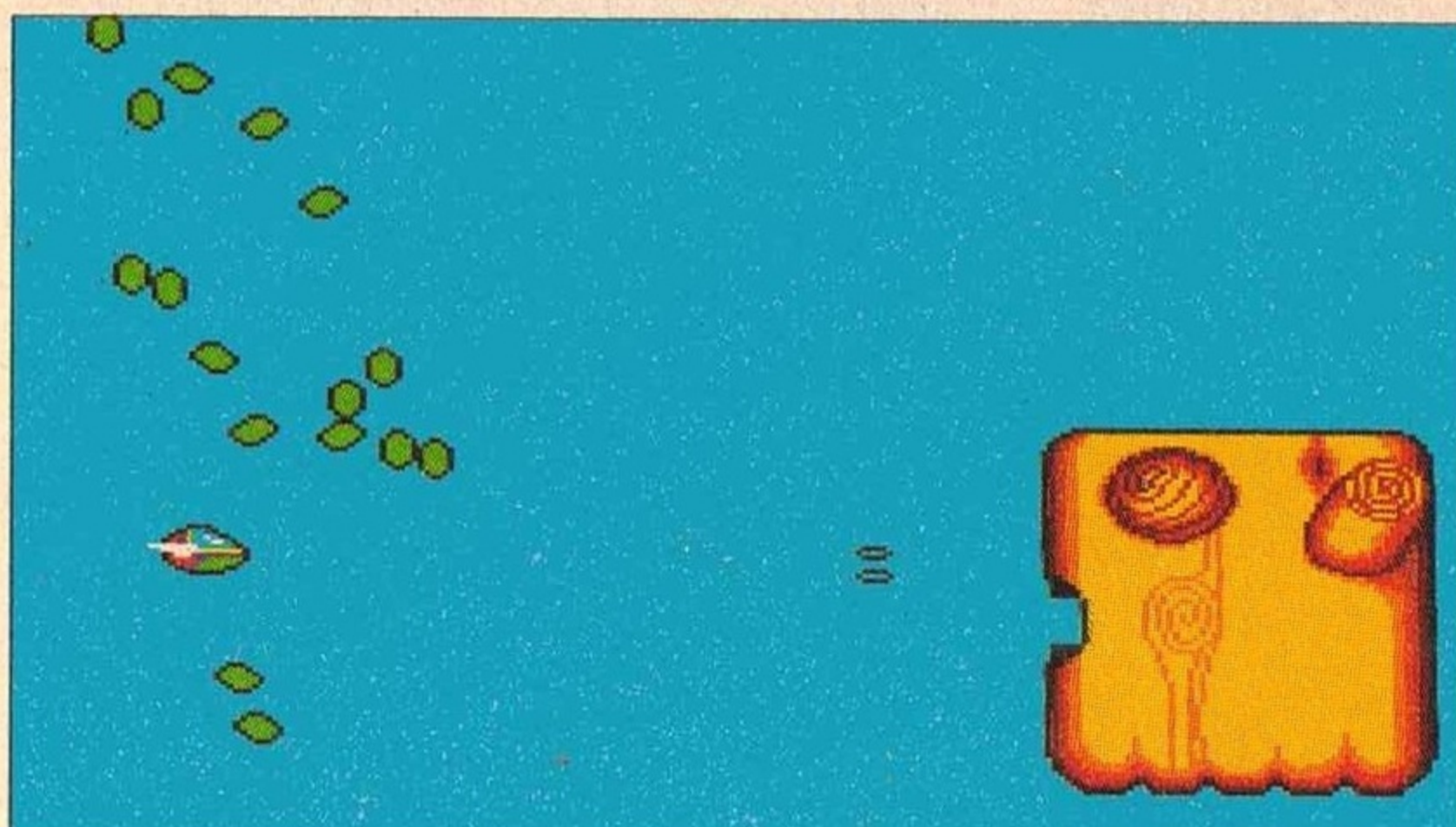
slaughterhead you. As well as upgraded weaponry, you can also get more powerful engines, supa-

dupa bombs and extra lives – all for the good of the mission, of course...

As you fly over each whacky, pastel-coloured landscape, the scenery scrolls past in the background, and a number of weird alien bases slide into view.

These have to be blown up before you can move on to the next planet. But, as if you hadn't guessed, there's a big meaty alien Boss with a grudge who needs teaching a lesson (well,

killing) prior to any planet-hopping, so you'd better have bought the right weapons, hadn't you?



Shoot old woodenhead in the gob for some major dosh!



Opa-Opa has got himself a nice, new seven-way shot!

to the nearest shop (well, the shop comes to you actually) and you blow it all on a new laser, you

VERDICT

Fantasy Zone is a real stormer. The graphics are well cool, the action is heated and the power-ups are wicked(ish). The mixture of mindless blasting, precision flying and strategic purchase of new hardware, makes it real drain on both your mental and physical resources – after a session on *Fantasy Zone* you know about it!

The end-of-level Bosses are tricky and provide an interesting challenge, and just to put the icing on the cake, this cart pushes out some rad soundwaves too!

Really, this has got to be the Sega bargain of the year. Thirteen quid for one of the best Sega shoot 'em ups? What can we say – except take a trip round the *Fantasy Zone* as soon as you can!

GRAPHICS	85%
SOUND	84%
DEPTH	59%
ADDICTION	88%
S-FACTOR	91%

Global defence

PRICE PLAYERS CONTROL

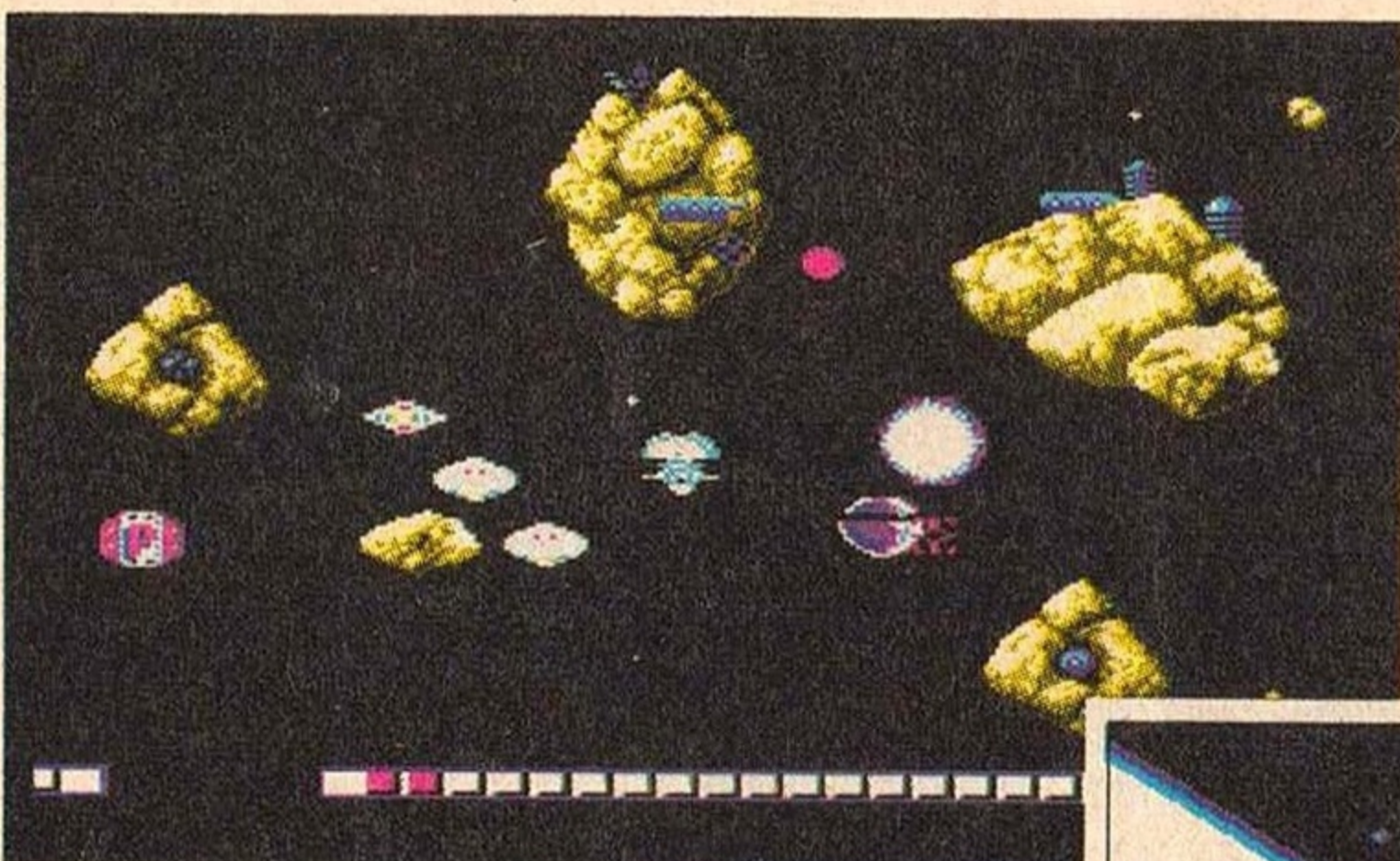
£12.99



Anyone who spent many a ten pence piece blasting away on the arcade machine *SDI*, should immediately get the suss on *Global Defence*, 'cause they're practically one and the same.

An unknown enemy operating from somewhere within the solar system has decided that the humans are a bunch of wimps and deserve a good thrashing. Swarms of deadly missiles have been launched towards Earth and it's only moments before the product of millions of years of Terran evolution is reduced to a large and glowing cloud of dust...

'So what do I do?' you bravely ask (apart from book the first Pan-Space shuttle to the moon?). Fortunately for mankind, Terran scientists have developed the



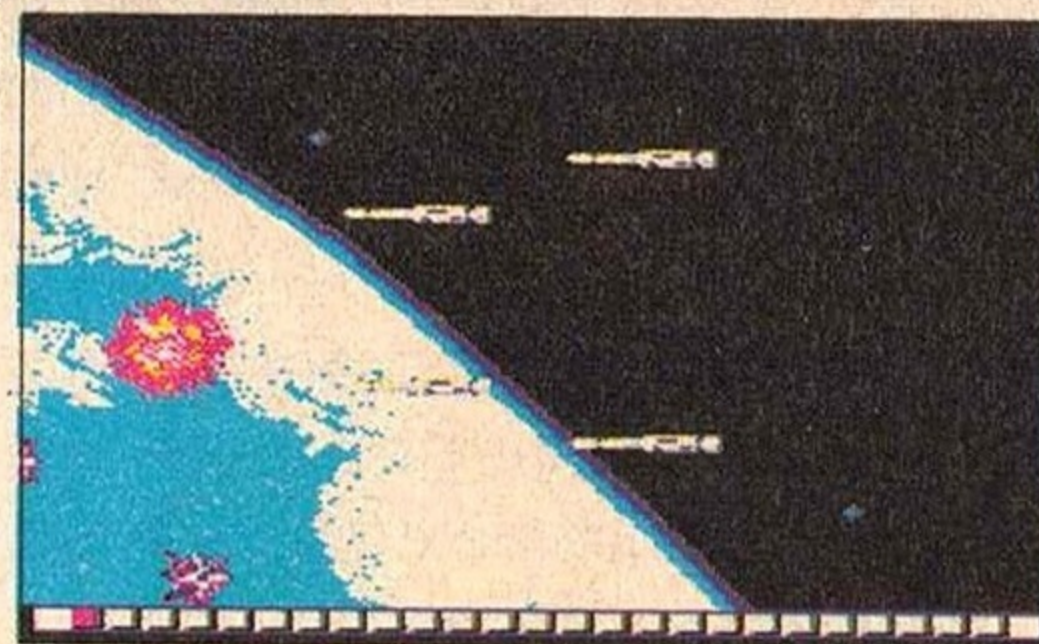
A nasty case of the asteroids...

Global Defence satellite – a high-tech gadget which comes with a five-year guarantee and a supercharged laser cannon.

The battle takes place across ten scenes, alternating between offensive and defensive sequences. Starting from Earth, you then have to fend off attacks against the Moon, the Asteroid Belt, Saturn and, finally, the enemy's hidden planet.

When you start getting offensive, the planet surface glides past as enemy missiles cruise on screen. Joystick control is toggled between moving the satellite and directing the laser's crosshair (you can't move the satellite AND the crosshair at the same time!).

Your laser fires an expanding ball of energy which engulfs and destroys any enemy hardware in the vicinity. However, any missiles which have escaped your attention plummet



Bogeys on an inward bounder!

Earthwards to destroy large sections of the planet surface. A damage meter at the bottom of the screen shows just how icky things are getting groundsides.

If (by some amazing fluke) you destroy all the missiles in an offensive section, you are transported directly to the next location. But should you let a few missiles off-screen, you then enter the defensive section, picking off the remaining 'bogeys' (eurgh) as they hurtle towards the Earth.

VERDICT

The dual-action control method is tricky to get to grips with, and when things start to heat up later on you don't know whether to shoot or move. Inevitably, you end up trying to do both, nothing happens and you get wasted!

A tuneful little jingle starts the proceedings, and then a decent soundtrack keeps the toes tapping and the trigger finger triggering.

If you prefer a good slice of variety in your games, you'll soon start pushing out the 'z's, and it probably won't take too long to finish, once you've got the hang of the controls! Still, it's not a bad 'un, and for chums of the arcade machine, it's a steal

GRAPHICS	71%
SOUND	74%
DEPTH	25%
ADDICTION	79%
S-FACTOR	78%
Innovative, unusual blasting action with a good dose of quality.	

Secret Command

PRICE
£12.99

PLAYERS
1

CONTROL
Joystick

Well, Secret Command it might say on the box, but once you start the game, it seems you become the Secret Commando. Well, it's definitely secret whatever it is.

In this two-player combat game, Ashura and Bishamon are the secret people who are sent on a Rambo-style guerrilla mission to infiltrate the enemy's territory and rescue POW's from huts and shacks along the way.

Both mercenaries are armed with machine guns and explosive-tipped arrows which are used to blow open the makeshift prisons. The detainee makes his escape and rewards the commandos with an extra ammo clip (just what a prisoner is doing with several hundred rounds of ammo is anyone's guess...).



Looks like they're having a flamin' good time!

So the two soldiers yomp their way up the screen shootin' and a-slayin', rescuing their comrades and trying their very best not to



Watch for Charlie under the tree!

gain any new orifices along the way. This is quite tricky, though, since they (or he, if it's a solo mission) are outnumbered by about five squillion to one. Not only that, but the opposition have grenades,

flame throwers, tanks and several divisions of Millwall supporters.

At the end of each stage there is a large barricade blocking the commandos' passage. Before it can be brought down, though, a set number of enemies have to be wasted (just how morally unsound is

this?). Once the requisite amount of enemies have taken a crash course in underground gardening, the wall flashes, signalling that one carefully-placed arrow will blow a commando-shaped hole, and allow the slaughter to start afresh in a new location.

VERDICT

Anyone who's played *Commando* or *Ikari Warriors* will immediately feel comfortable with this tromp around 'n' shoot 'em up. The two-player action makes it an instant hit, since there aren't that many simultaneous two-human games available for the ol' black box.

There are loads of nice touches along the way, like having to walk *around* rocks and trees, just being able to see your commando as he moves beneath tree cover, and seeing him sink up to his waist in swamps!

The scenery is very nicely detailed and all the characters are well animated – especially the players' men and the flame throwing enemy. Well 'ard!

There's a suitably heroic tune thumping away in the background while the usual run of explosion and gun effects beef up the heat!

With lots to do, plenty to kill and collect *Secret Command* (or *Commando*) is a mean cart which you should check out pronto.

GRAPHICS	76%
SOUND	74%
DEPTH	51%
ADDICTION	81%
S-FACTOR	80%

Screamin' two-player combat action with some heavy firepower!

World Grand Prix

PRICE
£12.99

PLAYERS
1

CONTROL
Joystick

As the name suggests, this is another racer – only on four wheels this time. With your best Marlboro anorak on and your brother's moped crash helmet, you can pretend to be Alain Prost or Nige' Mansell as you burn rubber around 12 of the toughest formula one racing circuits.

As with other Sega driving games, you view the race from behind your car (why never from inside it?) as you steer round the twisting track. Accelerate and decelerate with the fire buttons, avoid the other cars and, basically, get round the course before the timer bottoms out. If you can manage this, then you get a shot at the next course. Simple.

As long as you haul ass past the chequered flag within the



Keep to the inside as you scream round bends!

allotted time, you finish somewhere in the top six. Depending upon how good your time was, you earn points which can be saved up and traded for improved running gear – acceleration, handling and engine. These are extremely useful, but only last for the duration of the following race.



Wait for the green light... and power on!

You always get to select your next course from those remaining, and so this allows you to plan your attack on the World title. Find the easiest ones first and build up your points so that you can improve your car's performance on the trickier circuits.

One smart addition to the package is the built-in course designer which, surprisingly enough, lets you design and construct your own circuits. It's all joystick controlled, is dead easy to use and doesn't even let you make mistakes! Once you've grown tired of blasting round the tracks

provided, you can design some fiendishly difficult tracks and challenge a chum, or try to beat your best times...

VERDICT

Considering that this was one of the first Sega games to appear (copyright 1986!),

World Grand Prix still holds its own against the most recent racing games such as *Battle Out Run* and *Chase HQ*. The movement is fast and realistic, control is dead sharp and, above all, it's loads of fun!

There's also an added lure in the fact that you can also use the Handle Controller with it, which boosts the thrill value somewhat!

There's no soundtrack, but the engine drone is effective, and there's even an authentic doppler shift (neeee-yooooow sound) as you tear past the opposition (or they tear past you)!

With 12 tough courses to challenge you, plus a neat track designer, *World Grand Prix* should keep most speed freaks entertained for a good while.

GRAPHICS	71%
SOUND	69%
DEPTH	53%
ADDICTION	85%
S-FACTOR	82%

A neat racing game that puts some of the newer carts to shame!

Scribblings

Do you have any serious problems that you would like to get off your chest? Why not make your feeling known: write to S and spill your guts!

Put pen to paper and send your wibble to Steve J, Scribblings, S magazine, 30 Monmouth Street, Bath Avon, BA1 2AP. (But don't expect a serious reply)..

FOOD FOR THOUGHT

Dear S

Having two great loves in my life, one being food and the other my Sega Machine, I spent a whole morning wrestling with this problem: should I have my school dinner or should I spend my money on your wonderful magazine. To keep your bank manager happy I decided to buy the magazine and starve for the rest of the day.

On opening S I thought to myself what a good investment, a list of the hire shops I have been waiting for. The games are so dear, the only way to get them on my meagre pocket money is to hire them, so I rushed straight home and raided the fridge (first things first) and then on to the telephone to find out what I had to do to make my life complete. Shock, Horror, to my amazement neither of the local shops on your list knew anything about the Sega games hire

Tell me please what more can I do, I have starved for a day and still no satisfaction. Please help me **Tristram Reuter (Aged 12 and a bit thinner!), Oldham**

Ah, yes. Erm. Well, we've had one or two letters moaning about the apparent lack of use that our list was. We're trying to get together the definitive list at the moment. Sorry for any inconvenience this has caused.

SJ

'DRESSING UP

Dear S

I am a member of the Sega club and every month I enter the competition. It always says at the end: 'Now put pen to paper and write to Virgin Mastertronic at the usual address'. I have looked back at past S issues but there is no sign of the 'usual address' Please could you tell me the usual address so that I know my entries will get to the correct destination.

Jason Pitman, Bath

No problem. The 'usual address' if you need to send off for special offers, games, T-shirts and the like is Virgin Mastertronic, 2-4 Vernon Yard, Portobello Road, London W11 2DX. And if you ever forget it, the address is always printed at the bottom of the Sega ads on the back cover and inside front.

However, if you want to contact the Sega Club itself, to join, send in competition entries or just write a letter, the address is Virgin Mastertronic, Tower Cottage, St Buryan, Penzance, Cornwall TR19 6BZ. Hope that has cleared things up (bet it hasn't).

SJ

CALLING ALL THE HEROES

Dear S

1) Could you print a list of games you have reviewed in issues 2 - 4 and their overall percentage?

2) My favorite arcade game at the

moment is the *Teenage Mutant Hero Turtles*, is there any chance of a Master System version?

3) Will the Master System be phased out now because of the Mega Drive?

4) Your magazine is brilliant keep up the good work!

Stuart Lingard, Essex

1) Certainly! Issue 2: Spellcaster 89%, Tennis Ace 83%, Cloud Master 63%, American Baseball 67%, American Pro Football 79%, Alex Kidd: High Tech World 55%, Ghostbusters 58%. Issue 3: Psycho Fox 93%, Dead Angle 71%, Galaxy Force 87%, Dynamite Dux 64%, Basketball Nightmare 53%. Issue 4: Golden Axe 88%, Scramble Spirits 54% (Past Masters: Alex Kidd: TLS 47%, R-Type 91%).

2) TMNT sure is causing a big stir at the moment! Whether it's going to appear as a Sega game, though, is uncertain. Nintendo have already licensed the game to appear on their toy machine, so it's possible that Sega will be unable to produce a version for the Master System. If we can find out, you'll be the very first to know.

3) No way.

4) Thanks - we will!

SJ

GREY REVIEWS

Dear S

If, as you claim, you are totally independent of Sega, Mastertronic et al, why don't you review all the games that are available on the grey market for the Master System.

1) There are a number of games available (imported from the USA) which are not officially available in the U.K. They sell at what would be the correct UK price and work perfectly well here.

2) Many games are available, again at the correct price, which have been released in the USA but not yet here. i.e. *Ghostbusters* was

available donkey's years before it was officially released here.

Montezuma's Revenge hasn't had a mention anywhere; but it's available.

There are more too - you find out for yourselves.

Finally, can you please get those lovely people at Sega to develop a 'Console Guard' to stop the damned dog or cat walking on the console and stepping on the reset button when you're only fifty points from an all-time World Record score. My language on such occasions is multi-coloured and multi-lingual. The boot-propelled dog-satellite gets into orbit faster than BSB!

Keep up the good work, bring down the price, bring back full colour and pigs might fly as well as the dog!

Chris Brown, South Yorkshire

It's possible that a round-up of the American-released games might appear sometime in the future.

A good idea to stop pets from interrupting that once-in-a-lifetime high score attempt, is to wrap sellotape around their front and back legs, joining them together. That way they can't walk all over your Sega (in fact, they can't walk anywhere). Do any other readers have any good pet or family-controlling tips to pass on?

Bigger, more colourful issues are just around the corner...

SJ

BABY DRIVER

Dear S

You have to see it to believe it. I have had a Sega console for one-and-a-half years and many games. About one year ago my brother started playing the games. He has mastered many of these including all the Wonder Boy adventures right down to the shoot 'em up games like *Astro Warrior*., where he has got past many levels.

This you may not think is very unusual but he is only three years old. He sits playing all the games at least eight hours a day. I was wondering if he was the youngest Sega fan. Nothing interests him, only the Sega.

Darren Ellis, London

Well, unless other readers know better, I'd say that he's definitely got a head start on most gamers! However, are you sure it's wise letting him play for eight hours a day? If it doesn't fry his brains, he'll at least get good and start beating you! Now how would that look?

SJ

POWER PACKED UP

Dear S

I am writing this letter to ask you if you know where I could get a Sega Power Pack from or an alternative power supply that will run the Sega machine safely. I have tried a few of the shops in Lincoln to see if they could get me a power pack, but they said I would have to supply the old power pack first before they could get me another power supply from Sega. But I do not have the original power pack to the system.

I did not know that you had to hand in the old one first before they sent you another one. I threw my old one out and went to get a new one and that is what they told me.

Also, please could you let me know when your magazine will be in the shops.

Paul Buttery, Lincoln

As far as I know, you can buy replacement power packs directly from Virgin Mastertronic for £6.99. Just write to their mail order department, or give them a call on 071 727 8070.

S is already on sale in most large newsagents. But if you can't get hold of it, why not pick up one of the prize carts on offer and get a free sub to S in the process?

SJ

ALTERED DATES

I am writing in deep complaint. Why don't you tell us on your reviews when the games come out. I have had two orders rejected so please consider what I have said.

Eric Bartlett, Dorset

We would, if we knew for definite. As soon as we start putting release dates on, you can bet your life that the schedule gets altered and you're back to square one.

SJ

YOUR STARTER FOR TEN...

Dear S

1) Could you please tell me why a poster I found with my game mentions a game called *Taisen* in the coming soon column. Has it any connection with *Cloud Master* as you earn the title 'Chuka Taisen' when you've completed the game?
2) What happens if some of the copper strips inside the cartridge break off. After lending my game out to a friend I found about 10 of the strips missing yet the game still works perfectly. Can you explain?
3) You haven't yet mentioned the adventure role-playing game *Ultima IV* which is also mentioned and

pictured on the free poster. Is it coming soon?

4) When will the next Sega challenge be and why was *Astro Warrior* the challenge game?
5) I think it would be a great idea to have an S folder to store my copies of S Magazine and keep.
6) A friend of mine just got his Sega and received some sort of guarantee thing from Virgin Mastertronic. What does this mean?
7) Where exactly is the S building and how would someone go about getting a job there?
8) When will the next C+VG consoles mag be available and why don't S have a big bumper special at Christmas '91?

Alex Hunte, London

1) The poster you mentioned was probably prepared before the title Cloud Master was decided. But yes, they are one and the same game.

2) It stands a chance that the copper strips are duplicated on both sides in case some clumsy doombrain knocks some of them off. If you break them off both sides, I reckon then the cart won't work at all (but don't try it, just in case!).

3) Check out 'Stuff', page 6.

4) Another Sega challenge is planned for later in the autumn, so get practicing. Astro Warrior was chosen because it was simple to pick up and play if you hadn't seen it before, and would appeal to most gamers. Would you have entered if the chosen game was American Pro Football, for instance?

5) You're right. It would. That's why we have some planned...

6) Well, as long as you fill it in and send it back, you are covered if your Sega breaks down within the guarantee period. You can then send it back to Virgin and get it fixed or replaced free of charge, or summat. Check on the guarantee itself, that'll tell you.

7) S is produced by Future Publishing, who are based in the quaint spa city of Bath, about 10 miles from Bristol. If you were serious about starting a career in computer journalism (I'd get a proper job if I were you!), you could try sending your CV and a sample of your written work to one of the editors. But before you go rushing off, we'd like you to be at least 16 (18 preferably), and with a reasonable set of qualifications.

8) You're asking the wrong people I'm afraid. Try calling C+VG on 071 251 6222. As regards a bumper issue, well, wait and see...

SJ

BAD

Dear S

1) I am a proud owner of my Sega Master system. I have a few games like *Wonder Boy 3*, *Rastan*, *Rampage*, *California Games*, *Vigilante*, *Out Run*, *Alex Kidd 2*, *Space Harrier*, *Ys* and many more. I have had my Sega taken off me for one-and-a-half months for being a bit of a bad lad. Not much though - I wagged school for 4 days and I am annoyed, bored out of my head. I didn't know how much I would miss my Sega. What should I do?

2) I put an advert in your magazine about swapping Sega games and I've sent off a few games. About two games haven't come for ages, but all the rest have come. Have I been ripped off or what? What can I do?
3) My mate who has an Amiga said S mag is to dear at £1.25 because there's not much in it for the price. Also he said Amiga magazine is a few pence more but you get three times as many pages as S.

Elliot Rutter, Warrington

1) Suffer.

2) Yeah, we've had a couple of calls about this. I'm afraid when you reply to a small ad, you do it at your own risk. Although we print the ads in good faith, there are some scumbags out there who are out to do you over.

However, there are some steps you can take to avoid disappointment. Try to send swaps by recorded delivery. That way you have proof of receipt, and can threaten police action if the worst comes to the worst.

If you're buying games through the post, always pay by cheque and try to arrange for the games and cheque to be sent at the same time. That way, if your games don't arrive in a couple of days, you can stop the cheque.

3) Your mate doesn't know diddly. Who wants to read about Amiga stuff anyway?

SJ

NO KIDDING

Dear S

I am writing to you to tell you how disappointed I am with the game *Alex Kidd and the Lost Stars*. It's too easy. My brother completed it in two days of buying it and I completed it in the following day without continuing or using any trick there might be. I think it is a big disappointment especially when the other 'Alex Kidds' were so good.

