

SEGA POWER

Mega Drive • Mega CD • Master System • Game Gear • Issue 56 • July 1994 £2.50

Micro Machines 2

Bigger
Better
Faster
Meaner

Top reviews

Mortal Kombat CD

Incredible Hulk

Drop Zone

Fido Dido

Star Trek

DRAGON

Kung Fu kickin' antics

All formats reviewed

Future
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SO REAL



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Screen shots are from various formats and are illustrative of gameplay and not the screen graphics which may vary considerably between formats.



IT

HURTS

nothing
matches
the
anguish...

...of a missed penalty in a **SHOOT OUT** that could take you to the World Cup final.

That's the reality of World Cup USA '94 from U.S. Gold.

Serious game play and the only one serious enough to carry the **official license**.

You get more options, more **CUSTOMISATION**, more frames of animation and more playability than any game ever, plus a few unique **SURPRISES** guaranteed to keep your opponents guessing.

What we're talking about is a football game that gives you the

feel, guts, smart thinking and downright inspired moves of real World Class Football.

So if you want to play real football, put your brain in gear and get U.S. Gold's World Cup USA '94.

...this is a game for players.

MEGA-CD

MEGA DRIVE

MASTER SYSTEM

GAME GEAR

SUPER NINTENDO

GAME BOY

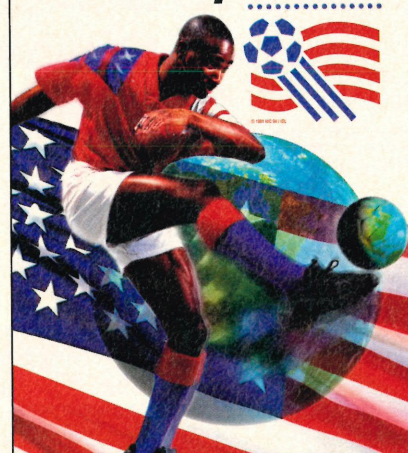
AMIGA

IBM PC

CD-ROM

U.S. GOLD

WorldCupUSA94



WorldCupUSA94



**Official
Licensed
Product**



It's out on June 3rd and it's the only one worth waiting for

WorldCupUSA94



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Content

Make a switch...

Hey! Now, I don't want to seem arrogant or self-centred or anything, but it's ME! I'm the new editor! ME! ME! *Sega Power* used to be a great mag. And now? Now, it's going to be a *fantastic* one. Look at this issue... squirming lethally with gooey heaps of Sega gaming greatness. Stick with us. You're gonna have a good time. You're gonna have a party...



Andy Lowe. (Sigh...) Yesterday.

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Along with 'The toast always falls on the buttered side', and 'You wait for an hour and two turn up at once!', it's a fact of life that sequels rarely better the original. This baby, however, slaps the original *Micro Machines* repeatedly about the face and neck. In front of its mum. Napoleon was right. Small is beautiful... Go figure.

Micro Machines 2



Previews

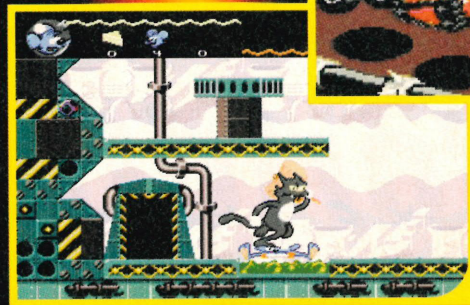
18

Well, *Micro Machines 2*. Obviously. Hot enough for ya? Oh, go on then. Have *Chuck Rally*, *EA Tennis*, *Rock 'n' Roll Racing*, *Itchy and Scratchy*, *Links* golf and Dave Perry's new game, as well...

Sega Power News

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Erm, apparently, Bill Clinton has... Ah. No. This month – the exclusive *Virtua Racing* cheat!! You can play the tracks in a kind of reverse mode. And everything. Plus – three new Saturn games, a new version of *Sensible Soccer*, *Sonic Sports*, and a top quality furniture competition. Huuuh?



Eye-up. It's me again. I still can't get up. And I'm getting a bit riled.

ents

Hulk

46

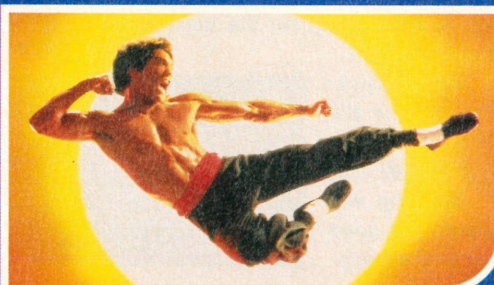
Gee-zaah!!! Gree-een gee-zaah!! Erm... green geezah with an unending line in miraculously self-repairing tank-tops. Hulk is what the people at Marvel comics call... a super hero. An extremely 'ard one. Just look at him. Get any more masculine than him and you'd end up up a tree. Mega Drive review, anyone?



DRAGON

38

Another major result geezah, was Bruce. A bit of a 'thinker', and - hey - something of a hit with the laydeez. Here, we cast our gaze over the Mega Drive, Master System and Game Gear versions of what could be beat-em-down of the... oohh... month?



Games reviewed

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Mortal Kombat

44

Only this time, it's 'on' CD. MARVEL at the magnificent new graphic enhancements! SHUDDER IN ECSTASY at the increased speed and instant gore access. SQUEAL CRAZILY at the slick and shiny CD soundtrack. SOB WITH UNHAPPINESS when you realise you've got to be 17 to buy it. Rage against the machine, folks.

Nope. Still no luck. I think I'll just stay here for a while, actually...



Sports tips special

77

To save you the trouble of venturing out into the nasty old sun this summer, here are Sega Power's exclusive tips and play guides for five sporty titles.



Blimey, I made it. I got up. Please don't do it again. I'm all queazy now. Jesus! It's Goro. I'm off...

News

Virtua Racing - the mirror cheat

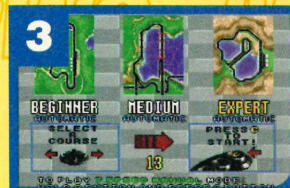
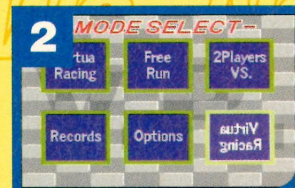
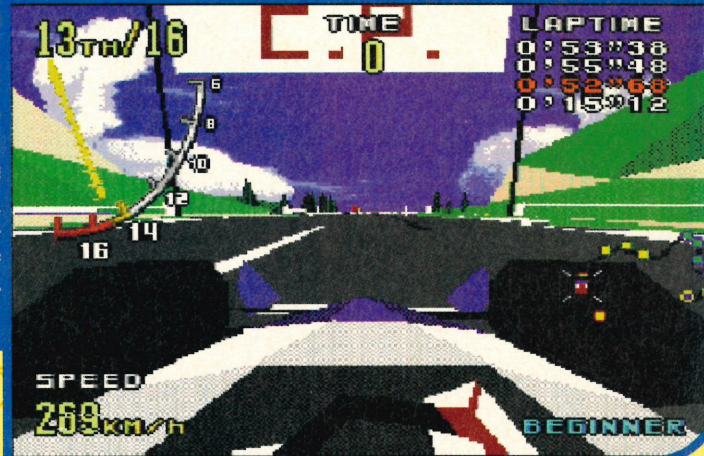
Rumours have been circulating for a couple of months now about the 'supposed' mirror cheat for the superb *Virtua Racing*. Well, we can now reveal that the cheat works.

There are two methods of getting the cheat to work: the first involves playing the game a lot; the second one, though, is much simpler. At the Sega logo (1), press and hold A and Up. Then press B and hold that

too. Press Start, and when you get to the main screen, you'll find that another option has appeared in the bottom right corner (2). Here you'll find three more tracks. These are the main tracks, in reverse (3). All the usual obstacles are there.

Many thanks to one Neil Crayne from Surrey for his help with the cheat – the goodies are on their way.

The mirror cheat will technically give you three more tracks, but you can't play them in the two-player mode.



Sensible Soccer – new version

Sony are releasing a new *Sensible Soccer* game for June. *Sensible Soccer – International Edition* will be identical to the original game except that all the teams will have their correct names and players. All the line-ups for the World Cup groups will be included. Not enough to warrant a purchase if you already own a copy of the game, but a good reason to buy it now – if you haven't already.



The players may be small, but they are perfectly formed. Well, apart from the fact that their heads are about twice their natural size.



However crap England may be, they still get a place in the new *Sensi* game.

Do the Wright thing

Why is Ian Wright, top soccer type, looking so pleased with himself? Could it be the fact that his team have just won the European Cup

Winners' Cup? Could it be that he's just found out how much he'll be paid next season? Or could it be the fact that he's reading a very limited edition Marko's Magic Football comic?

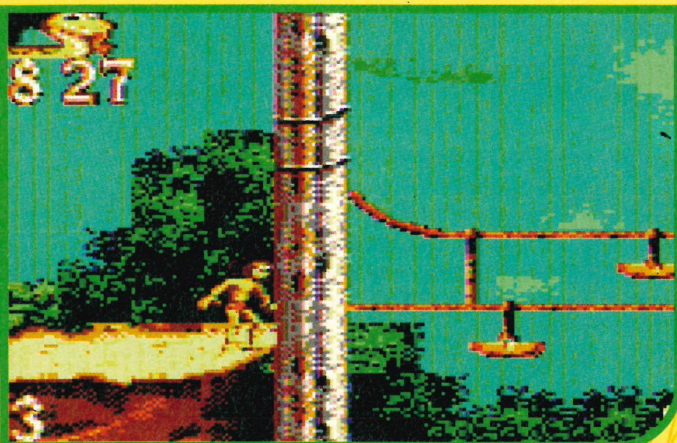
If you thought it was the last choice, then you'd be correct. But don't feel left out, for you too can share in Ian's joy by turning to page 86. Yes, not only do we have some rather attractive looking tips for Marko, but we also

have a coupon which will get you one of these fine comics for your very own, plus the chance to buy a copy of the game signed by Wrighty boy. Well? What are you waiting for? Off you pop.



Ian Wright of Arsenal and England fame reads comics – it's official. I didn't realise that Marko was quite that tall, though. Very strange.

Typical. Just when you think you've got everything sorted out, the buggers go and change it. Tsk.

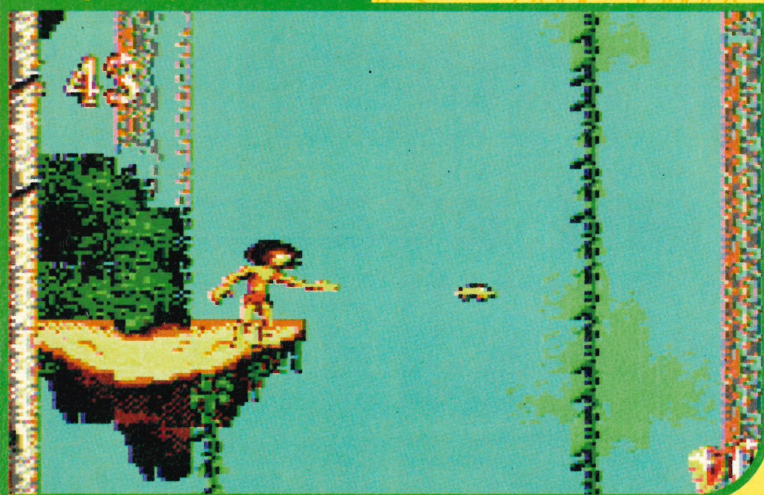


Back to the jungle

Virgin of America have added a few extras to the Mega Drive version of *Jungle Book* at the last minute. Both Virgin Europe and *Sega Power* were under the impression that

the game we reviewed in the last issue would be the finished version. The game was reviewed by the boy Rob and got 90% – no bad score. The new version will contain bonus sections – this would add at least another two percent to the overall score. Just thought you'd like to know.

But with the new bonus levels, the game'll be even better – in a banana-throwing kinda way.



I am the lore

Virgin are working on a Saturn version of their incredible *Lands of Lore 2* RPG. The original game was hugely popular and earned rave reviews. The sequel – as you can see from these shots – is looking amazing. These grabs were taken from the PC ver-



Do these graphics look beautiful, or what? The Saturn version is reckoned to be even better.

None of this pixelated nonsense here. When a character moves towards you, it keeps its shape.

sion – courtesy of those jovial chaps from *PC Format*, but there's no reason to believe that the Saturn version won't look even better.

If you fancy getting any further information on *Lands of Lore 2*, try ringing the Virgin bods on 081 960 2255 and see if you can get them to give you the lowdown.

Virgin shocker

More Saturn news! Virgin are working away on three Saturn programs. None of these will see the light of day before well into next year, but we were privileged enough to have a quick look at the PC version of one of them, *Creature Shock*, and the Saturn version promises to be very similar – only better.

What we saw was hugely impressive, with enormous, computer-drawn figures and monsters running around everywhere.

The shots you see here are taken from the PC version of *Creature Shock*, and, as usual, they don't do the game justice one little bit. The game is being programmed by Argonaut software – who have a long-standing reputation for producing top-quality computer software.

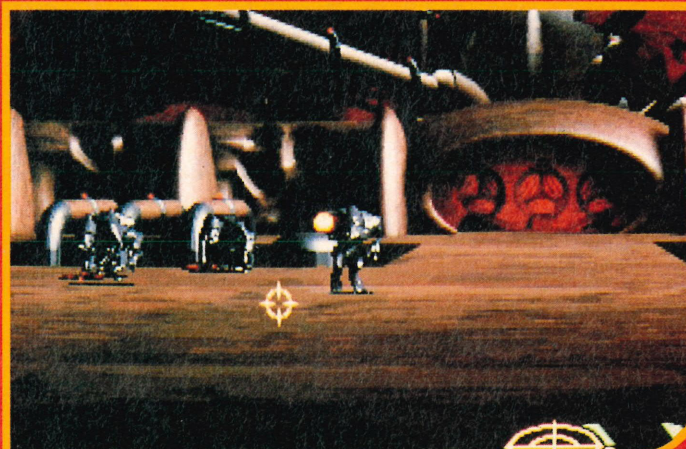
EXCLUSIVE!



We were lucky enough to see a very early version of this at Virgin's HQ...



...again, it was the PC version, but what we saw was incredible.



...and, as you'd expect, the Sega Saturn version promises to look and play even better than this.

See the amazing artwork drawn by our very own editor. Gasp in shock at his artistic ability. And gag horrendously at the awfulness of it. The package in question is *Fun and Games* from Sony and it's coming out in the third quarter of this year.

Not only is it a groovy art package full of predrawn images and backgrounds,

Fun and games

but there's also a music program with all the usual instruments, sounds and rhythms. Add to that, three mini-arcade games and it sounds like a package that lives up to its name.

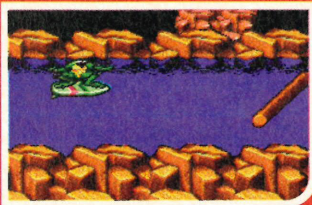
Sony have designed *Fun and Games* with the younger audience in mind, though, and they do advise that you use one of those nifty Sega mouse things. It is nice to see a company trying something a bit different, though.

If this sounds like exactly the sort of thing you've been waiting for and would like some more information, give Sony a buzz on 071 911 8700.

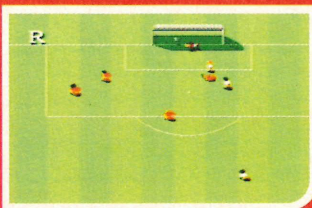
Andy Lowe's a bit of a brainy git and he knows a thing or two about beat-'em-ups. He is not, however, an artist.



Hot gossip



■ Sony are no longer releasing *Battletoads Versus Double Dragon* in the UK. They originally had the licence to release the game in Europe, but after they read the review scores from the import version – we gave it 39% in *SP 51* – they wisely decided it was a bit of a turkey. Hurrah! More power to the press.



■ While we're on the subject of Sony, not only are they releasing a World Cup edition of their smash hit *Sensible Soccer*, but they're also working on a sequel to be released in June/July of next year called *World of Soccer*.

Sony have stated that the game'll be more than just another *Sensible Soccer* (well, you would hope so) and will have altered gameplay and options.



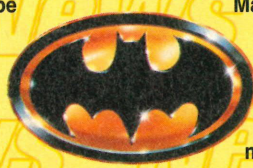
■ Rumour has it that Sega are working on yet another *Sonic*-related game. Going under the working title of *Sonic Sports*, the game should be with us later on in the summer. We can't wait for more hog antics.

■ Speaking of His Blue-spikey-ness, Sega are working on the next 8-Bit *Sonic* title.

The only title we have at the moment is *Sonic Chaos 2* (or *Sonic 4*, if you prefer) and the game'll feature more of the same but with an excellent new bonus stage and, wait for it, a new character. The game should be released this side of Christmas, but we'll be able to give you the full lowdown long before then.

Acclaim in batman deal

'**B**atman Forever', the third in the popular series of Batman films will be released early in 1995. As is the way with all big films, the licence for the computer versions has already been snapped up and is well under way. Acclaim will be releasing the main



Sega versions and the coin-op. Sega themselves will be working on the Mars and Saturn versions. The coin-op will be programmed using Sega's new Titan hardware system and Acclaim's motion capture system – which we featured in the news pages two issues back.



Michelle Pfeiffer won't be in the next movie cos she's pregnant and so there's no way she'd fit into that slinky get-up.

Psygnosis go scavenging

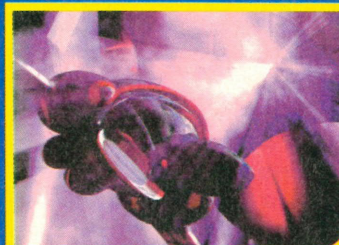
Psygnosis are busy at present, beaver away on their next generation of CD games. After the moderate success of the average, but visually impressive *Microcosm*, they've developed a new system, and their first product is *Scavenger 4*.

It's a futuristic shoot-'em-up set in 2129 where your mission is to save

the Bator system from destruction by a sentient computer network.

The initial press reaction from the States looks promising and some of the development shots we've seen from other systems look fabulous.

If you fancy trying to get any further information, Psygnosis can be contacted on 051 709 5755.



With all these companies beaver away on Saturn software, there will be some great stuff around next year.

Tiny Toon adventures - acme all stars

Tiny Toon Adventures – Acme All Stars is the other Konami title being released in October (the other one being *Sparkster*). The game follows the antics of the maniacal bunch as they get to grips with two sports – basketball and soccer.

This won't be any ordinary sport compilation, though. Each character (and you can choose any of the Tiny Toons from the cartoon series) has its own signature moves and advanced artificial intelligence. From what we've seen it looks like it'll be a load of fun. Expect to read a preview in *Sega Power* as soon as we can get hold of the game.



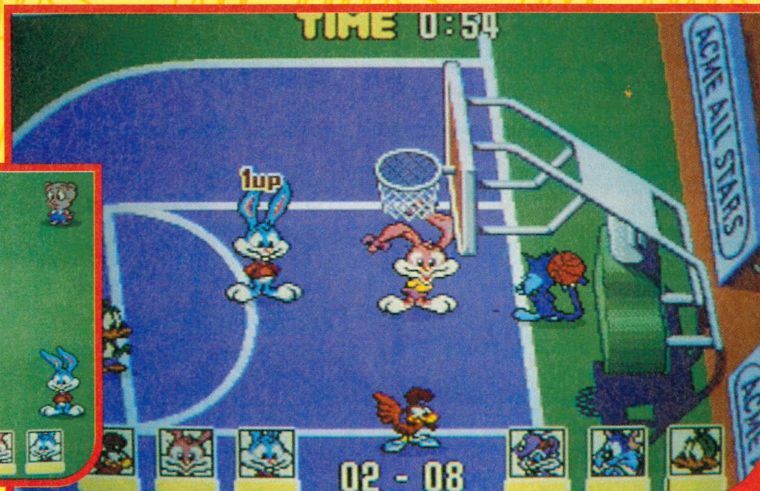
As awful as they are, the Tiny Toons do seem to make pretty good games. Well, not them of course, but the programmers... oh, you know what I mean.



The graphics are truly excellent. The cartoon graphics capture the feel of the characters very well. Loony Toons meets *Sensi Soccer*, maybe?

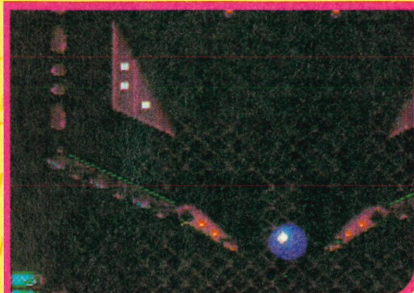


I frequently see pink rabbits playing football. It's true. It always seems to happen on the way back from the pub for some strange reason.

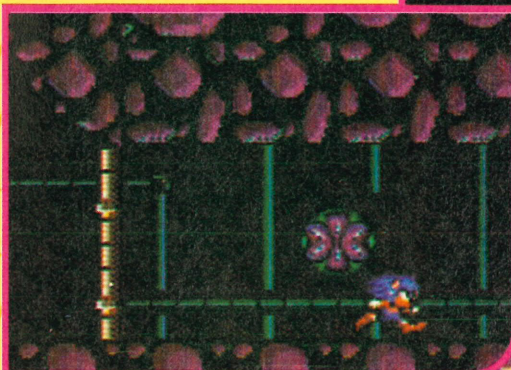


There are two games included on the cart – football and basketball. Can you guess which one this is? Well, in case you are terminally daft, here's a clue: it's not football.

Sonic Spinball hits the game gear



This could be the game that all Game Gear owners have been waiting for.

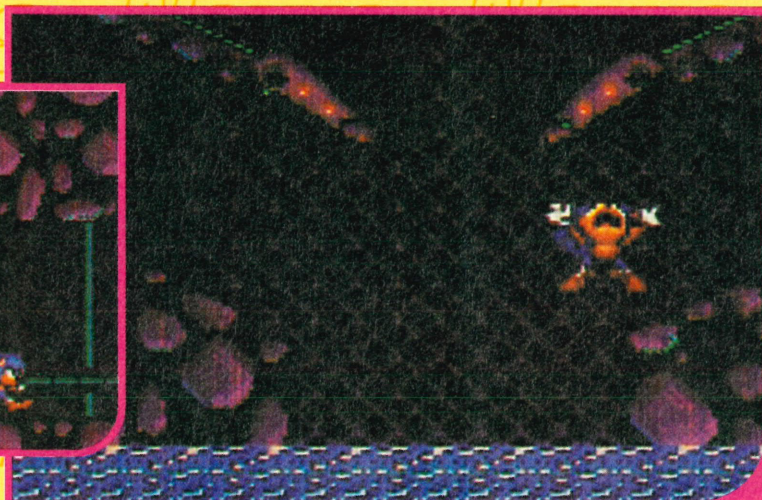


The graphics are remarkably close to the Mega Drive original. We should be able to give you the full review next issue – that's if we can talk Sega into giving us the cart, that is.

We all loved *Sonic Spinball* when it arrived in our office (the Mega Drive version got the respectable score of 90% in *SP 49*, so we thought all you Game Gear owners might be interested to know that it's now on its way to our favourite handheld.

The game will have five levels, be a four-Megabit game and, as you can tell from these pics, the graphics look excellent.

Considering there isn't a mountainous pile of pinball games for the Game Gear, *Sonic Spinball* should be a success. A full review will appear in the next issue of *Sega Power*. For now, though, you're just going to have to content yourself with these screenshots.



Decent pinball games are one style which is severely lacking on the Game Gear, but what with this and *Pinball Fantasies*, that all seems set to change.

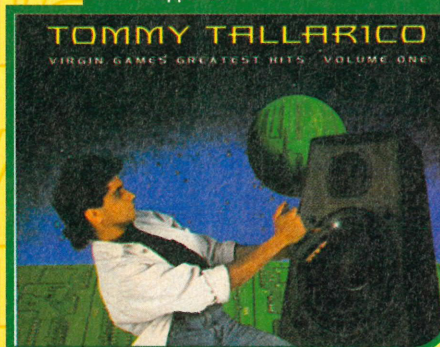
Virgin games - the album

The huge success of CDs containing music from computer games continues, and now the Americans have jumped onto the bandwagon. Tommy Tallarico works for Virgin games and is responsible for the *Cool Spot* music, and the tracks for the Mega CD version of *The Terminator and Robocop versus Terminator* – among others. 'Virgin Games Greatest Hits – Volume One' will be invading the eardrums of delicate American children by the time you read this.

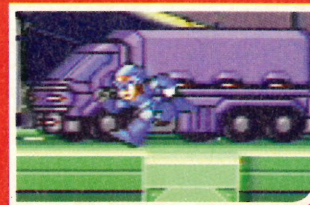
Tommy Tallarico, the cool dude pictured to the left, says, "My goal has been to shy away from

the kiddie style tunes found in video games and give the players more of what they really want to hear... *real music*." There's no news on whether or not the album will be released over here, but we live in hope.

Please don't laugh, it might actually be quite good. No, really, stranger things have happened.



Hot gossip



■ After the huge success of *Street Fighter 2* and the much awaited *Mickey Mouse* game, word has it that Capcom are busy on a Mega Drive version of their smash series of *Mega Man* Nintendo games. Coming out as a three-game compilation, the MD version will be entitled *The Wily Wars* and will contain the first three games released on the 8-Bit Nintendo machine.

■ The *Street Fighter* movie goes into production in June and, apparently, Jean-Claude Van Damme has been signed up for one of the good guy roles – either Ken or Ryu. The supposed fee for Claude is said to be around the \$8 million mark.

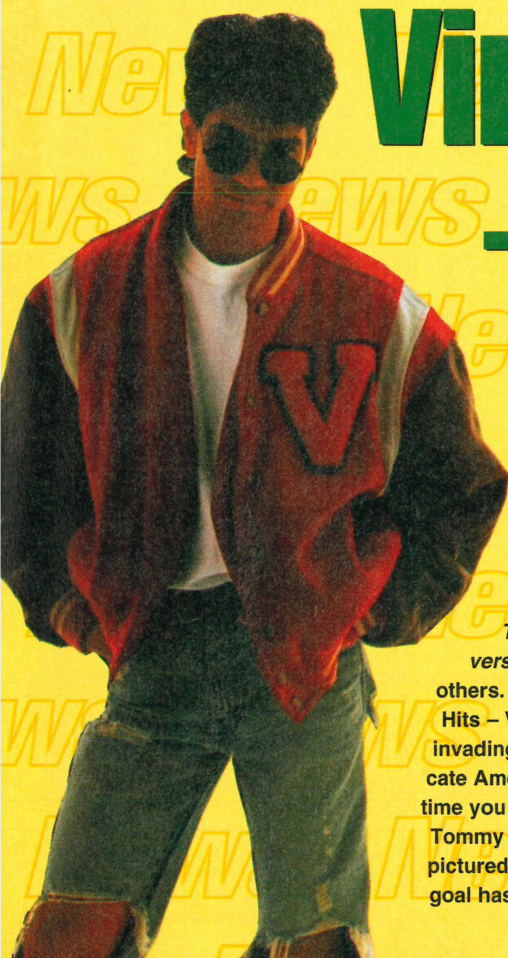
■ Domark are following up the huge success of *F1* with a sequel to be released later in the year. Details are sketchy at present, but it should appear on Mega Drive and CD.



■ Dexter Fletcher's been lobbed out as the presenter of the 'hit' show *GamesMaster*. Ratings have dropped and, let's be honest, the show's looking rather cack these days. The word is that Domini's back to host the fourth series.

■ Virgin are releasing *Humans 2* in November for the Mega Drive. The original was never released in this country, but picked up a healthy 88% when it was reviewed in *Sega Power 38*. It's being programmed in this country by Imagitec – who wrote the original.

■ *Slam Masters*, the hit wrestling coin-op, is on its way to the Mega Drive, courtesy of the original programmers of the arcade game, Capcom. The game will be a four-player affair and we should be able to give you more news and screenshots soon.



Chocktastic competition

The World Cup is almost upon us and we thought it might be interesting to give you a competition with a difference. As you may or may not know, Mars, Snickers and M&Ms are the official snack foods of the footy tournament and they've kindly given us a whole bundle of booty – some edible, some not – to pass on to you lot.

The World Cup kicks off in Chicago on 17th June (which you will know, if you have your fab World Cup wallchart that came free with the last issue of *Sega Power*), and will finish in Los Angeles where the final will be held on 17th July.

Okay, so England won't be competing this time (because we're crap), but at least you now have the chance to cheer yourself up with this bumper compo. Okay, we've got 10 Snickers T-shirts and caps and 10 leather footballs to give to the first 10 names pulled out of the hat, and, for the first name we pick, there's also a huge box of Snickers bars too.

To stand a chance of winning, just send us the answers to these

three questions and make sure that your entry reaches us by Thursday, 30th June...

The questions:

1. Who won the World Cup in 1990?

- a) Italy
- b) Melchester Rovers
- c) Barnsley

2. How many teams will be taking part in the finals?

- a) 38
- b) Ooh, hundreds
- c) 24

3. The original World Cup was stolen just before the 1966 Cup final and was later found on a rubbish heap by a dog – true, honest. What was the name of the dog?

- a) Mr Pinky
- b) Pickles
- c) Ken

Send your entries on a postcard to The top chocky compo, *Sega Power*, Future Publishing, 30 Monmouth St, Bath Avon BA1 2BW. The editor makes the rules up as he goes along. Remember to get the postcard to us before the end of the month.

Mars®

A Mars a day helps you work, rest and play. How? What miracle does it perform to enable you to do all these things. It's only a bar of chocolate.

Win some furniture!

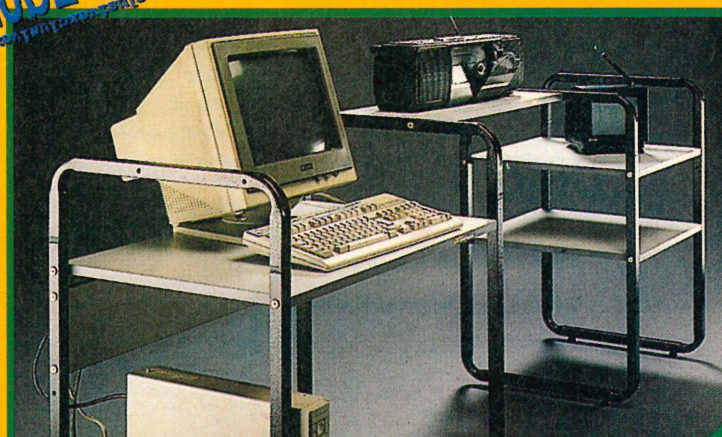
Right. You've probably seen an advert for something called a 'Super Multimate' elsewhere in this issue, well, now's your chance to win one of two we've found.

The Multimate has a loads of uses, and it even includes a clothes rail. Asking around the office, here are some of the responses I had... "I'm so impressed with the adjustable height," said Alison. Rob replied, "Steel and Formica is one of my favourite combinations." David was highly original and reckoned, and I quote, "It's so fashionable, I could wear it." Lam liked the logo and Jason, being slightly bizarre, said, "This is the future in functional furniture offering a totally flexible and expandable system." What it is excellent for, though, is as a

computer desk. Everything is flexible so you can set it up as you like.

Well, that's the prize. If you want to win one, just imagine what would you like to

see, if there was going to be a list of add-ons to the Multimate. The two weirdest – and funniest – answers will each receive a Multimate. Send your replies on a postcard to: **The MFI-tastic compo, *Sega Power*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.** For more info on the Multimate, call 0532 443422.



Yes! Enter this great *Sega Power* competition today and this fabulous piece of furniture could soon be your pride and joy. Difficult to believe, isn't it? We try to bring you different things here, we really do.

Rant 'n' rave

This month I thought I'd turn my attention to that old bugbear of the price of cartridges. I believe that £45 is a fair price for a game, as long as the game justifies the price. We've seen the likes of *Normy* being thrown at us at £45, and, surprisingly enough, it's not expected to sell. If a game's going to give you weeks of pleasure – eg *Sonic 3*, *NBA Jam*, *Mean Bean Machine* – then I don't object, but due to the fact that too many third-rate products have been knocked out at huge prices, the industry has suffered.

Consumers are becoming far more choosy now – and quite rightly so. In an ideal world we would never have to rate a game less than 75%, but a lot of dross does come through and most of it's on import.

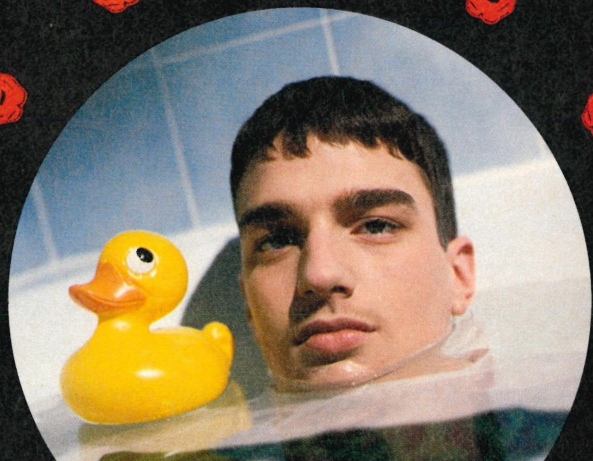
So, you can see the sense in Sega's licencing laws. Keeping substandard product out of this country will only help the European market in the long run, and maybe, just maybe, with the drop in software sales in Europe, we could see far more quality products.

Should more imports be readily available to the public? How do you feel about paying £70 for the likes of *Virtua Racing*? Let us know your views – you will have a space to air them. Send your thoughts in to Dean, c/o Rant 'n' Rave, *Sega Power*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.



SUPER multimate™

GREED,



Steve
17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

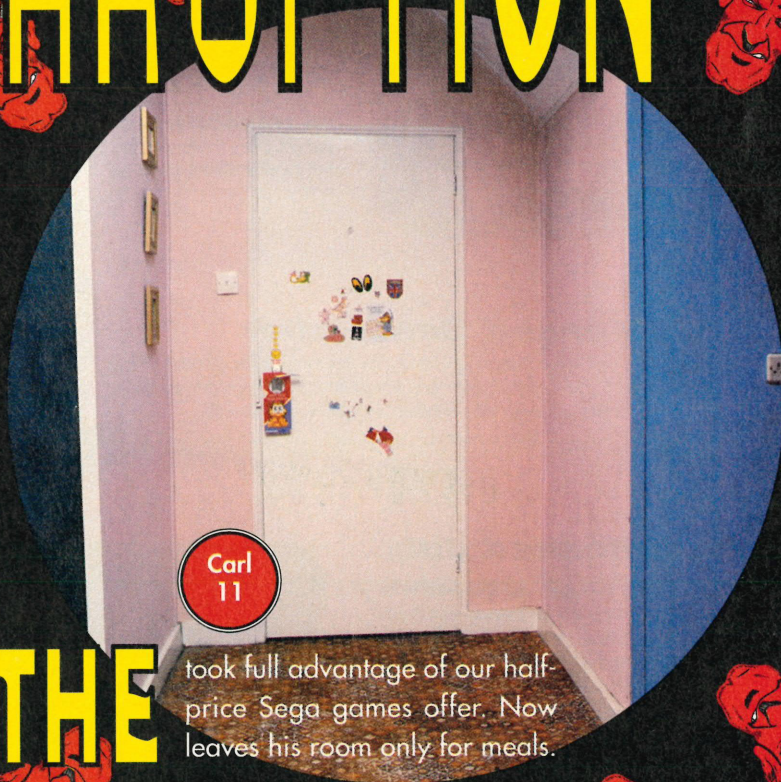


Sue
14

got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.

CORRUPTION

&



Carl
11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.



Joe
15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.

THE MIDLAND LIVECASH DEAL

Can you handle it? Opening a livecash account will bring you many things. Free gifts, competitions. Big money off Sega, Nintendo and Amiga. But it can also bring out the worst in you. You have been warned. Find out more by sending the coupon to Midland Bank plc, FREEPOST, Customer Information, Silver Street Head, Sheffield S1 1AY, or by asking at your nearest Midland branch, or by calling us on 0345 180 180. Lines are open 8 am – 8 pm, Monday to Friday. All calls charged at local rates. Livecash is available to 11 – 18 year olds.

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The Listening Bank

THE GAMES DIARY

The games diary is another new section and this is the place to find out about all those important future releases. We won't be able to cover every single release, but we'll try to make sure that nothing of any

importance slips us by. Also, if we hear any news on games being delayed or, worse still, scrapped, you'll be the first to know.



Bubsy 2 (MD)

• Released September

As we revealed in our feature last issue, the Bubster's back. Second only to Sonic in the 'hype-that-character-to-death' stakes, Bubsy 2 promises all the usual platformer elements with excellent animation and speech.

Dropzone (MS/GG)

• Released July

It's an all-time classic and it's about to be released on the Master System and Game Gear. What more do you need to know? It's reviewed on page 53. Oh, and apparently a Mega Drive version is in the pipeline.



Megarace (CD)

• Released June

One of the best-looking games we saw over the last few months was *Mega Race* on the CD. The back-grounds were almost identical to the PC version we compared it to and the scrolling and update were super-smooth. The game is near completion, so we should be able to get you the review very soon.



Virtua Racing

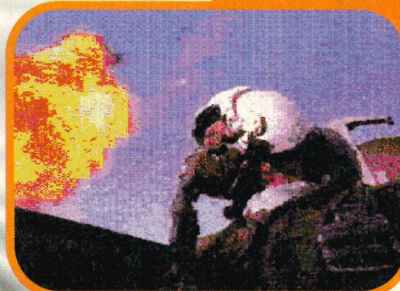
• Sega Power 54: 91% • Released May

The most debated and hyped game of the year is finally out on official release. With a price tag of £70 there could be a lot of people put off, but – for once – the gameplay may just equal the price. As good a conversion as you could expect for the Mega Drive and the most addictive game we've played this year.

Tomcat Alley (CD)

• Sega Power 55: 74% • Released May

The 'love it or hate it' Full Motion Video debate rages on with Sega's latest. No-one could possibly doubt that this is the finest FMV yet, but, in our minds, the gameplay was a bit shallow.



Marko's Magic Football (MD/GG)

• Sega Power 55: 82% • Released July

Created with the 'Beano' style in mind, the cartoon style and animation of *Marko's Magic Football* has to be seen to be believed. One of the better platformers you'll play this year.



In the pipeline...

This is by no means a definitive list of every title coming out this year, just a guide to what you should be keeping an eye out for over the next few months.

Mega Drive

Virtual Bart	Acclaim	July
Rock 'n' Roll Racing	Virgin	September
Demolition Man	Virgin	September
The Lawnmower Man	Tengen	September
Pinkie	Tengen	September
SWIV	Tengen	October
Rise of The Robots	Mirage	October
Wolfenstein 3D	Imagineer	November
Judge Dredd	Acclaim	November
Cannon Fodder	Virgin	November
The Lion King	Virgin	November

Sensible Golf
Elite

Virgin
Sony

November
November

Mega CD

Battlecorps	Core	July
Rocky Racers	Core	August
Demolition Man	Virgin	September
Marko's Magic Football	Domark	October
Rise of the Robots	Mirage	October
Second Samurai	Psygnosis	October
Alien Trilogy	Acclaim	November

Game Gear

Sonic Spinball	Sega	June
The Incredible Hulk	US Gold	June

Fire & Ice
Scratch Golf

Virgin
Sega

June
July

Marko's Magic Football
Dropzone

Domark
Codemasters

July
July

Itchy & Scratchy
Dragon

Acclaim
Virgin

July
July

Sonic Chaos 2
Lion King

Sega
Virgin

October
November

Master System

Hurricanes	US Gold	June
The Incredible Hulk	US Gold	June
Global Golf	Codemasters	July
Dropzone	Codemasters	July
Dragon	Virgin	July
Sonic Chaos 2	Sega	October
Lion King	Virgin	November

Win with the

Dream Team

The ultimate in Fantasy Football Management. Can you imagine not only managing a successful World Cup team, but also winning a pair of season tickets to

watch the UK team of your choice next season? Well, you lucky people, US Gold and HMV are teaming up with Sega Power to give you that chance.

By entering the US Gold HMV World Cup '94 Challenge you could be one of five top managers to walk off with a pair of season tickets, £100 worth of HMV vouchers and a bumper selection of world cup goodies. The manager who wins the whole thing will also receive a pair of tickets for the 1995 Coca Cola Cup final at Wembley.

Five runners up will win a football strip, £50 to spend in HMV and more World Cup goodies. 20 more runners up will get a trendy World Cup t-shirt and subscriptions to either *Sega Power*, or a choice from other inferior console mags. The choice is yours!

Even if you win nothing whatsoever, simply taking part will add a lot of excitement to a World Cup sadly lacking a certain England factor, by testing your skill

and foresight as manager of a Dream Team.

All you have to do is purchase a copy of US Gold's *USA World Cup '94* game and then choose eleven players that you think will score maximum points according to the rules and scoring system. And that's about it.

So, on the full team-sheet postcard which is included with your copy of the excellent new game, write down your team name (nothing rude) players' numbers, names and positions. Then simply tear off the freepost team sheet postcard and send it off. It couldn't be easier, could it?

Remember, the closing date is the day before the greatest sporting event on earth begins – that's Thursday 16th

SP's Most Wanted XI



If you need a few pointers, here's the originally titled *Sega Power Most Wanted XI*, managed by Rob 'do I not like that' Pegley.

The final results will also be available in HMV, as well as being listed in the August issue of *Sega Power*.

Just to remind you once more, the biggest sporting tournament in history kicks off at the Soldier Field Stadium in Chicago on Friday 17th June – make sure you're a part of it with *Sega Power*.

June 1994. A 'weekly update' of the top 30 managers will be available in HMV stores on the following dates, so you can pop along to see how you are doing:

- Saturday 25th June 1994
- Saturday 2nd July 1994
- Saturday 9th July 1994
- Saturday 16th July 1994

What are those rules?

- Your 11 players must be selected from at least nine different national squads, with a maximum of 2 players from any one squad. So you could have 2 Italians and 2 Germans, but then only 1 Dutchman, 1 Colombian, 1 Swede and so on. Each team will comprise of 1 goalkeeper, 4 defenders, 3 midfielders and 3 strikers.
- Scoring operates throughout 'normal' and 'extra' times and works as follows:
 - a) Defenders (including the goalie) receive 4 points for a clean sheet.
 - b) Defenders are deducted 2 points, however, for each goal conceded.
 - c) All players receive 3 points for each goal they score. They are deducted 2 points for own goals, though.
 - d) In penalty shoot-outs a player receives 1 point for scoring and a goalkeeper gains a point for any saves, but no points are deducted for goals conceded.
- Also, any appearances as substitute are counted as a full appearance, with all rules applying.

Terms & conditions

1. Applications must be made on the official team sheet from the competition booklet supplied on purchase of US Gold's *World Cup USA '94* game.
2. US Gold reserve the right to refuse team names which they feel are inappropriate or offensive.
3. Only players included on the official list supplied with the game will be accepted in team line-ups.
4. Incomplete, illegible or late applications will not be accepted.
5. Offer open to UK residents only.
6. In the event of a tie, the winner will be decided by the most goals scored. If still tied, the tightest defence will be the winner and if this fails to provide a clear winner, a draw will be made.
7. US Gold will investigate any complaints, but ultimately their decision is final.
8. Instructions in the competition booklet form part of the terms & conditions.
9. Prizes are subject to availability, but alternatives will be provided.



The Charts

And if this little lot isn't enough for you, then tune into Digitiser (Channel 4 Teletext, page 476) for weekly updates on the Mega Drive charts.

Mega Drive

1	FIFA International Soccer	Issue 50 89%	▲
2	Sonic 3	Issue 52 90%	▼
3	PGA European Tour Golf	Issue 53 79%	▲
4	NBA Jam	Issue 52 90%	▼
5	Aladdin	Issue 48 91%	▼
6	Sensible Soccer	Issue 49 93%	▼
7	Zool/James Pond 3	Issue 49 78%/87%	New
8	Micro Machines	Issue 40 82%	●
9	Haunting	Issue 47 51%	New
10	X Men	Issue 43 81%	▲
11	Bubsy the Bobcat	Issue 46 69%	▲
12	Mortal Kombat	Issue 48 82%	▼
13	Sonic 2	Issue 37 89%	▼
14	Jungle Strike	Issue 44 92%	▲
15	Ecco the Dolphin	Issue 40 92%	Re
16	Sonic Spinball	Issue 49 90%	●
17	Super Kick Off	Issue 40 90%	Re
18	Tazmania	Issue 33 89%	●
19	European Cup Soccer	Issue 31 68%	Re
20	Blades of Vengeance	Issue 49 60%	New

Game Gear

1	Micro Machines	Issue 50 87%	▲
2	Aladdin	Issue N/A 80%	New
3	NBA Jam	Issue 52 90%	▼
4	Desert Strike	Issue N/A 91%	▲
5	Jungle Book	Issue 49 84%	▲

Master System

1	Sonic Chaos	Issue 52 90%	●
2	Shinobi	Issue N/A 60%	▲
3	Micro Machines	Issue N/A 93%	▲
4	The Ninja	Issue 8 71%	▲
5	Fantastic Adventures of Dizzy	Issue N/A 75%	●

Mega CD

1	Ground Zero Texas	Issue 52 91%	●
2	WWF Rage in the Cage	Issue 51 81%	●
3	Final Fight	Issue 45 77%	Re
4	Lethal Enforcers	Issue 49 89%	●
5	Microcosm	Issue 51 69%	Re

The Action Replay has been the benchmark for cheating devices ever since its release. Now, the sequel is upon us and we thought it might be a good idea to give it to self-confessed Mega Drive expert Dean Mortlock to put it through its paces...

Action Replay 2

Out of all the letters we receive in the *Sega Power* office, the vast majority ask about the Action Replay or the Game Genie. How does it work? What does it do? What can't it do? We thought, therefore, that it might be a good idea to give you the full lowdown on what the new Action Replay is capable of.

CHEATIN' 'N' POKIN'

Describing something as complicated as the inner workings of a Mega Drive isn't simple, but I'll try. The Action Replay works by using a code – supplied by Datel (the manufacturers of the Action Replay), magazines (*Sega Power* has a selection of codes in the tips pages every month), or by using the built-in trainer to create your own. This code could, for example, override the instructions given to the game to remove a life when you die or run out of time in a racing game.

Are you still with me? Basically this means that, by inputting a code, you get infinite lives, time or energy. The system is easy enough to use and in no time at all anybody should be able to 'hack' into almost any game without any serious problems. The Action Replay is unique among cheating carts in that you can create your own codes. This has been improved on in several ways on the new Action Replay cart.

EXTRA FEATURES

Not only will the Action Replay 2 hack into a game, but it can also double up as a Universal Adaptor, and will enable any system to work with any game – that includes European games on a foreign system. There's also a slow-motion facility added too, which

runs at three speed settings. Most people already own a pad which includes some kind of slow-motion option, so we won't dwell on that.

TO CONCLUDE

If you want a device that'll give you unlimited everything, help you finish every game, use any imported game or cheat like thunder, the Action Replay's the one for you. Pretty good job too, as it's the only one of its kind on the market – but it's hard to imagine anything beating it. Don't use these devices on games you've just bought, though. They're designed to help you through tricky stages only!

MAIN MENU

Start Trainer
Option Screen
Exit to game
Exit to Parameters

Okay, so it doesn't look very interesting, but this screen illustrates perfectly the options at your disposal.

This is the Parameter screen. Here's where you input all the codes you either find for yourself, get from magazines or swipe from the Action Replay's memory.

002D5 06004

002D506004
TTTTTTTTTTTT
TTTTTTTTTTTT
TTTTTTTTTTTT
TTTTTTTTTTTT
TTTTTTTTTTTT
TTTTTTTTTTTT
TTTTTTTTTTTT
TTTTTTTTTTTT

ACTION REPLAY

Cheating is great!

