

Amazing
New Look!

SEGA POWER

First pictures!

Brian Lara '96

EXCLUSIVE

Mega Drive review

Virtua Fighter on the Game Gear and the new £200 Saturn 2!

Earthworm Jim 2
EXCLUSIVE Saturn shots and info

Street Fighter Alpha
The 3D beat-'em-up meets its match

TIPS SPECIAL!
Over 100 cheats and hints

Eight page review, tips and track guide
wipeout
wants your soul!



SEGA POWER

ISSUE 79

JUNE 1996

Wipeout, Street Fighter Alpha, Brian Lara '96, Earthworm Jim 2, 20 Uses for a Dead Master System

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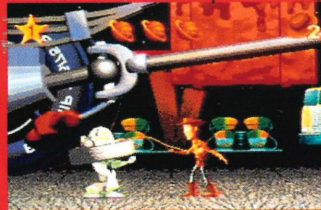
PLAY THE GAME.



Disney's
TOY STORY
Disney
INTERACTIVE
ACTIVE
D

SEGA the
GAME IS NEVER
Over.

MEGA DRIVE



TOY STORY. FROM THE BIG SCREEN TO THE MEGADRIVE. BUT IS IT STILL A HAPPY ENDING? ONLY IF YOU'RE GOOD ENOUGH.

Welcome to Sega Power

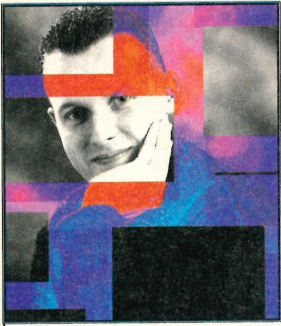
“Everyone’s dead for some reason but even that isn’t enough to stop the fighting” – p30

“Somewhere, there’ll be a little programmer with tear stains all over his X-Files T-Shirt” – p56

“Nowadays Sinbad would be armed with a flame-thrower, six grenades and a chain gun which might explain why we don’t see magic skeletons digging themselves up and wading into battle against bearded heroes anymore” – p32

“This page would probably be an advert for toothpaste and we’d be playing *Sega Rally* until wrinkled flesh covered our eyes” – p48

“Activision were the EA of their day, plopping out hit after hit with the dull regularity of a vegetarian’s bowel movements” – p22



**Welcome...
...to Sega Power!**
You might notice a few changes to the magazine. We've been working hard deciding how to make *Sega Power* more relevant, informative and value-for-money. In short, how

to make the magazine better for our readers. We'd be foolish to deny that things seem to be moving in the direction of the Saturn and away from the Mega Drive but we will continue to support the Mega Drive all the way. So you can be sure that we'll still be bringing you the best reviews, previews and tips for the best Mega Drive games around, as you'll see this month. But we aren't letting that stop us from changing the magazine in other ways. We now have a much bigger news section. Perhaps the biggest change is with our reviews and previews - you'll get much more information for your money. And we now offer the best tips coverage around. Plus we've reintroduced the Hardline. No other Sega magazine anywhere offers this much quality, unbiased information for your £2.75. That's our guarantee to our readers. We hope you enjoy the mag - write and let us know what you think as we develop *Sega Power* further over the next few months. • **Nick Merritt - Editor**

COMMENTS

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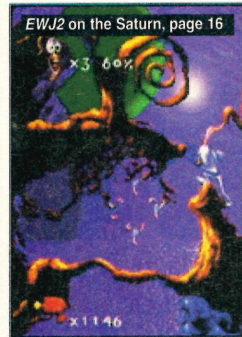
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- Emails to nmerritt@futurenet.co.uk, dmortlock@futurenet.co.uk, lmacgregor@futurenet.co.uk

Feature...

24 ... 20 Uses For A Dead Master System

Sadly, the Day comes for us all when we are forced to retire and leave the world to those younger, faster and more energetic than us. But even when that happens, we hope that we might be asked back to contribute one more time... So in honour of all those dead Master Systems out there... there's this...



EWJ2 on the Saturn, page 16



Dark Saviour... page 30

Previews...

- 16 ... **Earthworm Jim 2 (Sat)**
- 19 ... **Powerplay Hockey (Sat)**
- 20 ... **Die Hard Trilogy (Sat)**
- 22 ... **Return to Zork (Sat)**
- 26 ... **Panzer Dragoon 2 (Sat)**
- 28 ... **Dark Saviour (Sat)**
- 30 ... **Dark Stalkers (Sat)**
- 32 ... **Skeleton Warriors (Sat)**
- 34 ... **Pro Pinball (Sat)**

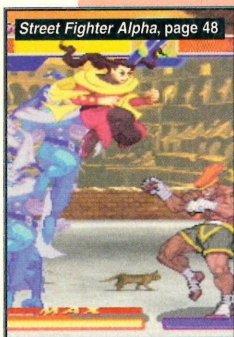
Cover
Feature

36 Wipeout

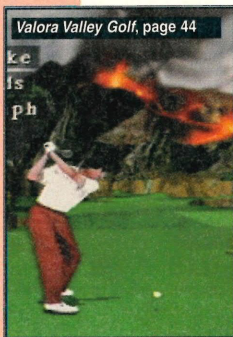


The best game on the PlayStation has defected to the Saturn and it wants your soul! Does it convert successfully? Do we need PlayStation games on the Saturn? It's all revealed over eight pages, starting on p36.

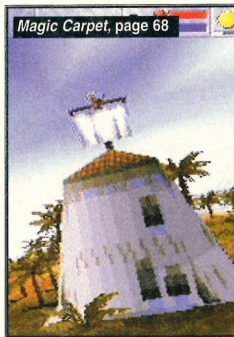
Definitive eight page review, tips and track guide!



Street Fighter Alpha, page 48



Valora Valley Golf, page 44



Magic Carpet, page 68



Toy Story, page 64

Reviews...

- 36 *Wipeout* (Sat)
- 44 ... *Valora Valley Golf* (Sat)
- 46 *Shellshock* (Sat)
- 48 *Street Fighter Alpha* (Sat)
- 52 *Brian Lara '96* (MD)
- 56 *The Horde* (Sat)

Tips...

- 60 **Cheat of the Month**
- 60 **Cheats and Hints**
- 60 **Q&A**
- 60 **Can You Help?**
- 61 **Tips Hardline**
- 62 **Sorted!**
- 64 *Toy Story* guide (MD)
- 68 *Magic Carpet* guide (Sat)

Win a top
stereo!

Turn to page 55 and win yourself a funky stereo or even a copy of *Magic Carpet*.

Quick Start...

- 6 News
- 13 USA News
- 14 Japanese News
- 16 Previews
- 24 Feature
- 35 Reviews
- 55 Compo
- 59 Power Tips
- 62 Players' Guides
- 73 The Hardline
- 78 Readers' Ads
- 79 Back Issues
- 80 Letters

You might notice a few changes this ish... hope you like 'em.

New Saturn

Don't Buy a Saturn*

*yet

Saturn price slash • Sega • Now

Redesigned and £100 cheaper, Sega are hoping the new Saturn 2 is going to clean up...

In a surprise move that's taken the whole console market by storm, Sega of Japan have announced that the Saturn has been redesigned and its price slashed. The new model went on sale in Japan on the 22nd of March for the greatly reduced price of 20,000 Yen (about 200 US



Dollars). Using the common rule for these things, it's safe to bet that when the machine's launched over in the UK it'll go on sale for about £200. We hope.

According to Shoichiro Irimajiri (the vice-president of Sega Enterprises in Japan), the new pricing was possible due to "New mass production techniques and hardware design changes." He also said that the new Saturn will be completely backwards compatible (that is, it will run all existing Saturn games) and



Evolution of a Monster

In the Saturn's relatively short history it's already undergone a couple of changes...

(Far left) This is one of the first development drawings printed of the Saturn. Similar, but it ain't...

(Middle) ...this baby. The square (some

might say slightly ugly) black box adorning the homes of a selected and lucky few of you.

(Below) Now this is the new redesigned Saturn currently impressing the Japanese. The first shot you'll see of it anywhere, too.



that it would be released in America (although a date wasn't announced). Nothing was mentioned about a European release, however.

Andy Mee, Sega's marketing boss told an industry magazine that "With hardware, the lead times are generally five to six months, but there are currently no exact details on when it'll arrive.

"It's also difficult to say at the moment what will happen with pricing. There are a lot of factors

to consider such as import duty, so we can't give any indication yet of what the price is likely to be."

More news will come through soon, but a European launch is looking likely for Autumn. Place yer bets.

The helpful index

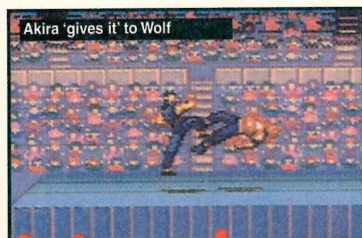
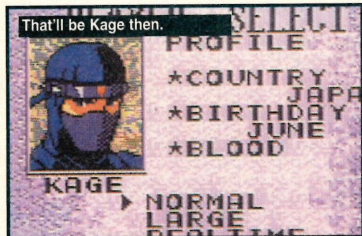
In Development	7	Charts	13
Mark Ramshaw	9	Price Round-up	13
Retro a go-go	10	Japanese News	14
Out Now	13	American News	15



And then he dropped it. Whoops.

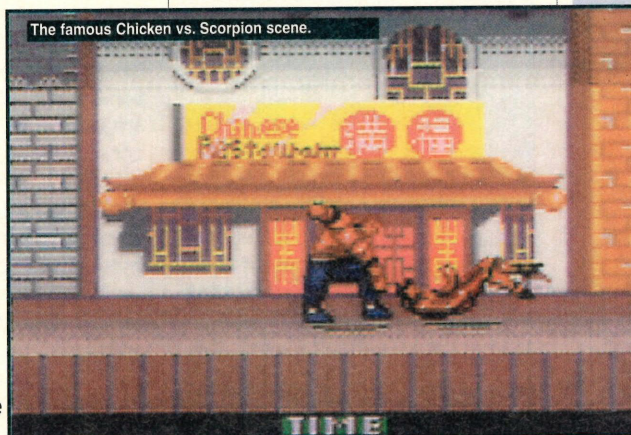
Mission Impossible

You might think that we mocked-up these shots – Sega Power trying to fill a section of news with a ridiculous story about an impossible conversion. You'd be wrong though.



The truth of the matter is that (however much you might not want to believe it) *Virtua Fighter* is coming to the Game Gear albeit in slightly different clothing.

There's seven of the original characters and a fair smattering of the moves. The major difference is that the game is now a 2D sprite-based beat-'em-up as more than four polygons at once tend to be a problem for the Game Gear.



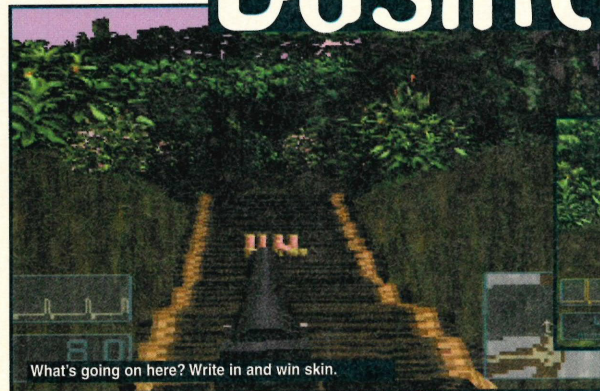
Sega reliably inform us that the game will get its UK release this June.

Congo • Saturn
Hopeful y never

When we went to Sega this month, we were granted the upmost privilege of seeing *Congo* for the Saturn. If you remember, *Congo* was a game touted around not long after the Saturn's launch but no shots have been available, until now.

It's *Doom* in the jungle, with apes, guns and quite awful graphics. The chances are that it'll never get a European launch but we thought we'd better keep you up-to-date with things.

Monkey Business



On The Grapevine

The once-canned *X-Perts* (Mega Drive) from Sega is back on line. Flabbing with Sega gave us this bright information, but a release date is unknown. See USA news for more.

A compendium of the finest *Gradius* (or *Nemesis*, for those who remember the old arcade game) games are to be released by Konami for the Saturn. It's out at the end of March but a European release is highly unlikely.

With the launch of *Sega Rally*, *Virtua Fighter 2*, *Virtua Cop* and *Wipeout* in Japan, sales of the PlayStation have almost ground to a halt. This, and the expected release of Nintendo's 64-Bit machine have caused Sony incredible problems in their major selling country. Like we care!

You may think the Mega Drive has problems and looking at the *In development* box on this page may give you the impression that the MD's future is as rosy as Hades. However, Sega have good news, they will be releasing 5-10 Mega Drive games before the end of the year – and they're all bound to be brilliant.



Thunderhawk 3 from Core was originally going to stun us with its futuristic delights towards the end of the year. Due to an incredibly large workload Core have decided to put the game on hold. More as and when we get it.

In development

It's new and it took literally years to collate; it's the new section we like to call *In development*. Every month we'll be taking a random selection of software houses and giving you an up-to-date release schedule. This will be updated, changed and fiddled with to give you the latest info on the finest up and coming software. That's what we're paid for. (All games are for the Saturn unless otherwise stated.)

B M G

After *Gex* and *The Horde*, BMG have big hopes for *Exhumed* (a *Doom* clone) and their cartoony

platformer, *Firo & Klaude*.

Legacy of Kain June
Slam & Jam June
Baseball July
Exhumed August
Firo & Klaude August

Core

Thunderhawk 3 now seems highly unlikely, but the intriguing and as yet untitled Ninja-style beat-'em-up sounds very promising. Completely 3D and with superb graphics, news will appear soon.

Blam! Machinehead June

Swagman July
Tomb Raider November
Ninja (working title) November/December

Electronic Arts

Strike a dog, EA are going full steam ahead with the Saturn train... along... the... track... of... something. All their best 3DO titles and plenty more are Saturn bound over the next few months.

Striker '96 May
Shockwave Assault May
Need For Speed June
Road Rash June
Space Hulk July

On The Grapevine

Speaking of Core, they are going great guns with their 3D Ninja fighting beat-'em-up. A couple of the characters have been done now and the sound effects are, apparently, going to be best. Now all they need to do is think of a name.

Konami are releasing a Saturn version of their classic game *Snatcher* to the Japanese market at the end of this month. The game was originally released for the Mega CD, oh ages ago. Speaking to Konami, they tell me that a UK release is unlikely. Bit of a shame, that.

Firo & Claude is a 'Humorous 3D isometric platformer with two American cops called Firo & Claude'. One is a ape and the other is a cat. Eh? Anyway, BMG are the publishers, it's out (hopefully) in August, and they think it's brilliant. But they would, wouldn't they? If we ever get to see a copy, we'll let you know.

Slam & Jam '96 is a basketball game endorsed by Magic Johnson. It was scored very highly by most mags (including *Edge*) when it appeared on the 3DO and should be out on the Saturn around June/July again through the lovely BMG.

Disappointing news for people waiting for the Saturn version of *Descent* - it's been put back until August and further delays are possible. Coding delays are blamed.

After last month's exclusive tittle-tattle about a Game Gear version of the excellent Saturn game *Baku Baku Animal*, we can proudly announce that it will be out in the UK in June. A review could possibly furnish the pages of our next issue, you never know.

Caught By The Nakas

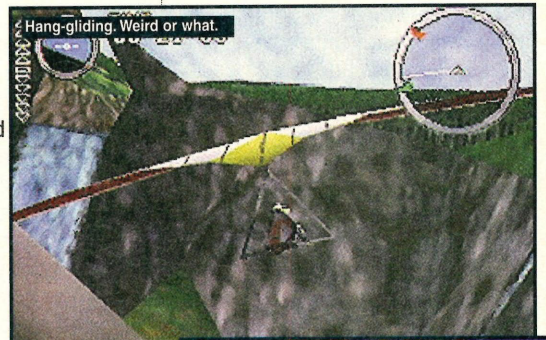
New 3D platformer • Saturn • Summer



Have you ever wondered what the team behind *Sonic & Knuckles* have been doing since *Sonic & Knuckles* was released? No? Neither have we. ONLY JOKING. The

Naka boys are responsible for all three *Sonic Mega Drive* games (plus *Sonic & Knuckles*) and are quite obviously bored with working with 16-Bits. Now they're about to give us something equally good for the Saturn.

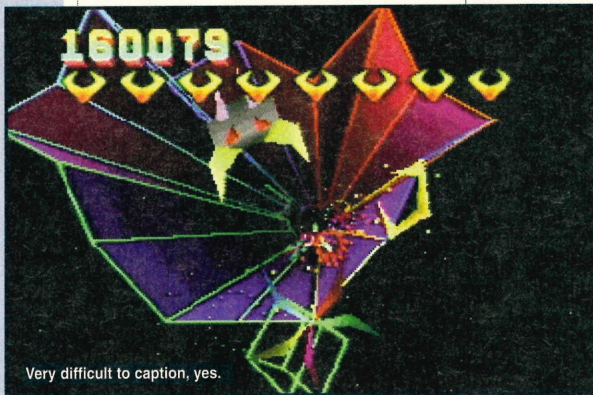
It's a 3D game - obviously - and is said (by those in the know) to be a sort of complete freedom game (like that Ultra 64 *Mario* game, but certainly better) and full of flying/hang-gliding things. Mysterious.



Oh the joys of the £70 game.

Old Tat Coming to Saturn?

Tempest 2000 • Saturn Rumoured end of year



Very difficult to caption, yes.

Be it only a rumour but following Atari's conversion of their Jaguar game, *Tempest 2000* onto PC, we hear that there's a strong possibility of it appearing on the Saturn later this year.

The game originally appeared in the arcades in the very early eighties and,



thanks to the assistance of a sad old hippy, a bit of an update and the fact that there's sod all else on the Jaguar, it turned out to be a bit of a hit. If we hear anything, we'll tell you. PROMISE!

PGA Golf: European TourAugust
Shredfest:September

HexenSeptember
DoomNovember
QuakeDecember

G T Interactive

GT have one of the most impressive line-ups of any of the third party licencees. After the brilliant (from what we've seen) *Ultimate MK3*, they have no less than three ID titles (the *Doom* and *Quake* people) out towards the end of the year. They're also in the process of signing Scavenger's titles (*Amok* and *Scorcher*), but at time of going to press this hadn't been confirmed.

Ultimate Mortal Kombat 3May
Defcon 5June

Interplay

After our review of *Casper* last month, the big news is that the game could possibly slip to a Halloween release. Apart from that, the rest of Interplay's titles are tentatively placed for a Summer release.

CasperJune (or October)
AftermathAugust
DescentAugust
VR BaseballAugust
VR PoolAugust

Sega

Sega themselves admit that Mega Drive releases will dwindle (5-10 releases planned before the end of the year, but this will give you an idea of their future plans. Their strongest title planned for the next couple of months has to be *Destruction Derby* or *Euro '96*.

Golden Axe - The DuelApril
Guardian HeroesMay
Panzer Dragoon 2May
Euro '96May
Destruction DerbyMay
3D LemmingsMay
DiscworldMay

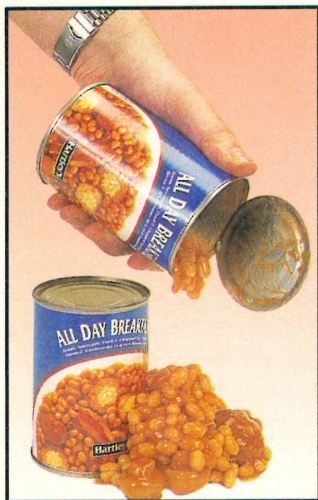
The Useless Product of The Month!

The All Day Breakfast

What happens when you cross Hartley's (the jam people) with a revolting idea spewed up from a development team

tortured with hammers until they came up with a new product idea. What you get, my friends, is the *All Day Breakfast*.

It can be eaten at any time of the day and consists of beans, sausage, pork & chopped egg 'nuggets', bacon and mushrooms. All (18% meat) of this will cost you the unbelievable sum of 99p. Embarrassed to buy it? Of course you are. It's prole slop; nothing more, nothing less.



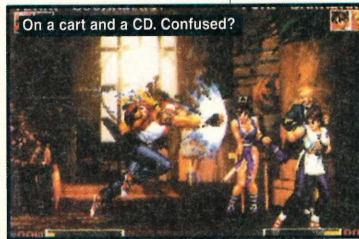
The King of Fighters '95 Saturn • Early Summer

Tyson?

The first game to appear from the Sega/SNK crossover deal will be the highly rated *King of Fighters '95*. The game looks like a standard 2D beat-'em-up with fairly good graphics, the usual smattering

of special moves and plenty of characters. Funny that, because that's exactly what it is.

There's 24 characters... and oh, everything you'd expect from a Neo Geo fighting game. One novel feature is that this'll be the first game to appear on both a CD and Saturn Cartridge. It'll all be available in one bumper pack and the background and sprite graphics will be on a 16 MBit cart, while the remaining sections will be stored on the CD. This will slice the access time down to virtually nothing. Apparently.



Just Killing Time

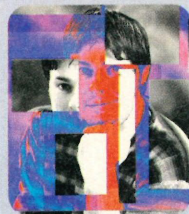
Time Killers • Mega Drive June

HQ are leaping headfirst into the Mega Drive cesspit with the release of both *Olympic Summer Games* (mentioned in another story) and the antique *Time Killers* – antique because it floated around a couple of years ago, before quietly disappearing from whence it came.

It's a beat-'em-up. You fight people from various time zones (gladiators, cavemen, knights, etc.) and it looks... ookkaayy. We might review it over the next couple of months, if we're brave enough.



Mark Ramshaw



Sega versus Sony; we've heard the speculation, but who is really selling the most machines?

Sega and Sony have been squaring up against each other for some time but now the gloves are really off. The conflict began well before the launch of the companies' respective 32-bit games systems: Sony was criticised for lack of knowledge about the console market, while launching second, without much software support and amidst rumours that the Saturn's multi-chip structure made programming difficult, didn't help Sega any.

Now the war has transformed into a bizarre slugging match, with sales figures at the centre of the furore. There's no doubt that the PlayStation had the stronger launch and Sega have had their work cut out to match Sony's performance. Sony themselves claim sales are currently at 156,000 in the UK alone.

Sony is very efficient at publishing their sales figures, while Sega only tend to question Sony's numbers and describe their own with phrases like 'we're not that far behind'. Stuart Dinsey, editor of the computer industry's leading trade paper *CTW*, says, "I don't believe that Sony are overstating their figures, but I think Sega are probably being economical with the truth about theirs. Sales have improved – but perhaps that reveals how weak the Saturn was previously."

At Sega, Zamir Mirza sees things as much more evenly matched. "Currently our UK sales are around 55,000. That figure is calculated by 'grossing' up – taking the ChartTrack sales figures which cover 70% of outlets. By those same figures Sony have 77,000 PlayStations in the UK.

I don't know what they're basing their figures on, but if they're claiming more than this it's because they're inflating the ChartTrack figures. If we did that our figures would increase by a similar proportion."

Certainly recent weekly sales figures suggest that the Saturn is closing in on its rival. "We've been reaching a 45% share of the market," confirms Zamir, "and while we don't know the March figures yet, it may be that we've passed the 50% mark."

Once the current fuss dies down, the price war started by the Saturn 2 is sure to begin. After that, you can bet the war for the crucial best-seller position will be fought with games. With its arcade conversions and strong original titles, it is in this last area that Sega holds perhaps the strongest cards of all.

- Worms (MD) May
- Baku Baku Animal June
- Baku Baku Animal (GG) June
- Virtua Fighter (GG) June

UBISOFT

After the multi format success of their first 32-Bit title, Rayman, UBISOFT are beavering away on several titles, one of which is the Saturn version of *Street Racer*. Unfortunately, no 16-Bit titles are planned, but more Saturn titles and release dates will be announced at the E3 computer show in Los Angeles in May. We'll be there and if we can drag ourselves off the beach for long enough to find any worthwhile information, doubtless we'll print it.

Virgin

Keep an eye out for *Earthworm Jim 2* (see this month's spanking preview on page 16) and *Cool Spot* from Virgin over the coming months. *Earthworm Jim 2* is provisionally penciled in for a June release but is likely to slip. Any more Mega Drive games are highly unlikely, unfortunately.

- SF Alpha April
- Darkstalker's Revenge May
- Criticom May
- Earthworm Jim 2 June
- Skeleton Warriors June
- Tilt August
- Cool Spot 3 September



This'll be Hexen then. Good

The

Big Three

ID games • Saturn • Early Autumn/Winter



Doom on the lovable, hugable, binable 32X. Large caption box this, isn't it?

Good news for those people waiting for Doom. It's going to be here around September/October

time, with Hexen (a half sequel, using the same game engine) and

the proper sequel, Quake, all arriving before the end of the year from the big boys at GT Interactive.

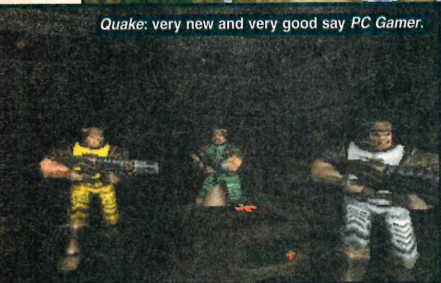
Strangely Hexen will appear first but all three games are essential purchases, especially if GT put a compilation of all three Doom games (Doom 1, Doom 2 and Thy Flesh Consumed) onto the same disc as they did with the PlayStation version.

Barely Babbers

Virtua Kidz
• Saturn
• T B A



The news floating around Japan like a nasty virus is that Virtua Kidz will be ported across to the Saturn. Whether that news excites you or not will depend on your original interest in Virtua Fighter 2, as it's the same game, but with different graphics. No date's been set for a release, but expect it around the same time as Sonic Fighters and Fighting Vipers.



Quake: very new and very good say PC Gamer.

Mana Rag

It's a anagram, see? Mana Rag – Anagram. Very clever and we've just got this new computer program that does thousands of them. So, for starters, here's 10 on Sega Power. If you fancy trying it yourself get a pencil and paper or send us your pitiful suggestions instead.

- grease wop
- sewage pro
- power sage
- so we grape
- go see wrap
- we gas rope
- grow as pee
- so ape grew
- spew a gore
- worse page

Next month Ten MORE anagrams on a different subject – one of which is... chase man in me.

Going For Gold

Three Olympic games
• Mega Drive/Saturn
• Spring/Summer

With the impending Olympic games looming over us like an enormous monster, with sharp death and evil on its twisted, emotionally-depraved brain, you might care to pass an interested eye over the way of US Gold, THQ and Virgin. All three are producing Olympic Track & Field style games.

If you're lucky enough to remember either Track & Field, Hyper Sports or Daley Thompson's Decathlon, you'll know the sort of game to expect. Frantic hammering of buttons and broken digits will be

the order of the day from May onwards. THQ's Olympic game will be a Mega Drive only effort, while the other two will only be tickling the delighted palettes of the Saturn-owning public.



Retro a go-go

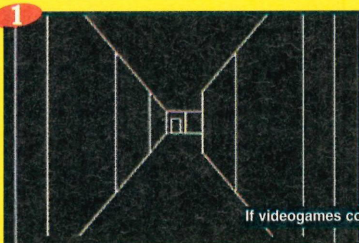
Ever wondered about the history of game styles? Ever looked at Sonic and wondered where it all began? Too young to remember Transylvanian Tower by Richard Sheppard Software? You'll bloody love this then...

This month – 3D Maze games

1) Laugh at the pathetic wire-frame graphics. Chirrup at the jerky-sperky update and die of boredom when you finally get 'got' by a block monster. Typical games: 3D Monster Maze (ZX-81), loads of them on the TRS-80 and Vic-20.

2) Ruuubbbish! If anybody tells you that Dungeon Master is the best role-playing game in the world, they lie. Typical games: Dungeon Master 1&2 (Atari ST, Amiga, PC, Mega CD), Eye of The Beholder (ST, Amiga, PC, Mega CD)

3) ...Aanndd now we have the lovely scrolling violent fun of Doom and its happy clones. Atmospheric, smooth, texture-mapped sweetness. Typical games: Doom 1&2 (everything), Hexen (PC), Marathon (Mac), Zero Tolerance (Mega Drive)



If videogames continue to develop at this rate, real life will be obsolete by AD 2015

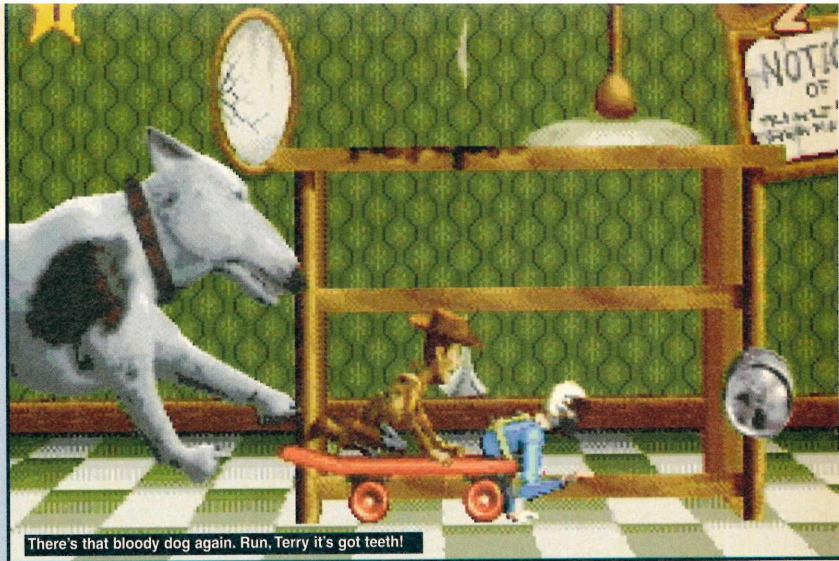


Game of The Month

Toy Story
Sega, Issue 77, 93%

Despite this being the strongest month for Saturn releases since Christmas, the finest game thrown out to an unsuspecting public in March/April was the brilliant Mega Drive game, *Toy Story*.

A huge sprawling mass of originality and variation was how Nick would describe it. Purchase is especially recommended due to the fact that the Mega Drive seems to be dying faster than a stuttering comedian and there's sod all else about for it. **GET IT NOW!**



There's that bloody dog again. Run, Terry it's got teeth!

Out Now



Wipeout
Sega, This issue, 87%

Weeelll, it's okay, isn't it? Over-hyped, over-rated and missing a couple of elements of the PlayStation version, but still the basic *Wipeout* gameplay. The first of the Psygnosis bunch to arrive on the Saturn, expect dazzling conversions of *Destruction Derby*, *3D Lemmings* and *Discworld* over the next couple of months.



Street Fighter Alpha
Virgin, This issue, 81%

It's as close to the arcade original as you could hope and it's very polished in its presentation, but you can't help feeling that *Street Fighter* has been a bit left behind by the all-conquering *Mortal Kombat 3*. With *UMK* soon to poke its pretty little head around the corner, there's not a great deal of competition in my mind.



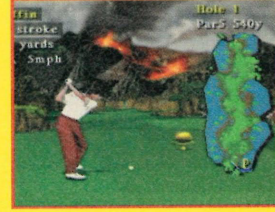
Magic Carpet
Bullfrog, Issue 78, 89%

You might think that any game involving more spells than a witch's handbag and a tatty old piece of shagpile would be as dull as washing dishes, but you'd be as wrong as you could possibly be. Lots of dazzling 3D, 75 large levels and highly addictive gameplay make this one of the best and most original Saturn releases this month.