Gareth Jones, South Wales

It's your own fault - you should have read the Past Master review in issue 4. With a measly 47%, that should have told you to stay clear!
SJ

YOU WOT?

Dear S

Me and a friend are arguing. He says that a bloke at a computer shop told him that it is coming out on Master System and I reckon that's crap and it will probably only be out on the Nintendo. Could you please settle our argument?

Simon Jones, Chester

Yes.

SJ

THUNDERBOLT AND LIGHT PHASER

Dear S

Recently I bought a red 124-page magazine called 'The Complete Guide to Consoles'. It contained reviews and tips for Sega MS, Mega Drives, Nintendos, etc. But what I was surprised to see was that they had reviews of *Chase HQ*, *Gauntlet*, *Operation Wolf* and *Impossible Mission*! How did they manage to do this before you? Also they were a bit stupid because (like in S2) they had a competition to win a hand-painted Sega and said it was the only one in the world!

Could you tell me if you think that games and Master Systems will still be here in five years' time?

Now that *Op Wolf* has appeared on the Sega, will *Operation Thunderbolt* follow for us Light Phaser owners who have a friend who's got a gun too?!

Alan Warn, Cambs

TCGTC just pipped us on reviews of Chase HQ and Op Wolf, because they went to print a week or two before S7. However, we have no intention of reviewing Gauntlet and Impossible Mission until a month or two before they are due for release. The games are finished, but are waiting to be slotted into Sega's release schedule. They won't be on sale until the end of the year

(September at the very earliest) so do you really want to read a review six months before you can get the game? Let me know what you think.

Who knows? Five years from now the planet could be a deserted radioactive wasteland. Don't worry about it - just play the games and enjoy it NOW!

Op Thunderbolt? Sounds a bit unlikely to me, but you never know.

SJ

In yet another daring attempt to get out of doing work, Steve J trundled off to the Mirrorsoft offices in London for a sneak peak at their two new Sega games, and and then went

BACK TO THE FUTURE

Publishing office in Bath (groan)

SPEEDBALL

This future sports simulation first surfaced on the 16-bit machines, the ST and Amiga, where it caused something of a storm, due to its gorgeous graphics, fast two-player gameplay, and... erm... because it was good fun.

The game revolves around the attempts of two teams of heavily-armoured thugs to get a large metal ball into the opponent's goal. You can tackle the enemy by various methods, most of which involve hitting of some description, and then you hurl the ball around the 'pitch', bouncing it off the walls and large pinball-style bumpers.

There are power-up tokens to be collected during the game, which can then be traded for extra stamina, strength and skill, not to mention bribing the timekeeper...

This little gem is being converted

interface before taking on the *Speedball* project.

"It was sort of a retrograde step back to programming the Z80 chip" confessed Tim. "I'd much rather do something with a really big machine, but it's also nice to think that your stuff's being sold worldwide. I mean, I could do a really nice game on the Archimedes and it only gets sold to three people!"

BITS AND PC'S

So just how do you go about programming a Sega game? Tim gave us the low-down: "All the main versions of *Speedball* were coded by the Bitmap Brothers, down to the PC version. I already had the PC version's source code and it was just a question of converting that to run on the Sega. I spent the first week playing *Speedball* quite a lot. I've also got an open phoneline to the Bitmaps – they know who I am and what I'm doing, but I haven't had an awful lot of problems.

"I began by sitting down to work out approximately how long it would take, and then started converting the code blindly. I worked first on pieces of code which didn't need any knowledge of how the Sega operates, then I started writing Sega routines that I knew I'd need; I started investigating sprites routines, sound and how to do the graphics. Then came the point where I had to put things together.

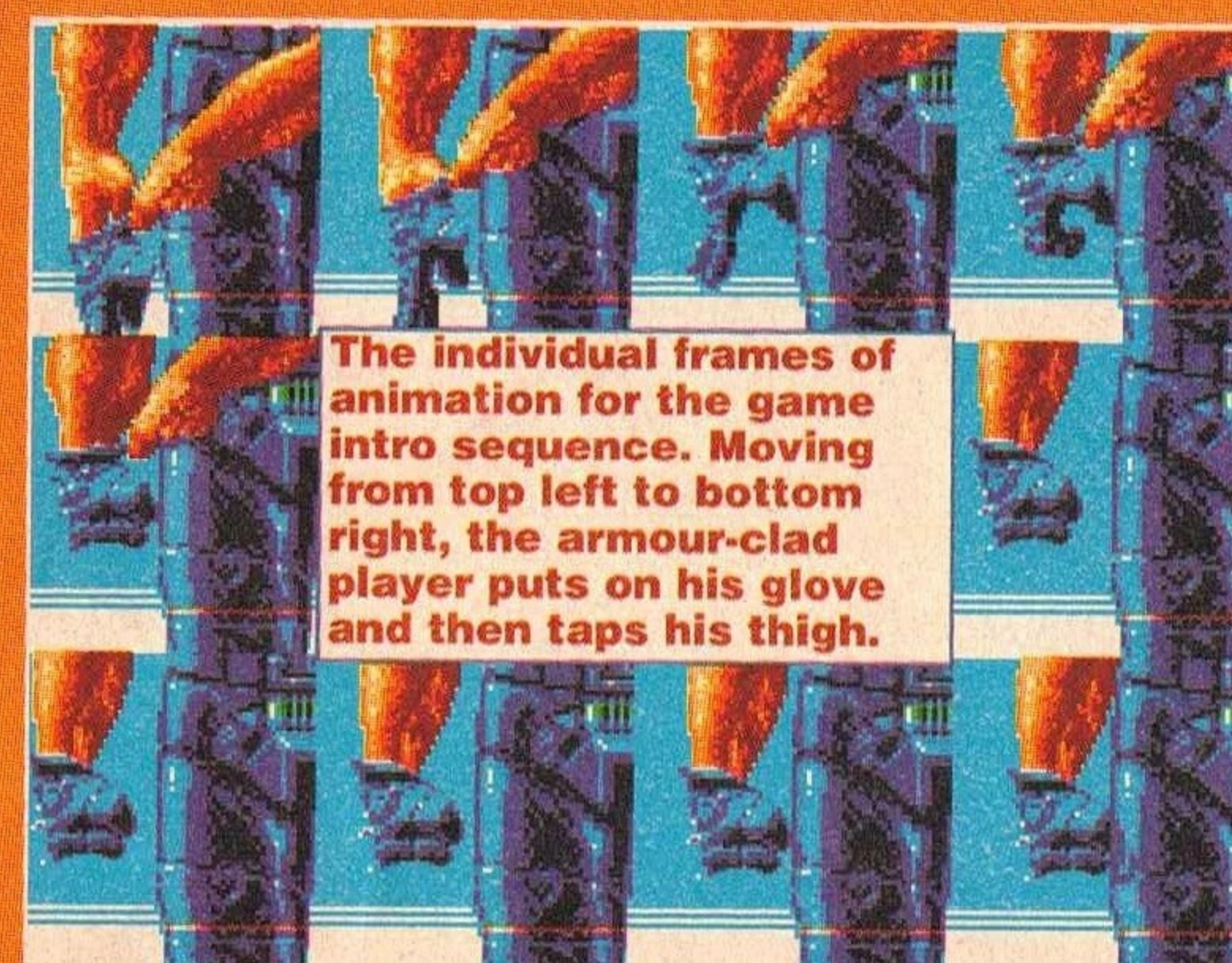
"Eventually I got

to a stage where I had a screen scrolling up and down under my control – that's the most important part of the game, the scrolling screen. Then it was a case of

implementing that lovely scrolling screen in with whole game, so it would automatically shunt the ball round. The game tries to keep the ball in the middle of the screen at all times, until it hits the top or bottom where the goals lie. It clips the ball's speed so it doesn't ever disappear, but I didn't actually worry about that – it was all in the ball routine. I just implemented my scroll routine with the ball routine, and most of the routines practically worked first time after I converted them.

"It hasn't been plain sailing all the way though: we have had to rescale the screen slightly because an ST screen is 320 pixels across and the Sega's is only 256, so the graphics have had to be redrawn. And since some of

else. All you're doing is making every individual thing think of all the possibilities: is the ball over there? If yes, then head towards it. Is another one of my players over there, nearer



The individual frames of animation for the game intro sequence. Moving from top left to bottom right, the armour-clad player puts on his glove and then taps his thigh.

the ball? Then switch control over to that player.

"You also have tackling strategies for the computer controlled players. Another player's got the ball: if he's facing away, I'll go and swipe him. There's lots of little things like that, but they're all fairly obvious when you think about them. AI (Artificial Intelligence) is thinking of all the different options, and saying which one is the most likely to occur."

So is it tough to get the computer to play a good game? Tim explains, "There are lots of different teams with different strengths and values, and the game decides certain things on how much strength and stamina each player has got. That's all done for you – you don't really have to think about what the difference between teams is, but you do have to work out a system of how it all fits together so when someone has a certain amount of stamina, their strength will deplete by a certain amount. The more stamina they have, the less their strength will deplete over a given time.

"Skill offers a value to work out who will win a tackle. There is a still a random factor, but it is biased to the player with the higher skill level. There are also built in team strategies – the computer knows



Player select menu showing (from top) the finished screen, the basic character graphics and the frames of animation which run when each team is selected.

to the Sega as you read this, and the man at the keyboard is Tim Watson, who worked on the 3D graphics shell for *Starglider 2* on the PC, and finished an Archimedes/PC



Punchy title screen, eh?

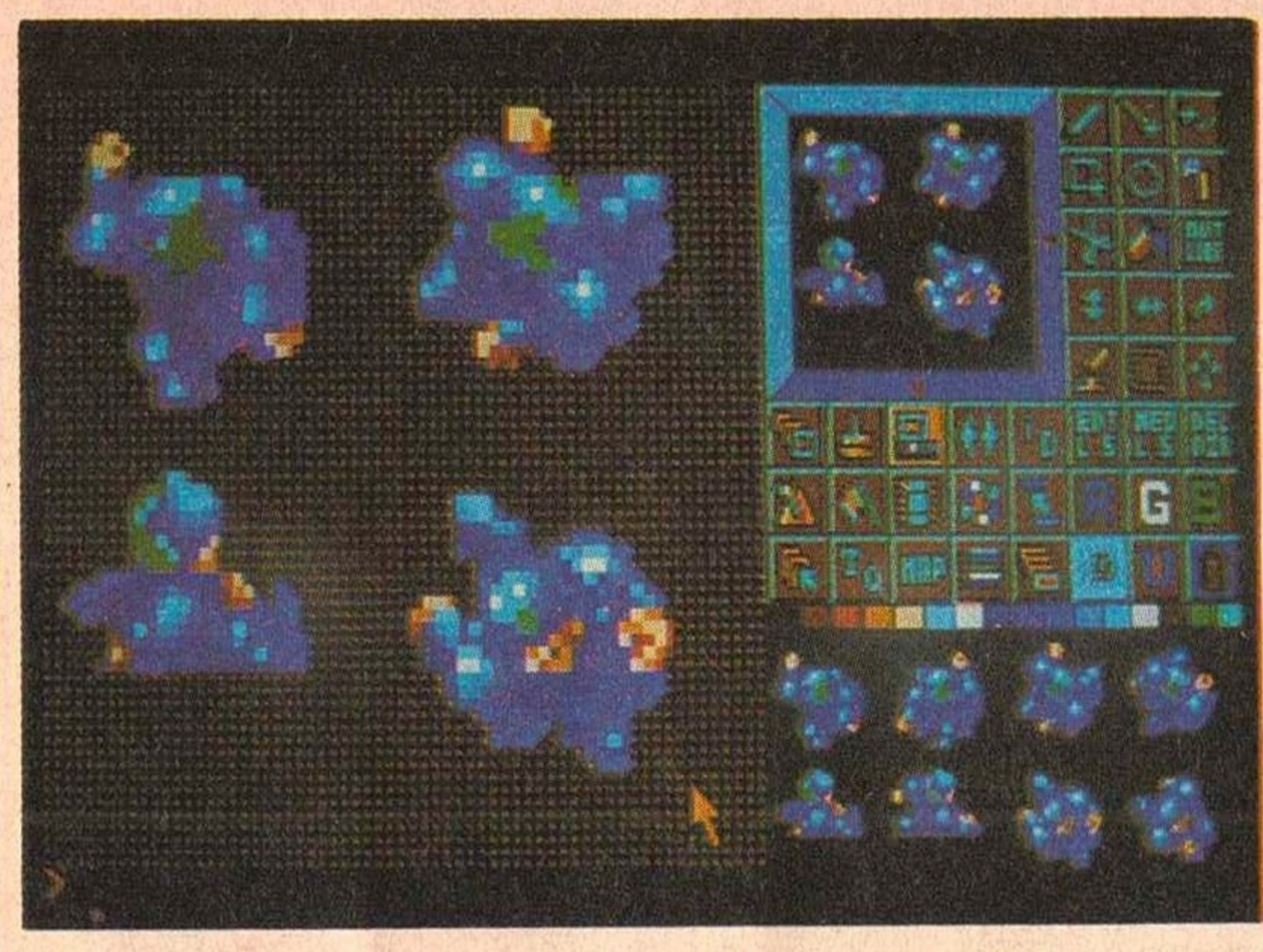
the intelligence works off the screen, the ball tends to go round rather quickly – on a larger screen it would have more time to slow down.

"The reason it's not quite as advanced as it should be at the moment, is because the last week or so I've been converting the game logic, and they're pretty big files – between them there's around 100K. I might have to start playing around with banking (the Z80 can only address 64 K of RAM at any one time, so you have to start switching to different banks of data, allowing the Z80 to access different parts of the memory).

"I then had to do the team logic – how the team works – and then the intelligence, which is everything

how to score goals, and it can work out how to ricochet the ball off a bumper, or off a wall in an attempt to try and score."

Alan Tomkins (ex-ArtyFacts guru of Zero magazine) is handling all the graphics. "Working with the Sega is frustrating," claims Alan, "because of the restrictions of the machine. To make it a fast game it has to be a single load (ie, getting all the graphics it needs into the VDP at the start of the game). If it loaded graphics in during play, it would slow the gameplay and everything down, so we've had to fit all the sprites and the backgrounds in 256 character blocks. There's quite a lot that had to be dropped out just to keep the game fluid. For instance, there's ➔



Alan produces frames of animation for the players on a package called Art Studio. Here you can see a couple of frames blown up showing the individual pixels.



This is an ST mock-up showing the game as it will appear on the Sega. Finished frames have been saved as 'brushes' and pasted onto a completed playing field.

THE TECHNICAL BIT IN THE MIDDLE

For anyone who's interested in the techy aspect of making a Sega game, Tim explains the development set-up he uses, and how he uses it: "The Z80 chip resides in the ICE (In-Circuit Emulator) unit – the Sega alongside is basically a dead machine simply used to display and run the game. You tend to find you're developing not on the ROM/RAM board plugged into the Sega, but on the 64K on-board RAM in the ICE, because it's easier, faster and you can do more debugging. You can debug the program while it's running in the ICE, but you can't when it's in the Sega's user memory.

"We've actually by chance got NTSC (American TV standard) machines, so we're doing everything to NTSC. We needed NTSC monitors, but we had to go and get some multi-standard TVs in the end. In comparison to the European version, the NTSC version will be the less good one; it will be the one with all the limitations on it.

"The same cart will plug into both systems, though, and there's a very simple routine I wrote which

works out which machine the cartridge is plugged into. If you know the clock speed of either machine, you can just work out the time certain instructions will take. The program does a swift check when it is first installed. If the Sega counts to a certain number in a given time it's an NTSC machine, and if it counts to another number it's a PAL machine. It's essential that it knows this for the sound,

It replaces the Z80, and has logic comparators next door to the Z80 in the ICE so that they can tell what's going on. You can then break into any position in the program and set up long routines called 'macros' which will do all your debugging for you. If you want to test something that comes up only rarely, you can actually define exactly what you think that problem is and where that problem occurs, and then just wait

Anything that has to be done to the VDP so it's ready to show the next frame is done during the V-blank.

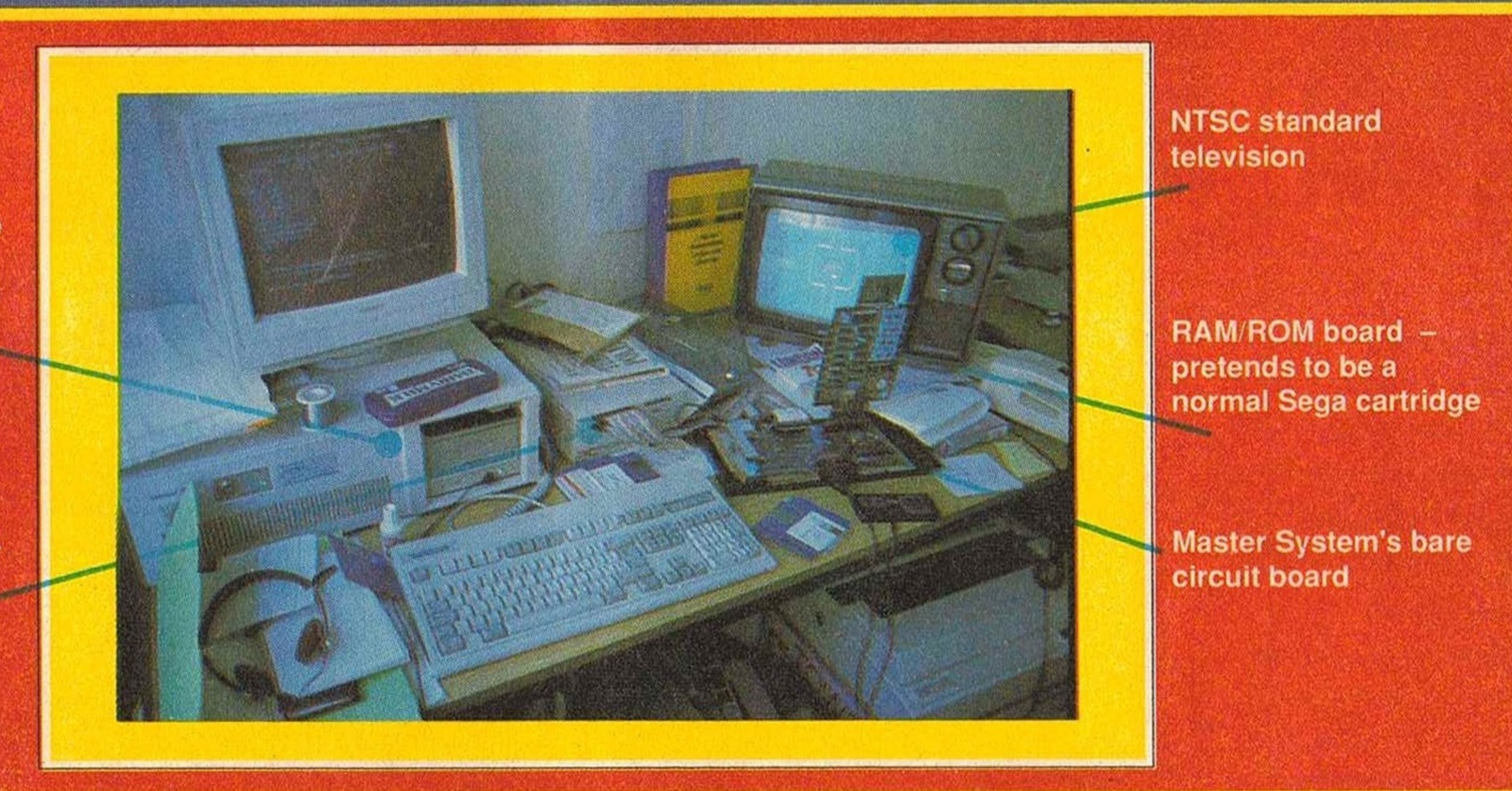
You can also grab bits of character data and put them into a certain area of the screen map. This is useful, but the faster your game is the less you want to do it, because it takes up all your V-blank time and you might have other things to do. I'm doing it at the beginning with the rotating ball-

launcher sequence, which is OK, because there's nothing else going on – the players are static and the screen isn't scrolling.

"We've actually found several undocumented commands in the VDP, basically by playing about with the registers and just seeing what'll happen.

There's a mode

which allows you to zoom the sprites so they are twice as big. It works, but only in part. This is a throwback to the forerunner of the Sega's VDP which would only let you have four sprites on a line. On this one you can have eight sprites on a line, so what the zoom does is to zoom only four of them. And when you have double height sprites, it doesn't always zoom them in the right way – you can get rather strange appearances on the screen. It might be useful though – I might be using the double sized sprites for the goal indicator, when someone scores."



286/80 PC, with 40 Mb hard drive, cross assembler and ICE software. Write the code here in Z80 assembler language, and then let the assembler turn it into Z80 machine code which the Z80 chip can read directly

In-Circuit Emulator. Z80 emulator for program testing, debugging etc

NTSC standard television

RAM/ROM board – pretends to be a normal Sega cartridge

Master System's bare circuit board

otherwise you get fast sound on the NTSC machines, and slow sound on the PAL machines. And also the game would run that much faster on the NTSC machine – unusably fast, maybe."

IT'S A SET UP

"I work on a PC running a cross-assembler which goes down to the Z80. You download finished binary or hex (hexadecimal) files into the ICE, which is run from the PC. It's linked in parallel so it's very fast. It has a 64K RAM buffer, so you don't necessarily need a RAM cartridge.

for it. The program then stops automatically when it reaches that particular point: it's extremely flexible like that.

"You use lots of specialised interrupt routines in the code. Every time the screen scan reaches the bottom you have a time lag called a V-blank or frame flyback where the screen gets turned off for a certain amount of time, while the scan heads back to the top of the screen ready for the next frame. During this time, when there's nothing happening on screen, you do things like update the sprite positions, or change the frames of animation.

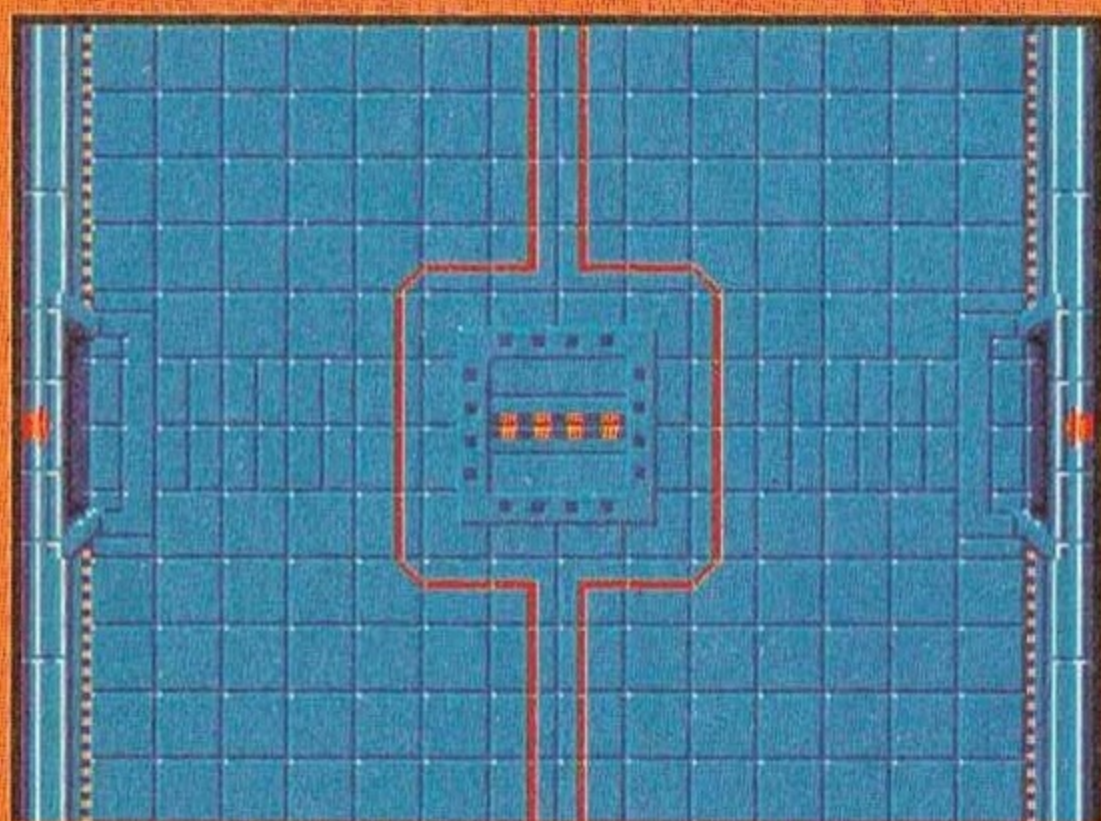
BACK TO THE FUTURE PART III

only two frames of animation on the players. I've had to redraw them so it looks like more, by animating far more 'move' than you would normally in just one sprite."

Tim agreed: "This is a bit of a problem, but we just couldn't fit them in. Because there are players moving in totally random directions, there's no way you can just keep downloading dozens of sprites all the time – the machine is just not quick enough: it's a fast game."

"There are certain things where we don't have to worry about time, though, where we can just load things into the VDP as we need it. For example, you're going to get a very nice effect when the rotating ball-launcher appears."

One worrying thing was the boot-up Sega logo which Tim thought they would have to recreate for the cartridge. "What they do is scroll the Sega logo and have black sprites overlaying the letters, which are reduced in thickness as the logo moves across. The solution as to



The central section of the 'pitch', where the ball launcher appears.

how to find out how it was done, was very simple – all we did was turn off the sprites and suddenly we just had a scrolling Sega logo.

"It's a nice effect, and we were a bit worried that we might actually have to do it, but of course it's on the ROM, and kicks in when you turn on the machine."

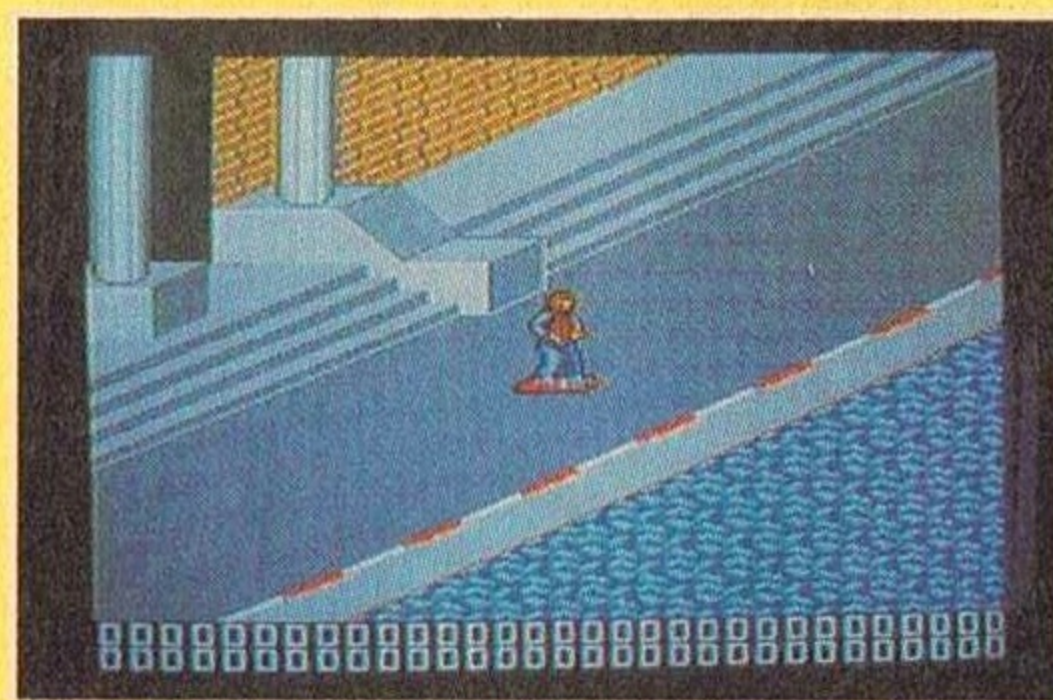
"I'm going to have a slight problem with all the options sheet, not because it's a large or complex program, but because the menus are all going to have to be different sizes. You can't do complete full letter characters, because I've only got 32 character blocks across the screen. And I might want a message that's 32 letters long – I can't have message that takes up the whole width of the screen! It needs to be a little menu at the side, so I've got to rescale that, and write it in a different way."