When you list all your options, it'll give you one or more codes to use. Input the code on the parameter screen and Bob's your uncle, Fanny's your aunt.

4

FFD9450003

Press A to continue
Press B for Main Menu

To start you have to input an initial value. This could be anything from lives – as in this case – to amount of time or energy...

1

LIVES OR OTHER NUMBER

Enter the appropriate value for your number of lives etc.
03

3

LIVES OR OTHER NUMBER

Enter the new value for the number of lives etc.

01

Scanning Memory... please wait

..back to this screen and you should input a lower number – 'cos you've lost a life, see? – repeat until you're down to one life.

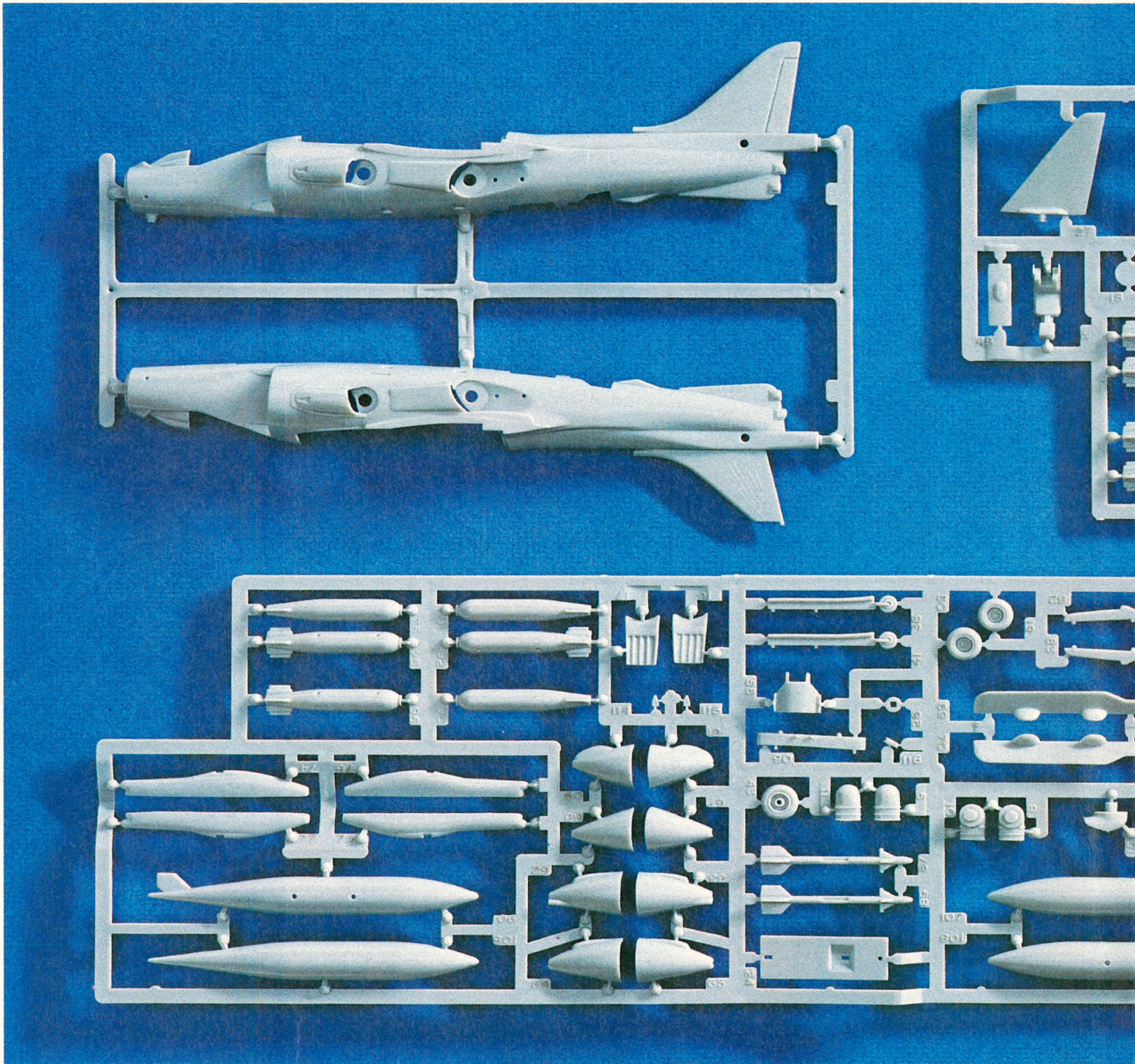
When you get into the game you should lose a life as soon as possible. (Trust me.) Then reset the Mega Drive and go...

2



HI-SCORE
500000
SCORE
0
CRED

LIKE TO TRY IT FOR REAL?



Well, we're able to fix it for you. RAF Ground Trades offer a wide and varied choice of engineering careers.

Perhaps though, engineering just isn't your game. Not to worry, because whatever line of work you're thinking about you can probably do it within the RAF.

Environmental health technician, data

analyst, medical assistant, even photographer.

There are some 70 different trades in all. That should give you some idea of the scale we're talking about.

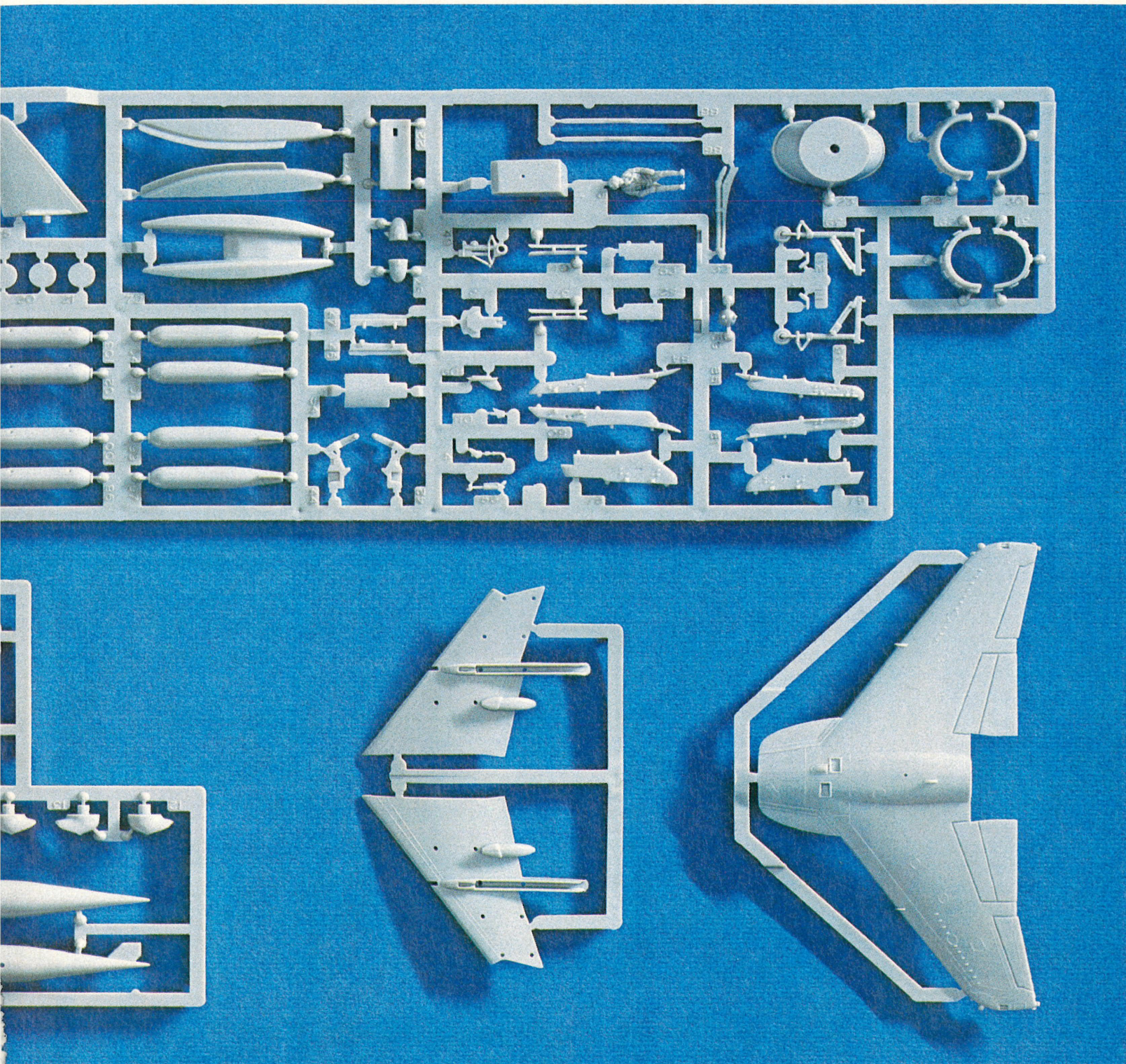
Every single one of them plays a vitally important role within the RAF.

Every one of them helps to keep us operational 24 hours a day, seven days a

week. Whichever trade you choose though, you'll receive the best training possible.

So what do you need to get in? Some trades require four GCSEs, some none at all, but it's enthusiasm, energy and commitment that we're really looking for.

It's not just jobs for the boys either, because opportunities exist for both sexes.



You will have to take a few tests. However, these will help you to determine where your talents really lie.

Once accepted you'll complete seven weeks recruit training. This is followed by intensive training in your specialised trade. Then comes the real thing.

Your first posting. It could be anywhere

in Great Britain. It could even be overseas.

Wherever it is though, you'll be a highly skilled, key component of the RAF, and of the defence of the nation.

What happens next is up to you. Continue to fulfil your potential and you'll get every opportunity to earn promotion.

If by now you're toying with the idea of

a career in the RAF, telephone us on 0345 300 100, and we'll send you further details of exactly where and how you could fit in.



ROYAL AIR FORCE
GROUND TRADES

Not only does this chap write excellent computer games, he also has very clean nostrils.

This is Andy. He works for Supersonic and is totally mad.

Micro Machines has sold over a quarter of a million copies world wide, it's been in the top 15 of the Gallup chart ever since its release and it's rather fab. Three good reasons for us to travel to Warwickshire to see CodeMasters, Micro Machines 2 and its programmers...

When you think about the games that made a difference on the Mega Drive you automatically think of *Sonic*, *Streets of Rage*, the EA sports games and *Micro Machines* – among many others. You know what we

mean: those games which you just have to buy, whatever it is you have to do to get the money.

Micro Machines 1 was released last July to rave reviews and jumped straight to the number one slot. What made it so popular? Well, it didn't have either the showy graphics or presentation of the *Sonic* games – it was, in fact, an incredibly basic game. All you

had to do was get just one screen-length in front of your opponent in order to win a point. The first one to eight points won the game. Simple.

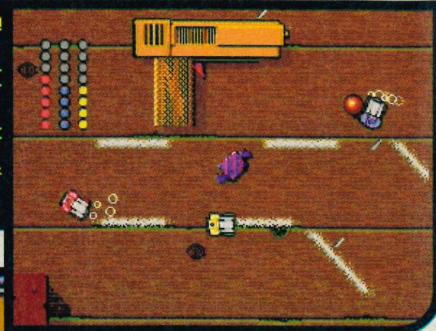
What made *Micro Machines* sell was its simplicity. You could pick it up and immediately get into the game. There was no struggling with endless instructions, there weren't any complicated key presses, and that's exactly why *Micro Machines* has sold around a quarter of a million copies worldwide.

Understandably,

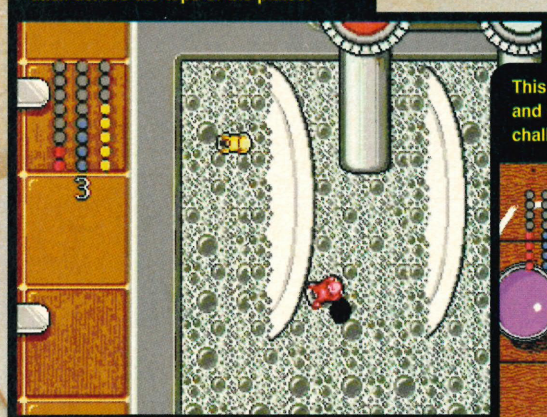
CodeMasters were keen to get involved with a sequel as soon as possible. And, when it came to choosing the magazine to do the exclusive work-in-progress, naturally they chose us.

But how do you improve a game like *Micro Machines* without ruining the gameplay? As Pete Williamson – the

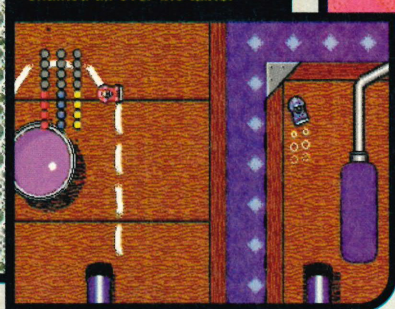
The rain's making the treehouse a bit skiddy. Phew, I got away without making a skid mark joke.



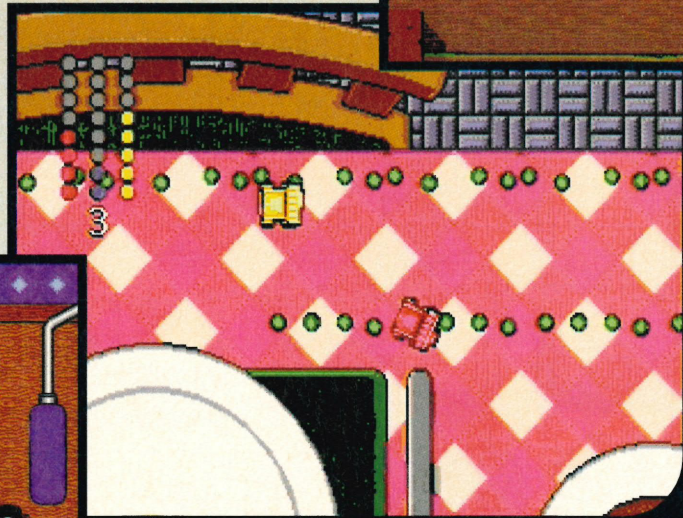
Suddy hell, this bit is tricky. You've really got to get your speed up to do a dash across the tops of the plates.



This room's newly decorated and someone's gone and chalked all over the table.



Perhaps the game's designers ought to sell some of their ideas to Habitat. I mean, that is a lovely tablecloth.



Micro Mac

Game Statistics

Game: *Micro Machines 2*
Format: Mega Drive (Master System and Game Gear versions could be in the pipeline)
Status: 60% complete

Release date: November
Number of tracks: 54
Number of players: 1-4
Number of vehicles: 17
Cart size: 12 Meg

Supersonic Software

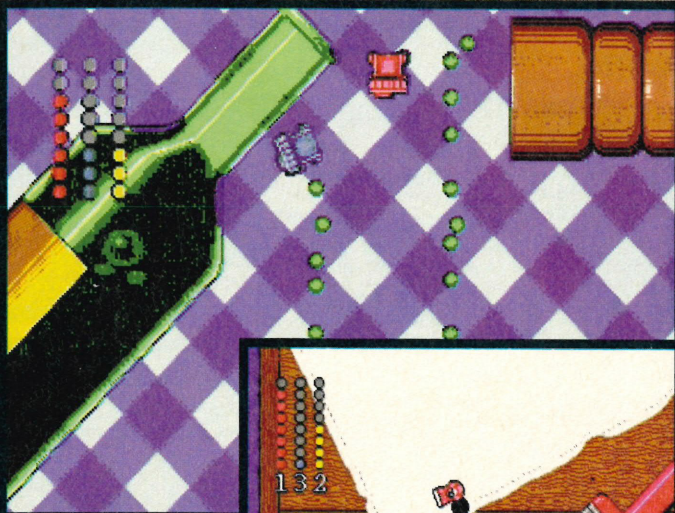
Who are they? Well, Pete Williamson and Andy Fussey are the two programmers heading the team working on *Micro Machines 2*. Sega Power asked Pete which games have paved the way for this top new project. "In the past we've been working exclusively

for CodeMasters. We've done *Fantastic Dizzy*, *Cosmic Spacehead* and lots of NES stuff (things like *MiG-29*, *Super Adventure Quests*, *Super Sports Challenge* and lots of budget games)." As you can tell from these pics, they're a talented bunch.



Pete Williamson and Andy Fussey were undaunted by the presence of our cameraman. You should see some of the shots we didn't print.

As you go round the track, watch out for the growing pool of that red wine someone's carelessly spilled



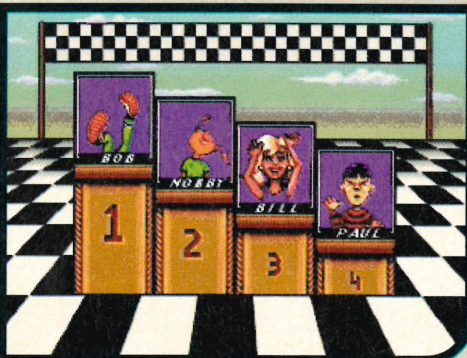
The thrill of winning is evident as this dinky little car jumps for joy. The blue car should be ashamed of itself.

chief programmer on *MM2* – says in the interview, they thought about different angles and possibly making it a 3D racing game. In the end, CodeMasters opted for the straightforward gameplay of the first game and then built on it.

There are loads more courses and vehicles, up to four players (using the built-in J-cart), weather conditions (wind, rain etc.) and a new league option. (It's all explained in the interview just over the

page.) On top of this, they've made the courses a lot more interactive. For example, the Tree House levels (see the map on page 22 for more details) have several knots in the wood. When you drive over, the knot will come out. Then, when you get back to the same spot on the next lap, there's a hole in the track – which you can fall through. Other features include glue on the track, dust, ramps, rotating corn-on-the-cob (?), warps and short-cuts. The game design will remain much the same as it was in the first game: get a screen-length from your opponent and you win a point, but with the four-player and

league options, you've got even more long-term interest. (Micro Machines page...)



The contestant stand looks strangely reminiscent of the 'Going for Gold' set. Thankfully Henry Kelly's not included.

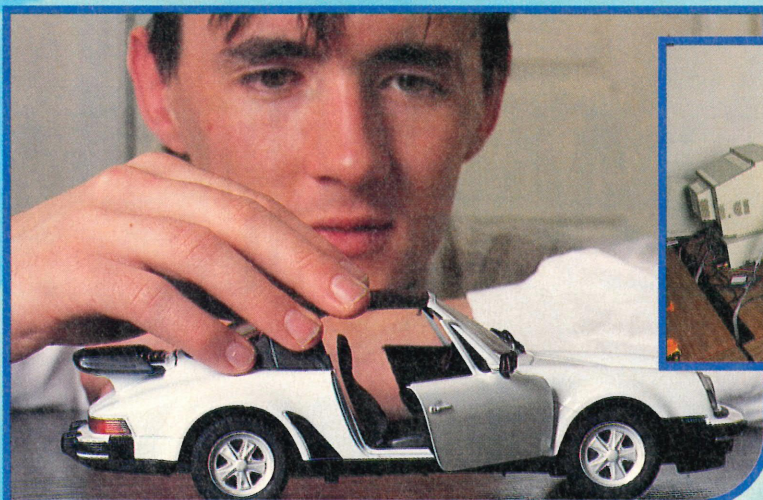
Say hello to Richard Eddy. He's the top PR person at Codemasters – and a bit of a Take That fan!

hines 2

I'm not entirely sure who this is, but you can be sure that he does something pretty important.

Micro Machines² Small

Seeing as they thought they were a bit clever, we decided to grill Pete Williamson and Andy Fussey (MM 2's top programmers) about Micro Machines 2, the Mega Drive and working for those jolly CodeMaster types... Is it really bigger, better and – dare we say it – four times as much fun? And how can that be?



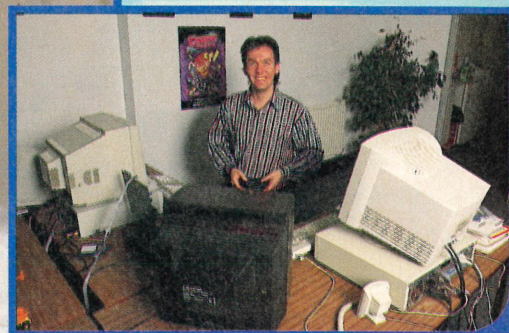
Pete gazes longingly at his toy. "I wonder if my Action Man would fit in the driving seat if I cut his legs off."

What are the major differences between Micro Machines 2 and the original game?

Pete: The major difference is that there's a three- or four-player game option. We've got a league system and a time-

trial option. We've got 17 vehicles now – the original had seven, and 16 scenarios, whereas the original only had seven.

The courses (54 of them in all) are far more interactive than they were in the original too. We've got things like wind and rain. For example, in this game we've got a real game of pool going on,



Here's Andy trying to get in a sneaky bit of practice at Micro Machines 2. Don't tell anyone you saw this.

so you actually have to dodge the balls while you play.

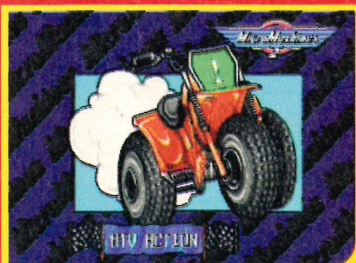
There are other obstacles such as spinning corn-on-the-cobs and growing spills of wine. In the bedroom we're hoping to include a bit where you race over the end of the bed and have to jump over a pair of feet, or maybe two.

So, how does this league thing in Micro Machines 2 operate then?

All good things come in small packages

How do you go about improving a game like *Micro Machines*, without making it too complicated? There are a million and one things that any programmer with some nous could add to the game, but I suppose the easiest – and best – addition to the sequel is the oodles of extra vehicles at your disposal.

All the old favourites have been kept in the game, but CodeMasters have included everything from All-Terrain Vehicles to Hovercrafts to Escorts (!?!). Each track will have an excellent intro screen, showing you the machine that you're about to use. Take a look at these...



ATV Action

This is more like it! A highly serious mode of transport – if ever I saw one.



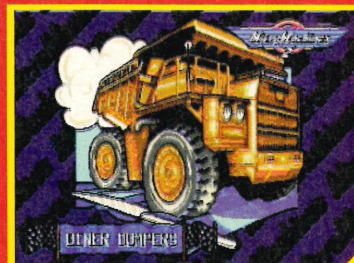
Backseat Beetles

Surely that should be Beetles? But hey, what do I know? These have to be one of the coolest cars...



Beach Buggies

At a guess, we'd say the beach buggies are found on the, er, beach stage.



Diner Dumpers

Not unsurprisingly, the dumpers aren't the fastest moving vehicles in the game.



Wheel Skylight

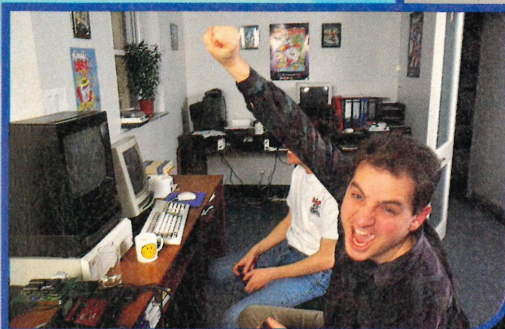
A rather nice buggy this one, and pretty nippy, too. Hope that's it's not really painted pink though.



Attic Aerodrome

The helicopters from the original game make an appearance in *Micro Machines 2*.

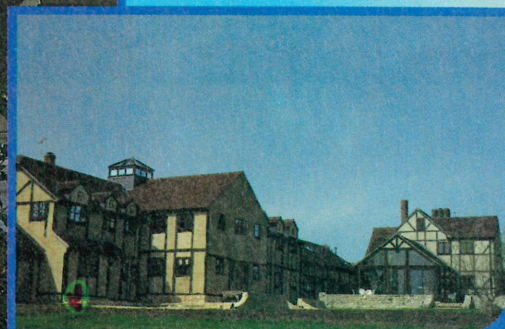
Talk



Er... you don't have to be mad to work at Supersonic Software, but it helps. (Sorry, very poor caption.)



Andy: "You don't wanna do it like that, you wanna do it like this..." A designer: "Bugger off."



A rather splendid mock-Tudor style mansion and the birthplace of *Micro Machines 2*, no less.

Pete: In the original *Micro Machines* there were 16 tracks which you just played through one at a time. This time we're adding a league system where you start off at the bottom of the third division. You get to play four races – where you'll get promoted or relegated. You've got to get to the top of the Premier. We're hoping it'll be more of a challenge.

You've also got power-ups and stuff. The original was good because players

were always evenly matched – it was just down to skill.

We wanted to keep that element of skill, but we've added quite subtle power-ups, like you might go over something which will shoot you forwards for a split second. Another thing we're hoping to

include is a little sub-game – something called "mini micro machines". The object of this game will be to get to the top of the screen where you just zoom away.

The camera angle on this is twice as far away, so that everything is miniscule. You see a lot more of the course, so you can go fast round it.

Why do you think the original *Micro Machines* was so popular?

Pete: Well, it was a competitive two-player game. We're trying to keep to the formula, keep all the best bits and improve on them.

Are there any rules which have been laid down for you by the original developers of *Micro Machines*? ►



Eight Ball

The pool table is back, but this time there's an actual game of pool going on at the same time.



Hover Howler

Expect the Hovercraft stage to be very similar to the one in the bath. Isn't that a big wheel behind there?



In The Swim

Hoorah! It's back to the bathtub for some more watery fun. Erm, oh dear.



Pinball Pursuit

The racing cars from the first game are back, with a whole new level all to themselves.

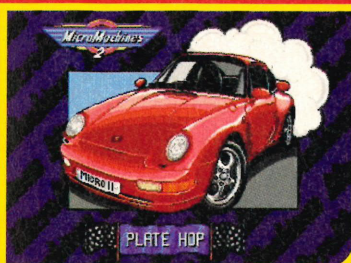


Plate Hop

The Porsches are incredibly sluggish and move like a snail through toffee. Well, not quite.



Sock Dodge

In this level, you appear to have to avoid some items of footwear... maybe. Hope they're clean.



Treehouse Tumble

The treehouse was one of the new levels, and it's looking great. Check out our map for more info.



Tunnel Tussle

Does anyone know where you can still buy the *Micro Machines* toys? If so, do let me know.

Micro Machines 2

◀ **Pete:** No, we can do more or less anything we like. But, I think everyone agrees that we don't want to change the playability of it too much. We talked about doing a 3D version and an into-the-screen version, but we decided it seemed a bit silly to tamper with something that worked so well.

Anything planned for the future?

This will keep us pretty occupied until the autumn and then we might develop for some of the other versions for some of the newer machines, like the Jaguar or the PSX. But beyond that... who knows?

We'd like to do more Mega Drive stuff. The Mega Drive is a really friendly machine to program for.

Who's best at Micro Machines 2?

Andy: Errrr... (not wanting to admit regular defeat, but at the same time gesturing toward Pete). He practises a lot.

Pete: Well, you usually find that after you've spent about eight hours writing a game, testing is quite often a chore rather than fun. This is the opposite. It's great with the four-player game – you get loads of interaction.

You can't say fairer than that – even Andy, normally an RPG man himself, is into it in a big way and Pete can't keep away from it either. It's two thirds finished as we go to press, but watch out in future issues for info on new tracks when they're complete. This **SEGA POWER** looks like one hot game.

J - Cart

As with *Pete Sampras Tennis*, *Micro Machines 2* will be released neatly packaged with the infamous CodeMasters J-Cart. The release price should be around £45. Now, when you consider that this is the average price of a cart nowadays and *Micro Machines* will have an extra two pad ports built into it, that's pretty impressive. Hats off all 'round.



Talkin' tracks

In the new improved Micro Machines 2 you'll be able to race round the bends on a total of 54 tracks across all these landscapes and scenarios. Take your pick...

There's the treehouse – a race around the treetops, with everything from a slippery gutter, a death-defying leap and hazardous weather conditions to slow you down. Then there's the decorating room – where you take your chances inside tubes of wallpaper, watching out for spills of paint.

Or what about the dining table – a race across

the tablecloth, keeping inside a track made up of peas, peppers and mushrooms. Watch out for the wine spill and the rotating corn-on-the-cobs. Or into the kitchen – with everything and the kitchen sink where you need speed to dash between the suds and the saucers. Maybe the pin-ball table's your thing – pin-ball mania meets *Micro Machines*. Or take a trip to the bathroom – round the toilet seat, bath tub and sink. Plus all these... a workshop, inside a car, a beach, bedroom, music room, pool table, attic, cellar, garden and pond, and a swimming pool. Not bad,

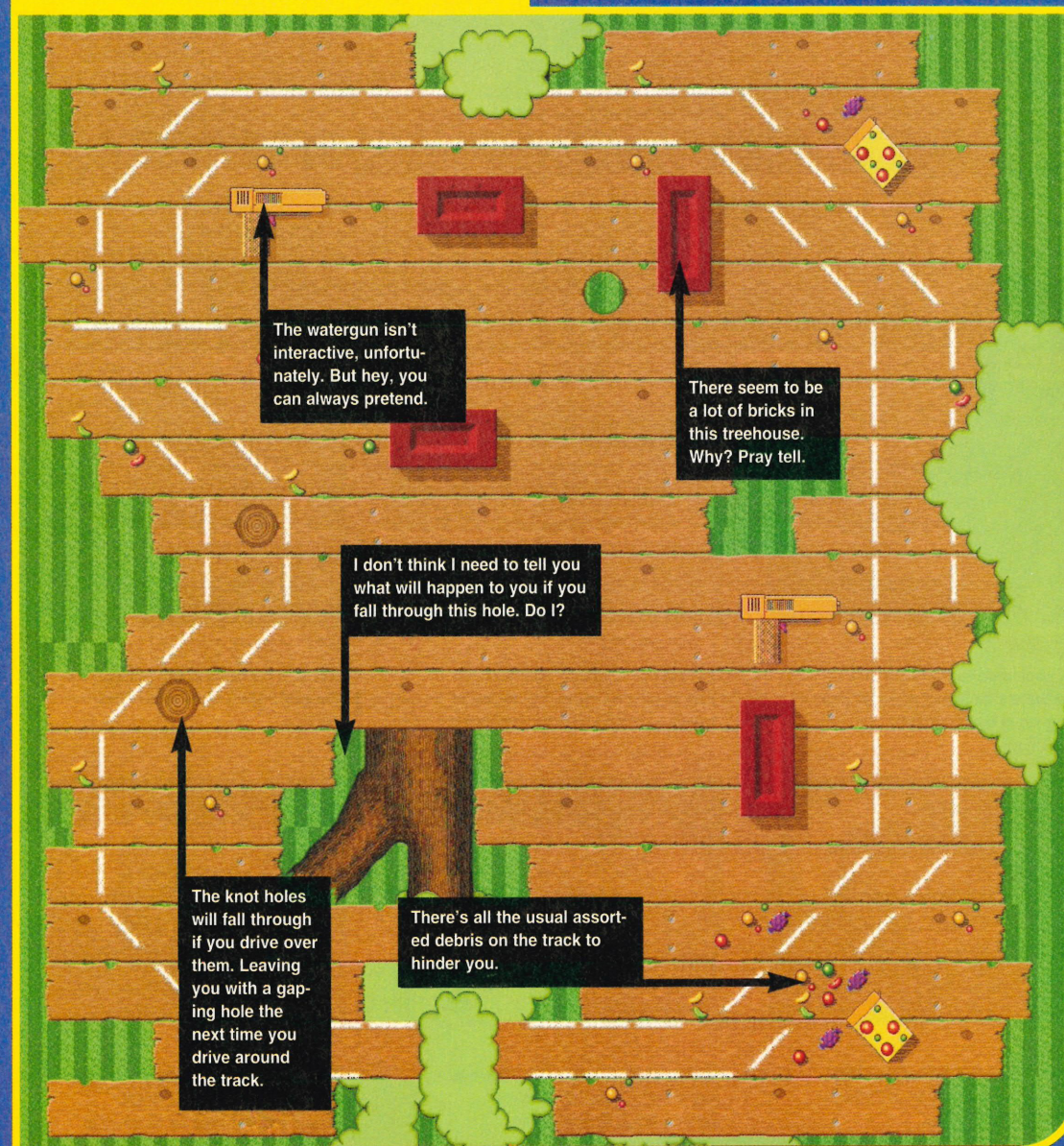
This is a complete map of one of the new levels – the treehouse stage. The programmers have been working hard to make the tracks even more interactive.

As you'd expect, all the same humongous leaps have been included. This one's from the treehouse stage.



This unstable-looking branch is the finishing point – hopefully – for your jump.

The jumps were always excellent in the first game, and there are more than ever in *Micro Machines 2*.



The watergun isn't interactive, unfortunately. But hey, you can always pretend.

There seem to be a lot of bricks in this treehouse. Why? Pray tell.

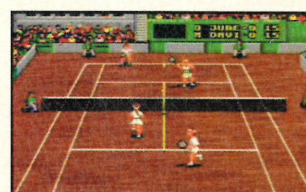
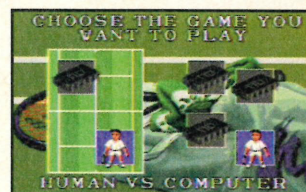
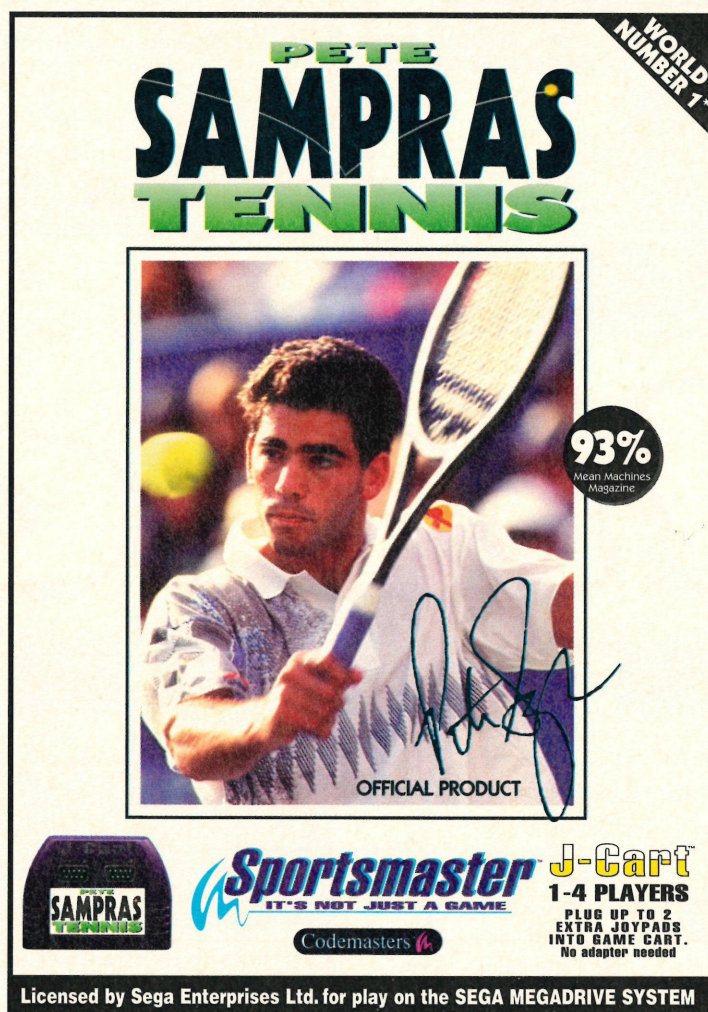
I don't think I need to tell you what will happen to you if you fall through this hole. Do I?

The knot holes will fall through if you drive over them. Leaving you with a gaping hole the next time you drive around the track.

There's all the usual assorted debris on the track to hinder you.

Pete Sampras Tennis is the simultaneous four-player summer sports action title.

(It's also the most challenging)



93% Mean Machines • 92% Sega Magazine

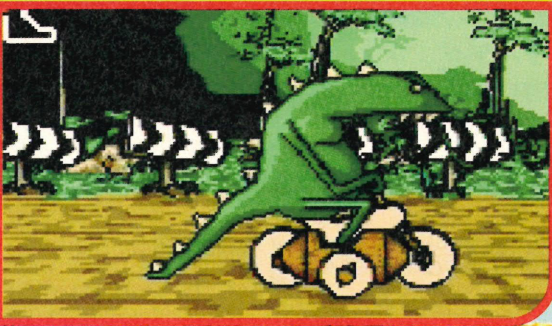
That's why, when you get Pete Sampras Tennis™ at Boots, you get a free Champion's Playing Tips Guide.

Play to win at

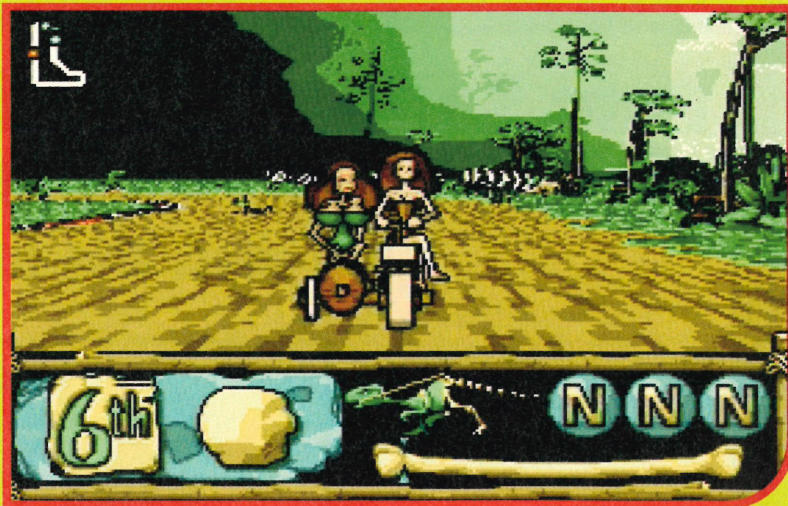


Available from larger Boots stores. Subject to availability.

Six different characters are involved in the track-side carnage. This one is a fat green dinosaur.



This is the desert race track with some really damn scenic rocks over there in the background.



Erm, aren't those some of the new aerodynamic improvements that were outlawed last season?

● Mega CD ● £TBA ● August ●
● Core Design ●

Chuck Rally

What do you do when you've got a hugely successful games character that's made you lots of money? Make more money out of it, that's what. First of all you do the sequel. Then, erm, you do the other sequel and follow that with, ooh let me think about this, another sequel.

Interesting, isn't it? Alternatively, you could always employ just a weensy bit of originality and do what Core have done with *Chuck Rock*. The sequel to that contained even more whacked-out humour than the original and now here comes the driving game. And why not? It worked for *Mario*.

That's the nearest example, although Core's programmers balked at the concept of a prehistoric grand prix sim. Chuck and Chuck Jnr, denied the Neanderthal equivalent of a Ferrari, have

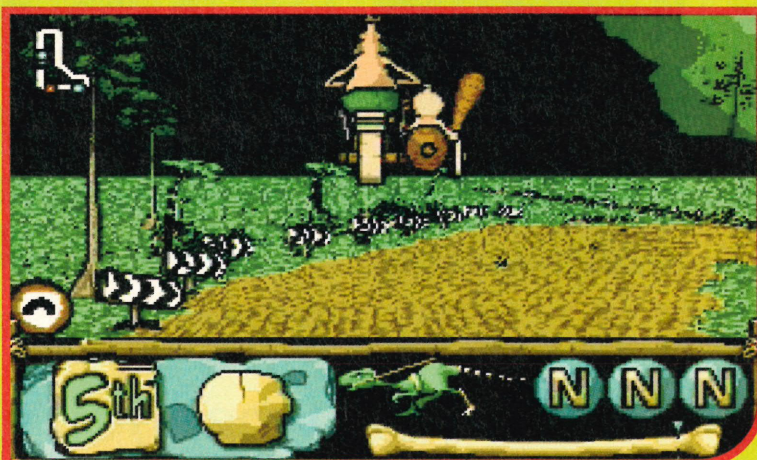
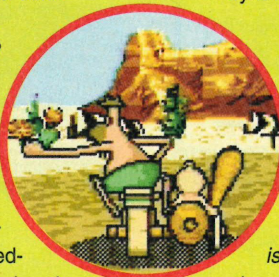
to hurtle their rally bike round 24 tracks and eight stages while their competitors try and stove their heads in.

Yes, we're talking *Road Rash* elements.

There you are, your bike powerdrifting round a tight hairpin when a dinosaur creeps up on you and tries to ram you into a mangrove swamp. It is cartoony and it is fun, but it also manages to be a decently difficult driving game.

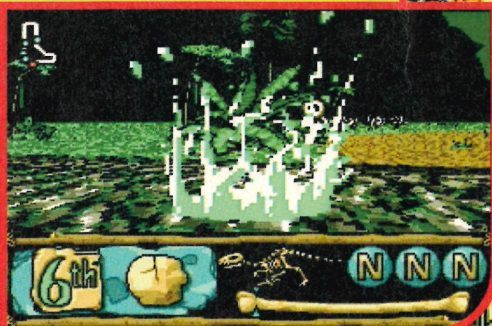
Expect the full spec soon.

SEGA POWER

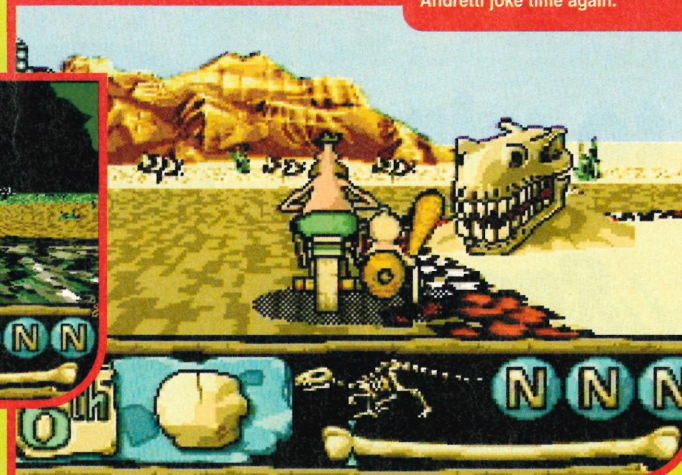


A corner named with stunning originality as Dead Dinosaur Skull Turn.

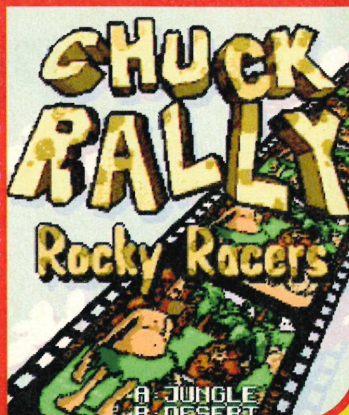
You're in the middle of the air and the apex of the corner is way over to the right somewhere and behind you. Michael Andretti joke time again.



The water hazards are easily avoidable until someone decides to nudge you off the bridge. Which they do quite a lot.



A prehistoric *Road Rash* which combines the best of cartoon fun and race-em-up action.



AIM HIGH

the air up there

PG

If you don't dream it - you can't live it.

HOLLYWOOD PICTURES PRESENTS AN INTERSCOPE COMMUNICATIONS/POLYGRAM FILMED ENTERTAINMENT PRODUCTION IN ASSOCIATION WITH NOMURA BARBOCK & BROWN AND LONGVIEW ENTERTAINMENT
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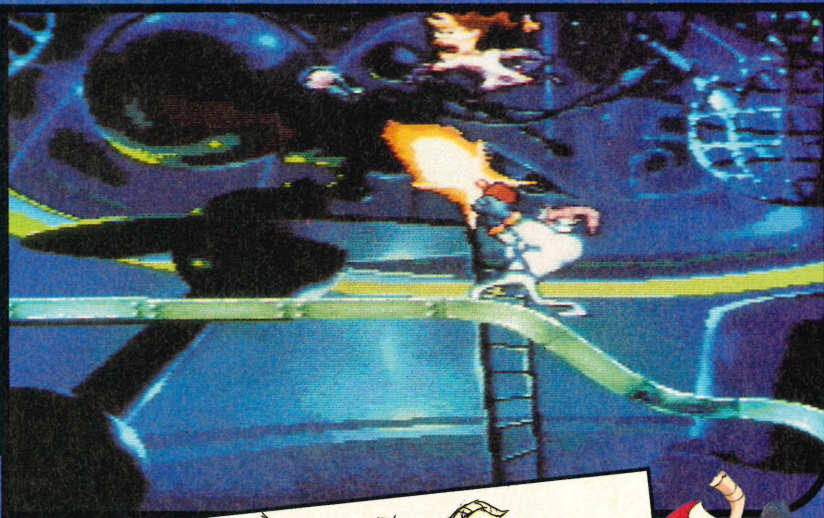
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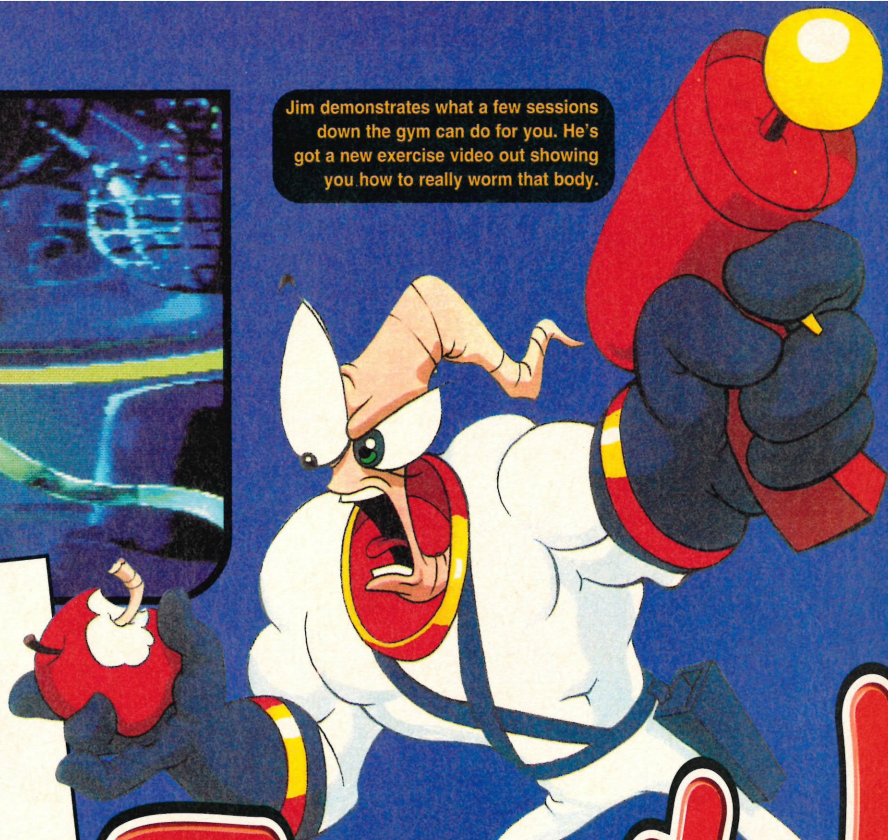
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until 10.00pm

Jim demonstrates the power of his new rock hard blaster gun – the very latest in worm warfare. Doubt if any early birds would get the better of him.



Jim demonstrates what a few sessions down the gym can do for you. He's got a new exercise video out showing you how to really worm that body.



Earthworm Jim

● Mega Drive ● £TBA ●
● Release: September ● Playmates ●

Met Earthworm Jim, fresh from the development labs of Shiny Entertainment – a company founded on the talent that brought you *Aladdin* and *Cool Spot*.