Golden Axe - The Duel
Sega, Issue 70, 74%

A fair conversion and maybe we were a little harsh on it way back in issue 70 when we reviewed it on import. It's a pretty straightforward conversion of the arcade game and a no-frills, 2D beat-'em-up. With *Street Fighter Alpha* out this month and *Dark Stalker's Revenge* out in the next, please think carefully before buying this.



Valora Valley Golf
Virgin, This issue, 32%

Wallowing in the radiant afterglow of *Virtual Golf* from Core, is this stinking piece of solidified hog's breath. Virgin aren't completely responsible for this golfing tat - it was written by the American company Vic Tokai - but they are the people smuggling it into this country, so they're partly to blame. Please don't buy this.

Charts

The new charts are pretty much the same as the old charts - except we've had to throw out the Game Gear, Master System and Mega CD ones, because you're not buying any games anymore. Sorry. To make up for that slight hiccup, we can proudly present the *Sega Power* Most Wanted Top Ten... the games that WE are waiting for.

Saturn

- 1Sega RallySega
- 2F1 ChallengeSega
- 3Virtua Fighter 2Sega
- 4FIFA Soccer '96Electronic Arts
- 5Wing ArmsSega
- 6WormsOcean
- 7Thunderhawk 2Core
- 8 (NE)DAcclaim
- 9Sim City 2000Sega
- 10 (RE) Virtua CopSega

Mega Drive

- 1FIFA Soccer '96Electronic Arts
- 2Sonic & KnucklesSega
- 3Sonic 2Sega
- 4Taz 2Sega
- 5Mickey ManiaSony
- 6Ecco 2Sega
- 7Premier ManagerSega
- 8Micro Machines '96Codemasters
- 9PGA Tour Golf '96Electronic Arts
- 10Psycho PinballCodemasters

Sega Power's Most Wanted

- 1Alien TrilogyAcclaim
- 2The £200 SaturnSega
- 3Ultimate Mortal Kombat 3GT Interactive
- 4Murder Death KillShiny
- 5Die Hard TrilogyFox Interactive
- 6LoadedGremlin
- 7Destruction DerbySega
- 8Virtua Fighter (Game Gear)Sega
- 9Virtua Fighter 3Sega
- 10Earthworm Jim 2Virgin

The Saturn and Mega Drive charts are the copyright of ELSPA (which stands for Every Loving Soul Plops About) and they are skillfully compiled by...



Price round-up

Another new feature starting this month is the price round-up. Basically, what we do is trawl around like over-enthusiastic fishermen, contacting five software retailers and finding out the availability and price of the more popular titles. This should give you a brilliant idea of where to go for the bargains, etc. Kind? That isn't the word for it.

	electronics boutique	Electronic Boutique	Game Ltd	HMV	Dixons	VGC
FIFA Soccer '96 (MD)	£29.99	£34.99	£29.99	£29.99	£39.99	
Premier Manager (MD)	£39.99	£39.99	N/A	N/A	N/A	
FIFA Soccer (Saturn)	£44.99	£44.99	£44.99	£44.99	£44.99	
Worms (Saturn)	£39.99	£39.99	£39.99	£44.99	£39.99	
Sega Rally (Saturn)	£49.99	£49.99	£49.99	£49.99	£49.99	

Contacts

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

GOD MADE HIM SIMPLE, SCIENCE MADE HIM A GOD.
NOW, HE WANTS REVENGE.



WINNER
MOST
COMPELLING
COMPUTER
EFFECTS

LAWNMOWER MAN 2

BEYOND CYBERSPACE


12

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STYLING: STEVE LANE • ROBERT PROUD • PETER MURPHY • OLIVE TURNER • MICHAEL LARLEY • "LAWNMOWER MAN 2 BEYOND CYBERSPACE" CASTING: JAMES WILSON • COSTUME DESIGNER: JAMES WILSON • HAIR: JAMES WILSON • MAKEUP: JAMES WILSON • PRODUCTION DESIGNER: JAMES WILSON • EXECUTIVE PRODUCERS: JAMES WILSON • PRODUCED BY: JAMES WILSON • WRITTEN BY: JAMES WILSON • DIRECTED BY: JAMES WILSON
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American News

Hi, Chester T. Abraham here, your new American correspondent. Hey, everything about America is better than anywhere else, we've got the fastest cars, the fattest humans, the ugliest children... And some of the best videogame developers (Er, we don't think so - Sega Power.). Here's the latest news, man...



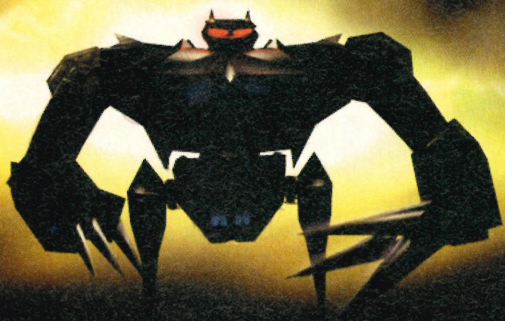
Stop, you're killing me

Murder Death Kill
• Saturn

Latest news Stateside concerns the rumoured new Dave Perry/Shiny Entertainment release, *Murder Death Kill*. Although it sounds like something from the movie *Demolition Man*, it's actually a 3D shoot-

em-up for the Saturn. I'm also informed it looks nothing like *Doom*, which makes a nice change. The story goes something like this: Bloke gets warped to futuristic world where everybody is made of guns. Hence the game is very violent. Those who have seen the it have tipped the graphics to be something pretty special. I'll let you know more next month.

Trouble on legs. Maybe.



And this is what happens when you let designers loose with a crayon.



Joy of X

X - p e r t s
• M e g a D r i v e

It's a new Mega Drive game which places you up against a bunch of terrorists, who have taken control of a top-secret, underwater weapons facility. Unless their demands are met, they'll detonate a thermonuclear device, destroying the planet.

You get to control three characters, each with unique attacks, weapons, technical skills, kill and torture moves. The aim is to extract the necessary information from human enemies. You'll get to hack computers and program robots as well as you try to save the World once Again.



A Mega Drive game at last.

On The Grapevine

Sega of America are reported to have private misgivings about introducing *Virtua Kidz* into the States. The reason given is that they do not want to do anything which might damage the image of their existing *Virtua Fighter* games.

After our main news story concerning the Saturn 2 this month, some more details emerge: A Sega representative says, "What they [the designers] have been able to do is use the same circuitry but make it smaller... It's described as being a little softer and not so squared. When you press 'open' and the CD box comes up, that's no longer black, it's clear. They... have been able to implement economies of scale on the pricing."

Williams, the makers of arcade pinball machines, are rumoured to be eyeing Time-Warner Interactive for a possible bid. If so, they'll get *Primal Rage 2* as part of the deal.

Tomcat Alley has become the latest Sega title to be converted to the PC. No idea how well it has turned out but I'll have more on it another day.



Big Bad Top

Nightmare
Circus

• M e g a D r i v e

Norse Code

Gargoyles

• M e g a D r i v e

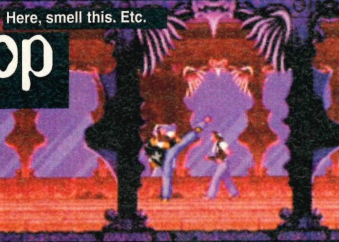
Most games are only supposed to take you a couple of days to complete but this one boasts that it'll take you through 1,000 years of 'gothic adventure'.

Start out against Old Testament geezer Goliath, murder and pillage with the Vikings and tussle with 3D robots in modern-day Manhattan, all with the aim of finding the Eye of Odin.

There are 15 stages of frenetic action in a 24-MBit cart.



Hope you're enjoying the new look.



Here, smell this. Etc.

Don't ask me about this one, but a joe called Jester has resurrected the ghostly Circus del Diablo from a deadly fire. Trouble is, the big top is now occupied by a bunch of ghouls and ghosts which is where Raven (a native American type who knows about this kind of pagan stuff) comes in. Use his psychic powers to defeat Jester and his grim bunch.

Sega Saturn upcoming American releases

Just Released

Name	Type	Name	Type
<i>Congo The Movie</i>	Action/Arcade	<i>Varuna's Force</i>	Strategy/Puzzle
<i>Guardian Heroes</i>	Action/Arcade	<i>True Pinball</i>	Arcade
<i>Toh Shin Den</i>	Action/Arcade	<i>Waterworld</i>	Action/Arcade
<i>Return to Zork</i>	Adventure	<i>Alone In the Dark 2</i>	Action/Adventure
<i>Alone In the Dark</i>	Adventure/RPG		
<i>Deadly Skies</i>	Action/Arcade	May 1996	
<i>Impact Racing</i>	Vehicle/Simulation	<i>Panzer Dragoon 2</i>	Action/Arcade
<i>Raw Pursuit</i>	Action/Arcade	<i>Free Runner</i>	Action/Arcade

Japanese News

Hello, my name's Mr. Joe and I am really happy to be doing work for Sega Power magazine over in England. Over the next coming months I will be bringing you all the news I can find on Sega Saturn, Mega Drive (although that system isn't very popular over here at the moment) and interesting looking Sega arcade machines.

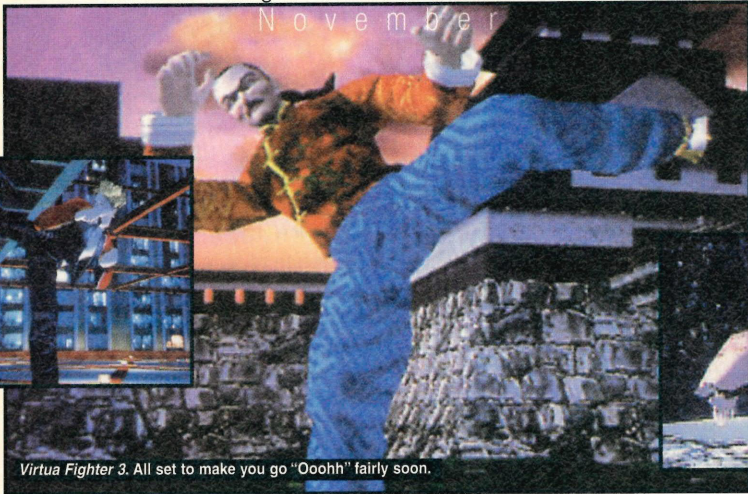


I have worked for many magazines for many years now and I love computer games almost as much as music and food. See you later, my children.

Virtua Fighter 3

- The very latest pictures

Virtua Fighter 3 • Arcade
November



Virtua Fighter 3. All set to make you go "Ooohh" fairly soon.

Everyone clamours like fish for these pics, but I won the fight and came out with these in my hand to give to you. Now you can see Jacky and one of the new characters, Umenokoo Jiaoi, fighting. Don't they both look brilliant?

What's more exciting, is that AM2 promise that there will be a Virtua Fighter 4 and 5. What will those look like? Can't wait.

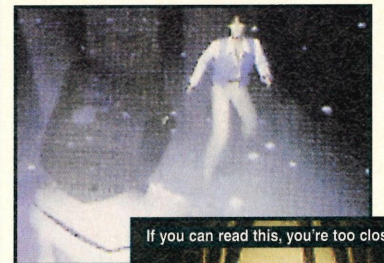


Multiple endings

Torico • Saturn
May (Japan)

Nothing is much known about Torico yet but I had a few pictures, so I thought you might like to see them. A lot of the magazines over here have printed them, so it should be a pretty big.

It's an adventure game, but with multiple endings. A friend who writes computer games and who has seen it said that it will take ages for you to complete because of the many endings.



If you can read this, you're too close.

On The Grapevine

The good news, for people who like the game - and there's plenty of those types about, I can tell you - is that Capcom are producing a version of *Mega Man* (or *Rock Man*, as some of us like to call him) for the Saturn. A man whispered this to me as I was buying some fish at my local market.

You like *D*? I did. It was a bit scary in places with all that dripping blood, but weren't the graphics the best? Anyway, enough talk of old games, did you know that WARP are working on the sequel? No? Well, you should! Nothing much is known about it at the moment, but Laura is going to make a healthy return. She's very pretty with lovely curly golden hair, but I don't like her legs all that much.

Did you know how popular *Virtua Fighter 2* is over here in Japan? We love *Final Fantasy*, we thought *Tekken* was okay, but more than any other game, *Virtua Fighter 2* is the best. Over here in Japan you can buy all sorts *Virtua Fighter 2* merchandise. There are playing cards, jigsaws, models, photo CD's a comic and even outfits so that you can dress up just like your favourite characters. THAT'S how much we all like it.

Get old classics here

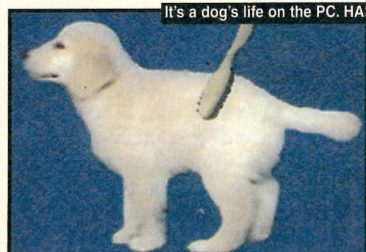
Re-release • Saturn
Soon

Specious Species

PC Dog • PC
Now

It is not of any real interest to Saturn owners, but I saw it and I did laugh very hard. It's a virtual pet and you can have your dog on your PC. You can feed it, take it for a walk, comb it or just love it, but isn't it a bit strange?

Oh well, if a Saturn version ever does look like being released, I'll write and tell Mr. Dean. Then he will laugh very hard as well.



It's a dog's life on the PC. HA!

At the Sega Power-up meeting on the seventh of March, here in Japan, Sega announced not only the new Saturn, but also mentioned lots of new software, like the new Sega Ages range. For low prices you will now be able to play classic old Sega arcade games. Ones to interest you are *Space Harrier*, *After Burner* and *Outrun*. If they're cheap enough, then it will be a good thing.

Site of the month!

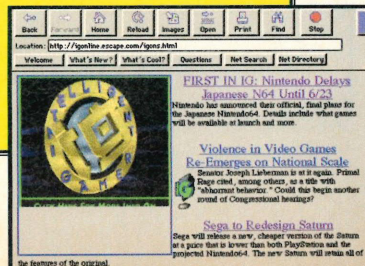
Another new thing and yes, well, we probably do spend far too much time hauling our sorry butts over the Internet, but it truly is amazing what you can find there.

Every month we'll be giving you a review of the best sites available to Netscape or Usenet subscribers and for the rest of you... sorry, but it's only a small corner of the mag - cut it out or something.

Title: IG Online

At: <http://igonline.escape.com/igons.html>

It's a computer fanzine and a really good one. Their contacts are many and sharp and most of the news is reliable and interesting. They're producing a fully-fledged paper magazine soon, but for now you really should take a look at this.



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Tel: 01782744707 Fax: 01782744292 Website and Email [HTTP://WWW.DATEL.CO.UK](http://WWW.DATEL.CO.UK)

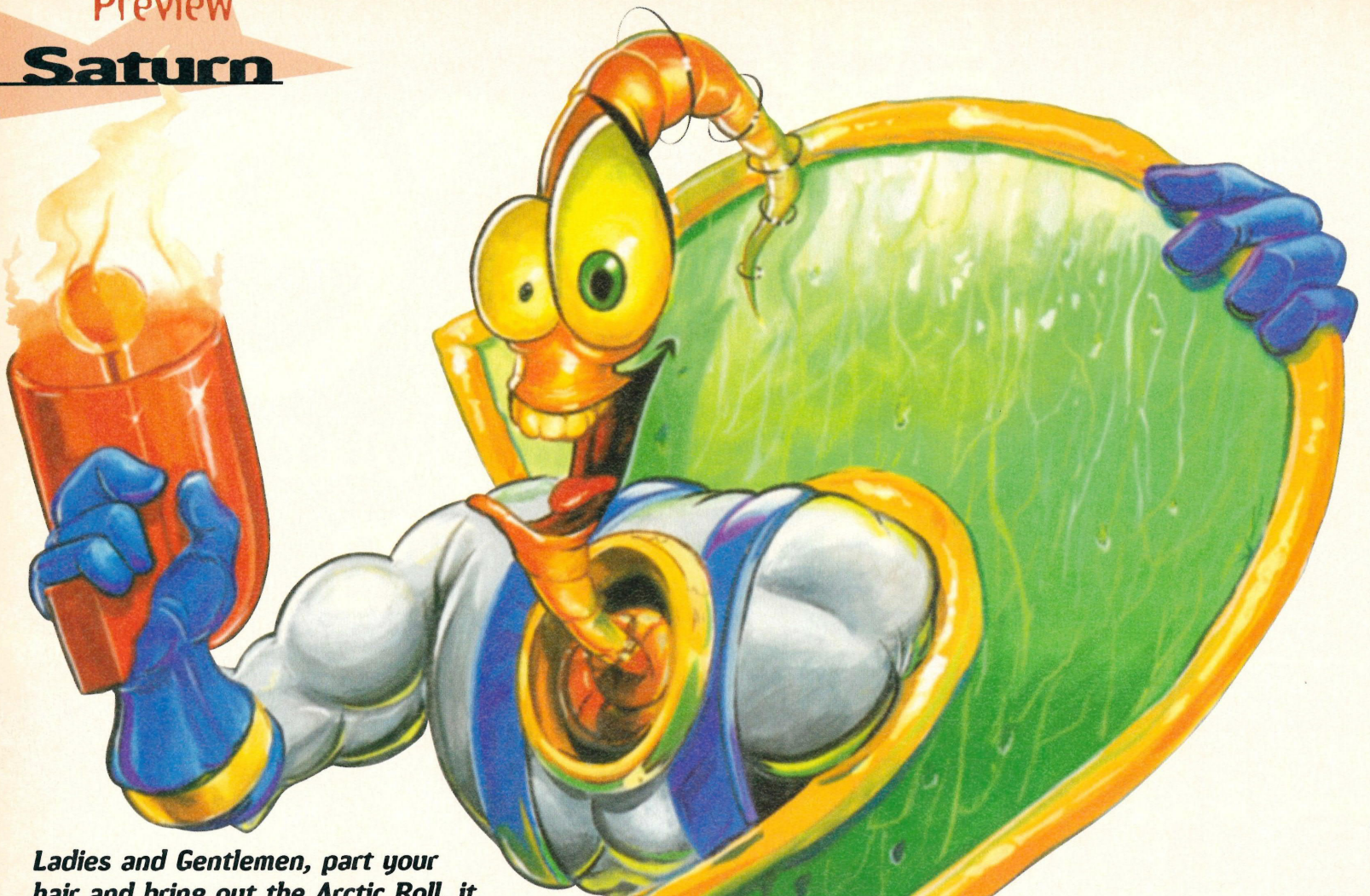
Allow £2.00p+p.



SATURN IS A TRADEMARK OF SEGA ENTERPRISES LTD.

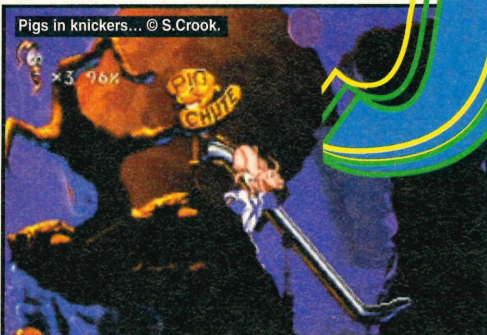
Preview

Saturn



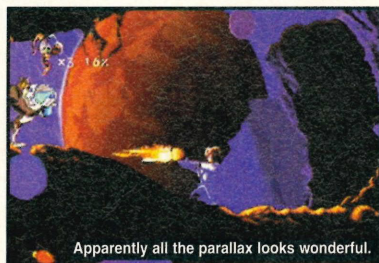
Ladies and Gentlemen, part your hair and bring out the Arctic Roll, it gives me the greatest of pleasure to present to you Earthworm Jim 2 on the Saturn...

Earthworm Jim 2



Here it is. We stand back and with a sweeping, almost welcoming gesture we introduce you to the Saturn version of *Earthworm Jim 2*. Much like that older brother who's been away for a few years at university and has, shall we say, blossomed, the Saturn version plays much the same way as its younger brother, but just looks a bloody site better.

The game's conversion is being handled by the new-to-the-business Screaming Pink. Why? Because it would seem that Shiny are far too busy doing other things to worry about the likes of this. Not the most enviable task trying to emulate the mighty Perry, with his many and varied tricks and gibbons, but as you can see from these shots, it looks okay. The problem that anyone converting *Jim* to the Saturn would have was always likely



A tale of two worms

Jim's flirtation with *Sega Power* started waaaaay back in issue 60, where we liked the Mega Drive version of *Earthworm Jim 1* muchly. Since then we had another two versions of pretty much the same game on different formats. By the time we got to the sequel, we loved *Jim* so very much that we'd invited him over for a romantic meal and sent him one of those lovely padded cards on St. Valentine's Day.

Earthworm Jim 1 (MD)



Issue 60, 94%
Shocked everyone by bringing the Mega Drive the best animation and use of samples ever seen on the system. On top of that the game was large, very funny and completely varied.

Earthworm Jim 1 - Special Edition (CD)

Issue 66, 96%
Pretty much the same as the Mega Drive version, but with better sound, the added bonus of a couple of completely new levels and some bizarre and 'only available on CD' endings.

Earthworm Jim 1 (GG)



Issue 70: 91%
Even with the pitifully weak power of the Game Gear, Virgin still managed to produce a pretty faithful conversion. Much of the prettiness had gone, but the animation and size of the game remained.

Earthworm Jim 2 (MD)



Issue 74: 95%
Not a landmark sequel; in fact arguably more of the same. Even so, *Earthworm Jim 2* was still better than anything else available.

Format Saturn Release Date June

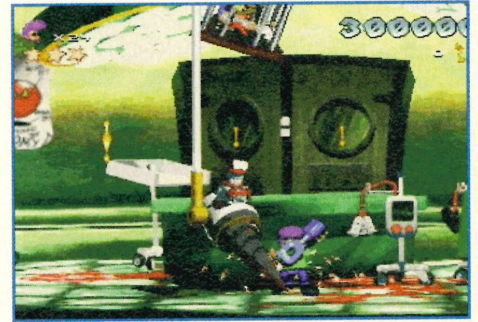
Players One Virgin(0171) 3682255

It's a bit like...



Rayman

Cartoon platformers aren't quite two-a-penny on the Saturn yet but the first in a growing market was the visually-pleasing *Rayman*. Far too tough for some and waned in appeal before the week was out, *Rayman* still gave a good indication of what was possible.



Johnny Bazzookatone

More than just a little bit dull, this was a hastily cobbled together platformer that was weaker than Yoda's knees and had all the visual charm of a fat pig in knickers. People who like it usually fall into the category 'Don't know their arse from their elbow.' Now you know.

Screaming 'til they're sick

Screaming Pink are based in Carlsbad, Southern California (just above San Diego, geography fans) and although they've all individually worked on some 8-Bit, 16-Bit and PC stuff, this is the first Screaming Pink game.

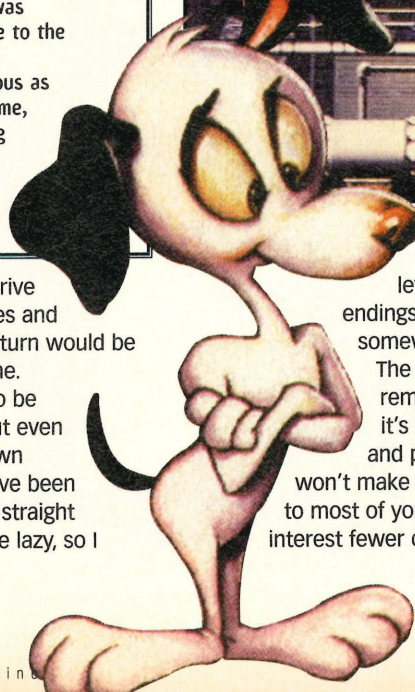
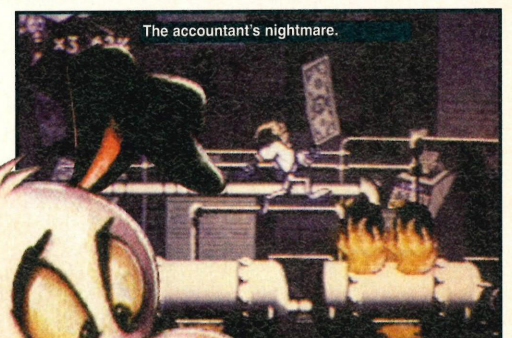
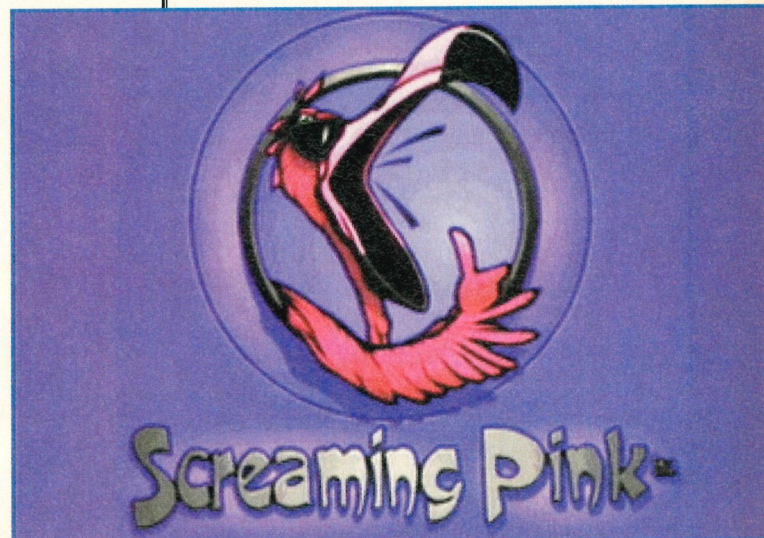
They've started working on original titles all of which will be for 32-Bit consoles. Andrew Caldwell, President of Screaming Pink said this about them, "These new machines, the Saturn and the PlayStation, are really very powerful. I don't think we're going to see games using their maximum capabilities before the end of the year."

The Saturn version of *EWJ* was programmed by Don Cherf Jr. and Dan Berke and we asked Andrew about how he liked to run his company: "We're here to enjoy ourselves - above all though, we want to make games which we'd enjoy playing ourselves." Oookkayy, so what about their sexual preferences? "When we get together for a quick game, one of our favourite games was *Bomberman*." This is, obviously, due to the startling multi-player action.

If you were slightly curious as to how Screaming Pink get their name, it all stems from a box of Screaming Yellow Zonkers popcorn aaaaaand... a fluffy pink flamingo. It's an American thing, don't try to understand it.

to be the graphics. On the Mega Drive *Jim* pushed it to its farthest reaches and beyond. Replicating that on the Saturn would be very tricky at this stage in the game.

The game is supposed to be released in June through Virgin, but even at this late stage, very little is known about the actual game and all we've been able to see is a two level demo. A straight port from the Mega Drive would be lazy, so I



think it's fair to assume that some extra levels/bonus stages or endings simply MUST be included somewhere along the line. The sound seems to have remained the same, although it's been digitally remastered and plopped onto the CD. This won't make an awful lot of difference to most of you and will probably interest fewer of you still, but I just

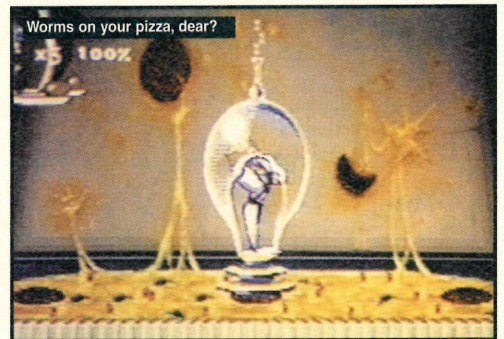
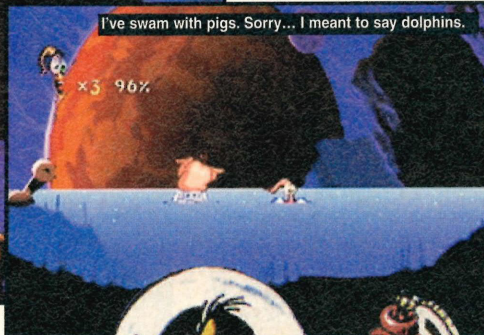
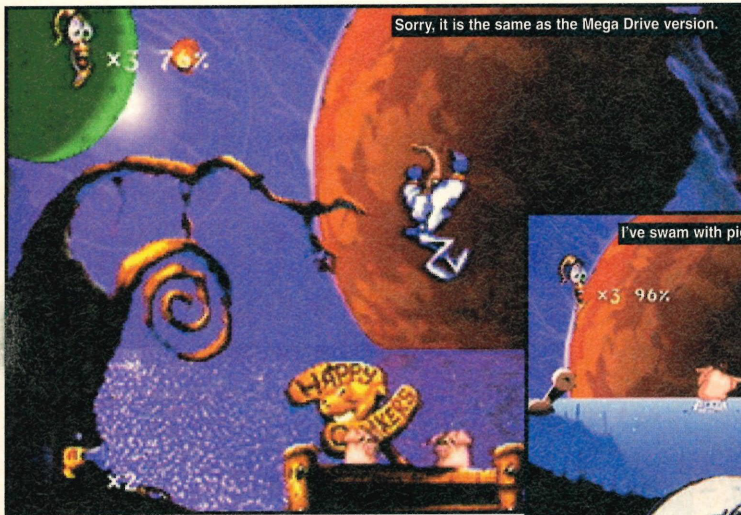
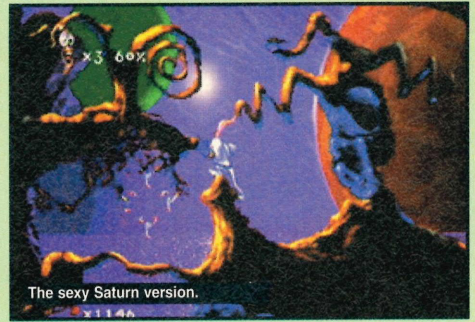
Preview Saturn



Spot the Difference?

This could be a picture from the Saturn, then again... No, of course it's the bloody Saturn. For God's sake man, just look at the background. Sooo, lovely and everything. Plenty of colours, big guns and straining worms.

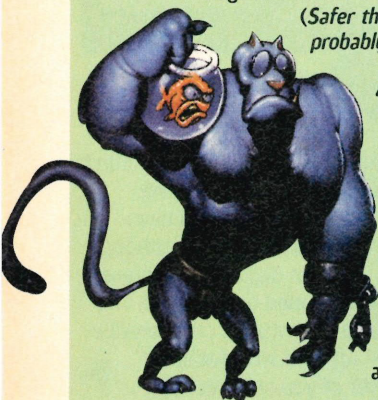
Only coming in a slight second, the Mega Drive version. Never have Mega Drive graphics looked so good and it is a testimony to the original talents of Shiny that there's very little difference between the two versions.



Exploit Your Worm


The success of *Earthworm Jim* has led to some remarkable licensing deals in America. Not only can you buy a complete range of *Earthworm Jim* plastic dolls for your eager (if lonely) children and friends, but there's also a pretty successful cartoon series that's shown every Saturday morning. With this in mind, we thought about the various other marketing possibilities...

- 1) Novelty *Earthworm Jim* condoms
Slogan: 'Wear a worm ON your worm.'
- 2) *Earthworm Jim* soft drink
Slogan: 'Worms are healthy, worms aren't grim, so drink a can of *Earthworm Jim*.'
- 3) *Earthworm Jim* burgers
Slogan: 'Bite into a worm, TODAY.'
(Safer than beef too probably - Ed.)
- 4) *Earthworm Jim* noodles
Slogan: 'Can YOU tell the difference?'
- 5) *Earthworm Jim* Pepperami
Slogan: 'It's a bit of an animal.'



printed that sentence for the benefit of any *Maximum* readers who'd picked up *Sega Power* by mistake.

Every level now has multi-level parallax with around four depths of 'it' for each. With 256 colours for each depth, this adds up to around 1,000 colours for each of the levels. Impressed? Me definitely was.