"Speedball is going to be a 1 Megabit cartridge, and we're also debating whether to have a battery back-up so you can save leagues and things, which would be nice."

If you haven't seen the film not only are you a plonker, but you also won't have a clue as to the plot of the story, and thus the game. So here's a brief low-down on the how the game follows the movie...

At the end of the first film, Marty Mc Fly gets back to the present, just as his whacky chum 'Doc' Emmet Brown hovers up in the De Lorean time machine telling him that his kids are causing trouble 30-odd years in the future.

Doc, Marty and Jennifer go into the future to successfully prevent Marty's son getting thrown in pokey. There's a hoverboard (skateboards that hover) chase, which is where



Marty on hoverboard in stage one.

the game opens up. You have to guide Marty through the streets of Hill Valley, avoiding Griff (Son of Biff from the first film) and his gang, while picking up bonus items. You can expect lots of smooth scrolling and fast action here.

In the next sequence, while the Doc and Marty have been off doing hero-type things, poor old Jennifer has been picked up by the police and taken to the home of her future self. You have to get her out before she meets herself and causes major disturbances in the fabric of space/time – or something.

By moving a pointer around the screen, you can open doors and guide Jennifer around the house,



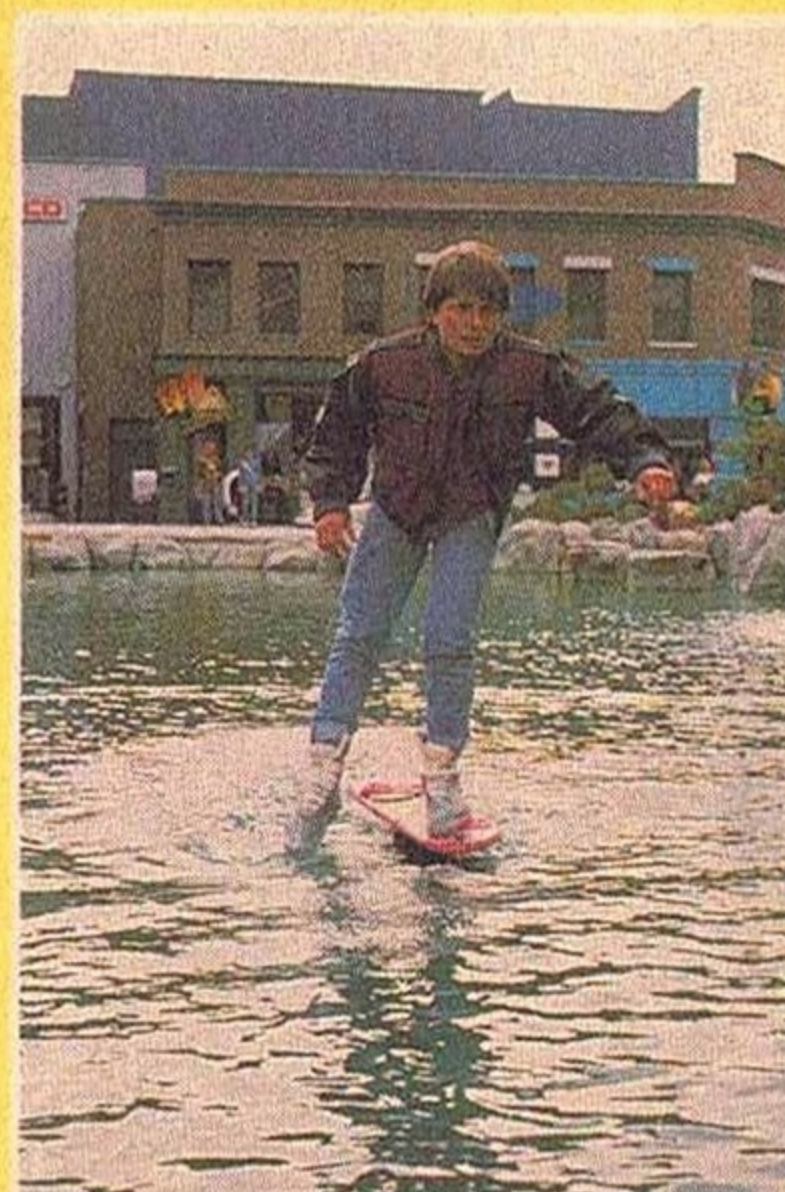
Rescue Jennifer in stage two.

trying to get her outside before she makes contact with the middle-aged Jennifer or any of her family.

Meanwhile, Marty has spotted a sporting almanac listing all the major game and race results of the last few decades. Figuring that he could take the book back to the present and get incredibly wealthy by some heavy betting, Marty buys the book.

However, an aged Biff (Griff's dad) overhears Marty and the Doc arguing about how it could alter the course of history with disastrous consequences. Reluctantly, Marty dumps the book in a trash can. At which point, Biff swipes the book, nicks the De Lorean, goes back in time and gives it to himself.

OK, now this is where it gets complex. The threesome return to their present (1985) only to find things have altered drastically. A somewhat bewildered Biff took the almanac from himself and got rich in a big way. He's now the most wealthy man in the world. He's married Marty's mum and he



Lots of hoverboard action in BTTFIII

practically owns Hill Valley. Which explains why it's now a slummy dump, populated by all sorts of deviants.

In the third sub-game, Marty has to battle his way through the violent streets and avoid other sorts of hazards on his way to meeting up with wrinkly Biff who's got a gun.

Basically, it's a Vigilante-style beat 'em up, with a few collectibles along the way.

Biff spills the beans about receiving the almanac from himself (spook!), and so Marty escapes and goes zipping back to 1955 to try and recover the book from Biff the younger (with it so far?).

The fourth section takes place at the scene of the 'Enchantment



Battling bikers in stage three.

Under the Sea' ball, where Marty played Johnny B Goode in the first flick. In this alternate time line, the band has lost another member and so the fourth section takes the form of one of those sliding tile puzzles where you have to 'put the band back together'. Hmmm.

After taking the almanac and finding that it isn't the almanac after all (it's a nudey prod mag!) Marty goes after Biff again in another hoverboard sequence. This time, Marty chases Biff and eventually has to hang onto Biff's car in the final high-speed climax!

There'll be more screenshots of the game as it progresses!



Defeat Biff in the final duel!



Go on – take the easy one!

It looks like the Sega arcade engineers are running out of ideas these days: first we had *E-SWAT*, a *Shinobi* meets *Robocop* shoot 'n' beat 'em up. Then came *Line Of Fire*, an impressive, but unoriginal *Op Thunderbolt* clone. Next there was *Shadow Dancer*, pretty much the sequel to *Shinobi*. And now? Well, to all intents and purposes this aerial combat sim is *After Burner II*.

OK, so it's not the most innovative coin-op in the world. But is it any good?

BANDITS AT HALF PAST THREE

Your mission, should you decide to accept it, is the same as it always is – kill and survive! There are ten levels full of baddies to blast through, and as long as you down enough enemy hardware within the time limit, you move on to the next, more difficult level. Make it past level ten and the mission is deemed a success. 'Buy the farm', though, and it's more coins in the slot!

As you fly these violent skies the air is filled with enemy fighters, bearing down on your position and generally being a nuisance. Time to break out the air-to-air and cannonfire! Whenever a bandit crosses your flightpath the head-up display signals a successful lock-on. Hammer the missile release and that guy's history. And if missiles make things a tad too easy, you can

ARCADES SPECIAL

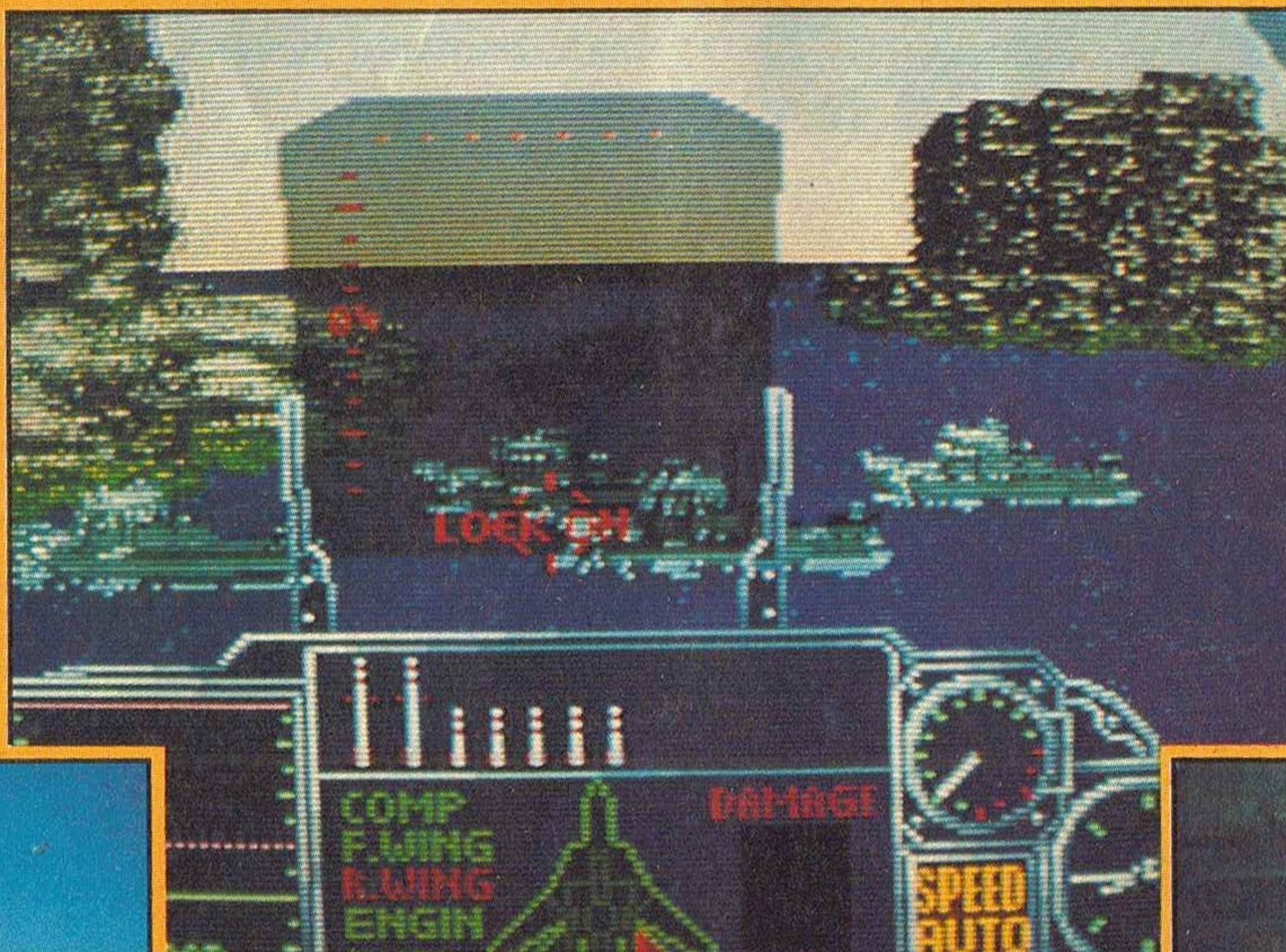
Remember when *After Burner* machines reigned supreme? These days you're lucky if you can even find a battered stand-up cab in your local slot store. So what comes after *After Burner*? *G-LOC*, that's what! So strap yourselves in and prepare for Loss Of Consciousness due to Gravity...

always go in close for the kill with some rapid gunfire.

Control is via an *After Burner*-style joystick, which also carries the thumb-operated missile fire button and machine gun finger trigger. However, control is a lot more sensitive than its predecessor, allowing real seat-of-the-pants flying

yer-face-off acceleration! You can select the difficulty level from beginner, medium and expert, but in beginner mode the throttle isn't used, so you can concentrate on dealing out the hurt!

The visuals, as you would expect, are of an incredibly high quality – and very fast! Using a



Dive-bombing enemy cruisers off the coast.

– and not forgetting those gut-wrenching barrel rolls! As with *After Burner*, you can alter your speed with a left hand throttle control. Push forward to speed up, pull back to slow down, and press the afterburn/turbo button for some high-G rip-

mixture of 3D polygon technology and the now-standard pre-shifted sprites (which no-one does better than Sega) the scenery flies past with incredible detail and lightning speed.

As well as the out-of-the-cockpit view of *After*



Give 'em a taste of cannonfire!

Burner, *G-LOC* goes a step further. If you don't keep a close eye on your radar, you'll get a tiger on your tail. At this point, your point-of-view switches to an exterior shot, where you can see the enemy jet and your 'plane beyond. You then have to control your jet in the ensuing dogfight. Shake that bandit off pronto, or you'll be earthbound at high velocity!

G-LOC: LOSS OF CASH DUE TO GAME

With all the ingredients that made *After Burner* such a hot potato, and then some, *G-LOC* is certainly high-intensity entertainment! With a lashings of firepower, action and excitement, this is definitely one for the brain-in-neutral/reactions-on-overdrive arcadester!

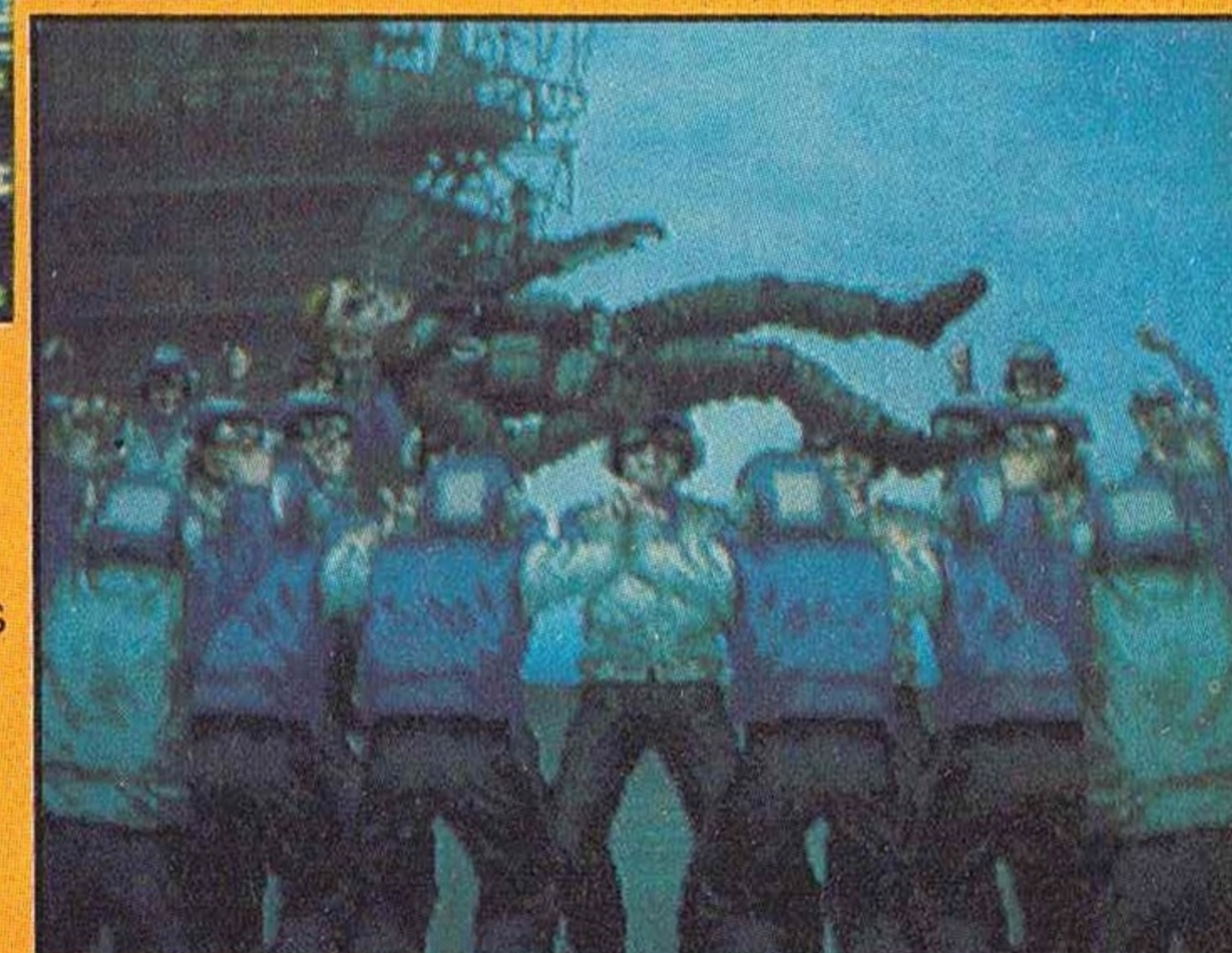
Like its inspiration, it comes as both stand-up and sit-in versions, the latter being by far the better for that totally enclosed, sense-saturation experience.

Whether you'll want another albeit better dose of *After Burner* is debatable. But why not stroll down to a 'musie near you and check it out anyway? All you've got to lose is your nerve (and a few quid)!

Convertability – *After Burner* made quite a neat (if slightly repetitive) game on the Master System, so an eight-bit *G-LOC* isn't entirely out of the question. But don't start saving just yet...



Dogfight! You've got a bandit on your rear!



The final mission victory sequence.

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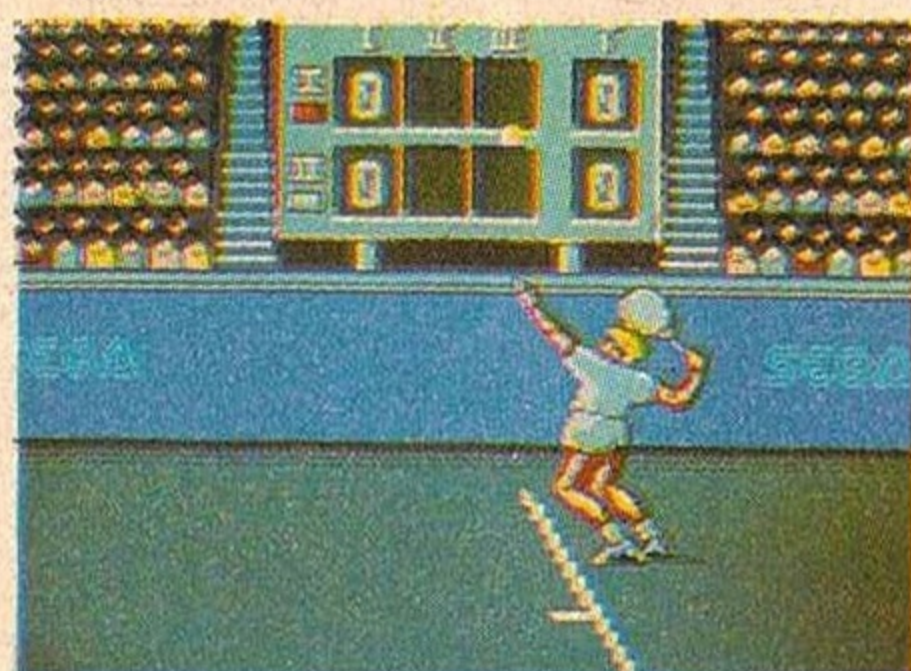
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These games are probably the best Sega titles released in the last few months. If you haven't got them you're missing out on some heart-pounding action.

By picking up a free sub to S at the same time you can score one of the deals of the decade!

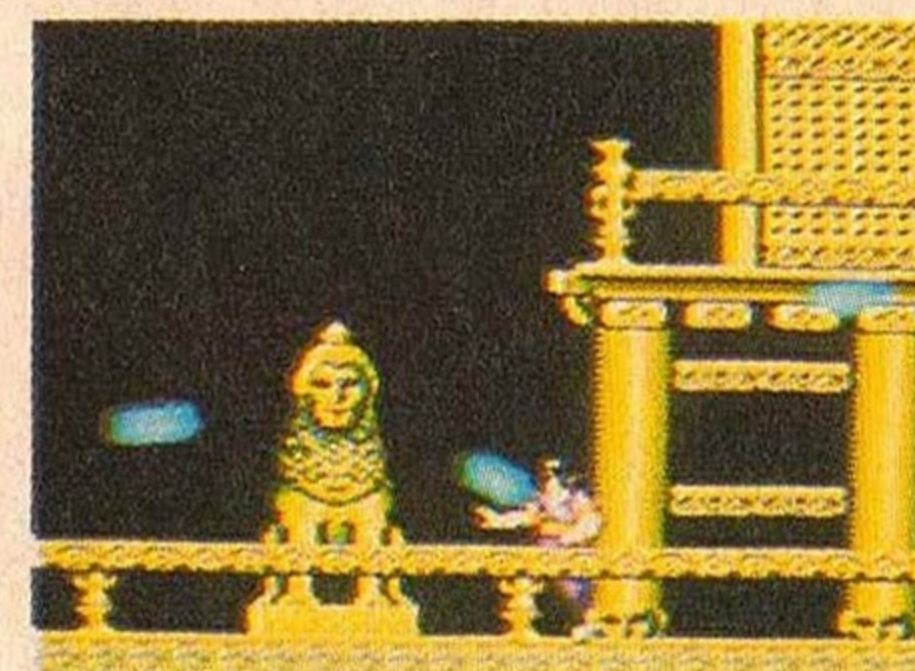
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Ultimate Solution for The Master System with lots of hints and tips. Interested? Send an SAE with £1.00 to Ian Datley, 28 Upton Road Atherton, Manchester, M29 9LN. Hurry.

For sale Sega Master System in good condition with 7 games After burner, Secret Command, Hang On, Vigilante, Rampage, Black Belt, worth £218 sell for £75 contact Adrian 0253 720335.

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Sega for sale. Over 25 games including Cal games, Psycho Fox, Tennis Ace. Also Light Gun, Control Stick and Konix Joystick. All for £200. Tel: (0934) 624476. Ask for Guy.

For sale Thunderblade, Great Golf and Gangster Town at £15 each or swap for Outrun, Casino games or Galaxy Force call after 6pm. Ask for Dave. 0689 24112.

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Wonderboy 3 for sale £15 or over anyone interested, phone (0236) 873351 after 4pm and ask for Roddy.

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Outrun and Wonderboy £25 or swap for Altered Beast and Rastan or Galaxy Force and Vigilante. Phone 0573 24205.

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For sale Sega master System with 8 great games including Cal games American Pro Football also 2 joypads worth £300 will sell for £120 ONO contact Rob 051 356 0843.

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Games for sale, £17 for 1, £30 for 2, games are Wonderboy, Black Belt, American Baseball, Rambo II, Altered Beast, American Pro Football. Phone Craig on 0203 663577 now.

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After Burner for sale with box and booklet for £10 or swap for Rampage, Spy Vs Spy if interested contact David on 0734 833682.

Sega Master System, 2 joypads, Konix joystick. 10 games inc. California games and American Pro Football. Excellent condition worth £335 bargain at £175 inc. P&P will not split tel: 0532 676252.

For sale Out Run, After Burner Casino games wonderboy, World Grand Prix, California games, Galaxy Force £15 each or all for

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For sale Altered Beast, Vigilante £15 each ONO call 0482 563712 and ask for Lee or swap for Golden Axe, Dynamite Dux, Battle Out run or Chase HQ.

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Would you like to buy: Vigilante £12, Great Football £10, World Grand Prix £10, After Burner £12, Double Dragon £12. Phone 01 515-0519.

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Sega Adventure Games for sale. Including Phantasy Star and Spellcaster all half price telephone 0704 62138 after 5.30pm.

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For sale Altered Beast and Time Soldiers ofr £10 each or swap for Lord of the Sword and Dynamite Dux or Psycho Fox, phone Surrey 397 3608.

For sale Sega Light phaser and Gangster Town. £2%. 174 Wigmore Road, Gillingham Kent ME8 0TJ. Quick sale wanted, preferably local get writing. Light phaser not boxed as new. (0634) 389199.

Will swap Miracle Warriors, Y's Phantasy Star for Psycho Fox, Golvellius, Vigilante, Double Dragon Dynamite Dux or for sale £15.00 each call John 01 622 2465.

For sale Master System Two control pads, 8 Great games, inc Cal games + American Pro Football worth £250 will sell for £120 contact Rob after 4pm. 051 356-0843.

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Any dood want a Wonderboy III or Altered Beast. Each game £12-17. These cool games are in crucial nick, both with instructions. Contact

Paul between 6-8pm on week days. (0525) 378410.

Sega Master System, Steering Wheel, Light Phaser, 3 games £130 Tel: 021 784 6325.

Large assortment of Sega Master System games for sale. Send a SAE and I'll send you a list. K. Davis 10 Ingram Avenue, Holmer, Hereford HR4 9RD.

Space Harrier 3D, and After Burner for sale £12 each if interested phone (0740) 655771 ask for Michael.

For sale. Master System, 2 control pads, Light Phaser. Mint condition, still boxed. Also 7 games including Shinobi, Alex Kidd In Miracle World and Double Dragon. Ring Richard after 4pm. 0455 553865 £110 ONO.

For sale Dead Angle Zillion II and Shinobi or to swap write to Ryan Jones, 25 Ascot Drive Atherton, Manchester M29 9LH. Offers welcome.

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For sale: After burner £10, Choplifter £10, Double Dragon £15, call John on (01) 578 7354 or write to 70 Beechwood Avenue, Greenford, Middlesex, JB6 9UD. Will swap for good games eg. Psycho Fox.

For sale Vigilante and light gun £20 or swap for Double Dragon Tel: 0933 50109 5pm. Ask for William.

Sega Master System, light gun 3D glasses and games inc R-Type, Double Dragon, After Burner, and 17 others £200 the lot for quick sale. Ring after 7pm. 01 572 5446.

For sale Great Gold, Rocky, Pro Wrestling and Bomber Raid for £15 - £20 call after 4pm. 0959 72338.

Sega Master System light gun, 3 Shoot games Enduro Racer, Hang-On, Golden Axe, Shinobi, Rastan, R-Type, Wonderboy II, Action Fighter, plus SG Commander was worth £280 all yours for £180 ono 0734 472427.

For sale Sega Master System includes Control Stick and Wonderboy 2+3 VGC £90 Tel: 782185 (0243) ask for Nick after 5pm. Must sell quick. Sega Master System. Two Joy sticks. Light Phaser gun. 26 Cartridge games, Two cards will take £250 ono for the lot ring James on 0924 491136 early evenings.

I will swap my Shinobi or altered Beast for Basketball Nightmare, Rastan, Rocky, Rampage, California games. Tel: 0268 684625.

Sega Master System with four games. Excellent condition, and still boxed £90. Tel Darren on 270915 Hartlepool.

For sale forgotten Worlds £25 (0752) 663707 after 6pm.

Sega Masters System for sale, one control stick, four games, all leads, not boxed but in good condition £60.00 call Ian after 4.00pm on 061 205 3223, good honest bargain.

Sega Master system, SG Commander, Rapid Fire Unit, + 13 games including Psycho Fox, R-

Type, Y's etc. All boxed £250 ono write to Keith McDermott 43 Kells Lane Gateshead Tyne & Wear NE9 5SJ. Sega Master System, six games two joypads, light phaser. Six months old. Phone Slough 37188 or call after 5.30pm. at 185 Long Readings Lane, Brothwell Est. Slough. Only £100.

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Rastan, After burner, Wonderboy, California games, R-Type, Cyborg Hunter, Shinobi, Alex Kidd II, OutRun, Space Harrier. £15 each phone Carl after 4pm Kent 697 0521 boxed with instructions.

For sale: Double Dragon in excellent condition £20.00 call Mark on (0792) 290825. Shinobi also going for the same price in excellent condition. Will swap Wonderboy III Psycho

SWAPS

Fox, Galaxy Force, Double Dragon. Games wanted Spellcaster, Golden Axe, R-Type or any good games phone Robin at (061) 796 0218. Will swap Space Harrier, Thunder Blade, Action Fighter or Rampage for GhostBusters or R-Type or Altered Beast. Phone 061 437 7631 after 6pm ask for Paul.