Earthworm Jim is a superhero in the traditional sense. Once a humble worm, Jim became the unwitting owner of an extra-terrestrial super robo-suit when its previous owner was shot down in the Earth's atmosphere by the evil PsyCrow. With a suit like this one, sucking dirt for the rest of your life would seem inappropriate. So, spurred on by the discovery that PsyCrow hasn't given up the chase for the suit, Jim has to get moving, and embarks on a quest to tour the galaxy in a bid to win the hand of Princess What's-Her-Name.

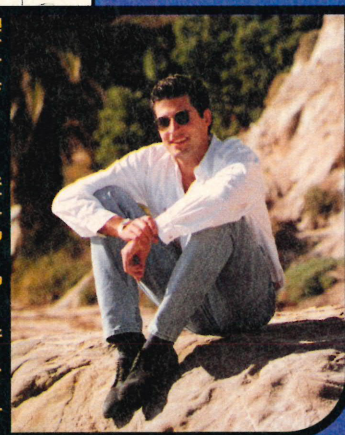
Earthworm Jim is a platform adventure in the ludicrously-successful *Aladdin* style. Using an upgraded animation technique to that employed for *Aladdin* (the "Digicell"

process has been turbocharged into a method called "Animation"), the graphics look set to surpass anything yet seen in a Mega Drive platformer. Jim runs, jumps, shoots, climbs and even bungee-jumps so smoothly you'll think you're watching a TV show. It really is that good.

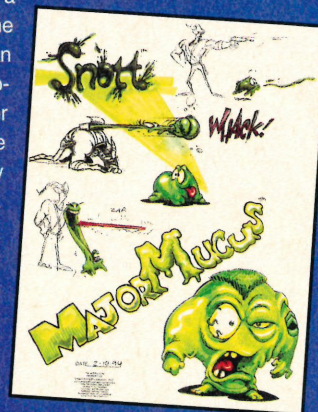
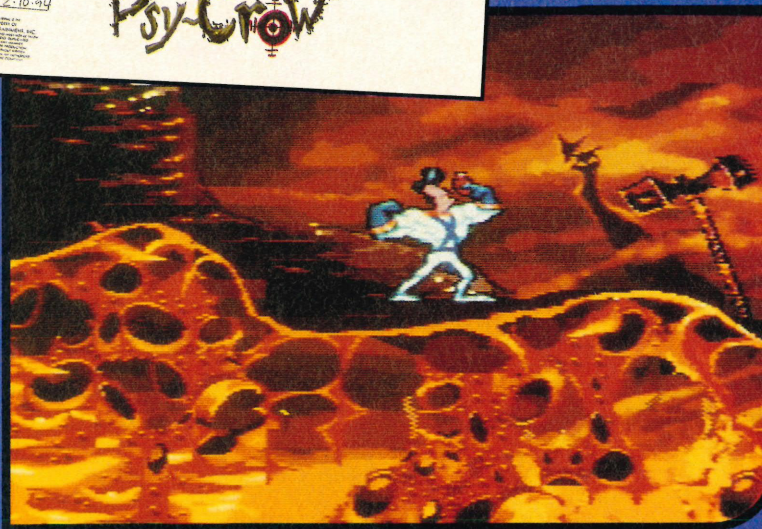
On the trail of his princess, Jim will visit a series of wacked-out planets, each inhabited by unique bad guys. These are the result of a concentrated effort to bring genuine character back to the videogame baddie. Shiny sees this project as a chance to show the world what they're *really* capable of (having been forced to complete *Aladdin* in just 90 days). The level of commitment to detail will show in every sprite. "You remember playing *Sonic*?" explains David Perry, Jim's lead programmer. "Of course you do, but – other than Robotnik – what bad guys did you come up against? Most people can



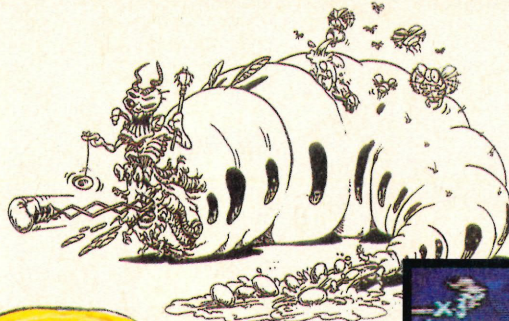
This isn't a worm – this is Dave Perry, the star who brought us *Aladdin*, *Jungle Book* and now this.



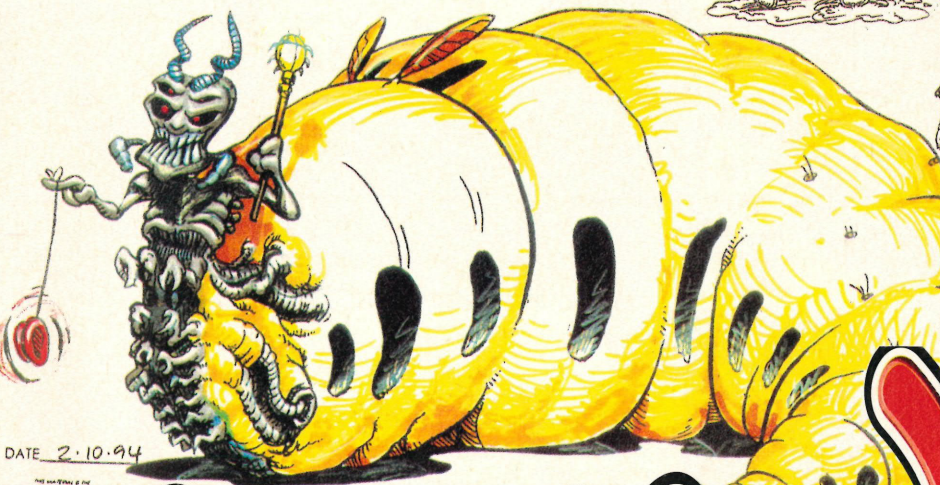
Earthworm Jim is looking so fit, we think he could give GMTV's Mr Motivator a run for his money.



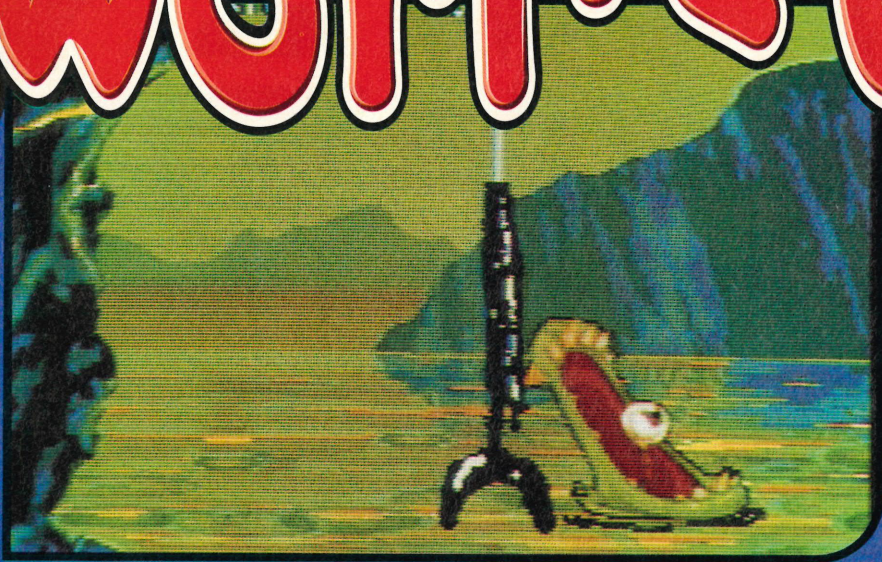
Queen Pulsating, Bloated,
Festering, Sweaty, Puss-Filled, Mal-
formed, Slug-for-a-Butt™



It may look like a pathway to oblivion, but get through and you're on your way to winning the hand of the luscious Princess What's-Her-Name.

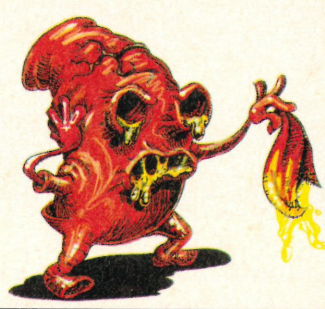


Worm Jim



This crocodile is not long for this world. Eating a harpoon for dinner is not the way to survive the perils of everyday life.

Doc Duodenum



remember, er, a bee." He feels that for too long games haven't benefited from enough attention to detail.

Prepare to come up against the likes of Professor Monkey For a Head, Bob & Number Four, Evil The Cat and Queen Pulsating, Bloated, Festering, Sweaty,

Puss-Filled, Malformed, Slug-For-A-Butt. All of these will be as full of character as the main worm – a good thing too, as Shiny are on the brink of signing up Earthworm Jim for a major TV cartoon series and maybe a movie. Jim comes armed with a blaster gun which is fully power-uppable by collecting icons along the way. This turns up the frantic-o-meter a couple of notches as the game screen soon escalates into full-scale laser death. Context-sensitive animation (or any sequences which occur in certain situa-

tions, that is) complement Jim's standard moves, ensuring there's always a new surprise around the corner. At some points, Jim's suit takes control of the action when it feels he is letting the side down!

Earthworm Jim is going to be one special game and a sure-fire hit. In a market where fewer software companies are taking risks, it's great news for gamers that Shiny Entertainment are coming up with something original. This looks set to be one gamble which is going to pay off big time...

SEGA POWER

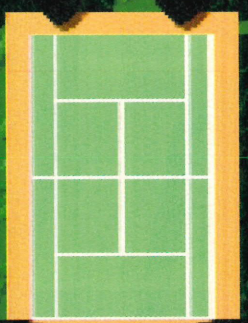


Not only is Dave Perry the producer of fine software, er, but he can juggle too. Multi-talented, eh?



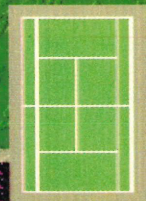
Here Earthworm Jim indulges in a bit of bungee-jumping. He's mad and he's bad.

Smiling faces all the way. Every player has its own digitised picture to give you some idea of the person who's about to thrash you.

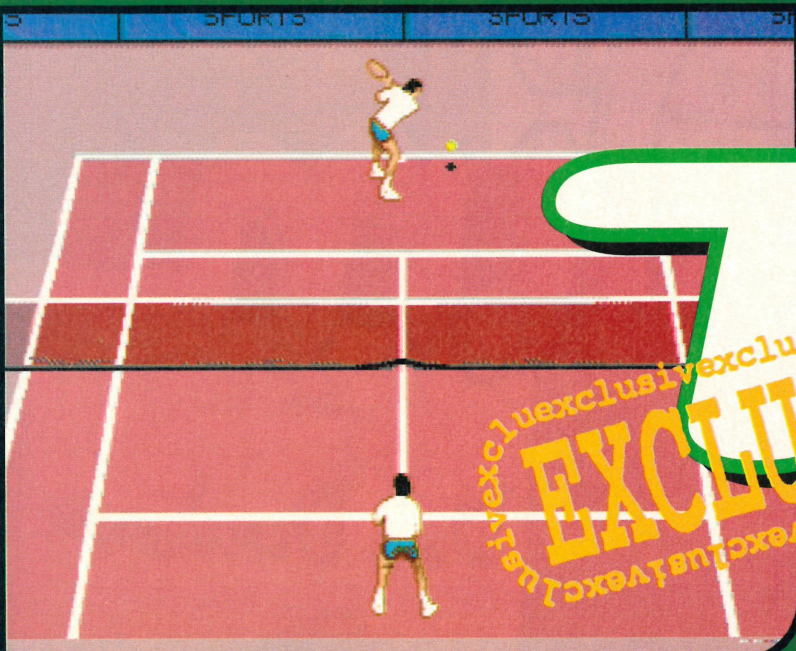


SITE SELECT

WHICH LOCATION
New York City



Ah, New York City. Famous for excellent film directors, art and culture and, er, tennis?



All the players have been roto-scoped to give the animation a more fluid feel. Even the umpire's not escaped.



With 16 tournaments to choose from, EA Tennis manages to include every option and location.

EXCLUSIVE!

● Mega Drive ● EA Sports ●

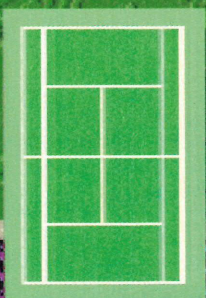
Madden, NHL and FIFA have been all conquering in their disciplines, and now EA Sports are going in to challenge the excellent *Pete Sampras Tennis* (SP 55 - 88%). You view the play from a mobile (and slightly raised) third per-

son perspective, and the players are roto-scoped which gives them very life-like movement. We only saw an early version, but already the movement of the players was incredibly fluid.

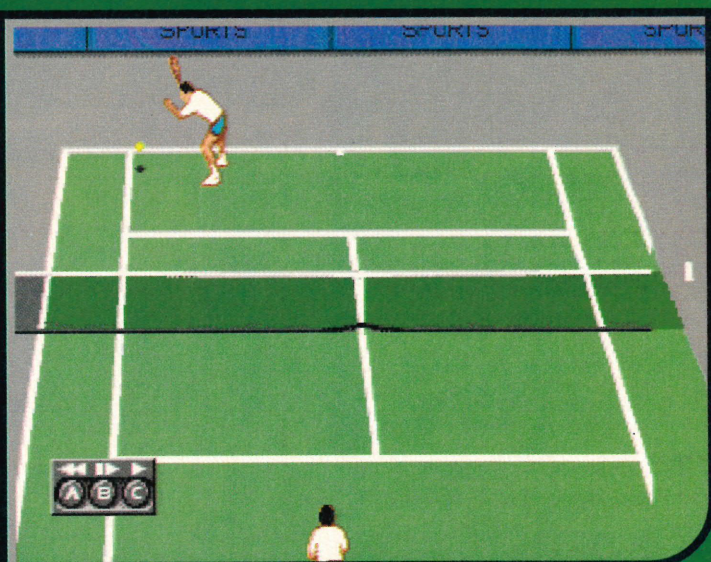
There will be loads of options: singles, doubles, 16 international tourna-

SITE SELECT

WHICH LOCATION
Key Biscayne Florida



Remember, holidaymakers, we feel it's our responsibility to point out that when visiting certain parts of Florida, you should do your best not to look like a tourist.



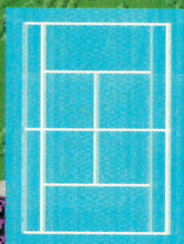
As you'd expect with an EA Sports title, there's a full replay facility. Not just for the main shots, but throughout the game, so that you can either cringe at the awfulness of your shots, or gloat at your greatness.

For the untrevell'd person, EA have kindly included a picture of the location – just so you get an idea of the kind of place you'll be playing in. Yes, very helpful.

SITE SELECT

MATCH LOCATION

Frankfurt Germany



S. Urr

00

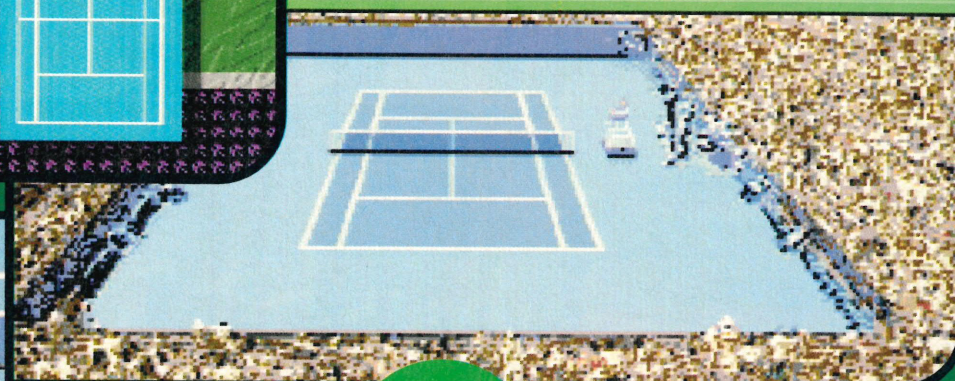
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SERVER SETS GAMES POINTS

K. Hogan

01

01



EA

It all looks very nice, but I hardly feel that underwater tennis is likely to catch on. By the looks of this, the players have already decided against it.

The game still has a long way to go before it's finished, but you can get an idea from this screen about how the game'll eventually look.

ennis

£TBA • Release: end of June •

ments on four different surfaces (the usual – clay, grass, indoor and hard), and there's a four-player option with EA's 4-Way Play.

Okay, so that's what we'd all expect from EA, but will there be anything new? Absolutely. Four playing modes are available: on top of the usual arcade mode, you can have balls fed to you in a coaching mode, movement controlled in an auto mode and a stop player mode where you move your man to the right position, and then the computer doesn't

allow any more movement away from the best possible hitting position.

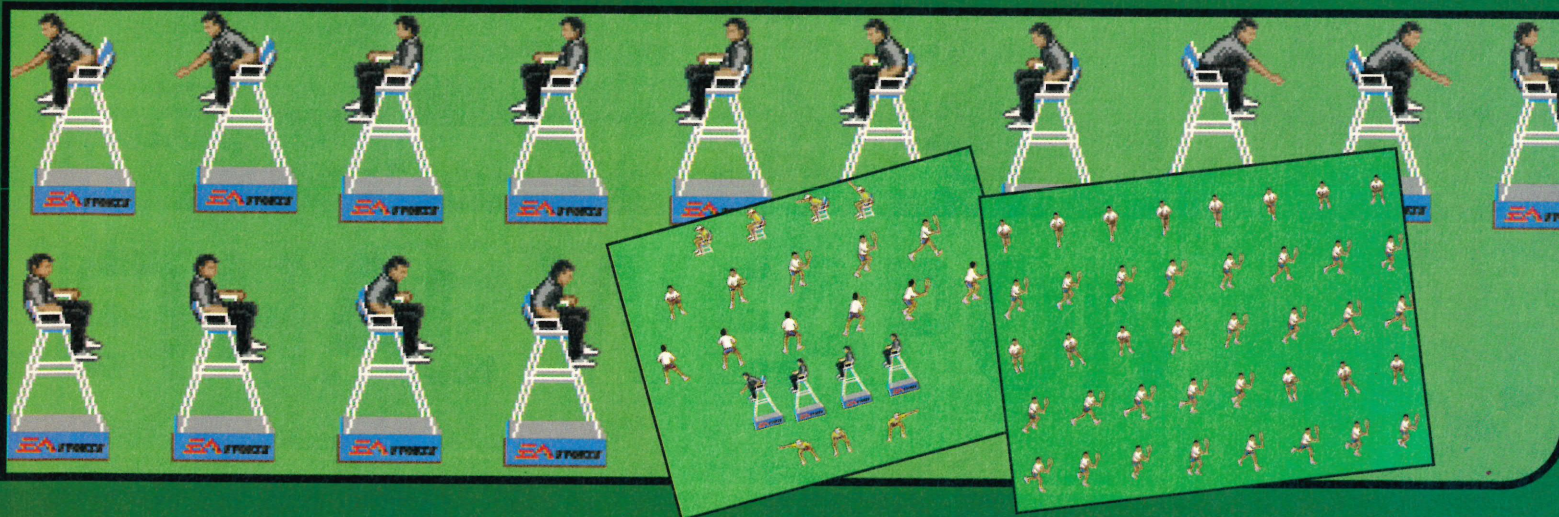
Phew! What? More? Okay. It will be a very realistic tennis sim. Not quite to 'smelling the sweat' standards, but pretty damn close. There'll be chalk puffs when the ball hits the line, the sound of trainers squeaking, sliding on the clay courts and even the classic 'John McEnroe' arguing with the umpire trick.

Due for release at the end of June, watch out for the review very soon.

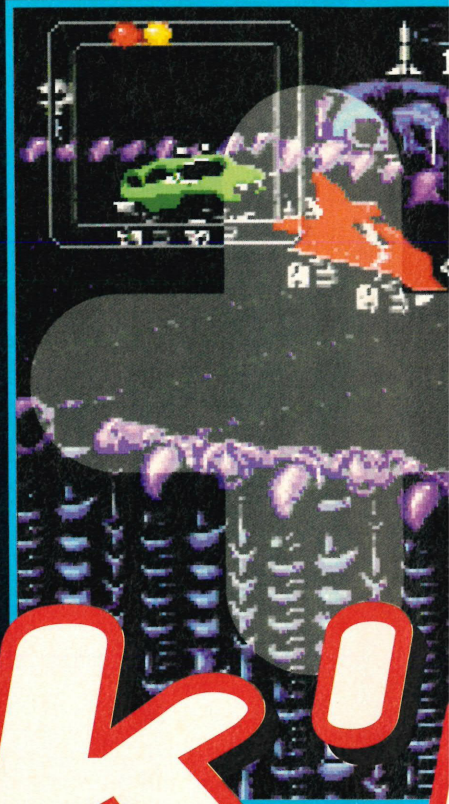
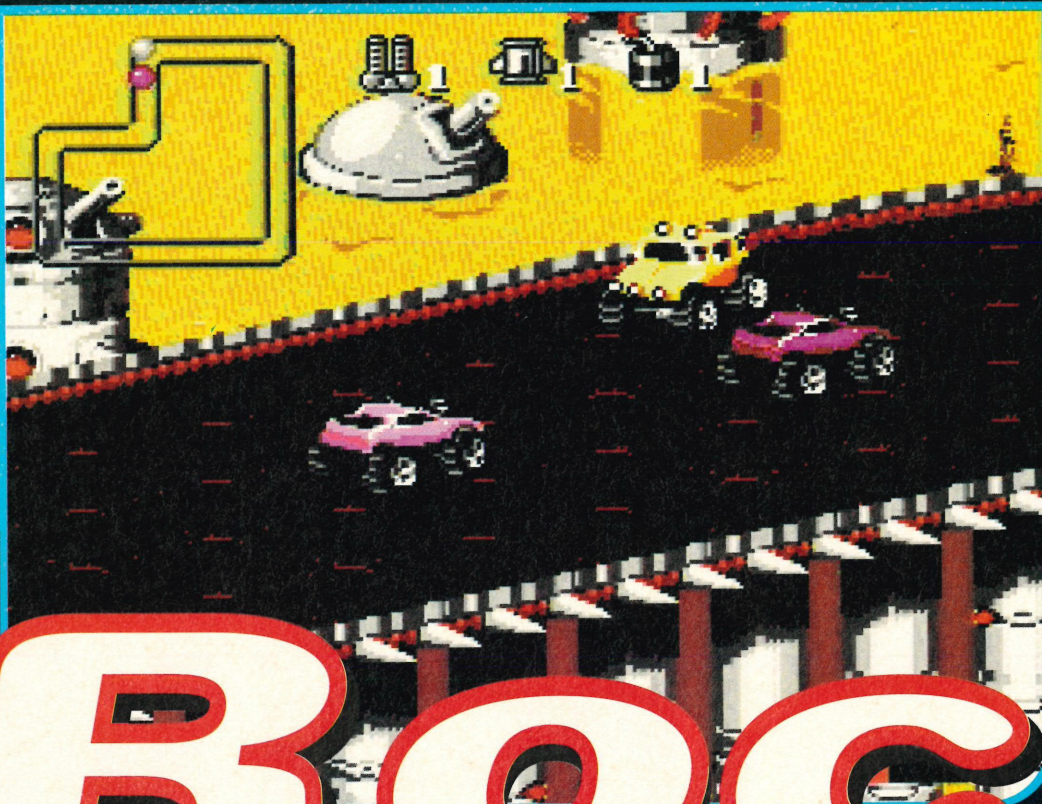
SEGA POWER



Does that racket look a bit like a bat to you? Surely that's not in the rules.



Going backwards isn't usually considered to be the best tactic in these racing games, but then again, I'm crap and that's all there is to it.



Rock!



ATLAS POWERPLATE
UPGRADE:
NONE AVAILABLE



As soon as the money starts to roll in it's advisable to buy some add-ons. I'm not too sure about the retailer, though – he looks well dodgy to me.

• Mega Drive • Virgin • £TBA •

Ask yourselves this: is the world crying out for an isometric 3D racing game with somewhat cheesy rock 'anthems' playing on each race? Hmm, well... probably not. This, however, is something slightly different.

Rock 'n' Roll Racing does contain cheesy rock classics for each track – 'Born to be Wild', 'Paranoid', 'Peter Gunn' and so on. But the gameplay is excellent. You choose from different

vehicles and characters – even varied planets, all with different conditions.

Still not interesting enough for you? Okay, well you get dosh for each race you get placed in and there are weapons galore to buy with all your hard-earned mooley. Just imagine a cross between *Road Rash 2* and *Off-Road Racer* and you'll be getting close to this.

Any game with a 3D perspective can pose the odd problem or two. It's

As you can see from this here screenshot, there's more than enough vehicles to choose from, and the amount of different tracks ain't too shabby either. Shame about the naff rock tracks, however.



It's head-to-head, mano-a-mano. You versus the fool with the winged helmet. Hmm, shouldn't be too difficult, should it?

START RACE

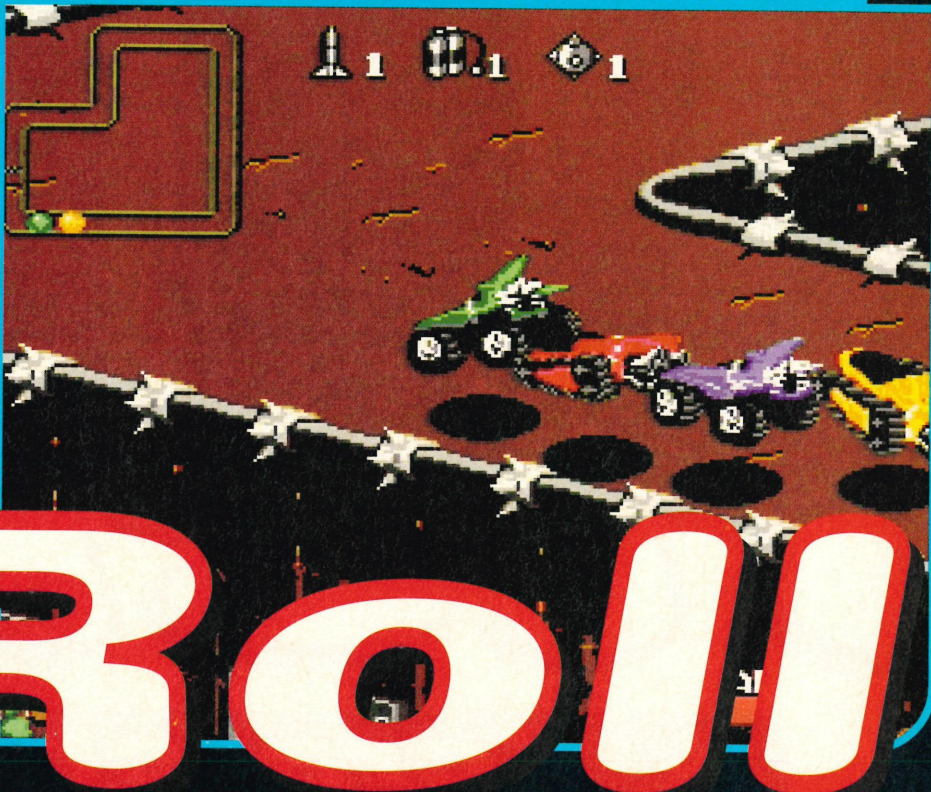
PLANET: CHEN VI

PTS: SCORE 6



Don't worry about that huge plus symbol, it doesn't appear in the game. It's just the product of the bizarre mind of Jason. We don't know what possessed him. Maybe someone can explain.

Those black things beneath the cars are shadows. They may not look anything like the cars, and it could be said that they move in a totally independent way to the cars, but – and you'll just have to trust me on this – that's what they are.



Rock 'n' Roll

Release: November

difficult to have a racing game where you don't see too much of the track in front of you. But *Rock 'n' Roll Racing* manages this quite well with a fair degree of the track shown to you at any one time.

There's a split-screen two-player game, but unfortunately this wasn't implemented on the preview version that we saw.

They've included oodles of tracks, ramps and hazards: so no two tracks

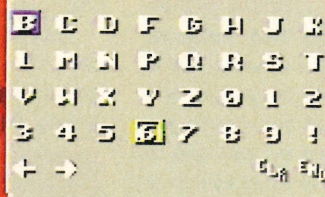
look similar. *Rock 'n' Roll Racing* will be with us towards the end of the year, but at present it's shaping up to be a racer with a difference. Keep an eye out in future issues of *Sega Power* for a full review.

SEGA POWER

Yep, there's no worries about starting from the beginning of each game here. There's an option to allow you to carry on from where you left off.

PLAYER 1 0010 RS2V 050M

PLAYER 2 0130 RS7V 050M

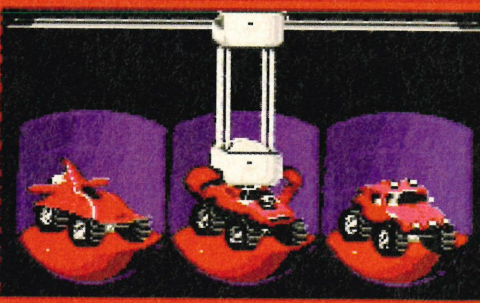


PLAYER 1

MONEY: 520,000

ITEM: MARAUDER

COST: 518,000

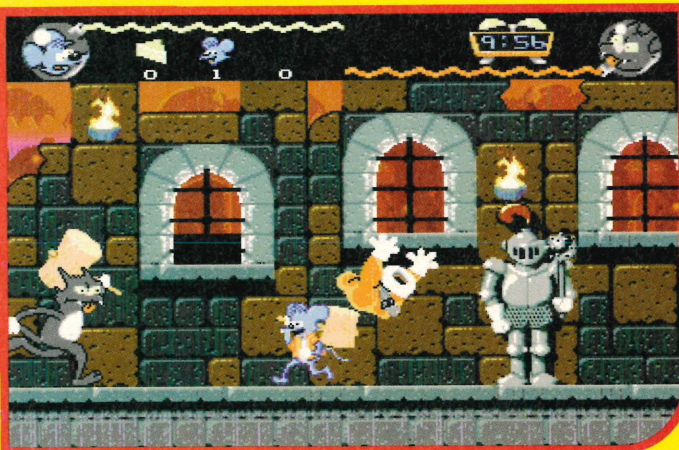


At the beginning you get to choose your car - as long as you've got enough money, that is.

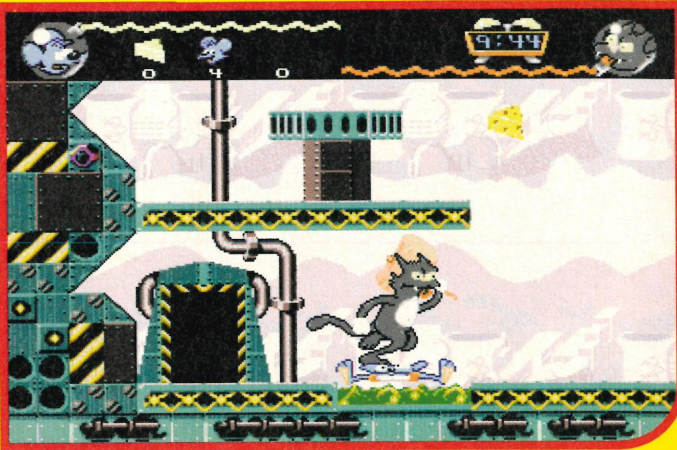


What can I say? There's a track and a car flying off a ramp – which just about sums it all up really. Doesn't that car to the left look slightly like a banana? No? Oh sorry then.

A mallet can be a pretty scary thing to come face to face with, particularly when its first name is Timmy.



Crash diets never worked for Itchy, but now, thanks to this new inch loss plan, Itchy is even thinner than Kate Moss.



Itchy & Scratchy

• Mega Drive • £TBA •
• October • Acclaim •



Scratchy hates little meeses to pieces so much so that he regularly gives them a right good thumping.

Ai Carumba! It's Bart Simpsons' favourite cartoon show and it's on the Mega Drive. Itchy and Scratchy are the demonic cat and mouse two-some much favoured by Bart and his little sis, Lisa. If you're not lucky enough to have caught up with the Simpsons craze, imagine a hair-raisingly violent Tom and Jerry, with Itchy being the particularly

mean-minded mouse and Scratchy the cat at the mercy of that rodent.

There are all sorts of methods of doing away with your foe – and whenever either of the characters do come a cropper, they do so in that spectacular way that only cartoon characters know how.

Itchy has numerous ways to beat the pants off his enemy, all of which are location-related: machetes, bazookas, flaming bows and arrows, cutlasses,

The game's full of amusing touches like this. Take a closer look at that totem pole. Lisa and Homer have become

exploding cheese and mousetraps make up only a small part of Itchy's arsenal. The locations are equally varied – your cat and mouse chase involves a showdown in the Wild West, a severe spooking at the haunted castle, a bit of deep sea diving among the clams, as well as a hazardous journey across a construction site and some swashbuckling action aboard a Spanish galleon.

So, another platformer and yet another passenger on the ever-rolling Bart bandwagon... from what we've seen though, it looks like a laugh. We're looking forward to a chance to review it in depth very soon –

SEGA POWER



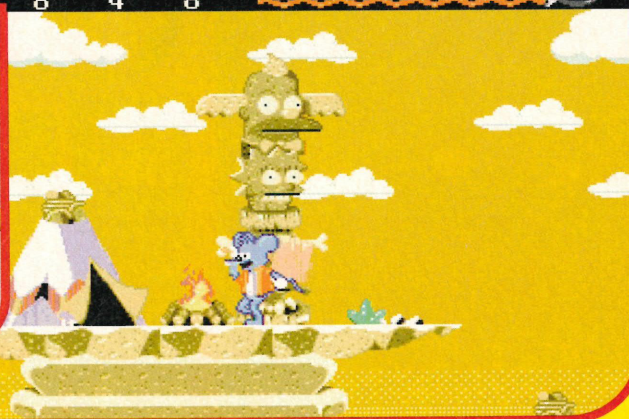
It looks a bit like Itchy's got a life-vest on, er... so we were wondering how he manages to stay below the surface for such a long time.



Fortunately platform games don't need to have any realism, so they can really go overboard with their antics... Tsk. Sorry that wasn't very funny.



A short poem. Looks like Itchy's about to take another hammerin', on the deck of a Spanish galleon. Brilliant, eh?



Explosive violence in a platformer. Yes, it's here in Itchy and Scratchy. Scratchy, having whacked both of Itchy's legs off and his head, smirks remorselessly.

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for Sega (8 bit), Atari, Commodore, Amstrad and Compatibles. Versions also available for NES (8 bit) and Sega Mega Drive.



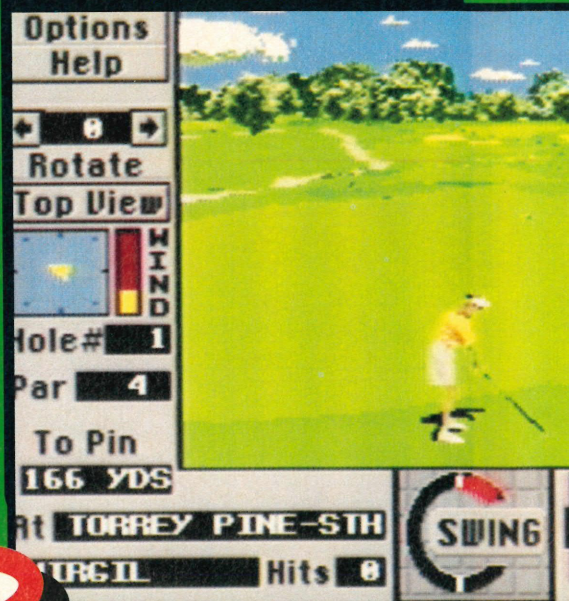
MX341 MEGAMASTER II
for Sega (8 bit) and Sega Mega Drive. Super NES version also available.





The graphics are staggering with exceptional realism in the player's movement and the path the ball follows.

Despite looking fairly complicated, the interface is much easier to use than many golf games with everything ready at your fingertips.



Links

• Mega CD • £TBA • August • Virgin •

Fellow programmer Lisa Harlow looks like she already knows what she's planning to spend her dosh on what with this cheesy grin.



"This brand new state-of-the-art golfing game promises accuracy and playability second to none in its genre," so Mike Newhall and Lisa Harlow, the programmers at Papyrus Software in the USA, told *Sega Power*. And

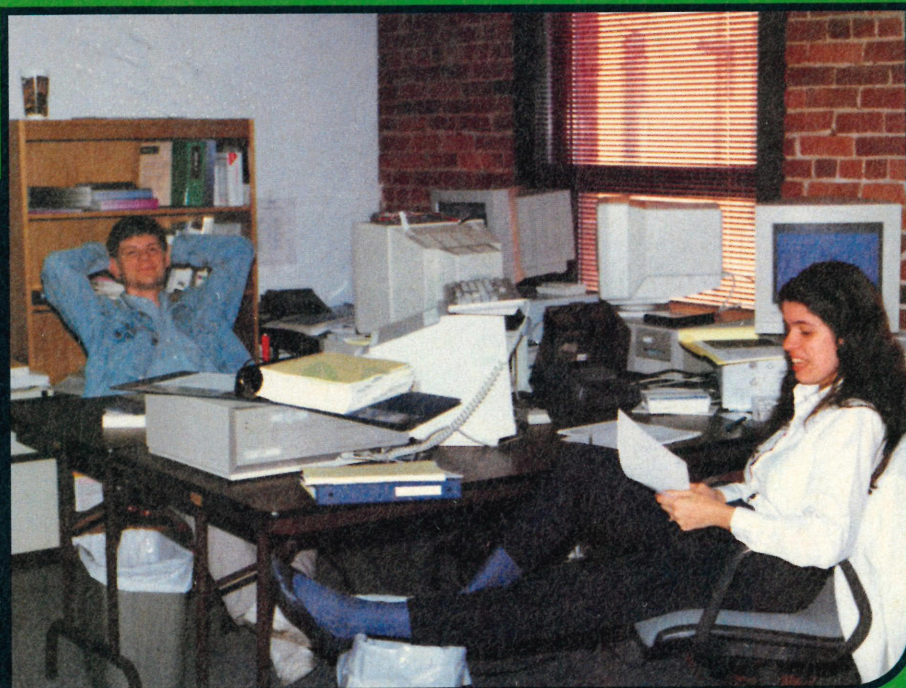
who are we to argue with them? They are, after all, the brains behind the rather brilliant *IndyCar Racing* on the PC, as well as the equally special *Links* itself, also available on the PC.

With regard to the Mega CD release, Mike told us, "We've been working on the game for about a year, but there is still much work to be done on the cosmetic side of things." This is not much of a surprise considering how superb the award-winning

PC version looked on its release three years ago.

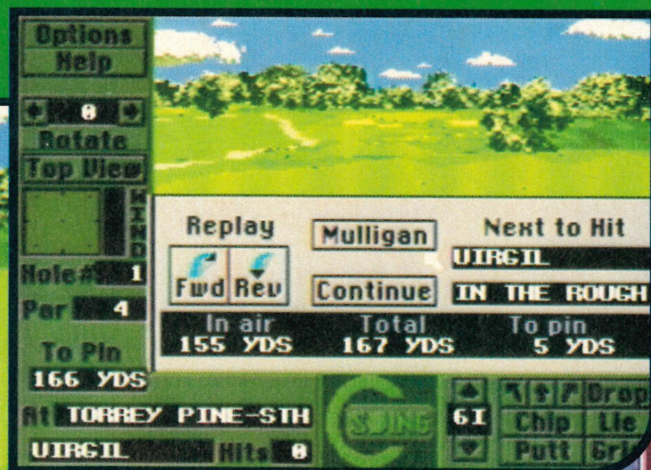
What has been completed, however, centres around the reality and perfect simulation of Bruce Forsyth's favourite game — golf. "The game has the most realistic physics and rendering of graphics that you're likely to see in a golf game," said Lisa, attempting to blind us with science, adding that, "it also contains plenty of full motion video aerial views from a helicopter giving panoramic views of real courses, together with

Here are the two programmers and... O! Get on with some work! Add some more courses or something. Lazy gits.



Those nice people at Papyrus (the game's programmers) have even added some helpful at-a-glance instructions for players who have trouble understanding the simple controls. Like me for instance.





Do you want to see that shot again? Use replay to see how you played that shot and then how it really should have been played, with the help of this Mulligan bloke. This is great for getting hints, so that you can improve your swings.



Even from these unfinished screen shots it is fairly easy to see the brilliant rendered graphics which should make *Links* the top golfing sim.

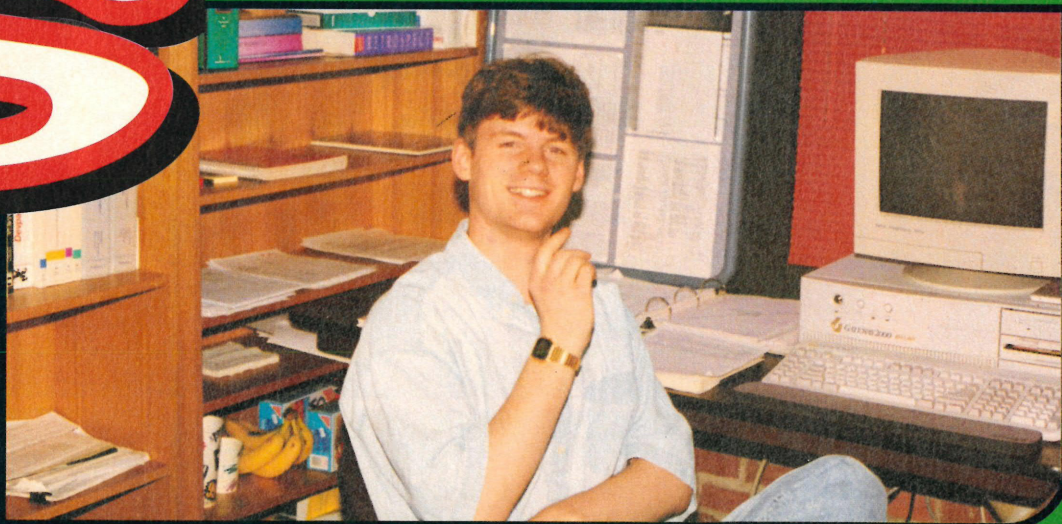
Links

real voice-overs from CBS commentator Ben Wright."

The game indeed promises to be packaged as more of an accurate simulation for real golfing fans, rather than a quick throw-away game. "We hope to have it ready for release on Father's Day," said Mike, highlighting their high level approach. From what we've seen so far, everyone who works on *Sega Power* may well be making it their Father's Day present, not that their dads will actually get to play it much!

Links will feature spot-on movement of the ball and friction with the ground, realistic putting, driving, chipping and an easy-to-use club-swinging interface

Michael Newhall contemplates how he's going to spend his fortune when *Links* is released.



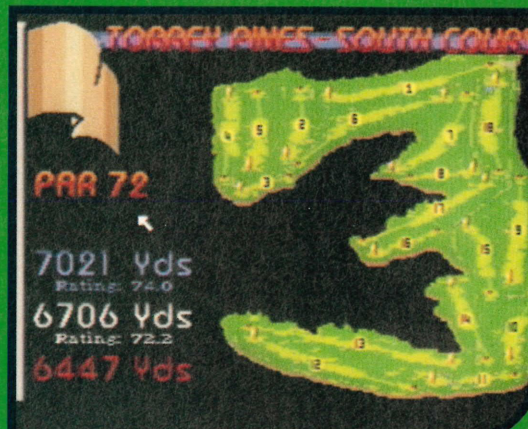
based on actual golfers' movements. The game is also going to be made compatible with the TV Golf Club for additional realism.

Players can choose to play up to eight human or seven male or female

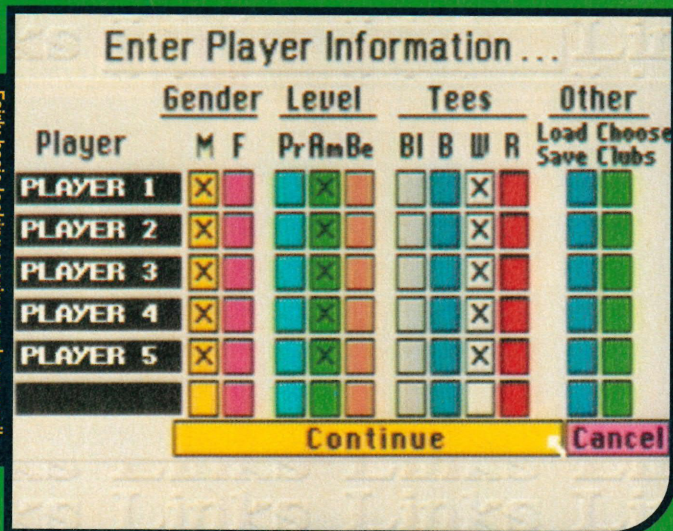
computer opponents (or any combination of the two) under any number of adjustable or random weather conditions, just as it would be if you were actually playing outdoors for real. And, although there is only one course available at present, add-on courses will be published shortly afterwards.

And should you be unfortunate, or indeed unskilled enough to encounter any problems such as landing in a bunker or plopping in the water, then American professional Steve Elkington will be on hand with some wise words and top golfing tips.

Even before they make the cosmetic adjustments needed before release, *Links* is already looking like a brilliant



Here is the Torrey Pine course where you pit your skills. Other courses will be available in the future as an add-on option.

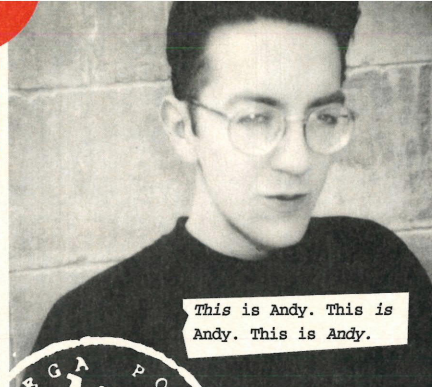
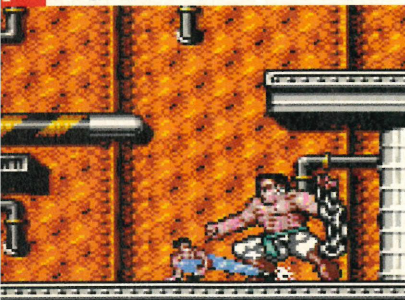


Fairly basic looking scoring cards are available at the moment, even if they aren't improved on, they're certainly easy to compile scores on.

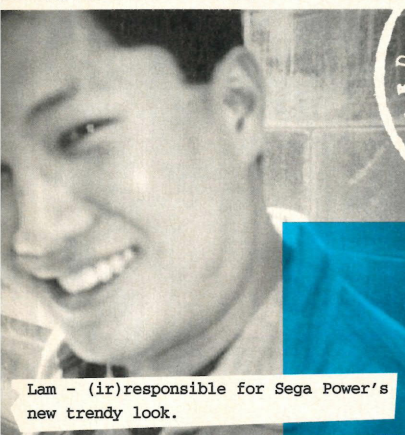
simulation of golf. It's gonna be great. At last, a realistic game of golf without having to put on a ridiculous pair of tartan trews. Rest assured, we'll bring you the first review as soon as it's available... for your dad!

SEGA POWER

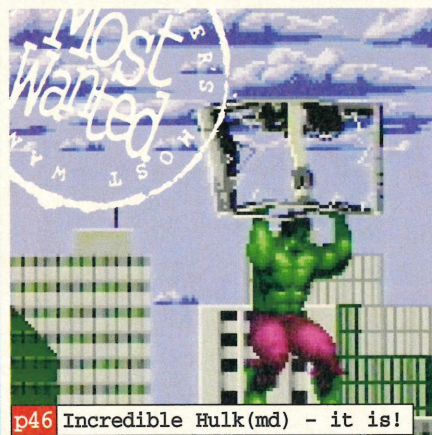
p42 Dragon(8-bit) - he's no puff!



p44 Mortal Kombat(cd) - it's Goro lorra blood! (ha!)