Far more information than the paltry amount given here will be lovingly furnished to our greedy audience shortly after it falls into our fetid laps, in what is cunningly referred to as the 'near future'. • Dean 

A Slight Intermission

One of the better uses of the Saturn's power are the new rendered stills shown at the end of each level. Not ground-breaking by any stretch of the imagination but worthy of a small box such as this.



Powerplay Hockey

Is it just us or do all hockey games look the same? Here's one with the word 'power' in the title (so we like it).



used to play hockey at school you know. Unfortunately, it was grass hockey not ice hockey and so I used to look a bit out of place kitted out in full body armour, skates, battle helmet and shoulder padding. Slowed me down a little as well but the girls liked it. I think. Oh, all right then.

Ice hockey is a superb spectator sport though. The speed, skill and sheer violence makes it worth turning up for any day. If you've never been to a match before, GO NOW! But that's aside from the main point here, which of course is a preview of Virgin's new

Saturn hockey title, *Powerplay Hockey*.

"They've taken a leaf out of Sega's Virtua titles and gone for a realistic polygon approach"

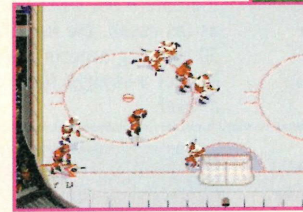
They've taken a leaf out of Sega's Virtua titles and gone for a realistic polygon approach. This has helped make each player more visible but just in case, the name flashes up beside the relevant person each time he receives the puck.

Virgin are also cramming in the neat touches like motion captured 3D animation (which explains the smoothness of the player anims), some nifty AI routines (ensuring that the CPU puts up a decent game), a Coaching Mode, Instant Replay, five game modes (from head-to-head to full season) – and a rules on/rules off option for true brutality.

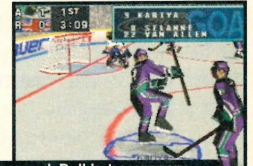
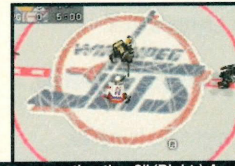
Better get your skates on for this one. (You're fired – A Publisher.) • Nick

It's a bit like...

NHL Hockey
Reviewed in issue 75 and given a limp 64%, this was a disappointing effort from Sega Sports. It was hard to follow the action, none of the players had special moves BUT there were nine camera angles. Not quite good enough.



FIFA '96
A funny choice, you might say, but there aren't many other sports games on the Saturn yet. Similar views and swooping camera angles but different because *Powerplay* is about Ice Hockey. Yeah.



(Left) "Hey baby, how's about some action then?" (Right) A goal scored. Dull but necessary.



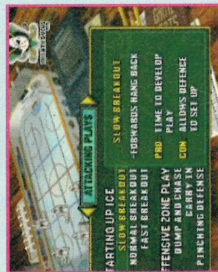
Selecting things

It's not all about trying to hit a small bit of rubber into the opposing goalie's mouth. There's stuff to select too...

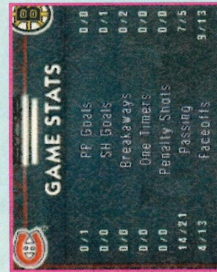
Up to six human or CPU players can join in the fun, thanks to this VERY NICE screenshot here.



You can also alter the way you play, setting things up defensively or going all-out for attack.



Some very tedious statistics here. American sports wouldn't be complete without this kind of tat.



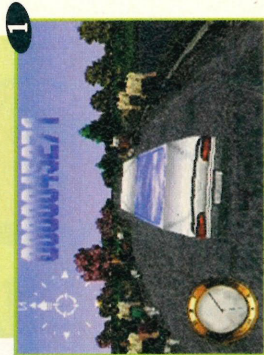
The camera angle changes a lot too. This is a shot of the bully-off, courtesy of the nostril-cam. Lovely.



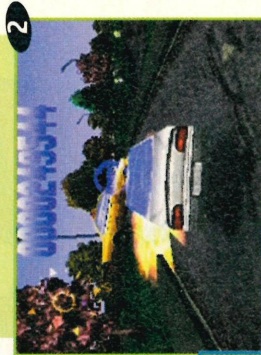
Preview Saturn

"I didn't say 'Simon Says'"

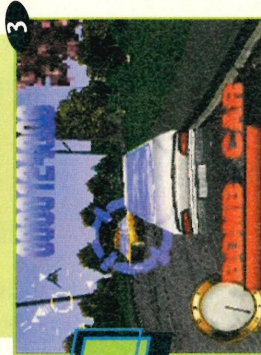
So you're rushing through the streets of New York searching for the bombs but will you be in time? To get to your objectives, you'll have to switch cars several times before it's too late.



1
You'll start off with a drive in the park, as in the film. Watch out for pedestrians!

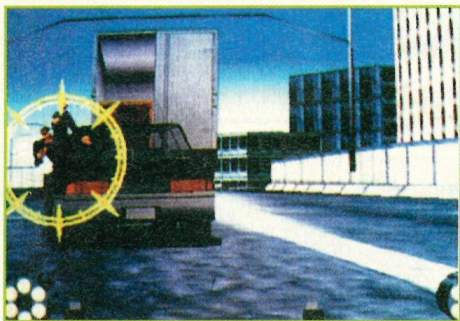


2
...I should have added that you'll also need to watch out for other vehicles, like this yellow cab. Whoops!



3
You approach one of your objectives. There's a bomb in this car and you need to deal with it quick.

It's a bit like...



"I read about them in Time Magazine..."

Virtua Cop

This is the game that *Die Hard Trilogy* most nearly resembles – the perspective is the same, the targeting is the same and the variations in your weaponry owe a lot to *Virtua Cop* too. BUT there's more to do than in *VC*, with cars to drive for a start.



Doom

Yeah yeah, we know – *Doom* hasn't been out on the Saturn but we're not going to let that stop us (as usual). *Die Hard Trilogy* shares some of the 3D shooting aspects and upgradable weapons but it's not a straight *Doom* clone for once, which is a relief.

Die

(Due to the nine o'clock watershed, this preview has hereby been censored by ITV.)

Knight rides into action in 15 different vehicles, including a Yellow taxi Cab, a Volkswagen Beetle, a police car, dump truck, ambulance, school bus, fork lift and a few Italian and German cars. Each vehicle differs from the others in terms of their handling, braking, weight, speed, skid and acceleration capabilities.

"Well well – Hans. That was tricky with the accent."

Don't be fooled – there'll be plenty of obstacles in the final part of the game to make your progress just

that little bit more difficult.

For instance, you'll want to watch out for grid-locked traffic, pedestrians, traffic lights (be careful about running red lights), subway trains, random fire hydrant water blasts, buses switching lanes without warning, bomb-laden wire bins and so on.

Who'd have thought an overweight bald geezer who can't act would (a) get to marry Demi Moore, (b) convince her to become pregnant, and (c) end up as the star of the best action movie of the Eighties (bar *The Terminator*)?

"Come out to the coast, we'll get together, have a few laughs..."

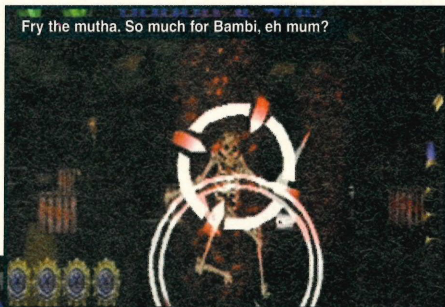
A little plot recap might be in order...

Die Hard: Ruthless terrorists hijack a skyscraper.
Die Hard 2: Ruthless terrorists hijack an airport.
Die Hard 3: Ruthless terrorists hijack New York.

So which *Die Hard* are we talking about being in the game? As it turns out, all of them.

The action starts with you in Nakatomi Plaza (the skyscraper from the first film) on a search-and-rescue mission putting you through ten levels of *Virtua Cop*-style shoot-em-up action. After that, it's time for a trip through Washington/Dulles

It's a scene from *Die Hard 2*. Lovely.



It's the Nakatomi Plaza level (in the carpark) and Bruce's T-Shirt is still white. I FEEL CHEATED!



airport, and the surrounding countryside. Finally, the game switches to the last film in the trilogy and a high-speed car chase through the streets of New York as you attempt to defuse 15 bombs throughout the city.

"Ho-ho-ho, now I have a machine gun."

Yes, you do indeed. You don't start with a full complement of weapons but as

you progress through the game, there's a massive arsenal for you to pick up. This includes a SPAS12 Shotgun, two Assault Rifles, an MP5 submachine gun, an M60 machine gun and a selection of hand grenades.

"Hans, baby... I'm your White Knight."

This particular White

Welcome to the Party, pal

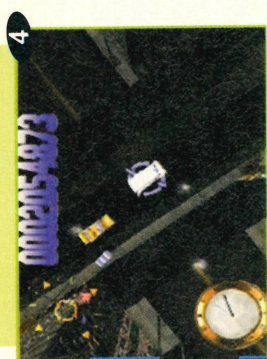
Three films in one game... not bad. It all kind of goes something like this...



(1) In the basement car park of Nakatomi Plaza...



(2) Shooting baddies near cargo planes at the airport...



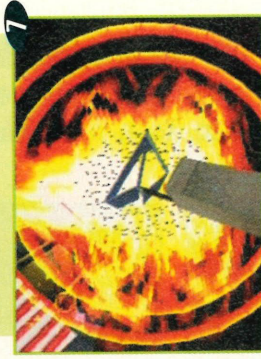
There's more than one view angle in the game - here's a little look from an above the action kind of angle.



Ouch, I've been knocked off the road and I'm in a roll. Not a particularly clever move at this late stage.

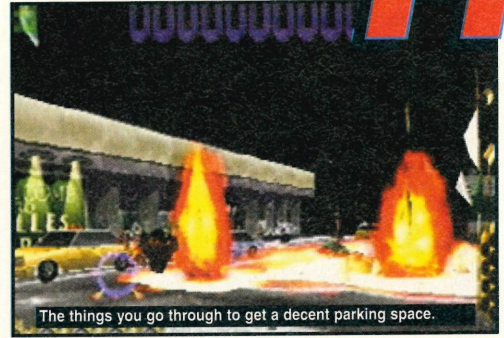


Another different angle on the proceedings. The question is, will I make it to the next bomb in time?



Oh dear, perhaps not. Well, you can't win them all the time. Now what was that Simon trying to tell me, eh?

Hard TrilogY



The things you go through to get a decent parking space.



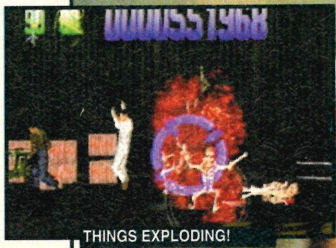
Inside an airport building and being chased by cars. What a day.

"You're nothing but a common thief."

...And you get to see them all in unprecedented detail, thanks to rendered, motion-captured graphics. But be careful when you get hit - your vision blurs for a instant. You also get the chance to demolish pretty well anything you like, including walls, computers, plants, cars and furniture.

"Yippee-ki-yay, motherlover."

Yes, well. We warned you about the watershed. • Nick



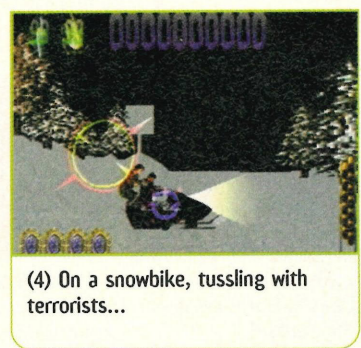
THINGS EXPLODING!



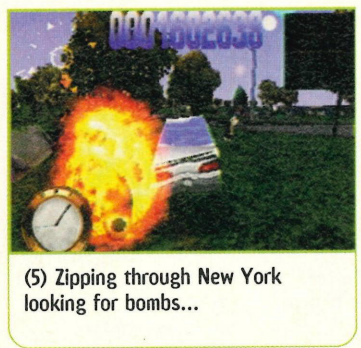
Cola is a tool of the devil.



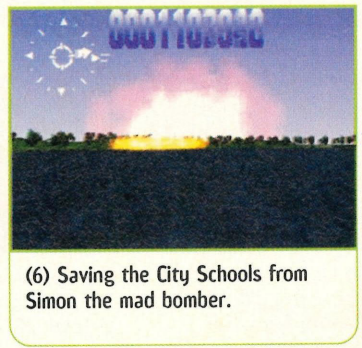
(3) Inside the airport, looking for trouble...



(4) On a snowbike, tussling with terrorists...



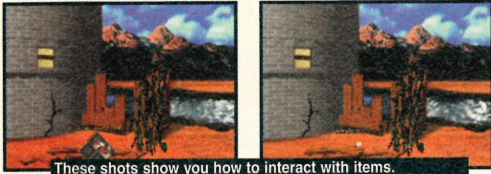
(5) Zipping through New York looking for bombs...



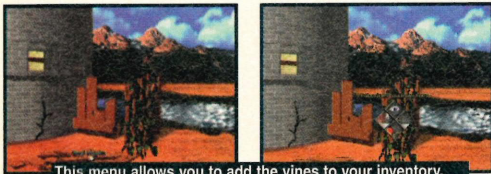
(6) Saving the City Schools from Simon the mad bomber.

Preview Saturn

Time for a trip down a scrubbed, resurfaced and repainted memory lane. Return to Zork is lurking for the Saturn.



These shots show you how to interact with items.



This menu allows you to add the vines to your inventory.

"YOU ARE IN A DIMLY-LIT OFFICE OVERLOOKING A CAR PARK. THERE IS A SLIGHT SMELL."

> look around

"ON ONE SIDE LIES A LARGE POTTED PLANT. ON THE OTHER IS A BEARDED MAN."

> talk to bearded man

"THE BEARDED MAN DOESN'T WANT TO SPEAK TO YOU." Bloody typical of Dean, that.

"Activision were the EA of their day, plopping out hit after hit with the dull regularity of a vegetarian's bowel movements"

after hit with the dull regularity of a vegetarian's bowel movements.

This wasn't because the games themselves were dull – far from it. *Pitfall* was a great platformer in its day although there was a slightly dodgy attempt to recapture its past glories recently with a Mega Drive version.

Still, someone's decided the strategy of resurrecting older titles is a goer, because Activision have decided to trot out a revamped version of one of the biggest adventure games ever, *Return to Zork*.

Much of Activision's success lay in the field of text-based adventures. Dunno how much you can remember about them – players got

In the glittering history of the videogames business, a couple of companies stand out slightly less dully than the others. Activision were the EA of their day, plopping out hit

It's a bit like...



Mystaria

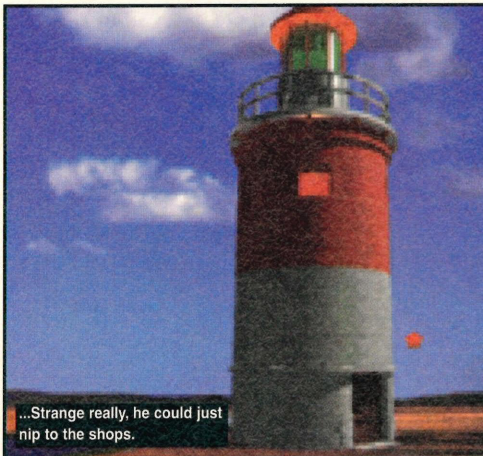
There aren't too many other adventure-type games on the Saturn. The only other one we can think of is *Mystaria*, reviewed in issue 77. *Zork* is less of an RPG than *Mystaria* though and *Mystaria* had a lot of fighting thrown in on top.



Myst

Well, we're scratching around a bit here but *Myst* had still pictures too, and the odd puzzle. Errrr... Yes, there really are that few adventure-type games around on the Saturn at the moment. Sure that'll change in time.

This old geezer keeps asking for new batteries...



...Strange really, he could just nip to the shops.

You speeky Eengleesh?

There's a nifty little system for communicating with people you come across. (1) Point at the person you'd like to rap with and a little menu pops up (2). Then choose from the relevant items and git talkin' boy.



warlocks for advice and wondering why the hell you kept getting killed in the most obscure way, before realising you'd forgotten to put the bucket on your head in location two.

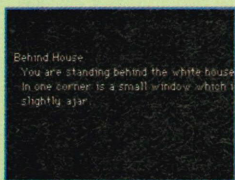
The new *Zork* has abandoned this approach and has switched to the modern method of

showing a (mostly) still picture with a mouse pointer pulling up captions. You can look about the place or even speak to the characters you come across using a nifty 'speak' menu affair.

Unfortunately, I don't have much of an idea of how this new version of the game compares to the old texty one, as I never played it. However, one can hardly argue about the addition of a few pretty pictures and decent FMV sequences. • Nick

Intro sequence

The game starts as the original – with text. But as it's an intro sequence, there's plenty of other trickery at hand.



The game starts as the original one did, looking a bit texty-like.



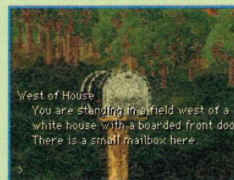
But hurrah! At last we get to see some funky pictures. NICE!



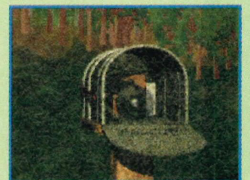
The camera pans around the house, saving us a wordy description.



...Kind of a bit like this. See the loose board on the window?



The mailbox contains the first link to your upcoming adventure.



See that glass bauble there? You're about to make friends...

Ridiculous words

Now we're not usually ones for taking the piss out of stupid things... well, not all the time anyway and usually they only involve Dean or

Return to

ZORK

James in some way (*Watch it, Merritt – Dean or James.*). For instance, what the hell is...

A Full Fozzle Progression?

A Zibble Ploy?

A Fublian Gambit?

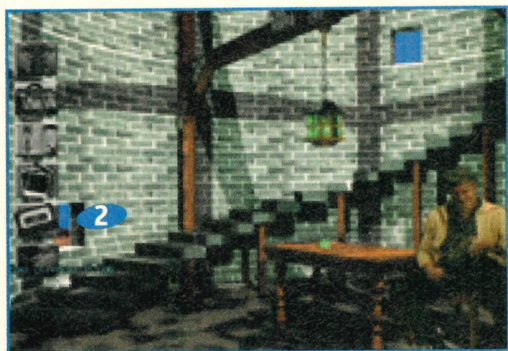
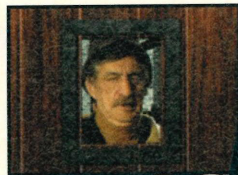
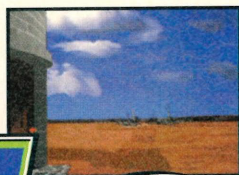
An Unrejuvenated Slamboozle?

Zilbo's Half-Renege?

Or how about this sentence? "Three *undertrumps* after an opponent's discard of a *Trebled Fropm* is an indefensible gambit?" You have to have a certain kind of mind for games like these. We won't say exactly what.

Format Saturn Release Date Out Now

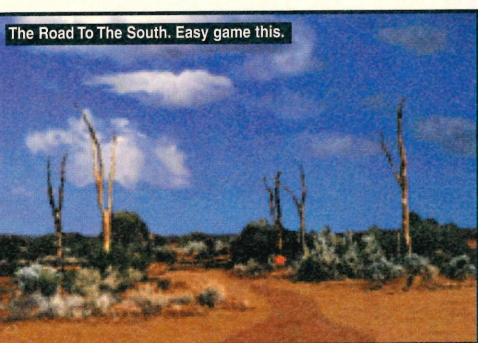
Players One Activision . . (0181) 7429400



It's not a game for those with an itchy trigger finger, that's for sure. The general idea is to wander through a variety of landscapes and locations with names like *Bozbarbo Village*, speaking to the likes of *Dimithio of Borphee* and *Barbazzo Fernap*. The hope is that you can get to the end of the adventure without being killed by strange-name-overload too many times.

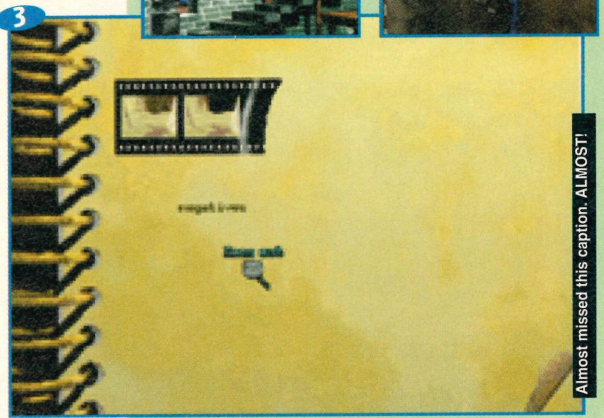
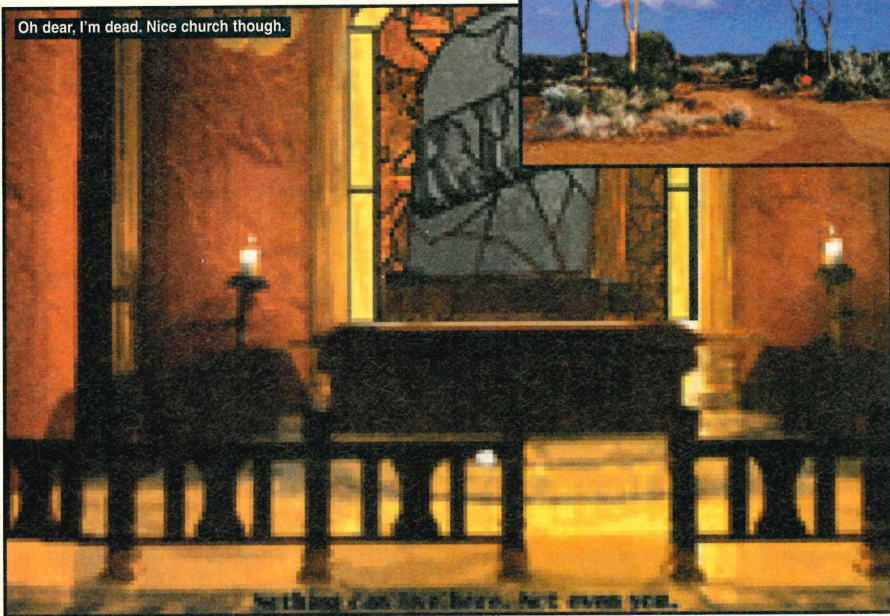
It's the sort of game which comes with a 103 page manual, 60 of which are a glossary of terms and an explanation of characters. You'll need to keep the thing to hand if you're to have any chance at all of getting through the adventure.

What is Zork about?

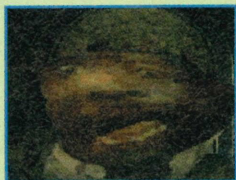


Your luggage

You carry around with you certain useful items. First up is your inventory (1), which describes all the useful items you should have collected along the way. There's also a map (2) – this one is of the first section of the game, and (3) some pervy photos.



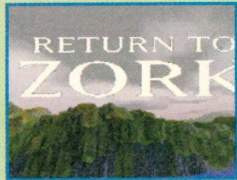
LOOK! It wants to talk to you. Weird or what? (We think so.)



Your new friend starts to look a little distorted now... Headache?



Before a quick fade into the Zork landscape, which starts coming at you.



A bit obvious this one, even for you guys. Gotta start somewhere.



There's nothing nicer than a little stroll through some greenery.



Hey presto! You're at the first screen of the main game (bigger, mind).

20 Uses for a Dead Master System...

Handy if you have a bust finger...



It's sad we know, but one day the end comes to us all, whether animal, vegetable or videogames console.

As we were cleaning out the cupboards the other day, scraping the maggots from the cartridge slots of all our disused Master Systems, we realised that there had to be some use for the little beggars. The consoles, that is, not the maggots – James had already eaten those, hungry boy.

After a quick little shuffle around the office, we are now able to offer you the definitive Sega Power guide to What To Do With All Those EX-Master Systems There Are In The World...

1) Toilet roll holder

Playing *Sonic 2* and having a dump at the same time might be the last word in efficient use of your time, but God help the person who's playing after you.

2) Shoes

Wow the opposite sex with a fine pair of patent leather technoshoes. And use 'em to kick the crap out of anyone who laughs at your fine pair of patent leather technoshoes.

3) Use it as a space filler for a tenuous feature

Damn.

4) Toy house for your lovely little sister

Take several small toy figures, put the Master System on a piece of green paper and hey presto, you have a brand new toy. Flog it to your parents in time for your sister's birthday and bask in their approval.

5) A BBC spaceship control panel

Disturb your friends with an incredibly realistic representation of a UFO control panel (© BBC TV/Gerry Anderson Productions).

◀ On your knees and pray to the, er, outdated technology monolith thing. Oh, I don't know.

6) A broken finger physiotherapy unit

If you have recently broken a finger, use the Pause/Reset buttons to start your rehabilitation programme. Gently depress the on/off button two to three times a day (but only under adequate medical supervision).

7) Burn it

Why mess around? It's cold outside at the moment; stoke up that fire.

8) Convert it into a toaster

If your toaster is broken, put slices of bread into the Master System cartridge slot, removing them to paint them an authentic golden brown towards the end of the cooking period.

9) Turn it into an expensive piece of modern art

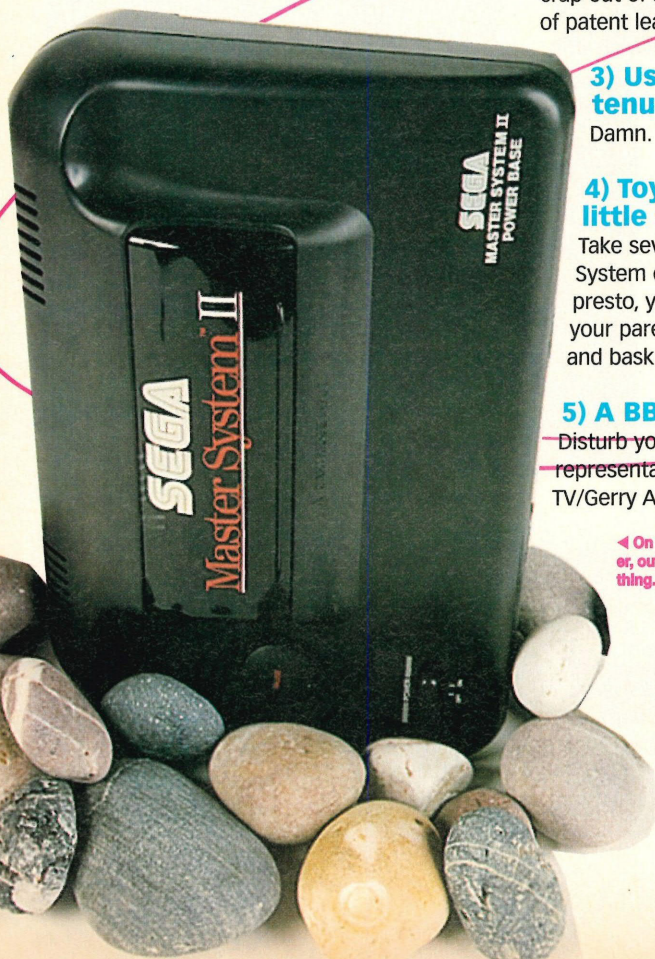
Cut it in half with a chainsaw, pickle it in a fishtank full of formaldehyde and win £10,000 in the Turner Prize.

10) Call it 'Dave'...

...And let it be that special friend you've always wanted, who talks to you and nobody else.

11) Sell it to your older brother

If he's particularly short of a girlfriend at the moment, paint it pink and flog it to him as a high-tech sex aid.



▲ Keep your little sister happy, cheapekate-style.





◀ Do it, DO IT. Set fire to the beggar

12) Epaulettes on a Judge Dredd uniform

Follow in the footsteps of your favourite comic book character and use them as shoulder decorations at your next fancy dress party.

13) Fancy car for a midget

Attach some wheels and hey presto, one easy-to-drive luxury automobile for those who prefer life closer to the ground.

14) A trick bank cash machine

Swindle old people out of all their life savings by placing it in a likely location (near an old people's home, for instance) and pretending it's a cash machine.

15) Earrings

Dress up like Coronation Street's Bet Lynch and wear your old Master Systems as fetching earrings.

16) Be a member of Oasis

Use your Master Systems as special Oasis-style eyebrows and get the chance to sleep with Patsy Kensit, snort coke and drink loads of Jack Daniels.

17) Modern accommodation for the Old Woman Who Lived In A Shoe

Improve the standard of living of this elderly nursery rhyme character by relocating her to this desirable modern bungalow.

18) Attach straps and use as a rucksack

Writing 'Nike', 'Reebok' or 'Adidas' on it will enhance the cool effect.

19) Start a new craze in designer hats

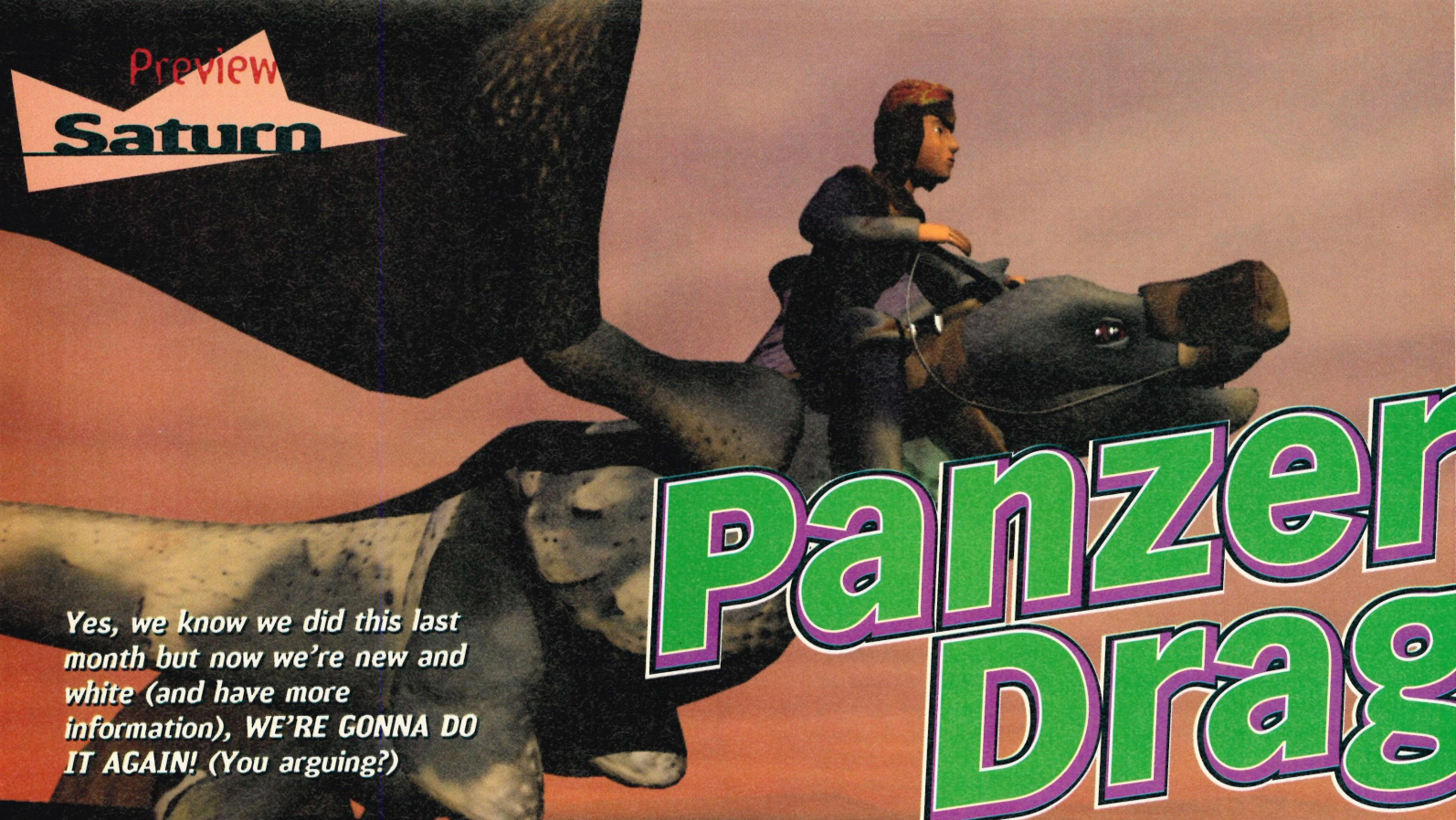
Hollow out the interior and place on your head, thereby attracting constant attention from members of the opposite sex.