Got Amiga Format 4, or St/Amiga Format 1-6 with discs? I'll swap a Sega of America tip book and Sega catalogs. Chris Jackman, 3 Albion Terrace, Lexham Road, Litcham, Kings Lynne, Norfolk, PE32 2QQ.

Will swap Double Dragon or Shinobi for Out Run Rastan Ghostbusters or Psycho Fox call Jamie on (0269) 594042 after 5pm. Anytime on weekends.

I'm interested in any games you have especially Shinobi will swap Out Run or maybe Rastan please phone anytime after 4pm. Any day except Monday and Saturday ask for Daniel. 0454 319506.

Swap F-16 Fighter for a Light Phaser games or any other game 0702 541213 ask for Richard.

I will swap The Ninja for California Games or Basketball Nightmare. Or I will swap Double Dragon for Spellcaster. Call 0525 820965.

Will swap Altered Beast for Rastan almost new. Call Pontefract 791972 after 4pm. Ask Mathew.

I will swap Double Dragon Wonderboy, Action Fighter or Kunfu Kid for any Out Run, Alien Syndrome, Monopoly, R-Type or Phantasy Star. Phone Brighton 202069 and ask for Alex after 6.00pm.

Will swap or sell Ninja Ghost House Fantasy Zone The Maze Global Defence Aztec Adventure Name your price or swap. Pauline Rankin 51 Rainham Rd, Gillingham Kent Phone 0634 54537.

Will swap my Alien Syndrome, Shinobi or Rocky for American Pro Basketball Nightmare or any other good game Dave on 0268 750669.

Will swap Rastan Enduro Racer Choplifter Out-Run Aztec Adventure for any good games especially Dead Angle. Phone Robert on 061 439 9625.

I will swap World Soccer Gangster Town, Wonderboy American Pro Football, Rambo III, Thunderblade, After Burner, Pro Wrestling for most games preferable new titles. Tel Richard on 021 382 6793.

I have Spellcaster I want Golden Axe, I have Altered Beast I want Time Soldiers, I have Teddy Boy - Swap with anything. Ring 0256 (Basingstoke) 471718.

I would like to swap my After Burner for any of These: Phantasy Star, Y's, Vigilante, Wonderboy III, Spellcaster

Please contact Murray Lane 28 Stapleton Road Formby, Merseyside L37 2NY.

Will swap my Out Run for Psycho Fox or After Burner or could negotiate on other games that I have phone Nick Krase: (01) 445 3539.

Swap R-Type or Rampage for Dynamite Dux, Psycho Fox, Altered Beast, Wonderboy Three for Tennis Ace, Basketball Nightmare, Pro Wrestling, California games phone Ashtead 272023.

Will swap my Alex Kidd and Lost Stars for any other Sega game on negotiation phone Andrew on (0432) 351338 (only Sega carts, not cards) Phone (0432) 351338.

Swap my Quartet for your Powerstrike 0977 512942.

I will swap Golden Axe for Y's or Psycho fox swap Zillion II, Vigilante, Double Dragon for Rastan, Wonderboy II, III or Black Belt ring M. Roch Leeds 0532 591084.

Will swap my rocky or Golvellius for Pro Wrestling, Rampage Psycho Fox, Alien Syndrome or Fantasy Zone II Tel: 061 477 8233 and ask for Andy or Martain after 4pm.

I will swap Wonderboy Kung Fu Kid, Rastan for Altered, Golvellius or Time Soldiers. Tel Chris on 0959 32296.

I will swap any of my Golden Axe, Alex Kidd High Tech World, Rampage, Wonderboy III, Out Run 3D for most other Sega games. Offers? Phone 0642 533847 after 7pm.

I will swap After Burner, Thunderblade, Altered Beast, Double Dragon, Rambo II, World Soccer, Transbot, Great Basketball for nearly any game. Tel (0922) 20144.

I will swap my mint condition Thunder Blade for any decent game eg. Vigilante R-Type Cal games for any Sports Sim offers negotiable. Tel: 061 231 2107.

I will swap Alex Kidd in Miracle World, Double Dragon or Bank Panic for either Vigilante or Wonderboys 1 or 2 phone Baz on 051 625 2484.

Will swap World Soccer for Alex Kidd in Miracle World or Lord of the Sword phone (061) 445 6338 and ask for Chris.

Will swap my Transbot for Spy Vs Spy, call Dan after 5pm on 0225 742842.

Will swap my R-Type, Y's Thunderblade, Golvellius, Rambo 3, Global Defence, for Cyborg Hunter, Cal' games, Golden Axe, or other Adventure games, call Mark on 0553 810495.

Will swap Zillion II Alex Kidd in Miracle World and Dynamite Dux for Choplifter Altered Beast or Psycho Fox Great Basketball call Lee 0978 263107.

Will swap Powerstrike, Kung Fu Kid. Rescue Mission or wanted for Altered Beast or will pay £15 for Double Dragon. Call 0372 729393 ask for Barry. Please phone after 4.30.

Will swap your Black Belt and Shinobi for two of mine phone 0268 680924 for the list of my games. Any one for one. Ask for Gary.

Will swap Altered Beast for Wonderboy in Monster Land Tel: 074 575 428 and ask for James.

I will swap my games for yours. I have Spellcaster, Penguin Land. Double Dragon, Shinobi, Miracle Warriors, Casino games for any other games (Especially, Monopoly Altered Beast) call (0532) 458441.

I will swap my Golden Axe for either Wonderboy II or Spell Caster. Phone James on 061 428 6250. P.S Will sell for £20.

Hi there! Would you like to swap games with me? I have R-Type, Double Dragon, Rambo III & Alex Kidd in Miracle World. all games considered. Only Mega cartridges please call Juned 01 804 1358.

Will swap my Vigilante for Wonderboy or Altered Beast. In good conditions and with instructions call Vincent (0268) 747565 after 5.00pm. At any day after 5.00pm at any day except

MAILBAG

weekends.

Will swap my sega game Cyborg Hunter for Double Dragon, Shinobi or OutRun. Phone Allan on (0224) 713072 or write to me at 62 Polo Gardens Stoneywood Aberdeen AB2 4JU.

Will swap Dynamite Dux Shinobi Time Soldiers Out Run Golvellius Kenseiden. Plus others for R-Type Power Strike Spell Caster Wonderboy III Rastan Galaxy Force II Tel: Ben on 091 5272430 between 4pm and 6pm.

I will swap Astro Warriors Hang On and £5 for Phantasy Star. Contact me at: 10 Booker Close, Crowborough, East Sussex. TN6 2XT or tel: 655699. My name is Jon.

I will swap my Ghostbusters excellent condition, boxed with instructions only 1 month old. For any good games such as Galaxy Force Tennis Ace California games and World Soccer ring Preston 745004 after 6.00pm.

I will swap my Fantasy Zone II or my Wonderboy in Monsterland for any of these games. Double Dragon, Vigilante Shinobi or Rocky. Ring 021 308 5119 and ask for Craig.

I will swap my Altered Best for Alex Kidd in Miracle World or Pro Wrestling ring after 4.30pm. And ask for David at 0689 59754.

I will swap Rocky, Space Harrier, Vigilante for Altered Beast, Kenseiden or any good games I don't have please ring (0937) 835164 and ask for Alan after 6pm.

Will swap Dynamite Dux, Time Soldiers, Wonderboy I, Space Harrier, Transbot, Galaxy Force or Vigilante for Fantasy Zone II, Golden Axe, Spellcaster, Choplifter, Fantasy Zone I or Cloudmaster. Phone Ian on (06285) 27086.

I would like to swap my Double Dragon for either Basketball Nightmare, Tennis Ace or Gold Mania. If interested phone Dylan on 01 841 5319.

Will swap After Burner Miracle Warriors Wonderboy III Double Dragon or Great Gold for any good games. Write to Glyn 107 Shakespear Rd Swinton Manchester M27 3QA.

Will swap my Alex Kidd The Lost Stars for any other Sega game. Write to Shahid Anwar 57 Victoria

Street Nelson Lancs BB9 7HP.

I'll swap my After Burner, Shinobi Enduro Racer for Fantasy Zone II, Wonder Boy in Monsterland or Great Volley. Contact Matthew on 0222 473610 anytime. May also swap other games.

After Burner or Altered Beast for Double Dragon or Shinobi or one for one. Call (02357) 4940 ask for David.

Swap Sega Master System with light phaser rapid fire unit two control pads 12 games good mint condition for an Amiga 500 contact 21 Bremer Ave. Horley Surrey RH6 8EP. 0293 782191.

I will swap Monopoly, Shinobi, Lord of the Sword, and Casino games, for California games, Double Dragon, Rambo III, Rastan, or other offers, all games less than 2 months old. Tel: (0383) 823310 ask for Mark.

I will swap F-16 or Enduro Racer for Rastan, Dynamite Dux, Power Strike or Rampage Tel: Dom on 01 543 8269.

I will swap my American Baseball for, Vigilante, Rocky, Psycho Fox or California games. Ask for Stewart after 6pm. On 0761 37384.

Will swap Scramble Spirits for OutRun plus Thunder Blade or Out Run and any other game will swap Shooting Gallery for Kenseiden Phone 0282 67385 and ask for Assad.

Will swap Thunder Blade for Shinobi, Out Run, After Burner etc. Phone 337 6816 Surrey. Ask for Darren and lets negotiate.

I want Ghost House & Dynamite Dux. Will swap for Space Harrier, Rastan or Out Run. Please contact Edmund on 0278 421968 after 6.30pm. Weekdays. P.S Please send cheats if found.

Sega control stick ace condition £9, now swaps, Rampage Rescue Mission, Ghost Busters, 4 Dynamite Dux Psycho Fox, Basketball Nightmare, one 4 one write or phone, Laurels Station Road Kirby Muxide Leics, LE9 9EN (0533) 386215.

I will swap Kung Fu Kid, After Burner, ChopLifter, Super Tennis Spy Vs Spy, Zillion if interested phone 0407 810025. Or write to G. Williams 33 Maes Cynlas, Ty Croes Anglesey, Gwynedd LL63 5SN.

Psycho fox Spellcaster Golden Axe Monopoly for Y's After Burner Galaxy Force California games Phantasy Star Miracle Warriors. Call Kevin on 01 794 0484 or leave message.

I will swap Thunderblade for either Miracle Warriors, Cloud Master or Rastan. Tel Roland on 0703 636779 (Southampton).

Will swap Double Dragon for Ghostbusters contact James or Malc tel: Hull 0482 871437.

Wanted Amiga 500 will swap my Sega with 7 top games and Spectrum 48K with 450 games Write to Glen 4 Fishers Close, Trent, Sherbourne, Dorset DT9 4SN.

Have Golden Axe will swap for Phantasy Star, Double Dragon Shinobi Psycho. Contact Terrence at Ottery St Mary (0404) 813507.

Swap my new Sega games for yours: I have World Soccer, Zillion 2, World Gran Prix Rocky, for any games or hardware. Mr C. Pickering, 1 Myrtle Avenue, Wellsted Street, Hull HU3 3BB. 229616.

Will swap Rampage or After Burner for any other Decent games tel: 0457 65301 after 5pm ask for Dan.

Will swap Double Dragon, Great Basketball and Thunder Blade for World Soccer Space Harrier and Black Belt or any other good games tel Scot on 0222 766285 after 5pm.

Will swap Psycho Fox for Dynamite Dux and £5 ONO It is Urgent please ring Matt 021 353 9003.

Will swap World Soccer or Power Strike for Dynamite Dux, Psycho Fox, Wonder Boy 3 Golvellius will swap Altered Beast, Rocky Out Run for almost any thing ring (0706) 38809.

I will swap My Galaxy force for any Wonderboy, R-Type, Impossible Mission or California games or will sell for £22.95 in box with book please phone 061 3309376. After 5pm.

Will swap Great Volleyball for Spellcaster Scramble Spirits Ghostbusters Monopoly or World Soccer contact Karl Clark 30 The Orchard Sedgfield Cleveland TS21 3AF. Phone 0740 20962 after 6pm.

Will swap Space Harrier, American Pro Football, Ghost Busters and After Burner for World Soccer, R-

Type Time Soldiers and Out Run ring 0452 419285.

For swaps BBC B computer with monitor, disk drive, joystick + 100 games worth £600 will swap for good condition C64 with games plus portable colour TV phone Alex on 01 555 6272.

Swap Global Defence Shinobi Alex Kidd, Tech World for your Spell Caster Rastan or any other good game dial Liverpool 486 6002 after 5pm ask for Kevin.

Any of you dudes out there got Altered Beast, Dynamite Dux, Golden Axe, Double Dragon. I will swap for Rampage, Choplifter and Vigilante. Tel: Nick on Roth (0709) 879180.

Sega will swap my games for yours Great Basketball Golvellius, Galaxy Force or Rastan for Psycho Fox, Dynamite Dux Spellcaster call me on London 9693162.

Will swap World Soccer, Rambo III, Shinobi and Thunderblade, for R-Type, Rampage, Great volleyball, Miracle Warriors or Fantasy Zone two. Phone tony on 041 8120868. Will swap separate.

I wanted Vigilante or Gangster town. Will swap for Alex Kidd III or Space

HELP!

Harrier phone 0443 401546. Could you tell me how to pass Maranda on The Last Stage of Shinobi. Tel Mark Snooks 0443 434858. Please could some one tell me, on Wonderboy III, where the last main character is tel: 0543 77421.

Please could someone tell me how to shoot the tanks on level 1 of Rambo III. Phone David on 040873.

Please Please Please has anyone got a cheat for Wonderboy in Monster Land if so ring Eain (said Ian) on 01 868 9506 between 4pm - 6pm.

Could you send your hints tips and cheats and even amount of stones for amour for Wonderboy 3. To Jamie 3 Lionel Terr, Rydyfelin, Ponty

pridd, Mid Glamorgam CF37 5HR. Telephone (0443) 404054.

Could you please tell me how to get out of the castle on Alex Kidd in High Tech World Kevin Green 52 Craithe Rd, Vicars Cross, Chester CH3 5JL.

Could you please send me maps of levels 5, 6, 7 on Alien Syndrome, or just pokes, not tips! 24 Burton Park, Burton, Carnforth, Lancs LA6 1JB. Or phone 0524 781013.

Please could someone tell me how to beat Drago in "Rocky" its easy to beat the other two chappies but as soon asl face the Russian he floors me. 0274 566300.

For Thunderblade, is there any way to cheat by using a level select code etc, call Simon on 0964 532440.

PEN PALS

Hi, I'm William and I'm a good bloke?? And I want someone out there to write to me. I am 10yrs old and own a Sega. Phone (Epson) 728503. I would like a pen pal about ten or eleven call me on (0278) 691113 my names John. Aged 10.

I am 15 years old and want a 15 year girl to write to me at 323 Rednal Road, Kings Norton Birmingham, B38 8EE. Must know about Sega games. Rhys.

WANTED

12 year old Sega mad dude is looking for a pen pal who will swap hints, tips etc. Call Iuton, (0582) 391543 or write: 282 Old Bedford Road, Luton Beds LU2 7EQ. Wanted Quickshot Deluxe Digital or Quickshot game controller to swap for control stick, Rampage, Rescue Mission or Miracle Warriors or buy either for £6 - £8. Phone Warren on Leicester 386215 please after 5.00pm.

3D glasses wanted in shop shelf condition and I mean good. Will pay about £10 tel: 0280 816073 and ask for JJ please good condition and they must work. Wanted: Miracle Warriors, California games, World Soccer will buy or swap for Rampage, Casino games, APF send price and swap lists to 198 Whitehouse Common Road, Sutton Coldfield West Midlands.

Wanted Golden Axe and Psycho Fox pay £30 for both (with instructions) contact Kenny McGregor 11 Forsyth Avenue Rothies. Banffshire, Scotland IV33 7BE.

Wanted: Spy Vs Spy, Dynamite Dux, Alex Kidd 1, 2, 3. Will swap for Transbot, Bomber Raid, Thunder Blade, Golvellius and Secret Commando, Contact Phil on (0302) 885009 after 4.30pm on a week day.

Wanted any Sega Games pay up to £10 per game send list of games to Murray Lane, 28 Stapleton Road, Formby Merseyside L37 2YN. Spellcaster Y's, Phantasy Star, Wonderboy III wanted especially.

Wanted Golden Axe, Rastan, Double Dragon, Dynamite Dux will swap for any of my games such as Alien Syndrome Miracle Warriors, Psycho Fox, Wonderboy in Monsterland and many more.

I want games!! Do you have R-Type, Astro Warrior, Kenseiden, Y's or other? I'll pay up to £10.00 with P&P. Phone Jon on (0705) 551581 after 6pm for a yarn!

Wanted Psycho Fox, Golden Axe, Basketball Nightmare and any other good game, for mine I have California Ys, Rastan, W.Boy3, Vigilante, Rampage, Space Harrier and more Phone (0925) 58834 please.

Wanted World Soccer, Out Run Time Soldiers, R-type will swap for Space Harrier, American Pro Football, Ghostbusters or After Burner ring 0452 419285.

I will swap Space Harrier or Wonderboy For Out Run 3D or Galaxy Force. Contact Mark on 051 2606063 after 5.30pm. Must have instructions and be in good condition.

Wanted Physcho Fox. Will swap for R-Type, Ghostbusters or Out Run, Dynamite Dux. Phone South Wales 895863 and ask for Gavin. Only after 4.00pm. Please I'm desperate.

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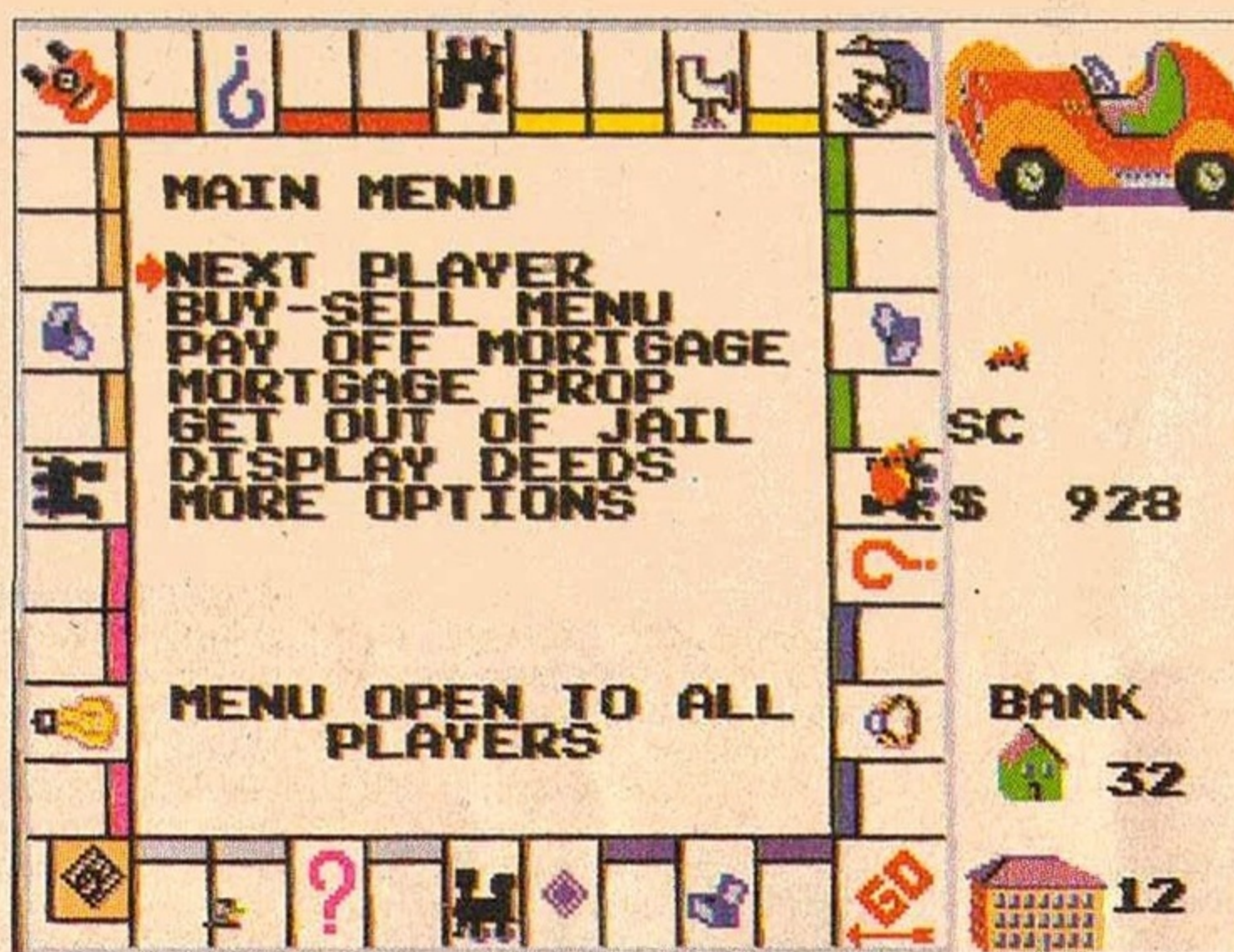
Signed

MONOPOLY

Ever since man sat in a cave and discovered fire there has always been someone who wanted to buy that very cave. Thus the theory of Monopoly dates back 2000 quadrillion years, to the very first primordial estate agents.

For those of you who have been locked under the stairs for the past 14 years, the present day game of Monopoly is set in London, or in the case of this conversion, New York. Various properties such as the posh Boardwalk and the not so up-market Mediterranean Avenue are laid up along four sides of a 'board'. Along with these are railway (sorry railroad) stations and public utilities such as the Water Works and the Electric Company. There are also spaces to pick up cards – Chance and the weirdly named Community Chest. These cards can either make you or break you: with Bank Errors which refund £200 (\$200 sorry!) or crippling bills for building repairs.

"Buildings!", I hear you cry, "No



The Monopoly board in all its titchy glory!

one said anything about those." Well just hold on a minute. The aim of the game is to buy property, and charge rent whenever the opposition lands on them. Of course the best way to raise the rent is to build houses. Get four houses on a site, and you then have the option to erect hotels, which whack the rent up to mesmerically huge levels. Once you've got a few of those up you can expect to bankrupt other players.

So, how does the Sega improve on the board game? Well, the conventional game failed because cards got lost, houses got eaten by your dog, and, most importantly, there was no one-player option.

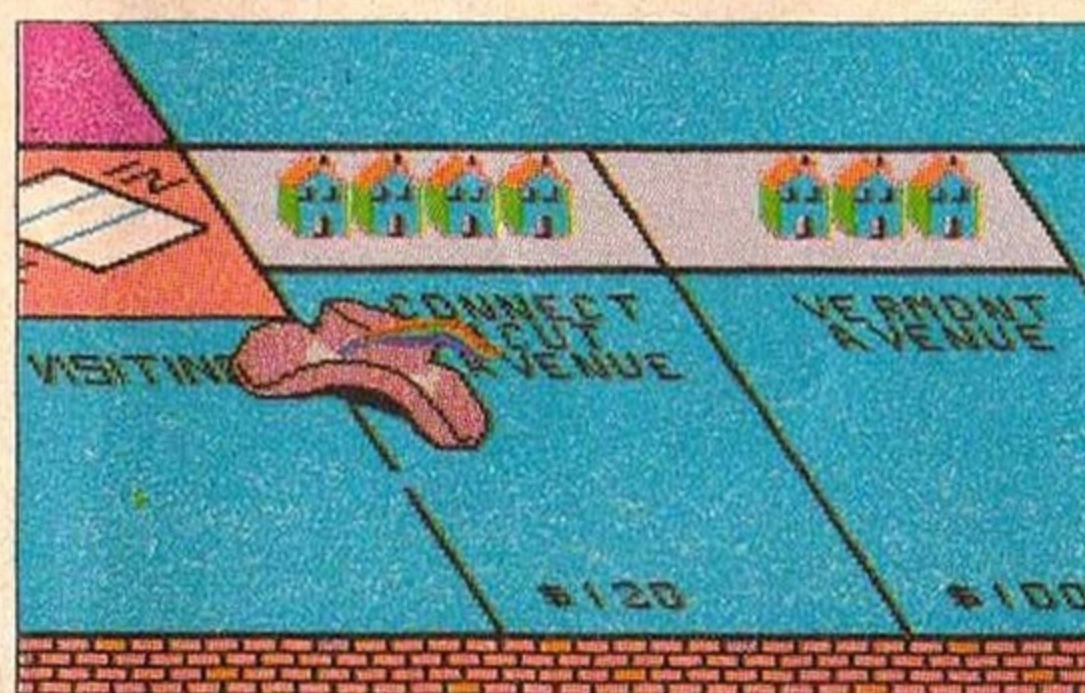
With this Sega version, you get a couple of console chums to play along with, ranging in skill levels from Beginner, through Intermediate to Experienced (a hard dealing SOB, who's very difficult to beat).

At the outset you get to choose a token (I'll have a Dog please Bob).

If you're using computer opponents then you choose one for them and set the skill level. Then it's time for the off. You use button 1 for such things as rolling dice (roll to see who goes first), agreeing deals such as auctions for property and attempts to buy from other players. Button 2 is used to speed the rate of travel as your token scrolls around the 'board' – although you can

dispense with the visual display of travelling and get on with the nitty gritty of wheeling and dealing.

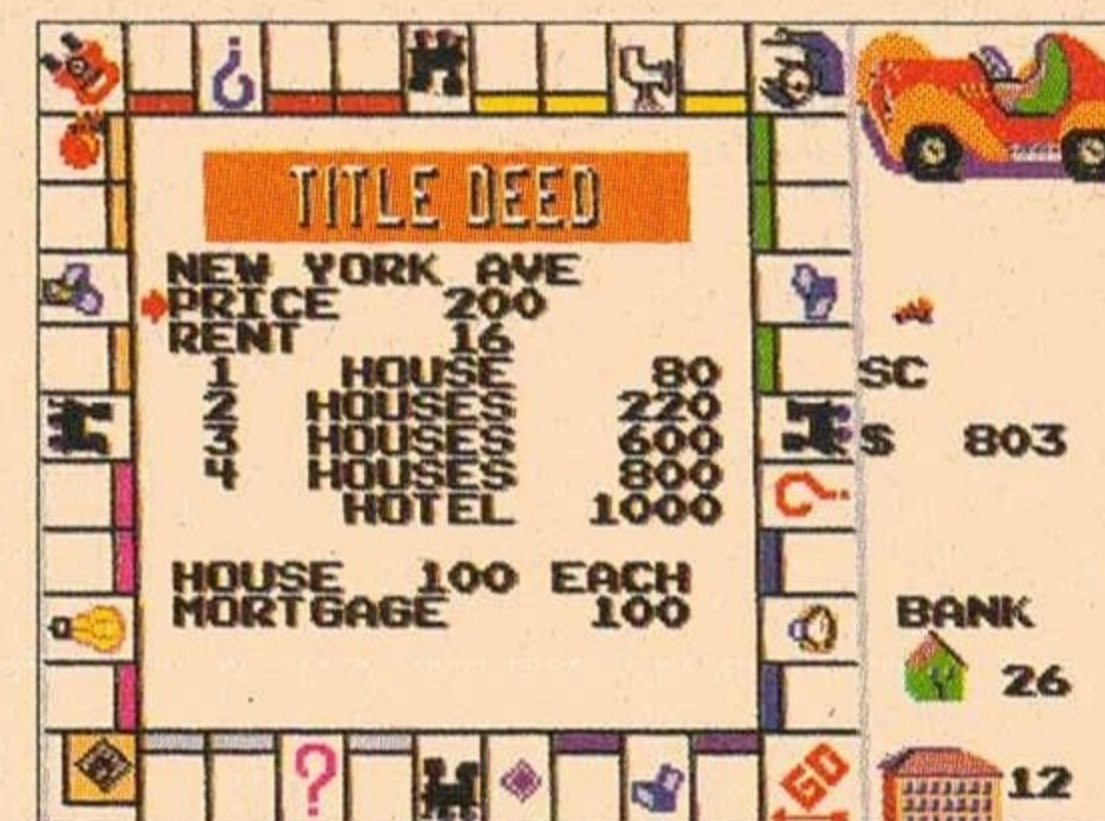
Gameplay depends on just how clever (and lucky in the dice rolls) you are. Each turn can comprise a roll, buying or selling property from other players, mortgaging your own property if you're borassic lint (skint) or building those precious houses



The hat cruises past his estate!

and hotels. If you get bored or need to use the Sega to shoot the odd alien then there is a Save Game option with battery back-up (no crappy 35-digit passcodes here!).