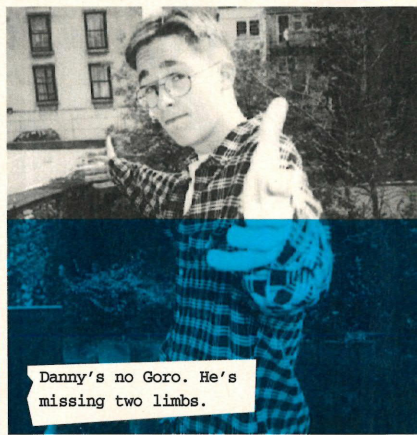
Lam - (ir)responsible for Sega Power's new trendy look.



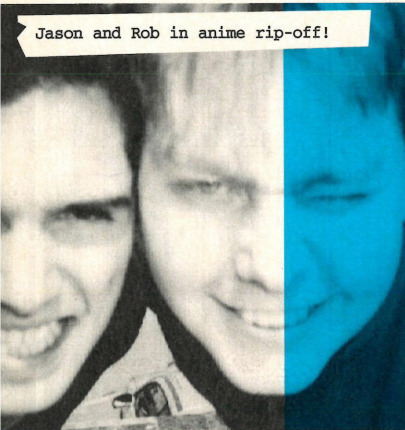
p46 Incredible Hulk(md) - it is!



p50 Nobunaga's Ambition(md).



Danny's no Goro. He's missing two limbs.

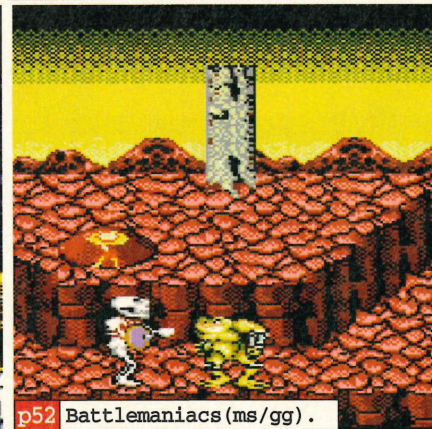
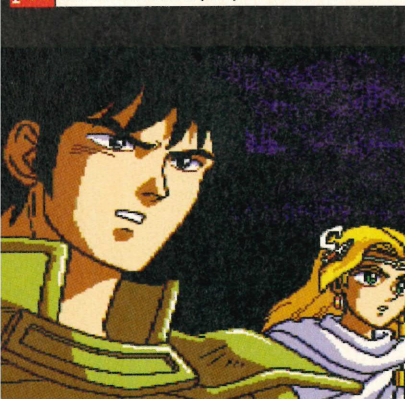


Jason and Rob in anime rip-off!

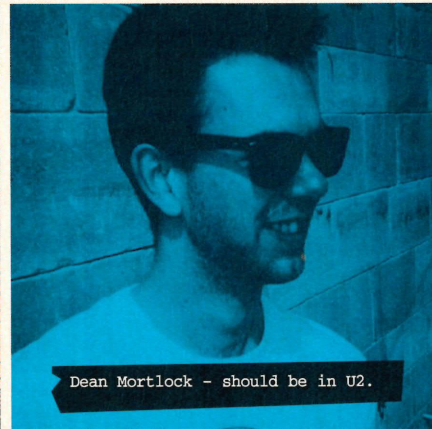
Reviews

Walk with us as we guide you through the cream of this month's releases.

p51 Dark Wizard(cd) - cute anime.



p52 Battlemaniacs(ms/gg).

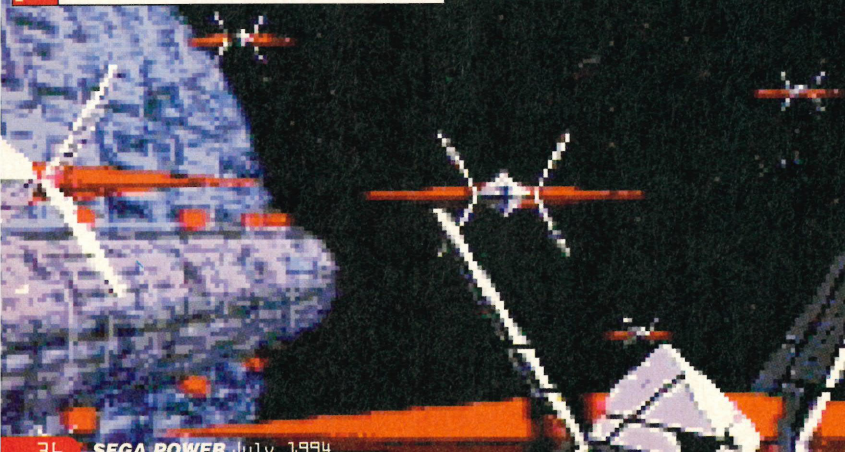


Dean Mortlock - should be in U2.

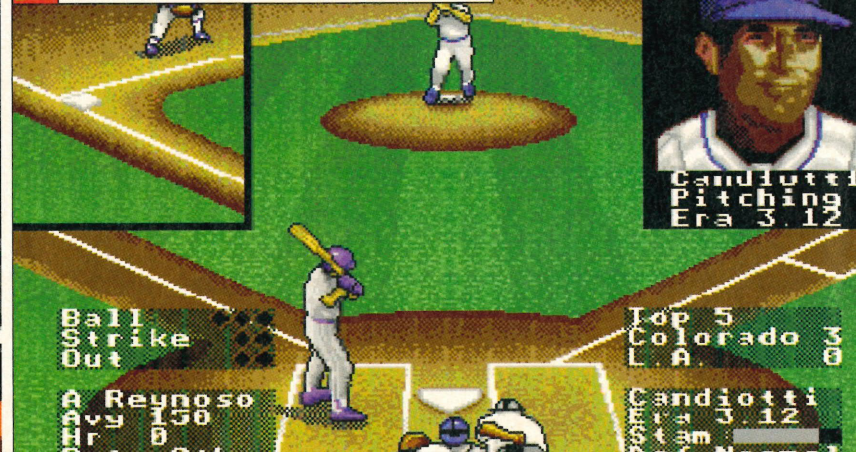


p53 Dropzone(gg/ms) - a classic.

p54 AX101(cd) - don't crash on me!



p56 RBI '94(md) - more fun with balls.



Candiotti
Pitching
Era 3.12

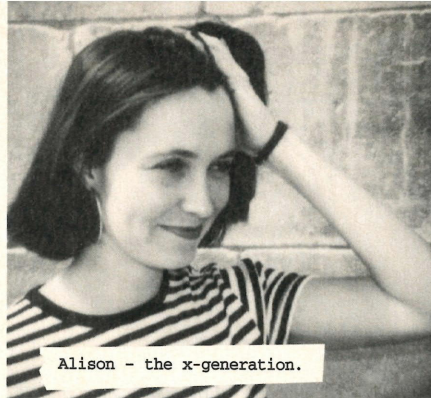
Top 5
Colorado 3
L.A. 0

Candiotti
Era 3.12
Team

Ball
Strike
Out
A Reynoso
Avg 1.00
Hr 0



p58 Star Trek: The Next Generation



Alison - the x-generation.

Any similarities between the **Sega Power** Reviews intro pages and a certain advert seen recently is completely **unintentional**. No, really.



p61 Columns (md) - right little gem.



P62 Fido Dido (md) - nice Sprite.

Game Gear and **Master System** fans can breathe a sigh of relief - there's **more than one** 8-bit game reviewed in this month's issue. Things are definitely looking up!



p59 Ren & Stimpy (gg) - happy happy, joy joy!

AX101 (cd) 54

Battlemaniacs (ms/gg) 52

Columns 3 (md) 61

Dark Wizard (cd) 51

Dragon (md) 38

Dragon (ms/gg) 42

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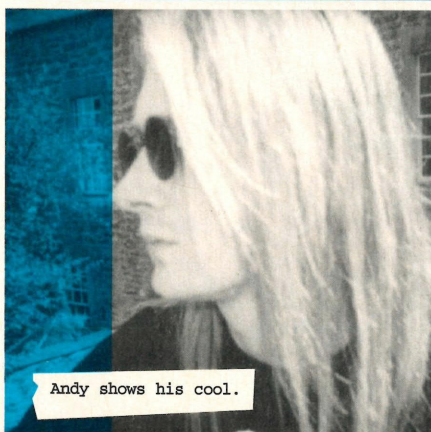
Ren & Stimpy (gg) 59

Star Trek (md) 58

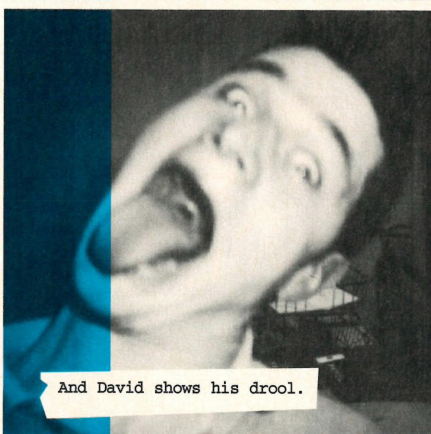
Super Battleships (md) 63

Reviewers:

Rob Pegley **David Roberts** Dean Mortlock
Alison Harper Danny Wallace **Andy Lowe**
 Andy Stout...



Andy shows his cool.



And David shows his drool.



p38 Dragon (md) - your chance to be Bruce Lee.



p63 Super Battleships (md) - sink my aircraft carrier, baby!



Seen the film? Don't worry if you haven't - **Dragon** (the game) is **much better** than **Dragon** (the film). Take it from us.



龍虎

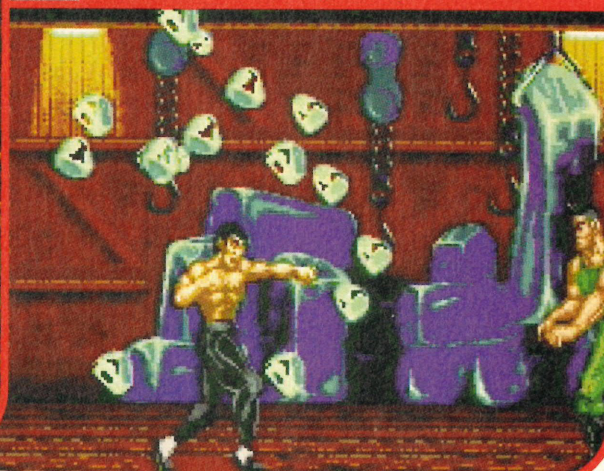
DRAGON

● Mega Drive ● Virgin ● £49.99 ● UK Release ●

In this section of the game you fight two of the mad chefs with huge meat cleavers. Yes, life is cruel, isn't it?



To get through this extra bonus section, you have to smash all the ice blocks that are moving towards you to get to the guy on the right of the screen. Not easy, as each block that hits you removes some of your energy.



Film licences aren't known for their brilliance. In fact, they tend to be a rotten bunch. But here's one to redress the balance. Dragon...

You know, it always amazed me that game programmers never based a beat-'em-up on one of the famous martial-arts experts – like Bruce Lee or Jackie Chan, to name but two. It's taken the strength of a film licence to get one such game onto the market.

The film 'Dragon' follows Bruce's life, from his humble beginnings to his return

to America – his birthplace – to find success. Don't worry if you haven't seen the film, there are some excellent between level sequences to pile on the atmosphere and set the scene.

The game follows the film quite closely. All the characters he fights in the film are included, plus a few more. There's the

obligatory woman in small outfit and they've even managed to squeeze in the guy from 'Enter The Dragon' – you know, the bloke with the Freddie Krueger fingernails. And yes, it is possible to play the level guardians, but there's a cheat to find first.

Right, so this is a beat-'em-up, but, it's different enough from the likes of *Street Fighter 2* and *Mortal Kombat* to stand on its own. The

gameplay isn't as fast and frantic as the rest, but that can either be a plus or a minus, depending on your view. There aren't many special moves to speak ►



This block is the key to your 'Chi'. Honest.

Too many hits to the temple and you're very likely to keel over like a badly stacked pile of heavy books (12).

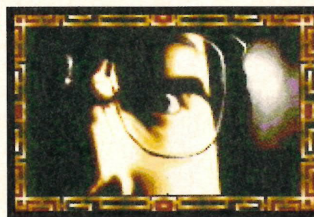


The roundhouse kick starts with a kick to the stomach, then a sweep around and a heavy blow to the head.



Stage 1

The first level has you defending a girl's honour from a randy sailor. Defeating him shouldn't be an arduous task, but watch out for his chain.



Doesn't she look chilly in that ridiculous get-up? She should get herself a nice warm jumper. They've got some really nice ones in Marks & Spencers at the moment. They're good quality and very reasonable, too.



of, but Bruce is capable of some superb attacks. Bruce has a 'Chi' bar, and every time he performs a decent move he gets another notch on his 'Chi'. The bar is split into three sections. The

first one is when you start; when you reach the second one, you then have the ability to switch to another attack mode with new moves. Reach the final section of the bar and you'll have the ability to

equip yourself with Nunchakus. This lethal weapon is banned here, but it's still the ultimate in grievous mutilation (ahem).

Another interesting – and novel – feature is the game set-up. It's not just your standard one- or two-player game here, oh no. You get a choice of up to

three players on screen at any

one time. This is made possible by using the Sega Tap or the EA Four-Way. You get the choice of either a one- or two-player game against one of the level guardians or up to three players against each other. That way you can get more Bruces on screen than at a Fosters lager Convention in Melbourne, Australia. To

avoid the crime of linearity in beat-

'em-ups, Virgin have includ-

ed a bonus section and have also made

some of the levels different enough to warrant mention-

ing. The bonus section has Bruce

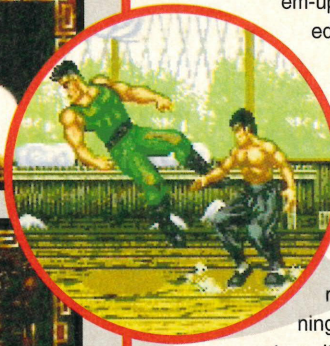
having a bit of a practice at his

moves against a spinning pole with three tar-

gets on it. (*Wooden Man, actu-*

ally. – Andy) The more times he hits one of the targets, the more bonus Chi he earns himself. On one of the levels you

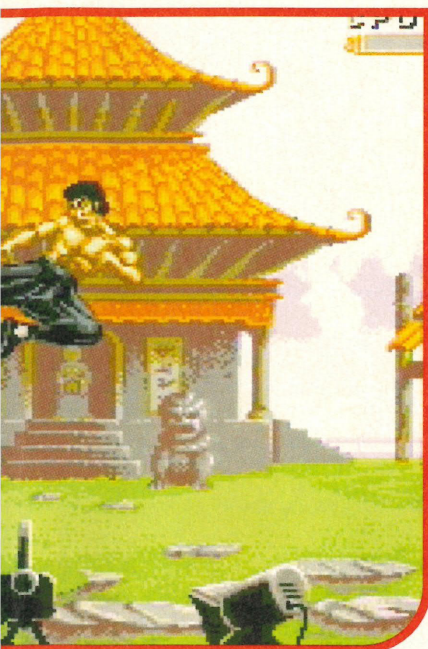
It's almost impossible to get in a bit of benchmark without some muscle-brained ape, trying it on. This character has a nasty habit of grabbing you in a bearhug.



Stage 2

In the second level you have to fight a mad chef with a meat cleaver in each hand. That'll be the last time you complain about the mouldy vegetables.





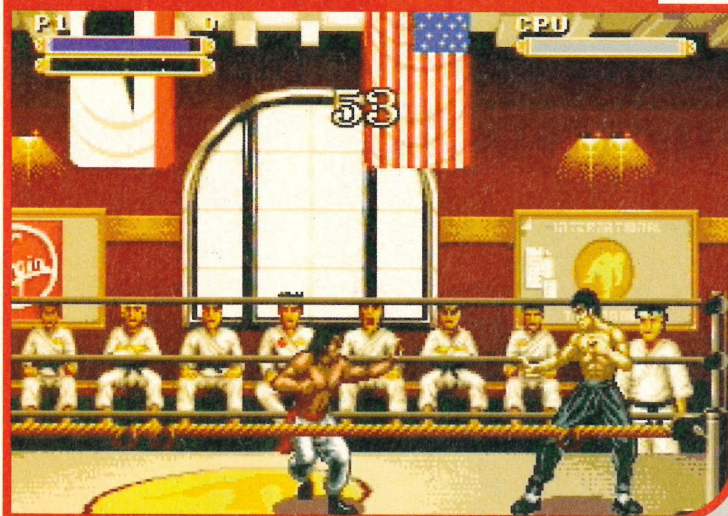
fight a cook in the middle of a huge kitchen. When you've knocked a fair amount of energy off him, the scene changes to an alleyway outside where you have to fight two more cooks. In another, you fight a man who accuses you of shaming his family. The level's set in an ice factory and, again, when you've wiped off most of the guy's energy, the level changes. This time you've got to



What? Hold on... he wasn't in the film? Oh, it doesn't really matter.

Stage 7

On this level Bruce issues a challenge to the crowd. He's convinced he can defeat anyone within 60 seconds. The first guy to challenge him is the fighter on the fourth level. He's even tougher now, though.



destroy a constant stream of ice blocks, while trying to reach the guy at the right side of the level.

These features add interest. It makes you feel that someone's put some thought into it – rather than just bung out a sub-standard game and expect it to sell on the strength of the licence.

Dragon succeeds because of the effort and time spent on it. It's playable, tough, well designed and, most importantly, addictive. Virgin have proved that it's still possible to produce something interesting with an old format.

SEGA POWER



Aaargh! It's the Phantom!! Who's he? Erm, I don't know, but there's this long intro sequence at the start that explains all.

Stage 6

The guy with the gloves is back. Yes, as if the punishment you gave him last time wasn't enough, he's back for some more. Some people never learn.



Dragon

- ▲ Great graphics...
- ▲ ...and animation
- ▲ Top film footage action
- ▲ Varied guardians
- ▲ Extra bonus sections

Power points

Release date June
Players One-three
Levels 10 + bonus levels
Cart size 16 meg
Virgin (081) 9602255

Final verdict

"*Dragon*'s an original beat-'em-up and a great film licence. Top marks to Virgin for that."
Dean

Graphics

8

Sound

7

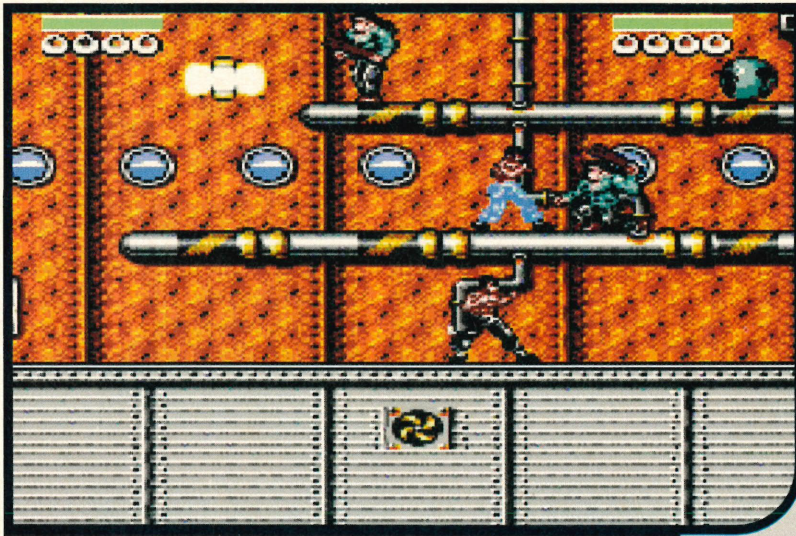
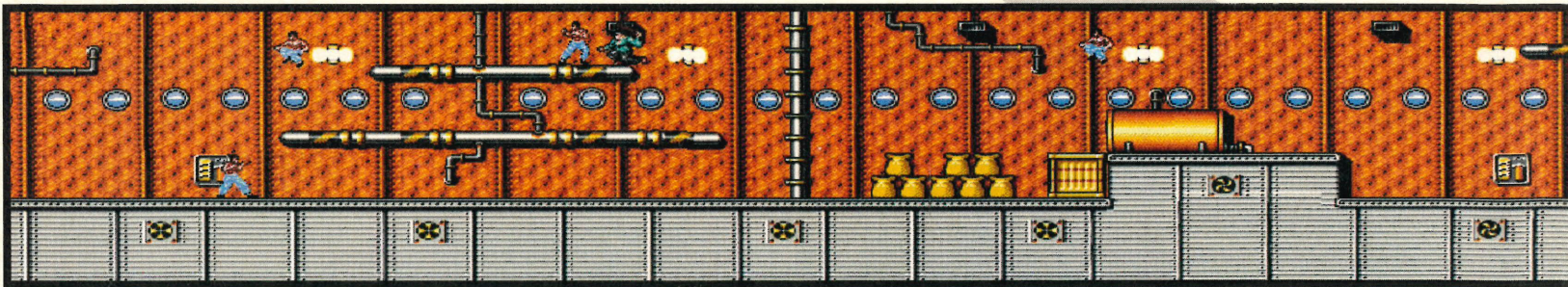
Addiction

8

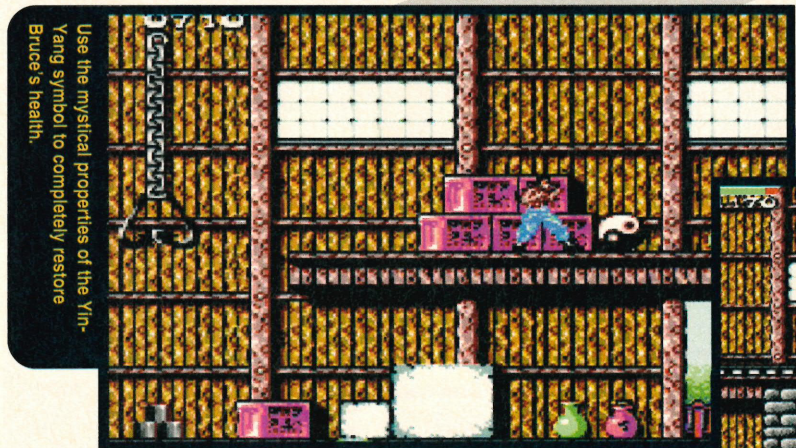
Lifespan

9

91
Percent



Here is Bruce in some hot Kung-fu action, looking good in his special blue pants. There's just no accounting for taste, is there?



Use the mystical properties of the Yin-Yang symbol to completely restore Bruce's health.

As martial arts king Bruce Lee you must confront evil spirits, encounter deadly adversaries and possibly put up with extreme platform tedium. Enter the Dragon...

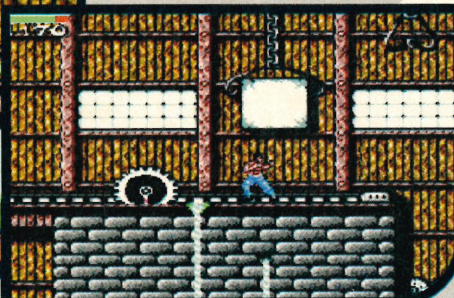


En? What are those legs doing in the corner?

Tails! I can't believe I called tails. Had I said heads you would have been able to read four pages by me, rather than Dean, gushing about *Dragon* on the Mega Drive. Instead of the superbly animated and utterly playable beat-'em-up, however, I get the reasonably animated and

DR

● Master System/Game Gear ●



Mr Lee has a saw behind him, which could indeed lead to a sore behind for him.

dire platformer. Unfortunately the phrase "best of three and I'll do some of your tips for you" cuts no ice with Mr Mortlock, so I was guaranteed platform tedium, while he enjoyed adrenaline frenzy.

"Surely it's not that bad?" I sense your collective thoughts enquiring. "Well, it is actually and don't call me Shirley" would be my more than predictable reply. It's dire in fact.

Based on 'Dragon', the action-packed film detailing Bruce Lee's short but exciting life, the game (exactly the

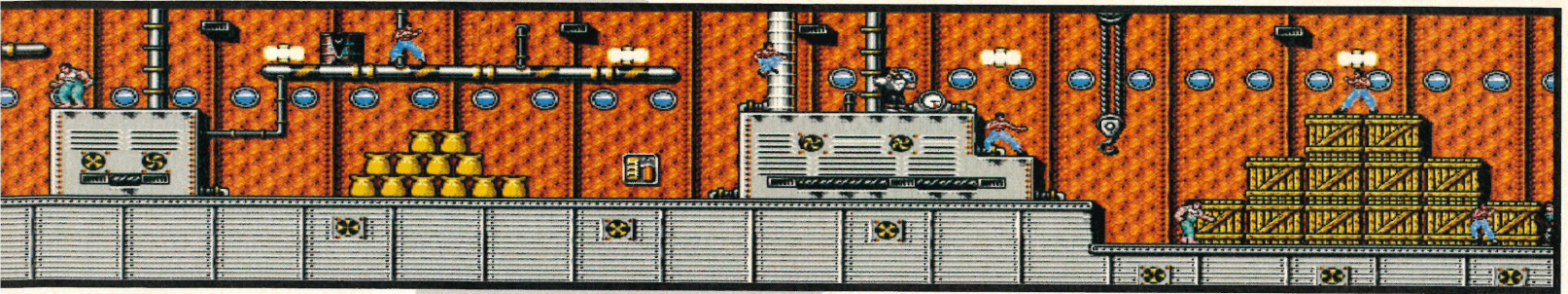
same in both 8-bit formats) attempts to recreate confrontations from Bruce's past. Starting aboard the steamer which takes Bruce from Hong Kong to his birth-place America, the action takes place in four locations, each made up of three sections. In addition to The Steamer, there is The Ice House where Bruce was attacked whilst filming 'The Big Boss', Victoria Harbour and The Graveyard, where a final confrontation with the Phantom awaits.

The aim is to take Bruce left to right, completing levels by dispatching enemies. Unfortunately, all of the levels are



The two-player option adds plenty of fun.





DRAGON

Virgin • £TBA • UK Release •

painfully short and way too easy. Virgin have kept exploration to a minimum which is a crying shame, but luckily they have also put in a parameter which prevents you proceeding until the requisite number of evil gits have been taken care of. This means there is no reaching the end and realising you have to traipse back to kill one last annoying sucker.

The further you progress into the game the more difficult your adversaries become, with greater strength and intelligence. There are more than enough power-ups to keep you going, though, and just as they really start to tax you to any degree, you've reached the end.

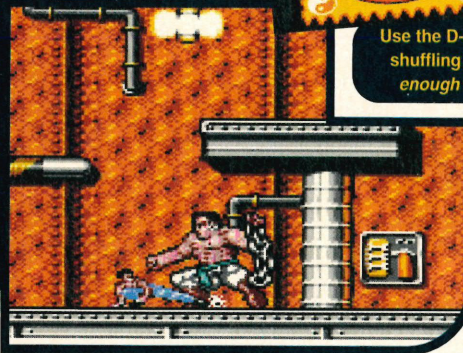
The backgrounds are up to scratch and the animation of the sprites is pretty special. When they engage in battle, however, it's another case of the 8-bit figures being too small for their own good and so random fist fights with repetitive moves rather than skillful encounters ensue.

Jurassic Park, Terminator 2, Star Wars... you name it, this could be any

one of a number of film licences turned extremely dull platformer. If you have one of those mentioned already, there will be no need for this in your collection. If not, you would be ill advised to start off with this kind of garbage.

SEGA POWER

He looks hard with his chain, but you can take him out with a few low kicks. The big wooze.



You Kune Do Too

Button 2 together with right on the D-pad will give you a high Kung-fu chop.



Button 2 and left will make Bruce Whirling Dervish.



Press Down and button 2 for a sneaky low sliding kick.



Alternatively, Up and 2 will deliver a devastating high kick.



Press 1 to get out of harm's way if need be.



Use the D-pad left or right for a shuffling moon walk... (That's enough tips, thanks. - Andy)



Cool Hiding Place



They may look like harmless blocks of ice...



...but inside lurk villains with cold ears.

Dragon

- ▲ Well animated sprites
- ▲ Reasonable graphics
- ▼ Dull and repetitive levels
- ▼ Which are too short...
- ▼ ...and far too easy

Graphics

7

Sound

3

Addiction

3

Lifespan

2

Power points

Release date September
Players One/two
Levels 12
Skill levels 3
Virgin (081) 9602255

Final verdict

"Another film licence turned 8-bit platformer that is utterly tiresome. *Dragon*? Drag on more like!"
Rob

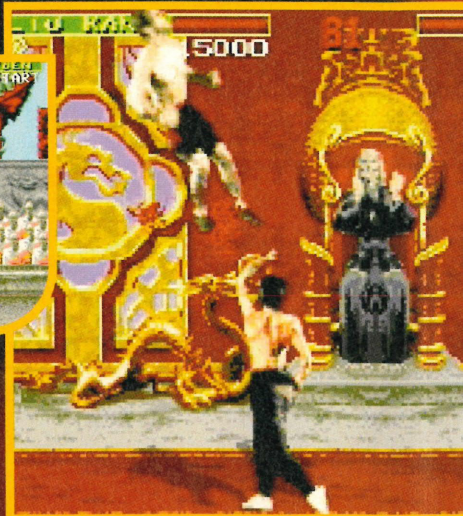
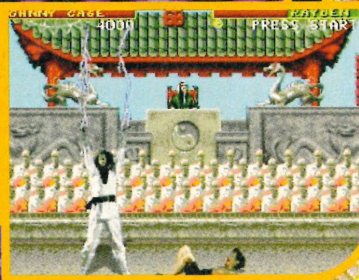
42 Percent





Half man, half dragon, half biscuit... Erm, hang on, that's not right. Anyway, this is a great picture of Goro. And we reckon he looks dead glamorous with all that blue light.

Wa-hay! Rayden of the lost arc (You're fired - Andy) (Oh alright, bye then - David).



The special moves are still brilliant. The problem is that the disc accessing time is annoying.



MORTAL KOMBAT

• Mega CD • Acclaim • £49.99 •

What's faster, bloodier, and more censored than Mortal Kombat? This CD version...



As with all fights, the two opponents started it off by pushing each other around a bit. And then they went for each others' hair. Oh, and then they cried.



"I'll stop pinching your nose if you get your hand away from my..." (Snip - Andy)

This is a classic example of how good these fighters are at camouflaging themselves. Here Cage is pretending to be Rayden's hat.

To prove I can play, this is my flawless victory. (No, it's not, it's mine. - Dean)



blood and a load of video sequences. What more could you want? "Different characters and special moves," I hear you say. Hmm. Wait for *Mortal Kombat 2*, if that's what you're looking for. Here, all the characters and moves are the same as the Mega Drive version. In fact, apart from a number of tweaks, the game is identical.

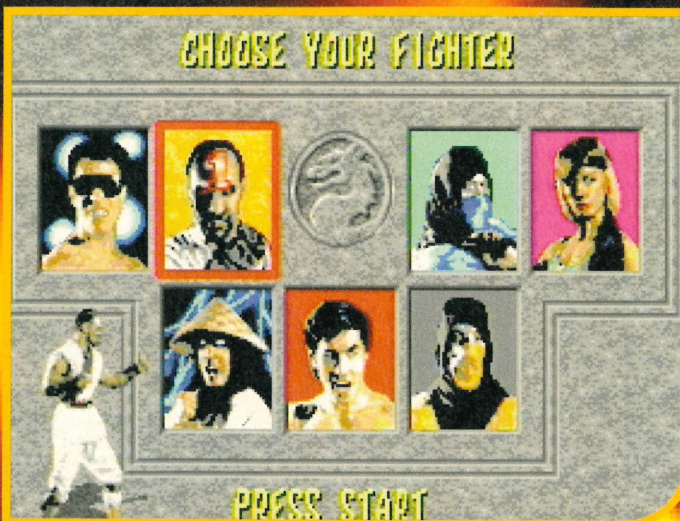
Remember all the hype for *Mortal Kombat*? No, not *Mortal Kombat 2*, just good ol' plain *Mortal Kombat*. Go on, try. Okay, good. I can't believe anybody reading this has never heard of *Mortal Kombat*, so I'll skip the plot and go straight into what's new.

Acclaim have done lots of great things to their best-selling game on the Mega CD. That means better sound, more frames of animation, oodles of

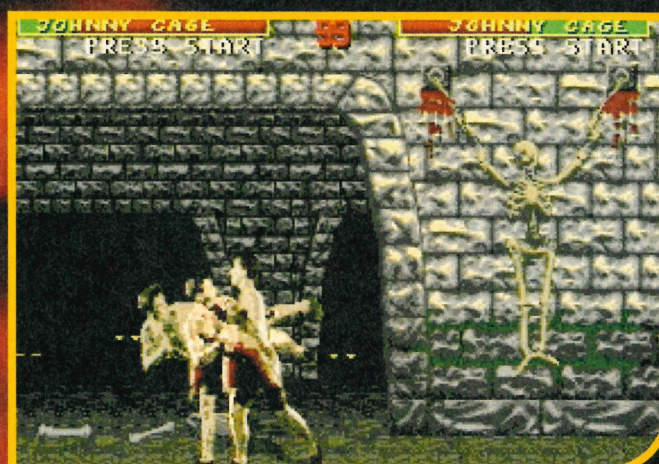
It's not worth buying if you already have the cart version. If not, you'll be better off buying the CD version. Mind you, you'll have to be 17 or older, because they've whacked a 17 certificate on the game. The first thing you'll notice is how much faster it is than the original. It seems that the characters' moves are quicker, but they don't respond to your button jabs at a faster rate. This means that you feel as if their response is slower (even though

MORTAL KOMBAT

UK Release •



As you can see, there really isn't that much to see. You're better off seeing how much faster the characters move.



How the hell did he do that? It's the double backflip super shadow kick thing, isn't it?



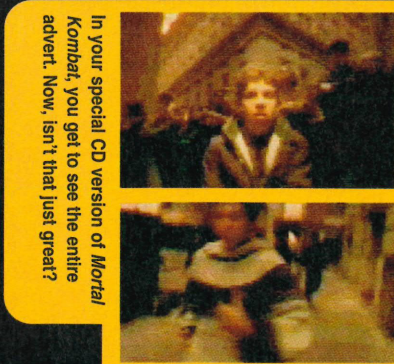
Test your might. Go on, show everybody what a man you are by hitting a load of dead wood. What did that tree do to you?



Gore galore! No need for special gore codes, it's all there in the original.



The tournament had to be abandoned because of the ice.



In your special CD version of *Mortal Kombat*, you get to see the entire advert. Now, isn't that just great?

it isn't). This might have something to do with the new frames of animation, though. There are more of those, making the animation noticeably smoother.

And that's it. If you haven't got *Mortal Kombat*, and you've got a Mega CD, it's worth the dosh. And this will be your last chance of getting the original. But if you don't fall into that category, it isn't.

SEGA POWER

This is supposed to be a puff of smoke coming out of his hands. Been rubbing them together too much, I reckon. But anyway.



Mortal Kombat

- ▲ It's got more blood
- ▲ It's faster
- ▲ Smoother animation
- ▲ Great sound track
- ▼ It's not *Mortal Kombat 2*

Graphics

9

Sound

9

Addiction

9

Lifespan

9

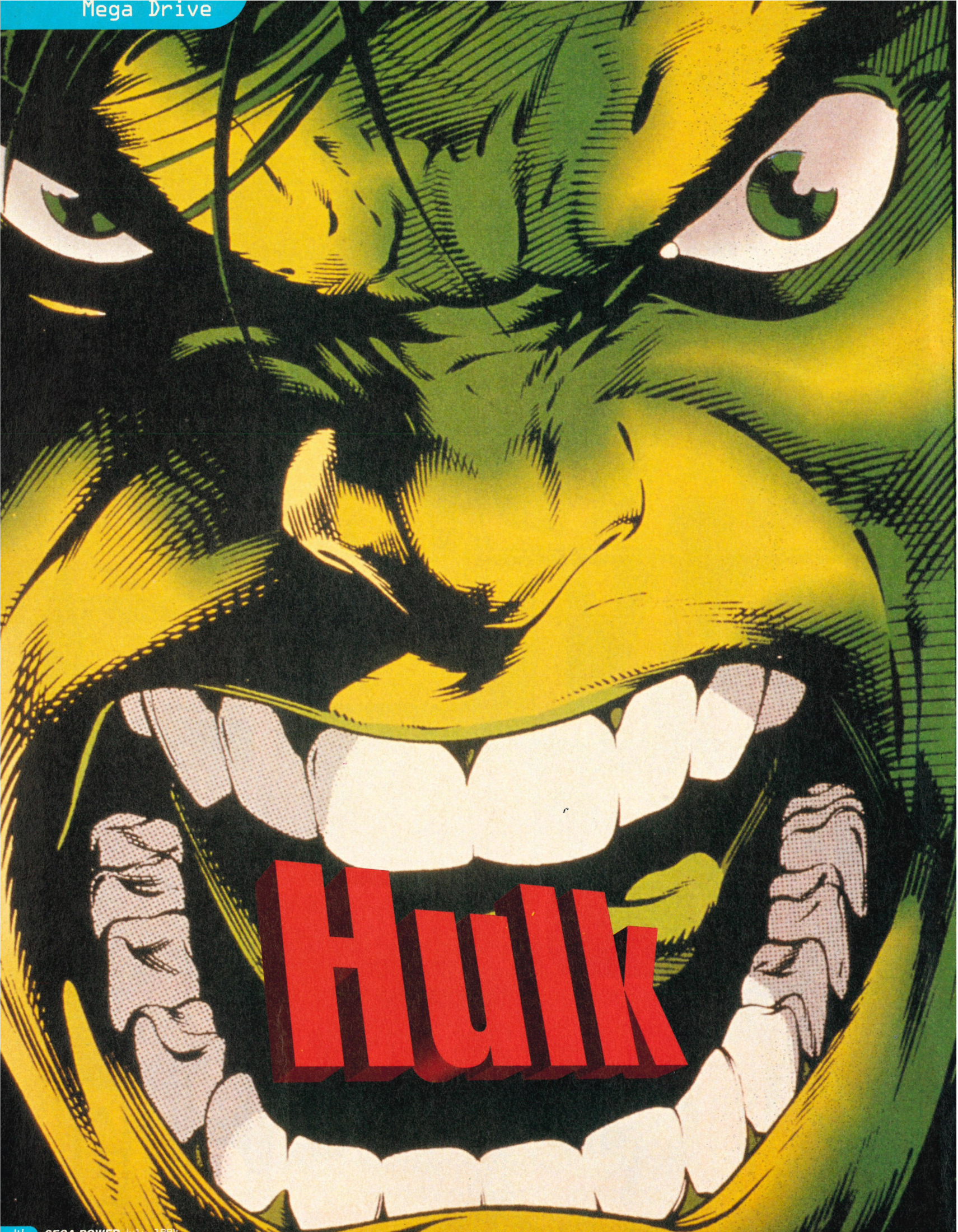
Power points

Release date Now
Players One/two
Levels 3 skill levels
Cart size It's a CD!
Acclaim 071 3445000

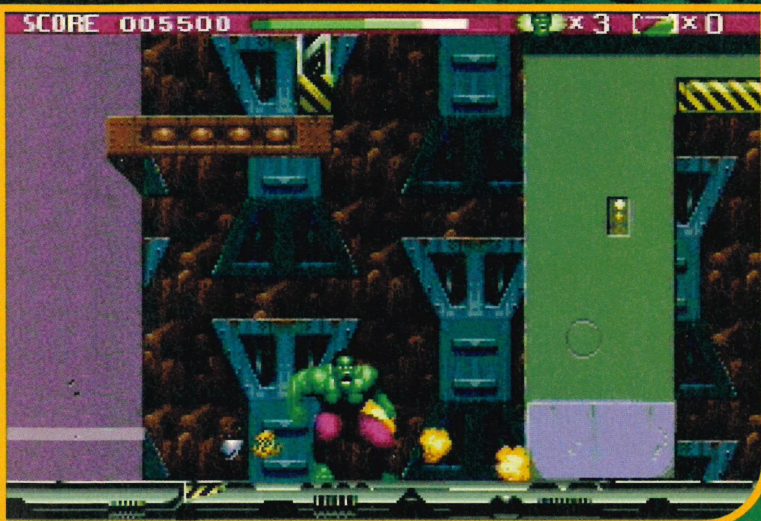
Final verdict

"Faster, bloodier and smoother than the MD version. But released too closely to the *MK2* launch."
Dave

85 Percent



Hulk



One of the special moves is the Stamp. The Hulk crushes enemies under foot and has a look on his face as he does it that I really don't like.

● Mega Drive ● US Gold ● £49.99 ●
● UK Release ●



Hey, it's top kit-off action and adventure with Bruce Banner and his alter ego. But, have US Gold made the not-so-jolly green giant as incredible as his comic appearances?

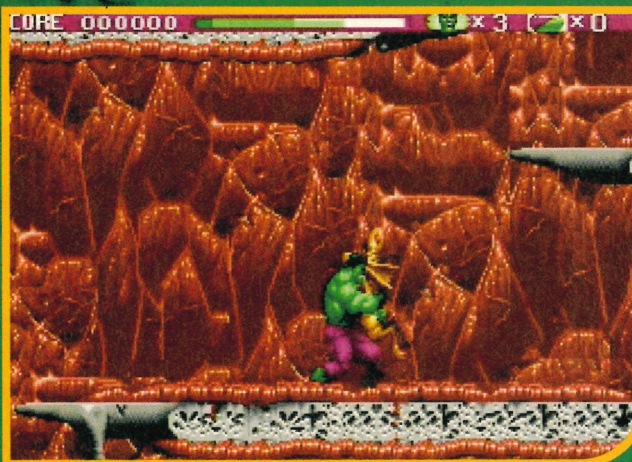
There's only one word for this game and corny though it sounds, the word is *incredible*. Believe me, I'm as surprised as you that an old comic book hero like The Hulk, which has simply been transformed into a platform sprite, could lead to such a top game. But it has. Incredible, eh? Rather than any single reason which makes this the superb play that it is, however, there are

loads of them. Enough to fill four pages with, funnily enough. So read on.

For those of you who have never read any of the Marvel comics, which are now celebrating their 30th birthday, or who have never seen the cheesy 70s series which made Bill Bixby a star, I'd better give you a quick lesson in Incredible Hulkness. Well, basically, you've got this geezer, Doctor Bruce

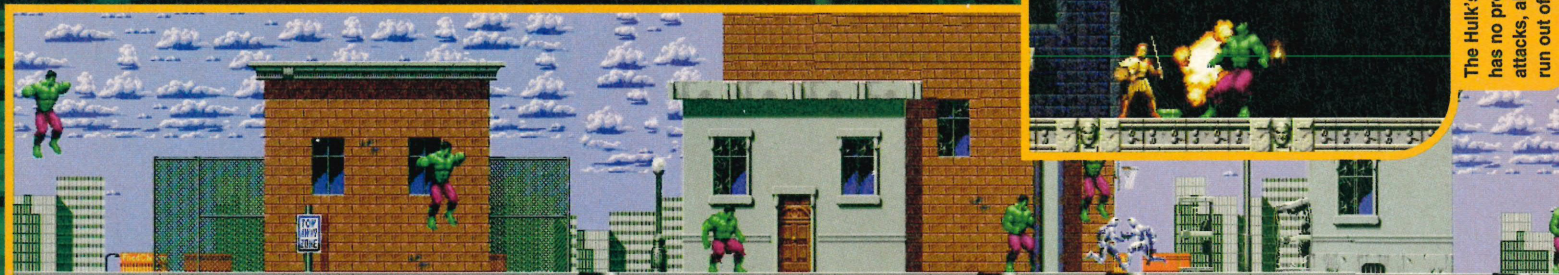
Banner, right? And he was just an ordinary scientist until, one day, he just got a little bit too close to some gamma rays he was experimenting with. The result was that his whole metabolism was altered with a particularly nasty side effect. And so it came to pass that, as soon as anyone gets him even

remotely angry he turns green and then goes mad. He doesn't just swear and stick two fingers up at someone – instead he shreds his clothes, puts on a pair of tight purple trousers and



Get to grips with enemies using a whole host of moves. They take a while to perfect, but ensure the game-play is never stale.

The backgrounds may look horrible, but the makers have remained faithful to the original cartoons and so had no choice but to use them.



As The Hulk pounds through the streets in search of The Leader, the whole of the screen shakes each time one of his big green feet slams down on the pavement.



These purple and green capsules give strength, and powers of transformation.

Leave no manhole cover unexplored in your search for The Hulk. Some lead to trouble but it's worth the risk, because most contain help.



Smash open the crate with two hefty blows and more of the strength pills become available.



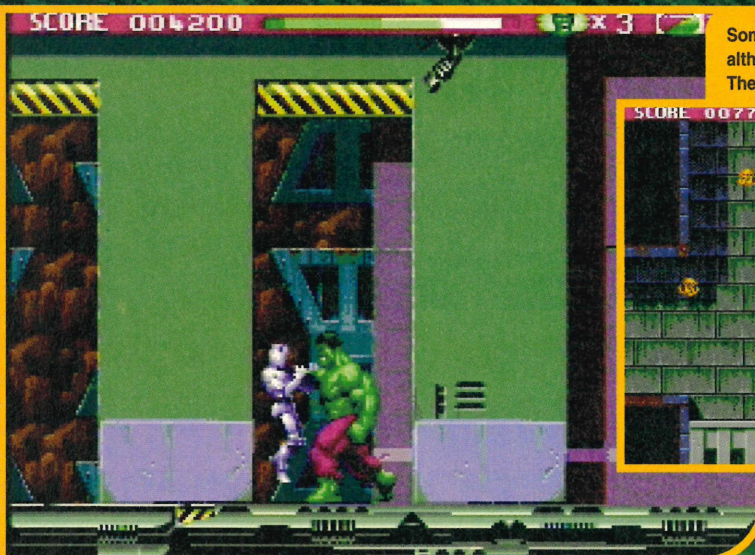
Nothing down here, but this passage is your only way past the wall above, so you have to take it.

The telephone boxes can be smashed up and then thrown at enemies to take out two of them at a time.

Once you've dealt with the guards then quickly leg it back down the ladder into the deep dark depths of the smelly city sewers.

No secret rooms to be found down here, just push on to the next section and continue the fight.

The Hulk's tough skin has no problem with fire attacks, although he will run out of energy.



He lacks a few certain graces does our green hero. Handshakes are generally meant to be between two hands, rather than a hand and a neck. Yes, he definitely needs a few lessons in the art of making friends and influencing people.

Some of the stretches of water hold hidden secrets, although many of them just lead to a watery grave. There's only one way to find out which is which!



grows massive green muscles. Then he beats people up. There was always a tender, slightly confused side to him, however, which meant his rampages had a certain moral fibre about them. In other words he would only hurt people if they deserved it, and in the platform game... everyone deserves it. And boy do they get it.

So, armed with your knowledge of the shy scientist turned bulky green semi-naked super-hero, it would seem appropriate to bring the game into it. It may not be green, but it's certainly big. Only five levels, admittedly, but they are

massive and superb to explore, full of hidden rooms and passages. As you progress they become even more complicated, with switches to open walls, barriers to smash through and traps to entangle you. The puzzles don't stop there either, as there are plenty of objects along the way which you can turn to your advantage.

The enemies come thick and fast. Hundreds of encounters which keep the action flowing, together with some tough end-of-level bosses, including some that come back to haunt you. One of the great things about the game is the size of

the sprites - they're big and chunky which means that these battles provide some genuine beat-'em-up action rather than quick button frenzies. And that of course brings us to the not-so-very-jolly green giant himself.