20) A statue prehistoric people could worship

Send it back in time, prop it up on its end and create an icon for the dawn of man, 2001 - A Space Odyssey-style.



◀ You laughing at my Master System earrings and shoes? You're dead, mate, dead.



Panzer Dragon

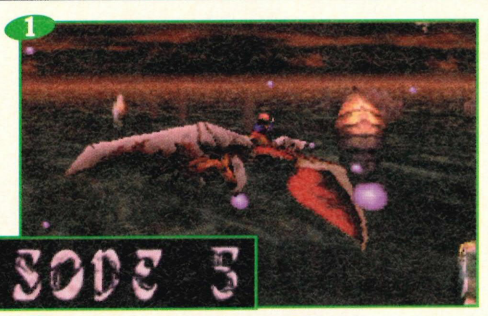
Yes, we know we did this last month but now we're new and white (and have more information), WE'RE GONNA DO IT AGAIN! (You arguing?)

The new levels

1) The new level 5 has you perched on the back of a dragon, prancing about in the air, avoiding enemy bombs and returning fire. Yesssss, so nothing really new there.

2) It's the level 5 Boss. Watch as he lays rows of pulsating green bombs which then suddenly multiply and rush towards you. Nasty.

3) This is one of the split route sections where you get to pounce



EPISODE 5



EPISODE 6



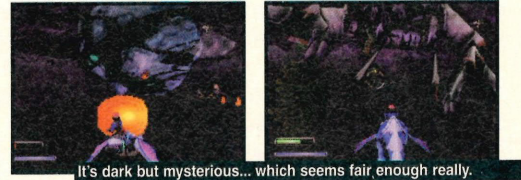
about underground. Watch for the flying nasties as they flap their way towards you.

4) It's one of the level 6 Bosses and the only real way to take it out is with perseverance. No, that's not some funky American smart weapon, it's good old-fashioned bloody-mindedness and plenty of action with the trigger finger.

5) Sega decided to play it coy again and not reveal what the devil this grab of level 7 was all about. (They think they're going to get some more preview



pages out of us. Mugs.). Looks nice - plenty of airborne attacking going on (THANKS FOR NOTHING, MR. SEGA!).



It's dark but mysterious... which seems fair enough really.

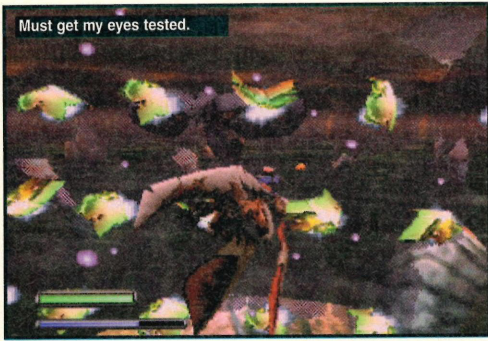
Crikey, it's *Panzer Dragoon 2*... again. Now why, I hear you lot thinking, are those handsome, gifted people at *Sega Power* (and James) stuffing another load of this hoary old tat down our throats so soon after the last time? Damn you all, you're not supposed to be able to think.

Actually, there is a good reason for this, and that reason is Sega. Sega, in their media manipulative manner, gracelessly WITHHELD some of the groovier stuff from us last time on the limp grounds that (a) they hadn't received the newest version of the game and they couldn't show it to us and (b) they wanted us to show you more next month (i.e. now). Oh, they think they're so clever, blagging an extra two pages out of us

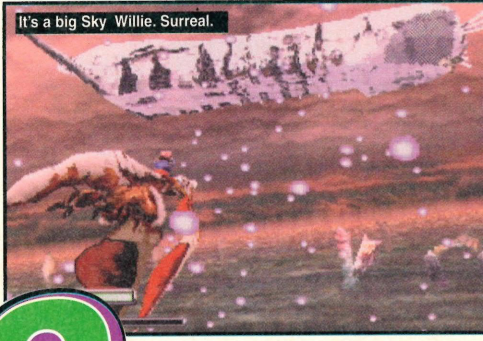
"Sega gracelessly WITHHELD some of the groovier stuff from us last time on the grounds that they hadn't received the newest version of the game"

like that. (At least you know how things operate around here now.)

Firstly, a quick reminder as to what *Panzer's* all about. The world it is a-dying and somehow, you, your underage dragon and a brace of funky magic spells are just what is needed to set the world to rights. Mostly, this involves sitting on your dragon's back, tossing weapons around the joint, attacking bosses and avoiding your oncoming enemies.

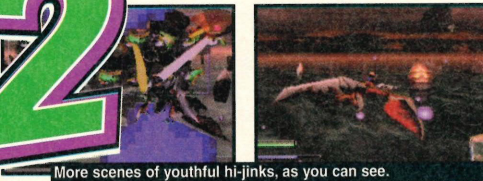


Must get my eyes tested.



It's a big Sky Willie. Surreal.

ooon 2 Update



More scenes of youthful hi-jinks, as you can see.

It's a bit like...



Panzer Dragoon

Ha! Well, it would be, being the prequel and that. This time around though, you have greater freedom of movement, higher resolution graphics and chewy stuff like that.



Magic Carpet

Hum, well, it's pushing it a bit with this one but there are some similarities. *Panzer 2* promises to be a whole lot smoother though but with much less freedom of movement.



Tunnels are fascinating places to meet people.

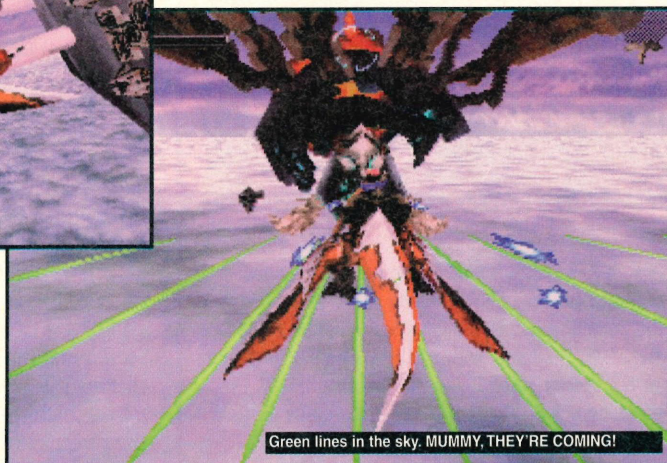


LOTS OF FIRE AND STUFF! We likey.

But it's not all a matter of zipping around throwing missiles about the place – you have to take your dragon's development into consideration as well. When you begin the game, he's just a little diddums,

wings barely big enough to fan a scout's bonfire. (*Steady, boy – Arkela.*) Hence you'll spend the first part of the game galloping about flightlessly on the ground.

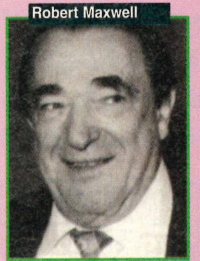
As you progress and your dragon grows in strength and ability, you'll get the chance to take to the air where the fun really starts. But you'll find out all about that when we run this through the reviews grinder. Next month? Who can say. • **Nick**



Green lines in the sky. MUMMY, THEY'RE COMING!

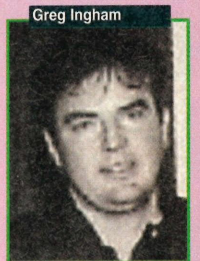
The thing about bosses is...

E V **I** L **I** and **t** w **i** s **t** e **d**
 We've all got 'Boss from hell' stories. My last Boss used to dress in scarlet robes and sacrifice small children to the Devil. Off-duty he was fine though. The Bosses in *Panzer Dragoon* are slightly more fun which is definitely worth a cheer and a round of foaming beers.



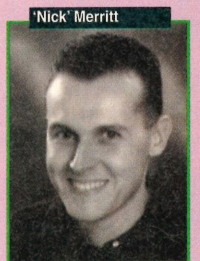
Robert Maxwell

Fat, ugly, rich and dead, Robert Maxwell ate live animals, smoked Cuban plantation workers and skinned his own grandparents because he was too cheap to buy shoe leather. Probably.



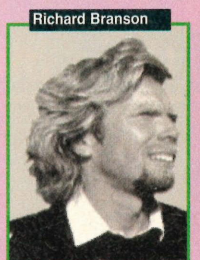
Greg Ingham

Future's own Obergruppenfuhrer. Mess with him and you'll end up banished to the USA, relaxing on beaches, editing online magazines for a multimillionaire publishing genius. Eh?



'Nick' Merritt

Naturally, I am charming, witty and easy-going but they do not REALISE THE VAST POWER I CAN COMMAND AT ANY MOMENT. (*Dean, get Nick's pills. He's off again – James.*)



Richard Branson

Richard Branson proved that the desire to jump into a pressurised cookie jar and suspend yourself several miles above the Earth's surface from a plastic bag filled with warm air is no barrier to fame, wealth and success. Bad hair though.

C o **o** l **i** and **g** r **o** o **v** y
 A Boss of devilish cunning, armoured skin and NO NAME, this one is the nastiest of the lot. OK, he might look like a blue cauliflower but looks can be deceptive. This boss is easily the most entertaining because WHEN YOU TRY TO KILL HIM, you don't get fired. Hurrah!



No name but nasty!

Dark Saviour

He stalked land and now he's the saviour of the dark. Nigel, all-round hero and rescuer of virgins is back for another stab...



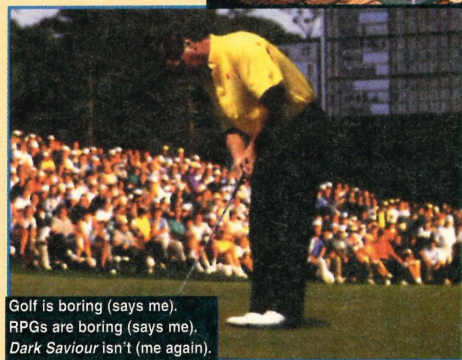
It's a bit like...



Ground-breaking in every sense. Removed RPGs from the home of the nerd.

Landstalker

The people behind *Dark Saviour* are the same company who brought us the hugely popular and impossible-to-find *Landstalker*. We reviewed that in issue 48 saying, "It's quite a feat to create a believable and likable civilisation on a 16-Bit cart", and "A superb, almost flawless diamond of an RPG guaranteed to shine brightly in the constellation of Mega Drive games forever". We gave it 89%.



Golfer

It's an RPG, but without all the horrible endless pages of tat that nobody really cares about (except the people who collect animal traffic fatalities or *Superplay* readers). With the emphasis placed firmly on the arcade side of an arcade/adventure gamestyle, *Dark Saviour* gives you lots of variety in your gold-collecting/Orc-smattering antics.

Despite the fact that Sega only made about 14 copies of *Landstalker*, it was hugely popular and YES, we did have an average of 20 calls a week asking if we knew how to get through the Forest of Alidsf0lker@#! (WHATEVER!) and NO, we didn't.

How joyous for us, then, to hear that Sega are releasing a sequel. Imagine the gales of hysterical laughter that echoed around the office when we were told this. Another six months of tips phonecalls should just be enough to send us completely chuffing loopy.

It won't, sadly, be a Mega Drive game. The game's producers have obviously seen the advantages to the Saturn and it'll be floating out on that. The story has you placed on a boat guarding a caged monster on a journey to monsterland - or whatever. I don't know, I'm making this up as I go along. Anyway with only a pitiful small section of the journey undertaken, the monster escapes and starts to eat people. It

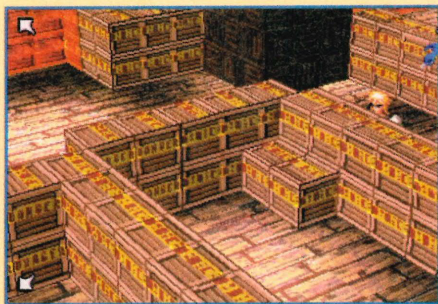


Panorama

One of the best things about *Dark Saviour* is the ability to alter your viewing position. Bored with plain old isometric 3D? THEN JUST BLOODY CHANGE IT.



▲ So, there you are, stuck behind a bunch of crates with a stupid blue bird on your shoulder. Feeling like Long John bleedin' Silver and hidden to the world. All is not lost, though...



▲ Aaahh, so by bringing up those strange arrows you can pan around a bit. This picture, like, HERE shows a view from the left. Still not entirely helpful, but we could try again, couldn't we?



▲ Hmm... nice. Now I've panned around to show what's behind the crates. Nothing, really. But it does show perfectly how it all works, doesn't it?

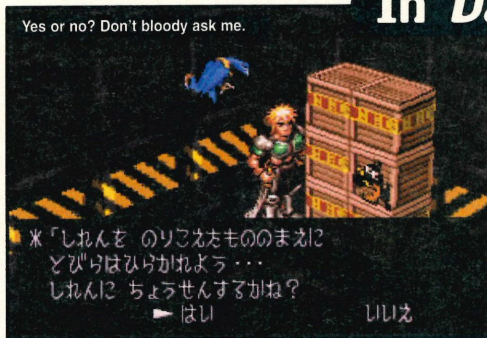


▲ And, if you like, you can experience the delights of a world in miniature. Pan out from the action and take in more of the action. You can keep this position when you go back to the game, too. Such are the miracles of 32-Bit gaming and we're still bloody excited about it, I can tell you.

Format Saturn Release Date ..Now (import)

PlayersOne Sega(0181) 9964620

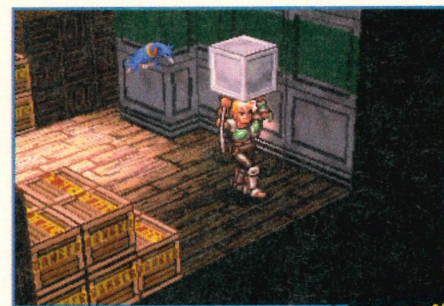
In *Dark Saviour* you can...



roars in a very loud manner whilst dragging its hairy multiple limbs around the ship. Frome has monsters like this, but they're called 'locals'.

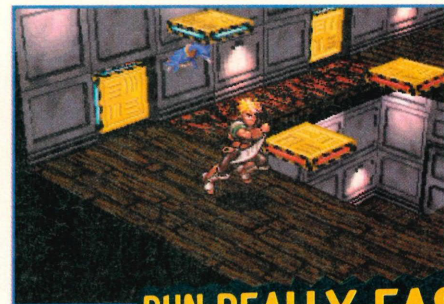
From what we could gather (in the meagre amount of time we had to play the game), your job is to find the monster and let goodness prevail. What we saw was the Japanese Saturn version and although remnants remain from its Mega Drive incarnation, graphically it's a whole affair. You scroll in a fine fashion around the many rooms and corridors of the ship. You admire the wonderful graphics and stand back in awe at the facility to interact with the backgrounds and scenery.

It's shaping up to be a fine game and considering the success of the original, it should be a corker. • Dean



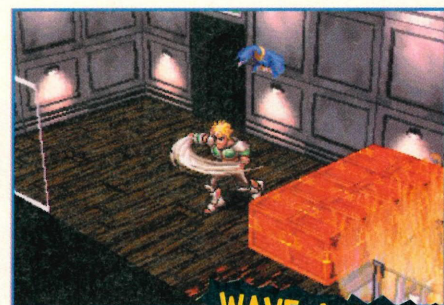
PICK UP BOXES!

Show your strength, impress females and win the admiration of your friends and peers.



RUN REALLY FAST!

Avoid dying in disgusting situations by running like a girl.



WAVE A SWORD!

Brandish your weapon in a terrifying and menacing manner.



I too am a Warrior Of The Night. I decided to become one when I was a child, after a terrible nipple tweaking accident befell my parents. Bitter and desperate for revenge, I decided that I was going to dress up in black stretch lycra and run around at three in the morning, righting wrongs, posing on rooftops and kicking the crap out of anyone who objected.

As it turned out, I had to set my youthful ambitions aside when my careers teacher decided there were better occupations for idealistic psychopaths.

"Everyone's dead for some reason but even that isn't enough to stop the fighting"

Luckily, a career in videogames journalism beckoned and he was right, I CAN get my kicks punching Chun Li's kidneys in *Street Fighter 2* AND pretend that I'm doing you a favour by writing about it.

So when I saw there was a Capcom fighting game called *Night Warriors: Dark Stalkers Revenge*, I almost passed out. It turns out that it's a sequel to the arcade and PlayStation release, *Darkstalkers*.

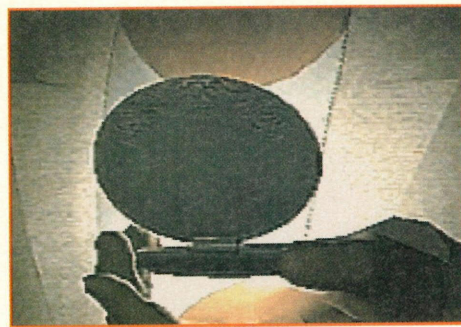
The background story goes something like this: Everyone's dead for some reason but even that isn't enough to stop the inevitable mass ruck. Because of this the fighting characters all tend to be the ghoulish or demonic types and the

It's a bit like...



Street Fighter Alpha

It's from the same people (Capcom), who flippin' ought to have sorted out the perfect beat-'em-up by now considering how many goes they've had at it. Check out the *SFA* review in this issue.

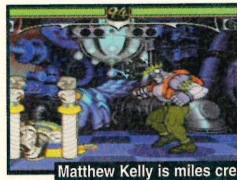
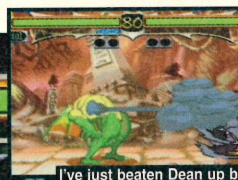


D

Yes, so we're stretching it a bit here but *D* does have some wonderfully dark elements to it. Since it's about the only game on the Saturn to have such stuff, I guess it'd better go here. (We reviewed it in issue 76.)

Night Warriors

So it's another Street Fighter-type game. I don't know whether to laugh, cry or clean the dishes. Read on and decide for yourselves...

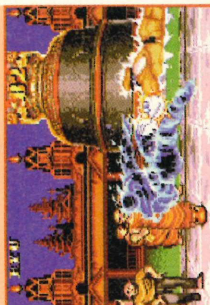


Them Street Fighters...

Capcom have done well at this *Street Fighter 2* business, it must be said. Here's a look at a few of 'em - and think, these are just the ones on Sega formats...

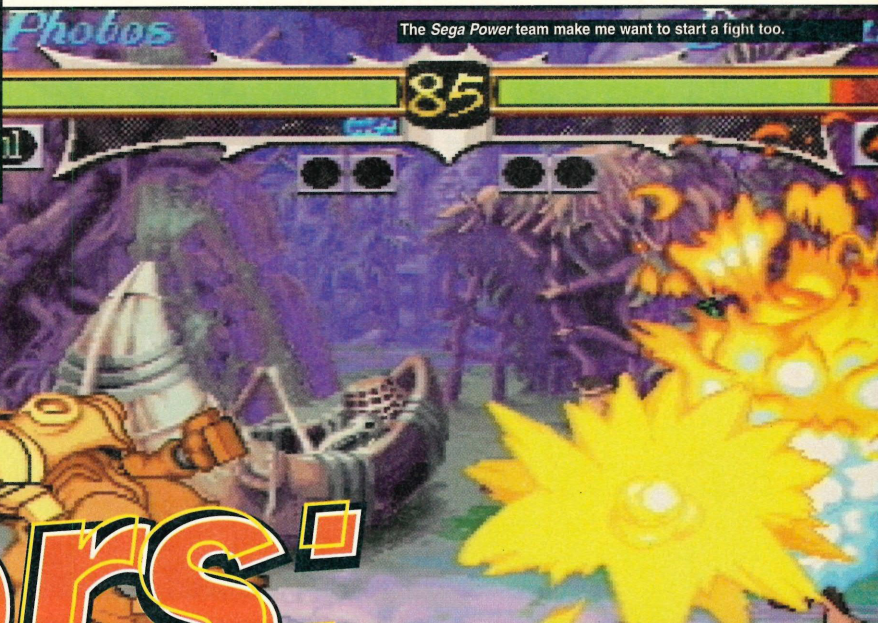
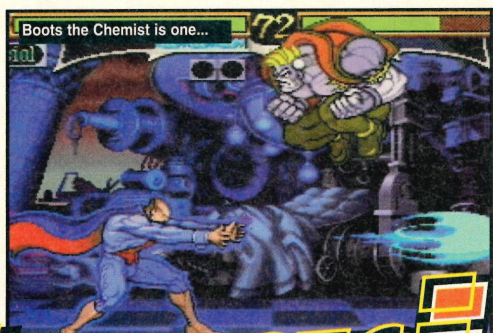
Street Fighter 2

It had only been seen on the Nintendo systems up until then but finally we got to play a decent Mega Drive conversion. Nothing was missing so we gave it a happy clappy 94% in issue 48.



Super Street Fighter 2

Erm, well it had the word 'Super' in it for a start which meant we had to score it at least a couple of percentage marks higher than the last one. A spanking 96% followed in issue 57 and even now we could tell how Capcom meant to keep going.



Darkstalkers Revenge

On the PlayStation...



backgrounds lean towards the dark and dank approach as well.

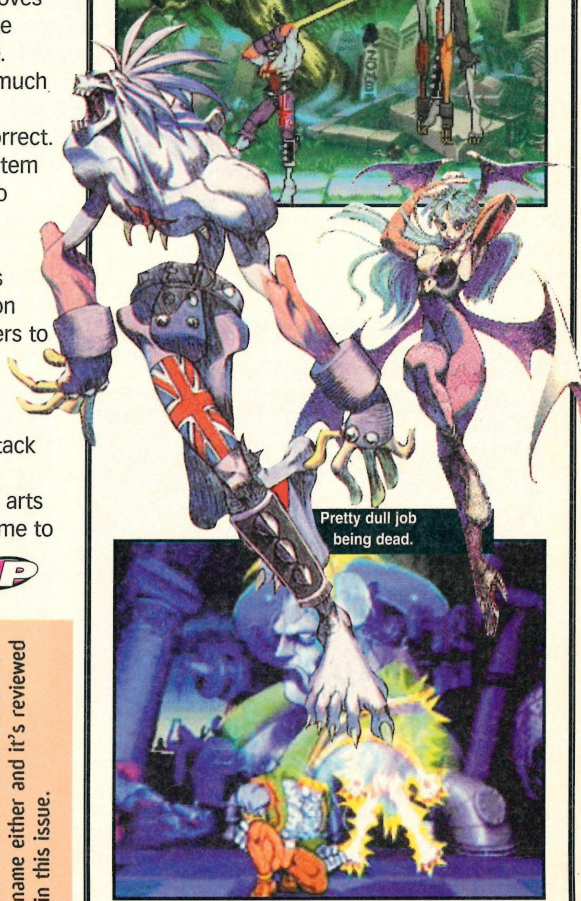
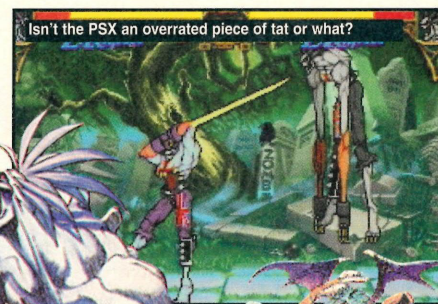
However, the game has also taken a leaf out of the *X-Men* book, using cartoon-like graphics, vibrant-looking special moves and so on. If you like that approach, you'll feel right at home here.

Gameplay-wise, things are pretty much what you'd expect with the usual combos, bimbos and bonus moves all present and correct. There's a new *X-Men*-style power gauge system which when charged up, allows the player to unleash a devastating collection of 'supermoves' on your opponent.

You now get the chance to play as the bosses from the first *Darkstalkers* – Pyron and Huitzil. There are also two new characters to play – Hsien-Ko (a Chinese ghost) and Donovan (a mysterious man seeking to destroy the evil Darkstalkers) who has a fearsome special move, the 'Foot of God' attack which sounds worth turning up for.

The thought of all this cool martial arts action certainly inspires me, so maybe it's time to pull on that lycra balaclava once more. Review soon, mortals. • **Nick**

Unfortunately, there's no Saturn version of the first game in the *Darkstalkers* series available. However, because we are wonderful, we've managed to track down a PlayStation shot so you can see and compare like with almost-like. Hope you're happy now.



Street Fighter 2: SCE

Don't ask us what the difference was this time. It was fast, that's for sure and we liked it giving it yet another 90s score – 94% in issue 44, would you believe.

Street Fighter Movie

A truly abysmal attempt to cash-in on the big screen movie. Yes, we got to see Kylie Minogue and Jean-Claude Van Damme but it didn't hide the almost entire lack of other interesting stuff. Issue 68.

X-Men: Children of the Atom

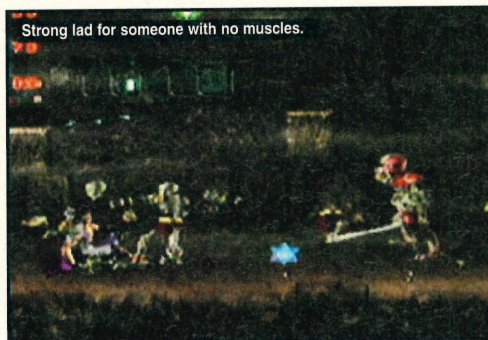
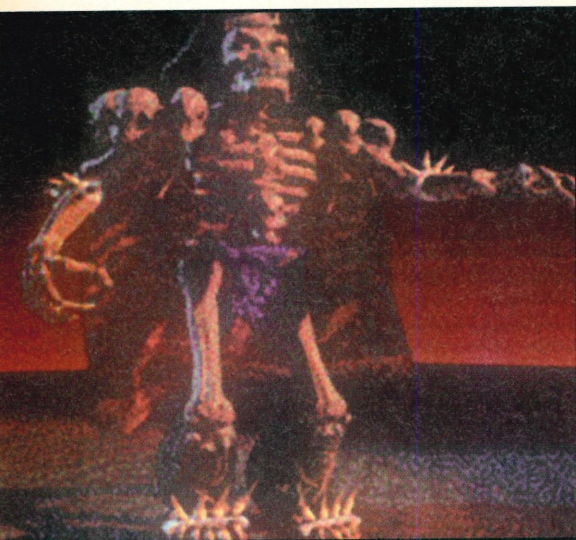
A *Street Fighter* game in different clothing, this is an excellent beat-em-up and the best 2D fighting game on the Saturn at the moment. We gave it 90% in issue 76.

Street Fighter Alpha

Already mentioned elsewhere on these pages, *Street Fighter Alpha* looks great. Yes we like it (*I don't* – James.) (*Who cares* – Dean), no we don't understand the name either and it's reviewed in this issue.

Without skeletons we'd all be nothing more than a pile of flatulent flesh burping on the ground. A round of applause please for dem bones...

Skeleton Warriors



Strong lad for someone with no muscles.



Spontaneous human combustion – hugely amusing at parties.



Some headache...

Have you ever seen 'Sinbad and the Eye of the Tiger'? There's an excellent sequence in it where a bunch of Ray Harryhausen (legendary SFX guy) skeletons appeared out of the ground and went into sword-swinging action against Sinbad and his startled cronies.

I always felt sorry for Sinbad because killing the things must have been a bit tricky. It's easy enough to take an ordinary flesh-and-blood mortal out of God's equations, but thrusting a sword into a skeleton's backside isn't going to do much more than bruise his wishbone.

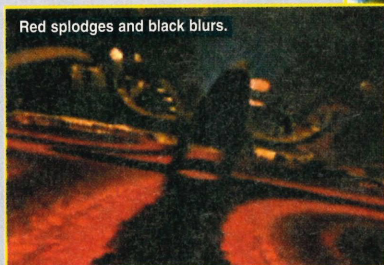
"Nowadays, Sinbad would be armed with six grenades and a chain gun – that's why we don't see magic skeletons any more"

Nowadays, Sinbad would be armed with a flame-thrower, six grenades and a chain gun, which might explain why we don't see magic skeletons digging themselves up and wading into battle against bearded heroes any more.

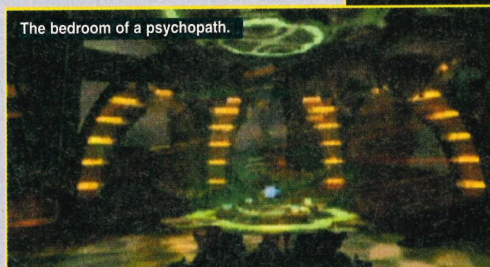
Our very own bearded hero, Dean Mortlock, gratefully received *Skeleton Warriors* into the office the other day, courtesy of Virgin. Sadly, no Sinbad-style action sequences ensued but we did manage to dig

a little bit of info up instead.

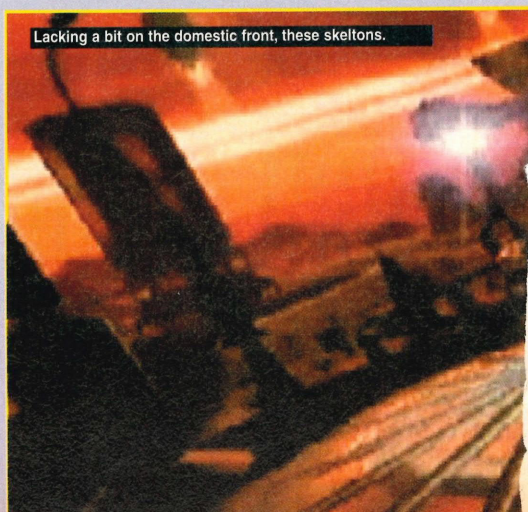
Skeleton Warriors is set in yet another dark and mysterious world where things have gone wrong and it's your cursed job to set it all to rights again. This time, we're informed that,



Red splodges and black blurs.



The bedroom of a psychopath.



Lacking a bit on the domestic front, these skeletons.

It's a bit like...



Shin Shinobi Den

There aren't many 2D sideways scrolling slash-em-ups on the Saturn and this is one of the earliest efforts. Guide the Shinobi martial arts geezer through landscapes of bad guys. Fun but not really a stunning demonstration of the Saturn's finer abilities, now is it?



Clockwork Knight

We didn't much like this on first review, but it's grown on us a little since (although not that much). Again a sideways scroller but with plenty going on, and some fine graphics and animation to boot. Perhaps more of a kid's game than *Skeleton Warriors* is.