You can even set a timer on the



game so that the player with the most property and dosh at the end of a set time becomes the winner. The best way to win, though, is to wipe everyone else off the board and own the lot!

VERDICT

Although the screen tends to look cluttered this merely reflects the wealth of information to hand. The movement of counters, when required, is smooth and sharp. Icons are clear and generally the graphics do the job asked of them.

However, the sound is limited to an appalling muzak version of 'The Entertainer' providing the in-game audio. And with some sarcastic-sounding jingles when you 'Go To Jail', cop for Luxury Tax or go bankrupt, you wouldn't be missing out on too much in the sound department even if you were completely stone deaf.

Aside from the really obvious points, like it's not for shoot 'em up fans or hack 'n' slash merchants then *Monopoly* has everything: excitement, mean nastiness, tension, strategy and the joy of victory. It only falls down on the fact that the computer players refuse to make under-the-table deals and nor will they form cartels in order to stitch other players. And how can you swipe a few hundred dollar bills when the banker nips off to the loo, if the banker's a Sega?

PRICE

£29.99

PLAYERS



CONTROL



GRAPHICS 51%

- ▲ The scrolling sequence is well done, with some nice animation on the counters
- ▼ Generally, the graphics are plain and basic. They do the job, but they could easily have been 'nicer'
- ▼ The house building, house demolition and 'Going To Jail' sequences are... well... crap

SOUND 29%

- ▼ Crummy rendition of 'The

Entertainer' (you know, that awful music from 'The Sting')

- ▼ Crude jingles and spot effects add zero atmosphere

DEPTH 94%

- ▲ The complexity of a board game crammed into a cart!
- ▲ There's loads to suss out and strategy can make all the difference

ADDICTION 90%

- ▲ Get lots of players round (human or otherwise) and you'll have a

whale of a time

- ▲ When you start bankrupting the opposition, there's an addictive feeling of power!
- ▼ With a save game option, tea won't stop play
- ▼ Menus are a bit unwieldy

S-FACTOR 88%

Just what solo Monopoly players need – and if you're a greedy, property-stealing Scrooge then this is the game for you!

RATINGS

RATINGS

VIGILANTE



The bad Boss man of the junkyard!

VERDICT

The trouble is that all the fighting, killing and maiming – fun as it is – soon gets, well, dull. The same enemies pop up repeatedly and Viggie has too few ways of varying his attack. He can kick or punch straight ahead, high or low. And that's yer lot, apart from the chance to whup someone with a set of 'nunchakus' occasionally, and aimlessly jump up and down. It's all very prettily drawn, but as finger fatigue starts to set in you begin to wonder if it's worth the effort.

The graphics are great: cartoon aggro at its best. The menacing theme music is well suited too, but these don't make for many hours of happy slapping. There's little to do but stand tall and dish out the pain. No leaping to different heights, no baseball bats or bins to bash bad guys with. Without this *Vigilante* can't hope to beat the competition from the Dragon twins. *Vigilante* is a solid but stolid, beat 'em up that got mugged for excitement somewhere on the way to the Sega.

PRICE £29.99

PLAYERS 1

CONTROL



Yo! The man who makes Biffa Bacon look like a big girl's blouse is back in town and he's real mad! Guess what? Someone's kidnapped his girlfriend (now there's a novelty!). These someone's are in fact the Rogues, a street gang who have a reputation that would scare the SAS silly. The Vigilante is the only man who can make the streets safe, defend his turf and save young Maria. All jolly good news because you are that Vigilante. You have the skills, the bad attitude and rather trendy dungarees necessary for just such a job. Ready? Huh, Vigilantes were born ready!

The battle is fought over five urban war zones: junkyards,



Eat Nuch... Nunkuch... er, rice flail, greasy biker!

bridges and desolate wastelands await you later, but the action begins on a shopping street. Before you can say "Shut your grate or I'll drift ya," on stomp a whole host of green-clad thugs. The rumble has started, so let's rock!

Vigilante is a beat 'em up of the old school – a horizontally scrolling all-on-one-level job, where anybody with the nerve to show their face on screen is just begging to have it punched in. Viggie only knows a few fighting moves but, used well, they're all he'll need. Why bother with a triple spinning dragon kick when a bunch of fives in the kisser will suffice?

To win, the Vigilante has to make his way to the far end of the scene and trash all the enemies on each level before the time runs out or his rather generous energy limit is

sapped by too many punches. First, Vig decides to pulp some pretty rough looking guys down at the shops. Why? Because they look exactly the kind of people who'd play such a rotten trick as kidnapping one's girlie. After a heavy set-to with them and their boss – the

biggest, meanest, hairiest chain smoker you ever did see – it dawns on Vig that the kidnappers probably had some kind of transport. So logically he heads for the junkyard and level two.

Amidst the wrecked cars and



On the last level construction site, the Vigilante provides some pain for his pursuers!

trucks more Rogue fist fodder fling itself into the fray. They use knives and iron bars to beat you, and some of the little tykes even have guns – how unsporting can you get! Vig does get to use rice flails which can be picked up along the way, but it's hardly an equal match!

After an easier end of level big guy, the trail hots up (or so the text messages say). The van with your lady in the back is heading for the bridge. Here the stakes are upped: the Rogues attack on bikes while the gunners get a longer range and sneakier positions. Luckily they're hopeless shots, so unless you've got a day job as a barn door they aren't much of a problem.

From here on in it's all much the same. Nastier baddies with nastier weapons have to be dispatched more often, the end of level guys get harder, and the time to complete each brawl gets shorter.

GRAPHICS 61%

- ▲ Good arcade graphics make for great grappling
- ▲ Five visually varied war zones to play in
- ▲ Some wonderful animation really brings the bad guys to life!
- ▼ The enemies repeat so much you'd think you were fighting Sky Channel!

SOUND 62%

- ▲ Dark, moody theme tune adds much-needed atmosphere

- ▼ No decent bone-breaking effects

DEPTH 27%

- ▼ Depth? What depth – this is a beat 'em up!
- ▼ Interest nosedives after level one, with a feeling of 'been there, punched that...'
- ▼ Could have done with a greater range of damage-inducing moves

ADDICTION 64%

- ▲ So simple to learn your Granny

- could play it...
- ▼ ... But she'd prefer *Double Dragon*!
- ▼ With enough energy to power a small city, you'll beat the baddies all too soon

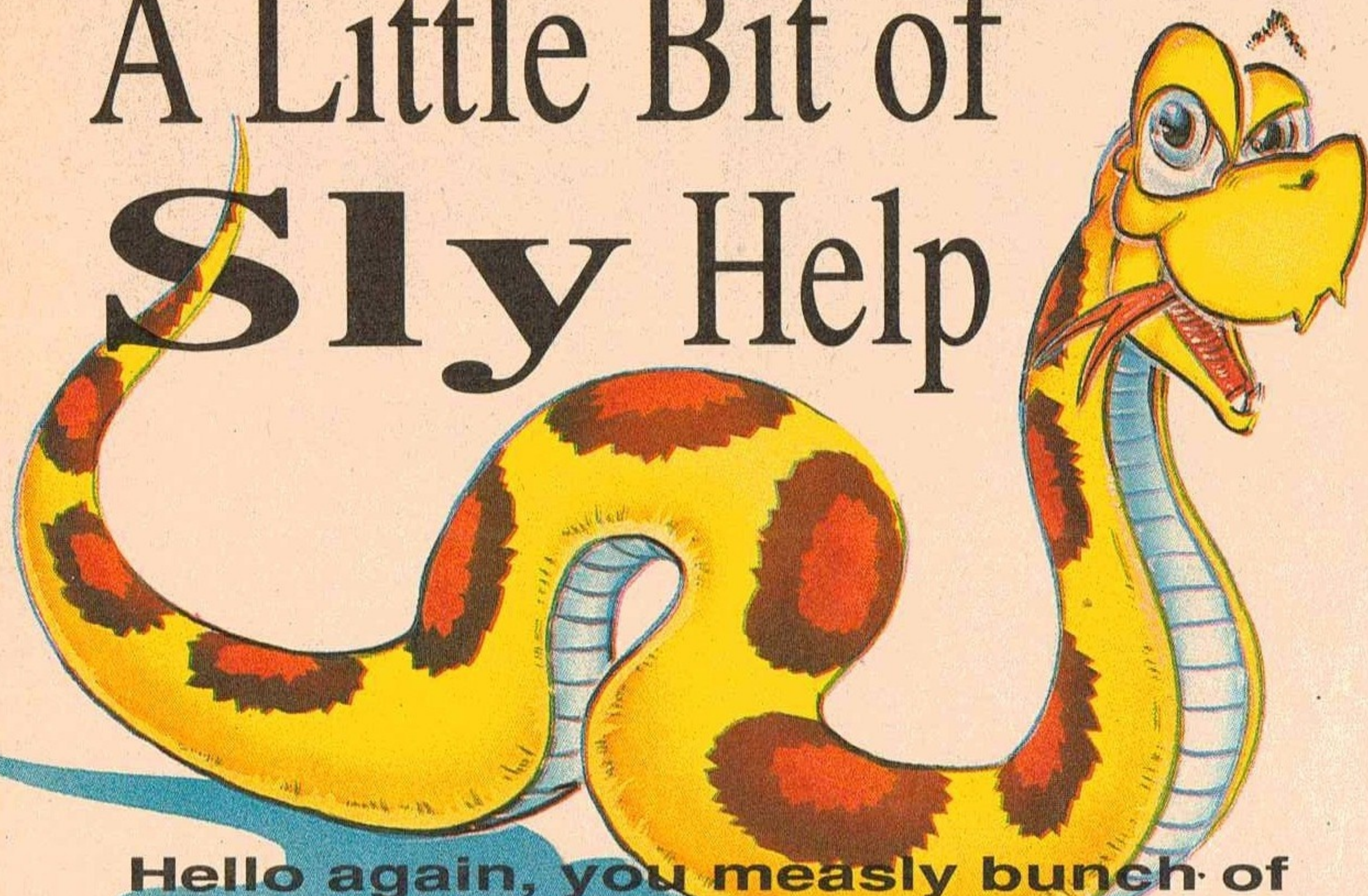
S-FACTOR 62%

A smart arcade conversion that delivers plenty of bodies to kick, but in an uninspired fashion. Too simple, too easy.

RATINGS

RATINGS

A Little Bit of Sly Help



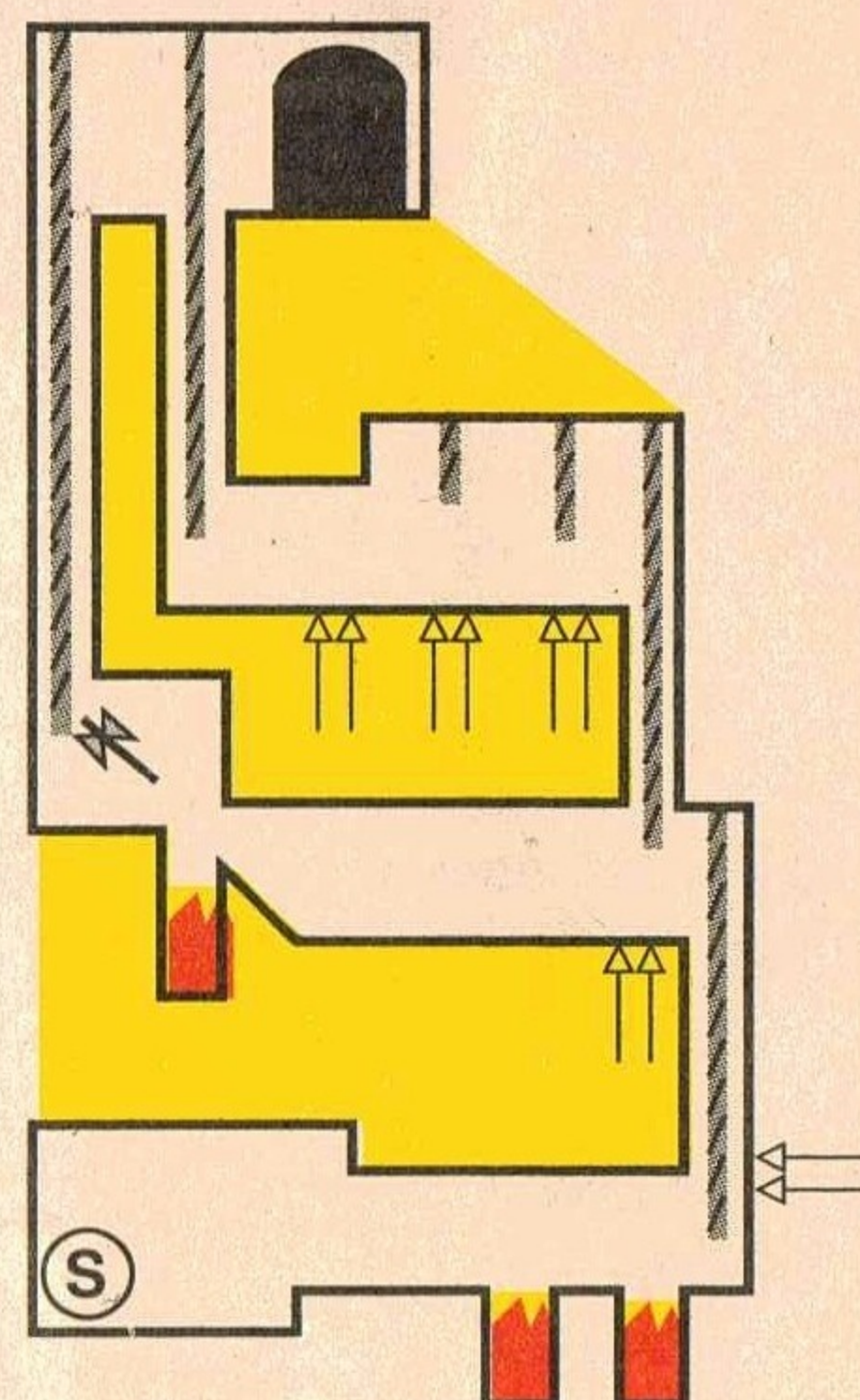
Hello again, you measly bunch of vegetable eaters. I've had squillions of people write in with advice on how to beat the evil Bosses in *Rastan*, so here, with maps, playing tips and a neat cheat, is your ticket to sssuccess in the land of Semia...

RASTAN

You don't need a big jump to clear the fire pits. Simply walk to the edge, push right and jump. Easy.

On the far side are the Sword Things (what a wonderful name!). Initially they look like Gardis, but are much tougher. They've a longer reach, hit high and low, jump to avoid attacks and need two clean strikes to kill them. However, one bolt from the firesword and they're history!

Level 1-2



Watch out for spikes from the walls. Time your passage and you should escape unharmed. You'll also meet those lovely floor spikes. They may not do much damage, but every molecule is vital if you're to beat the game with three credits. Wait for them to go down and then it's a big jump over the top. If you've got the firesword go to the edge of the first fire pit and blat off a few shots to the far side, to take out those nasty Sword Things.

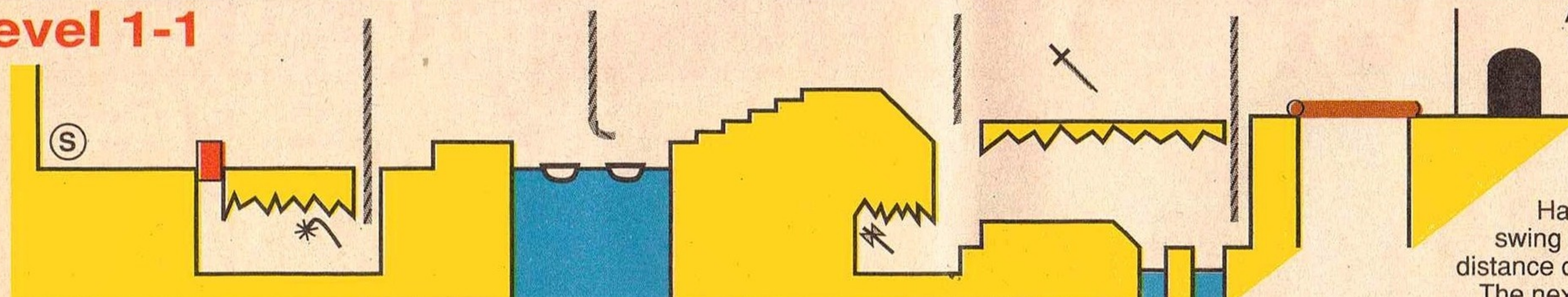
After timing your way past the first set of spikes, climb to the top. Remember if you want to jump from rope to rope don't get too close to the ceiling; you'll hit your head and more than likely land on some of those gruesome floor spikes too.

The axe is a tough one to get, so be careful. Get as high as you can on the small ramp then do a big jump to the niche where the axe is. Then it's just up the rope, and off to the exit.

LEVEL 1 BOSS

Kentorous, The Demon Shetland pony. Stay on the wall. As the horse approaches, jump up and point the sword downwards, so you spear him in the head. Timing is tricky, but using this method it only takes about three clean blows to dispose of him (you can do it with one if you're lucky), and you can escape totally unharmed.

Level 1-1



A nice easy starter – just one thing to learn here and that's the *big* jump! The first test of this vital skill comes in the shape of a large step, just to the right of the first rope. Learn to leap this one and you're off (you'll need a joystick with good diagonals though, so if you're playing with the pad or control stick, it's going to be an uphill struggle from here on in).

The enemies you'll meet here are pretty easy sword fodder. Gardis never strike low, and can be killed with

a single blow. Simply duck down as they approach, then strike. Harpies too, only need a solo swipe to put them out of commission. Wait for them to approach, then hit upwards – they fall for it every time.

Kemmlers are the only real problem: they walk slowly in, spitting energy sapping bolts. There's always a gap between shots so step in, hit them once and kill them.

The firesword isn't really necessary on the next level but it

certainly makes life easier, so it's worth going back for.

First things first though, and that means getting some serious death dealing power, ie the mace.

Shortly after the start you'll see an odd coloured block in the floor, leap up and then aim down with that trusty blade of yours. Hit the block and it disappears, letting you fall into the cave below. Walk along to the right and you can't help but pick up the mace. Then it's up the rope to get out.

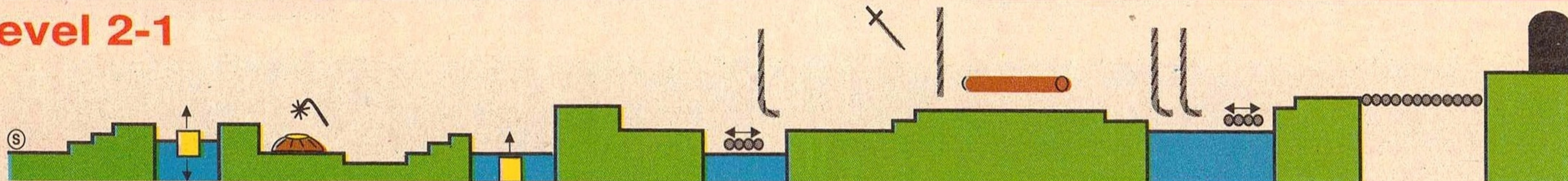
After the first big jump, you come to a river. Don't go paddling! Watch the swinging rope and time it so as you reach the highest part of the jump, you hit the rope.

Hang on and it will (slowly!) swing you to within leaping distance of the other side.

The next tricky bit is the sloping floor, that follows the five shallow steps. Once you're on the slippery slope you'll find that leaping straight up stops you from sliding any further. If you do slither off, though, point your sword down to kill the Harpie.

The choice is yours to either go for the axe or the firesword. Let yourself fall into the pit, then jump left and up and the chopper's yours. To get the sword jump across the chasm, onto the rope then right again, and it's found in the air about 12 paces forward.

Level 2-1



The Mantis are forewarned, four armed and throw knives, both high and low. Try to suss their attack so you can jump or duck the knives, and then get near enough for a fatal blow.

The aerial attack is stepped up as well with Gorgons dropping snakes. This calls for upward stabbing moves to kill the falling serpents, or a flying jump to defeat the Gorgon itself.

Least offensive of the new enemy are the Flying Fish, but when your

energy levels are starting to wane, they really are a pain in the lifemeter.

On the long rope bridge you have to fight the normal beasties and avoid the life sapping fish who leap out of the water as the battle rages.

The firesword is obtainable here, but is in an awkward place to the left of the big log platform. You have to jump up onto the log, do a small jump to the very edge and then do a big jump across and swing your sword.

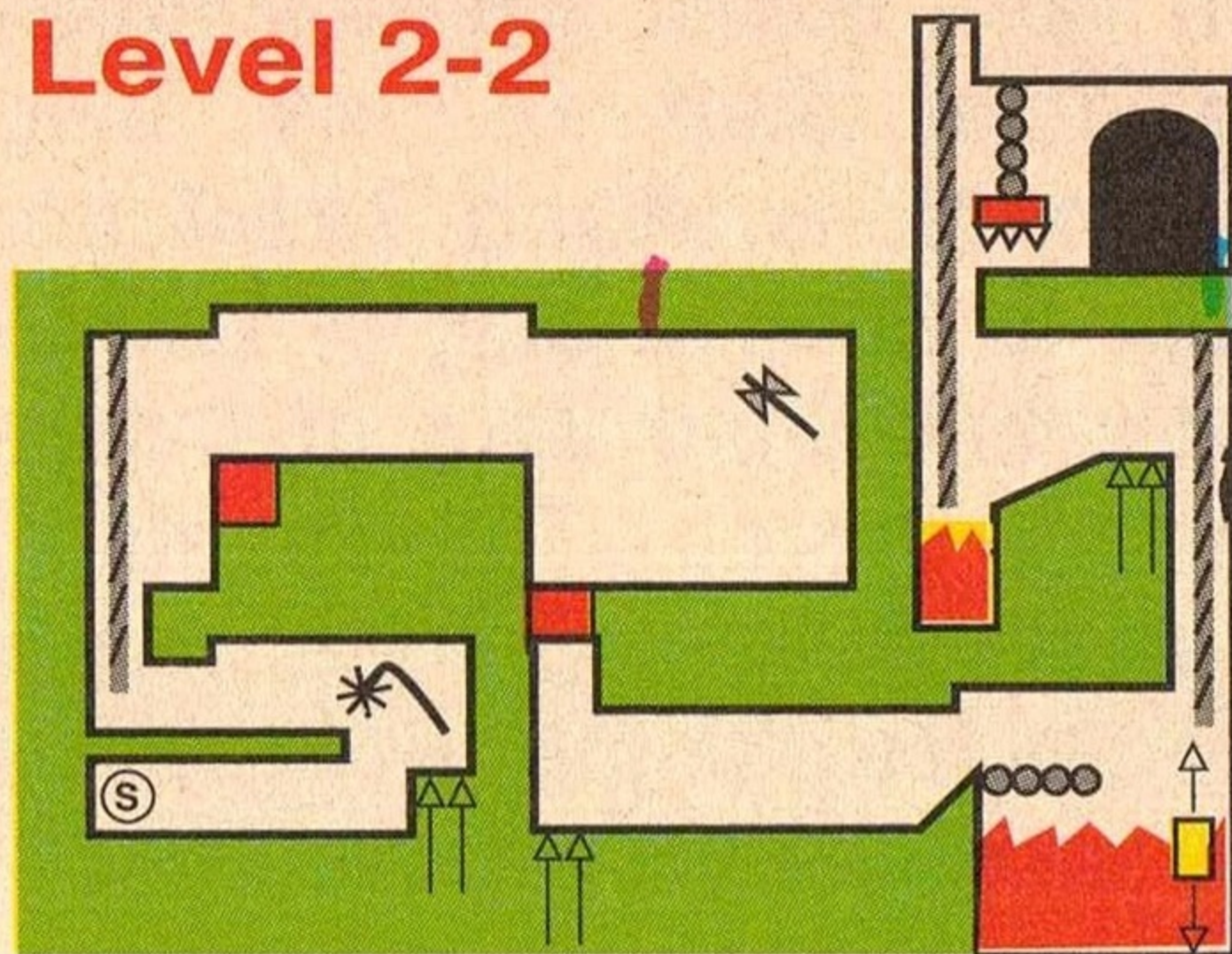
This is tricky and hazardous: the firesword isn't needed for the next level so unless you can get it without any losses, forget it!

Most of this level involves jumping, but it all requires accuracy. The blocks that bob up and down must be landed on just as they start to rise, otherwise you'll get wet feet and lose energy. There are two of these and landing on the second one's vital, as you need a high jump to clear the bank on the far

side. Stand on the block until it reaches its highest point, then bound off right for more violence.

Next on the list are the moving rafts. Watch these and jump as it comes towards you. Once you land, stand still until you get within reach of the rope. Jump up for that and then back to terra firma. The second raft is much tougher: you've got to jump between two ropes and then land on the raft – and beware the flying fish!

Level 2-2



With all the enemies from here on it's easier (and safer) to kill them by leaping up and stabbing down onto their heads.

The mace is tempting but it's above a pair of spikes and is only worth getting if you've enough energy to risk getting speared. Crushers also drop in here for the first time. Like the spears, these move slowly but rhythmically. Time your run underneath so you start just as it's on the rise.

For speed's sake it's better to overclimb the rope and hit the disappearing block on your way down. After you get up here wait for the Mace Things, who walk on the level below. Leap down on their heads, top them and go for the axe.

Dispose of the disappearing block

the same way as the one on the first level, and freeze when you hit the bottom of the shaft. Wait for the spears to appear and then jump over them.

Now it's the fun bit. Take care when jumping up the slope or you'll overshoot and end up in the fire. Kill the creature who lives here, then walk to the edge of the platform and wait for the block to rise. It's possible to jump straight onto the tiny bit of rope you can see to the

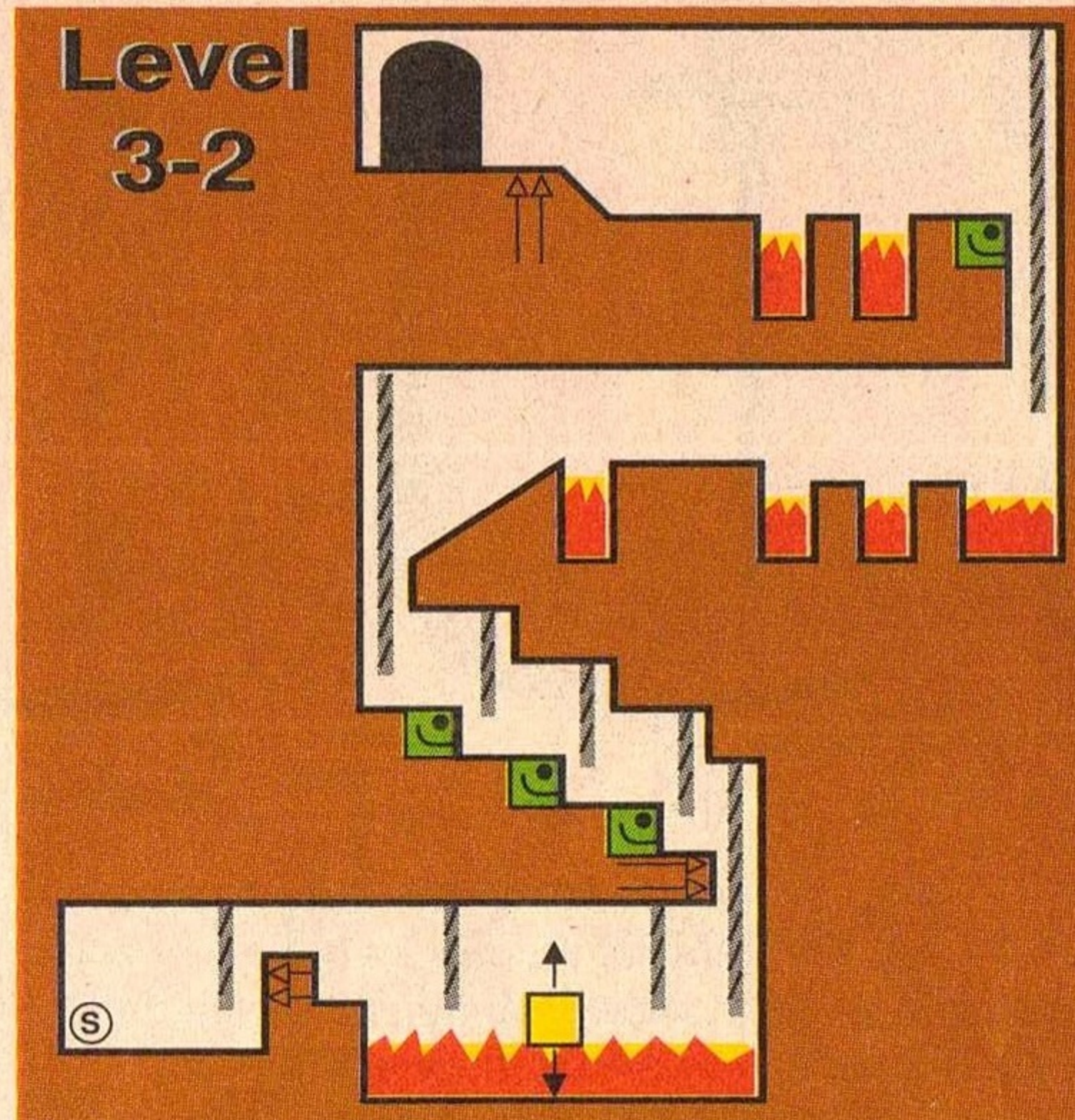
top right, but having the block is nice insurance if you miss. If you miss both rope and block, don't panic. It's dead easy to grab the life line above your head. Jump into the wall, and then jump again quickly, using the wall to boost you up to the rope.