Without doubt, The Incredible Hulk are the stars of the show. No, it's not my poor grammar this time, but a reference to the Hulk in his two states. The animation is so superb and faithful to

"Hey, come back with him, you haven't paid for him. Oh I mean it. Put him down, you don't know where he's been..."



The platform sections appear pretty easy. Indeed, they are very easy, but beware as there may be some surprises.



Taller than a double decker bus, greener than mushy peas and with the dress sense of Chris Evans, The Hulk is not a superhero role model of our times. I wouldn't tell him though.

Hulk Hogan?

Take cover for the two titans are commencing battle in the dark caverns below the city. Hulk wades in with the punches...



Large

He may squeeze into those sexy trousers, but there's no way he can fit into that pipe.



With some smart animation though, he can transform into a small and weedy physics professor.



After Banner is shot he collapses in a heap. But wait a moment, he's not dead, he's just a bit green.



In fact he's getting greener. Now he's pounding the ground and turning into a monster. Time for a sharp exit, I'd say.

Here he is in another of his ripping numbers, this boy should really get some lycra or something.



the original comics, that the transformations between Banner and Hulk are brilliant. For instance, there are certain tunnels leading to rooms full of power-ups, which are too small for The Hulk to squeeze down, but with a quick press of the correct buttons, the green lump will morph dramatically back to its human form. After collecting the bonuses you can return to the action and as soon as

you are shot at, you become very, very angry and return (in even more dramatic style) to the Hulk appearance.

In addition to these shenanigans, Mr Hulk (Incredible to his friends) has a few other tricks up his sleeve. Or at least he would have them up his sleeve if his clothes hadn't been shredded. As well as being able to kick, punch, jump and pick things up, he can also grab people and headbutt them, throw them or drop them. He can also pick up jeeps and telephone boxes to throw at his enemies. Not only this, but he also has some special moves which can be achieved once he has enough power. These moves include stamping on enemies, shoulder charging at speed or mashing opponents into a small ball and throwing them at other enemies.

The graphics throughout are absolutely superb. Some of the levels have colour schemes which are slightly confusing, but this is down to the faithfulness with which the Marvel comics have been reproduced. The Leader is the man



...you bet your granny it does. The Hulk will never give in to The Leader. As long as there is hope in my heart and a car-tridge in my Mega Drive I will fight on...

who is trying to defeat The Hulk, and he is backed up by Tyrannus, The Absorbing Man, The Abomination and The Rhino. Again, these are all just as fans of the strip would want them.

All of the sprites, but especially The Hulk himself, are excellent in terms of animation and appearance. Whereas in other games, that would have been enough, with The Hulk there is gameplay to match.

You might have guessed it by now, but I'm a bit of a fan of this particular game. I love it in fact. For sheer playability it has to be the action adventure platformer of the year so far. What? You don't agree with me? You know, you

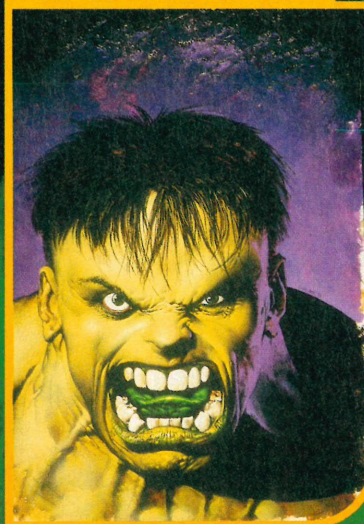
really shouldn't say things like that, because I might get angry and, er, you wouldn't like me when I'm angry, I go all... oh... oh, dear... my shirt appears to be ripping and my hands are turning green. And where did these horrendous purple trousers come from? Oh... oh dear...

SEGA POWER

Beaten into submission by the might of the great hulk, the evil foe bows the power of the might green one. "I didn't stand a chance," he was heard to say, "I was blinded by those famous purple pants."



I'm not sure whether he's been eating something dodgy, but he looks pretty rough. Look at that tongue.



The Incredible Hulk

- ▲ Huge challenging levels
- ▲ Superb animation
- ▲ Action-packed gameplay
- ▲ Loads of great moves
- ▼ Excellent and funny dialogue

Graphics

8

Sound

7

Addiction

8

Lifespan

7

Power points

Release date July
Players 1
Levels 5
Skill levels 3
Virgin (081) 9602255

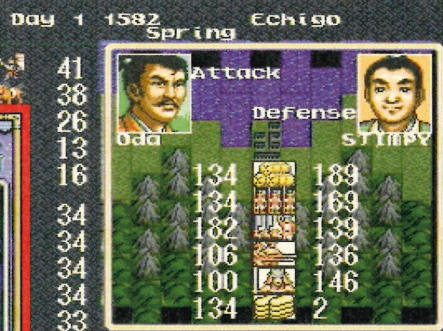
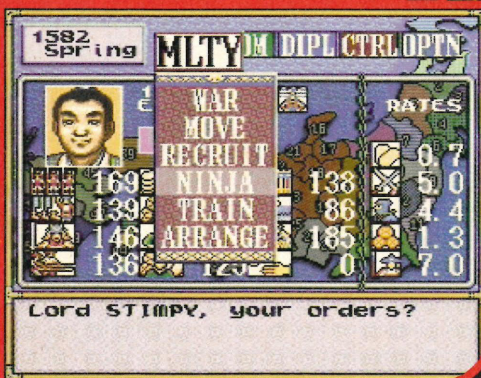
Final verdict

"Hugely enjoyable action-packed platform adventure. The best of its kind released this year."

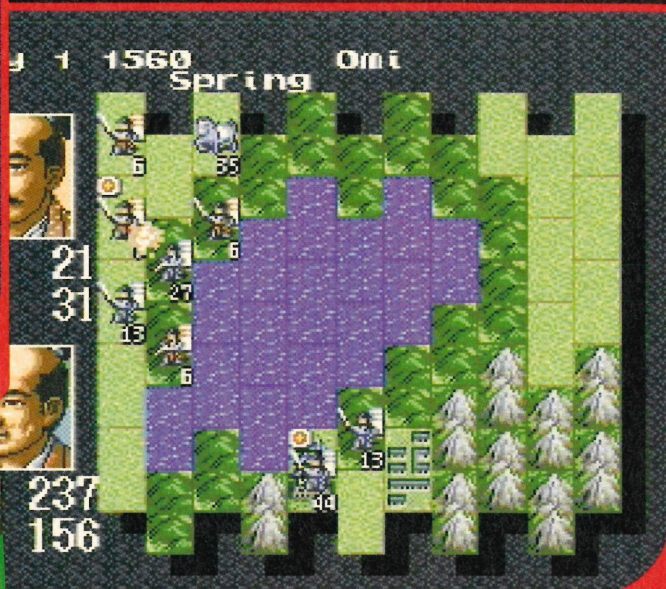
Rob

90 Percent

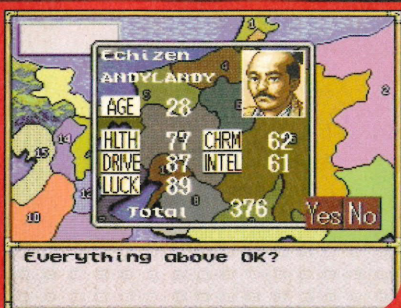
Heh heh! Look. 'Lord Stimp'y! You see, what's happened here, is that a fan of Ren & Stimpy has entered his name as 'Stimp'y! Ho ho ho...



And - titter - here he is again! What a great little gag. Ahem. Interesting looking game, huh?



Ahem... Some trees, numbers, and tokens. This morning. Oh, it's just terrible, isn't it?



"Well, since you ask... I've been recently troubled by dark, reoccurring fantasies involving Elizabeth Hurley and Drew Barrymore..."



"Hey - I know whatcha mean. I tell ya, I've been doing a lot of 'standing firm' over the last few days." (That's ee-NUFF! - Alison)

Feuding warlords in 16th century Japan? Could it be a recipe for fun and excitement? No - more like a load of statistics to play around with...

Asking the Mega Drive to wrap its tiny bits of silicon around a strategy game is a bit much really. Sort of akin to giving East 17 a couple of guitars and asking them to come back with a Therapy? record. It's not going to happen, but if it did, the resulting cock-up

would probably look like this game. *Nobunaga's Ambition* is a remarkably half-hearted affair, one of those computer games which manages to look more like a board game than anything else. One where most of the processing power is given over to shovelling statistics around rather than such luxuries as graphics or sound.

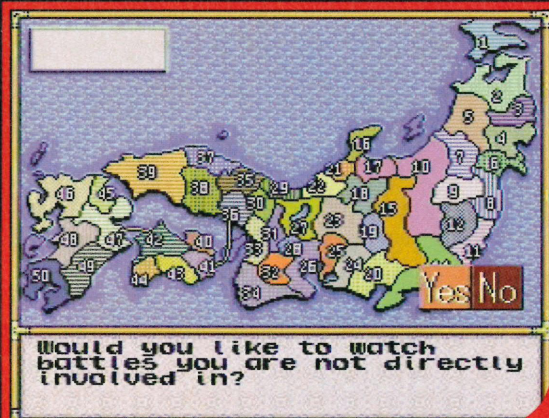
Your task is to unite Japan under your rule, befriend or crush your rival warlords (or befriend then crush them, depending on how sadistic you're feeling) and expand your territory. Meanwhile, you've got to run the territories you possess, recruit for your armies, grow and trade food, crush the peasants with high taxes or let

them flourish in a collectivist society depending on your political leanings.

The sad fact is that Koei made this game six years ago. It's wrinkled and looks in need of a pension and a good lie-down. If Nobunaga really had an ambition to be a cart lurking on a dusty shelf, he'd be more than happy with this.

SEGA POWER

- Mega Drive • £44.95 •
- US import • Koei •



NOOOO!!!! I want to enjoy myself! I want to be involved! Why *should* I be content to linger on the subs bench of life? I won't do it, I tells ya.

Nobunaga's Ambition

- ▲ 8-player option
- ▲ It's a strategy game
- ▼ Just not a very good one
- ▼ Laughable graphics
- ▼ Dull manipulation of statistics

Graphics

3

Sound

3

Addiction

3

Lifespan

4

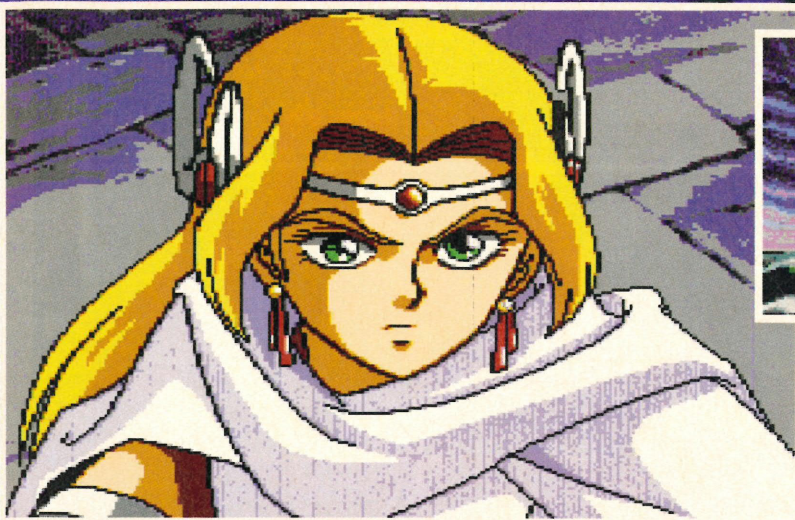
Power points

Release date... (import) out now
Players..... 1-8
Levels..... 4
Thanks to Dream Machines for the cart..... 0429 889 459

Final verdict

"*Nobunaga's Ambition* is a tiresome strategy game which plays bad and looks even worse."
Andy S.

34 Percent



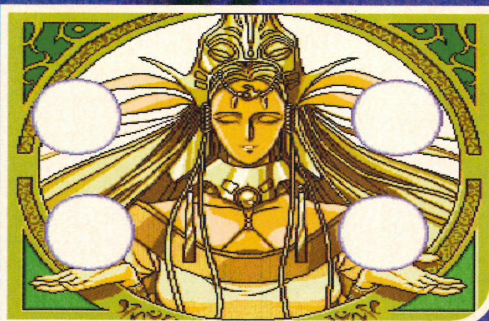
(Read these captions in a pompous American accent...) It was a time of valiant heroes. SHE was a woman. A woman with a funny tiara thingy. On.



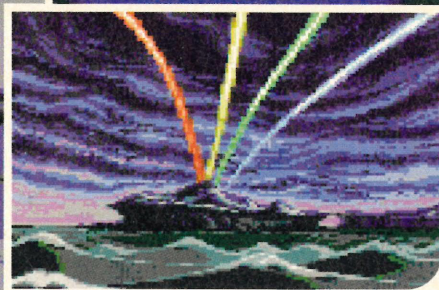
After defeating Yxxxxxyxxxxx, the mighty guardian of the post office, he ventured inside...



"Sorry, mate!" spake the funny green clerk guardian. "We've just ran out of first-class stamps."



Er... "Yes!" said the stunning princess (with many suitors). "The van broke down, guv. Can't get the staff." Etcetera.



The land was split asunder by four funny beams. Of different colours. And stuff.



HE was a man with a mission. To go down to the post office for... a stamp.

Dark Wizard

• Mega CD • £TBA • US import • Sega •

The good-looking Dark Wizard of Cheshire roams the land and bores people to death.

Grand Wizard Gilliam was the keeper of the Jewel of Darkness which contained the spirit of the dark god Arlman, and someone wages war on Cheshire, and, erm, night will rule eternally. Right, this game has three days to impress me, or I'm giving it 60%.

A dazzling intro sequence introduces a collection of mystical looking heroes and villains, all looking very Manga-esque, with kingdoms and honour to defend and great names like Amon, Krystal and Ramshaw (Okay then, you can make up your own characters!)

And that's about all the fun you'll get. Oh, apart from the music which is quite atmospheric. That's it. The strategy's pointlessly thin, the action's slow to the point of falling asleep, and the gameplay doesn't exist.

Battle is joined as dawn rises over Quentin Castle. You must outmanoeuvre and defeat the bad guys with a pseudo-Dungeons and Dragons hit points/missions/experience points/herbs/monsters/spell-casting arrangement that leaves you wondering how long you should endure it before you buy *Zelda* or

remember where you buried your old D&D stuff. How long should you endure it? Well, I gave it the promised three days and it utterly failed to impress me so - 60%. **SEGA POWER**

Dark Wizard

- ▲ Great graphics
- ▲ The maps are cool
- ▼ Pretty dull strategy
- ▼ Silly names
- ▼ Utter pointlessness

Graphics

9

Sound

6

Addiction

3

Lifespan

5

Power points

Release date ... On import now
Players One
Skill levels Easy/normal
Thanks to Dream Machines for the cart (0428) 869459

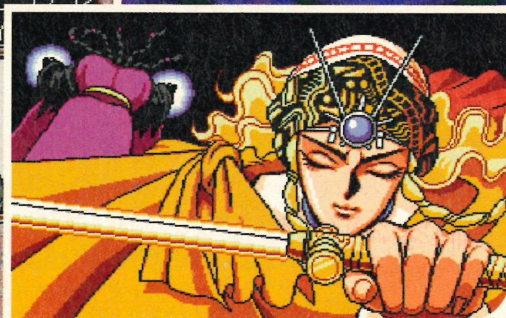
Final verdict

"Rarely does a game look so good, but fail to capture the imagination as well as this CD plodder."
Dave

60 Percent



Ooh - hang on. Sod this story thing. I can make an obvious gag about Quentin Crisp here... "We mean no haaaaaaam!"

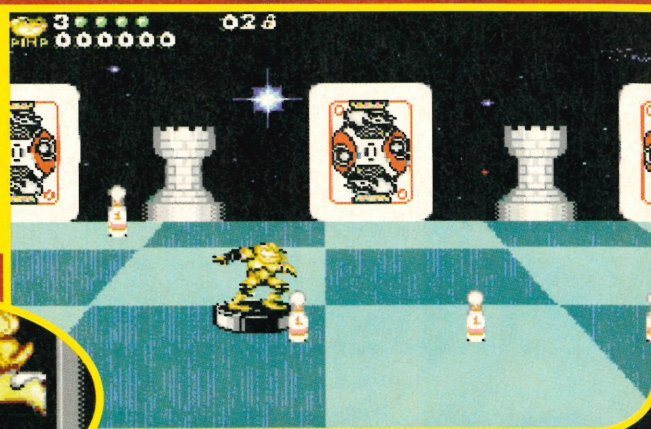


And then he was attacked by the dark witch or something. And he died. Phew.

You are now being chased by a skeleton with a big purple balloon. Another case of programmers having odd childhoods, methinks.



Knock over a certain amount of skittles to gain extra lives, dead flies, a slimy pond etc.

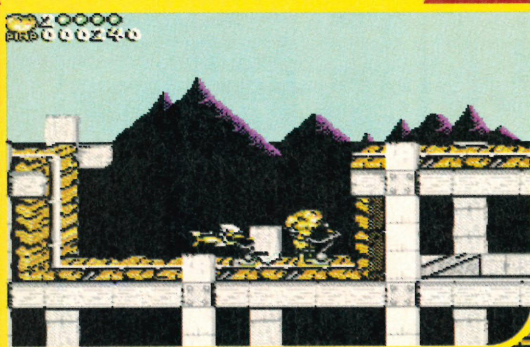


Battlemaniacs



Whoops, you and your skimmer have just parted company rather violently.

Yes, you can get followed down mine shafts. Not an English game, then. What's a mine?



Take an evil, aggressive toad, a Dark Queen, mayhem and violence and what have you got? Another Terry Pratchett book or this...

Battletoads was in its time a minor classic. A vast and rather good version of a hacking, slashing sort of game where the levels changed and mutated like chameleons. One moment

inflicting gratuitous violence, the next transforming into a driving game, that sort of thing.

Battlemaniacs is the first version of all this to put in a long overdue appearance on the Master System, but it's not the same game though. Maybe the same in style – you still play a toad going round and bashing things, flying into concrete walls on ground-skimmers etc – but everything else is different. Oh alright, it's a sequel for want of a better term.

And, as always seems to happen with sequels, it doesn't get any better. (The only exception to this rule is *Star Trek: The Next Generation* on the telly which is infinitely better than the original.

Bald Shakespearian Actors 1 – Fat Americans In Corsets 0.) Not that *Battlemaniacs* is any worse, you understand. It's just that the world has moved on a bit since then and

what was once a jolly wheeze a year and a half ago seems a bit on the naff side now. Graphically it's all rather mediocre and the gameplay, though varied enough, never really does anything particularly exciting.

Battletoads had shades of originality, *Battlemaniacs* just has shades. And, what's worse, they're not even cool ones.

SEGA POWER

Battlemaniacs

- ▲ Varied types of action
- ▲ Occasional humorous touches
- ▼ Only average graphics
- ▼ Button-stabbing tendencies
- ▼ Bit on the easy side too

Graphics

7

Sound

6

Addiction

6

Lifespan

5

Power points

Release date July
Players One-two
Levels 12
Difficult Average
Virgin 081 9602255

Final verdict

"Credible as 8-Bit platform based games go, but showing signs of rapid ageing."
Andy S.

72 Percent

Forget all this namby-pamby poncing about with punching and kicking, just get the hammer out and do some real damage.

This shows part of the *Battlemaniacs* diversion from the usual platform formula, skewing it round to vertical scrolling and descending a shaft with robotic insects trying to kill you.

Look. We must apologise in advance for the distinctly unexciting-looking screenshots on this page. The game's great. It just doesn't look too wonderful.

See what we mean? It looks dull, really...

...but it isn't! Honest! This may look like a chubby man about to fall off the edge of a ledge thingy, but there's actually loads of aliens flying around, just off-screen, trying to kill him.

DROPZONE

● Game Gear ● Codemasters ● £27.99 ● UK Release ●

'You' are Alan Drop Zone, an apprentice wizard from the nether-province of Kronn-dor. You must defeat Kryxyxx, the evil warlock... Erm, actually, it's a shoot-em-up...

If, in the early 80s, you managed to struggle free from your beige body-warmer long enough to peer over the sleek, nicotine-stained cabinet of a *Defender* machine, then you're going to enjoy *Drop Zone*. "Ooh, I'm going all funny – regretting my choice of third-year 'options', reflecting on that unfortunate

moment in the showers during PE, and reliving those fantasies about Beverley Whatwashersecondnameagain? from out of 1G!", you probably won't be muttering to yourself...

It's hard not to enjoy shoot-em-ups, really. Whereas, say, with a flight sim, you need to spend the best part of a month analysing an Encyclopaedia Britannica-worrying manual, before slashing alarming chunks of

time from your social life, feebly fumbling with the jerkily updating 'altitude' indicator, shoot-em-ups are immediate. They're a buzz. You pick 'em up straightaway, you put 'em down the second they cease to please. They're good, solid, disposable, pointless fun. And you can play this one in the bath and everything.

Here, you appear to be a bloke in a jet-pack (I want one!) who's been lumbered with the job of looking after a group of eight – ahem – 'humanoids' who potter vulnerably around the surface of an unstable alien planet. Travel laterally over the planet's surface, shoot the aliens and protect the humanoids by scooping 'em up and then depositing them at the safe – if you will – 'drop zone'.

With plenty of knowing nods to *Defender's* definitive rules of blastiness, you'll find that *Drop Zone* is varied, hectic, beautifully designed, and classically playable. **SEGA POWER** Furiously recommended.

And here, you can actually see a hostile alien life form just about to 'ave our man... Gee.

Another *Dropzone* screenshot that's never very far from looking interesting...

This is what happens when you explode! WOW! Eh? Sorry...

Look. Trust us! It's a bloody great game! Just looks a bit crap, 'sail'...

Dropzone

- ▲ It's like *Defender*, which is great
- ▲ Satisfying learning curve
- ▲ Fast, with top zappy sounds
- ▲ Small-screen fast antics...
- ▼ ...means you'll be squinting a lot

Graphics

7

Sound

9

Addiction

9

Lifespan

9

Power points

Release date July
Players 1 or 2
Levels 100
Difficulty Tough
Codemasters (0926) 814132

Final verdict

"A criminally playable shoot-em-up with seething dollops of longevity and addictive qualities." **Andy L.**

90 Percent

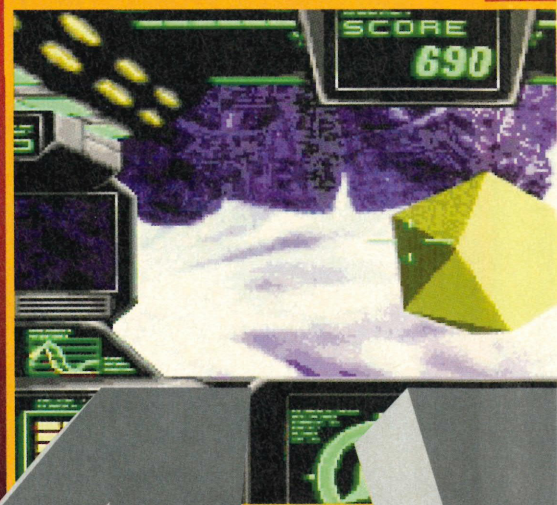
Faster, pussycat! Kill! Kill! I do apologise...

GAME OVER
YOUR BANK IS
NOT LISTED



Okay let's get this over and done with – the basic game screen shot. See that small, green thing? Well, that's what you have to control. Challenging, huh?

Incoming geometric shape. The dodecahedrons are bad enough, but wait until you see the free-floating pyramids. There's some on the opposite page.



Mega CD • Mega CD • £52.95

Things get hectic in orbit as debris showers round your fighter. So, fortunately for you, you've got 100% shields to deter the enemy. Graphically, AX-101 has some stupendous bits.



Do you have a desire to blow alien interlopers out of the sky high up in orbit above the Earth? Hmm, your name's not Picard, is it?

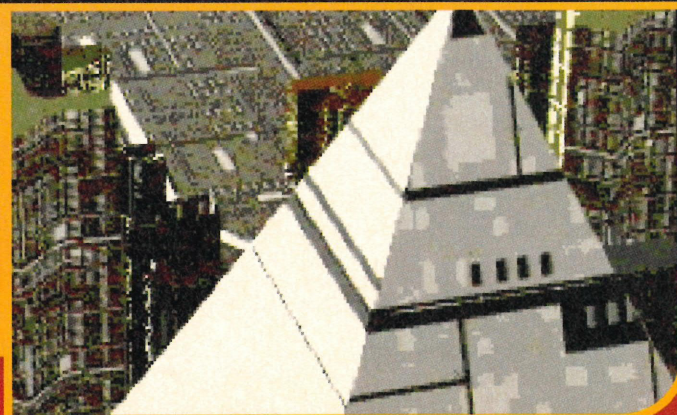
A h... the Mega CD is indeed a rather wonderful thing. Probably one of the best computer systems ever created for showcasing stunning intros to games. Rendered polygons float across the screen in the way that only rendered polygons can and in AX-101 gleaming spaceships do battle in Earth's orbit, sweeping through the grav-

This is you, probably getting a good ticking off from your boss for doing so badly on the last level and letting LA get destroyed.

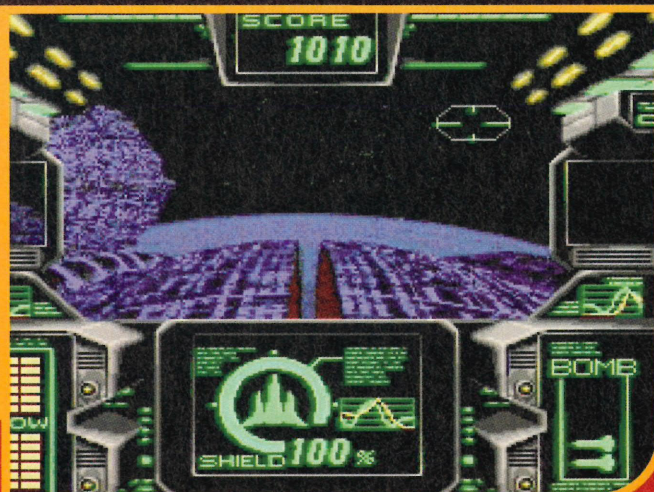
ity, well, a bit like ballet dancers of death before exploding into gossamer flame. So, and it hurts me to say it, but it is rather a pity about the game really.

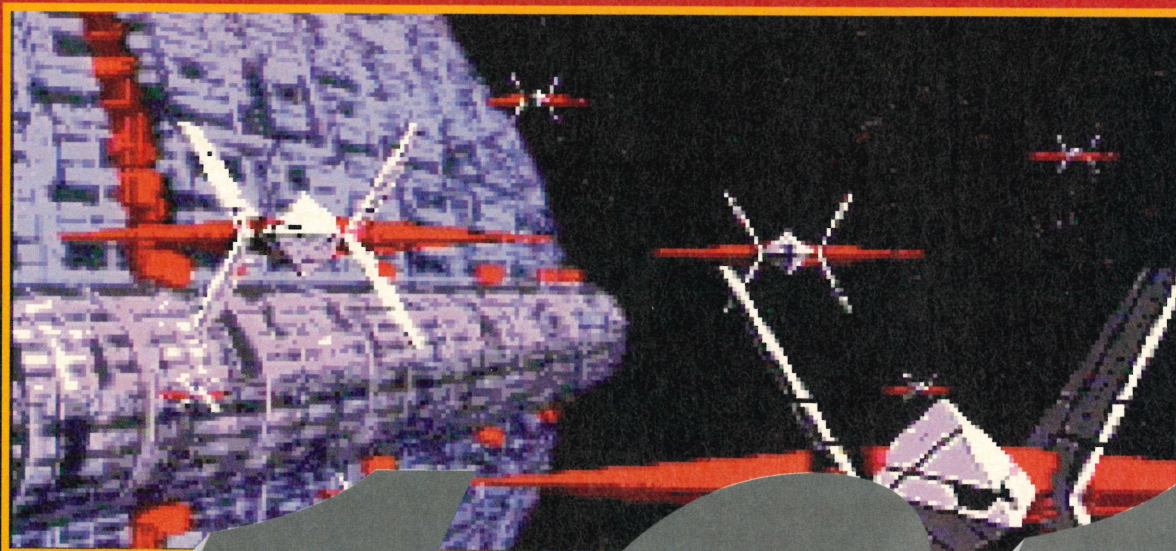
Yeah, it's the same story as per usual. Yet another game encoded onto

A pyramid towers high above a city, or is that a tower pyramids over a city, I forget which one I meant to say.



Round 1 completed, still 100% shields and a score over 1,000. I have trained you well, young Jedi. Hmm, no. That's not quite the stock caption I wanted.

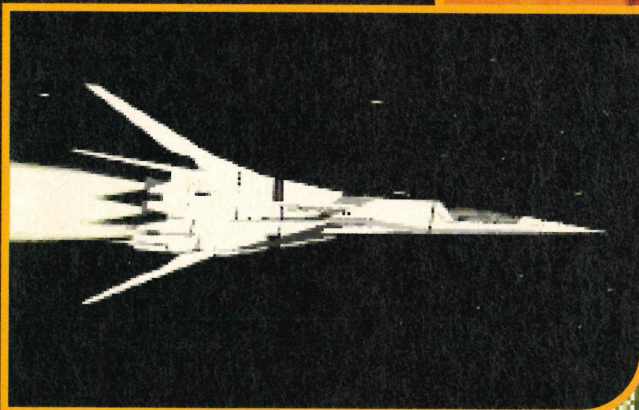




More of the intro which is, as I believe we've stated before, really rather nice indeed. These intro sequences are great, but hardly worth near-on 53 quid.

AX-101

Japanese Import



This is the AX-101. The designer wanted to name it the Buttercup, but they thought lots of numbers and letters sounded a bit harder.

compact disc, the intro to which is an almost movie-like work of excellence, but the game tacked onto it is very basic, dull and antiquated. We've seen this all too often before with the likes of *Microcosm* and *Sewer Shark*. And let's be honest, when we buy a game, we want gameplay, not *just* good looks.

AX-101 is a shoot-'em-up so simple that two-year olds and members of the Cabinet (although probably not John Patten) could work it.

You control a targeting crosshair as part of your head-up display, it flashes when you get a fix on an enemy ship, you stab the button and that's it. The ship either blossoms into a red fireball or doesn't. You either get snuffed out or you don't. The graphics are stunning,



More intro excellence as a hovering spaceship (employed by the Milton Keynes Redevelopment Committee).



Wa-hey-hey. It's those pyramids we were talking about before, floating around in free orbit. Egad, clever chappies, these ancient Egyptians.

especially as your fighter darts through the torn wreckage of a warship, just skimming across the remnants of its hull. But you just can't shake off the feeling

that you're merely a passenger along for the ride. Like *Silpheed* that went before it, AX-101 simply hasn't got what it takes.

SEGA
POWER

AX-101

- ▲ Really stunning graphics
- ▲ Cinematic intro sequence
- ▼ Repetitive, boring gameplay
- ▼ Repetitive, boring gameplay
- ▼ Repetitive... (Point taken?)

Graphics

9

Sound

8

Addiction

4

Lifespan

3

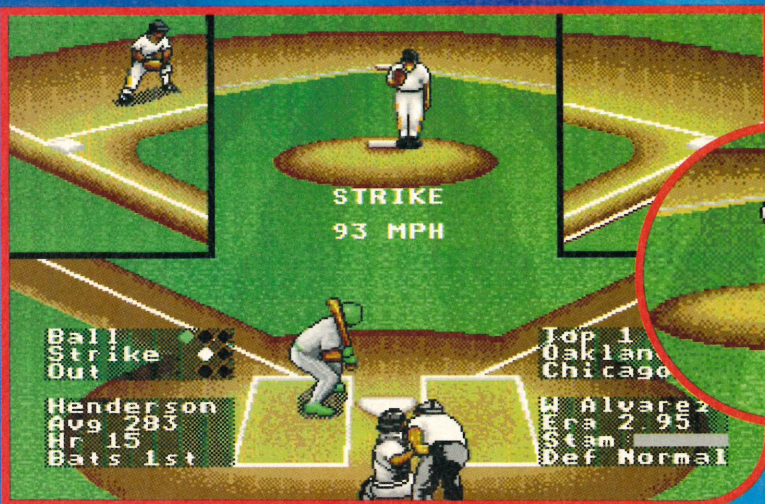
Power points

Release date Now on import
Players 1
Skill levels 3
Thanks to Dream Machines for the cart ☎ 0429 869459.

Final verdict

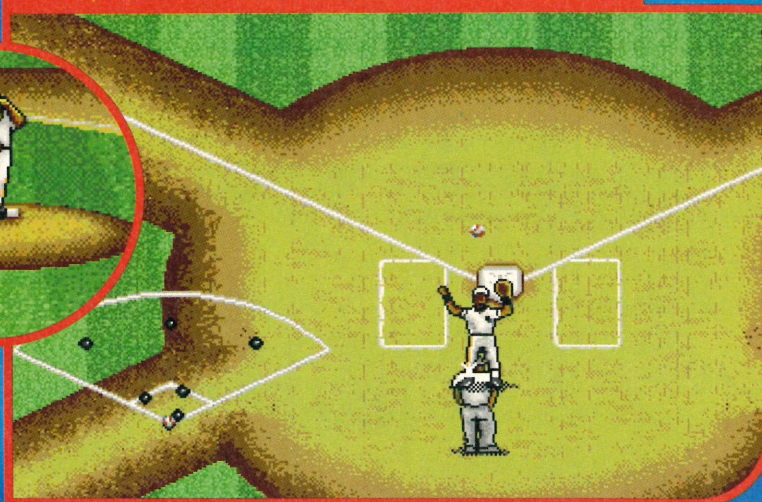
"A visually impressive shoot-'em-up which simply fails to deliver much in the way of excitement."
Andy

62 Percent

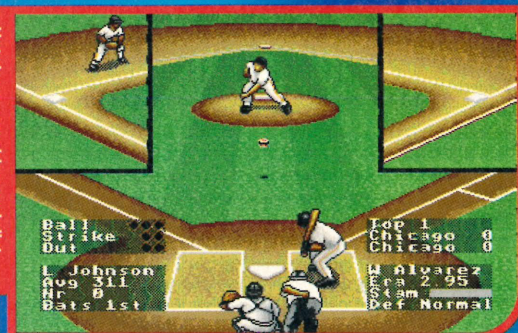


I tried so hard to get a screen grab of the strike at 94mph. It would have made the whole thing look so much better, but sadly, and not for the first time, I'm last year's model. Maybe '95 will be my year.

The pitcher scratches his head, trying to dream up the perfect shot. And hey! Arms aloft, the heroic marksman celebrates breaking the batter's kneecaps. They'll have a drink and a laugh after the game, though.



Hot dogs, sunshine and diet cola. Summer's a-comin'.



American sports are all the rage this year, and you can't get more American than the burgers 'n' hot dogs, stars 'n' stripes action of baseball. But what about RBI '94?

The format of *RBI Baseball* is the same as the '93 version – one or two players pitch and bat their way through a season of games, playing the stars (there are 800 real players!) from their favourite MLBPA teams – but the gameplay and graphics are much improved this year.

When you play through a season (which takes yonks, and is not advised unless you're a complete baseball nut with lots of time on your hands) or simply select the one-off exhibition match option, you can choose to play from 28 teams in their own stadiums. I don't know if one company's got the monopoly on the design and maintenance of baseball stadiums and pitches, but they all look exactly the same on *RBI '94*. That can't be right!

Those monotonous stadiums are illuminated with some feelgood game-

play, and lovingly enhanced by the rotoscoped animation of the pitchers, batters and fielders who go through their various motions in a convincingly lifelike manner. Well, the sprites aren't *perfectly* lifelike, but they're much more human than the stifled shuffles of *Tony LaRussa* or the bonkers robots of *Super Baseball 2020*.

The use of on-screen radars and tracking devices are becoming more commonplace in Mega Drive games (they're now even creeping into footy games!), but often they're unnecessary or ineffective. *RBI's* little white ghost of the pitch is, however, one which works, and is especially useful when you're trying to direct your fielders around the massive pitch to catch a high ball lobbed in the air by a batter's mistimed swing. When the

"S'cuse me, mate. Can you tell me which way the toilets are?" "No, hold it in till the end of the game."



See! The on-screen radar's best use is when you're fielding.



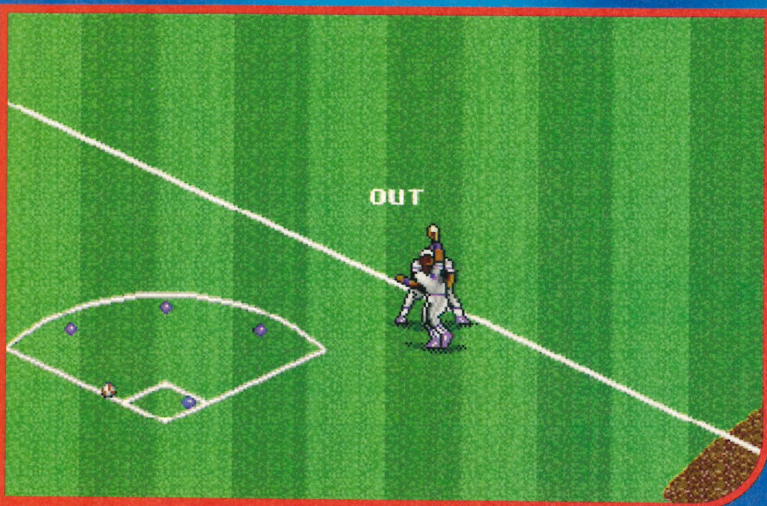
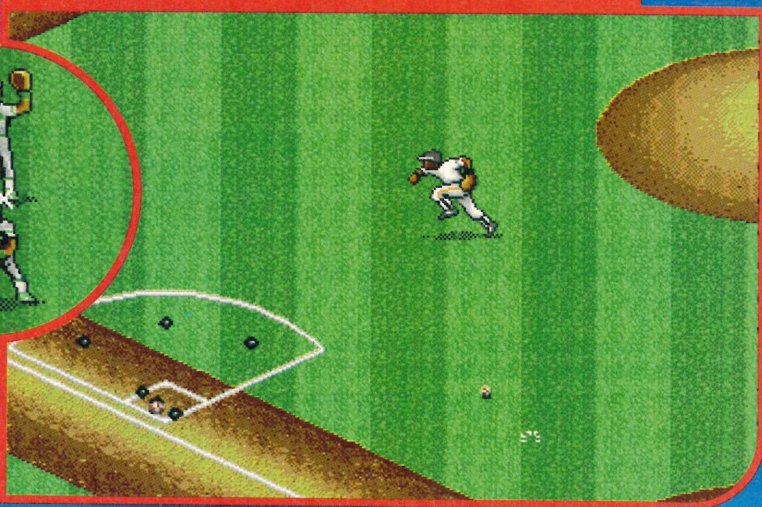
RBI '94 BASEBALL

• Mega Drive • £44.99 • UK release • Tengen •



The Sega Power team regularly get down the local park for a game of soft-ball. It's not quite as dangerous as real baseball, but then we don't have helmets and faceguards. It makes us feel good, anyway.

It didn't seem to matter whether I played a right or a left-handed batter, the majority of my shots seemed to go over here, to the batter's left. The knack's all in the timing of your swing, apparently.



And anyone that says baseball's like rounders and is therefore a girl's game had better have a go. It's fast, it's hard, it's exciting. But how well does *RBI '94*

ball is hit up high, the helicopter-camera view of the ball has an amusing perspective, with the ball filling almost half the screen on some shots! Apart from the much improved graphics and tightened, smoother gameplay, and disregarding the irritating Mexican wave and the uninspiring commentary from Jack Buck (*Who?* – Alison) the only real update is the inclusion of the full '93 season stats (which affect

how well each individual and team perform, and thus act as a difficulty level select) and '94 season play roster which makes *RBI '94* the most up-to-date baseball game available, even on import.

RBI Baseball '94 is good news for all those die-hard baseball fans who'll want to be slap-bang up-to-date with their heroes, but my worry is that there are still only a relatively small number of die-hard fans in the UK, so this update won't have the same must-buy appeal as it does in the US. This is a shame, because UK games players who haven't yet been converted to the joys of baseball will be missing out on a treat.

These two old pros are supposed to inspire you to select a good team.



High shots send the ball up, almost out of the screen. This fielder had better get his hands out of his pockets.

An all-American festival. Baseball attracts huge crowds in the States, but who'll buy this game in the UK?

TIME OUT
MENU
> SUB
Score
Movies
Music
Time In



Press pause, mid-game and the batter raises his arm and paces around when a Time Out is called. Shouldn't he be listening to the tactical team changes that you, the coach, are making?

RBI Baseball '94

- ▲ Rotoscoped players
- ▲ Pitch radar
- ▲ Smooth gameplay
- ▼ Dull commentary and music
- ▼ Too similar to *RBI '93*

Power points

Release date End of May
Players 1 or 2
Teams 29
Cart size 16 meg
Tengen 0604 790785

Final verdict

"Good looking and highly playable, deep and up-to-date. But who likes baseball over here?"
Dave

85 Percent

Graphics

8

Sound

3

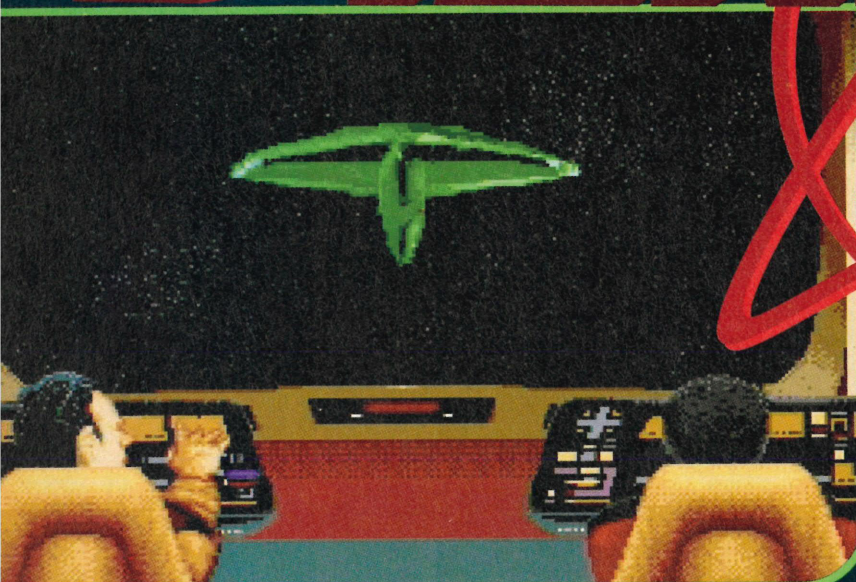
Addiction

7

Lifespan

8

STAR TREK



Captain, I don't want to cause you any undue alarm, but there appears to be a rather huge green mushroom heading directly for us.

- Mega Drive ● Sega ●
- £47.95 ● US Import ●

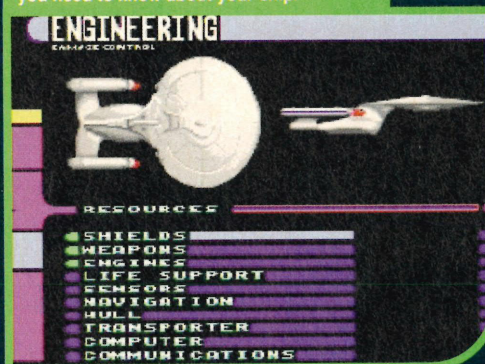
Surprisingly, intergalactic warfare led by a bald man in a tight nylon jumper makes for great TV. But you want to know about the game...

Do you fancy yourself as Jean-Luc Picard of the Starship Enterprise? Do you fancy navigating your way round the galaxy, leading awayteams, fighting Romulan Warbirds and having a pretty heroic time of it? Yeah, me too.

But I'm disappointed. The bridge of the Enterprise looks pretty good (it's the new ship from The Next Generation). If you've ever seen TNG (as the fans

seem to call it) you'll recognise the characters too. Mr Data, Will Ryker, Beverley Crusher, Geordi LaForge – they're all here. There's a computer to tell you everything you ever wanted to know about every aspect of the Star Trek galaxy. There's a navigation system too. There isn't, unfortunately, much of a game. Combat in

This is your handy computer which gives you a neat at-a-glance guide to everything you need to know about your ship.



space is a shabby shoot-'em-up affair with hopeless graphics and a low excitement factor. When you beam down onto a planet, you and your team run around in a tedious *Gauntlet*-style world where decent animation, graphics and gameplay are all totally alien concepts. "What do you suggest we do with this game, Number One?"

"Well, sir, we could bin it and have another game of *Sensible Soccer* instead."

"Make it so."

SEGA POWER

It's also unsafe to wander the streets dressed as a Trekkie in tight nylon clothing. Watch out for the fashion police.



Close inspection of this man reveals a strange physical defect.



YOU BEGIN A TIRADE CONCERNING OUR TRESPASS INTO FEDERATION SPACE. LET ME TELL YOU THAT WE ARE RESPONDING TO A DISTRESS CALL OF UNKNOWN ORIGIN.

A page from "The secret diary of a man with no hair aged 40.6792." Wonder if there'll be anything saucy over the page.

CAPTAIN'S LOG.

IT HAS BEEN TWO DAYS SINCE STARFLEET STOPPED OUR SHORE LEAVE ON HOBBSON DELTA 11. THE CREW IS COVERING UP THEIR DISAPPOINTMENT WELL AS WE RETURN ONCE AGAIN TO THE EDGE OF THE NEUTRAL ZONE. WATCH THE ROMULANS HAVE BEEN THREATENING TO CROSS.

ROMULAN HIGH



Star Trek

- ▲ Looks just like the 'real' thing
- ▲ The shipboard computer
- ▼ Rubbish space combat
- ▼ Dodgy *Gauntlet*-esque away missions
- ▼ Annoying music

Graphics

6

Sound

7

Addiction

5

Lifespan

6

Power points

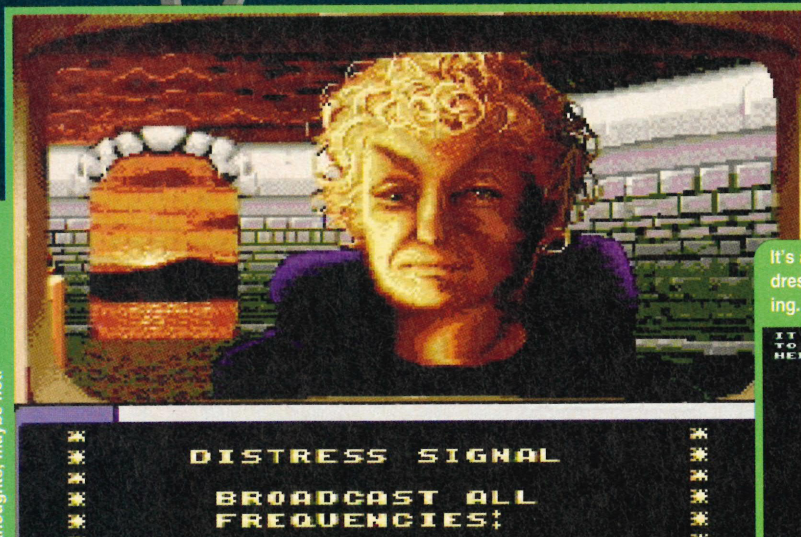
Release date ... Now on import
Players One
Levels N/A
Thanks to Dream Machines
☎ 0428 669459 for the cart.

Final verdict

"Fans of the series will recognise everything and be entertained by nothing. It's all a bit shabby, really."
Alison

52 Percent

Maybe old Captain Picard should get himself a wig like this one. On second thoughts, maybe not.