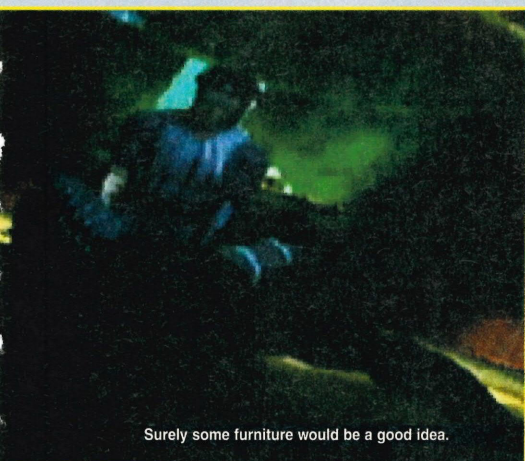
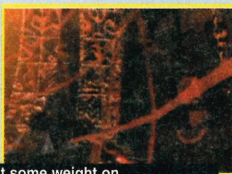
Easy as F-M-V

We're not sure whether FMV (that's 'Full Motion Video' to you in the back row there – yes, you) in videogames is necessarily a good thing. All too often it just acts as a cheap method of filling up all that space on CDs. But either way, there's masses of the stuff in this game. You'll find it at the beginning, at the end, at the start of each level, heck, even one of the levels – the skybike one referred to earlier – is a giant FMV sequence. Here are a few shots...

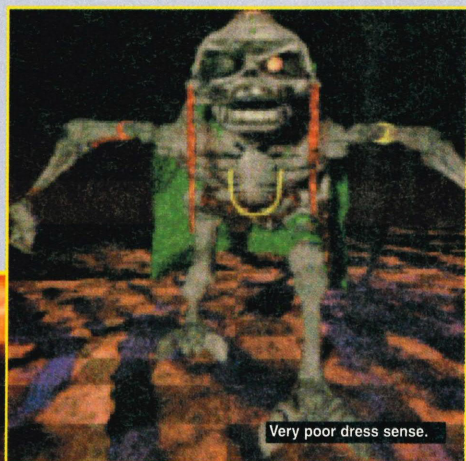
Warriors



I am a Skeleton Warrior. Must put some weight on.



Surely some furniture would be a good idea.



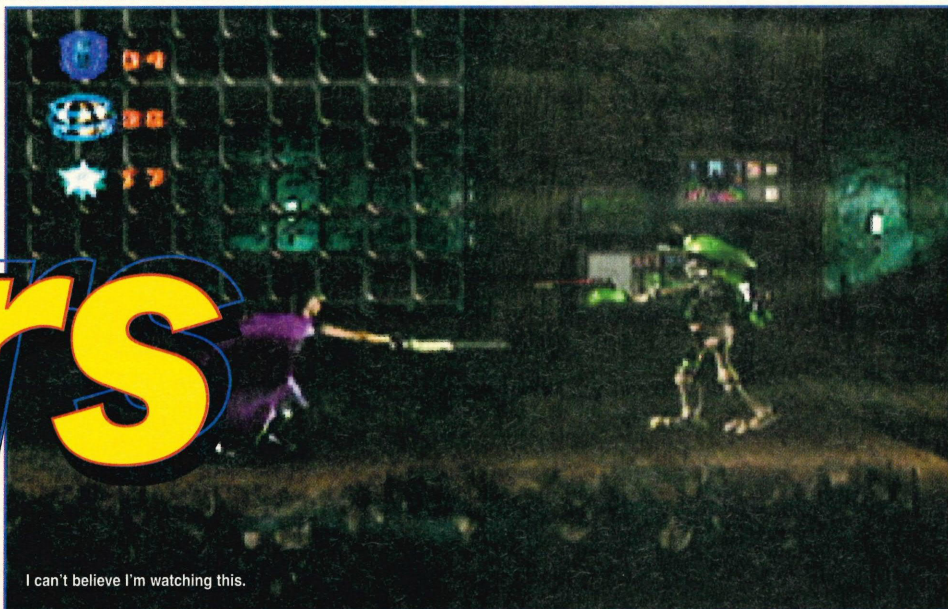
Very poor dress sense.



Format Saturn Release Date May

Players One Virgin(0181) 9602255

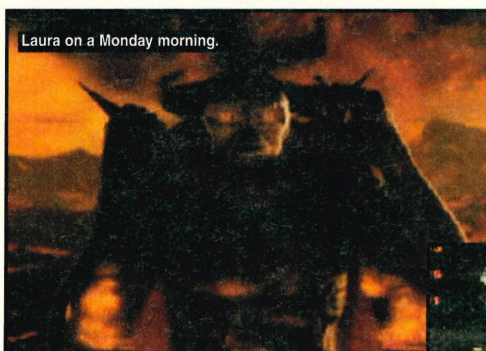
How does it play?



I can't believe I'm watching this.

There are no real gameplay innovations here worth speaking of as far as we can tell. However, one thing in this game's favour is the sheer lack of alternative sideways scrolling games available on the Saturn. The basic elements will be familiar to anyone who's played *Shin Shinobi Den* and those that have will know that things tend to get a bit repetitive after a while. On the plus side, there are some excellent graphics and sound to look forward to.

The word is that this game is based on an uninspiring American childrens' TV show but that doesn't apply to us, so there are no comparisons to be made there.



Laura on a Monday morning.

rendered world', thanks to a skybike you find along the way.

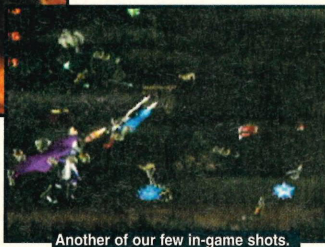
Speaking of rendering, the game is stuffed full of FMV sequences, which you can find out more about elsewhere on these pages. These act to introduce the game, and certain elements within the game. With a lot of attention currently focused on the graphically-stunning 3D affairs

such as *Sega Rally* and *Virtua Fighter 2*, it's interesting to see how this more traditional approach will fare. We'll be able to tell you more about that a bit further down the road. • Nick

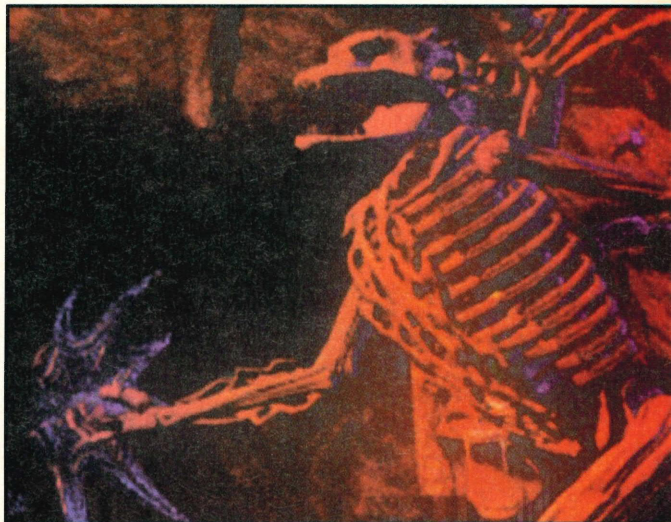


"The battle for the Lightstar Crystal rages on in the ultimate showdown between flesh and bone. Join Prince Lightstar and the skull-breaking Legion of Light in their battle to destroy Baron Dark's evil Skeleton Legion. You and the Legion of Light must reunite the lost pieces of the broken Lightstar Crystal to defeat the 'bad to the bone' Skeleton Legion. The bone-crushing battle reaches a fever pitch as the fate of the entire world of Luminaire hangs in the balance." Hope that clears that up then.

In English though, the game's set in a 2D sideways-scrolling world where the aim is to hack your way through 100 enemies and 20 levels until you find these bits of the Lightstar Crystal. These baddies are all done in lovely 3D which sounds groovy but in case it all gets a little dull, there's a part of the game where you get to fly through (what is described as) an 'amazing 3D-



Another of our few in-game shots.



And the bland played on

Ever since the over-haired Brian May did the music for *Rise of the Robots*, game developers have been waving their cheque books at any passing pop star. PWEI did

Jake Burns with his favourite glasses.



Loaded, Leftfield (amongst others) did *Wipeout* and now Bruce Foxtan and Jake Burns (of Stiff Little Fingers) have 'done' the lovely *Pro Pinball*.

Bruce used to play bass with the all-conquering Jam but Jake didn't, he was a Radio 1 producer.

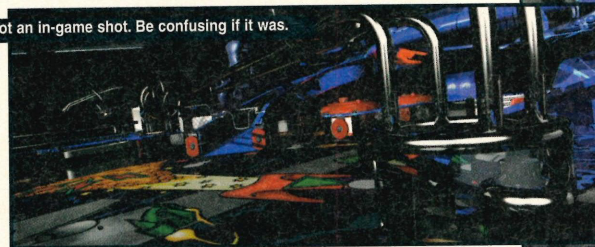
Bruce Foxtan with his favourite teeth.



Apparently playing in Stiff Little Fingers doesn't keep them busy enough, so they've turned their hand to writing game music. Better than the usual melodic tat we're served up? We can but hope, eh?

The balls are obvious but where do the pins come into it? Let me tell you a pinball parable.

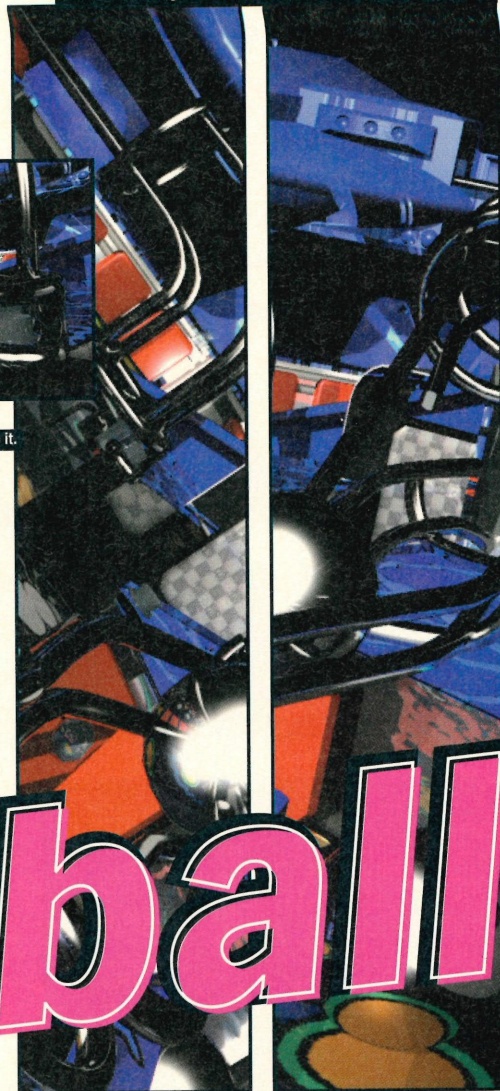
Not an in-game shot. Be confusing if it was.



Now this is much more like it.



Some fascinating detail shots of pinball table 'bits'. GOOD.



Pro Pinball

The Web

on their pimply buttocks, fattened by the forces of commercialism, pronounced

it a sound financial venture saying "Verily pinball is cheap to simulate and we may scatter the programming wide over many formats." And so it came to pass in the fourth month that Empire Interactive begat a single table and called it the Web.

And three wise actors came from the wine bars of

And lo the people cried, "We need more pinball simulators for the Saturn, for pubs are dirty places to soil our flipper fingers." And the developers' accountants, sitting pretty

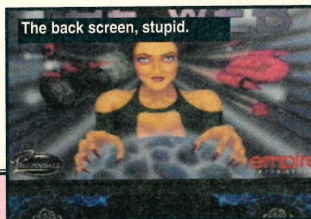
Kensington to participate in the game. For the game was to boast "Fully interactive speech throughout" and for 50 quid and a bottle of Chardonnay they were to provide it. One of these actors was Monica Buford whose CV glittered with the role of 'The Lift in Bladerunner'. Another came from Eldorado and the third didn't.

And the game promised to be a many-splendoured thing featuring alternative viewing angles, in-game speech, a realistic dot-matrix display, sub games and a reflective chrome ball. The game also boasted 60 frames

per second animation rate, causing doubt among the ranks of wearied games reviewers.

And it was at Future Publishing Ltd., the city of the unbelievers and philistines that further promises were made. "Two flippers, loads more tables, slingshots, an auto plunger, diverters, sink holes and up to six balls in multiball with no loss of speed", said Empire, "All to come."

And so the game was previewed in *Sega Power* and a review promised with all haste in issue 80. And the readers of the magazine were happy. • James



The back screen, stupid.

It's a bit like...

Digital Pinball

Hopefully not too much like this, a very amateur effort from Sega. Tiny tables with few special features and dodgy ball control.



True Pinball

The four-table effort from Ocean. Not bad, a good choice of views but a bit too fast for it's own good in overhead mode.



Tilt

The yet-to-be-released-effort from Virgin. Looks pretty good on the PC but will it ever get a Saturn release?



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Wedging the software nazis on the underpants of truth

Reviews

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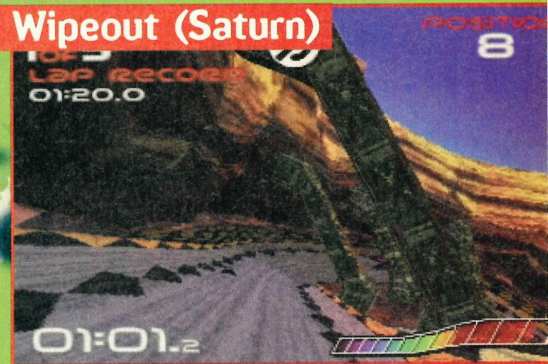
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Sega Power's Game of the Month

36 Wipeout (Saturn)



When we heard that the PlayStation's finest was jumping over to the Saturn, Dean nearly had a baby whilst James almost had kittens. Weird. Anyway, check out our EXCLUSIVE eight page review and track guide of this excellent racer. Could it be the game to knock *Sega Rally* from its exalted Number One position? Find out NOW.

Wipeout



Saturn

Valora Valley Golf



Saturn

Shellshock



Saturn

Street Fighter Alpha



Saturn

Brian Lara '96



Mega Drive

The Horde



Saturn

Reviews

- 36Wipeout (Sat)
- 44 ..Valora Valley Golf (Sat)
- 46Shellshock (Sat)
- 48 .Street Fighter Alpha (Sat)
- 52 ..Brian Lara '96 (MD)
- 56The Horde (Sat)

Key

Hard to believe, but we do in fact have a reviews system. This is the way it works.



LOOK

Graphics are important but not all-conqueringly so. Find out about 'em here.



SOUND

Weedy videogames music is given its just desserts in this little bit.



ORIGINALITY

Ultimately nothing's more important than originality in new games.



LIFESPAN

The most important bit of the lot. Find out if it's value for money here.

Final Verdict

Your definitive buyer's advice, right here. If we say it's crap, that's all you'll need to know – that's our guarantee.

76



Sony's flagship and the most hyped game in console history is now on the Saturn. Has it been worth the wait?

Wipeout

Hard Driving

There are two basic skills to driving in *Wipeout*. The first involves cornering and the use of the air brakes. Because the cars in *Wipeout* hover on the track rather than rolling over it, power sliding through corners is impossible. To get around sharp corners at speed, the left/right airbrakes must be applied at the same time as steering with the joystick. The default settings for the airbrakes are the Saturn pad's rather clumsy shoulder buttons.

The other vital skill involves directing your car over the blue stars on the track. These speed up your vehicle considerably and are sometimes vital if a long jump is to be successfully negotiated. Nearly all the blue stars are located off the track's racing line, increasing the skill required to make the best use of them.

The in-car view is impressive and all that but like *Sega Rally*, makes accurate driving a lot more difficult.



We were dead surprised when we heard that *Wipeout* was to get a Saturn release. Even Sega seemed a little taken aback when Psygnosis, who'd previously sold their souls to Sony, decided to port all their PlayStation releases over to Sega's machine. The reason? Large fistfuls of cash. There still aren't enough game-buying PlayStation owners out there for Psygnosis to make a decent profit, bless the little lambs.

But this isn't the issue for Saturn owners, there are two more important questions. Firstly, does



Runners and riders

Instead of the normal car selection screen, Psygnosis have chosen to present this option slightly more imaginatively. Four teams compete in every *Wipeout* Race, each with their own unique car and two drivers. This gives eight cars on the track in total and in gameplay terms a choice of four different cars, each with their own unique handling and acceleration characteristics.

In reality the difference between the four teams is not vast and there's certainly no difference between pilots within a team. Just for the sake of completeness here's a full list of *Wipeout*'s runners and riders.

AG systems:



- Country of origin: Japan
- Accel - 5
- Top Speed - 2
- Armour - 3
- Turning Circle - 4

Good acceleration and cornering make this a good team for the



Display

Wipeout gives a complete status report on-screen during any race. Here's a guide to what all those symbols mean.

Lap information
Displays your current lap and the best recorded lap time.

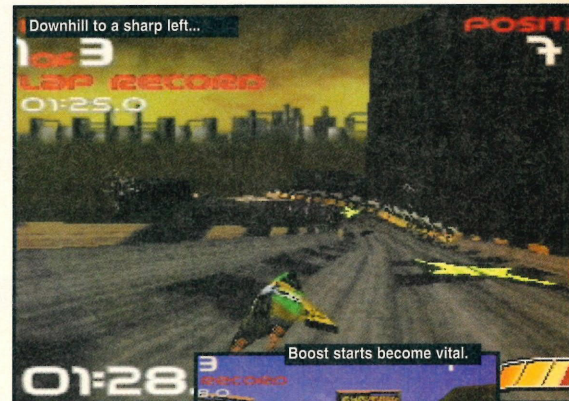
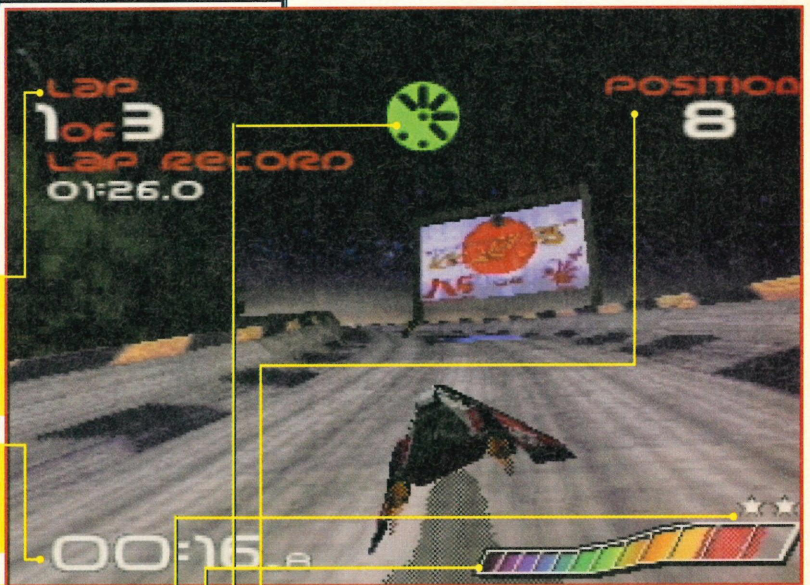
Time
Total time elapsed during your race so far.

Position
Your standing in the field, from first to eighth.

Active weapon
Displays the weapon currently available. Press button C to fire it.

Speed
Displays your craft's current speed. Keep the revs in the mid range at the start of the race for a *Daytona*-style boost start.

Qualifying attempts
Each star represents a remaining qualifying attempt. In championship mode, failure to place in the top three of any race results in the loss of a star. When all stars are lost the game is over.



because the scenario is futuristic and the cars hover rather than roll, it doesn't alter the fact that the game play stands or falls on the accuracy of the simulation. The two most important factors here are speed (where the Saturn version of *Virtua Racing* was found lacking and *Daytona's* scenery suffered) and realism of response (where *Sega Rally* triumphed). By and large *Wipeout* cleans up in both.

Wipeout owe its reputation to solid gameplay or more to clever pony-tailed marketing and flash logo design? Secondly, the PC conversion of the game was terrible, so how does the Saturn version compare to the PSX original?

"Does Wipeout owe its reputation to solid gameplay or more to clever pony-tailed marketing and flash logo design?"

Wipeout is a racing number in the vein of *Sega Rally* or *Daytona*. Just

beginner. However, its relatively high mass limits the car's top speed and causes trouble when knocked about.

Pilots

Name: John Dekka
Sex: Male
Age: 38
Nationality: American
History: One of AG Systems finest test pilots
Height: 6'0"
Weight: 89.8 kilos
F3600 ID: DEK200.0.0.11

Name: Daniel Chang
Sex: Male
Age: 29
Nationality: Chinese
History: Defected communist test pilot
Height: 5'8"
Weight: 95.25 kilos
F3600 ID: CHAN210.0.3.4

Auricom:

Country of origin: USA/Canada
Accel: 4
Top Speed: 3
Armour: 2
Turning Circle: 5

High mass and poor acceleration make this a difficult team for beginners. Once moving though, very little stands in the way of an Auricom car.

Review Saturn



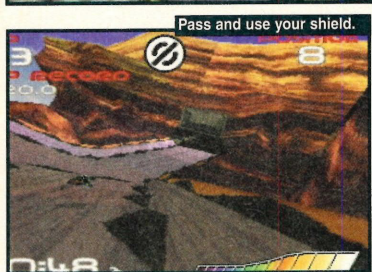
Approaching a tunnel.



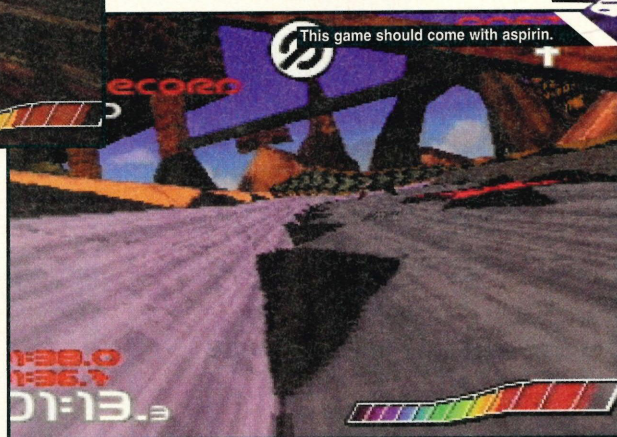
A sharp right at the start.



Lovely scenery. Must take a picnic next time.



Pass and use your shield.



This game should come with aspirin.



Still in last place. Hard game, see.

Speed limit

In *Wipeout*'s main play mode (the championship) each of the tracks are raced in turn, from easiest to hardest. The requirement to move on to the next track is that you place at least third in each race – if you don't you must repeat the race. When you run out of repeats (signified by the number of stars over your speed gauge) your race series is over and you'll have to start again.

Once you've completed the championship a new race class – Rapier – becomes available. Rapier races take place at night, reducing track visibility. On top of this, the cars can travel up to 50% faster massively increasing the overall difficulty.

Most obviously, it is an extremely fast, smooth game. Incredible speed-ups and the faster than normal Rapier Race Class don't faze Psygnosis' incredible graphics engine. In the opinion of *The Official PlayStation Magazine*'s Editor Steve Jarratt the Saturn conversion moved at the same speed as the PSX original with perhaps

one or two frames less animation per second. Nor is the shading and overall colour palette as smooth or complete. If

there was no comparison to be made, I would have to rate *Wipeout* as one of the most fluid racing games I've ever seen.

"It has all the clever design and multiple options that go to make a classic game"

Car handling is more of a complicated issue. Some people take to the air brake cornering and counter-steering with ease, others find it all a bit of a fumble. Passing other cars is made more difficult than it should be by dodgy collision detection and as you bounce from wall to wall you can't help reflecting how much more fun you had learning to play *Sega Rally*. It's not bad game design, it's simply that the whole futuristic hovercar thing is a bit harder to understand.

Comparison

Gran Chaser (Cyber Speedway)

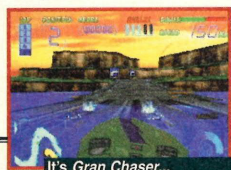
Issue 70, 92%

▲ Eleven tracks, two player mode.

▼ A bit easy. Rather pixillated graphics.

At the time *Sega Power*'s best-loved Saturn racer.

Although still fast *Gran Chaser* now looks very poor in comparison to *Wipeout*.



It's Gran Chaser...



...looking a bit ropey now.

Hi-Octane

Issue 74, 85%

▲ Nine tracks, two player mode.

▼ Strange handling, difficult to play.

Hi-Octane was the game that wanted to be *Wipeout*.

Fine graphics and plenty of options disguised limited gameplay and strange handling.



Hi-Octane – lovely name...



...Fair game. Rhymes, that.

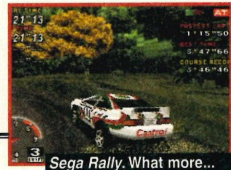
Sega Rally

Issue 75 (supplement), 97%

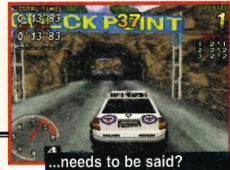
▲ The best racing game ever.

▼ Nothing. A flawless game.

The important question answered. *Wipeout* is not better than *Sega Rally*. It should be the second Saturn racer you buy.



Sega Rally. What more...



...needs to be said?

Pilots

Name: Arial Tetsuo

Sex: Female

Age: 22

Nationality: Japanese

History: Bitter rival and twin sister of Arian Tetsuo of the Qirex Racing team

Height: 5'3"

Weight: 42.2 kilos

F3600 ID: TETS304.3.1.8



Name: Anastasia Chervoski

Sex: Female

Age: Unconfirmed

Nationality: Unconfirmed

History: Unconfirmed

Unconfirmed, but Kel Solaar of the

Qirex Team knows secret

Height: 5'11"

Weight: Unconfirmed

F3600 ID: CHER347.12.23.75



Qirex:



Country of origin: Russia

Accel - 2

Top Speed - 5

Armour - 4

Turning Circle - 2

Extreme speed is the qirex trademark although it may take quite a while to reach that terminal velocity. Qirex car's present the most challenging handling and on a difficult track will be almost impossible for the absolute beginner.

Pilots

Name: Kel Solaar

Sex: Male

Age: 40

Nationality: Russian

History: Expert in

high speed flight

and all weapons systems.

Height: 6'4"

Weight: 124.74 kilos

F3600 ID: SOLA423.12.1.1



Name: Arian Tetsuo

Racing dirty

Wipeout offers six different defensive and offensive power-ups. To collect one, you must direct your car over one of the coloured stars on the track (any colour as long as its not blue, that's a normal speed-up). Often, the winning difference in *Wipeout* is a shrewd use of the power-ups and they become more and more important as the track difficulty increases.

Mines

When activated this lays a burst of five mines behind you vehicle. Each one that an enemy hits will cause him to slow down. Mines are best positioned at the start of jumps or in diagonal runs.



Shockwave

When this homing missile hits an enemy craft it causes a temporary stall and loss of control. Good for use on enemies just before they attempt a jump. No need to aim this one.



Heat Seeking Missiles

These will lock on to enemies and cause a stall and massive loss of speed. It's almost impossible to miss with these, so use them wisely and be careful not to crash into the wreck as you speed past.



Rockets

Similar to missiles but without the lock-on facility. You have to be directly behind an enemy to make best use of these. This makes it even harder to avoid a crash if your shot is successful.



Shield

When activated, this protects your craft from incoming enemy attack. Although you will still be able to pick up other power-ups you will not be able to use them until the shield comes down. Use this when the 'incoming' warning sounds.



Turbo Speed

Causes a massive injection of speed when fired. Best used on long straights but not approaching jumps where it will cause you to spin off to be collected (very slowly) by the recovery vehicle.



second opinion

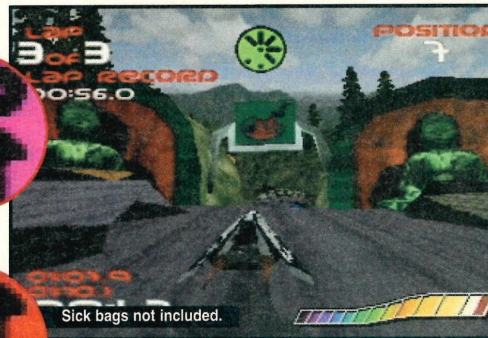
Yep, no arguments here. *Wipeout* is indeed the second best racing game on the Saturn. The usual problem with anything that's as hyped as *Wipeout* was, is that when the end product finally arrives it rarely lives up to expectations. While *Wipeout* is an original, fast and stylish racing game, it lacks the complete and utter mind takeover that keeps us playing *Sega Rally* three months after getting it in the office. A two-player option is also sadly missed. *Dean*



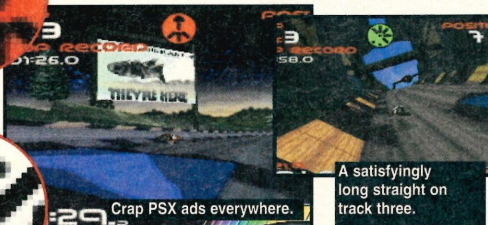
Blue is Nick's fave colour...



...Goes with his fingers.

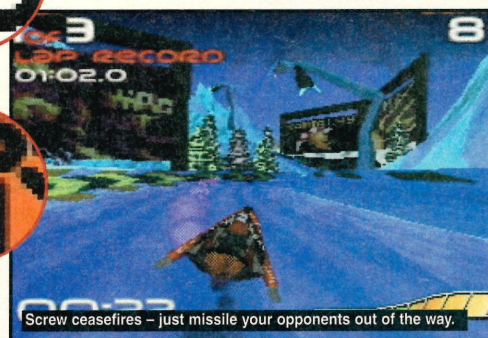


Sick bags not included.

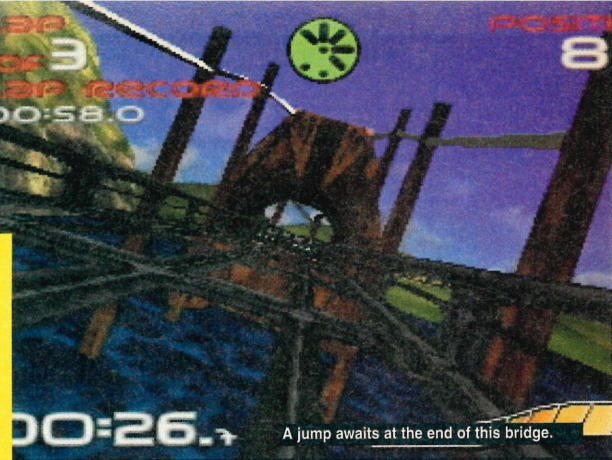


Crap PSX ads everywhere.

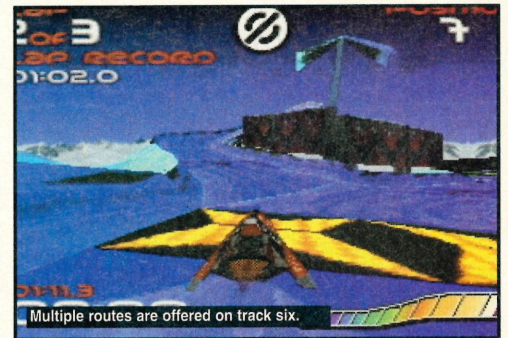
A satisfyingly long straight on track three.



Screw ceasefires - just missile your opponents out of the way.



A jump awaits at the end of this bridge.



Multiple routes are offered on track six.