After that it's an easy stroll to the end – just watch out for that crusher before the door!

LEVEL 2 BOSS

Aryous the birdman. Move slightly forward – the birdman will swoop down, then fly straight up. On the way up slash upwards. The axe is best, otherwise you have to keep repeating the move until he dies.

Level 3-2



For starters, leap from a long way back for the rope and then climb quickly as some sideways spears will hurry out of the wall to get you. Walk down – don't jump – onto the next lower level and plan the next series of leaps carefully. There are three ropes and one bobbing block, so good timing should see you clear.

When you start to climb, watch out for the spears and once you get past them it's time to hurry: the spitting mouths will have been

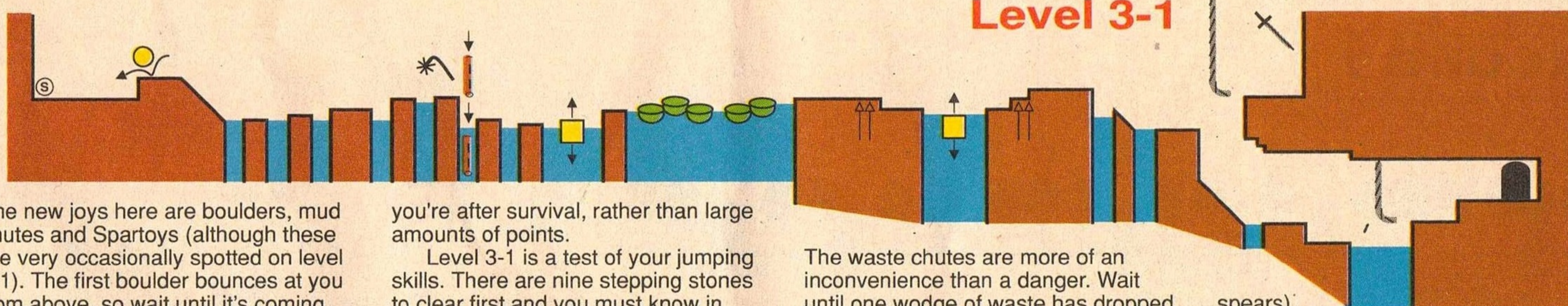
activated. When rastan gets within a sword's length, they shoot bolts of energy. Wait for the lowest one to shoot, climb up and try to jump upwards from rope to rope ASAP! Take the next long rope up and start a long series of jumps to get to the next upward rope.

At the top of this there's one more Spitting Mouth. Charge for the exit now, but watch out for those sly spears right by the side of safety. They're dead easy to hit as the floor slopes, throwing out your sense of distance when jumping.

LEVEL 3 BOSS

There's a surprise for anyone expecting to meet Slayer here, because Shukamas is next on the hit list. This is no real hardship, as the Wicked Wizard is easier to beat. Stay on the floor, wait until the wizard throws his balls (fnar, fnar), then go up and start hitting him. Watch out for more missiles, and keep button 2 pressed.

Level 3-1



The new joys here are boulders, mud chutes and Spartoys (although these are very occasionally spotted on level 2-1). The first boulder bounces at you from above, so wait until it's coming down and hit upwards to deflect it.

Spartoys are a pain in the neck: these skeletal warriors take three hits before dying (?) and sink into the ground after two, popping up again seconds later. Wait and then hack them again, or move on quickly if

you're after survival, rather than large amounts of points.

Level 3-1 is a test of your jumping skills. There are nine stepping stones to clear first and you must know in advance if the next platform requires a big or small jump, because you don't want to hang around here – it's dangerous! If you ever find yourself stuck in water between two high pillars use the wall bouncing technique to get clear.

The waste chutes are more of an inconvenience than a danger. Wait until one wedge of waste has dropped and then jump.

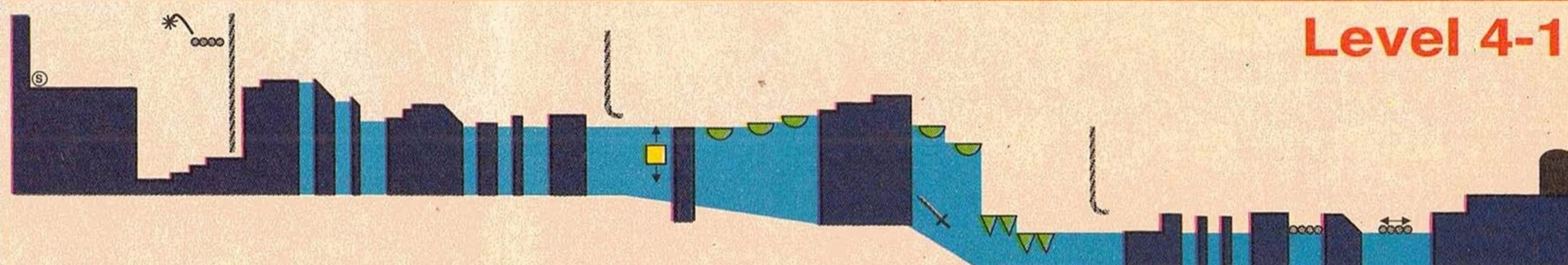
It's imperative that you get the firesword, and you only have one clear shot at it. Leap only when you're sure you can get rope (you know it's coming up when you see the small sloping block after the second set of

spears). Then jump up and right to get onto the firesword platform. This weapon makes life so much more simple, since you can kill the rest of the energy-sapping little blighters who come at you on this level from long range.

CHEAT

The best way to do well at a game is to cheat – and this one's a doozy (whatever one of those is). Insert the *Rastan* cart, turn on the power and wait for the 'Sega Master System' logo to appear. Hold down buttons 1 and 2, while pressing down and diagonally left on the pad. The large *Rastan* title should now appear silver/blue signifying that the cheat is operational. And just what does this do? Well, how does unlimited continues grab ya?

Level 4-1



The tricky bit here is getting the mace. It's between the right edge of the starting platform and the left hand side of the long rope. A small disappearing log platform is to the left of the rope. Once you get level with the logs, jump left for it, run along the platform and jump again before it vanishes. Strike in the direction of the mace to collect it. This takes time, so it's only worth having one shot at it.

Another test of your jumping skills, this level is possibly the most dangerous of the whole game, there's

just so much water! Take care, and jump deliberately, never let the monsters hassle you. Apart from being life-threatening this level's quite straight forward: jump and kill, jump and kill.

The firesword lives in the waterfall (the final big one) and is recoverable. The water, while appearing impenetrable can actually be entered from the bottom of the falls. Enter and jump like mad until you reach the sword. There are various invisible platforms, so guesswork and speed are the most important, as all the time

spent in the water costs you vital chunks of energy.

Medusa's are everywhere but their poison breath can be ducked. They take two hits to kill from the front, or one from above, as with all the other regular monsters.

And that's as much room as we've got for this month. Next issue, we'll take you through the rest of the land of Semia, through to the final dragon battle at the end of level seven! See ya then!

SOS

Carrying on from last month's tips, here's the final half of my mega *Wonderboy In Monsterland* solution. Thanks again to Edward daly of London for the maps, and Alan land of County Durham for the words. There's also a neat cheat on the following page, so why the heck are you reading this? Crack out the cart, and on with the quesst!

LEVEL SEVEN

Proceed along the level going into each shop. When you find the magic shop buy ten fireballs. Continue along the level. To kill the coin collector, stand in one position and stab as he comes towards you. Watch out for the blue ghost at the bottom. Come out from the coin collector after getting the sword.

Continue right and enter the final door. An elephant will tell you what to do. Head back along the screen and watch out for a moving brick; jump onto this and it will catapult you up into the clouds. Jump along the clouds collecting the bags of

money which are to be found on most of the clouds (try every one).

Now just drop off a cloud and you should appear in Pororo Islands. Kill the crabs and enter the door. Kill the Blue Knight as explained for the Red Knight before, and watch for the key (the Red Knight did not have one).

Collect the money and the key. Once you have left the room continue along the screen to the right, and climb up the ladder. You will play your flute automatically, whereupon an extra mansion will appear. Go into this mansion and visit the old man in the door above the moving brick. He will give you

the Charm of Star.

Come out and jump up the steps. Once up all the steps turn around and walk back to just before the edge of the top step. Jump three times to collect a coin, a bag of money and a heart. You can now exit the mansion.

Once out, if you have your ceramic boots, jump onto the platform above the door to get three coins. Go back along the level, kill the crabs and stab the Blue Ghost out of the way. Then enter the door and kill the Blue Knight again.

Collect the money and the big heart. Leave the room and exit the level. You should now get a 10,000

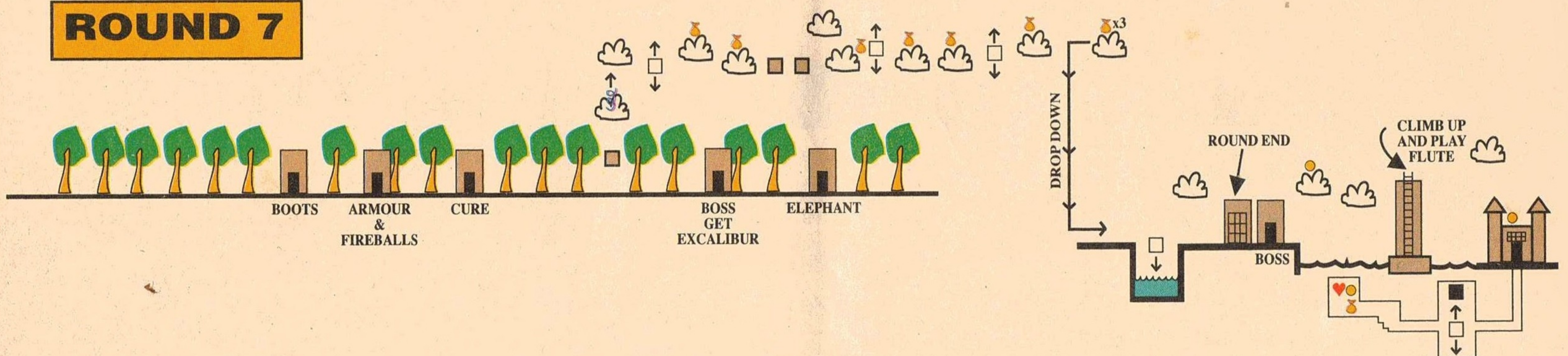
point bonus. If you had not killed the crabs and removed the ghosts before defeating the knight, though, they could have hit you and then you wouldn't get your bonus.

LEVEL EIGHT

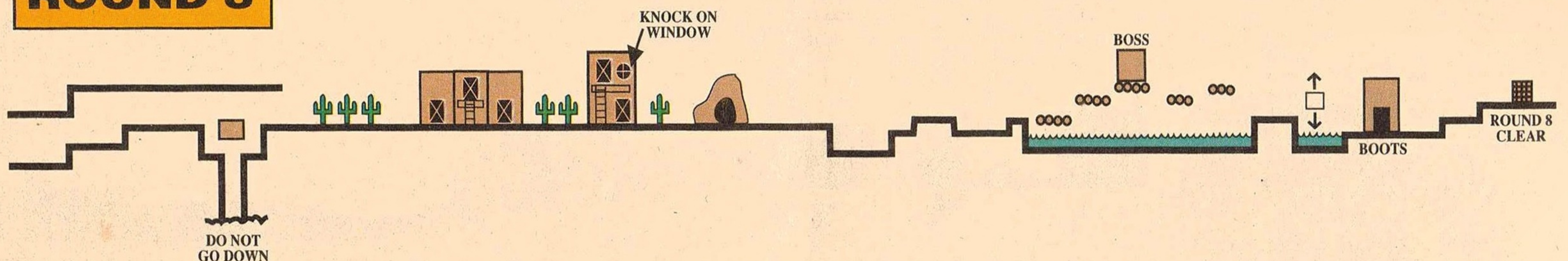
Keep to the top of this passage until you enter the town. Once in the town, the doors all appear to be shut. There is a bar on the first ladder platform.

The Wizard: you must knock where the window is on the large platform with a broken door top left and bottom right (this is the same as where Catherine was). To kill the

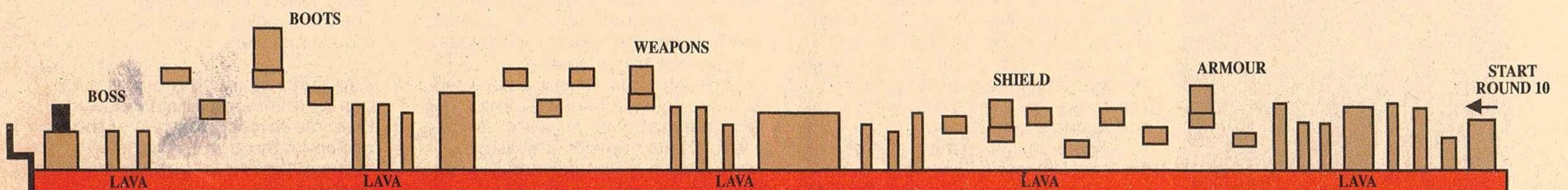
ROUND 7



ROUND 8

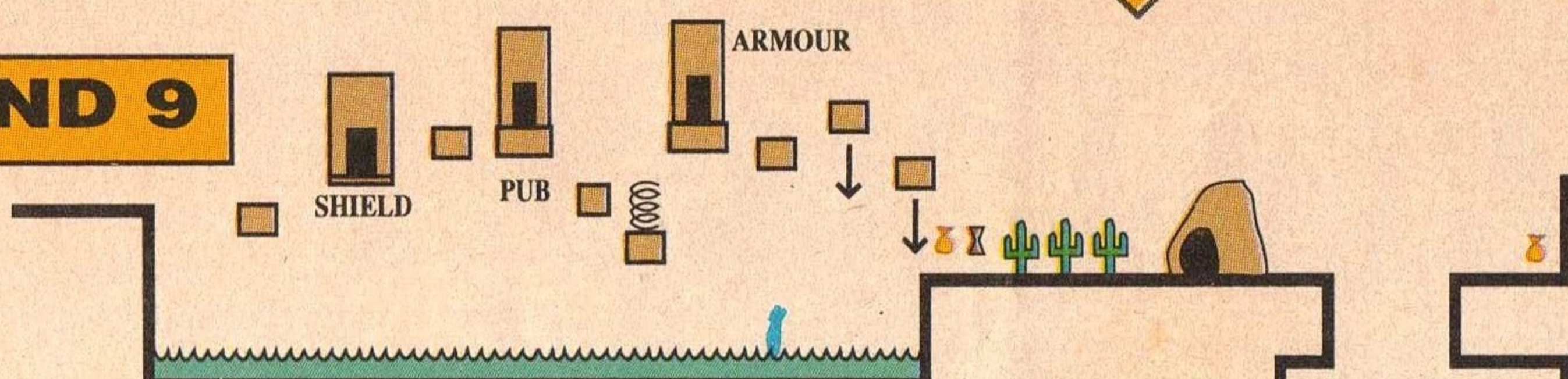


ROUND 10



GAME PLAY

ROUND 9



ARMS TO GET:

Here's a quick summary of where to get what...

LIGHT SWORD –

Level 2, after the lava pit, knock on door. Fight Vampire King.

GREAT SWORD –

Level 5, after falling down the well continue right. When a question mark appears, knock on the wall. Fight Giant Khong.

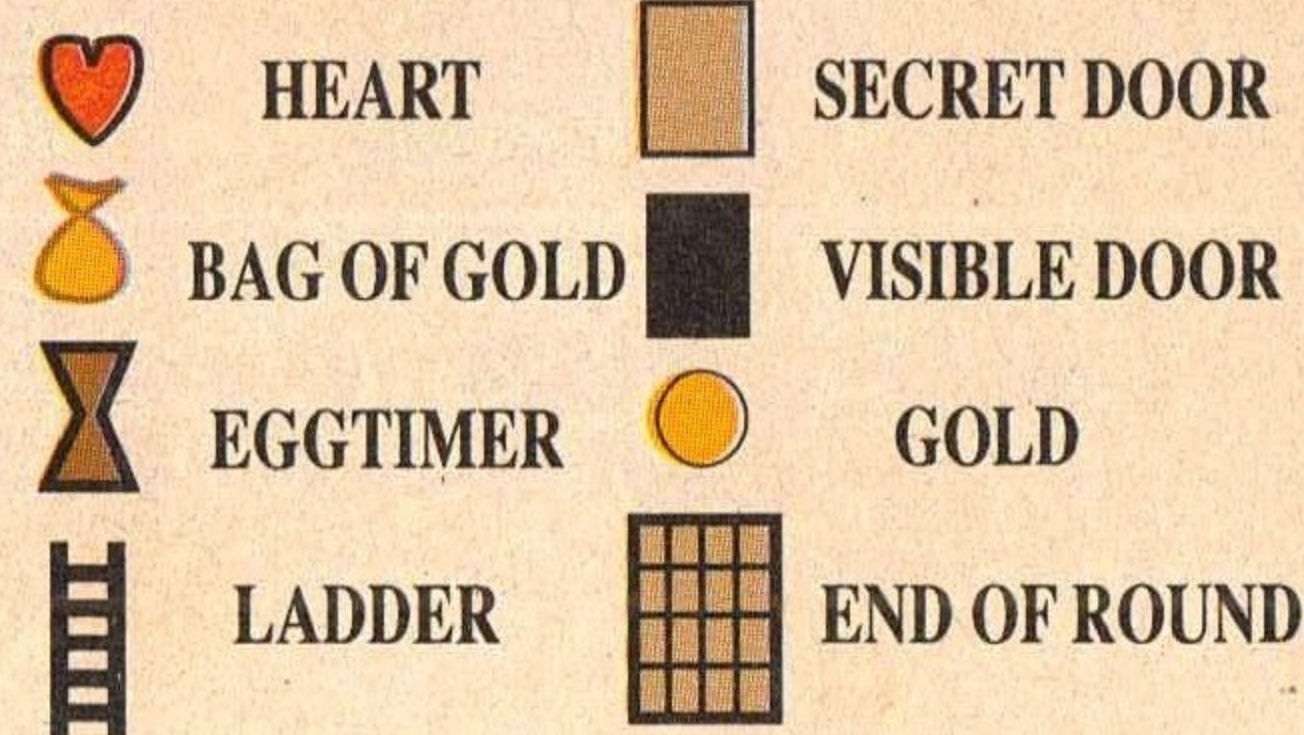
EXCALIBUR SWORD –

Level 7, continue right until you come to a door surrounded by two small windows. Knock, enter and fight Coin Collector.

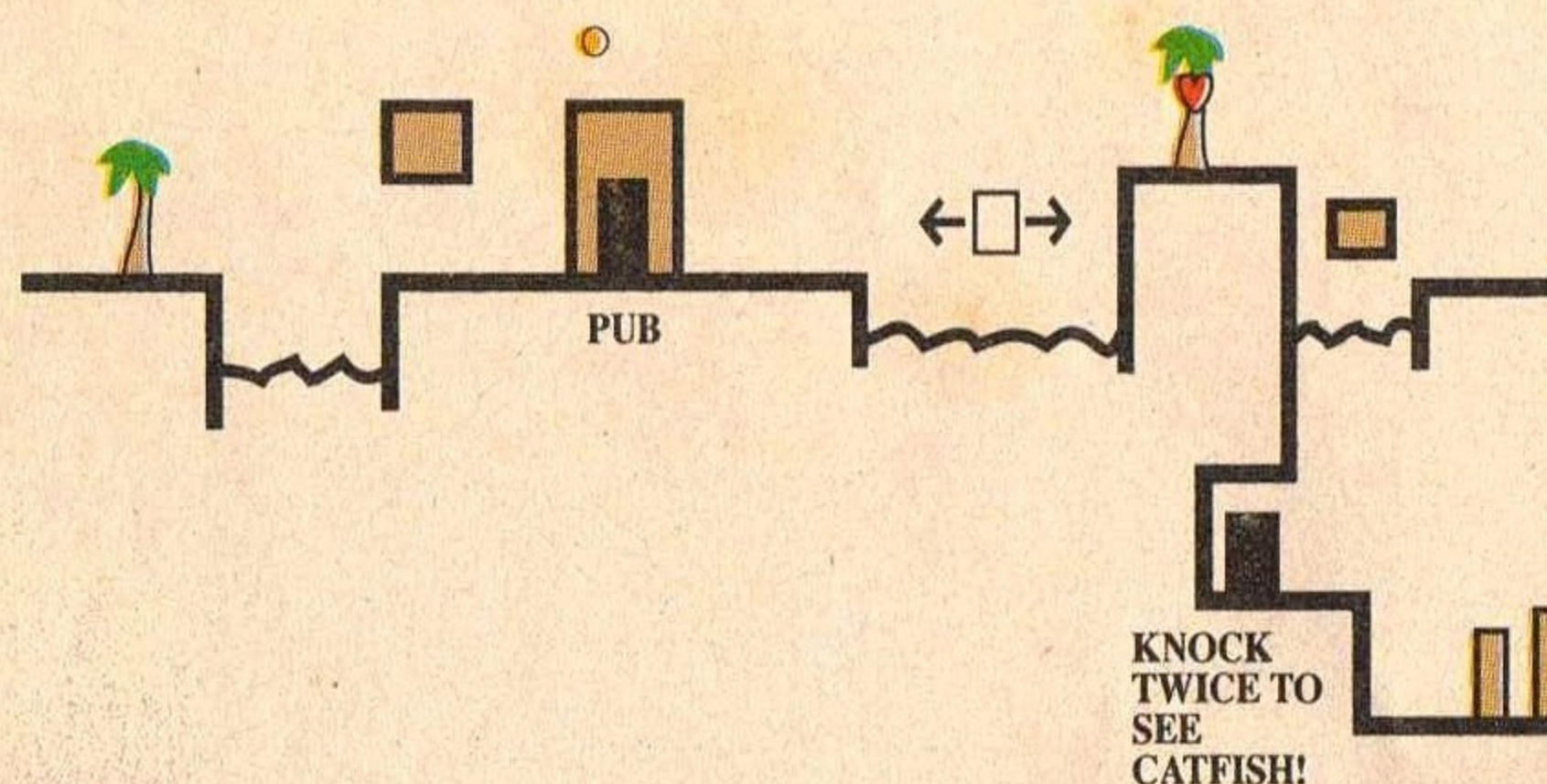
LEGENDARY SWORD –

Level 9, fall down shaft. When you come to a screen with a ledge and a blue ghost, knock on it and fight the Goblin.

KEY

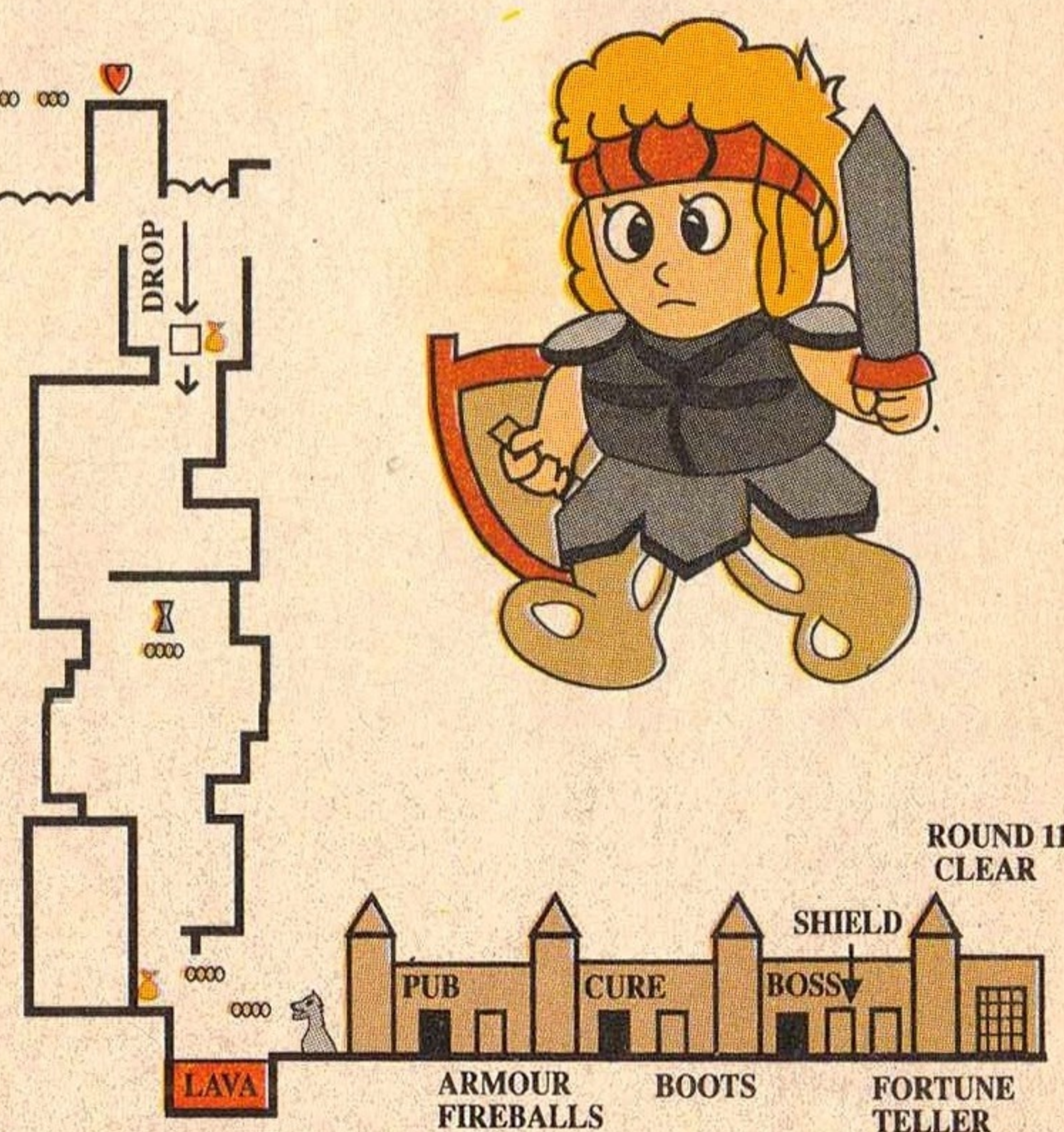
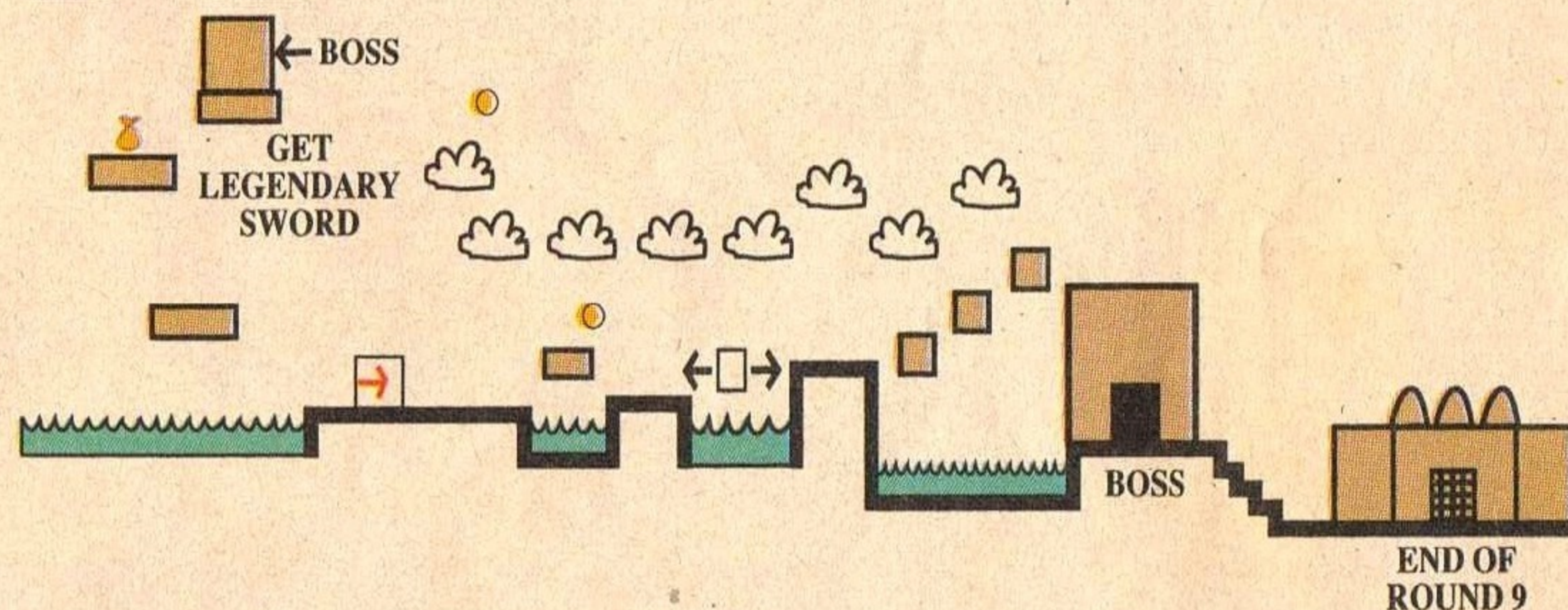


ROUND 11



THINGS TO BUY:

NAME	PRICE	LEVEL
Leather Boots	80G	2
Light Armour	40G	3
Knight Shield	120G	4
Heavy Armour	100G	5
Legendary Boots	350G	8
Legendary Shield	350G	10
Legendary Armour	540G	11



Wizard, wait until he is just about to land then run towards him, jump over his shot and then stab him, he will fly off. Wait until he is about to land and do the same again. Repeat this until he dies, and collect the thunder flashes.