Ren & Stimpy



Now, can you guess how this buzzard is equipped for attack? He's got an evil look on his face, showing he's not to be messed with... or you'll be messed on.



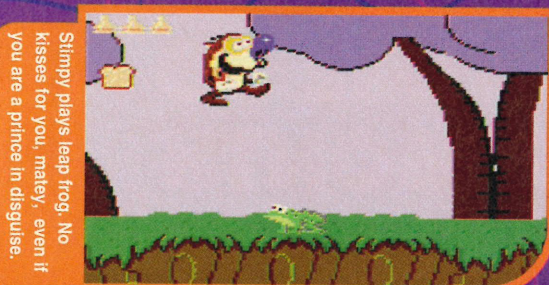
You see a lot of this if you're a bit rubbish.

Whoah! This is a nightmare! These woodpeckers don't look where they're going at all... and they're heading on a collision course for your head. Dodge them!



● Game Gear ● Sega ● £29.99 ● US Release ●

Is it really all happy, happy, joy, joy in the land of this cartoon couple? Hmm, mostly...



Stimpy plays leap frog. No kisses for you, matey, even if you are a prince in disguise.

er, live out the search for the shaven yak. This has the usual platformy levels to get across, including forest, desert, mountain and frozen wasteland.



Search about for these little TVs - they give you an extra half hit point.

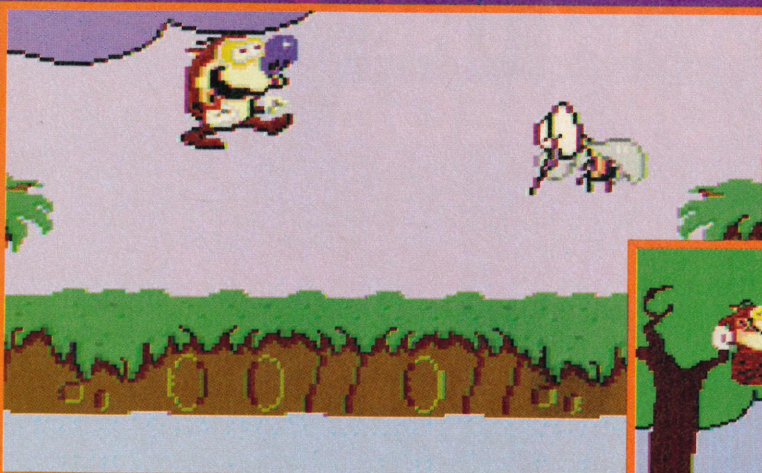
With their characteristic brand of cartoon violence Ren and Stimpy have become a cult classic. Now that they're no longer on the air, you'll be overjoyed to hear you can now,

Nothing strikingly new there, but there are numerous baddies to bash - skunks who waft their smelly bots in your direction, porcupines who shoot their spines, bees, a giant wolf, killer cacti, lizards,

snakes, goats and penguins. You can't get more varied than that. You'll need to experiment with different ways of killing some enemies, which makes the quest a bit more of a challenge. Take the bear - Ren can use an immaculately timed special jump to avoid him; Stimpy's too chubby to do a super-leap so he should spit a couple of furballs in his direction to make the old softie cry, leaving his defences down and you free to pass.

Yep, this is better than powdered toast, man. And you can take it anywhere...

SEGA POWER



There's a lesson to be learned from this - always douse yourself in insect repellent before you go out on an evening.



Hop on this log to find a special flying toast weapon.

Ren and Stimpy

- ▲ Countless enemies to defeat...
- ▲ ...with lots of bonuses to find
- ▲ It made me chuckle
- ▼ Baddies can be defeated easily...
- ▼ ...once you've sussed the pattern

Graphics

7

Sound

6

Addiction

6

Lifespan

6

Power points

Release date Out now
Players One
Levels Five
Cart size 2 meg
Sega (071) 3733000

Final verdict

"A platformer and, I'm sorry and I know I'll never live it down, but I liked it."
Alison

74 Percent

IT DOESN'T GET ANY BETTER THAN THIS!



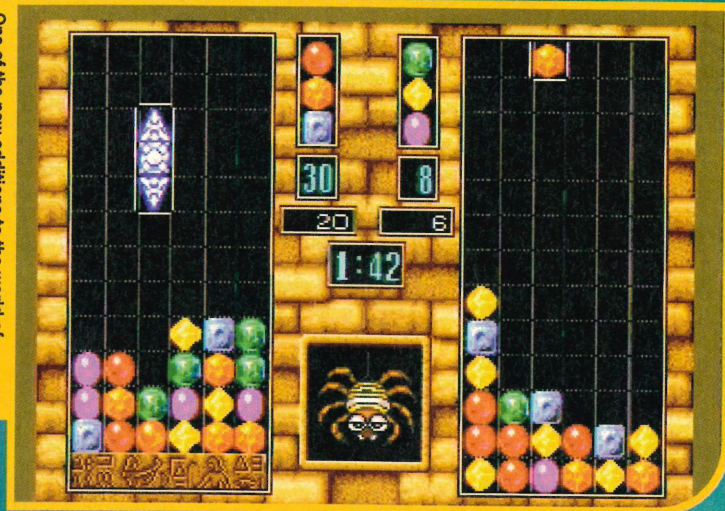
**IT'LL BE THE GREATEST
BEAT-'EM-UP OF ALL TIME SO
WHY WAIT ANOTHER MONTH
FOR THE REVIEW?**

**SEE THE EXCLUSIVE
UK PREVIEW IN THE
NEXT ISSUE OF MEGA**

ON SALE THURSDAY 16 JUNE

MEGA

One of the new additions to the world of Columns, this. These magic gems are quite rare and do lots and lots of good. Reassuring that.



- Mega Drive • £42.95 •
- Japanese import • Vic Tokai •

COLUMNS III

Telling your mates you enjoyed jewel-arranging used to be an embarrassing thing to admit to, but now they can all join in! Columns III is here!

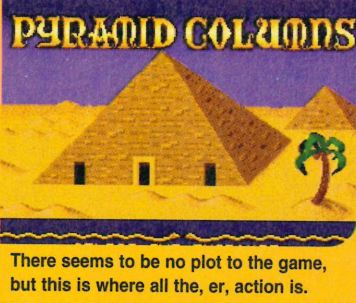
A few years back, *Columns* stormed onto the 16-bit with the same addictive gameplay and big bold graphics that made it a gem on other systems. And now it's back, in the form of the excitingly named *Columns III*.

The game has remained essentially the same – the object being to arrange the falling jewels into columns of three or more. If that sounds about as interesting as someone else's family reunion, I know, but bear with it, because the programmers have added enough new features to make the prospect of jewel-arranging a tad more invigorating. Like making *Columns III* a Sega-Tap compatible affair, so that

you and a quartet of friends can partake in five-way frolics. The playing-to-beat-your-best-score method that featured in the original has been replaced by all manner of computer opponents too.

Columns III contains some of the better elements of *Klax* and *Tetris*, but if you're not a puzzle fan, you'll probably find *Mean Bean Machine's* (SP 50: 82%) simplistic gameplay a more satisfying game. It will appeal to most people, and the option to play one of the classic puzzlers against four of your mates is a major plus point.

Overall, though, it's a basic game that's been improved on... *Columns III* could well be the most fun you can have with five people and some coloured rocks.



There seems to be no plot to the game, but this is where all the, er, action is.

Wahey! Five-player frolics with *Columns III*. Be warned, though. After this game, three of the *Power* crew resigned.



Do those chickens suspect fowl play? Ha ha, no stop I'm going to, ha ha, wet myself.



Chickophobia: The fear that somewhere, you are being watched by chickens.

Columns III

- ▲ Simultaneous five-player fun
- ▲ Satisfying 'special moves'
- ▲ Good 'n' playable
- ▼ Patronising baddies
- ▼ A weird bloke on the cover

Graphics

5

Sound

4

Addiction

7

Lifespan

8

Power points

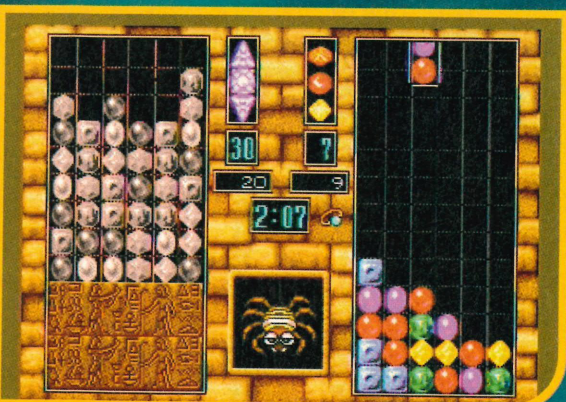
Release date ... On import now
Players 1-5
Skill levels 3
Thanks to Dream Machines on
0429 889 459 for the cart.

Final verdict

"Although lacking the personality of *Mean Bean Machine*, there's an addictive game in there."
Danny

80

Percent



One of the best things about *Columns III* is the look on your opponent's face when you play a nasty trick on them, like this...

SEGA POWER

FIDO DIDO

For some strange reason, Fido feels the need to fall onto different objects from a very great height at the beginning of every level.

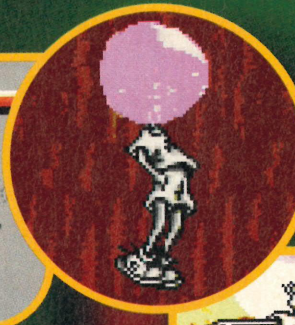


The story behind the game is that Fido escapes from the artist's pad and ends up in places like this. Very Flashback!

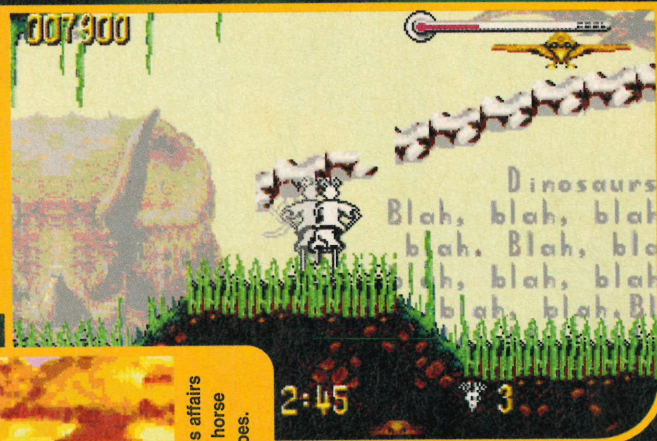
● Mega Drive ● Kaneko ● £39.99 ●
● US import ●

Meet Fido Dido, star of another beverage-orientated game. Is it the fizz or a bit flat?

One of Fido Dido's many talents includes comman-deering skateboards.



Fido suddenly develops an incredible knack for constructing dinosaurs by just spinning about.



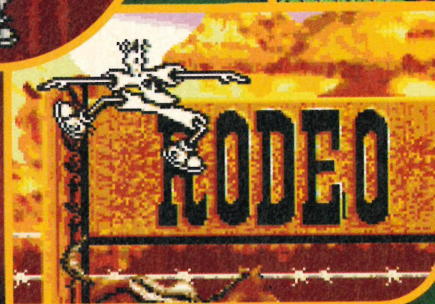
Don't you hate it when you're drinking lemonade, then somehow you manage to snort it out of your nose and it feels like it's fizzing inside your brain? Well, frankly, after only a couple of minutes of *Fido Dido* I was looking forward to playing the rest of the game about as much as the next time I had lemonade up my sinuses.

However, after I'd gotten used to Fido's long leisurely leaps and all the little beasties that do him damage, I began to quite enjoy the game, and – I hate to

admit this – my feet began to tap along with the music.

Fido Dido, in case you don't recognise him, is the little bloke from the 7UP ads. I'm not too sure what it is about lemonade and Mega Drives that mix, but it worked for *Cool Spot*, and it seems to work for Fido.

All the elements of the standard platformer are here – bouncy, slidey and



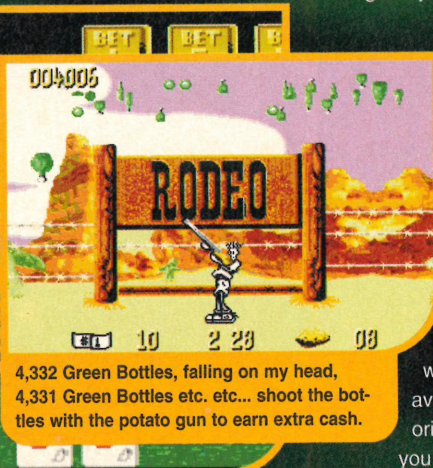
One of the bonus affairs involves a large horse and some potatoes.

nasty things, among countless other 'things' – but there's a certain something about it that sets it apart from some of the platformers we've had in the office in the past few months – a teensy element of originality. It's true! It's possible to be

surprised by what happens. Not all the time, obviously. That'd be against the principles of platform game designers, you see. In places, it's fairly hard too. Honest! Not all that hard, obviously. That'd also be against the principles of game designers.

Fido Dido is a decent, wholesome game, if a bit average. There's just enough originality to keep you amused.

Boy, oh BUY, that SPRITE's got an excellent poker face. Quite well-drawn BUY an artist, that SPRITE, I have to say. But the bonus poker game is too long BUY a mile. Nice SPRITE though. (That'll teach 7UP for all the subtle advertising they're getting...)



4,332 Green Bottles, falling on my head, 4,331 Green Bottles etc. etc... shoot the bottles with the potato gun to earn extra cash.

Fido Dido

- ▲ Decent, cartoony graphics
- ▲ Some taxing problems
- ▲ Has some original bits...
- ▼ ...but not enough
- ▼ Bonus levels can be tedious

Graphics

6

Sound

5

Addiction

7

Lifespan

7

Power points

Release date Now on import
Players One
Levels Seven
Thanks to Dream Machines
(☎ 0429 469459) for the cart.

Final verdict

"Although not a classic by any means, *Fido Dido* is a worthwhile purchase for platform fans." *Danny*

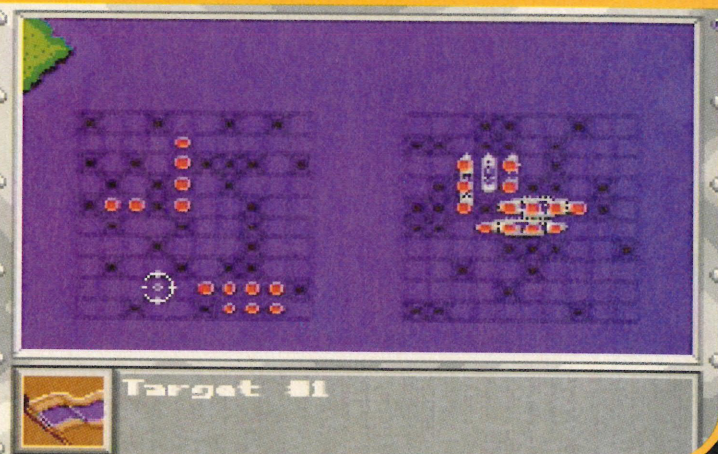
75 Percent

SEGA POWER

Right. You've read the review (that text is important, see - I have to be sensible). Now, here, I'm going to have a bit of a rant... Battleships, then... What is the bloody point? Oh, God. Why? This is a Mega Drive, for heaven's sake!!



I mean — come on! Why would you want to play a video game version of something that (in theory) is actually more fun to do in real life?



BATTLESIPS

• Mega Drive • Sega • £39.95 • US Import •

Battleships is one of the best games involving a pencil and some paper ripped out your maths book.

It's just... Ah, I don't know. Why would you WANT to play it?

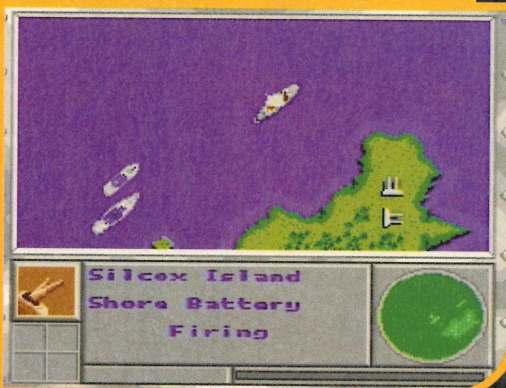


Every now and then I wonder why we bother, I really do. This really is Battleships. Bizarrely, I'm using a 16-bit video games console to play a traditional pen and paper game. I mean, really, what is the point?

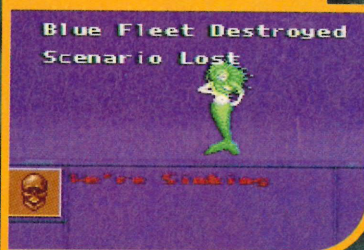
As if that weren't bad enough, there's another game here as well. It's called *Super Battleships* and, at first glance, it looks a bit like a naval strategy game. And in a way it is. Just not in a very good or entertaining way, that's all. You view your little ships from above and move them round the playing area one 'square' at a time (a bit like a

wargame). When you're close enough to the enemy ships, you can take a shot at them and the view changes to a dodgy arcade bit where you and the other ship trade shots until one sinks. 'Fun' isn't a word that springs to mind. And neither is **SEGA POWER**.

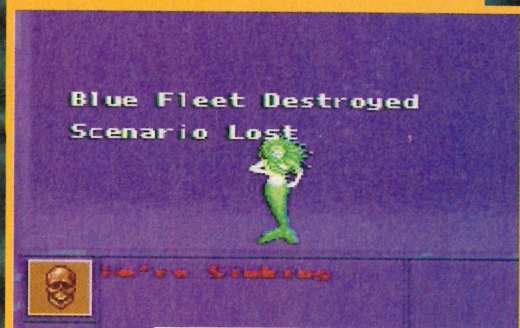
There **MUST** be something more worthy and fulfilling for you to be filling your precious hours with...



That's it. Rant over. Oh — in true Columbo tradition — just one more thing. *Don't* buy this game, eh?



That's not to say that pen-and-paper Battleships is fun, of course. It's actually deeply, deeply tedious.



Battleships

- ▲ Okay if you're on your own
- ▼ Functional graphics
- ▼ Dull sounds
- ▼ Tedious gameplay
- ▼ But who'd want to play it?

Power points

Release date ... Now on import
Players One
Levels 16 missions
Difficulty 4 levels
Dream Machines (0429) 869459

Final verdict

"Why would you want a game on the Mega Drive that you can play even better with pen and paper?"
David

32 Percent

They're kidding, right? This isn't 'battleships' as in 'd3' 'I've just sunk your battleship', is it? It's not the same game we played on countless rainy days on holiday, is it? No, really. I mean, don't these people have paper and pens where they come from?

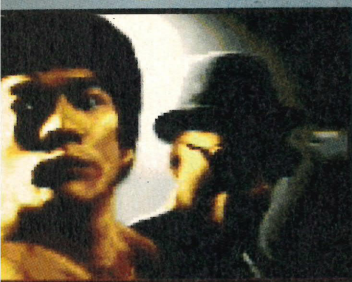


"Hey! I quite like Battleships. It's fun!" You need to step back, shake your head a bit and take a good, hard look at your life, pal.

7 RDP 162

8 RDP 162

9 RDP 162



36 7 A

36 8 A

36 9 A



stroke
yards
15mph

MORE

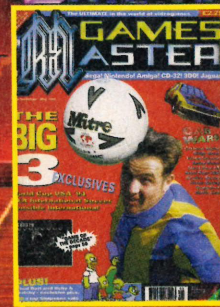
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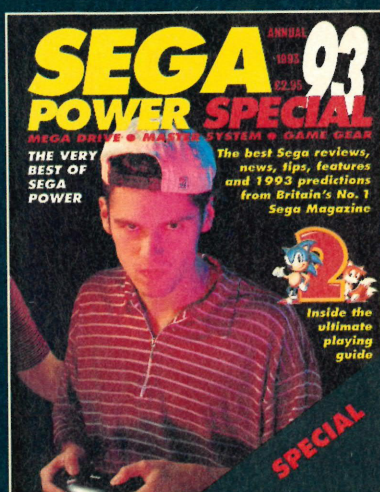


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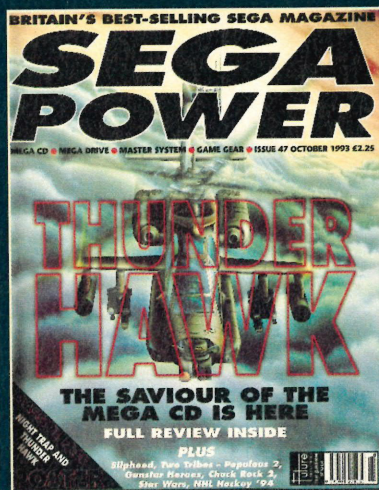
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Back issues

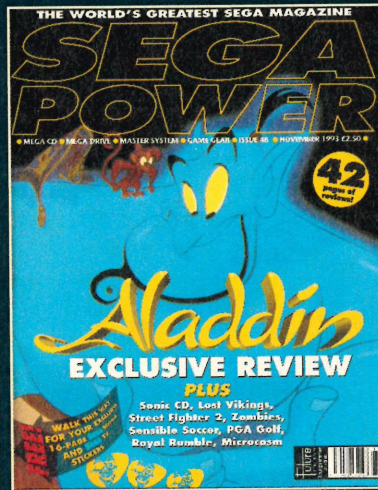
Here's your chance to catch up on any issues you've missed.



Issue 93: The best of '92 – with reviews of Road Rash, Super Kick-Off, Sonic 2, Prince Of Persia... Plus loads more.



Issue 47: Populous 2, Silpheed, Gunstar Heroes, Chuck Rock 2... Flashback and Cool Spot tips – plus massive poster.



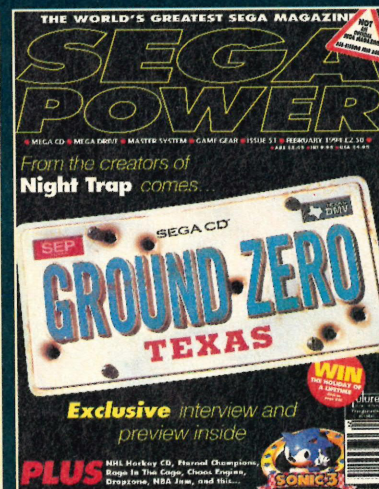
Issue 48: Aladdin, Sonic CD, Street Fighter 2, Zombies and F1 (on the Master System) – plus huge 16-page Sega games supplement.



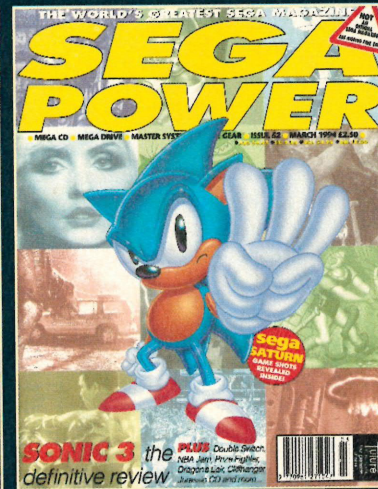
Issue 49: Demolition Man, Sonic Chaos, Sonic Spinball and Sensible Soccer. Plus our Top 100 book and huge A1 poster.



Issue 50: Lost Vikings, Mean Bean Machine and FIFA Soccer, as well as tips for Aladdin and SF 2. With huge poster and tips book.



Issue 51: NHL Hockey '94, Sensible Soccer for the 8-bits, Rage in the Cage and Legends of the Ring – plus Ground Zero Texas.



Issue 52: Sonic 3, Soldiers Of Fortune, NBA Jam, Ground Zero Texas and Jurassic Park on CD – plus tips on Aladdin and Landstalker.



Issue 53: Mystery Mansion, Mutant League Hockey, Mean Bean Machine, Road Rash and Second Samurai – plus tips on Landstalker.

Back issues DON'T MISS IT!

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Issue 54: A footie special including Kick Off 3, World Cup 94 and Ryan Giggs Champions. Plus Virtua Racing and Whirlwind Snooker.



Issue 55: Reviews of Pete Sampras Tennis, World Cup USA 94, Sensi Soccer on CD and The Jungle Book. Exclusive NBA Jam tips!



Guest tipster of the month

In a major exclusive, *Sega Power* have managed to secure the services of some top celebrities to present our Power Tips. Media stars with a secret wealth of games knowledge and they're only too happy to share it with you. First up – at absolutely no expense whatsoever, well, apart from the odd bone or two – is Levi, the official East 17 dog. So if you're stuck on a game... alright, alright, everything's gonna be alright...

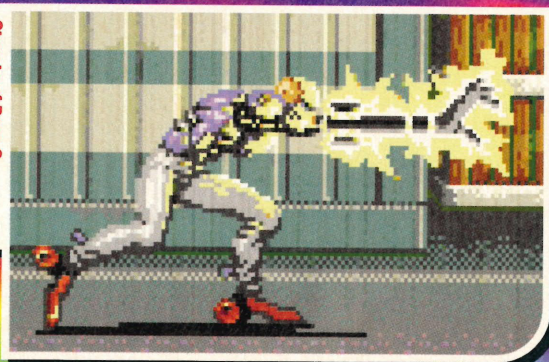
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Power

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TIPS

Streets of Rage 3
Special moves, tactical manoeuvres – all you need to know to win a fight.



Marko's Magic Football
Even Match of the Day wouldn't teach you this much about ball control.



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"It's not all fun being a celebrity dog, you know. Trailing about after four pairs of untied cat boots. Going to celeb parties, having beer spilt on my head. The only pleasure I get is barking at Take That, and seeing that girl out of Eastenders who Brian hangs out with. Sadly, I'm now so famous, I've had to go into hiding and be replaced by a logo. I used to get spaniels coming up to me, saying 'aren't you East 17's dog?' And sniffing my bum. Awful. Still, my time in hiding has allowed me to answer your console concerns, so let's get down, deep down... to tips. Cheers, and hey, it could be worse... they could've called me Pepe. Or Wrangler."



This picture is either (a) an exclusive screenshot of Virgin's new title *The Jungle Book* – starring Sonic and Tails or (b) a spurious piccie for our *Sonic 3* cheats.

quickly press Up, Up, Down, Down, Up, Up, Up and Up. If you've done it right, you'll

Sonic 3

Mega Drive

I got *Sonic 3* for my birthday, but I keep getting stuck on the second level of the second world. Is there a level select for it? Also could you please send me a copy of 'The Dirty Rotten Tips Book'? I lent mine to my cousin and he lost it.

Michael Murray, Walton

Levi says: The Second Level of The Second World? Are you rubbish or what, mate? I finished the whole thing in a couple of days with my ears over my eyes and two of my paws behind my back. If you really need it though, there is indeed a level select, which the more observant among you will have seen on the news pages last month, thanks to that Mortlock geezer. Anyway, for those that missed it last month, here it is again. Start the game as usual. Then when you hear that poncey voice say, 'Sega' – just as Sonic starts to come on screen –

hear a chime. (It is tricky, so keep trying.) Now, when you reach the screen with the one-player and competition options, press down while Competition is highlighted. Now select the new sound test option, and you'll be able to choose your starting level.

As to your request for a 'Dirty Rotten Tips Book', the answer is a resounding, "No, naff off." Ever since Karen kindly promised to give away her own copy, she's been inundated with pleas and sob stories of lost or stolen books. Well, you can pack it in, as I've just eaten the last three copies of it.

Ecco the Dolphin

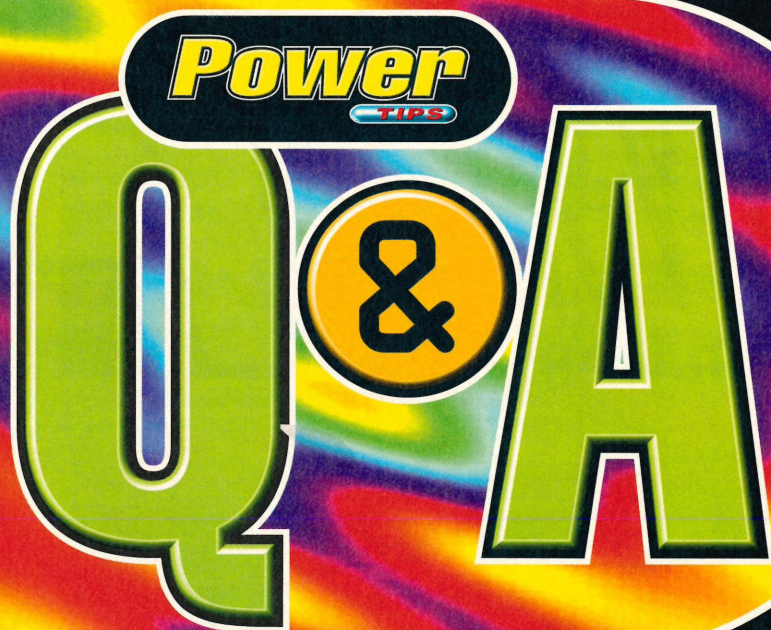
Mega Drive

Please help me. I'm stuck on the Deep Water stage of *Ecco* on the Mega Drive. I tried to follow your tips from a few issues back, but I still can't kill the Dark Asterite. Please could you print all the level codes, so that I can move onto the next level and return to some degree of sanity. If you could squeeze them into the next issue of *Sega Power*, I'd be forever grateful.

Christopher Baker, Rowlands Castle



Ecco discovers just how powerful an octopus's suckers can be. The phrases John Major and the British electorate spring to mind.



Sonic 2

Master System

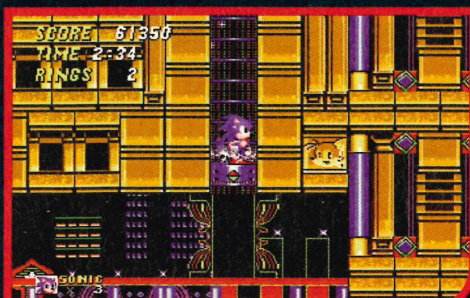
I hope you can help me. Thanks mainly to my two young children, I have recently inherited a Master System of my own. Unfortunately, I seem to be unable to grasp modern technology. The problem is I haven't got a guide for *Sonic 2*. I keep dying and don't know what to do next. Do

you have any back issues explaining the game and levels? Any information will be gratefully received.

(Frustrated parent)

Paul Thomson, Epsom

Levi says: Kids winding you up, eh? Won't tell you what to do next? Bite their ankles, mate, that's what I'd do. Alternatively, help is at hand. The crew at *Sega Power* printed a full solution to the game in *Sega Power* 42 and 43. So skip to the back issues page (page 66) and order your copies now. Failing that, you could try putting an ad in the Small Ads section. Of course, a cheaper solution would be to put a stop to their pocket money, that'd shut 'em up. Personally, I still think a quick nip at their ankles would do the job sufficiently well.



What's electric blue and goes up and down? Punchlines on a postcard, please.

Levi says: Well, I couldn't get my paws on a copy of the actual codes you want, Christopher, but I've a level select cheat if that's any help. It is? Okay, here goes.

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

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



What's blue and slides from side to side?
(I'm on a roll now.)

The Lucky Dime Caper

Game Gear

Please could you give me a level select (or any other kind of cheat) for *Donald Duck's Lucky Dime Caper* on the Game Gear? I stayed up until 10pm just trying to get through the Ice level. Please help.
Joe Edwards, Garstang

Levi says: 10pm? Is that all, pal? Sometimes I stay up playing *Sensible Soccer* or gnawing on a good bone until at least 11pm. Anyway, Joe, first of all, collect ten lives, then allow yourself to die. On the next screen, press Start as many times as you can. Donald will now have infinite lives. Now, go and get some decent kip, mate.

Wonderboy in Monsterland

Master System

I'm stuck on *Wonderboy in Monsterland* for the Master System. I can get to the last level, but the dragon is hidden away and I can't find him. Please, oh pretty please, can you reveal where the Mecha Dragon is hiding?

Nicholas Criddle, Planet Earth

Levi says: You're in luck, Nick. I wrestled long and hard with this game at one

time in the dim and distant past, just stopping for the odd bowl of Pedigree Chum. I spent many hours trying to find my way through that maze and I drew a map (it's not easy holding crayons with my paws, I'll tell you). Still, here goes.

Run right into the castle, then at the first junction head down. When you reach the shaft, drop down the right-hand side. At the bottom turn left.

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

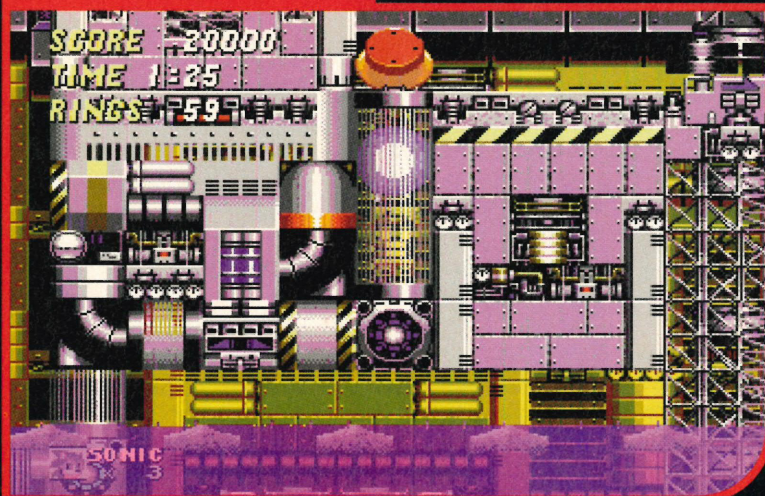
Sonic 2

Mega Drive

Please can you help me. I would like to know the level select, Super-Sonic and level design mode for *Sonic 2* on the Mega Drive. The reason why I want them, is because I used to have 'em, but they got lost when the house was knocked down.

Michael Latham, Boston

Your excuses for losing *Sega Power* tips books are getting ridiculous. Can you beat Michael's Latham's excuse?



Does anyone know where that bloody dragon is? Please tell us, so we can put Phil Stavelly out of his misery.

Levi says: Knocked down? Bad news, mate, certainly wasn't a House of Love that one, eh? Still, it's good to see your Mega Drive wasn't demolished too. Divine intervention, I'd say. Here are all those cheats you're after, Mike. And keep 'em safe this time, will you?

Level select: Go to the options screen and listen to the following sounds in this order: 19, 65, 09, 17. You should then hear a 'ping'. Return to the title screen and hold down Button A and then press Start.

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

And finally to access the level design mode, do the level select cheat, then play the following sounds: 01, 09, 09, 02, 01, 01, 02, 04. Next, highlight the stage you want to start on, then hold down A and Start to begin the game. (You'll notice that the score has been scrambled - don't worry about that as it won't affect the game.) If you now press B, Sonic will change into a piece of the scenery.

Or if you fancy something different, press A to scroll through all the objects that are available. The selected object can now be moved around the act, and a quick press of the C button will save it in that position. Finally press B to turn back into Sonic.

Super Hydlide

Mega Drive

Please, oh please, please (x1000) can you help me? You, the greatest joystick puller in the universe, are my only hope of getting some sleep at night. I recently bought

Super Hydlide for my Mega Drive, and as I've completed *Phantasy Star 1, 2* and *3*, I sat down with great enthusiasm for the challenge ahead.

Am I going mad? The game seems to have no progressive plot. I've managed to kill the monster at the top of the Tower Of Habel, and I've also found the Subterranean City in the graveyard. The people here tell me about the underwater palace and the city in the crack in

Oi!
Got a problem?

Then write to: **Celebrity Power Tips**, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Also, if you'd like a particular celebrity to share their games knowledge, then drop us a line. Next month's **Power Tips** are presented by the blonde girl out of Baywatch's washing machine.

the ground. They also speak of a dragon in the warehouse, but I can't find the two cities, neither can I find a dragon. I've searched everywhere. What should I be doing?

Phil Stavelly, Stafford

Levi says: To be honest, Phil, I haven't a clue, but I couldn't leave you in such a distraught frame of mind, and go off chasing poodles without at least trying to help. So, I'm going to throw it open to the rest of the *Sega Power* readers. Do you know what these people are blabbing about? Do you know where the cities are? Have you seen that dragon?

Send your answers in to: Games that drag on, **Celebrity Power Tips**, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. If your answer's published, you'll get a *Sega Power* t-shirt for your trouble. If you don't bother, I'll come round and cock my leg at your doorstep.

SEGA POWER

"Hi there again, Pals. Oh dear, I mustn't say that word, all this thinking is making me very hungry, Chums. Oh no... I've got food on the brain. Must stop thinking of nosh. Anyway here are some cheats, so you can of Winalot of games... Eh? Damn. Done it again. Oh look - here's Levi's sly ones for all you cheatin' gits."

for the Game Gear version of *Sonic Chaos* has finally been solved. (Well, there had to be one, didn't there?). D. Bell from Bristol is the genius who cracked the code, and so ends an eternity of man's suffering. Start the game as usual, then, on the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2, 1 and Start. You'll now be able to select your starting level, and the world will be a brighter place for it.

Castlevania Bloodlines

Mega Drive

Want to make life a bit easier for yourself? Well, when you see the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B and A. You'll now have a level select and 30 lives. Good, eh? Thanks to Simon Danscombe in Worcester for that.



Cats, eh? Don'tcha just hate 'em? They're nearly as bad as poodles.

evil man, David Roberts, hid it from the team. He was heard to mutter the words, "Perhaps now they'll get on with some work for a nice change." Fortunately, he had forgotten to relieve the *Sega Power* crew of their little Game Gears, and so,

they've been secretly beaning it away all month on their handhels.

I do the same when one of the boys takes me for a run in the park. They throw a stick, shout fetch, and I just bugger off behind a bush for a quick game of *Dr Robotnik's*. Imagine, then, how pleased they were when I received these codes through the post.

Mario Lemieux Hockey

Mega Drive

Getting fed up with players, slipping and sliding in the same old way? Well, now you can change their skills thanks to Ian Alder from Rotherham. Go to the password screen and enter ABRACADABRA2. Press Start. An error message will appear. Select Cancel and press Start. Choose Exhibition or Tournament, and then select your teams. At the Today's Match screen, use the D-Pad to cycle through the skills, and button A or B to make changes. Press Start to begin.

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

(Please note: Has Bean is the yellow bean with ears.)

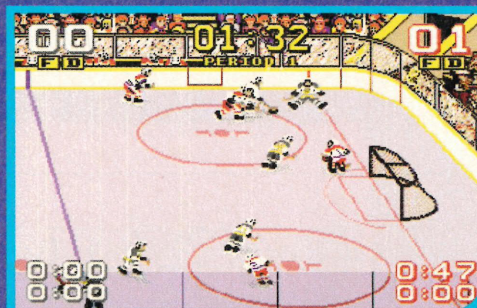
Thanks to CJ Cecconi from New Ash Green for supplying those.

Wiz 'n' Liz

Mega Drive

Forget your bananas and mushrooms, for this magical cheat all you have to do is follow these instructions. Begin the game as usual, then press Start to pause the game. Now hold down A, B and C, and press Start. (If the cheat's worked you should hear someone shout 'Yeah!'.) Now return to the option screen, and you'll be able to access a secret level called Super Wizard.

Andrew Finnegan from Bootle is the spellcaster who conjured up that one.



I wanted to be a hockey goalie, but me fangs kept tearing the face mask.

Mean Bean Machine

Game Gear

You may remember how, last month, Karen told you that the Mega Drive version of this game was her favourite blast of the moment, but no sooner had the words escaped her keyboard, than that



I used to know a rabbit. He was great, but his bones kept getting caught in my teeth.

Power Tips Cheats & Hints

Sonic Chaos

Game Gear

After aeons of desperate searching by scientists and a good deal of sniffing around local lamposts by myself, the vital problem of how to access the level select

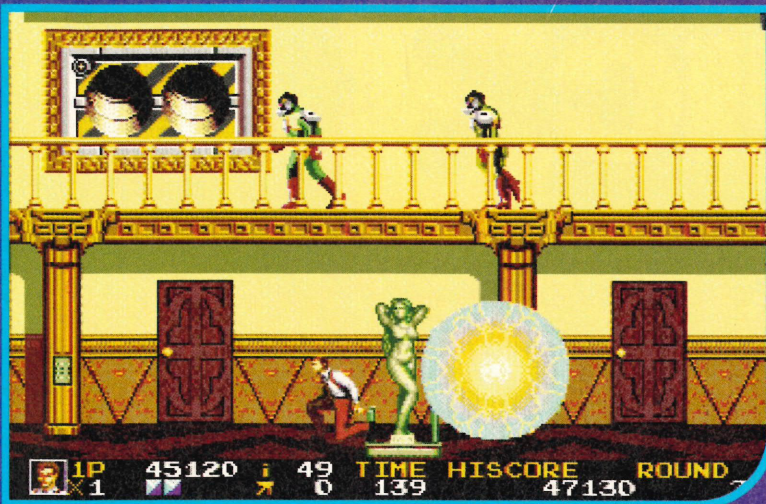


At long last - a level select for *Sonic Chaos* on the Game Gear.

Pink Goes To Hollywood

Mega Drive

Da dum, da dum, da dum, da dum, da dum, da dum, da deeeeeerrrrrrr, da, da, da. Sorry, where was I? Oh yeah, The "rinky dink" Pink Panther, I could have that poncey pink cat in a fight any day. Still, for more cheats than you shake a large pink scuzzball at, as you turn on your Mega Drive, hold down A and C on pad 1 and the B button on pad 2, then begin the game as



Is it just me, or does that statue and warp thing remind anyone else of the Nurofen ad? Just thought I'd ask.

Rolling Thunder 3

Mega Drive

To play as *Rolling Thunder 3*'s female character, Ellen, simply enter the word GREED as your password. Yup, I like that one. Thanks to Michelle Yates from Hampstead for supplying that code.

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

McDonald's Treasure Land Adventure

Mega Drive

Fancy a level select to go? You do? Well, go to the title screen and press Left, Right, A, B and C. (You should hear a sound to let you know the cheat's worked.) Now press Start and the level select will appear before your very eyes. Now would you like fries with that?



Is that a fork-lift truck or are you just happy to see me? Or something.

Keoi's Flying Squadron

Mega CD

Well, this one's been around for a while now, but there's life in the old dog (ahem) yet. Go to the option screen and press Left, Left, Right, Right, Up, Down, Up, Down, Up, Right, Down, Left, Up and Start. You'll now be able to try out a hidden game. Okay, it isn't brilliant, but hell, it's free.

NBA Jam

Game Gear

Here's some more nice Apple and Blackberry jam business, this time for all you Game Gear dunkers. To test your skills in the Power-up Juice Mode, enter the code NJTX34Y JMBDCQS. Thanks to Michael Lawton from Wokingham for that one.

Okay, that's it, apart from the Action Replay codes to the right. I'm off to collect my pay – some juicy bones and home to my cosy kennel to rest my doggy brain.



Action Replay

Mega Drive

ETERNAL CHAMPIONS

FFACAB0034 Infinite inner magic.

FIFA INTERNATIONAL SOCCER

FFFC370000 Infinite time.
FFFC4700XX Changes the number of goals for player one (00-FF).
FFFC4800XX Changes the number of goals for player two (00-FF).
FFEC3D0000 Always win the coin toss.

ROBOCOP VS TERMINATOR

FF009C0005 Infinite lives.
FFF08C0040 Infinite health (disable at the end of the level).

NBA Jam

Now, call me ignorant if you like, (in fact call me anything but a poodle) but I thought dunking was something you did with a good old East End mug of tea and half a packet of Hob Nobs. Lucky then, that Gareth Jones from Summertown and the Lawrence brothers from Cookridge wrote in to set me straight with these codes for *NBA Jam*. Go on then, fellas, shake my rim...

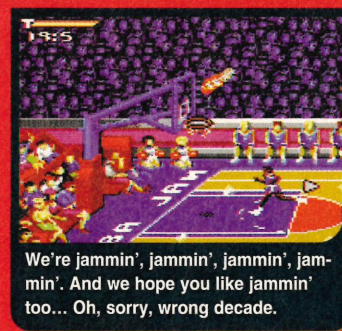
Go to Tonight's Match Up screen and do the following to access the corresponding power-up modes...

Juice Mode

Tap any button (A, B or C) 13 times, then hold down B and C until the game screen appears.

Power Up Defence

Tap any button four times, then hold down A, B and C until the game screen appears.



We're jammin', jammin', jammin', jammin'. And we hope you like jammin' too... Oh, sorry, wrong decade.

Power Up Turbo

Tap any button five times, then hold down A, B and C until the game screen appears.

Intercept Power Up

Tap any button 15 times and rotate the D-Pad until the throw-up.

Dunk Power Up

Tap any button 13 times and rotate the D-Pad until the throw-up.

If you fancy a bit of a laugh, why not try introducing a new set of characters to the game? President Bill Clinton, Vice President Al Gore or what about the mad bunch who programmed the game? Well, they're all in there. Simply go to the screen where you are asked whether you wish to enter your initials for record keeping, and select Yes.

Now enter the first two initials from the list below and put the cursor over the third initial, but don't enter it. Instead, hold down Start and the indicated button.

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

Master System

SONIC CHAOS

00D29903 Infinite lives.

KLAX

00C09F00 Infinite drop meter.

MORTAL KOMBAT

00C40B07 Infinite continues.

Game Gear

SONIC CHAOS

00D29C05 Invincibility.
00D29C99 Infinite rings.
00D50410 Makes Sonic run backwards.
00D50C95 High Jump.
00D51830 Rocket Jump.
00D74000 No enemies.
00D160C8 New level.

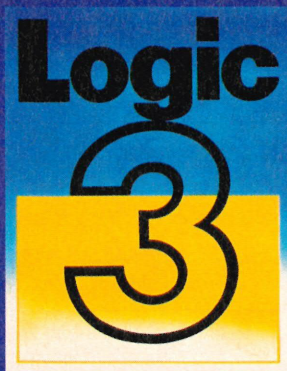


One too many pickled gherkins and you too could live in a world like this.

Spider-Man vs The Kingpin

Mega CD

Are you the sort of geezer who enjoys dressing up in masks, pretty tights and red body stockings? Are you a member of Take That or what? You'd better get yourself off to the doctors quick sharp, if you ask me, but before you rush off, why not indulge your fetish with these lovely level codes...



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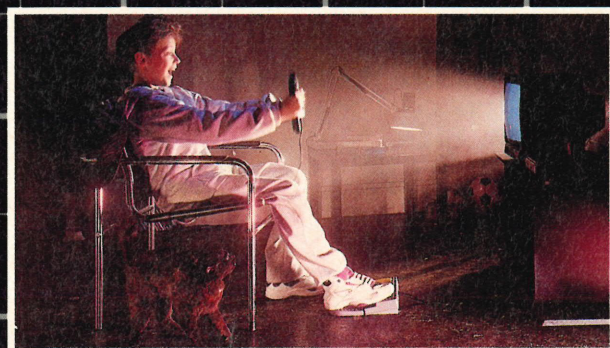


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- Six button version for Sega available end '93.

Model No. JT 360 For Super Nintendo
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FreeWheel

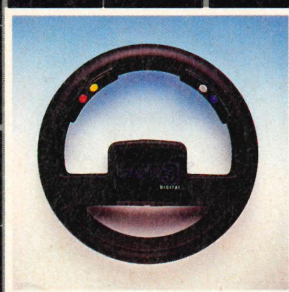
Can you imagine Nigel Mansell using a joystick to control his car around a high-speed track? Probably not. That's why we came up with the FreeWheel. Just plug it into your computer joystick port and experience the real sensation of driving!

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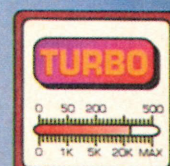
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Streets

We all love a good beat-'em-up and *Streets of Rage* has an excellent pedigree. Not surprisingly we gave the game a very respectable 83% when we reviewed it in the last issue of *Sega Power*. And now, following the natural course of things, we've come to the time where we tip the game.