Wipeout comes to the Saturn as the best racing game on the PlayStation, a title which I think it deserves either in that version or as it appears on the Saturn. As you'll see from the rest of this review it has all the clever design and multiple options that go to make a classic game, but even so, it's not the best racer on the Saturn. Somehow it doesn't capture the same raw racing feel as *Sega Rally* and doesn't inspire the same addiction. Sorry, Sony.



verdict		8 9 7 8
Graphics	The most fluid racing game on the Saturn. Superb.	
Sound	Even without some of the original tracks, <i>Wipeout</i> has the best in-game music ever.	
Originality	Not a totally original concept but the power-ups and two racing modes compensate.	
Lifespan	Difficult enough to last, interesting enough to keep you trying. One player only though.	
Final Verdict		87
"A slightly imperfect conversion but just as good a game as the PSX original. The best after <i>Sega Rally</i> ."		
James		

Sex: Female

Age: 22

Nationality: Japanese

History: Bitter rival and slight underdog to her twin sister Arial Tetsuo of the Auricom racing team

Height: 5'3"

Weight: 43 kilos

F3600 ID: TETS303.2.0.7

Fiesar:



Country of origin: European

Consortium

Accel - 5

Top Speed - 2

Armour - 3

Turning Circle - 4

Fiesar vehicles have the best handling of any of the teams and may well be the best chance an amateur has on the harder tracks. Top speeds are slower than any of the other teams, leading Fiesar to struggle on the straight, fast opening circuits.

Pilots:

Name: Sofia de la Renite

Sex: Female

Age: 22

Nationality: French

History: First

woman to fly non-

stop around the Earth in a single

seater Anti-Gravity fighter

Height: 5'10"

Weight: 44.9 kilos

F3600 ID: RENT102.6.9.10

Name: Paul Jackson

Sex: Male

Age: 36

Nationality: English

History: Unconfirmed

Height: 5'9"

Weight: 93 kilos

F3600 ID: JACK234.32.32.0

Wipeout

Full Track Guide

EXCLUSIVE

Six different tracks, loads of vehicles... Wipeout is one of the best racers around at the moment. This track-by-track, blow-by-blow guide shows you why.

The first choice for many people is the FIESAR team. Their craft have excellent acceleration and turning abilities necessary on first play because of the HOVERING nature of the game. Remember the craft are not stuck to the track like many other racing games, so control is a lot more important.

In some ways the FIESAR craft are the best of the lot. The main advantage is the very low mass of the ships, which means when you hit the side of the track you'll tend to bounce off and keep going. Other, heavier craft slow down a lot when doing this and valuable time is lost. In order to be really good with this team you need to hit most (if not all) of the speed-up grids on the track.

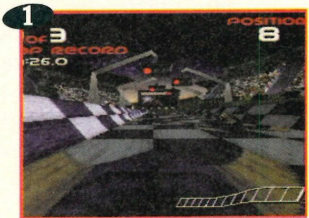
The second choice is the AG SYSTEMS team. Again the top speeds are excellent, as is their turning ability. They have a slightly higher top speed, so this team should realistically get you through the six Venom tracks in qualifying positions.

The other two teams, AURICOM and QIREX are initially difficult to master and people may be put off by the slow acceleration. The Top end speed is very good on both but is slightly better on the QIREX group. However, this extra speed comes at the expense of reduced turning ability and low mass, and they can be very frustrating craft if you're not used to the racing line of the tracks.

It's only worth using the Rapier class once you're familiar with the racing line of each track. Remember you'll be racing up to 50% faster so your turning skills are more important. You'll also have to use the air brakes (see other section on this) a lot more because of the set up of the craft.

Track 1

Altima VII
Location: Canada
Length: 5.5km
Height: 359m
Surface: F3600 Racing standard



General

ALTIMA V11 is designed so that the player isn't thrown into lots of tight, twisty sections too early whilst still showing the heights to which the tracks can run. This is why there are a number of large hill climbs and drops.



Air Brakes

The ability to hover over the track offers a number of advantages over other wheel-based racing games. Using the air brakes you

out

really feel like you're throwing your car round the corners, particularly in the later stages of the game and on

the more difficult, twisty and narrow tracks.

To use the air brakes properly you should aim to only tap them as opposed to keeping them pressed down for any particular length of time. If there is a section of speed-up grids that seem to go slightly off the racing line try using the air brakes just a touch to slide over onto them. The speed boost given by them will more than compensate for the tiny speed loss occurred.

Karbonis V

Location: Japan

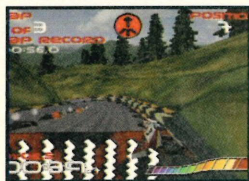
Length: 3.4km

Height: 107m

Surface: Reclaimed Titanium

General

The design here is very flat and twisty (in relation to the first track) and is specifically made in order to give the player the sensation of left to right movement. There is also an increased number of jump sections for the player to handle.



On the track

(1) Avoid the speed-up icon right near the start on the left hand side. As the track twists back towards the right and you can

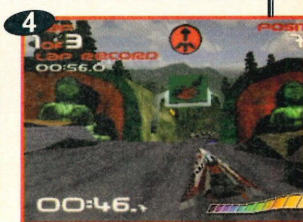
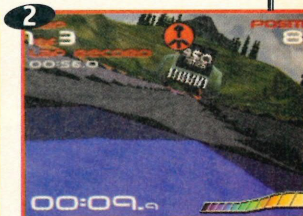
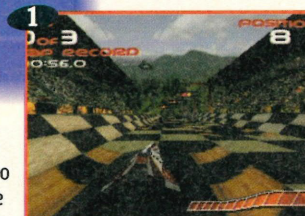
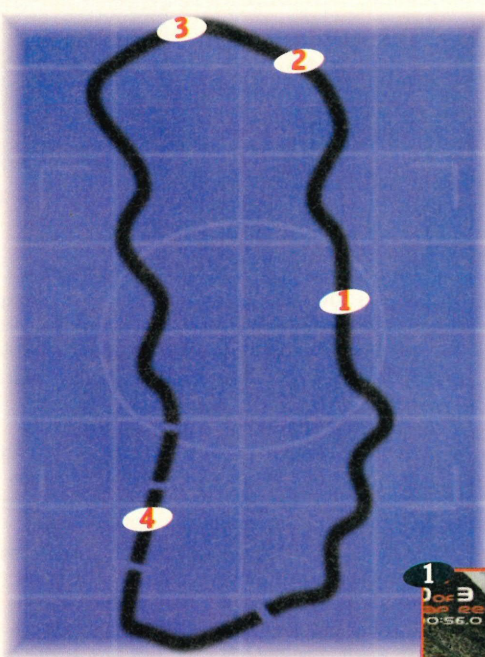
usually cut the corner off the computer player just ahead of you. (2) A little bit ahead are two speed-up grids together on the right hand side which are just before the entrance into a short tunnel section. Try and hit both for the best of the racing line. (3)

Aim to position yourself against the right hand side of the wall and just before the exit aim to position the nose of your ship in the far left corner and push forward on the joyypad. This will enable you to get into the best position with full velocity from the drop. You'll also hit a

speed-up icon straight away if you follow the best exit procedure.

Just after the small dip in the track you'll come across two speed-up icons positioned on the right hand side of the track just as the track bends towards the left. The only real way to hit these properly is to slide into them with using the air brakes.

You'll then come across two small series of jumps, both of which have weapon power-up icon grids in the straight. These are very easy to collect. Just after this is another small jump just before a diving twisty section. (4) Follow the racing line where the weapon and speed-ups are. You'll initially hit a speed-up grid on the right, followed by a weapon on the left, another weapon on the right, a speed-up on the left, another speed-up on the right and a double (left and right) weapon just as you exit the section. One of the easiest tracks you'll race.



On the track

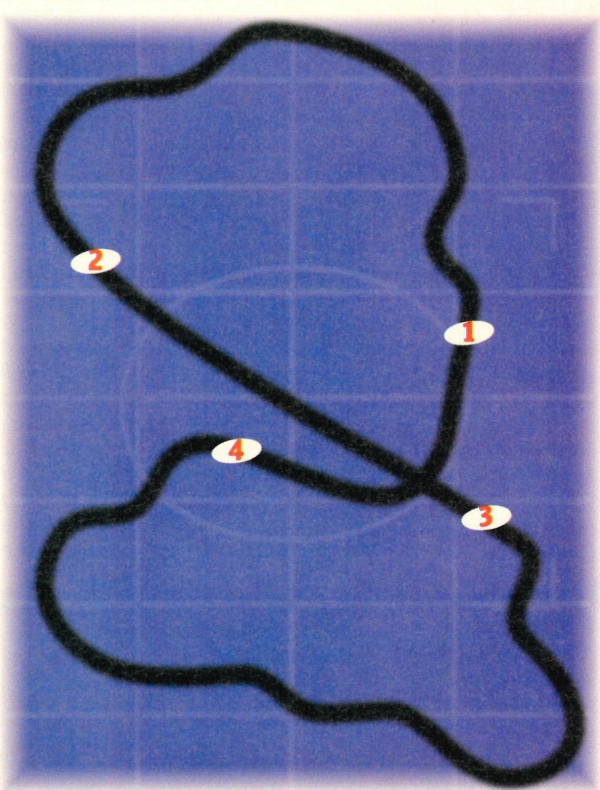
(1) There are a number of speed-up grids on the left hand section before you get to the big hill drop. Try and hit as many of these blue speed-up grids as possible – you'll need them to achieve a good time.

Once you're into the huge drop (marked by the Danger sign) you should try to fly over the weapon grid on the right hand side about half way down the hill. (2)

There are two speed-up grids just before a small ramp jump a little after the track becomes flat again. The second of these is on the right hand side just before a small hill which obscures a weapon icon on the left hand side. If the player is lucky, then he can hit the second speed-up and quickly move towards the left and pick up the weapon.

After this you start another big climb on a slightly shorter stretch. There are numerous speed-ups on the left hand side, although most people tend to stay towards the right hand side because hitting all the speed-ups can force you towards the sides of the track and slow you down. (3)

(4) You'll pass a couple of stadiums just before entering a tunnel section inside a huge mountain. There are two sets of speed-ups on either side of the tunnel. It is best to try and hit both of them. Just before you leave the tunnel there is a speed-up on the left hand side. Once you've hit this apply the left hand side air brake for a short burst and you'll powerslide towards another one just before you exit the tunnel. (5)



Track 2

Saturn

Track 3



entrance to the dark tunnel section.

Once into the tunnel section there is a double speed-up (3) on the left

hand side as the bend curves towards the right, so the player has to quickly adjust their racing line after hitting these in order not to smash straight into the wall.

There are two speed-ups side by side as you reach the exit of the tunnel section, which lead you onto a bridge over water section. (4)

Just as the bridge starts to rise into a ramp there is a speed-up grid. Avoid this. After the jump there is a speed-up on the right hand side to try and hit, so it's best to position yourself towards the right when taking off.

(5) There are numerous weapon and speed-ups positioned in the climb of the canyon section. There is another small jump just after this section of power-ups and you'll see the finish line as soon as you land. Keep a missile handy in case you need to slow anybody else down just before they cross the line.

Terramax

Location:

Germany

Length: 4.1km

Height: 121m

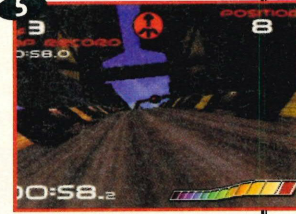
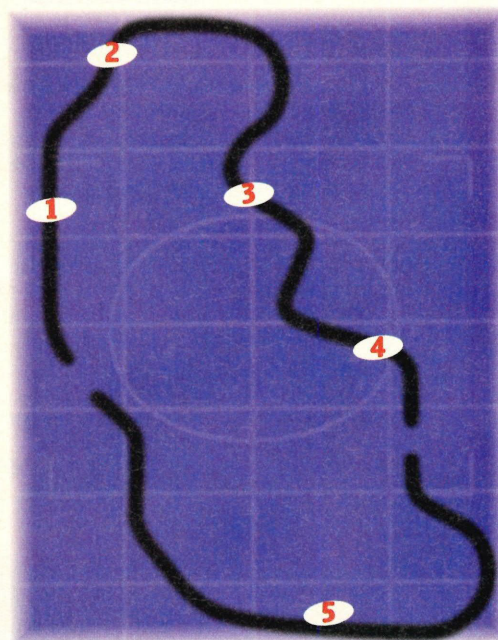
Surface: F3600 Racing standard

General

Terramax combines quite a few hill climbs and large jumps, accompanied by a few tight, twisty sections. This track also introduces new elements of scenery like water in the jump sections which gives the player the impression of more danger.

On the track

(1) There are two speed-ups the player should try to hit, the first on the right and the second on the left. There is also a weapon power-up weapon on the right hand side at the start of the hill climb. Get it. (2) There should be a computer craft just ahead - use a missile on it. Just after the start of the hill climb are two speed-up icons. There is also another speed-up you should aim for which is on the left hand side just before the



Track 4

Korodera

Location: Russia

Length: 5.4km

Height: 210m

Surface: Carbonic Iron

General

The track features numerous large jumps, hill climbs, tight corners that need serious air braking.

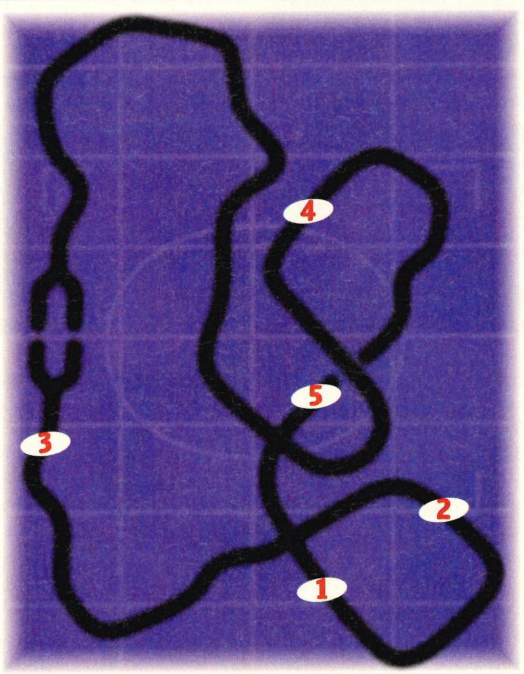
On the track

(1) Race on the right hand side of the racing line - there's a weapon just after the small hill in the bend. (2) You'll fly under a sign and should hit a speed-up on the right hand side of the track just as the track bends towards the left. If you tap the left air break as you fly into this bend you will instantly hit a speed-up grid which will boost you forward. (3) You'll then be faced with a split junction. The left hand side will offer speed-ups, whilst the right hand side gives you weapons. Either is fine.

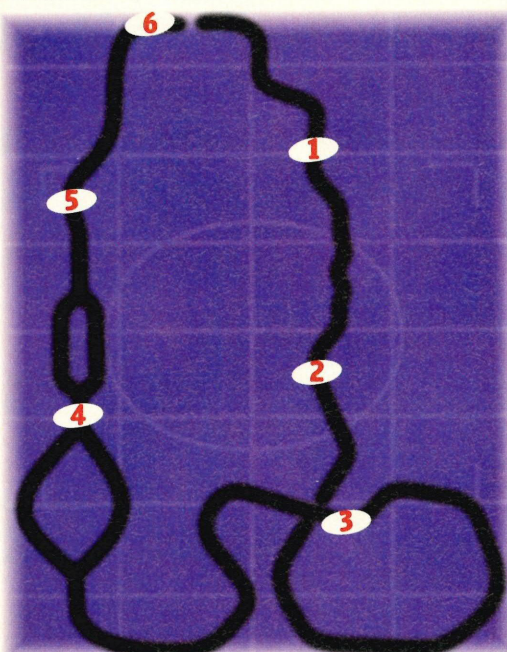
(4) Eventually you'll enter a tunnel section and there are side-by-side speed-ups and weapon icons in here. You'll then start on what seems like a steady climb to a small jump... but beware! There is a massive drop off the other side and many people try to over-correct themselves (5). The best advise is to take off from the middle of the ramp and remain straight. Don't move about in the air.

When you land, avoid the speed-up and weapons icons. You'll then start another hill climb and should try and get the speed-up on the right hand side as it's a steep climb. There is a sharp bend off to the left and there is a speed-up on the top and half way down (both on the right hand side of the track) which you should hit.

You'll then hit a weapons icon and see another on the bend towards the left coming up. You should fly on the right hand side of the track up to this point and avoid the second weapon as there is a triple speed-up just around the bend on the left. If you hit this and move to the right hand side of the track you'll hit another triple boost. Get the weapon on the right hand side and try to hit another set of speed and weapon power-ups before you exit the short tunnel.



Track 5



Arridos IV
Location: USA
Length: 6.04km
Height: 245m
Surface: Blasted Sandstone

General
 Arridos is quite bouncy in parts, which makes control a little more difficult, as well as introducing more split junction sections and tunnels which have very low visibility.

On the track
 (1) You'll quickly go towards a dark tunnel section and hit a weapon power-up as the course bends towards right (2) and then a speed-up on the left hand side once you've entered the tunnel itself. Just as you're leaving the short tunnel you should aim for the weapon grid and speed-up grid before the drop after the exit of the tunnel. (3)
 (4) You'll then come up to a split junction which has a weapon power-up visible on the left hand side and nothing visible on the right. However, once you choose one of the junctions

you'll see another one straight away at the bottom. Choose the right hand fork you'll be rewarded with a speed-up at the bottom. Then enter the second fork on the right.

After leaving this junction section there is a swing to the right with a double speed-up just after the bend. You'll go into a dark tunnel for a few seconds with no power-ups in there (5) but there are speed-ups on the left and there are speed-ups on the left hand side. You'll then go through a short section with a fairly sharp bend to the left and right (6) with plenty of weapons and plenty of speed-ups scattered about.



Silverstream
Location: Greenland
Length: 6.4km
Height: 232m
Surface: Artificial Crystal

General
 This takes the split junctions a few steps further with long sections of individual parts of the course dependent on which route you take. There are also very sharp bends on this track, some of which are around or over 90 degrees. These require 'hand brake turn' actions with the air brakes.

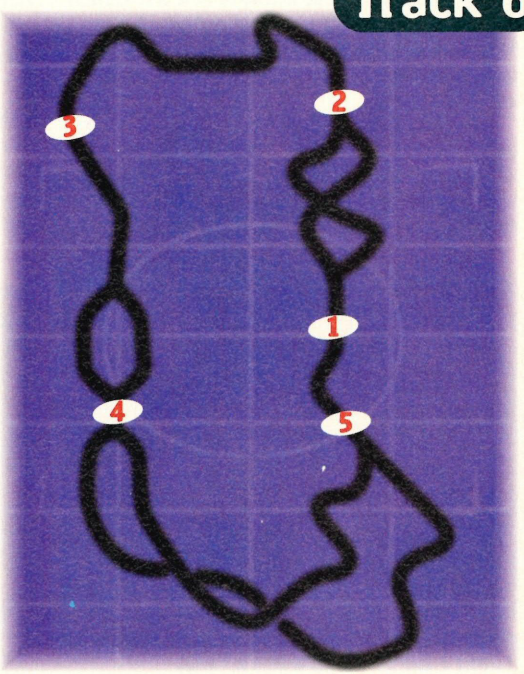
On the track
 (1) As soon as the player starts there's a choice of two ways to go. The best is to take the left hand fork. You'll go up a steep climb that bears towards the right. There is a double weapon and speed-up as you descend, and once you've hit the speed-up you may need to use the air brake to avoid the wall collision. (2)

After you've gone under the bridge there is a seriously sharp bend. To take the bend without a major crash, severe left hand air brakes must be applied for several seconds.

There is then another bend and you'll go under the second bridge for a similar sharp bend uphill. You can hit a speed-up on the left of the track and should use your left air brake in order to start the climb up the hill. (3) There are three speed-ups on the hill itself which should be hit if possible. These follow a left, right, left formation and all are pretty well spread out.

On descent, you get a weapon power-up and a double weapon power-up before you get to the bottom and see another split junction (4). Take the left hand fork here and use the speed-up at the start and top of the hill if possible before you get to another split junction. Go left again and you'll enter a short tunnel section. You should aim for all speed-ups in this. (5)

Track 6



Valora Valley Golf

Golf may well be a game of the Devil but how often do you get the chance to play on his course?

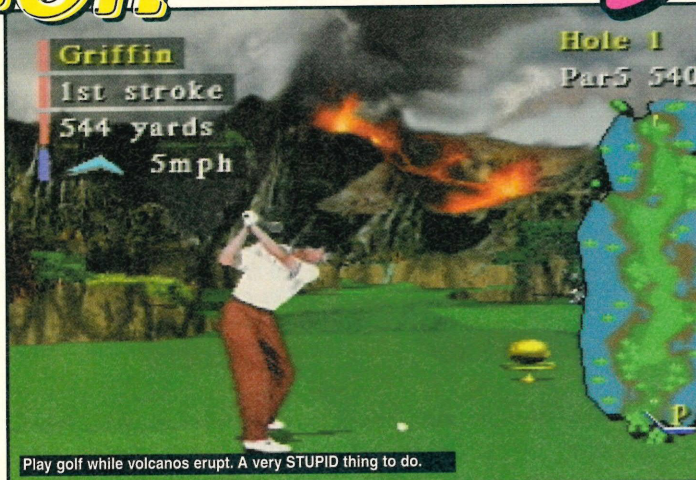
There are any number of reasons not to like golf. Agoraphobia, the fear of bad trousers, the sheer futility of chasing after a ball you needn't have hit in the first place, just plain tedium – these are all good and valid reasons not to play one of Britain's most historic games, especially when simulated on a computer.

The programmers behind *Valora Valley* are plainly trying to tap into this golf-rejecter market. "If we jazz golf up a bit" the thinking goes, "we'll wrest *Sega Rally* away from all those Saturn owners. They're easy to patronise and they've got stacks of cash as well." The result from all this thought is crazy golf on a larger scale with real grass and volcanos.

Oh yes, *Valora Valley* has volcanos.

There's also the

"Disappointment still lurks like a coked-up mugger in the next alley"



odd lava-filled abyss and precipitous drop. It also has "hyper shots" which will send your ball through solid obstacles (rocks for instance, there are a lot of them) or warp your ball straight to the green no matter how far away it is. You see, this is the Devil's golf course and not

only does it take advantage of all the spectacular scenery Hades has to offer, it's got course design to make grown golfers cry.

If this bastardisation of golf appeals and you feel that a golf simulator is complete with just the one course, disappointment still lurks like a coked-up mugger in the next alley. As soon as you try to take a shot – use *Valora's* arse-upwards playing interface – it'll leap out, stab you in the ribs and make off with your plus-fours and clubs.

Not good enough to be a proper

golf sim, not accessible (or novel) enough to be a novelty golf game, *Valora* is an all-round failure. If golf's your thing, get some fresh air. If it's raining try *Virtual Golf* or wait for Gremlin's *Actua*. **SP**

Plenty of options but NO FUN, that's what I'm trying to say.



There's more than one way to sink a golf ball...

Valora Valley has six lovingly different play options

Devil's Open

Number of players: 2
A competition set over four days with one complete round taking place each day.

Tournament

Number of players: 2
Basically a cheat mode which will automatically qualify you for the final two rounds of the Devil's Open. Oh good.

Stroke Play

Number of players: 4
The game's four player mode. Compete with up to three 'friends' over 18 holes.

Skins Play

Number of players: 4
A cash prize is offered for each hole. The player that completes the hole in the least number of shots wins that amount.

Match Play

Number of players: 2
The player with the lowest score on each hole wins that hole. The player with the most holes won wins the match.

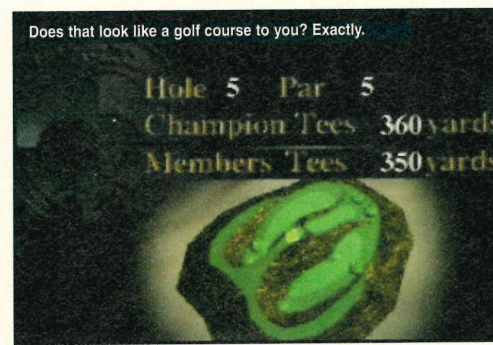
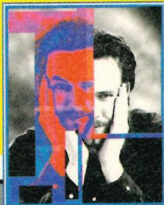
Practice Mode

Number of players: 1
Select any one of the 18 holes and practice it till your fingers bleed.

second opinion

I speet on your pathetic attempts at a golf game. Your mother will cry for your soul and your father will remove your larynx. It's bad, basically. Bad graphics, confusing shot-gauge and nothing in the way of lastability.

Some marks to Vic Tokai for trying something different, but *Virtual Golf* outclasses this in every respect. **Dean**



verdict



Graphics

Slow to update, plain weird in places. Motion capture's good though.



Sound

Manic American voices don't make friends with me. Birds tweeting don't thrill, either.



Originality

An original concept I suppose but, the Devil's golf course? I ask you...



Lifespan

One irritating course and a dodgy control set don't hold the attention for long.

5
4
3
3

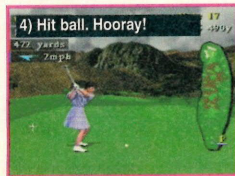
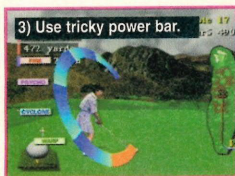
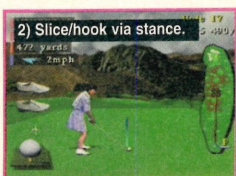
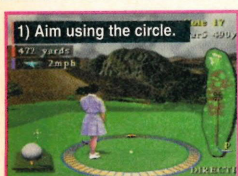
Final Verdict

"Only one course, ridiculous novelty design, poor user interface. Not a patch on the competition." **James**

32

Shot in the dark

It's amazing the complication that *Valora Valley* can add to the simple concept of hitting a small ball with a long stick.



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brutal paws of fury	17	8	12	donkey kong	25	13	18
bubsy 2	15	7	11	donkey kong 2	30	20	24
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fever pitch	23	12	17	micro machines	27	16	21
fila '96	27	15	21	mortal kombat 2	17	8	12
flink	20	10	15	mortal kombat 3	30	20	24
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gauntlet 4	15	7	11	pga golf	18	9	13
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global gladiators	17	8	12	powerdrive	22	12	17
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gunstar heroes	17	8	12	primal rage	25	15	18
incredible hulk	12	6	8	putty squad	22	12	17
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landstalker	18	9	13	sunset riders	22	12	17
lemmings	15	7	11	syndicate	18	9	14
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lotus 2 recs	13	6	9	turtles tourn fighters	17	8	12
max carnage	17	8	12	unrally	30	20	24
mega bombberman	23	12	17	urban strike	20	10	15
mega games 3	13	6	9	wolfenstein	30	20	24
mega turrican	15	7	11	wolf arcade	30	20	24
mickey mania	17	8	12	wwf royal rumble	20	10	15
micro machines 2	20	10	14	yoshis island	30	20	24
micro machines '96	28	16	22	zombies	18	9	13
mortal kombat	15	7	11	zoop	23	13	17
mortal kombat 2	21	10	14				
mortal kombat 3	30	20	24				
nba live '96	30	20	24				
nba showdown	15	7	11				
nba tournament	25	15	18				
nhl '95	20	10	15				
nhl '96	27	15	20				
pete sampras '96	27	15	20				
pga european tour	18	9	13				
pga 3	23	13	17				
pga '96	30	18	23				
phantasy star IV	22	12	15				
pitfall	20	10	15				
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power rangers	28	15	22				
premier manager	18	9	13				
primal rage	25	14	18				
psycho pinball	22	11	15				
road rash	12	6	8				
road rash 2	17	8	12				
road rash 3	22	12	17				
sensible soccer	20	10	15				
sensible soccer inter	22	12	17				
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shining force 2	27	15	21				
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nba jam	26	15	20	novastorm	26	15	20
novastorm	26	15	20	parodius	28	17	21
parodius	28	17	21	pga '96	30	20	24
pga '96	30	20	24	golden	26	15	20
golden	26	15	20	rapid reload	26	15	20
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starblade alpha	28	17	21	striker	20	10	15
striker	20	10	15	tekken	30	20	24
tekken	30	20	24	theme park	28	17	21
theme park	28	17	21	toshinden	25	15	17
toshinden	25	15	17	total eclipse	26	15	20
total eclipse	26	15	20	total nba	30	20	24
total nba	30	20	24				

Review Saturn

Da Wardenz

Kickin' bitchin', fish 'n' chip bleedin' kitchen... Da Wardenz are five in number and rather hard. Harder than your father and madder than your uncle that nobody mentions and you wheel out every Christmas just to watch him try to insert a chicken drumstick in his ear. These are they...

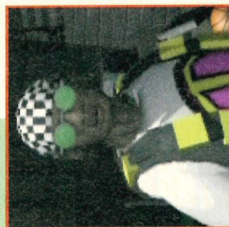
9-1-1

Real name: Charles

Valdez

Favourite fish: Hallibut

9-1-1's job is to give you much needed air-support and he likes to paint things. He's scared of the word 'banana' and he lives in a sack.



D-Tour

Real name: Cecil Cole

Age: 29

Favourite fish: Cod

Cecil will accompany you in your tank through-out your missions. He will also make sandwiches on request as well as lovely cups of tea.



Dogg-Tagg

Real name: Mike

Reynolds

Favourite fish: Skate

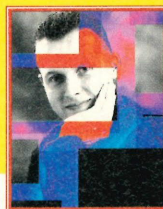
He's one step away from the boss and will brief you at the start of each mission. A miserable man,



All plans for a game involving the ritual scaring of beach debris were scrapped. Here's a much better use for the name...

second opinion

Now I'm not usually one to complain (well, not very much anyway). But as good as this is, it's just too much like other recent Core shoot-em-ups to really get my juices flowing. It's a tank game (kind of like *Battle-corps* on the Mega CD), it's got rendered scrolling graphics (like *Thunderhawk 2*)... but there's not really enough more than that. Sorry. *Nick*



The government-approved way of dealing with BSE-riddled cows.



A map.

A helicopter.

A chair.

It's all about tanks. Not fish tanks, hot-water tanks or any other sort of tank. It's

about large things with big guns that move slowly and generally make a bit of a mess of the countryside. If for instance, you were having a party on your immaculate lawn, you wouldn't invite anyone who owned a tank. They'd get drunk, drive all over the grass and ruin your delightful borders. This, believe it or not, has happened to me.

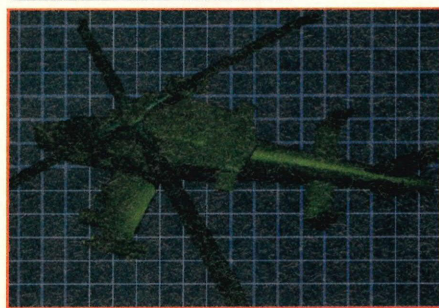
Anyway, respect is the order of the day in *ShellShock*. Not the worthy admiration of your elders and betters, but respect in the strangely-digitated, oddly-diseased, baggy-clothed, progressively-retarded

"They're called 'Da Wardenz', they come from 'Da Hood' and they probably have names like T-Cut... whatever"

Hippity-hoppity type of respect. They're called 'Da Wardenz', they come from 'Da Hood' and they probably have names like T-Cut... whatever.

Games with 'Attitude' usually make you laugh so bloody hard your bladder erupts but this one gets away with it. Just. The fact that it has another excellent Core soundtrack helps. The

Comparison



Thunderhawk 2

Issue 75, 91%

▲ Wonderful, fast 3D graphics and loads of varied missions.

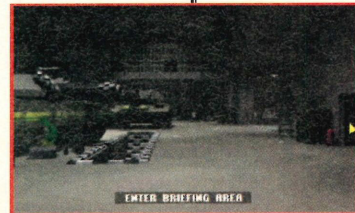
▼ Some suspect clipping *ShellShock* uses pretty much the same game engine as *Thunderhawk*, so if your eyes span in wondrous awe over that, then this is in the same bag of things. Again, it's the atmosphere that scored in *Thunderhawk* and Core have managed to pull off the same trick with *ShellShock*.