Enter the cave. Continue along the cave system and when you cross the central platform (above the lava) knock on the wall. This will allow you to enter Medusa's lair.

To kill Medusa, try and use your sword and stab as she is about to land on you. If all else fails, you can use your recently acquired thunder flashes. Collect the money and key and exit the level.

LEVEL NINE

Buy your Legendary Shield in the shop. After you have crossed all the lava, kill the goblin and jump just at

the edge of the lava to collect a bag of coins. Collect the egg timer and enter the cave.

Follow the arrows along the cave and drop down at the end of the screen. You should come to land on a small platform with another small platform below and a platform in the centre with a single blue ghost. Jump over the ghost onto the centre platform and knock on the wall.

To kill the demon – as long as you have enough energy – just run at him and keep stabbing. If you don't have sufficient energy (try not to use your potions) time yourself to get in, stab, and get out while he chucks out his fireballs. Collect your Legendary Sword.

After you come out drop onto the lower small platform and collect a bag of money. Exit this part of the level. ➡

GAME PLAY

On the next part of the level, jump onto the sinking brick and collect three coins by jumping. Continue along the level and enter the door to the Mega-Goblin. To defeat the goblin, it's best to jump over his shot and then stab him in the head. Collect the key and exit the level.

LEVEL TEN

Jump across the lava, attempting to knock on every platform. There is a large number of shops, but they can only be entered once. The level exit is automatic.

LEVEL ELEVEN

Proceed along the islands until you come to the palm tree, jump where the palm tree bends and collect a heart. Drop into the water and visit the store. Return out of the store and go back in to see the Catfish, who will then reward you with the Hero's Emblem.

Continue along the underwater part of the level until the screen stops scrolling, jump in the middle of the first step and collect a bag of money. Exit the underwater stage.

In the cave, walk along the level and you should get a coin. Collect the egg timer on the platform while dodging the coin collector. Drop down into the lava which lies at the end of the screen.

On the front drop, there should be a plant and a moving brick. Kill the plant, then jump onto the moving brick. Now jump onto the small platform in the top corner, stand at the edge and collect three bags full of money.

Continue down the screens until there is a screen similar to the one where you obtained your Legendary Sword, but without a blue ghost. Drop onto the bottom platform, stand in the middle and collect three bags of money. Finally, exit this part of the level.

You are now in the Dragon's Kingdom. If you have not already obtained your Legendary Armour and you have enough gold – 540 pieces – proceed along the castle knocking on the wall to go into all the other shops and buy your armour. If you have not got sufficient money do not knock on the wall, but go to the third door and kill the Silver Knight. Use the same method as for the Red and Blue Knights. Collect the money and key.

Return to the beginning of the castle then proceed again knocking on the walls and buy your armour. If you need to, get healed. When you

WINNERS

Unfortunately, we can't give a prize to everyone who sent in *Rastan* tips – sssso no-one gets one! However, a mystery cart

will sssoon be winging its way to David McGuinness of Brentwood in Essex for his *Wonderboy in Monsterland* cheat!

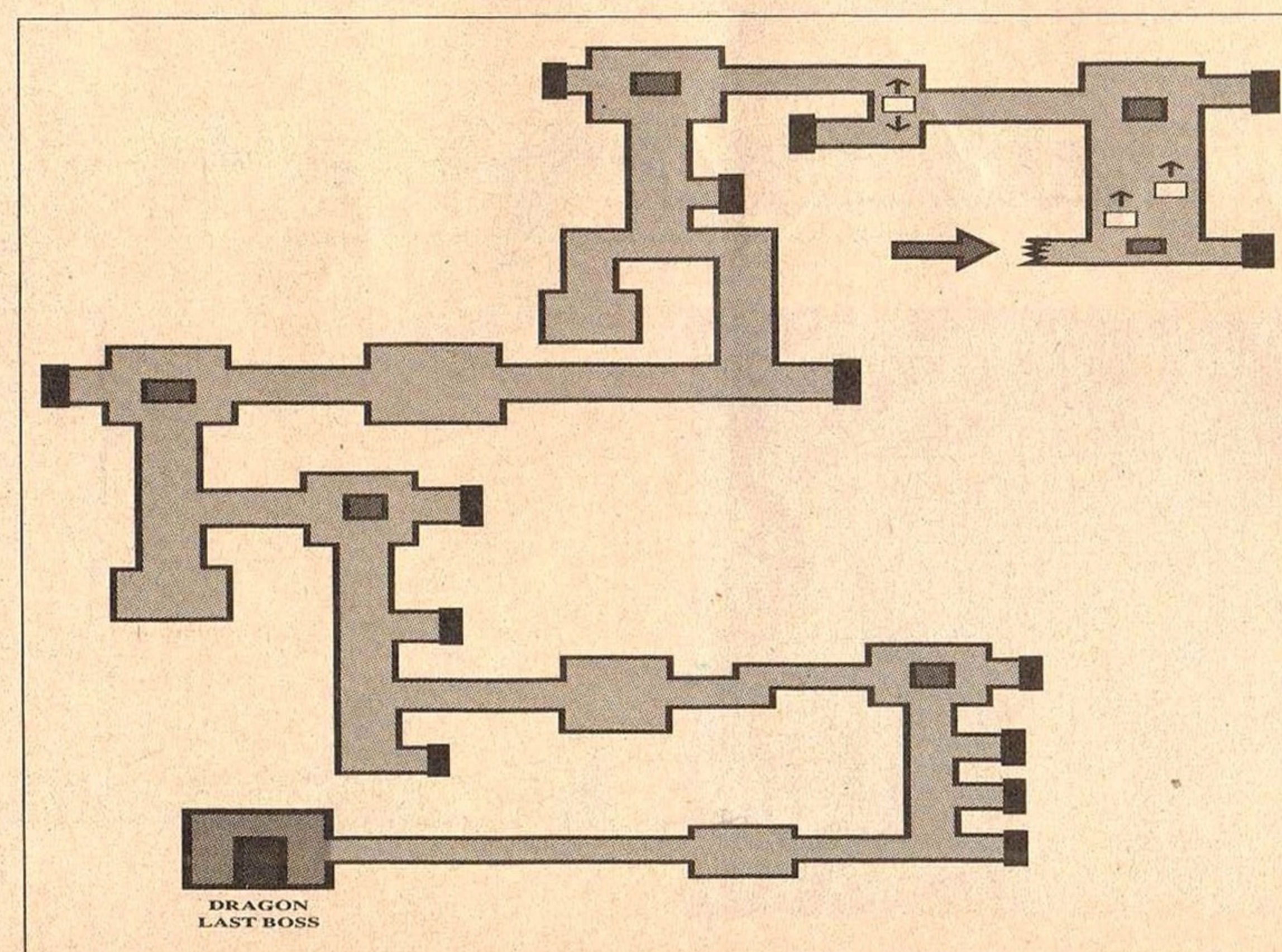
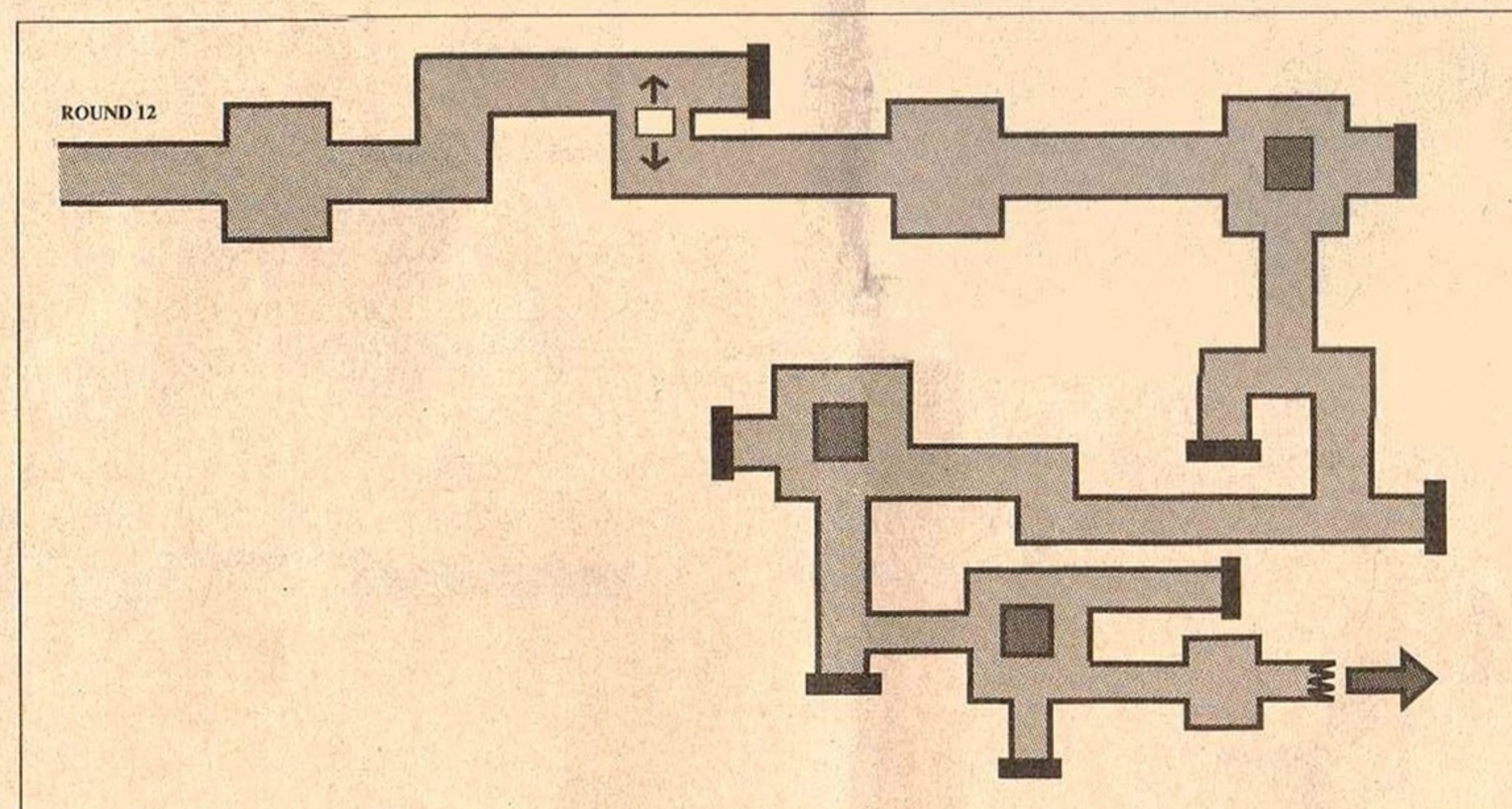
enter the last door, read the message and take the ruby. Exit the level.

LEVEL TWELVE

For this level, follow the map (erm, the one in issue 2 was – er – a bit off, but this one's better. Sorry).

Check to see if you have any whirlwinds or bombs as these are of no use against the dragon – you may as well use them up during the maze.

Once you enter the dragon's cave, fire a single fireball or thunderflash. The ruby should take effect. Now continue to use your



If you have any tips, cheats, maps, complete players' guides, special features or anything worthy of inclusion in the best sssection in the mag, why not drop me a line at the usual address: A Little Bit Of Sly Help, S magazine, Future Publishing, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. There are some prize cartsss up for grabs!

If you want help on a specific game, label your envelope S.O.S. but please DON'T include stamped, addressed envelopes, 'cause personal replies just ain't possible. Sssorry!

We'll finish off the *Rastan* guide next issue, and you can look forward to some *Golden Axe* tips in the meantime!

magic against the dragon, but use it carefully. When the dragon jumps into the air, move to the left and you should avoid his fire.

Once the dragon appears to be dead, move to the left-hand corner of the screen. The dragon will reappear as a robot. Continue to use your magic. If you run out of magic, you will need to jump and stab the dragon in the head.

THE CHEAT

And finally, David McGuinness of Brentwood in Essex offers this swift gold-earning exercise: plug in a second controller in port 2. Start the game as normal and then press either button on the second controller to bring up up the status sheet. Press the button again to return to the game. Do this 45 times, you'll find 45 units of gold appear on the status sheet. Another 45 times, and you'll get 90 units of gold and so on...

This is a pain on the fingers (and on the eyeballs if you watch the screen) so it's a good idea to get hold of a rapid fire unit, plug it in and leave something heavy on one of the buttons! Wander off for half an hour, and come back when you've built up a hefty store of dosh. Good one, eh?

ARMS TO GET:

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Light Armour	40G	3
Knight Shield	120G	4
Heavy Armour	100G	5
Legendary Boots	350G	8
Legendary Shield	350G	10
Legendary Armour	540G	11

HIGH SCORES

ACTION FIGHTER

1,065,510
Matthew Guite, Manchester
1,060,320
Terence Alford, Devon
546,540
Daniel Deacon, ?

AFTERBURNER

31,183,000
Lee Bradford, Bristol
29,876,000
James Tonks, Olton
28,790,600
Sean Goff, Birmingham

ALEX KIDD AND THE LOST STARS

735,000
Nathan Jarvis, S Humberside
593,900
Robert Hill, Sutton
423,100
James Alexander, Cardiff

ALEX KIDD IN MIRACLE WORLD

960,200
Richard ?, London
111,000
Jonathan Coulsom, Sheffield
109,700
Darryl Cooper, ?

ALIEN SYNDROME

528,100
Paul MacDougall, Kent
504,000
Chris Hammond, Solihull
491,000
Waqar Shah, Derby

ALTERED BEAST

510,100
Richard Brown, Norwich
478,700
Robert Watkins, Cheltenham
473,200
Paul Butterworth, W Yorkshire

ASTRO WARRIOR

1,232,700
Michelle Goffer, Cardiff
1,119,500
Andrew Goffer, Cardiff
1,117,000
Jim Spillip, Gwent

AZTEC ADVENTURE

1,672,321
Matthew White, Warley

BANK PANIC

1,687,450
Louise Nisbet, Northampton
865,400
James Whiting, Northampton
810,850
Paul Arthur, Surrey

BLACK BELT

1,084,600
Ben Manito, ?
1,026,300
Lee Fullard, Bilston
999,400
Simon Adams, Bedford

BLADE EAGLE 3D

225,400
Robbie Ellmore, Gloucester

BOMBER RAID

2,600,020
Steven Llewellyn, Glamorgan
2,440,500
Maxwell Jebson, W Yorkshire
1,340,900
Graeme Evans, Greenford

CAPTAIN SILVER

236,400
Robert Hill, Sutton
156,700
Sean Goff, Birmingham
152,300
Abdul Mokid, Oldham

CASINO GAMES

\$1,300,040
Frank Tily, Bristol
\$1,300,020
Gary King, Stevenage
\$1,293,070
Ross Gentle, St Neots

If you've managed to get a high score on your favourite game (WITHOUT the aid of any cheats or special devices!) why don't you let people know? If you're ssskill enough to make the top three high scores, your name will appear in black and white for the whole world to sssee!

Mind you, I've been receiving some dubiously high scores sent in, so I'd like sssome proof of these monumental feats, especially if your score beats the rest by miles

(like a photo of the scoreline, or declaration signed by your parents). And why not send in a piccy of your good ssself to show the rest of the crowd just who they're up against! Next month we should have some mugshots for you to laugh at!

Shove it all in an envelope, and ssscribble: Sly High Scores, S Magazine, Beauford Court, 30 Monmouth Street, Bath, Avon, BA1 2AP on the front. Right, get goin' humes!

CHOPLIFTER

6,002,400
Matthew White, Warley
6,002,000
Chris Hammond, Solihull
2,094,200
Lee Fullard, Bilston

CLOUDMASTER

896,600
Steve Willingham, Hull
740,000
Paul Fawson, Surrey (UK Sega Champ)
603,900
Garety Price, Cardiff

DEAD ANGLE

228,400
Graeme Evans, Greenford
227,000
Peter Leung, Luton

DOUBLE DRAGON

830,857
Martin Ward, Rugby
827,450
Richard Elsbury, Shropshire
820,600
Sean Goff, Birmingham

DYNAMITE DUX

699,040
Matthew Mobbs, Witney
688,020
Stephen Mawhinney, Ballymena
681,040
Andrew Mobbs, Witney

ENDURO RACER

Time 5:45:02
Christopher Kitson, Inverness
Time 5:50:29
Keiron Felton, Fareham
Time 5:54:57
T Bennett, Bedford

FANTASY ZONE

44,747,600
Edward Bowes, Saddleworth
6,784,200
Sean Lawrence, Manchester
1,237,300
Rhodri James, Dyfed

FANTASY ZONE II

8,011,100
Mrs Fenney, Sheffield
7,421,000
Andrew Craven, Cardiff
7,404,300
Emma Spillip, Gwent

FANTASY ZONE - THE MAZE

477,930
Andrew Mobbs, Witney
473,130
Matthew Mobbs, Witney
372,390
Andrew Griffiths, Newport

GALAXY FORCE

424,600
Iain Gentry, Hillingdon
415,400

Andrew Mills, Lowton
397,000
Gary Heron, Ayr

GANGSTER TOWN

600,750
David Barrell, Cardiff
528,200
Russell Freeman, Essex
380,450
Esse Farnworth, Kent

GHOST HOUSE

1,773,400
Darren Richardson, Catherington
1,503,800
Ian Neate, Cradley Heath
1,021,200
Scott Jeavons' Dad, Bolton

GHOSTBUSTERS

\$947,160
Richard Elsbury, Shropshire
\$500,200
Fysal Barlow, Essex
\$490,300
John Roulston, Birmingham

GLOBAL DEFENCE

541,160
Anthony Hoult, Walsall

HANG ON

5,999,950
Craig Francis, Wolverhampton
5,034,700
Gary Hunt, Doncaster
4,825,580
Nicholas Fox, Redditch

KENSEIDEN

558,400
Paul Houghton, Dorset
518,721
David O'Brien, N Harrow
329,200
Simon Barratt, Cheshire

KUNG FU KID

39,130,000
Richard Spillip, Gwent
37,570,100
Maxwell Jebson, W Yorkshire
5,450,900
James Oldham, Longcrendon

LORD OF THE SWORD

1,550,000
Stewart Robinson, Bath
1,254,000
Eric Bartlett, Dorset
800,000
Andrew Swinbank, Cleveland

MARKSMAN SHOOTING

2,495,500
John Phillips, Walsall
1,000,200
Simon Tonkin, Moseley
707,000
Gary Hunt, Doncaster

MAZE HUNTER 3D

117,900
Ken Goldup, Liverpool

94,200
Robert Hill, Cheam
83,600
Matthew Parsons, Blackburn

MISSILE DEFENCE 3D

211,500
Marek Koss, Kidderminster
143,650
Luke Wilman, Fareham
139,550
Ian Maheewaran, Surrey

MY HERO

1,711,300
Sean Lawrence, Manchester
1,409,700
Stuart Ladbroke, Bexley
1,258,100
Richard Pollard, Hull

OUT RUN

88,342,860
Luke Metcalf, Cleveland
71,164,270
Luke Tredget, Shenfield
70,162,240
Jim Spillip, Gwent

OUT RUN 3D

41,884,330
Matthew Parsons, Blackburn
30,420,120
Luke Tredget, Shenfield
20,306,120
David Skyrme, Pontypool

PENGUIN LAND

31,050
Jamie Evans, Runcorn
24,100
David Griffin, Huddersfield
23,950
Richard ?, London

PIT-POT

12,400
Abdul Mokid, Oldham

POSEIDON WARS 3D

168,576
Graeme Evans, Greenford
154,164
William Pearson, Derby
126,960
Garety Price, Cardiff

POWER STRIKE

6,839,000
Justin Dean, Basildon
5,192,340
T Bennet, Bedford
4,958,110
Iain Gentry, Hillingdon

PRO WRESTLING

632,100
Robert Hill, Sutton
609,200
C Jones, ?
587,200
Nicky Liow, London

QUARTET

1,990,240

Darren Paul, Cheltenham
1,166,500
Steven Watson, Selby
232,700
Mark York, Northants

R-TYPE

2,638,500
John Roulston, Birmingham
2,528,400
D & L Watkins, London
1,292,700
Adam Barratt, Bristol

RAMBO III

89,700
Lee Walker, Stockport
88,600
Sean Lawrence, Manchester
87,400
Phil Jinman, Rainham

RAMPAGE

1,024,025
Lee Fullard, Bilston
1,002,100
James Evers, Sutton Coldfield
925,375
Steven Jennings, Sale

RASTAN

5,898,988
Ian O'Dowd, Essex
1,599,990
Esse Farnworth, Kent
1,394,100
Gary Hunt, Doncaster

RESCUE MISSION

609,300
Iain Gentry, Hillingdon
589,800
Simon Assender, Gwent
588,500
André Mason, Kidderminster

SAFARI HUNT

3,490,000
Peter Headen, Oldham
3,421,300
Simon Tonkin, Moseley
2,871,700
Richard Elsbury, Shropshire

SCRAMBLE SPIRITS

2,324,800
Scott Storie, Portsmouth

SECRET COMMAND

1,348,370
Simon Tonkin, Moseley
1,347,380
Alan Barratt, Birmingham
1,324,200
Gavin Bacon, Cheshire

SHOOTING GALLERY

127,300
Alan Barratt, Birmingham

SHINOBI

1,426,300
John Roulston, Birmingham
1,286,100

Adam Barratt, Bristol
989,110
Andrew Goffer, Cardiff

SPACE HARRIER

49,320,440
Esse Farnsworth, Kent
45,211,300
Simon Tonkin, Moseley
45,144,160
Matthew White, Warley

SPACE HARRIER 3D

23,410,840
Andrew Goffer, Cardiff
15,352,500
Mark Collins, Kely
14,781,602
Matthew White, Warley

THE NINJA

2,560,150
Marcel Price, Swansea
1,495,700
John Newton, Tarleton
1,390,450
James Hanson, Olton

THUNDER BLADE

9,610,000
James Tonks, Olton
7,510,260
Simon Gale, Carlisle
5,832,900
Simon Bunford, Birmingham

TIME SOLDIERS

408,000
James Hanson, Olton
348,600
J Carpenter, Wheathamstead
296,100
John Roulston, Birmingham

TRANSBOT

2,040,908
Andrew Jackson, Jarrow
1,054,180
Jason Cowley, Stoke-on-Trent
990,050
Alex De-Gruchy, Swansea

TRAP SHOOTING

535,400
Alan Barratt, Birmingham
337,100
Keiron Felton, Fareham

VIGILANTE

276,800
Ian Hutchinson, Dukinfield
252,920
Luke Tredget, Shenfield
242,100
Scott Jeavons' Dad, Bolton

WANTED

420,720
Paul MacDougall, Kent
300,500
David Barrell, Cardiff
290,900
John Phillips, Walsall

WONDERBOY

2,936,306
Gavin Roulston, Birmingham
2,892,312
Robert Newson, Bristol
1,638,730
Steve Willingham, Hull

WONDERBOY IN M/LAND

9,293,060
Stephen Mawhinney, Ballymena
9,274,150
Richard Elsbury, Shropshire
8,925,670
Paul Arthur, Surrey

ZAXXON 3D

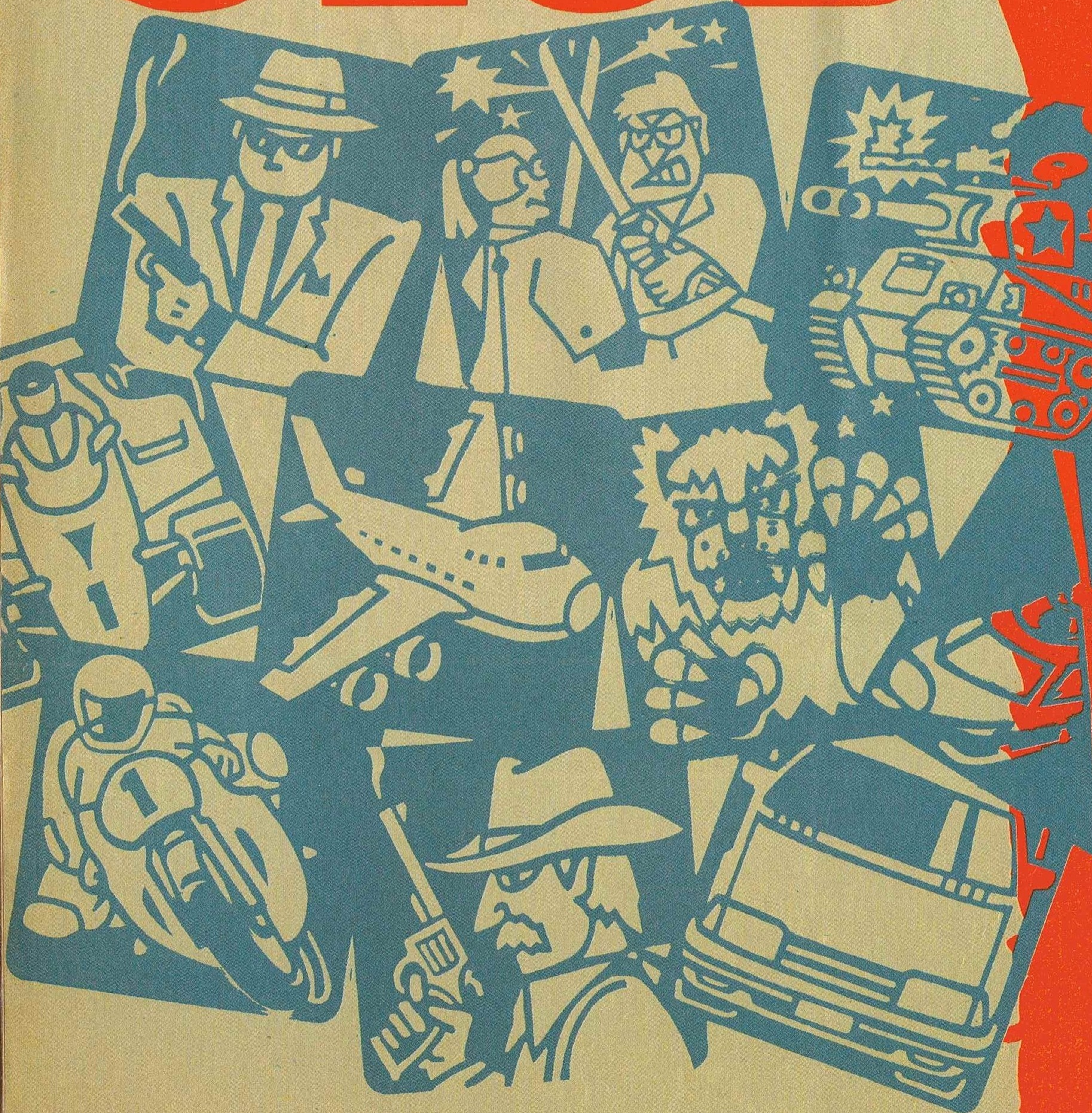
54,400
Matthew Parsons, Blackburn
34,200
Mags Barron, Blackpool
13,500
Robert Hill, Cheam

ZILLION 2

3,293,500
Andrew Swinbank, Cleveland
2,276,400
Sean Goff, Birmingham
634,000
Steven Skuse, London

THE official biz!! It's the ReAl Thing

THE OFFICIAL SEGA[®] CLUB



Hi!