We'll be giving you a guide to each of the characters, pointing out their strengths and weaknesses, the info on the hidden character and a map for each of the levels.

Of course, if we're going to be honest, this is not the hardest game in the world, is it? So, the first tip must be to change the difficulty setting to hard and leave it there – trust us, you'll enjoy the game a lot more.

Okay, this month we're kicking off with advice on each character's special moves. Next month we'll give you the maps – with all the bonuses, too. Right, let's get down to some punching and kicking...



Axel

Height: 189cm
Weight: 73kg
Power: ●●●
Technique: ●●
Speed: ●●
Jump: ●
Reach: ●●

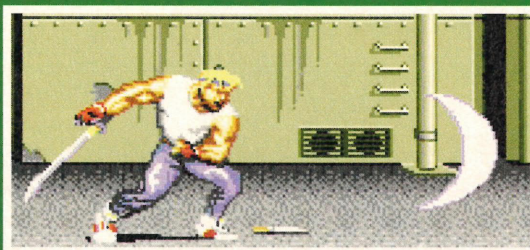
SWORD SHOT – Direction + A

Another of the sword special moves, this will fire off a flame from the blade of the sword. It's excellent for attacking enemies from a distance, but it will drain a lot of energy.



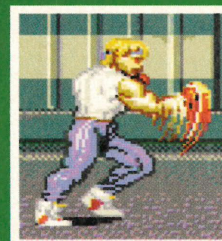
DRAGON WING – A

An excellent move for getting away from the enemy. Watch out, though, as it will take up quite a bit of your energy if you don't use the power bar.



FLAMING PUNCH – Direction x 2 + B

The most powerful attack that Axel can do, but also the most draining. Use only in tight spots and you'll find it'll get you out of more sticky situations than a chain of garlic at a vampires' convention.



FLAMING SWORD – Direction x 2 + B

Each of the characters in *Streets of Rage 3* has a couple of special moves which involve one of the objects you come across throughout the course of the game. Axel's main object is the sword, and this flaming sword move is one of the two that you can do.

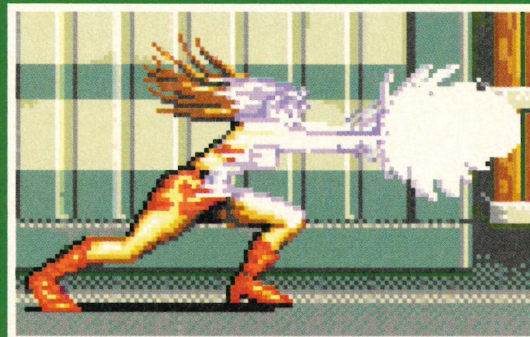
RAPID ATTACK – Direction + A

This is the basic extra move and it's really quite weak. It will get you out of most situations but it's better to use a stronger move – if you have the power bar, of course.



Blaze

Height: 167cm
Weight: ??kg
Power: ●●
Technique: ●●●
Speed: ●●
Jump: ●●
Reach: ●



FIREBALL – Direction + A

This works much in the same way as the special move in *SF2*. A fireball shoots out from the palms, incinerating anyone in its path. Very powerful.

FLYING KNIVES – Direction x 2 + B

Blaze's special weapon is the knife. She's got a couple of superb moves with it. With this one she leaps and swipes with the knife at the same time.

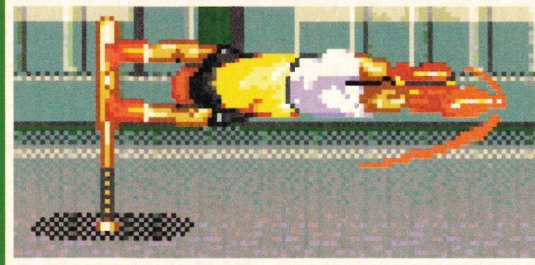


of Rage 3



Skate

Height: 147cm
Weight: 40kg
Power: ●
Technique: ●●
Speed: ●●●
Jump: ●●●
Reach: ●

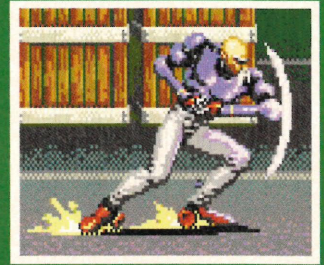


BAT SWING – Direction + A

Skate is a bit of a dab hand with the ol' baseball bat. One of his special moves involves spinning around it, knocking flat anyone in his way.

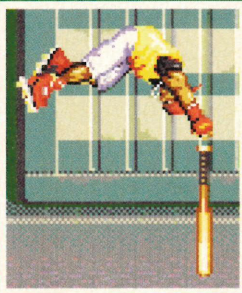
ROLLING PUNCH – Direction + A

Do you remember those battery-operated robots that used to trundle across the lino (they never worked on carpet, did they?) waving their arms around and flashing? Well, that's what this move looks like. Without the flashing. It is rather good, though.



ROCKET SLIDE – Direction x 2 + B

As far as decent moves go, this has got to be one of the better ones on offer. Zan scoots across towards his opponent, a screen of white flame in front of him. It does drain your energy a bit, though, so make sure your power bar is up to it. Those shoes must nip your toes a bit, though.



BATAVAULT – Direction x 2 + B

This bat move is similar to a pole vault. Skate uses the bat to fly through the air. Good for long range attacks.



BREAKDANCING – A

Who said breakdancing was dead? Probably the stiff who's just been clubbered about the head by this special move. The perfect manoeuvre for getting out of a tight spot. Don't try this one at home though, it plays havoc with your back.



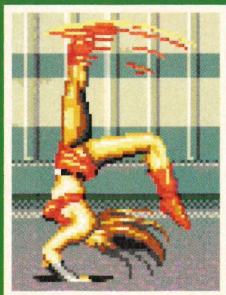
SPINNING ATTACK – Direction x 2 + B

A peculiar move this one, but it's pretty effective. Skate jumps in the air and spins across the screen. It works well and it's perfect for long-distance attacks.



FLAMING BOWLING BALL – Direction + A or Direction x 2 + B

Zan is fortunate enough to be able to use any of the objects for his special move. As soon as he picks one of them up, his fist turns into a glowing ball which can be thrown in the path of the enemies.



SOMERSAULT – A

With this move Blaze can spin around 360 degrees while kicking out at the same time. It's a pretty average move, though, as far as attack goes and it will drain her strength somewhat.



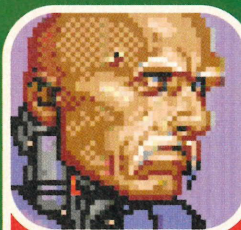
KNIFE SWIRL – Direction + A

Much like Axel's 'rapid attack', this move from Blaze is good for close combat, but a bit of a waste of time otherwise. Save it for emergencies.



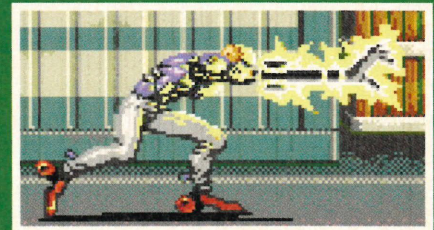
FLAMING FISTS – Direction x 2 + B

Another one of those excellent 'now, get out of that' moves. It doesn't drain much energy and works best when the opponent is close up.



Zan

Height: 201cm
Weight: 151kg
Power: ●●●
Technique: ●●
Speed: ●
Jump: ●
Reach: ●●●



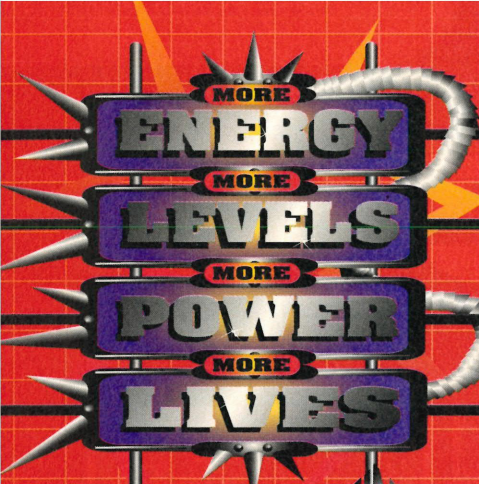
ELECTRO ARMS – Direction + A

A good attack move that doesn't drain an awful lot of energy. Spot on for attacking advancing baddies.



ELECTRO SHOCK – A

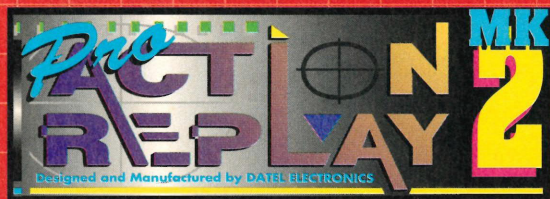
A bit over-the-top perhaps, and a large drain on your energy. The Electro move is effective at a close range, but you're better off finding a more 'middle of the road' move for constant use.



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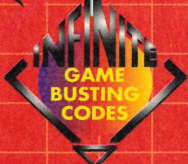
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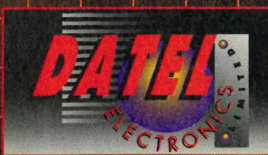
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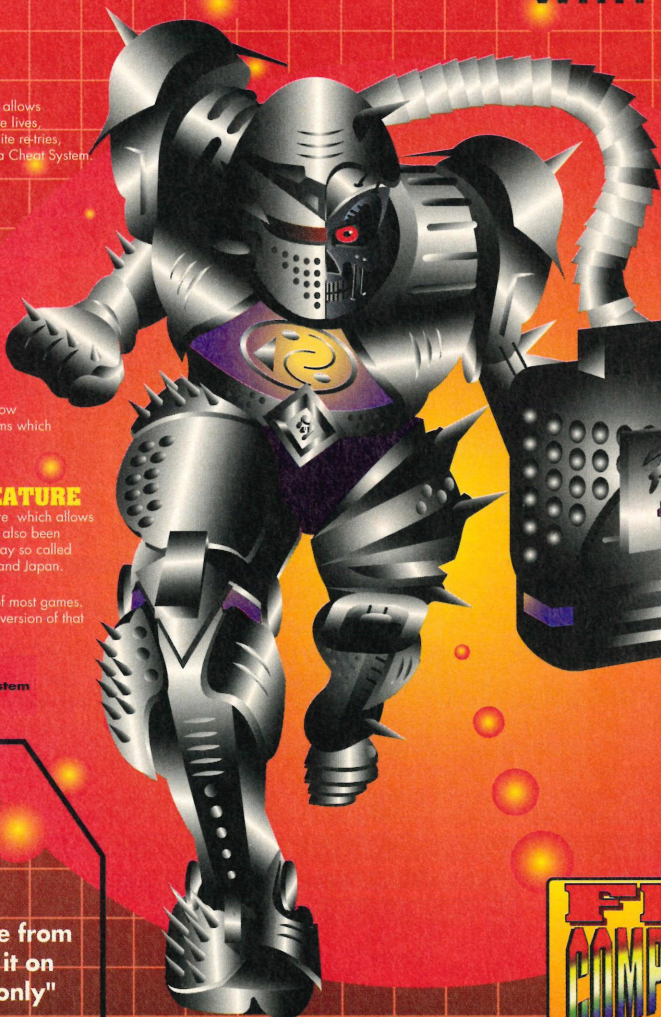
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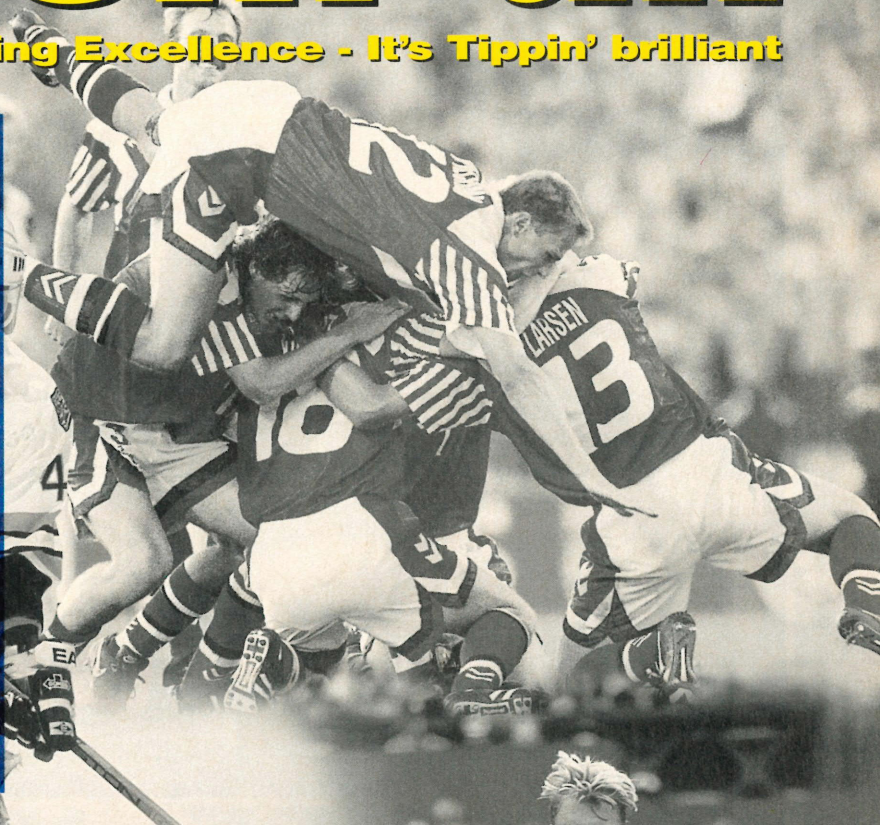


Beat-'em-all

With Sega Power's Guide To Sporting Excellence - It's Tippin' brilliant

Summer's here and the time is right for closing the curtains to block out the sun and getting your mates round for some hot four-player sports marathons. So, get on a sports tip with us and trash yer mates at every console sport known to man.

We've got a page each on the skills and techniques we've perfected for John Maddens '93, FIFA International, NHL '94, Sensible Soccer and Pete Sampras Tennis. There are also tips and cheats for NBA Jam, Bill Walsh, PGA Tour Golf... in fact if you play it, we'll tip it. Don't settle for second best, read on and be simply the best...



SPORTS TACTIX SPORTS TACTIX SPORTS TACTIX

Who says it's not the winning that matters? Rubbish, of course it is! Nobody at Sega Power wants to be second best, and we don't want our readers to lose especially to people who read inferior mags. So, we've taken the time to compile some top sporting hints and cheats...

BILL WALSH COLLEGE FOOTBALL

This one's for *Bill Walsh* on Mega Drive and Mega CD. Choose the Miami '91 team - they've got one of the hardest defences about. When playing offence, use the Play Action pass or the ordinary Play Action and you should normally advance 35 yards or so without much bother at all. Also, when passing, choose the player in box B as he's generally in the clear.

As for the defence, use the two Cheat plays (left and right) and choose either number 8 or 31, as these two stay away from the pack. Concentrate on picking off receivers and let the computer-controlled players handle sacking the quarterback and runners.

JOHN MADDEN FOOTBALL

Select a field goal on the fourth down and aim either far right or far left for the side line. If the ball lands on it, you'll get three points. A nifty little trick, but then again you could try kicking the ball between the uprights.

The ultimate goal in American football is to reach the Superbowl, so if you can't get there you're stuffed, right? Wrong. Here's a whole bunch of codes to get you to the finals in the original *Madden*.

BOBOG5HJ
DGDGKZ62
DSBJR2TY
CPFNZDSN

Washington v Buffalo
Green Bay v Buffalo
Green Bay v Oakland
Oakland v Minnesota

DKB1RXSC
CZY040HZ
BHL5ZO6D
BH5YRKD8

Detroit v Oakland
Detroit v Kansas
Detroit v San Diego
Cleveland v New Orleans

CSS2LS17
B6BLCL3H

Phoenix v Houston
Phoenix v Buffalo

MADDEN '93

Neat and tidy and straight to the point.

Codes:

0465100 Quarter finals
0075121 Semi finals
0475352 Superbowl

MADDEN NFL '94

When you're watching highlights of another game, just wait until one team

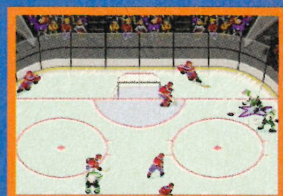
NHL Hockey '94

A – Check back to score

Probably the best way to score regularly, once you've got this one perfected you really will be a match for anyone.



1 Come from behind the goal like this, or skate to the goal-line and check back.



2 Stop here and turn to get the right line to come back across the face of the goal.



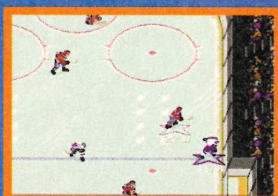
3 When you reach the correct point at the top of the D, the net-minder will start to commit himself, so you should press C to shoot.



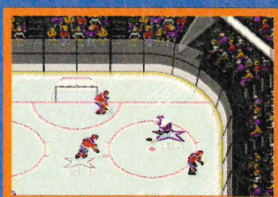
4 Keep the pad left once the shot is dispatched and it should slot beautifully into the gap the keeper leaves.

B – One timer

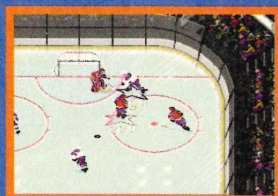
When you get the first time shot right it's impossible to save, and so combined with the Check-Back method you'll be NHL king.



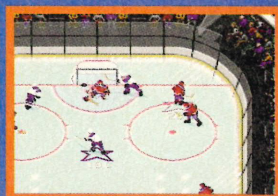
1 Take either your Defencemen or Wingers down the side of the rink to the goal-line. Make sure you don't use the Centre for this.



2 When you reach the line, turn round and be ready to shape for the pass.



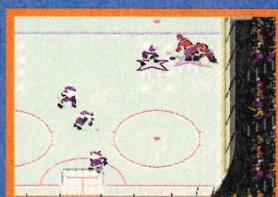
3 Now pass back across the D even if there isn't a player there at the time and the Centre should be skating in to meet the pass. If you hit along to the far post it will be the opposite Winger.



4 A quick press of C and the player will hit an unstoppable first-time slapshot.

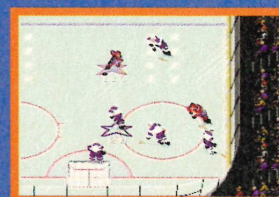
C – One on one

This requires a fair bit of practice, but is a really showy way to score if you're already romping your way to victory.



1 Best to use your centre on occasions like this as they

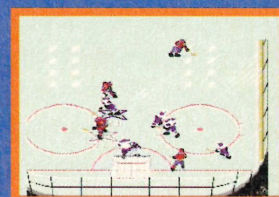
have the most skill for beating defenders like this.



2 Here you can see him change direction and come at the keeper.



3 He shapes to shoot just as he seems to be gliding away from the goal.

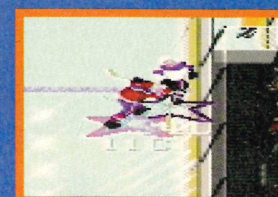


4 The keeper moves towards him and he just slots it past the keeper into the far corner. Gorgeous.

D – Body checks

Of course, you can't score if you haven't got the puck. So, some brutal violence is in order to get hold of the thing. The best method is to select your player a little way from the player in possession. Then anticipate

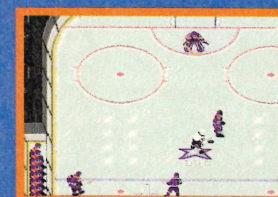
where he is heading and aim to crunch him in a particular spot. A quick burst of speed combined with a push of C and he should end up in row C with the spectators...



... like this...

E – The Gretzky factor

If you can't master any of that, then try playing with Los Angeles and use Mr Wayne Gretzky as much as possible.



1 Even when he shoots from miles out like this...



2 ...the power of the shot will be enough to beat most of the keepers. Not a bad little tactic, eh?

scores the winning points and then press Start. You'll find that the team which should have lost, has won. This is useful for knocking out those scary opponents in the play-offs.

EA HOCKEY

Here's a simple scoring tip for the original ice hockey game. Skate in a straight line towards the keeper, press button B and watch the puck go right through his legs. If you're still having trouble getting to the final, enter this code to play USSR versus the USA: HKT82Y93JDB7G435.

NHLPA HOCKEY '93

Here's a real gem of a cheat. Play a game and start a fight as soon as possible to get a couple of your players sent to

the Sin Bin. Then Pause and enter Edit Lines mode. Now change all your players and go back to the game. When the Sin Bin time is up, you'll have seven players on the ice. Not bad, eh?

It can be a tad frustrating in one-player mode when the troublesome netminder won't let you score. So, let's get rid of him. Plug in a second joypad and smash the offending netminder. He'll stay out of the game and won't be replaced. Hurrah for hockey violence, sorely missed since the licence came along.

NHL HOCKEY '94

For a chance to control the netminder, put the line changes on and start a game. When your netminder gets hold of

the puck, press A to bring up the changes. Press Up and he'll leave his area. When he comes out you can move him around.

FIFA INTERNATIONAL SOCCER

On the control set-up screen, give control of the team you want to play against to pad two, and change all the line-up, formation and strategy, then give control back to the computer. You could, if you're feeling particularly naughty, use this opportunity to score a couple of own goals for the second team, giving your team a head start.

Picture the scene. You're sat precariously on a one-nil lead over Germany in the

semi-finals, there's a minute and a half to go and any idea of sportsmanship and fair play have gone out of the window – all you want to do is get to that final. Okay then, get the ball and press A to header it. Keep pressing A until the final whistle and they won't be able to get the ball off you.

EUROPEAN CLUB SOCCER

If you type in QUITTER on the password screen it's possible to quit a game without actually losing it. Handy, eh?

Also try entering this password: THREE SHREDDED WHEAT (with a separate word for each line) and your player will find that he has super-human shooting abilities.

SPORTS TACTIX SPORTS TACTIX SPORTS TACTIX

FIFA International

A – Easy! Easy! Easy!

Not particularly sportsman-like, but then who cares about that? If you're desperate for a goal, this is a great way to score, especially against the computer.



1 Move your man right in front of the keeper whenever he plans to boot it up the pitch to his team.



2 The goalie will try to kick the ball right through your player like this.



3 The ball will, not surprisingly, bounce off your player and in this case over his head towards the goal. Sometimes

it will fall even more nicely for your player.



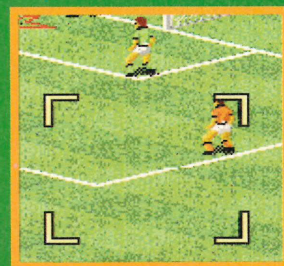
4 Now press C to run after the ball before the keeper can react and then control the ball like this.



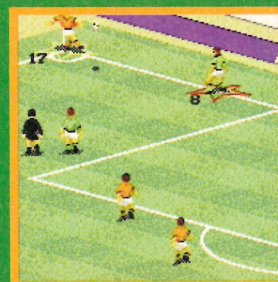
5 And gleefully ram home into an empty net. Easy!

B – Corner kicks

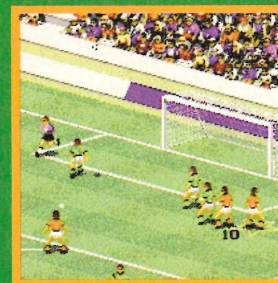
This one largely depends on which team you're playing for and against. We found that Holland were pretty smart at the old corner kick routines.



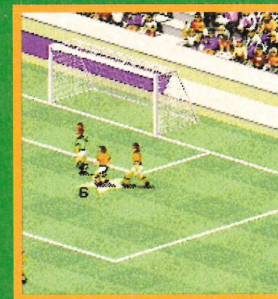
1 You should aim to hit the man at the far post when lining up the kick.



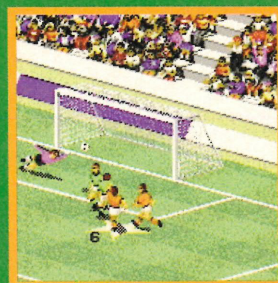
2 Press C and the taker will hoist the ball high into the penalty box.



3 The goalie comes out to collect, but is nowhere near the high cross.



4 With a bit of practice you can easily control the ball and shoot in one swift move.



5 Having pressed C, the ball will now fly into the unguarded net and you and the crowd go wild.

C – One-time volley

Once you are familiar with your formation this can become a regular way of hitting the back of the net, as Trevor Brooking will here commentate.



1 "Well, Des, as you can see here, the ball is dropping over his shoulder as he runs in on goal."



2 "The lad has given it a quick press of the old C button before it even reaches the player and he's hit a tremendous shot on the volley."



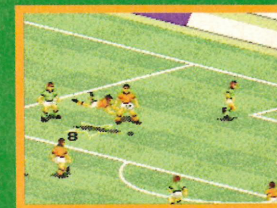
3 "The goalie can't do a thing really as the ball flies in for a brilliant goal. Tremendous."

D – On me head, son

Not always effective, but it looks great if you're already cruising along.



1 Cross high to the far post for your oncoming forwards.



2 A tap of button check before he reaches the ball and the player throws himself at the ball for a great header.

SPORTS TACTIX SPORTS TACTIX SPORTS TA

BULLS VS LAKERS

Some handy codes to take you to games your miserable skills won't take you to:

CX0CGBB4	Bulls vs Blazers
GJ0GBBBF	Knicks vs Blazers
0B0BLBBY	Blazers vs Hawks

LAKERS VS CELTICS

Fancy getting straight to the finals? Then simply enter these codes:

France (vs USA)	FOT7PBB
Italy (vs China)	64T7SDS
Lithuania (vs Canada)	Q4T7KBY
Netherlands (vs France)	2JT7TBN
Slovenia (vs Netherlands)	4OT7CB4
Spain (vs Croatia)	JDT7MCJ
Yugoslavia (vs France)	90T7FBB

NBA SHOWDOWN

Here's the best way of scoring a basket. Start a game, press Start and select coaching options by pressing B. Press Right to turn Playcalling on, go down to Offensive Plays and press C to get the Offensive Plays menu. Select 'Give and Go' by pressing C and return to the game (START).

The next time you cross the halfway line with the ball you should press C. 'GIG' should flash up in the top right-hand corner of the screen, signifying that your team have heard the call. Pass to a player who's down the side of the court and you'll have control of him. Don't move, though.

The player who passed to you will now run into the key and stand under the

basket – press B to pass to him – now press and hold A to dunk, and if you're lucky you'll draw the foul and get the free throw screen.

Every time you get possession of the ball you can follow this procedure from the halfway line.

TEAM USA BASKETBALL

Here, delivered by hand on a silver salver are a whole load of codes to get the best from this, the vanilla slice of basketball games.

Preliminary rounds:

Third game	USA vs Australia
	RCJCRG6
Fourth game	USA vs Lithuania
	RFKCRFC

Fifth game

USA vs Italy

RB1WRC7

Sixth game

USA vs Croatia
RB13RB6

Medal rounds:

Quarter final	USA vs Yugoslavia
	RF17RF7
Semi final	USA vs Italy
	RB77RC4
Olympic final	USA vs France
	RDT7RB7
End Sequence	RCT7RDW

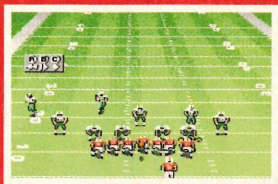
SUPER TENNIS

For an excellent serve, go to the bottom corner of the baseline and hold down Button 1. This serve only works on levels one and two.

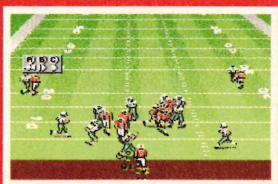
John Madden '93

A – Putting the blocks on

If you are able to block your opponent's punts you can save some yardage and possibly score with an interception. Likewise with fieldgoals, you can prevent the other team scoring and maybe turn the situation to your advantage.



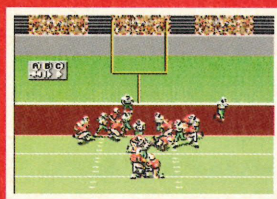
1 As the other team lines up to take their punt, you've got a spot of defending to do. So, take control of the bloke on the left of your defensive team. That's him highlighted by the star, waiting to pounce.



2 After the opposing team's centre snaps the ball back to the quarterback, avoid your opposing defenceman by going left. Once free of the marker, run toward the kicker. Press C and your player's hands will go up and block the kick. Excellent defending.



3 A similar concept when blocking a fieldgoal, but this time you use a different member of your defence. Take control of the central defence-man and wait for the snap. Press C to knock down the big bloke in front of you and then leg it towards the kicker.



4 Again press C when you reach the kicker and once more your plucky defenceman will throw his arms in the air. The kick is deflected and the points are denied. Hurrah! With both blocks, there is also the chance that a breakaway touchdown might be possible.

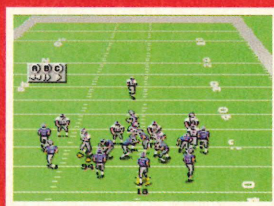
B – You're sacked

One of the most exciting bits of American Football is when the poor unsuspecting quarterback is given a limb-twisting bone-crunching tackle by some great big hairy defenceman. If

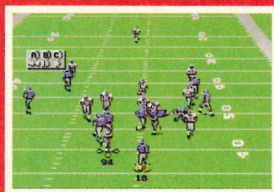
you want to inflict that kind of brutal, yet satisfying, damage, then this is basically the way you do it. You cruel and heartless player.



1 Once again, as the defence lines up to stop the opposition's play, take control of one of your guys at either of the defensive extremes. Make sure he's ready to run.



2 As soon as the ball is snapped back to the quarterback it's the old routine again of heading left to avoid the offence's tackle. Remember with all of these cheats you have to be pretty damn quick once the ball is in open play.



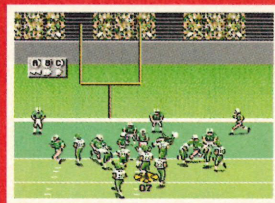
3 Swerve as quickly as possible back towards the quarterback, who, hopefully, will be faffing about and delaying his pass. Smack into the sucker and crash him to the ground in a mess of arms, legs and bits of an American footballer. That's a sack!

C – Sneaky or what?

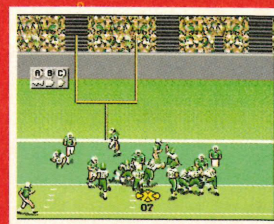
Three or four yards left, you need a score and don't care if the quarterback breaks every bone in his body. Time for a sneaky one.



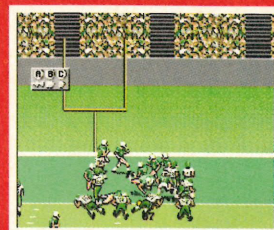
1 Sort through your formations and choose the Goal Line formation. Within this, select QB Sneak. It's got sneaky written all over this one, hasn't it?



2 As the quarterback picks up the ball (press C) he turns around pretending that he's about to pass the ball. But of course, we know better than that, don't we? No? Well, you will do in a couple of seconds.



3 He doesn't pass the ball at all, ha ha. Instead he turns around again and waits for the offence to create a gap in the opposition's defensive wall. Once that gap is opened up, head towards it. When you reach the hole press A and the plucky (some would say stupid) quarterback will dive for the line.



4 He'll hover on the line for a bit like a quarterback hovering on a goal line and then will hopefully make the end zone by just a few inches. There is every chance, however, that he'll get his head smashed in, so don't use this one too early on.

There are a couple of other pointers to your play, the main one being 'don't panic' when you've got the ball, but for instant pointers to help you get started in the tough world of American Football these should put you on the road to success.

TACTIX SPORTS TACTIX SPORTS TACTIX SPORTS

WIMBLEDON

This code allows you to get maximum speed, power and skill without all the fuss: IKM JKI POC.

GRANDSLAM TENNIS

Enter CON FIG on the password screen and fill up the rest of the spaces with full stops and you'll access a special configuration screen. From here you can change your own strength and that of your opponent. You can also play about with the music.

PGA TOUR GOLF

Here's a handy tip for all you budding on-screen golfers. Save the game before each shot, and if you duff your shot you can restore the game and start from

before where you messed up. This ensures that every shot's as good as you like and your name should be at the top of the leaderboard.

Note: this tip also works for the other PGA games.

Okay then, try this one for size. Select Tournament Play or Skins Challenge, then save your game on the first tee. Next, you should return to the clubhouse and select Practice Round playing from the amateur tees.

Restore your game on the first tee and from the second hole onwards you'll be playing from the amateur tees. Obviously you've now got an unfair advantage and are a cheating little swine! Hurrah!

SUPER KICK OFF

If you're bored with playing English teams, select a different language from the title screen. Select Italy, for example, and you get to play all the greats like Milan and Torino.

PGA EUROPEAN TOUR GOLF

Select a skins match and choose the computer as an opponent.

When your opponent is on the green, press Start and select Green from the options screen, then press A. Now move the cursor in any direction (but make sure it's away from the hole!) and press Start. Your opponent will now play the shot you've set up instead of hitting one of his own.

JOE MONTANA FOOTBALL

Play against Minnesota and select the 'Pray For Rain' play. They always fall for that one.

MUTANT LEAGUE FOOTBALL

Get the team of your choice to the dribbling mad bonkers Mutant League Bowl with the help of these codes:

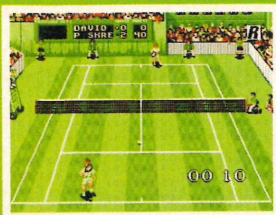
Darkstar Dragons
Deathskin Razors
Icebay Bashers
Killer Konvikts
Midway Monsters
Misfit Demons
Psycho Slashers

FMK3XYSL1Q
1CK111111H
2CK111111D
HKG111111J
3CK111111F
JH111111G
GMK111111D

Pete Sampras Tennis

A – Serve special

Pepper your opponents with vicious serves and watch them all wilt under the pressure as you ace your way to victory, here's how to do it...



1 Position yourself in the strip of grass alongside the centre line and, after pressing B to serve, push down on the joystick and you can zip one right down the middle like this. Obviously if you're serving from the bottom of the court then press up instead and it will zip *up* the middle.



2 Alternatively, settle yourself at the extreme side of the court and press left and down simultaneously. You'll get a slow sliced service which will hit the corner and hopefully spin away from your oppo-

nent, leaving them watching in disbelief.

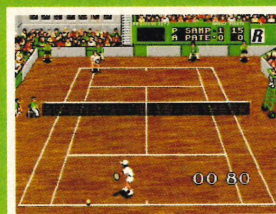
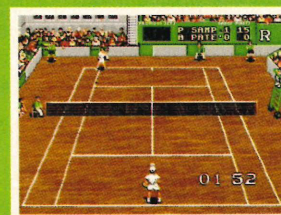


3 It's vital you get second serves in and don't double fault to give away precious points. Aim for the lines using your right D-pad direction, but take it easy as the main thing is to get it in. Wahay!

B – Happy returns



1 Position yourself on the angle as it gives you more control over reaching the serve in the right position quickly and efficiently.



2 Step forward into the shot, and hit a purposeful and powerful right hander. This should leave the server flat-footed and unable to respond.

3 – Cross return



Hit the ball diagonally back across your opponent to mix up your play successfully. You don't want to hit the same shots every time.

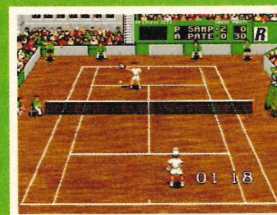
C – Net worth



When the ball hovers over the net, press B and step forward

and you should whack the ball for a winning shot. Again mix the play up a bit, to keep your play fresh.

C – Net gains



1 If the chance for a smash comes up, it's tempting to smash it right into your opponent's face, especially if he's really thrashing you and you don't like him very much. Try not to, however, instead...



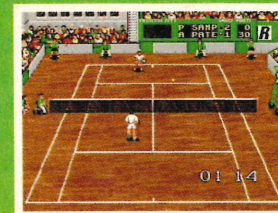
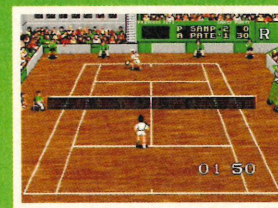
2 ...hit it the opposite way for a winner. Like this. Not as much fun, but more chance of the shot being a winner. Oh go on then, hit it at him.

D – Dive! Dive! Dive!



1 At worst it's good fun just seeing your sprite throw himself to the ground over and over again. At best, it can be a match saving return. So dive as often as you want. As soon as the ball looks to be getting away from you, fling yourself at it.

E – Tricky stuff



As your tennis improves and you start getting a bit cocky, it's time to try a few sneaky moves. Using body swerves to good effect will wrong foot opponents. Move one way and then quickly swerve the other and ram home plenty of winning shots.

Most importantly, have fun while you're doing it!

SPORTS TACTIX SPORTS TACTIX SPORTS TACTIX

Rad Rockers
Road Warriors
Screaming Evils
Sixty Whiners
Slaycity Slayers
Terminator Trolz
Turbo Techies
Vile Vulgars
War Slammers

5CK111111M
BDK111111J
KLK111111L
CBK111111J
LJK111111M
MLK111111J
NMK111111Q
4CK111111L
DCK1111112

RH9T 860T
HWLT CABE
CCLT C6BE
FDLT AADR
8DLT AADR

ACWA AAG6
BGWA AAG6
RG3T A6WG
GDKT BE1A

Master Code – must be entered to make the others work.
Each quarter lasts one minute.
Each quarter lasts a full hour (oh my goodness).
Only five yards needed for first down.
30 yards needed for first down.
Home team starts with no time-outs.
Home team starts with nine time-outs.
Infinite time-outs for both teams.
Touchdown is worth one point.

GDKT BA1A
AMKA BE40
BDKA BE40
AHKA BE5G
BHKA BE5G
GDLA BEXW
GDLA BAXW

PGA TOUR GOLF

Codes for the Godfather of golf games:

FF4EC A0000 Master Code – must be entered to make the others work.

Touchdown is worth eight points.
Extra point is now worth two points.
Extra point is now worth eight points.
Field goal is now worth one point.
Field goal is now worth eight points.
Safety worth one point.
Safety = eight points.

FF4A2 70000 Reduces the distance you've travelled.
FF48F 70000 Increases difficulty.

PGA TOUR GOLF 2

Just when you thought *PGA Tour Golf* couldn't get any better, along came *PGA 2*, and just when you thought that *that* couldn't get any better along came these rather super Game Genie codes:

REZA 86YY Master Code – must be entered to make the others work.
PZYT BNVE Three penalty strokes for a water hazard.
PZYT BLVE Two penalty strokes for a water hazard.
CGP AADL 16 clubs plus putter.

Game Genie codes

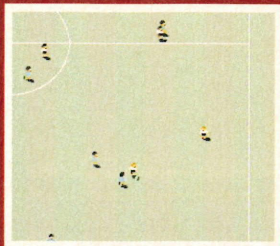
MADDEN '93

Want to make your Mega Drive Grid Iron harder or easier? Get the best out of *Madden '93* with these codes...

Sensible Soccer

A – Long cross shot

The most regular way of hitting the back of the net is a simple angled drive across the face of the goal. It's simple, it's effective and if you hit it well enough, it looks bloody brilliant.

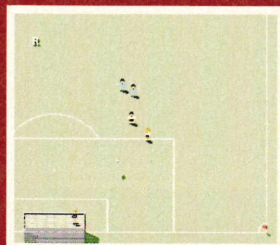


1 Dribble into position, preferably with your star player in possession of the ball. This is harder than it sounds as *Sensible* is realistic in the way it doesn't allow you to run from one end to the other. It may be hard, but do it, OK?



2 As soon as you reach the corner of the box with your little dribbling superstar, aim for the far post and shoot. This means pressing A about as hard as is humanly possible.

The ball should fly across the screen with the word goal written all over it. Not literally.

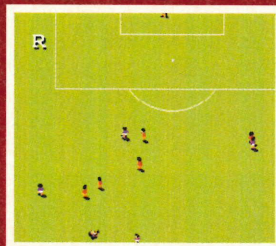


3 The goalie has no chance and is left rooted to the spot as he sees the ball flash across him and fly into the far corner of the net. It might just need a little bit of aftertouch to help it curl just inside the post if it's heading wide. After doing hundreds of these though, you should have the move pretty well perfected.

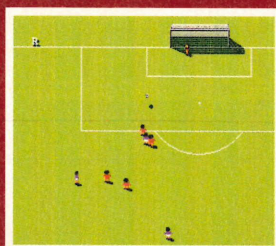


4 It's a goal! Pick that one out of the net, suckers. It really is as simple as that. The hardest bit is getting your player into the goalscoring position. Once you've got that sussed, you'll be hitting the net with regularity.

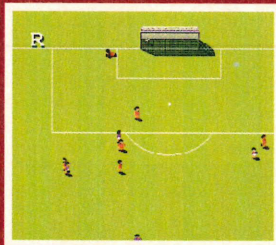
B – Long and curlies



1 If you haven't got a decent angle for the cross shot and you find yourself stuck in the middle of the pitch, there is an alternative. Aim slightly wide of the the goalpost nearest in line with you and hit the ball with plenty of venom.

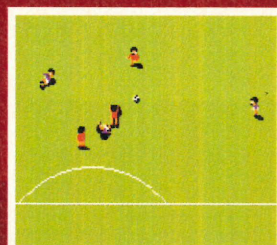


2 Put vicious aftertouch on the shot and the ball will start to curl back wickedly towards the goal.



3 It should come back from outside of the post and just curl back inside, hopefully leaving the goalie clutching air as it punches the back of the net. Even if not, it is likely to hit the post and bounce back into play.

C – Slide for success



1 One of the most important things to remember with *Sensible* is to get stuck in and be generous with your early sliding tackles. That doesn't just go for winning possession, it includes flinging yourself at crosses with headers and volleys on goal. Be alert and be first.

D – Shooting stars

If all else fails, then simply select the most skilled players and hope for the best.

Although the names have been changed to protect the innocent in *Sensible Soccer* they haven't changed so much that you can't work out who is who. If you're playing as a country, then Italy and Germany will be pretty hot. As for club sides, go for Milan or Monaco.



1 Milan are about the best there are when it comes to club football (apart from Portsmouth, of course, but they're not in *Sensible*). It helps that they have a star striker, a star midfielder and a star goalkeeper.



2 Another tactic is simply to put all your star players up front. Get the ball forward to them as quickly as possible and then let their shooting do the rest.

Alternatively another method is to get your star players all down one side of the pitch. This way, from your goalkeeper right the way through to the other length of the pitch, you have a direct route to goal.

And that's about it for *Sensible*. It all sounds so easy on paper, but you try playing it for real. Well hard!

SPORTS TACTIX SPORTS TACTIX SPORTS TACTIX

NHPLA HOCKEY '93

Got a Game Genie? Then get a load of these codes...

RH7T R60E	Master code – must be entered to make the others work.
ZJNA CJC2	Period clock runs more slowly.
ZJNA DTL2	Period clock runs much more quickly.
ZJNA CCC2	Period clock runs much more slowly.
AANA CAC2	Period clock is frozen (no time limit).
HVWT AADO	Each period lasts only one minute.
OVWT AADO	Each period lasts for three minutes.

8VWT AADO

Each period lasts for four minutes.

TVWT AGDO

Each period lasts for 15 minutes.

BBWT ARDO

Each period lasts for 30 minutes.

NBWT AWDO

Each period lasts for 40 minutes.

CBWT AWDO

Each period lasts for 60 minutes.

FIFA INTERNATIONAL SOCCER

Here's a delightful selection of Game Genie codes that allow you to tailor *FIFA* to your own tastes and needs.

RZZB 66XE

Master Code that must be entered to make the others work.

GBVA DJZY

Each goal is worth a total of two for both of the players.

GBVA DNZY

Each goal is worth a total of three for both of the players

GBVA DTZY

Each goal is worth four for both players

GBVA DYZY

Each goal is worth five for both players

GBVA D2ZY

Each goal is worth a total of six for both of the players

GBVA D6ZY

Each goal is worth a total of seven for both of the players

GBVA DAZY

Each goal is worth a total of eight for both of the players.

Action Replay codes

NHPLA HOCKEY '93

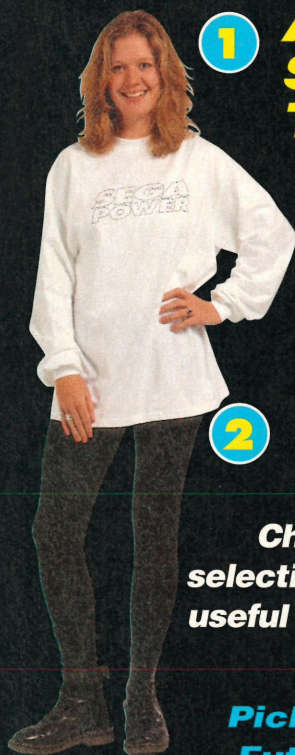
This code means that you can beat any team, and progress as far as you like in competitions, by making the computer's goals not count. Ha ha, it's such a dastardly plan. Just tap in FFC69 50000.

FIFA INTERNATIONAL

Sega Power aren't sure how useful these codes are, but to always win the coin toss, use FFEC3 D0000. A pretty good one, I'm sure you'll agree, but this one's truly silly. To make the ball invisible, use FFFFC 70001. Hmn.

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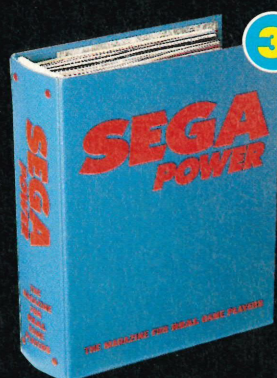
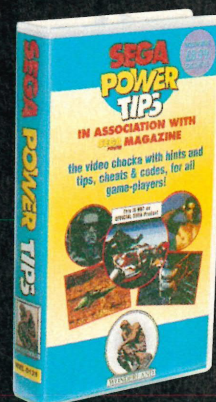
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Marko's Ma

Skill or what?

Here's a quick re-cap on the heel-toe juggling skills you'll need to perfect in the backyard before attempting footy feats of bravery.



Simply press C as soon as Marko's football leaves the screen and it'll appear at his toes.



Press C and up and Marko will juggle the ball on his knee.



Press A and the direction you wish to travel and Marko will get some speed up. The ball is ineffective, however, while you are running.



When running, change direction immediately and Marko will do a turn. Also press Down and he'll dive.



A quick jab on C will knock the ball sideways. A long press on C will gain height. Pressing the D-pad up and right will give even more elevation.



If all of these fail, find the piles of white sludge and press C to fire this gun. It only lasts for so long, though.

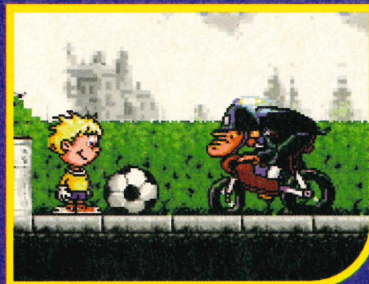
Power

TIPS

It's not easy saving North Stillington and its animal population from the evil Toy Factory boss, with only a football for help. Help is at hand, however, with Sega Power's resident ball-juggling genius – Rob Pegley.

LEVEL 1: Suburbia

This level is really a bit of a warm-up after perfecting your skills in the backyard. Mostly just neighbourhood pets to avoid, but there are two nasties you should know about.



Marko's first difficult encounter involves this policeman on his bike. Kick the football at him to knock him off, but jump as well or his bike will skid into you.



The other problematic situation comes in the form of two geezers with guns. Stand well back and get both of them twice with high shots before proceeding. At the end of this short level you'll enter a door leading to the house's cellar.