Rooms with a phew

They smell of stale clothing and engine grease. They are THE OPTIONS ROOMS. Instead of a dull old options menu at the start of the game you wander from room to room, picking up information and help along the way. Here are the five rooms of most importance...

Main room

It's a bit of a garage really. You start out from here and use it access all the rooms that lead off from it like...



Workshop area

In here you talk to Props, buy your extra ammo, armour etc. and check the overall condition of your tank.



Basketball court

Check out the stereo, talk to the incomprehensible 9-1-1 and enter the simulation room.



Briefing area

Get abused by verbally Dogg-Tagg, save up to four positions and enter the main briefing screen.



Tank

Talk to D-Tour if you do so wish (and you can understand him) and climb into the tank to change the control configuration around a bit.



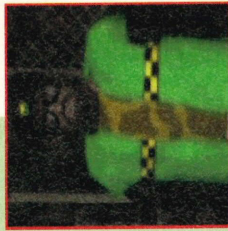
Mike likes women's clothing and the smell of damp socks.

Earshot
Real name: Darnell Jones
Favourite fish: Tuna



Darnell's a clever man who gives you messages about your missions, etc. He'll pop up in your tank and inform you if you're heading off-target or tell you off for running away.

Props
Real name: Alvin Fielder
Favourite fish: Haddock



For ammo, armour and general 'extra bits' for your tank, Props (or Alvin, as his parents so cruelly named him - oh, the playground taunts he must have suffered over the years) is the kiddie. His shady dealing could also get you a new stereo, a freshly sprayed car or a socially sensitive disease.

Shellshock



It's an explosion, and a good one at that.

characters are well explained and couple this with probably the most lengthy and impressive selection of rendered graphics and you'll start to forget the embarrassing Americanisms.

The game uses the *Thunderhawk II* 3D games engine and the graphics, movement and update are of the same high standard.

Unfortunately, unlike Core's helicopter masterpiece, *Shellshock* offers only one game view although this does convey the claustrophobic feel of being trapped in a slow moving machine.

There's around 25 missions of varying difficulty, and varying objectives. You go into the mission briefing room, get a full low-down on the deal ahead and off you pop. When you return triumphant, you go to the ammo room, pick up some new armour and back you go for the next mission.



"So then I asked her if she liked chicken."

The missions are rarely samey and can have you doing everything from blowing up storage buildings to wiping out Columbian drug cartels. I like the game's stab at a designer shoot-em-up. I loved the claustrophobic feel of being trapped in the tank. The game is hard enough to give you hours of gameplay, but easy enough at the beginning to keep you interested. There's nothing wildly outstanding here, but it's a great example of its type. **SP**

Crates of money



The secret to winning *Shellshock* is to collect as many of these damned crates as you possibly can. Each level contains about 10 of them and the more you get, the more money you get awarded at the end of the level.

verdict

Graphics	Seen <i>Thunderhawk 2</i> ? Seen this. Excellent use of rendered things.	8977
Sound	A brilliant hip-hop soundtrack, coupled with a worthy number of samples.	
Originality	Well, it's the first arcade tank simulator thing on the Saturn. Which. Is. Good.	
Lifespan	There's plenty of missions, but sadly very little variation in the graphics.	
Final Verdict		79
"While not a contender for game of the year, <i>Shellshock</i> does what it does with a fair amount of class." <i>Dean</i>		

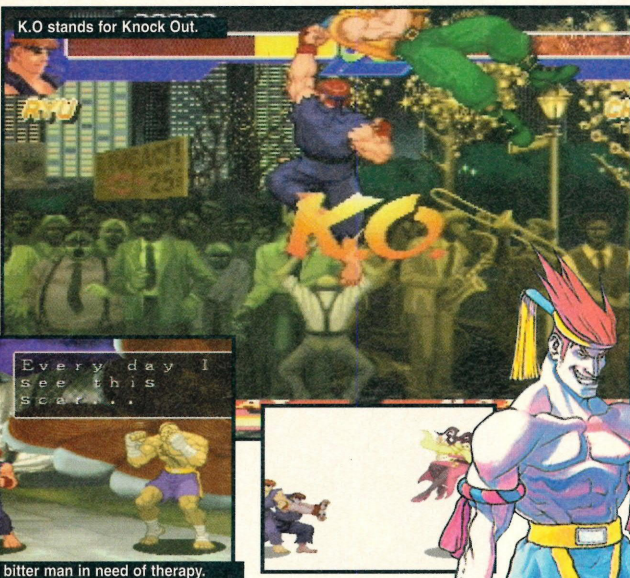




It's Street Fighter Alpha 2



Hold on, this is a slightly chalkier pill to swallow. *Street Fighter Alpha*'s spawned a monster – the sequel *Street Fighter Alpha 2*. Now surely the whole point of *SFA* was a polite and sturdy bridge over the ever widening gulf between *Super Street Fighter 2 Turbo* and *Street Fighter 3*, so why this? Some new characters, backgrounds and the odd combo change and you get the distinct impression that the horse is already far too knackered to sustain a flogging of this severity. Might be in an arcade near you soon, mind.



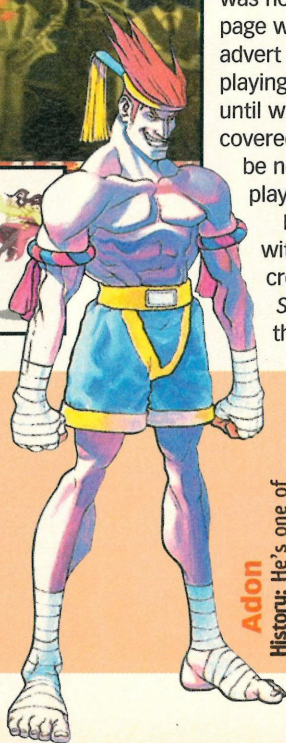
K.O stands for Knock Out.

Every day I see this scar...

A bitter man in need of therapy.

The Newbies

You get your Ken, Ryu, Sagat and Chun-Li, but on top of that, Capcom have kindly included six new characters. Each of them are lovingly furnished with their own moves, backgrounds and combinations, all no-doubt to be explained in the inevitable bumper tips solution thing in a couple of months.



Adon

History: He's one of the original Street Fighters and claims to be a Tai-Master. A former student of Sagat. **Favourite saying:** "I am a Muay Thai Master, you are sucking gravel!" **Best move:** The Jaguar Kick.



Birdie

History: Birdie's entering the tournament to prove himself worthy of entering Shadaloo. The first person to write to us and tell us what Shadaloo is, wins a year's supply of James's hair. **Favourite saying:** "It's good to be back!" **Best move:** The Chain Grab.

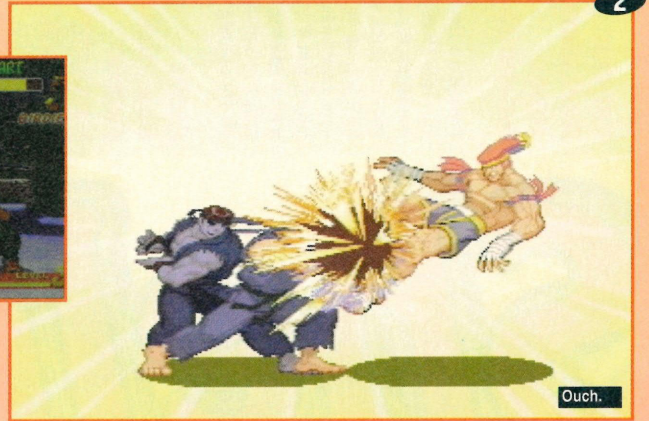
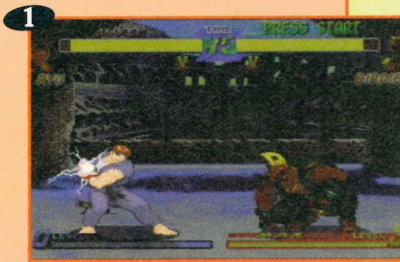
Super Combos

As mentioned in the Chi box, you collect as much energy as you can and this will then allow you to perform, well, umm... something a bit more than a special move, but not quite a fatality.

You get three separate levels of attack (depending on the amount of Chi collected) and then a simple fatality-style movement allows you to administer a crushing blow. See here, for instance.

1) When you get the combo to work, you'll see something like this. OK, it might look as if he's trying to hide a lightning bolt behind his back but it actually means...

2) ...that you might be able to remove your opponents intestines, if you get your aim right, that is. Carbonara, anyone?



Street Alpha

The all-conquering Street Fighter throws its mighty gauntlet into the cramped backroom brawl once more.

What if *Street Fighter* had NEVER HAPPENED? Imagine it: for a brief few seconds, the slight possibility that there was no *Street Fighter*. This page would probably be an advert for toothpaste and we'd be playing *Sega Rally* until wrinkled flesh covered our eyes. There'd be nothing else worth playing, you see.

Possibly not, but without the crowning glory of *Street Fighter*, there would be no

"Without the crowning glory of Street Fighter there would be no Mortal Kombat or Virtua Fighter to smile about"

Mortal Kombat or *Virtua Fighter* to smile about, and no *Brutal: Paws of Fury* to laugh at. It's the Grand Pappa, the Godfather, the cottonwool-stuffed, hamster-faced beat-'em-up Mafioso that prevails over all of them. And if anyone dares to mention the Spectrum's *International Karate* Plus, I'll personally come 'round to their hovels and carve them up a new set of lips.

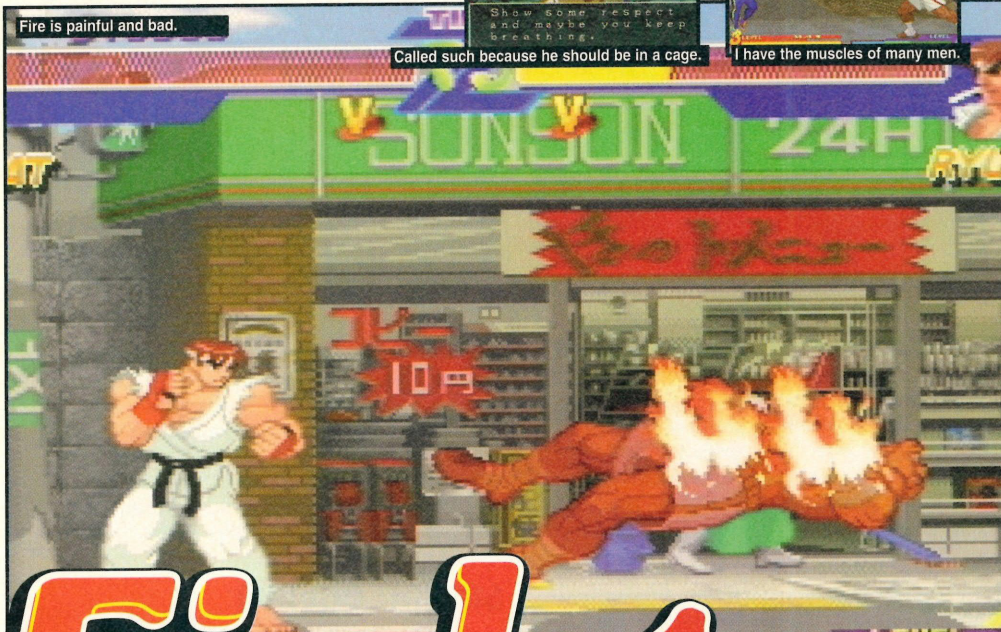
But in respect honourably due to *Street Fighter Alpha* or is it a poor excuse to try to cash in on some of *Mortal*



Fire is painful and bad.

Called such because he should be in a cage.

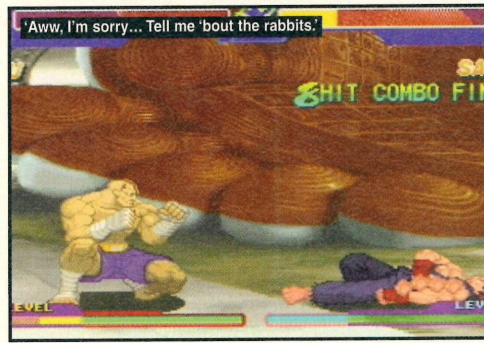
I have the muscles of many men.



Fighter

Chun Li is a mutant

'Aww, I'm sorry... Tell me 'bout the rabbits.'



Comparison



X-Men: Children of The Atom

Issue 76, 90%

- ▲ Large, well animated characters
- ▼ Nothing too new

While *X-Men* had larger characters and a very similar style of gameplay, the actual playability offered nothing too original. At the time *X-Men* was the best 2D beat-'em-up on the Saturn, a title that *SFA* doesn't wrest off it convincingly.



Ultimate Mortal Kombat

(Previewed) Issue 78

- ▲ Plenty of everything
- ▼ Hard to fault so far

Although we've only had a brief flirtation with *UMK*, it would seem that rampant juice exchange will soon be on the cards. The only real alternative to *Street Fighter Alpha* when it comes to name recognition, *Sega Power* boldly predicts a dull return of the "what's best?" argument. We won't be answering such questions. HAS EVERYBODY GOT THAT?

Kombat 3's hype? A bit of both. *SFA* is worthy enough to stand up on its own and be considered a worthy addition to the thoroughbred *SF* stable, but it's hardly varied or different enough to be called *Street Fighter 3*. It's more of a shuffle sideways than a spectacular leap forward. The new

Super Combo system (where you build up an energy level to access an almost unstoppable power combo) is fine, but fatalities are better. The new moves are sparse and certainly not up to the variety and humour of *Mortal Kombat 3*. Then again, *Street Fighter* was always more of a 'serious' game I guess.

You get six new characters, new backgrounds, new this and new that, but it only just about scrapes through. The conversion is perfect and ▶



Charlie

History: An associate of Guile's and is supposedly on a military mission to investigate Bison and his fearful drug dealings. Pretty much the same moves as Guile and wears spectacle things.
Favourite saying: "Be all you can be, scumbag!"
Best move: The Sonic Boom.



Guy

History: Crept in through the back door when the boring *Final Fight* games fell down the lav. Has previously appeared as a playable character in *THAT* game.
Favourite Saying: "Two sugars with mine, please!"
Best move: The Flip Kick.



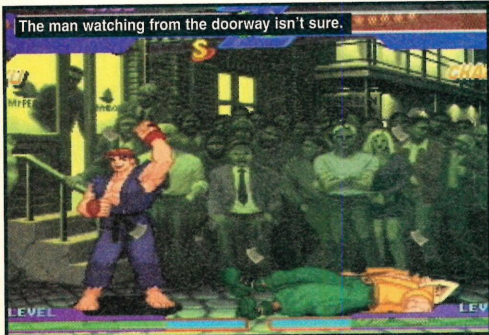
Rose

History: A blooming flower in the garden of harsh weeds that is *Street Fighter*. Fights in stockings and high-heels - which can't be all that comfortable.
Favourite Saying: "Are you finished?"
Best move: The Soul Reflect.

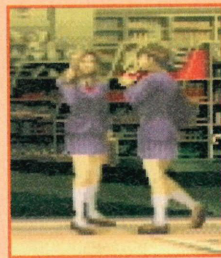
Review Saturn

Extras required

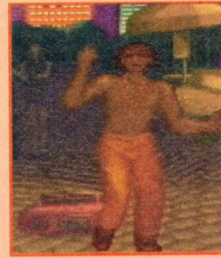
It's like, amazing what you can spot going on in the backgrounds of these computer games. *Street Fighter* has always had a reputation for clunkily animated extras leaping around in the background and licking the toes of the corporate cat for an Equity card. You should see what they've put into the game this time. Stupid things like...



Charlie (USA)
On Charlie's background (USA East), you have crowds of braying fools throwing money at and advertising live acts. Live WHAT that's what we'd like to know. And they're ugly.



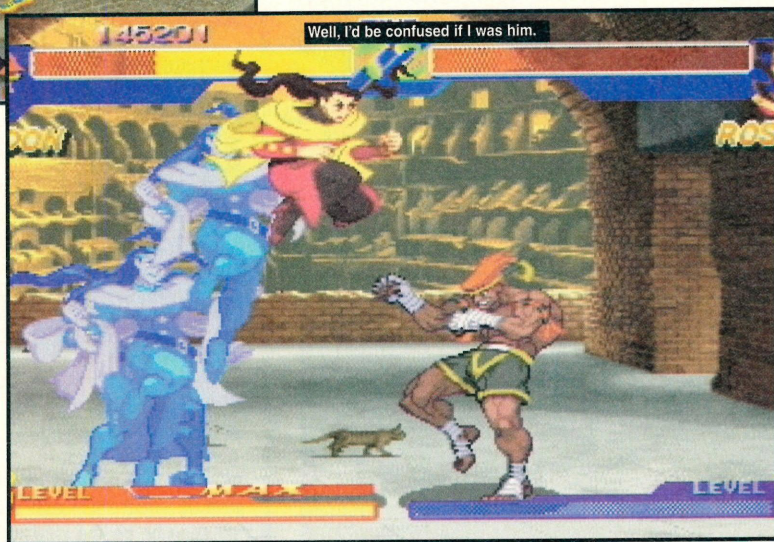
Guy (Japan)
Guy's from Japan and we know what they like, don't we? Yippy-doo, plenty of schoolgirls hanging around shops showing their knickers and talking about BIG LOVE. Er?



Ken (USA)
Ever seen the way they dance in those American teeny movies? HAVE YOU? They dance like performing dogs in tutus and so does this man from Ken's background.

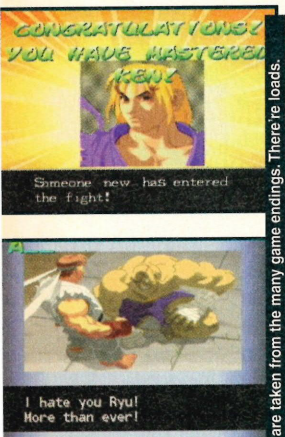
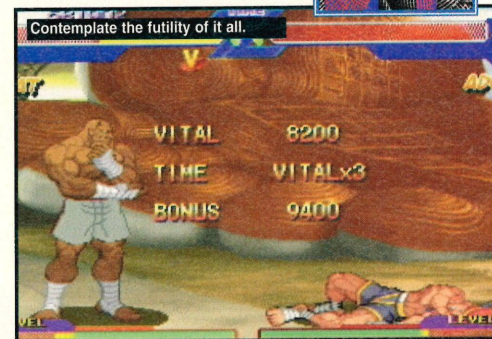
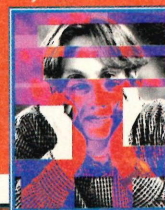


Rose (Italy)
Along with spaghetti, bad dress sense and farting men on farting scooters, Italy's famous for the packs of stray cats that roam the streets eating babies. (Rose's level, Italy).



second opinion

Oh dear, 300 Saturn pounds to play a tarted-up version of some old Mega Drive tat? I think not. Bigger sprites, more colours, my how you thrill me with your next generation credentials - it's 2D, it's got shite backgrounds, it's £40 for a length of elderly, pre-played rope. I wear my hostile *Street Fighter* prejudices proudly but even if I'd never seen the game, there's definitely nothing in this incarnation to pry me off *Virtua Fighter 1* or 2. So there, James

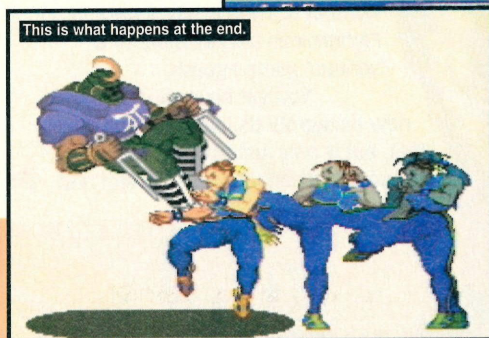


All these shots are taken from the many game endings. There're loads.

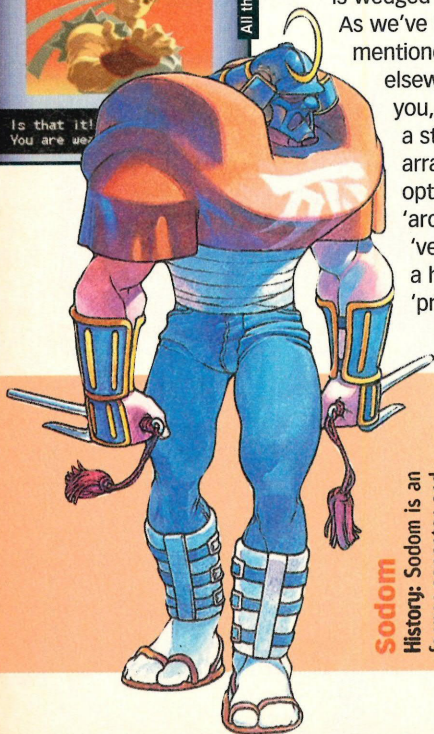
everything that's floating around the arcade version is wedged in here. As we've kindly mentioned elsewhere for you, you have a standard array of options - 'arcade', 'verses' and a helpful 'practice

mode'. They've also kindly included an option to back-up the statistics to a memory card.

So, who's this game going to appeal to? The anal *Street Fighter* fan and not too many others, really. I loved it on the first day, on the second I thought it was brilliant but by the end of the week I was getting bored.

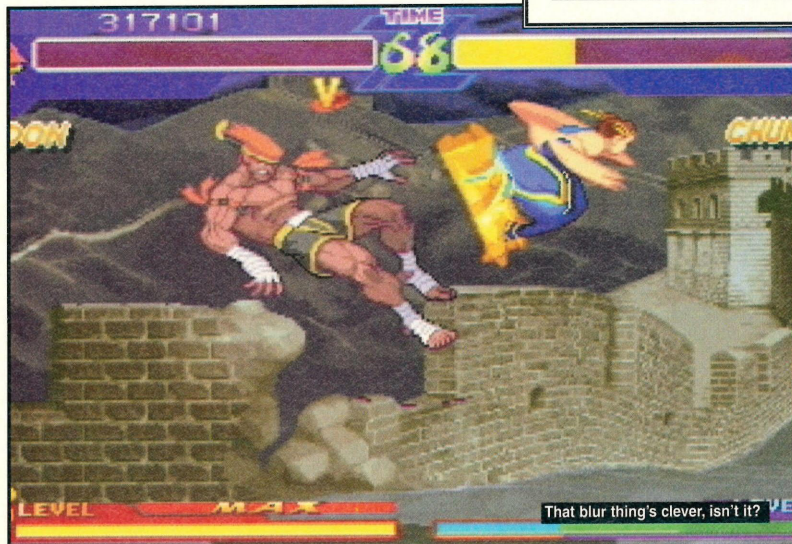
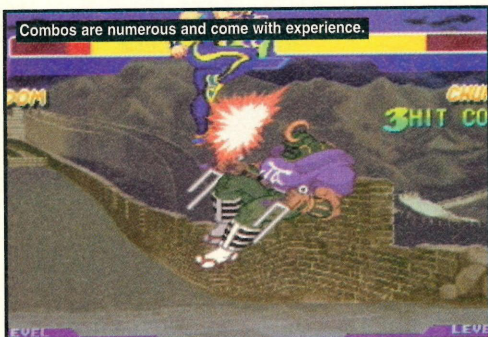


Sodom
History: Sodom is an former gangster and another chimp who first appeared in *Final Fight*. Lost to Guy a few years ago. Do you care?
Favourite saying: "Guess I beat you pretty bad. Nothing personal." Best move: The Hell Scrape.



Practice makes perforate

An ideal solution for *Street Fighter* beginners is the practice mode. In this option you can select two characters and try out all the moves until you're brave enough to enter the actual arcade mode. This way you shouldn't suffer the ridicule and ostracism of your more experienced friends and peers. It's here and gives you infinite Chi to practice all your Super Combos.



There's not enough here, really. Completing the game in one-player mode is still as easy as ever and without the reasonable challenge I craved, I got tired of beating the people around me.

Mortal Kombat developed in a much wiser and cleverer way than *Street Fighter* ever did. While it gave all the choice and expanse a 2D fighter had to supply, *SF* was trying to

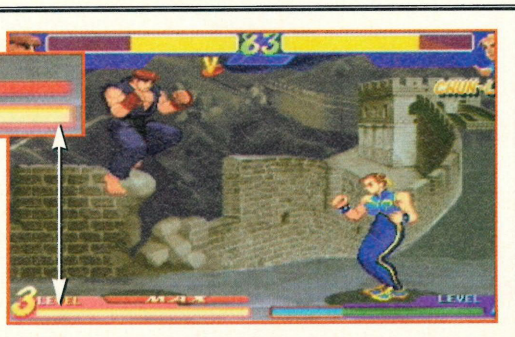
convince you that the Dragon Punch was still the most devastating move in the world.

As I mentioned, the fault isn't with the conversion, that's perfect. The problem seems to be more to do with Capcom. Sure, *Street Fighter Alpha* gives you new tricks and tries to dazzle you with its glowing, shiny shell, but the actual fleshy substance underneath is sadly a tad lacking.



Energy food

The more observant amongst you will have noticed the power bar that each player has. This allows you to collect 'Chi' energy which builds up in three levels. Using this energy you can activate one of three different strengths of special attack. These are the Super Combos and are sweetly contained in a box of their very own.



verdict



Graphics

More Anime-like than the original. Still no great leap forward.



Sound

Good samples, contact hits and the like. The music's a bit drab and basic, though.



Originality

Nothing new here and you've seen all the added features many times before.



Lifespan

There's new combos and Super Combos to learn, but playing on your own will soon pall.

Final Verdict

A very strong conversion of a good title. It's *Street Fighter* and it's on the Saturn, but my money's on *Ultimate Mortal Kombat*. *Dean*

8
8
4
8

81

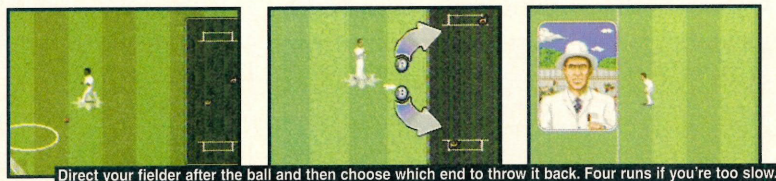
Brian Lara '96

I bloody love cricket and I bloody love this game. HAS ANYONE GOT A PROBLEM WITH THAT?

I don't know. Admitting you enjoy watching cricket in this building is like admitting you like seeing mixed Cod fishing live from Iceland (now pay per view on Sky. Probably.). I could quite cheerfully watch all five days of a test match (given the necessary food and cold beer stocks) and I have before now. Unfortunately, a tendency to shut my eyes just before the ball arrives at the crease has kept me out

of the actual playing side of things and so the telly is the limit of my cricket involvement. At least now I've got another source for my cricket fix.

Brian Lara, the biggest selling Mega Drive game of last summer is back and ready for a big square cut to the boundary. The graphics have been improved, the general



Direct your fielder after the ball and then choose which end to throw it back. Four runs if you're too slow.

Time trials

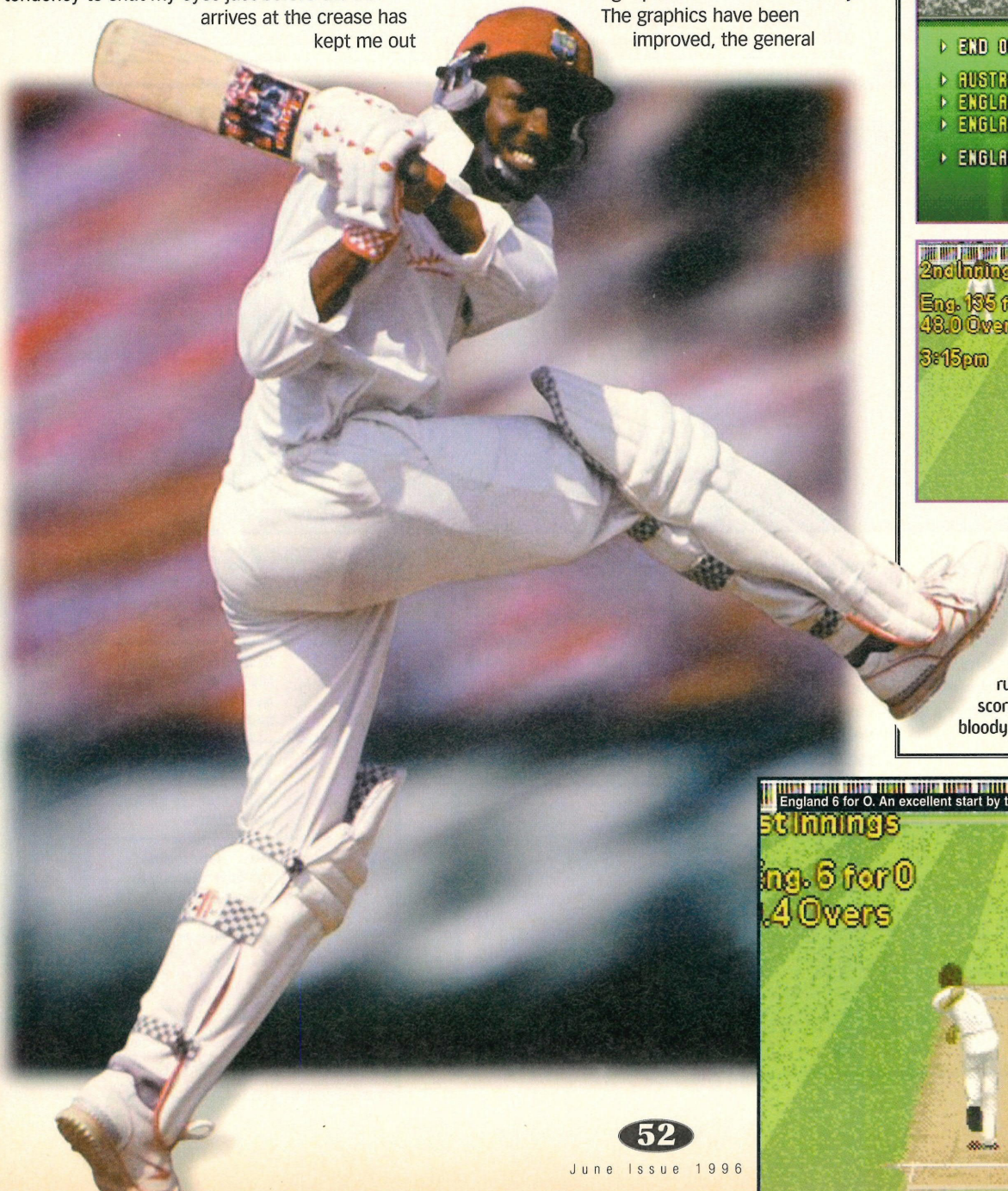
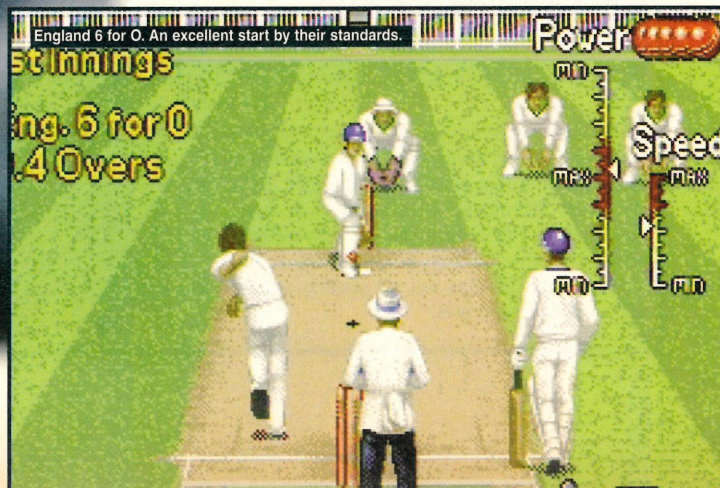
England v Australia 4th Day

▶ END OF THE 48TH OVER

- ▶ AUSTRALIA 1ST INNS 401/9 DEC
- ▶ ENGLAND 1ST INNS 174 ALL OUT
- ▶ ENGLAND 135/7
- ▶ ENGLAND TO BAT

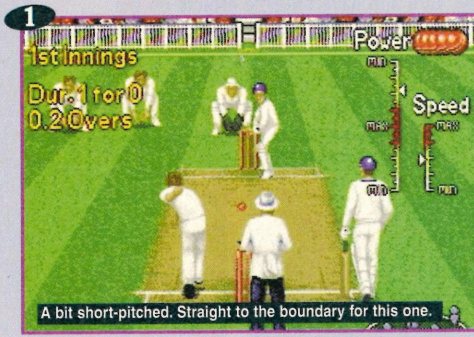
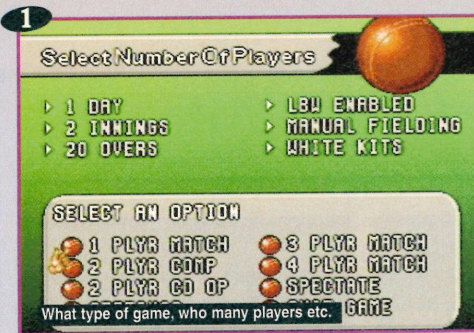
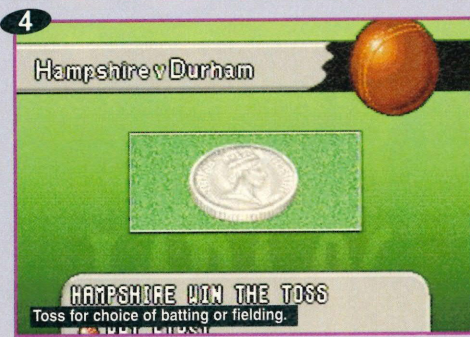
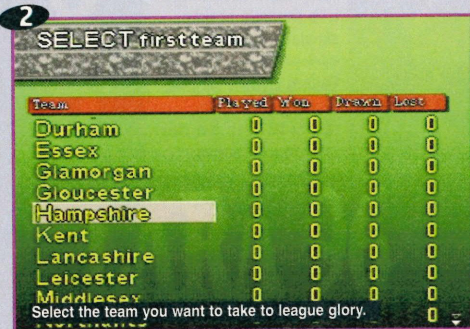


Another neat new feature in *Lara '96* is the option to replay one of six historic matches. Cricket fans will recognise them, it'll leave the rest of you cold. Headingly 1982, England vs. Australia - 135 for seven in the second innings, 92 runs behind Australia's first innings score with Botham at the crease. What a bloody day...