Get ready for a blistering summer, some of the hottest Sega games are about to hit the UK! On the arcade front there's Op Wolf and Chase HQ and for the out and out zappers among you there is Assault City, a futuristic shoot 'em up and Alex Kidd in Shinobi World. Adventurers have not been forgotten with the blockbusting Ultima cartridge (rumour has it that it is a four megabyte job, that's eight times bigger than Phantasy Star!).

Sports fans should keep an eye out for Slapshot, a super smooth and rather frantic Ice Hockey game (this was used a few months ago in a head-to-head and proved a hit with the user group) and Golfmania a pretty wild and skilful slant on traditional golf.

Many of you will have seen the Sega TV ads with the cool dude wearing the shades asking to be plugged into a Sega (my kinda guy!), well those awfully clever people who put the ad together have been rewarded with a "Highly Commended" citation from Media Week magazine. Media Week said the ad was well received by the public and "A very convincing entry showing innovative thinking, enterprising execution and impressive results".

Who are we to argue!?

Both Sega T-shirts and Sweatshirts have the Sega logo and feature the cool dude, and as club members you can buy them at half-price, GO FOR IT!

Plans are under way for the next Sega Challenge and as soon as dates, venues and prizes have been set you will be the first to know, watch this space.

User Groups are spreading fast and wide over the UK. There are now 37. User Group meetings can be at the members home or if possible at your local software shop (but you must arrange it with them first!). The list gets longer so do bear with us, your turn will come around!

You can look forward to playing prototype cartridges and peripherals, not to mention the head-to-head where you get to give ME advice if you win. You can also get the lowdown on Sega happenings.

It struck me rather strange that to date I have only seen girls present at one User Group (Paul Michael Chase).

COME ON!

Where are you all hiding?

Is it simply that boys are better than girls at computer games or is it that girls do not want to show up the boys because they are so good? Also just what type of game do girls like playing? Drop us a line at the club, or ring in and tell us where all the girls are hiding!

As new games come out do not forget to ring in and tell us how quickly you have completed them. The first person to ring in and describe the ending to a new game will be immortalised in the club pages. Martin Duggan a VERY experienced Sega man is spending a lot of time playing on his Amiga these days so the Sega adventure champ title is up for grabs!

SEE YA NEXT MONTH!

TAK

SEGA CLUB

USER GROUP VISIT

Boy have I travelled a few miles this month!

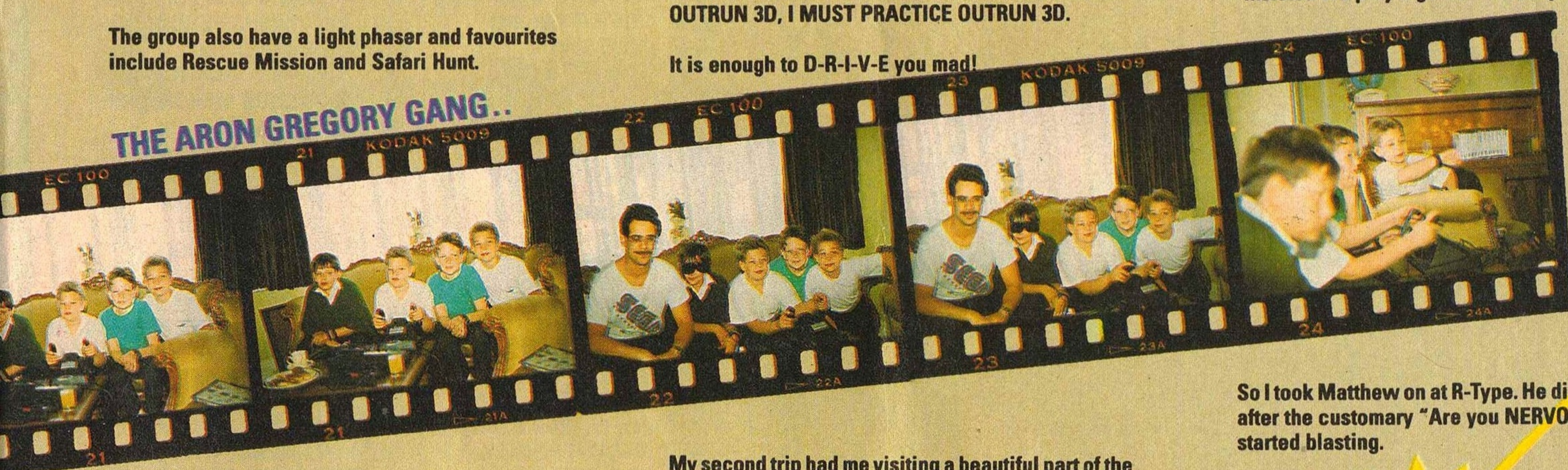
I visited Aron Gregory in Barkingside Essex and Matthew Tregellas in Barnstaple North Devon.

Aron is ten years old and has four members in his group, Steven Elsmore (11), Robert Griffiths (11) and Gavin Gregory (9). The gang go to Mossford Green School and regularly visit Toys R Us and the Top Software Shop to buy their Sega games!

Aron's fave raves include Golden Axe and the Wonderboy series and his collection of games stands at 13 (and growing!). Aron's brother Gavin likes nothing better than a heavy session on Rampage (it's a shame we didn't play it head-to-head!).

The group also have a light phaser and favourites include Rescue Mission and Safari Hunt.

THE ARON GREGORY GANG..



Although the superb Megadrive is being launched later this year, the general opinion was that there is plenty to play with on the Master System. Aron did say he was getting itchy fingers waiting for Golden Axe on the Megadrive (and so he should, as you lot will find out later this year).

The group were delighted (well pleased) to hear of the lower price points for some of the Sega games and were looking forward to buying Black Belt and Kung Fu Kid (two classic classic games).

These guys are true dedicated Sega fans – they have all issues of the Sega mag, a Sega diary and their own Sega reviews. Well done and keep up the good work!

I also cottoned on that Aron does Wado-Ryu, a martial art, so I'll have to be careful not to beat him by too much in the head-to-head!

The faves played by the gang were Golden Axe ("A bit like Double Dragon"), Chase HQ, "brilliant", and Basketball Nightmare, "really cute!".

Head-to-head time was drawing near and who was going to take me on?

Aron took a deep breath and said he would do battle.

We agreed to play Outrun 3-D and the person with the highest score after 2 minutes wins!

Aron went first and he definitely looked nervous! He accelerated through corners dived between cars and took his machine to the limit! But his sweaty palms took their toll and he crashed after 1 minute and then again as his two minutes came to an end.

Hard luck Aron!

Aron scored 2,198,000.

Could I do better?

I pushed the pedal to the floor and rolled through the bends, (BRAKES ARE FOR WIMPS) and eased past the other drivers, faster Tak, faster! My two minutes were up and I had scored 2,409,820.

TAKOUSHI WINS!

Now Aron repeat after me.

I MUST PRACTICE OUTRUN 3D, I MUST PRACTICE OUTRUN 3D, I MUST PRACTICE OUTRUN 3D.

It is enough to D-R-I-V-E you mad!

My second trip had me visiting a beautiful part of the country, Barnstaple North Devon.

Matthew Tregellas has six in his group, Stuart Holbrook (11), Andrew Moss (12), Sam Crocker (12), Robert Wrey (11) and Chris Eager (11), they all go to Pilton Community College.

All the gang own Sega's and their collection totals 30 games, they regularly hike over to The Computer Shop in Barnstaple or Software Plus in Taunton to check out the latest games to arrive.



I was treated to a tasty cream tea when I arrived, while the group dived straight into the games! The meeting was held at a neighbours house (Matthews Gran) and she explained that they all got great pleasure from their consoles and felt they were getting value for money. They were pleased to see you can order some games from S as getting hold of the latest games was a problem at times.

Matthew was keen to tell me that he is hooked on Psycho Fox and the BMX event in California Games and that all the group have light guns.

Because they all have Sega's they play quite a few two player games, Double Dragon, Spy Vs Spy (an oldie but a goodie), and Time Soldiers.

They also played with the Handle Controller. What was the verdict?

"It is very good and gives a better feel for driving, and it is easy to control".

And so say all of us.

I asked Matthew what game he was worst at so we could play it in the Head-to-head (sporting as ever!), funnily enough his Gran was having none of it and insisted we play a game he was quite familiar with!

So I took Matthew on at R-Type. He dived in first and after the customary "Are you NERVOUS" from me he started blasting.

From the way he was yanking the stick around he did not have sweaty palms and at the end of his two minutes his score was 29,600.

Hmm, a tough one to beat.

The Head-to-head is a tough dirty job but someone has to do it!



MATTHEW TREGELLAS HOT SHOTS..

So I gritted my teeth and hungrily clasped the joypad as my two minutes started.

I zipped here, I zipped there I zipped everywhere!

Zapping is the name of the game with R-Type and I felt I was winning, but at the end of the two minutes I had only scored 29,100.

Tak gets beaten!!!!!!

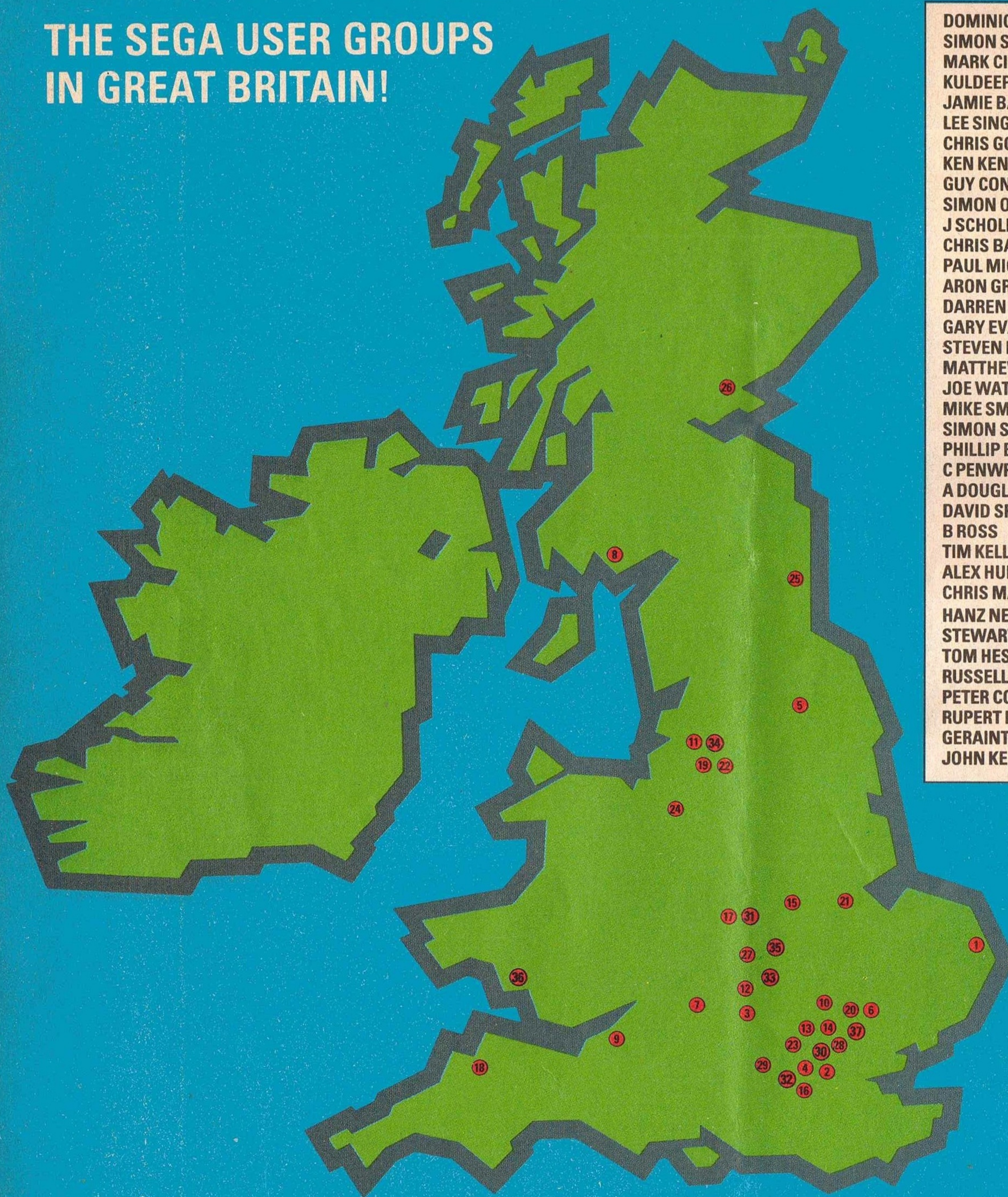
If only his gran hadn't been there!!

OK THAT'S YOUR RATION FOR THIS MONTH KEEP THE SEGA LINE RINGING!

TAK

ArE yOu On ThE mAp?

THE SEGA USER GROUPS IN GREAT BRITAIN!

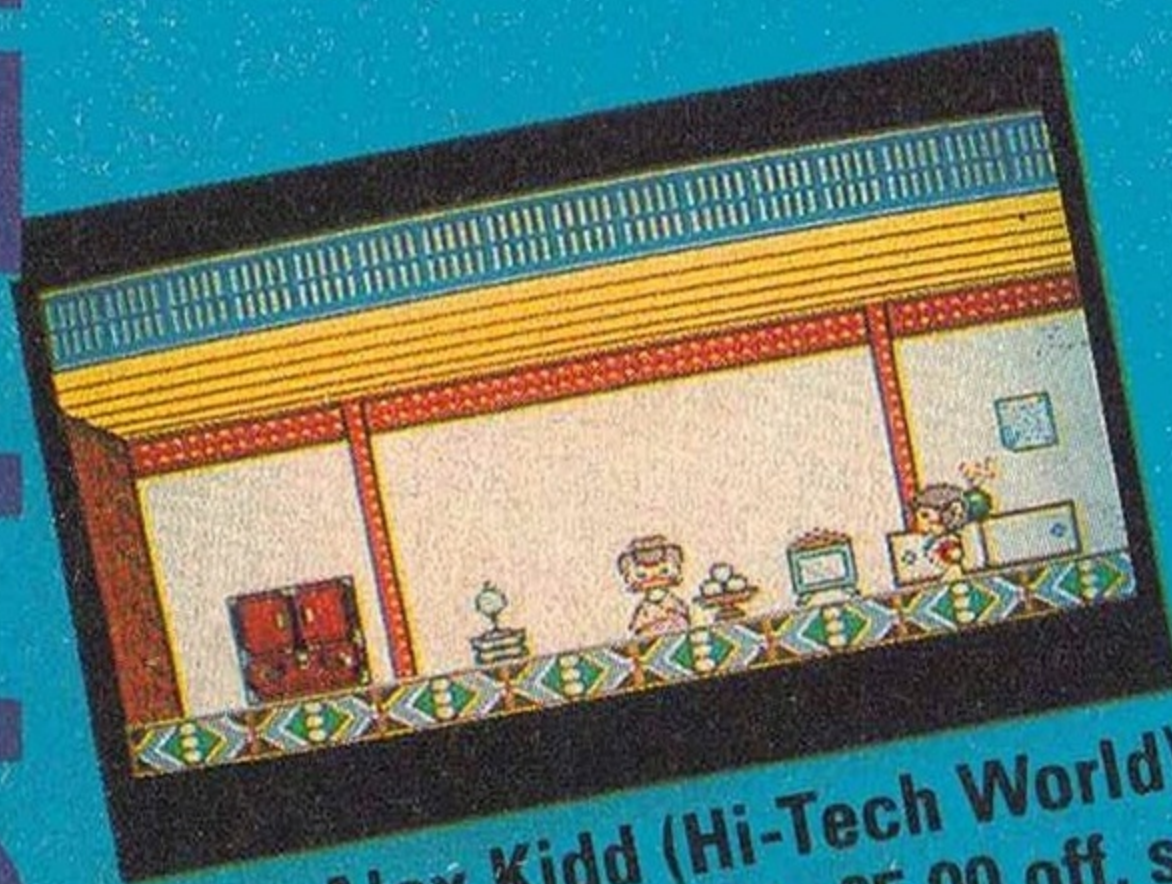


DOMINIC LEGROS	1	YARMOUTH
SIMON SCOTT	2	KENNINGTON
MARK CICHON	3	HIGH WYCOMBE
KULDEEP CHOPRA	4	BALHAM
JAMIE BAILEY	5	MONKTON YORK
LEE SINGLETON	6	RAYLEIGH ESSEX
CHRIS GODFREY	7	DABINGDON OXFORDSHIRE
KEN KENJI	8	BARROW IN FURNESS CUMBRIA
GUY CONNELLY	9	NAILSEA BRISTOL
SIMON OAKLEY	10	CHESHUNT HERTS
J SCHOLES	11	HOLLINWOOD OLDHAM
CHRIS BARATT	12	AYLESBURY
PAUL MICHAEL CHASE	13	HAYES MIDDX
ARON GREGORY	14	BARKINGSIDE ILFORD
DARREN BAILEY	15	LOUGHBOROUGH LEICESTER
GARY EVANS	16	COULSDON SURREY
STEVEN POPE	17	BARTLEY GREEN BIRMINGHAM
MATTHEW TREGALLAS	18	BARNSTAPLE DEVON
JOE WATKINSON	19	WYTHENSHAW MANCHESTER
MIKE SMITH	20	ROMFORD ESSEX
SIMON SLEIGHT	21	SPALDING LINCOLNSHIRE
PHILLIP BEAUMONT	22	MIDDLETON MANCHESTER
C PENWRIGHT	23	STAINES MIDDX
A DOUGLAS	24	CHESHIRE
DAVID SRELSORD	25	TUNSTALL SUNDERLAND
B ROSS	26	PERTHSHIRE SCOTLAND
TIM KELLY	27	BLETCHLEY MILTON KEYNES
ALEX HUNT	28	STRATFORD LONDON
CHRIS MASON	29	BRACKNELL BERKS
HANZ NELSON	30	MANOR PARK LONDON
STEWART PARTRIDGE	31	BARDESLEY GREEN BIRMINGHAM
TOM HESLING BROWN	32	RICHMOND SURREY
RUSSELL PHILLIPS	33	LUTON BEDFORDSHIRE
PETER COVE	34	OLDHAM GRTR MANCHESTER
RUPERT ROBINSON	35	OVERSTONE NORTHAMPTON
GERAINT WEBLEY	36	PORT TALBOT WALES
JOHN KELLER	37	WOODFORD GREEN ESSEX

USE IT UP!: Sega owners are setting up User Groups all over the country. All you have to do is get five or more Sega users together and hold a meeting. Once the group is established simply call in to arrange a personal visit from THE CONSOLE MASTER, Tony Takoushi. He will bring along the VERY latest prototype games straight out of Japan for you to sample. And if you should fancy your chances you can take on TT in a head-to-head battle on one of the latest games (the winner is immortalised in S magazine, but TT hates to lose so beware . . .). There will also be an ample supply of freebie games and Sega merchandise to be handed out.

Come on Ireland, Wales has entered our map page, where are you all. Phone Tony TAKOUSHI TODAY! We're waiting...

HaVe YoU gOt OnE of thEse? It'S aBoUt TiME YoU dId..



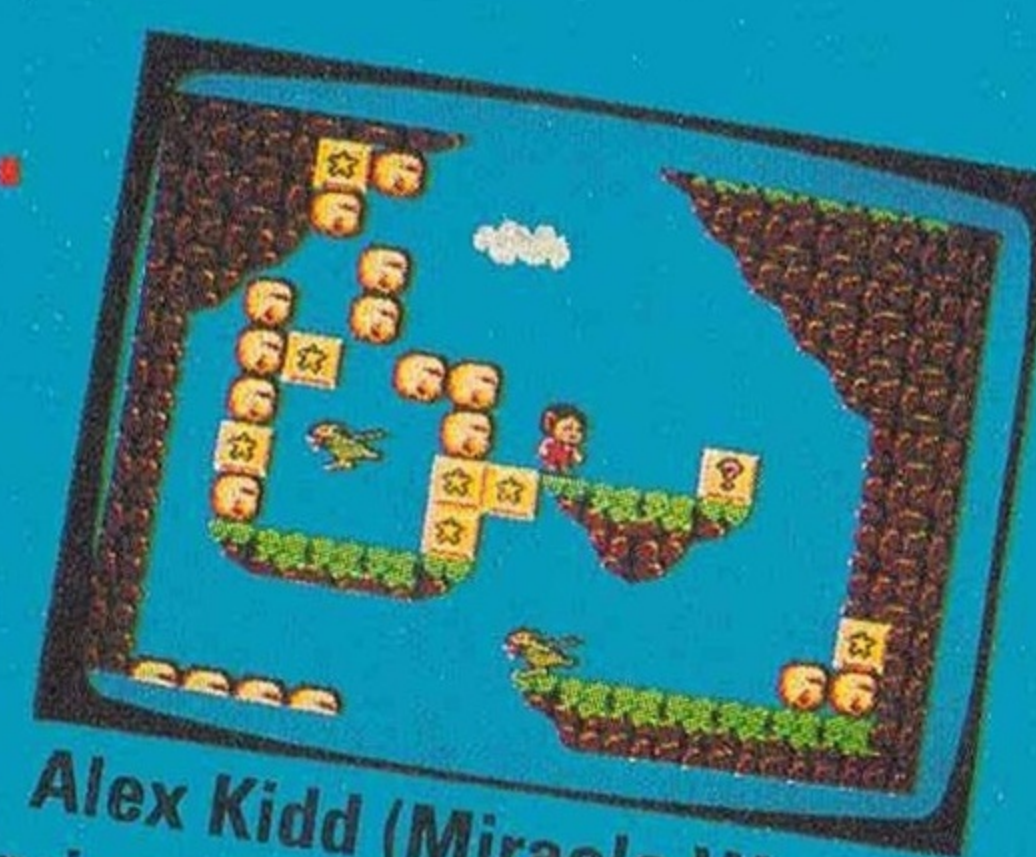
Alex Kidd (Hi-Tech World)
- normal price £24.99. £5.00 off, so £19.99

THIS MONTHS FAB OFFERS - ALEX KIDD (HI-TECH WORLD)
& ALEX KIDD (MIRACLEWORLD)

The two winners of the
Funky Sega 'Wisdom Shirts'
are

Bernie Spratt - London
&

Alex Walker - Porthcawl



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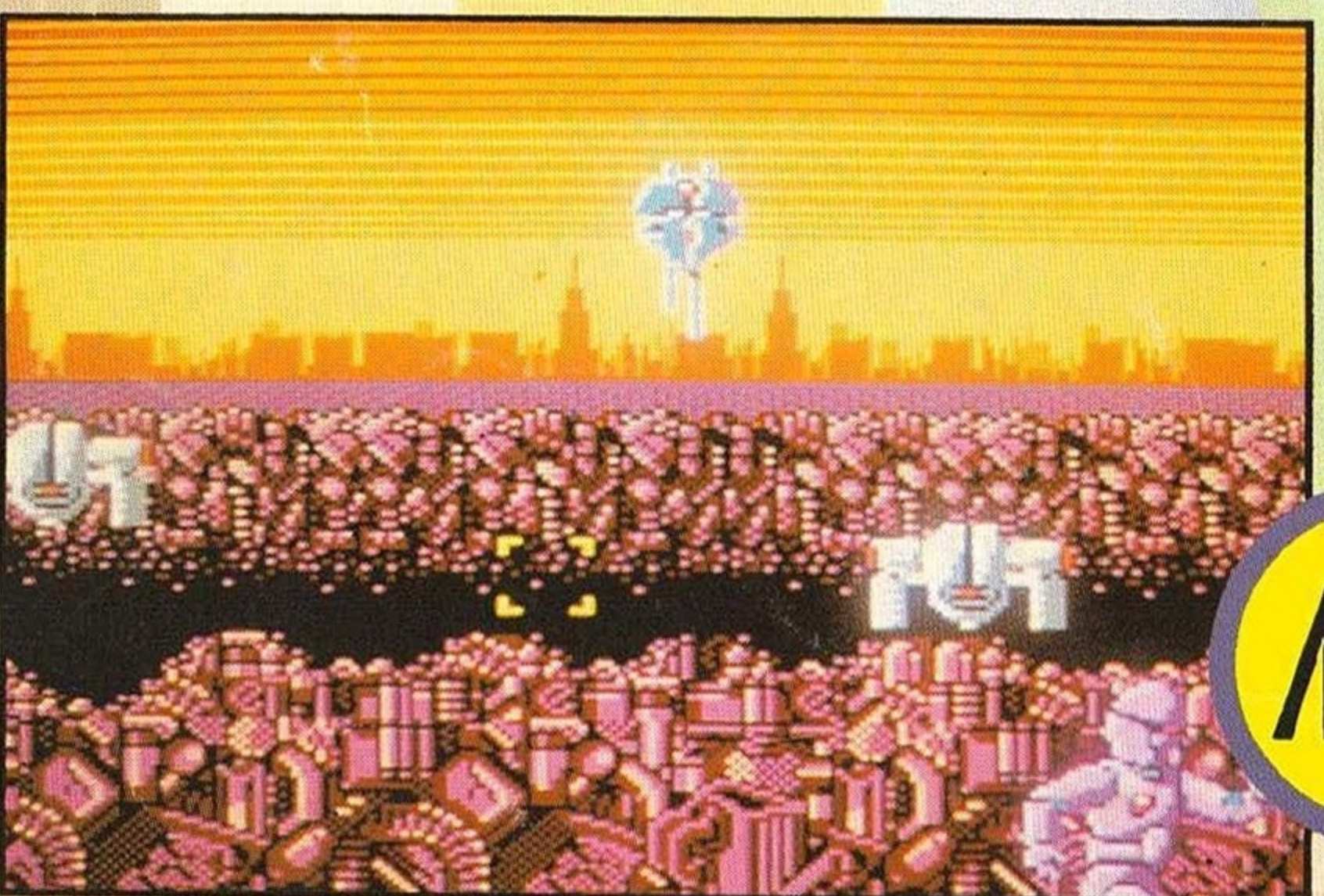
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