LEVEL 2: Cellars

Down in the rather gloomy looking cellar, the object is to activate the switches needed to open the sliding doors which block your way. They're

fairly easy to spot, and the word 'activated' flashes whenever you have hit one of them.



Your best bet with this level is to keep kicking the ball in front of you and then retrieving it. This makes you aware of the hazardous rock falls and animals such as this spider.

Eventually you will reach the final sliding door and a lift will then take you up to the next level back into the brightness of suburbia.

LEVEL 3: Suburbia

This is a very short level which simply requires you to collect gold stars and then complete the level in the shortest time possible.



To do so, you will need to reach a pile of white sludge to the left as quickly as you can. This turns into a gold football which will burst and kill any enemies which are in the vicinity.

gic Football



The kid on the space hopper is the only other annoyance. He is easily seen off with a couple of good shots. Head right until you reach a high wall.



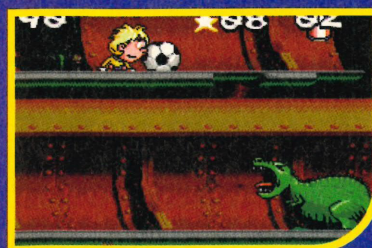
Bounce on the ball a few times to jump over this wall and you'll reach the sludge machine, where Marko will give the end-of-level thumbs-up. These machines crop up quite often in the game.

LEVEL 4: Sewers

Next it's off to the sewers, where the slime really hits the fan.



Head up to the top left-hand section of the level for your first restart point. On the way up you reach the gun which is hidden behind a waste bin on the left.



Then, it's a simple case of heading right, across the hanging pipes and into the larger pipes. Plenty of monsters to encounter, but none of them particularly hazardous. Again take your time and keep kicking ahead. The only worry comes from the monsters which turn into time bombs and explode in a mass of sludge. Stand well back!

LEVEL 5: Sewers

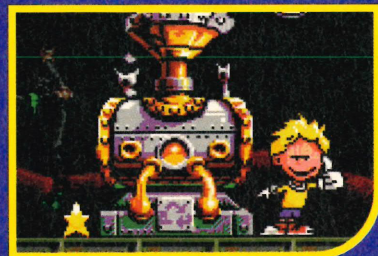
And once more, friends, into the deep green sewers...



More sludge abounds. Although the football is seen floating in it here, Marko isn't quite as buoyant. He'll sink like a stone, in fact, so be warned. Watch out also for the jumping fish.



Next you need to follow the arrows in the tunnels and avoid any more sludge monsters which cross your path. Although these slime walls look passable, they aren't and cannot be destroyed either. Follow the ladders and tunnels...



...until you meet another of the sludge machines which means it's time to head for the next sewer.

LEVEL 6: Sewers

The object here is to take out all of the sludge cans. Is this game environmentally friendly or what?



Destroying a sludge takes just two shots with the ball, and although the debris won't affect you, take your time getting in position for a good shot at them.



More tunnels, more sludge monsters and a few flame throwers, but nothing that a bit of patience won't sort out.

LEVEL 7: Industrial

Once again it's find and destroy time, with those sludge cans your target. This time there are some rather hefty builders trying to stop you.



It's all very well reaching the sludge machine and thinking you're finished, but if you haven't destroyed those cans, then escape is futile. Go back and get those last three.



One left to get, but a flame thrower is just about to turn you into a flame-grilled double whopper. Time for a sharp exit.



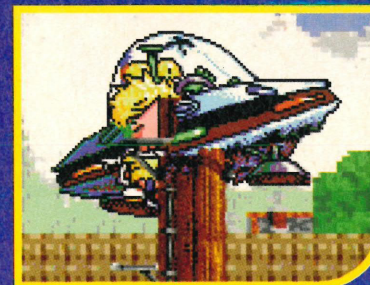
It's simply a case of being patient once again and using your ball skills to explore everywhere. Just keep those clearing ledges and using them as springboards to higher ground.

LEVEL 8: Suburbia

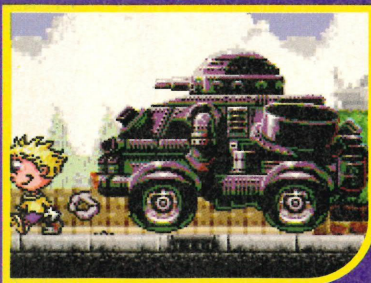
Back to Suburbia, but the place isn't what it used to be. It's getting harder to get through now, so you're going to have to be tough.



If you happen to reach this point in the game, poor little Marko's had it, basically! Once again you've got to take out the snipers with high shots before you'll be able to proceed.



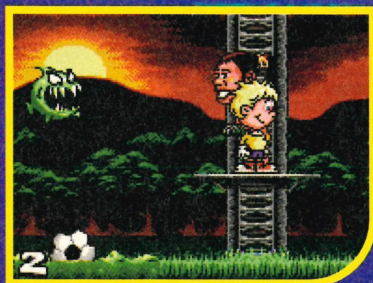
It's not often that you come across a spaceship perched precariously on top of a lamppost. Don't worry about it though, you're quite safe, as it's just a friendly bonus.



It's not fair having to take on a tank with just a football. A few hits from behind though and you're off to the forest.

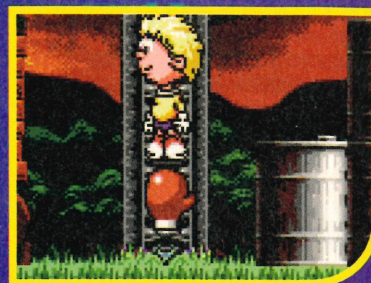


Here there are more lakes, more ducks and, indeed, even more grief if you attempt a jump. Don't do it, kids, take the high road instead.



Then it's a case of heading left past the old favourites: flying fish, spiders, birds and other creatures you will by now have come to know and love!

and fight, however, because the canopy above prevents you from jumping out of the way.



More of the same, Marko fans. Jump on the boxing glove again to get height and then right. It's all straightforward, until you reach the second restart point, where there is suddenly an invasion of clowns. You should be able to cope with them by now though.

LEVEL 9: Forest

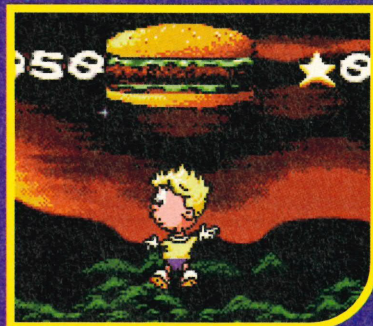
It may look like a shady woodland glen, but it's a bleak den of frustration in disguise.



It's best to get up and across the trees, because the recoil effect that many of your enemies inflict will have you spinning back to a watery death if you try and leap the lakes.

LEVEL 10: Circus

It may look like a circus, but basically it's part sewer and part neighbourhood in disguise.



This massive hamburger, which cropped up earlier on in the Industrial Zone, replaces the stranded alien ship as your bonus this time. Fortunately, Marko's a bit on the puny side, so eating that whopping great big burger isn't going to spoil his form.

LEVEL 11: Circus

Just like the Forest, once again you must get up high, this is to avoid pools of deadly sludge which lurk amongst the grassy bits.



You need to come down for many of the restart points, but be careful along this stretch. You must be prepared to stand

LEVEL 12: Forest

Much the same as your visit to the Forest earlier, except that this time it's bigger, harder and nastier!

No matter how tempting it looks to jump a small lake like this, don't. It will only be followed by a wider stretch of water which cannot be jumped. Instead head to the rope bridge above.



Reason being, that Marko doesn't swim too well... as you can see!

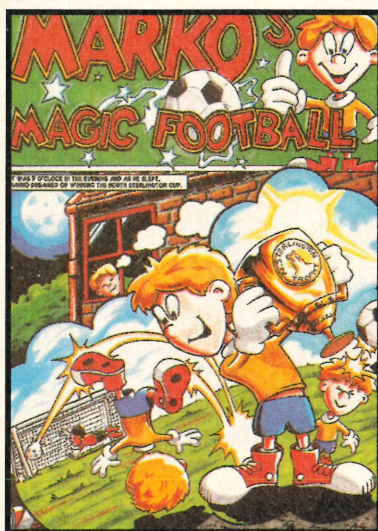
LEVEL 13: Factory

And so to the final confrontation at the Toy Factory.

As you might have guessed, everything you've encountered so far will come back to haunt you.



Remember everything that has gone before and if at first you don't succeed, try, try and try again. Or, sell the game and buy something easy like *Sonic*!



Marko's magic offer

Get a free copy of the Marko's Magic Football comic! Plus the chance to buy a copy of Marko's Magic, signed by none other than the Arsenal ace Ian Wright...

- ☐ I would like a free copy of the comic.
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EXCLUSIVE!

Yes, in another great *Sega Power* coup we've managed to secure a free *Marko's Magic Football* 12-page comic for anyone who completes the form. Even Ian Wright reads it, so, er, it must be top reading. *Marko's* was magic too, scoring 82% in *SP 55*. And we've got together with Domark to give you the chance to buy the game signed by none other than Wrighty himself, all for £44.99!

Fill in the order form or phone the **Marko Order Line** on 081 780 2222 and order with American Express/Visa.

To take advantage of this offer, cut out the completed form (photocopy it if you don't want to spoil your mag) and send it with your cheque/PO (if applicable) to: Domark Software Ltd., Ferry House, Lacy Road, Putney, London SW15 1PR.

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The Most Wanted stamp of approval is the one guarantee that a game, film, CD, or even haircut falls within the boundaries of game-playing good taste. This is what gets the Sega Power crew hot! The ultimate in console cool. Enjoy!

As all regular readers will have noticed last month, the extremely boring Hard Line has been forced out from the *Sega Power* starting line-up. It now lurks in the corner waiting for a possible outing as a free supplement. In its place sit four pages of what floats our boats in the *Sega Power* office. From games to football, to music to fashion and of course back to games again, this is what we spend our painfully hard earned cash on. It's not

enough, though. We want to know what you're into. Send us a photograph and a list of your ten favourite games and be part of the *Sega Power* crew for a month. Or why not send us a list of your Most Wanted CDs? What's your favourite item of clothing? What's the best film you've seen this month? We want to know, so that we can make *Sega Power* the magazine you want to read. As if it wasn't already.

Featured this month are some exciting haircut developments, lots of blood and an incredibly sexy footballer. You have

**THE
'WHY THE
HELL DID
THEY RELEASE
THAT?'
OF THE MONTH**
Super Battleship

Reader's Top Ten

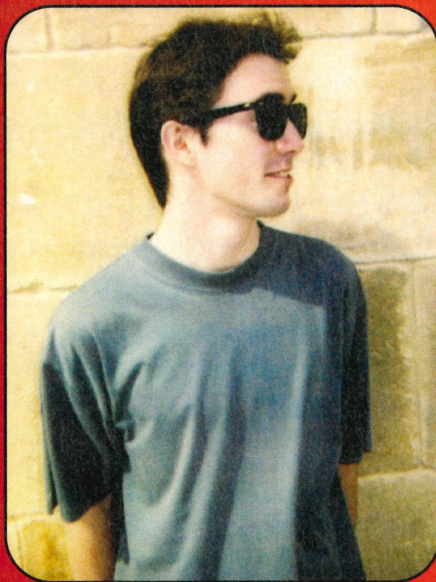
- 1 **Soldiers Of Fortune**
- 2 **Subterrania**
- 3 **Road Rash 2**
- 4 **Virtua Racing**
- 5 **Mystery Mansion**
- 6 **Greatest Heavyweights**
- 7 **Trying On My Mother's Underwear**
- 8 **Mean Bean Machine**
- 9 **FIFA Soccer**
- 10 **Maddens '94**

Did you spot it? That's right, Brad actually doesn't like *FIFA Soccer*, he prefers *Sensible*. Tricky, eh?

Virtua Racing's pretty hot.



Brad Spanton is 17 and from Scunthorpe. He likes football, Brookside and sausages, but dislikes anything Sonic related. He loves *Sega Power* (of course) and a gorgeous t-shirt is on its way so he can make a public statement declaring this love.



Soldiers of Fortune



NBA Jam

- 1 **SENSIBLE SOCCER (CD) Psygnosis - £34.99**

Straight in at numero uno is the best simulation of football we've ever seen. As playable as previous versions of the game, but with top rendered intros and superb sound quality. All that and it's only £35. Bargain.

- 2 **VIRTUA RACING (MD) Sega - £69.99**
- 3 **MEAN BEAN MACHINE (MD) SEGA - £39.99**
- 4 **NBA JAM (MD) ACCLAIM - £49.99**
- 5 **STREET FIGHTER 2 (MD) SEGA - £59.99**
- 6 **JIGSAW PUZZLES (IQ) ROB'S BIRTHDAY PRESENT - ABOUT A FIVER**
- 7 **SONIC THE HEDGEHOG 3 (MD) SEGA - £59.99**
- 8 **NHL '94 (MD) EA - £44.99**
- 9 **GROUND ZERO TEXAS (CD) SONY IMAGESOFT - £44.99**
- 10 **FLASHBACK (MD) (IMPORT) - £39.99**

The gleaming sonic 3



Sega Power Top Ten Games

Gore Blimey!

Ten games ranging from extreme violence to really extreme violence.

- 1 NIGHT TRAP**
"SEGA SICKENER" SAYS DAILY MAIL.
- 2 ROBOCOP VERSUS TERMINATOR** "BLOOD AND GUTS A GO-GO," SAYS DEAN.
- 3 LETHAL ENFORCERS**
"EAT LEAD, SCUMBAGS," SAYS DEAN.
- 4 MORTAL KOMBAT**
"I BELIEVE THAT WAS YOUR HEAD," SAYS DEAN.
- 5 MORTAL KOMBAT 2 (ARCADE)**
"DIE PAINFULLY, VILE GEEKS," SAYS DEAN.
- 6 STREET FIGHTER 2**
"CALL AN AMBULANCE, CHUNG LEE," SAYS DEAN.
- 7 SPEEDBALL 2**
"CALM DOWN, DEAN," SAYS THE SEGA POWER CREW.
- 8 BOXING LEGENDS OF THE RING**
"BRUTAL SLUG-FESTS, HURRAH!" SAYS DEAN.
- 9 ROLO TO THE RESCUE**
"THIS ONE'S A BIT NASTY FOR ME," SAYS ROB.
- 10 ELASTIC BAND FIGHTS**
"CAREFUL! YOU COULD HAVE SOMEONE'S EYE OUT WITH THAT," SAYS ROB.



Night Trap's the one to avoid if you've got a queasy tum.

The Worst Platform Games Ever - Agh!



Chester the Cheetah. Oh dear.

- 1 CHESTER CHEETAH**
(MD) US IMPORT - £44.95
- 2 TOM AND JERRY FRANTIC ANTICS**
(MD) US IMPORT - £44.95
- 3 TERMINATOR 2**
(MD) ACCLAIM - £39.99
- 4 BEAUTY AND THE BEAST - BELLE'S QUEST**
(MD) SUNSOFT - £39.99



A complete bimbo of a game. Watered down platform puzzler aimed, pathetically, at young females. Basically, a patronising thing in a lilac box with a picture of a horse on the front. We say send the horse to the My Little Pony

Abattoir and bin the game. Respect is not due.

- 5** Guessing how many minutes late the 6.36 Bath to Portsmouth train is going to be, whilst sitting on platform 2 in the rain on a Friday evening.

Five we're gagging for at Sega Power HQ!

- 1 Mortal Kombat 2**
- 2 Urban Strike**
- 3 Sonic Whateversnext**
- 4 Micro Machines 2**
- 5 Syndicate**

Roll on Micro Machines 2.



Turn ons

What we get our rocks off to in the *Sega Power* office, that place affectionately known as "where we work."



Park Life from Blur - boys and girls go out to play.

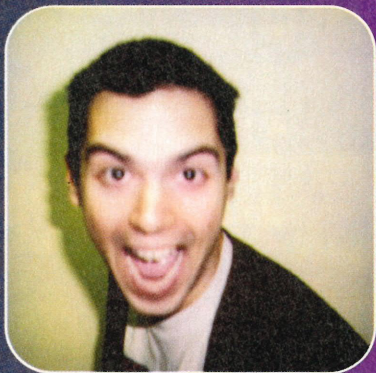
- ① **Park Life - Blur**
- ② **Stacked Up - Senser**
- ③ **Take Dis - Credit To The Nation**
- ④ **Everybody Else... - The Cranberries**
- ⑤ **Everything Changes - Take That**

Hippy-dippy happy fluffy stuff with floaty twangy stringy bits. This album has been the singlemost calming influence in the office, as we've strived for an exciting new look. Delores sings like an angel and we listen like children. A gorgeous sound that really lingers (ahem).

Jason 'lose that cardigan' McEvoy

Deputy Art Editor

Jase or J is 22 and a bit of cheesy quaver on the quiet (or on the ambient) has he'd probably call it. A fan of The Orb and Aphex Twin, he also has a soft spot for The The. His favourite games are *Mean Bean Machine* and *Dune 2*, but, given the chance he'd much rather play with **Helen Bonham-Carter**, **Isabella Rossellini** and that waify model type **Emma Balfour**. He loves his Brown Sixties Cardigan, but is the only one that does. Bless. Oh yeah, and he's always keen to receive fan mail.



Our five favourite footballers with groovy sounding names.

All of them supremely good looking, writes a totally unbiased observer.



- ① **Chris Bart-Williams**
- ② **Matt Le Tissier**
- ③ **Andre Kanchelskis**
- ④ **Graeme Le Saux**
- ⑤ **Rob Pegley**

TV Programmes We'd Like To Stay Up For...

- ① **Naked City - 11.05pm**
(too late for a school day)
- ② **Don't Forget Your Toothbrush - 10.00pm**
(too late for a weekend)
- ③ **Beavis and Butt-head 11.45pm** (too subversive?)
- ④ **Eurotrash - 11.15pm**
(too rude)
- ⑤ **Brookside - 8.00pm** (only if we've finished our homework)

...But Mum Won't Let Us.

Alison 'Ali' Harper

Deputy Editor

Transferred from the lower divisions of *GamesMaster* to the Premier League status of *Sega Power*, Ali is into the Shamen and Take That. She also has an alarming collection of Seventies K-Tel classics.

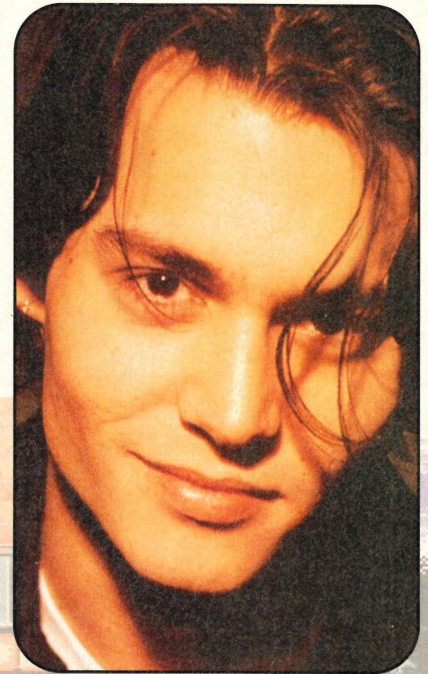
Aladdin is her favourite game, although she is impressed with *Virtual Bart* as she told us in a I've-seen-it-you-haven't kinda way. She goes all weak at the knees for Keanu Reeves and Andy Garcia. Her favourite item of clothing is her baby Doll Sundress, but whatever kinky garb she wears in the privacy of her bedroom should really not be our concern.



Film Of The Month

What's Eating Gilbert Grape (12)

Johnny Depp and Juliette Lewis star in this moving film about Gilbert Grape (Depp) and, not surprisingly, what's eating him. After his dad hangs himself in the basement, Gilbert has to cope with the problems of his grief-stricken mum and retarded brother. He also has to fend off the advances of an over-friendly neighbour, whilst at the same time seeing Becky (Lewis) – who he adores – slip out of his life. It might sound a bit deep, but everyone is brilliant and this is a film you shouldn't miss.



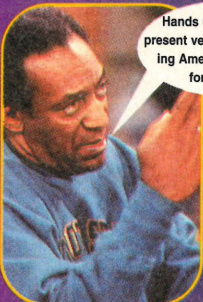
Video Of The Month

So I Married An Axe Murderer (15)

After reading a news story about women who murder their husbands on honeymoon, Charlie Mackenzie (Mike Myers) starts to believe his new bride might just fit the bill. What follows are more misunderstandings than a month of neighbours and a superb comic performance from Myers (in his first role since playing Wayne in *Wayne's World*). Excellent fun and plenty of belly laughs. So rent the film and find out if his wife is indeed a woman with a chopper.



The 'Oh-My-God-That's-Even-Worse-Than-GamesMaster' Programme Of The Month



Hands up all those who present very poor early-morning American quiz shows for Channel 4.

Only joking Dexter mate, me old core blimey cockerney wide-boy stubbly hunk. We like *GamesMaster* really...it's just *you* we're not too keen on. 'You Bet Your Life' (Channel 4 – After 'The Big Breakfast') presented by Bill Cosby is still a load of old bobbins, though. It makes it worth getting to work early just to avoid the damn programme. Well, almost.

Haircut Of The Month



The best hair-dressers take Evan's golden locks and, for an obscenely large amount of money, coiffure them into a startling new shaved look. If you want to go for this style, just cut this out and show it to your hairdresser next time you go.

A dodgy barbers in Bath take David's Barbet and, for a couple of quid hack it around for a laugh.

Startled look or what? (David says: "I don't really look like this. It's just that I'm not all that photogenic.")





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The old SF2 debate, eh? Just forget about all the hype around the game anyway. We'll soon be drowning in Mortal Kombat 2 mania anyway.

Made in America

Dear Sega Power,

First, I'd like to congratulate you on such a great mag, and second, I'd like to ask you a few questions. I'm going to the USA for my summer holidays, and as most of the games are cheaper over there, I'm going to buy some.

1. I know I need a Universal Adaptor, but could I get one in America and use it on my British Mega Drive?
 2. Will the joypads over there fit in the Mega Drive over here?
 3. Will it break my system if I try to play these games without the Universal Adaptor?
 4. Is there the same protection chip in games for the Game Gear? If so, can you get a Universal Adaptor for the Game Gear?
 5. Are there any alternatives to it – in quality or price?
 6. In the Power Crew's opinion, which is the best game on the Mega Drive?
 7. Which stores in America sell your brilliant mag?
- O. Hart, Batley

1. A Universal Adaptor is, erm, universal. That means it works on any machine with any game.
2. Yes.
3. No. They just won't work. A message will appear saying something along the lines of, 'this cartridge will not work on this system'.
4. British Game Gears will run most American games. No adaptor needed.
5. Nope.
6. Sensible Soccer is undoubtedly my favourite, but Rob and Jason have gone Mean Bean mad. Dean is still hooked on Virtua Racing.
7. Try the Circle K stores.

We should be told

Dear wonderful, glorious Sega Power, I know your mag is totally top smart, excellent and full of fitness with well ace reviews, news and previews, but there is something missing. We don't know anything about the Sega Power crew. Things like: do any of you have a girl/boyfriend? How much do you weigh? How often do you change your underwear? I think it's about time we asked you some questions.

Stupid

When I received issue 54 of your totally excellent magazine, I was thrilled to find a World Cup 94 wall chart attached to it. You'll think I'm stupid, but how does it work? Robin Groucutt, Dudley

Well, Robin – how the hell do you pronounce that name? All the first round group matches have been included on the wall chart, but all the matches from round two onwards have blank squares instead of teams. That's because nobody knows who's going to get through the first round. Once you do know who gets through, you cut out their national flags (supplied) and stick 'em in the correct blank spaces (also supplied).

Gibberish in English

Dear Sega Power, What's all the hype about Street Fighter 2 SCE? I recently hired it from my local video store. There's no way I was going to pay £60 for it – and, boy, am I glad I didn't. It has to be one of the worst games. Before you get floods of letters defending it, let me explain that I am 33 (an old git). I do not look a pratt like Julian Rignall, neither do I go about with a Stars 'n' Stripes bandana on my bonce. I am British and proud of it.

My six year-old son could draw better graphics (he doesn't like it either). As for the speech, well, they should supply a Gibberish into English phrase book. Don't give me that nonsense about chips, etc, either. At least Mortal Kombat has characters which resemble humans, and better speech. The gameplay is atrocious too. I know the moves can be done, but I mean, come on, Capcom, get real!

In the year 23.692 when the human race has developed faster brain reactions and a sixth finger, it might be possible for all of us to do them, including us old gits.

Mr P Harrison, Walton-le-Dale

(You've asked us loads of them in the questionnaire thingy.)

Why don't you give us a big poster of Mark in the flesh (uncensored)? I just thought I'd give you something to think about.

Joanne Thomas (soon to be Ramshaw), Southport

Well, we've passed on your address to Mark, and who knows, it might be your lucky day. And then again, it might not. At least you've given me the chance to dish some dirt on the Crew. So, girlfriends and boyfriends then. Hmm, let's see. Rob is at the moment girlfriend-less, but he's working at reversing this trend. Dean's girlfriend has packed her bags and moved to Greece – we had to strap Dean down, if not he would have been after her in no time. I'm reliably informed that they write to each other regularly. Jason is as free as the clouds in the sky, Alison's boyfriend is our boss, and we really, really like him. No, really. Lam, our raved-up crayon man, is too busy designing euphoric backgrounds, and I've teamed up with a gorgeous Irish lass. Oh, and Mark is single. But he's gone.

Spineless

Dear Sega Power,

In issue 53, you pointed out that the spine thing should take 12 months to complete. All was fine and dandy until then, where you, king of Sega mags, made a mistake! You printed the same piece of spine as in issue 52. Just be more careful in the future. Tim Christensen, Spalding

I know, I know. I was hoping nobody would notice. Don't worry, Tim, the person responsible has been turned into a goldfish.

Play it again, dad

Dear Sega Power,

I'm a dedicated Sega Power reader and have been for almost two years. I have one thing I'd just like to say. Why do parents always attack video games when they've never played on a console? They seem to think that their children will become alienated if they buy a console. What I think is that parents should play games with their children. For instance, my dad now plays on my Mega Drive with me on games like Street Fighter 2 and Jungle Strike. Anyway, enough of my rambling. I have also got a few questions for you.

1. What has happened to the alternative boxes in your reviews? I noticed

- that they've disappeared since issue 49.
 2. Where is *Rebel Assault* on the Mega CD? Do you reckon it will be any good?
 3. Are any more *Star Wars* games going to be released on the Mega Drive or Mega CD?
 4. What happened to *Humans*? I haven't seen it in the shops.
 5. I read on Digitiser (Channel 4 Teletext) that *Sega Power's* sales were down by around 25%. Is this true? Is there any danger of you closing down?
 6. Why don't you use the percentage a game received in The Hard Line instead of those little star things?
 7. Will Codemasters be producing games for the Mega CD?
 8. Are there any more plans for more *Dizzy* games on the Mega Drive?
- Francis Tinney, Hitchin

Multi-player games are a good thing. Playing them with your dad is an even better thing... as long as you beat him, that is. And here are the answers you're looking for.

1. We thought that it would be a better idea to give any alternatives in the review itself, that way we can compare the games to existing ones to give you a better idea of what the game is actually like.
2. If all goes swimmingly, we should have it next month!
3. Well, there was a slight hint of a rumour that *Super Star Wars* was going to be released, but that's about it.

Outta Yer Tree

Yesterday I had an exciting day. First of all I bought my Christmas turkey, but my mum thought I'd been ripped off, because it was a live sparrow. Next I fell into a bucket and couldn't get out. It was very embarrassing. Then I kidnapped Adolf Hitler and unless I get £8,000,000,000, I will set him loose on Britain. Print this letter or I will write to The Sun and say the *Sega Power Crew* are pansies who only print good letters about themselves.

Seymore Butts, Derby

It's all very well trying to be big and clever, but you don't frighten us. It's not all that impressive when you're too scared to put your own name to a letter. As for Seymore Butts, you're looking in the wrong mag, mate. Try a nudist beach.

4. *Humans* was never licensed over here. You can still get hold of it on import though.
5. That's the way the market's going. You lot aren't buying as many games as you used to, and therefore, you don't need as much information as you used to. But! We're fighting back. Just look at the new *Sega Power*. It's bursting with loads more information than just game reviews and it's the coolest magazine on the shelves. You better believe it. Don't worry, a little hitch in sales does not mean we'll be closing down.

Do I not do that

Dear *Sega Power*,

I'm not going to start off my letter by saying things like: being a proud owner of a Mega Drive/Mega CD... or by saying: you're so great... (Don't make some smart comment in brackets. Me.) I just want you to answer a few questions for me...

1. Will the Saturn be capable of running Video CD?
 2. Which gun can be used with *Mad Dog McCree*?
 3. Why did Sega release the Mega Drive 2 and Mega CD 2, when they should have been hard at work on the Saturn, and they just released the CDX Multi-Mega?
 4. When will ELSPA start putting certificates on games?
- Jonathan Bishop, Pontypridd

So instead, you start your letter by doing both. Hal! Answers? Oh, alright.

1. No.
2. This is the tricky bit... it's joypad only. And it's not very good, either. Don't buy it though, you'll have much more fun with *Lethal Enforcers*.
3. The original Mega Drives were getting kind of old, so Sega decided to give them a face lift. This didn't stop them from working on the Saturn behind closed doors though. In fact, it probably diverted attention from the whole 32- and 64-bit hype. For a while, anyway.
4. This whole certificate thing is getting a bit complicated. ELSPA have initiated the whole idea, but it's still voluntary - meaning that it's up to the software houses to decide on which certificate to give to a game. The Monitor Man logo has been dropped, and David Alton MP and a whole bunch of excited teachers are getting quite worried about the games you and I play. I wouldn't be surprised if putting certificates became mandatory by the end of the year. Roll on *Mortal Kombat 2*!

Violence is golden

Dear *Sega Power*,

In response to "The War of Violence" in which you invited us to express our views on the subject of violence in games... I think that the level of violence in computer games is astounding and, no, I do not think that it is necessary to have the fountain of blood and guts every time that someone gets shot. In fact, I don't think that it is even necessary for someone to get shot at all. Take *Sonic*, for example, to rid the game of baddies, all you have to do is jump on their head. My friends reckon I am mad to think this, but all I do is ignore them.

Gareth Hughes, Guildford

Dear *Sega Power*,

I'm writing to disagree with the letter Stephen Hynde sent to you in issue 54. 'Robocop' (the film) was an 18 cert, as was 'The Terminator', so obviously the game would have been violent. Anyway, blood and gore add reality to games. I mean, if I came to you with a machine gun and shot 16 magazines of fire power into your body you'd bleed to death, not turn into a little angel and float into heaven. I think that there isn't enough gore in games. Take *SF2* for example. If three fireballs hit you and then you were upercutted and kicked for a minute, you'd be more than "dizzy"!

David Dixon, Llandudno

Well, you two are obviously made for each other. This whole violence thing all comes down to realism, doesn't it? Some people think that killing baddies by spinning and bouncing isn't exactly real, and they'd much rather see blood pouring out of various orifices. Others don't want to be reminded of death and things, they just want a game to be fun without being gory. Luckily, there's enough of both types out there to keep you all happy.

Ratings rant

Dear *Sega Power*,

I think that ratings on video games are a good idea, but the only problem is the high recommended ages for games, for example '15' for *Night Trap*. They say kids don't know the difference between films, games and real life. Have you seen 'Home Alone'? It's like *Night Trap* in that traps are set in houses.

Children could easily imitate putting marbles at the top of stairs and throwing bricks off the top of houses, but don't you think it would be hard for a kid to actually install a trap door leading to the basement, or make his bed throw people out of the window? I've asked lots of people, who've seen 'Home Alone 1' or 2 and played *Night Trap*, which is the more violent and which is the easiest to copy? We all know the answer, so why did 'Home Alone' rate a 'PG' and *Night Trap* a '15'?

John White, Plymouth

*Okay, so you have a point. When Joe Pesci gets his hat blow-torched, and you can see raw skin, it's not exactly 'PG' stuff is it? But then again, there are a couple of scenes in *Night Trap* which aren't exactly exemplary either. When was the last time you opened a door to find some bloke hanging upside down with blood dripping from wounds inflicted by pins? What does everybody else think about this?*

Challenge

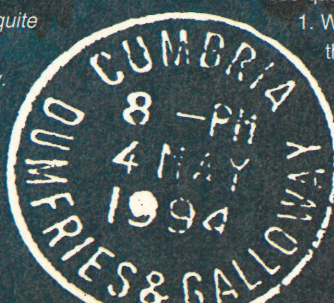
Dear *Sega Power*,

I'd be grateful if you could answer me these questions...

1. With the SVP chip, do you think we'll see games like *Virtua Fighters* on the Mega Drive?
2. Will Sega reduce *Virtua Racing*? It's just too expensive.
3. Will *Zool 2* be converted to Mega Drive?

4. Will *Fatal Fury 2* be as good as the legendary *Street Fighter 2*?
 5. Is *Nigel Mansell's World Championship* as fast as the SNES version claims to be?
- Clifford Cardona, Gibraltar

1. The only way you'll be seeing *Virtua Fighters* on your Mega Drive is via the 32-bit add-on which will be coming our way soon. This is going to change video games beyond recognition. I can't wait!
2. It is bloody expensive, I know. It doesn't look like they'll be reducing the



SEGA POWER'S CAST AND CREW:

EDITOR	Dave Pierre Roberts
DEPUTY EDITOR	Alison Harper
ART EDITOR	Lam Tang
DEPUTY ART EDITOR	Jason McEvoy
REVIEWS EDITOR	Dean Mortlock
STAFF WRITER	Rob Pegley
PUBLISHER	Colin Campbell
ASSISTANT PUBLISHER	Jim Douglas
JOINT MANAGING DIRECTOR	Greg Ingham
GROUP PRODUCTION MANAGER	Judith Middleton
PRODUCTION COORDINATOR	Lisa Read
ADVERTISING MANAGER	Alison Morton
DEP ADVERTISING MANAGER	Louise Woods
PHOTOGRAPHY	Rob Scott
CONTRIBUTORS	
Karen Levell	Danny Wallace
Neil West	Andy Stout
Josie Bilson	Tim Norris
IMPORTS SUPPLIED BY	Dream Machines
LINO AND SCANNING	Simon Windsor
Chris Stocker	Jon Moore
Mark Gover	Simon Chittenden
	Jason Titley

Address enquiries and correspondence to:
Sega Power Magazine,

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cart price right now either, but when the 32-bit add-on becomes available in the shops, all Mega Drive games are going to have to be reduced. Don't hold your breath though.

3. No plans as yet. Dean's sniffing that story out as I type.

4. I doubt it. But we'll be checking it out for you.

5. Most Mega Drive games are faster than the SNES versions, but we have never actually raced the two formats against each other. Does anyone fancy doing that and sending us the results in? Sega Power t-shirts for whoever does it first.

Screw this up!

Dear *Sega Power*,

STOP! Don't screw up this letter and throw it in the bin as though it were a copy of Mean Machines *Sega*. This isn't a run-of-the-mill compliment letter even if you are the best magazine of any sort

Lucky Sods-r-us

In issue 53 we offered survival kits to ten people who knew who Robert Baden-Powell was, and the 10 lucky cub scouts are: Darren Anderson from Milton Keynes, Andrew Smith from Chorley, Philip Thomas from Canvey Island, Tony Smorthit from Waltham Cross, Philip Penfold from Smallfield, Chris Vaughan from Londonderry, Scott Jamieson from Aberdeen, Gary Young from Essex, PR Jordan from Abbots Bromley and Adam Pollard from Long Eaton. Accolade sports gear was up for grabs if any of you could make us

laugh in the Snooker Loopy

Compo and the 5 that came closest were: Andrew Attack from Barry, Paul and Marisa from Leominster, Darren Tilley from Co Fermanagh, Danny Abad from Leeds and Colin Sheerin from Waterford City. Prizes are forthcoming. Finally a plea and an apology from Rob. ("Sorry."). The problem is that he has lost addresses for the ten winners of Pirates! Gold and MicroProse t-shirts in issue 53. Please give him a ring with your details and feel free to shout some abuse. The same goes for Rebecca and Matthew Trehearn from Clywd, give him a call and he'll send the *Chuck Rock CD*.

in the world, and because you give truthful reviews of every game, and because the free gifts you give away are excellent.

No, this is to complain about the release date of *Sega Power*. It used to come out on the first Thursday of every month. But now it appears to come out on the last Thursday of every month. I have only missed three or four issues - I even have issue one. Glad to see it isn't wafer thin any more. But I still haven't got issue 55. It's now over a week since it was due out and none of the shops around my area have it in.

Stuart Robinson, Derby

No, no, no. *Sega Power* always comes out on the first Thursday of every month... the only reason why it might come out earlier is if there's a bank holiday in the way. A holiday like Easter would cause a problem, but that's all. If some of the shops in your area don't stock it, ask them why and tell them you'd buy it. The last two issues have been incredibly popular though, and that might be one of the reasons for it not being available.

Media Inc is rubbish

Dear *Sega Power*,

First of all I have been reading *Sega Power* since issue 33, which influenced me to buy *Olympic Gold* for my Master System. *Sega Power* is totally completely (and many other words that mean quite good really) excellent. Could you answer these questions for me?

1. Will *Demolition Man* be coming out on the Mega Drive?
2. Should I get *NBA Jam* or *Jammit*?
3. Sod everyone who thinks that the Media Inc page is rubbish because it is excellent. Keep it in the mag.

Terry Buttress, Kidderminster.

Here's all the help you need.

1. No, it's only coming out for the Mega CD.
2. *NBA Jam* without a doubt. *Jammit* is on hold at the moment because Virgin aren't quite sure how it will measure up against *NBA Jam* and *Sega's* soon to be released basketball romp.
3. Well, Media Inc proved popular while it lasted... but it hasn't. We've incorporated it into our latest craze, *Sega Power's Most Wanted*. In this section we cover everything from the top ten Mega Drive games to the best breakfast cereal (going through all the cultural stuff we used to cover in Media Inc). I hope you enjoy it.

I hate to complain

Dear *Sega Power*,

Congratulations on getting rid of the brainpower verdict box in the reviews and replacing it with lifespan. Apart from this your magazine is lacking things such as a playability verdict box. Also, I have noticed a large decrease in the size of your magazine.

Why? I hate to complain so much, because apart from that your mag is probably the best around.

Michael Colvin, Glasgow

Probably? Probably? I think the word you were looking for was 'definitely'. Anyway, yes,

you're right. More games were released at Christmas and, therefore, there was more to write about and the software houses booked more advertising space. I wouldn't be surprised if we increased the size of the mag as we get closer to Christmas again... especially if *Sega* release their 32-bit add-on.

Dribbling mad!

Dear *Sega Power*,

I have recently played a game on the Amiga called *Premier League Manager 2* and I loved it. So, I wondered if...

1. There was a football manager game on the Mega Drive, and if not is there one coming out soon?
2. How much is it?
3. What store is it available in?
4. If there is a game, could you please give me a free copy?

James Seward, Nottingham

You're not the first to ask us this, James, and probably (yawn) not the last either. No, at the moment there is nothing like *Premier League Manager 2*. But, don't worry. Sensible are working on a version of *Sensible Soccer* in which you can be a manager or a player manager. It's called *Sensible World of Soccer* and it's coming out soon for the Amiga. I reckon we can expect a Mega Drive version in early summer 1995. It's a while to wait, but from what we've heard it's going to blow all management sims out of the water on all formats. Stay tuned for more news.

● Anything bothering you about games, people... the world? Write and tell us about it. If you're letter is picked out for being 'pretty bloody brilliant' you could win yourself a t-shirt, some games or possibly even wads of cash. Do it, now. You never know, you might just be lucky.

SEGA POWER

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For sale: Sega Power mags, issues 28-46 (issue 30 not included). Also Sega Force mags issues 1, 4, 5 and 12. All in good condition, will accept any reasonable offers.

Tel: (0603) 661584

For sale: Micro Machines and Lemmings £25 each, EA Hockey £20, Sonic 2 £20, Hard Drivin' and Jewel Master £12. Will, alternatively, swap for FIFA International Soccer, Road Rash 2 and others considered.

Tel: (0253) 358929

Swaps

I'll swap Alien Storm and Batman on the Mega Drive for Desert Strike or Jungle Strike. Other decent games considered.

Tel: (0483) 506591 (please phone after 4pm)

I'll swap Prince Of Persia for the Game Gear for either NBA Jam or Micro Machines for the Game Gear. Has to have box and manual.

Tel: (0924) 254625

I'll swap my Master System 2, with games including Alex Kidd, Golden Axe, Sonic Chaos, Lemmings and Dick Tracey for a Mega Drive in good condition with at least 1 game.

Tel: (0824) 3768

I'll swap my Tom and Jerry, Zillion 2 and Shinobi on the Master System, for your Mick and Mack's Global Gladiators also on the Master System.

Tel: (0305) 889327 (please phone after 4.30pm)

I'll swap World Of Illusion for Mortal Kombat. Alternatively will sell for £30 ono.

Tel: (0623) 441599 (please phone after 4pm)

I'll swap Flashback for Cool Spot, or will sell for £23. I'll also swap Night Trap CD for Thunderhawk CD, Cool Spot cart or ToeJam and Earl cart. Alternatively will consider selling for £23.

Tel: (0229) 828665 (please phone after 6pm)

I'll swap Two Tribes Populous 2 for Micro Machines, Marble Madness or Ecco The Dolphin on the Mega Drive. Must have instructions included.

Tel: (081) 843 0723

I'll swap my X-Men cart (boxed) for Flashback, F1, or Super Monaco GP1 or 2. Will also buy games mentioned.

Tel: (0926) 401376

I'll swap my Game Gear with AC adaptor, carry case and the following games - Mickey Mouse, Terminator and Donald Duck Lucky Dime Caper, for Zool, Batman Returns and Global Gladiators on the Mega Drive.

Tel: (0603) 747195

Wanted

Wanted: Mega Drive games, all games considered. Will pay good prices for recent games.

Tel: (0527) 832230

Wanted: Mega Drive games, will pay up to £15 for any good titles.

Tel: (0286) 880057 or send list to Bryn Mor, Carmel, Caernarvon, Gwynedd LL54 7AD

Wanted: Sonic 2 on the Master System. Will consider paying up to £10.

Tel: (091) 285 4626 (please phone weekdays only)

Penpals

I am a 13 year old guy looking for a female penpal of a similar age. Must be good looking and good fun. Please send photo and write to: 10 Franklyn Crescent, Windsor, Berkshire SL4 4YT.

I would like a female penpal aged between 13 and 25, who likes Sega and Rave music. Please write enclosing photo to: 18 George Street, Dumblane, Scotland FK15 9HE.

I am a girl of 11. I enjoy doing Karate and would like a male or female penpal, aged between 10 and 13. (Hope she doesn't want to practise her moves on you.)

Tel: (0474) 850028 (please phone any time between 4 and 6pm)



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- 2.) Always read the small print on adverts.**
- 3.) Beware companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.**
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- 5.) If you're not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.**
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- 7.) If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.**
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- 9.) Always order from the most recent issue of Sega Power.**
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- 5. Sign the following declaration** (but get your parent or guardian to sign if you're under 16). We won't print any ads without the signature. All unsigned ads go straight to Rob. A nasty business.

Signed **Date**

Next Month!

Q. Where can I find out all about the **next** generation of fighting games before my mates do?

A. In **SEGA POWER**

Pssst! Over here. Listen to what we've got planned for next month's issue...

Ryan Giggs
Champions,
Speed Racer,
Sink or Swim,
Dropzone,
GP Riders,
Kawasaki
Superbikes,
Another World
2 **and a whole
load more!**

We'll also be taking Dragon and Hulk to pieces, showing you how to be the best, - and of course we'll tell you how to win at Dr Robotnik's Mean Bean Machine.

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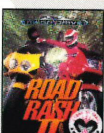
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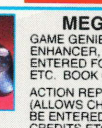
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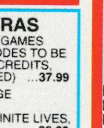
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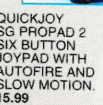
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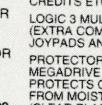
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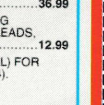
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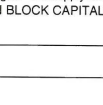
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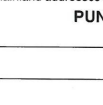
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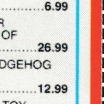
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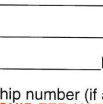
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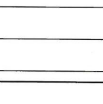
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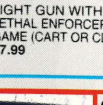
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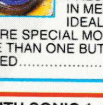
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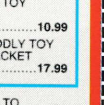
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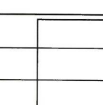
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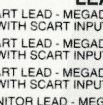
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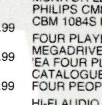
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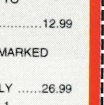
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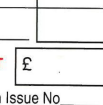
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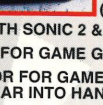
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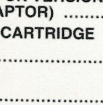
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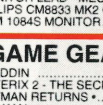
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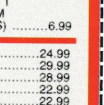
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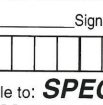
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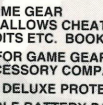
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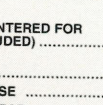
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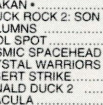
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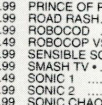
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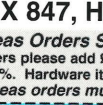
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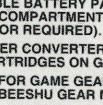
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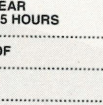
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PRESET MOVES IN MEMORY.
IDEAL FOR
GAMES WHERE SPECIAL MOVES
USING MORE THAN ONE BUTTON
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MEGADRIVE EXTRAS

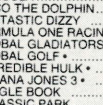
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NO MERCY IN THIS COURT.

Ranked number one* in the world, Pete Sampras can turn a ball into a ballistic missile. When he pulls the trigger, your first priority is to get out of the way.

Scorching serves, fearsome forehands, blistering backhands and smashes to make a ball-boy wince. It's all here - full-blooded, full-on extreme tennis.

Pete Sampras Tennis is packed with features like interactive sampled speech and realistic sound fx throughout, after-touch ball control, 18 different world locations, action replays, action replays and a repertoire of shots British players would give both arms for.

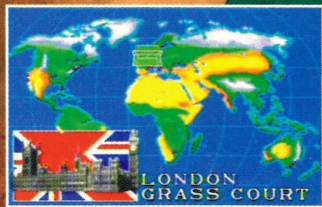
Pete Sampras Tennis comes on the new J-Card, a revolutionary cartridge with 2 additional joypad connectors built in for simultaneous 4-player power! No adaptor needed - just plug in and before you can say "New balls please", up to four of you are giving the ball a serious thumping.

The ultimate tennis game is here - except it's not just a game. Have you got the balls?

Megadrive out June 16.
Game Gear out
August 19.

"The best tennis simulation and a brilliant multi-player experience"
SEGA MAGAZINE **92%**

"The only tennis game you'll ever need - absolutely brilliant!"
SEGA PRO **90%**

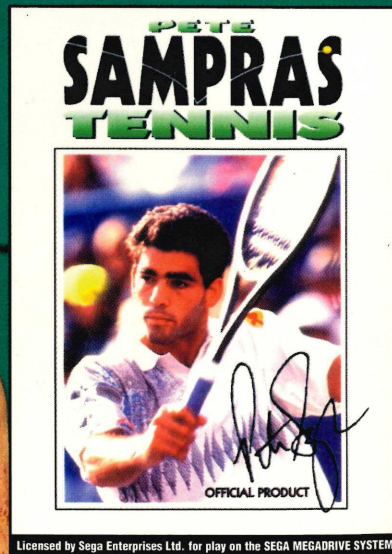


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J-Card
1-4 PLAYERS
PLUG UP TO 2
EXTRA JOYPADS
INTO GAME CARD.
No adaptor needed

"The most playable, easy to pick up and fun tennis game I've ever played"
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Sportsmaster
IT'S NOT JUST A GAME

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