County bounty

Without doubt the largest addition is the County Cricket option. All 18 British county teams are included along with all their players and stats (correct at the close of the '95 season). County games are limited overs matches (20, 40, 50, 55 or 60) where the gameplay is tweaked to the level of the more aggressive fast-paced (well alright, fast-paced relative to the rest of cricket) one day matches. You can choose your team from the county squad and even fiddle around with their names and stats if you so wish.



PlayersOne-Four Match OptionsThree
 DifficultyHard Release DateMay
 Price£44.99 Codemasters .(01926) 814132

people at Codemasters. First of all, you'll want to set your field. Rather than scattering your white-flannelled team-mates around the field individually, simply opt for one of the eight pre-designed by experts field arrangements. When you're happy with that and you've chosen your bowler, it's time to turn your arm over at the luckless batsman at the opposite end of the strip.

Now this bit is simple in theory, just a bit of a bugger in practice. First off, you have to decide where to pitch the ball. Manipulate the white square around on the strip using the D-pad in the limited time you get and select the ball's power or spin (depending on the type of bowler you're using). Once this is done it's simply a case of pumping the buttons to gain maximum speed on the run in.

If the batsman is lucky enough to hit your ball, the game's perspective will change and you'll be put in charge of the nearest chasing fielder. Run him after the ball and when he's got it, use the running monitor to decide which end of the stumps to throw it back to. If you're quick enough or the batsman trips or something, you might be in with a chance of a stumping. It's all very logical and for cricket fans, rather good fun.

Lara '96 offers lots of extras over its original incarnation and these are exploded in our "bit of a new look this month" boxes. The ideas for most of the enhancements came from returned player response cards. Codemasters thoughtfully included these with the original game, so you've only got yourselves to blame for the changes. As with all sequels though, if you're bored with the first don't expect this to leap

"Most of the enhancements came from player response cards included with the original game"

out at you – it's basically the same game. If you loved the first but have run out of things to do within it, this is bound to be another huge hit.

Lara is a game for cricket enthusiasts and those with a taste for more involved gamesplaying. When you consider that test matches take five

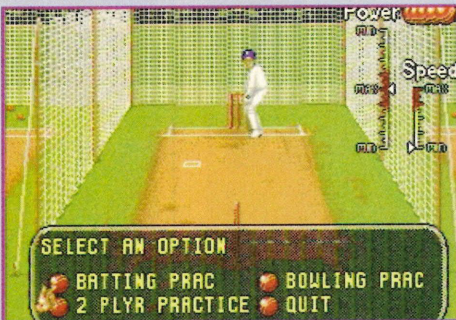
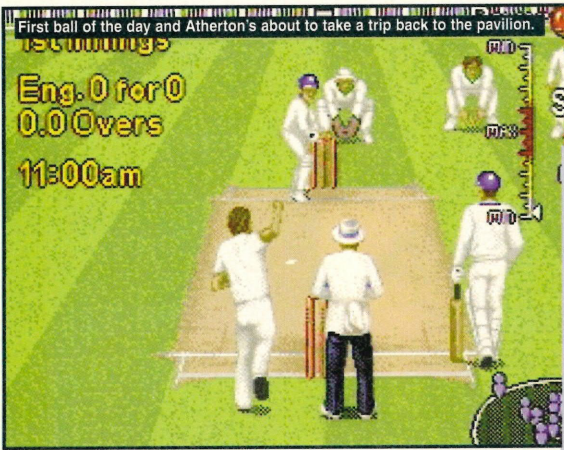
days and that Lara is a ball-by-ball simulator, those seeking slam, bam, fast-paced shooting kind of action might well want to give it a wide berth. With that said, I can thoroughly recommend Lara '96.

gameplay tweaked and a hefty wadge of new features added – probably enough to make you want to update your existing copy. Forget your tired footy sims and frankly dull hockey efforts, God plays cricket and he's probably got a copy of Lara '96 for when it's raining.

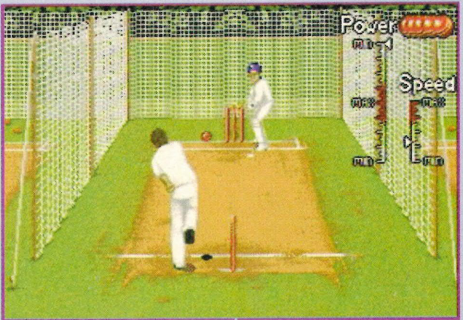
You might think that cricket would be much too hard a game to simulate on a console. What with batting, bowling and fielding all being remarkably different types of activity, there's a lots to keep a joypad handle on. Lara takes most of these cricket-type aspects and proffers a "simple yet challenging" control set. When

batting, you're given a rough idea of where the next ball is going to land along with the power, swing or spin with which it's going to arrive. Depending on the bowler's aim, the skill of your batsman and your confidence, you can pick your shot by using the joypad. Your first couple of innings might well have scores below the number of batsman out but you'll soon be crashing fours through long on with gay abandon. (Who's he then? – Nick.)

As the fielding side, you're in control of the bowler, field setting and fielders. Eh? I CAN'T COPE. Well no, it's all cunningly broken down into manageable sections by those nice



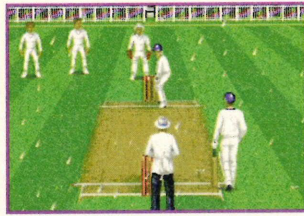
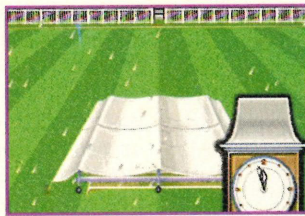
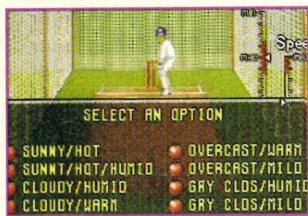
Standing in a cricket net whilst burly bights rushed towards me throwing small but devastating hard red balls at my head was never really my idea of fun. It's also why I never progressed beyond the frantic swipe school of batsmanship.



The net mode in Lara can be used to practice both batting and bowling as well as trying out the effects of varying weather and pitch conditions. Two players can even practice at once, one bowling, the other batting.

Fish nets

Bloody rain



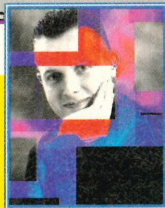
WEST INDIES opening batting order

Player	Style	Hand	Runs
J.C.Adams	DEFENSIVE	LEFT	62
B.C.Lara	AGGRESSIVE	LEFT	61
R.Richardson	AGGRESSIVE	RIGHT	44
S.L.Campbell	MODERATE	RIGHT	43
S.Chand'paul	DEFENSIVE	LEFT	42
C.L.Hooper	MODERATE	RIGHT	32
K.Arthurton	MODERATE	LEFT	31
J.R.Murray	MODERATE	RIGHT	2

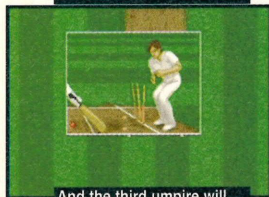
Cricket wouldn't be cricket without rain and a desperate BBC team with six hours to fill and only Geoff Boycott to fill it with. Anyway, it rains in *Brian Lara '96*, taking up time and affecting the pitch conditions. You'll get a weather forecast before you make you decision to bat or bowl first. You never know, it might make a difference. Pitch conditions and the weather also vary and have tangible effects on the gameplay. Swing bowlers will revel in humid overcast weather and seamers enjoy lush green pitches rather than the dusty, cracked strips. Still like cricket do you?

second opinion

I still don't know how the devil Codemasters came up with a sellable game based on cricket, considering cricket itself can't even come up with a sellable game based on cricket, but that's buy-the-by. Codemasters have weaved their usual magic and have come up with an even better version of the title than last year. Superb. I don't know how they do it. *Nick*



Oh, the international jet-set life of cricket.



And the third umpire will be called in for that one.

Cup magic

If you're English, the last cricket world cup might well be something you want to forget but if you're keen to avenge that Sri Lankan defeat, this could well be the option for you. All the world's cricketing nations are including as is the

option to stage the cup in any part of the world. Choose your team (from the same squad used for international test matches), see it safely through the group matches and onwards towards the cup itself.



Go on then, quickly.



A grudge match.

Team	Played	Wins	Losses	Points
Sri Lanka	4	4	0	0
New Zealand	4	3	0	1
Pakistan	4	2	0	2
West Indies	4	1	0	3
England	4	1	0	3
U.A.E.	4	1	0	3

England nearly bottom, sigh.



Kenya. KENYA! HOW!

verdict



Graphics

As good as the Mega Drive gets. A significant improvement.



Sound

The sound of leather on willow, young boys in the park, jumpers for goalposts...



Originality

Some excellent new additions and lets face it is the only cricket simulator available.



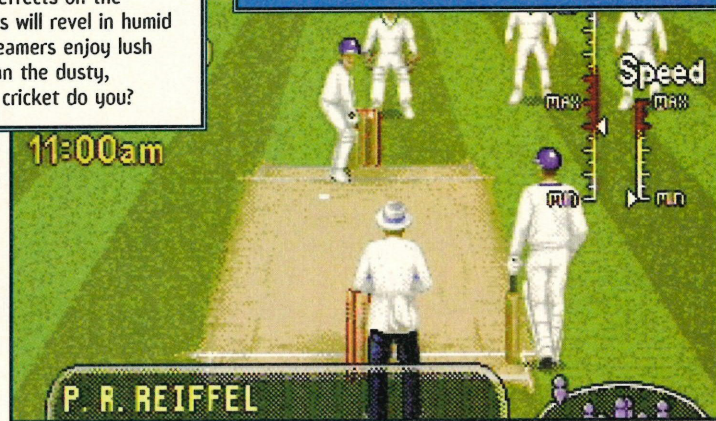
Lifespan

County cricket and the World Cup provide plenty to keep the most experienced happy.

Final Verdict

"A well thought-out and beautifully executed effort from the Codies. Six over mid-wicket." *James*

85



AVAILABLE FROM YOUR NEWSAGENT NOW!

arcane

the roleplaying magazine

War baby

Introduce the ultimate conflict to your campaign

Roru Prayingu

What the hell is going on with Japanese roleplaying?

Woo - Woo

The golden age of steam explored in our mysterious 12 page encounter

Heresy

This year's most gorgeous card game gets the full arcane treatment

VAMPIRE: THE DARK AGES

Read our full and frank review of White Wolf's most fantastic roleplaying game yet

WIN a TOP GOLDSTAR STEREO!

OK, what do I have to do to win?

Entering is as simple as ever. Take a look at the simple question below, bung your answer on a postcard or stuck down envelope and post to:

I Need a New Stereo,
Sega Power,
Future Publishing Ltd.,
30 Monmouth Street,
Bath,
Avon,
BA1 2BW.

Question

How many watts of music output does the Goldstar stereo produce?

- a) 5
- b) 14
- c) 300

Only one entry per household. All entries to be received by the 9th of May and the rest of the usual rules apply, ie the Ed's decision is FINAL!

GoldStar
Technology with the human touch

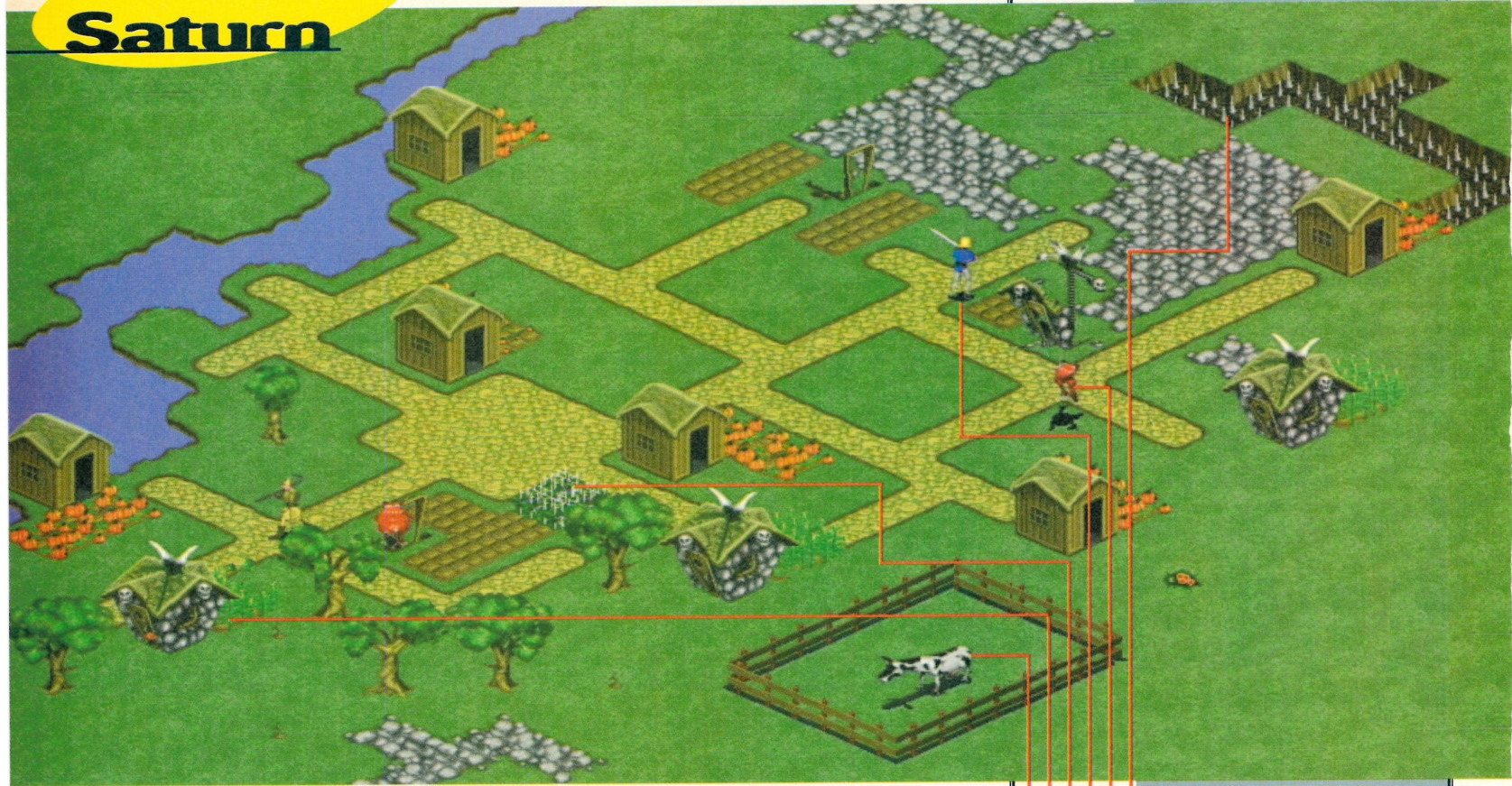


In a fit of generosity last seen, well last issue springs to mind, we've organised a top compo with those nice audio types at Goldstar and those slippery programming types at Bullfrog. "Cut the crap and tell us what we win", I hear you cry. Don't be so bloody rude, says I.

Well, what we've got on offer in the way of a first prize is a top portable stereo system. It's got a CD, it's got a radio, it's got a tape, it's got 14 watts music output, it's got those strange buttons that don't appear to do anything and it's got a cavernous hole in the back where you can stuff at least 16 of Duracell's finest.

We've also got second prizes, oh yes. Five copies of Bullfrog's *Magic Carpet* for the Saturn are up for grabs if you miss out on the stereo. It's a damn fine game with wizards, rugs and worms – a knockout combination in anyone's language.





Hording gives you ulcers. It's a Mortlock family secret, but we know what happens to people who horde. Oh yes...

Things to look at while you're waiting to die

The icon in the bottom right shows the functions available to you at any time. The current one is, obviously, the one currently active. Yes? Most of the available options cost money and... well, you're all bright people, I'm sure you can work it out for yourselves eh?



1 coin

This is a tree, so plant this early and much money will be yours when you cut it down a couple of years later - replacing it with another sapling, naturally. That's called **SUSTAINABLE AGRICULTURE**.



5 coins

Fences are best for keeping cows in one place...



100 coins

...Although they don't seem to move very much. The fence, I feel, is mainly for aesthetic purposes.



10 coins

Dig trees, dig soil, dig anything you like. Strangely enough, a spade is 10 times as expensive as a tree.

There's nothing more entertaining than digging a huge hole.

A member of the Horde. **KILL IT! KILL IT NOW!**

YOU! It's your job to protect the village and make enough money.

It's all about growing enough to survive. Yes, it's a farming game.

A house. Les Ellis from GamesMaster magazine lives here.

Carrier of The BSE Plague, just looking at it can send you mad.

It's a game, that much is for certain. A cleverly packaged CD with somebody's previous year's creative input spun onto it. That's what stalls you when you first start out in this job. You're terrified to give something a kicking - even when it plainly deserves it - because you feel that

somewhere there will be a little programmer with tear-stains all over his X-Files T-Shirt. After a while, though, the cold-hearted finger of cynicism waves slowly in your face and you suddenly think 'Sod 'em. If they are trying to sell this tat, then they deserve everything they get.' The computer

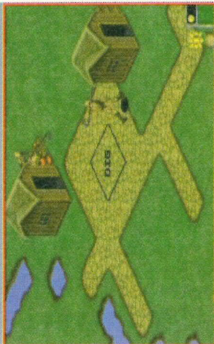
games industry is no place for sentiment. (You're a hard man, Mr. Mortlock - James.)

PR people will try to convince you that their piece of software is the best thing ever. They'll shuffle nervously on the spot, sip at the lukewarm cup of tea you hastily made them and ask the eternal question, "So (smile), what do you think?" We then lie through our teeth and say something like, "Well, it looks pretty good, though this is only an early version... isn't it?"

Things to do while you're waiting to die part 2

The quickest and probably the easiest way to describe how *The Horde* works is to guide you through a level of the game. Look at the pictures and learn from the words. All together now...

You start off at the beginning of the season (shown next to the function icon in the bottom right) with an amount of money, a development starting to grow and a number of options at your disposal.



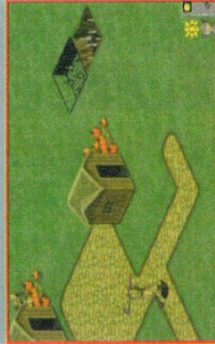
You could plant a few trees...



Buy a cow or two...



Or maybe even lay a pit of spikes. All this has to be done for this reason...



At the end of the season you'll get around 10 members of the Horde attacking you. They eat

The

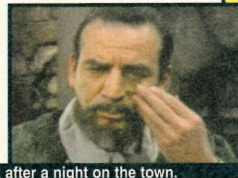
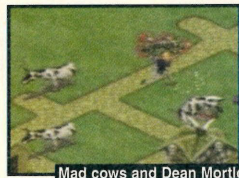
Horde

second opinion

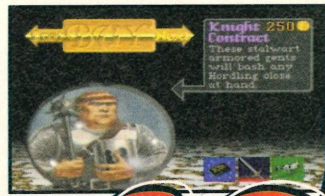
On first look, this is the kind of *Civilisation/Theme Park/Sim City* game I enjoy. However, a closer look reveals it to be no where near in the same league.



Although it's interesting for a while trying to build your town up in the face of hostile tax inspectors and the Horde, after a while, things become far too repetitive to keep the interest up. Nice FMV bits and bobs though. *Nick*



Mad cows and Dean Mortlock after a night on the town.



Our Art Ed. did this issue ALL ON HER OWN! She's dead now, mind.

Comparison

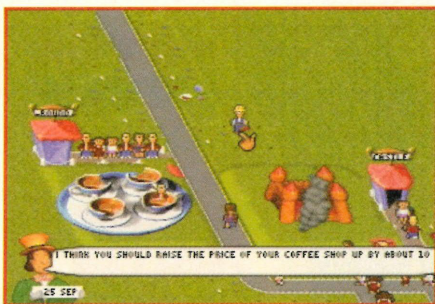


Sim City 2000

Reviewed in 74: 90%

- ▲ Very detailed and authentic game
- ▼ A liiiiittle bit dull

Sim City 2000 is sort of comparable to *The Horde* in that it's in 3D, in an isometric way and you build towns for disasters to come and destroy. In my expert, if slightly deranged opinion, I can safely say that *The Horde* isn't remotely as good as *Sim City 2000*. Can I have my money now Mr. Nick? (Certainly not. Who do you think I am? - Nick.)



Theme Park

Reviewed Issue 73: 92%

- ▲ Certainly original
- ▼ Not suited to everyone's tastes

Famous, popular and available on just about everything bar the Master System. *Theme Park* compares with *The Horde* only in the 'building up an environment, making money' way and surpasses *The Horde* on every count. But then that's what you get when you try to take the mighty Bullfrog on.

This covers us pretty well. PR people will resort to any scum-sucking trick to try to find out your view on their product...

The Horde is an unremarkable little effort. Slightly original, fairly pleasing to the eye, jingley to the ear and numbing to the brain. A mixture of arcade game and the strategic way of things. You, being a humble serving boy who saved the life of the King, have now become a humble serving Lord who reigns over a scabby piece of land that's frequently overrun by the Horde. The Horde are vile creatures to a man and ransack your new community four times each Earth year. Your job is to amass something vaguely similar to a



The cruelty of the tax system. REVOLTI!

"This is an unremarkable little effort. Slightly original, fairly pleasing to the eye, jingley to the ear and numbing to the brain."

fortune by building your town, while stopping the Horde from destroying it.

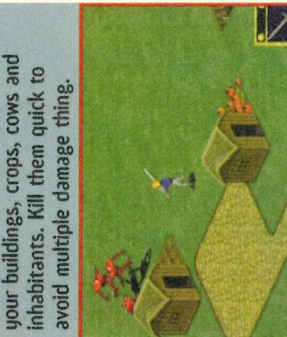
You get different monsters, different coloured ground and buildings, and the opportunity to travel to different sections of the land. A story sort-of evolves via FMV as you're going along, but it's still a case of growing yer crops (not in itself an enormously exciting experience)

only to watch a red thing come along and eat them. Fan-tastic.

So that's it. This might appeal to some people (maybe RPG and God game fans - a frightening thought) but it's no big seller. A fair stab at something different but nothing more than a minor flesh wound.

Graphics	Some decent FMV and rendered characters but very 16-Bit.	6 8 8 5
Sound	Very atmospheric music and a good round-up of samples. Can't complain about that.	
Originality	A good mix of a <i>Sim City</i> -style game and arcade slashing-'em-up, but...	
Lifespan	...it's all a bit too repetitive for my liking. There's not enough to hold the interest.	
Final Verdict	"Definitely some good ideas here, but more options and variety needed for a game that's going to keep you going for yonks." <i>Dean</i>	

69

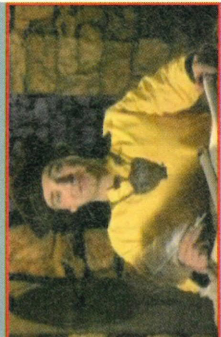


your buildings, crops, cows and inhabitants. Kill them quick to avoid multiple damage thing.

Then, after the attack, you get a status screen showing your progress throughout that particular season...



Or, if you're lucky, at the end of the year you could get an FMV news report or some such novelty.



More than
20 pages of
ESSENTIAL TIPS!

SONY SEGA NINTENDO PC 3DO

Q&A GAMES MASTER

**MURDER!
DEATH!
KILL!**

The Next Big
Thing from the
creators of
Earthworm Jim

**NINTENDO
64**

First pics of Turok:
Dinosaur Hunter!

**HE'S A BIT OF AN
ANIMAL!**

Behind the scenes of the hot Peperami game
heading for the PSX, Saturn and PC...

PLUS!

PANZER DRAGOON 2

Scorching action returns
to the Saturn!

RIPPER

Possibly the goriest
PC game ever

REVIEWED!

**WIPEOUT
SATURN**

**ADIDAS
POWER
SOCCER
PLAYSTATION**

**LARA '96
MEGA DRIVE**

ON SALE 11 APRIL

There's not usually much you can say about tips intro pages, so artfully and with a great deal of consideration of the alternatives, we've decided therefore that we won't.

Power Tips

Small Tips

- 60 . .Mortal Kombat 3 (MD)
- 60Doom (32X)
- 60 . .Star Wars Arcade (32X)
- 60 . .Virtua Fighter (32X)
- 60 .Virtua Racing Deluxe (32X)
- 61WWF Raw (32X)
- 61 . .Virtua Fighter 2 (Sat)
- 61Toshinden S (Sat)
- 61 . .Beavis & Butthead (MD)
- 62 . .Super Skidmarks (MD)
- 62Primal Rage (MD)
- 62 . .Micro Machines TTE (MD)
- 62Urban Strike (MD)
- 62NHL '96 (MD)
- 62Fatal Fury 2 (MD)
- 62Lion King (MD)
- 62 . .Mortal Kombat 2 (MD)
- 62 . .Toejam and Earl 2 (MD)
- 62Darius Gaiden (Sat)
- 63Shinobi III (Sat)
- 63NHL 96 (Sat)
- 63Madden '96 (Sat)
- 63 . .Heart of the Alien (Sat)

Tips Hardline

MD & Saturn

61



31 of the greatest tips for the best games ever, updated each month from here to eternity (probably). There is NO better mag for tips - sorry Gus.

Tip of the Month

Mega Drive

60

A free cart to the winner of each issue's Cheat of the Month - this one's from Jeffrey Metcalfe in Whitehill for this anti-Fatality move in *MK3*.



Toy Story pt. 2

Mega Drive

64



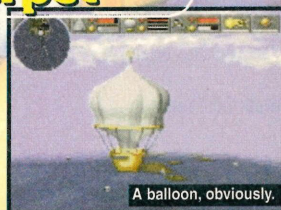
It's the second and final part of our superb *Toy Story* players' guide this month, so turn to page 64 and stop reading this largely useless bit here.

Magic Carpet

Saturn

68

The **FIRST** players' guide to Bullfrog's classic carpet sim (don't ask us) naturally had to be in *Sega Power*. Read all about it on page 68.



Cheats & Hints

You've just died and gone to tips heaven because we've LOADS of quality tips fare for you this month. Read on for ALL the latest hints and cheats around.

3 2 X

Doom

Do the following for, erm, the following:

Invincibility: Pause the game and press U + Mode + X + Z.

All Weapons: Pause the game and press U + Mode + A + C.

Star Wars Arcade

Extra Time: Pause the game and press L, D, A, C, D, U.

Unlimited Time: Pause the game and press D, B, B, U, R, L.

Sound Test: Pause the game and press U, R, L, A, D, C.

Cheat of the month

Mega Drive

Mortal Kombat 3

Jeffrey Metcalfe from Whitehill has this neat method of preventing your opponent from doing his Fatality in *MK3*, definitely worth a cart we think (*Phantasy Star IV* is on its way).

"This is very hard to access but when you do manage it, the result is well worth the effort. In two-player mode, before you have been beaten for the second time, hold Block.

"When you get beaten, you should still be blocking and when they come in close to do their Fatality, press either High or Low punch. The result has you uppercutting your opponent and stopping them from doing their Fatality." Thanks for that!

Virtua Fighter

Change costume: Hold U or D and press A, B, or C. Or press D + Start.

New Camera Angles

At the Options screen, highlight Camera and press R until two new camera views appear. They are Backside 1P, and Backside 2P allowing you to play from behind player 1 or behind player 2.

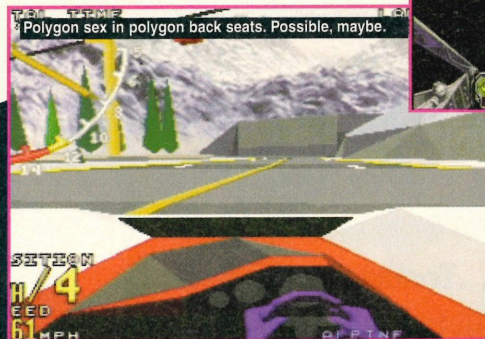
Play as Dural

Player 1 – at the character screen, highlight Akira and press Left, Right, Left, Right (Akira, Jacky, Akira, Jacky)

until you hear a sound. At the right side of Jacky you will see Dural. Player 2 – at the character screen, highlight Jacky and press Right, Left, Right, Left (Jacky, Akira, Jacky, Akira) until you hear a sound. At the right side of Jacky you will see Dural.

Virtua Racing Deluxe Mirror Tracks

To use this trick you must finish first in all races at normal difficulty. Once this is done, go back to the first menu of the game and press Left then Start.



Q & A

There are big questions like how to get Chan Zprig's Fatality Tramp in *Fondle Fury 4*, and then the smaller ones like why cheese is so expensive. True...

Mega Drive

Beavis and Butthead

I've got Beavis and Butthead, which I think is really good (*Oh dear* – Nick.) but I've got a problem. I

can't get the army recruit ticket or the money. Can you help at all?

Dave Langley, Andover

To get the army recruit ticket, buy the snake and show it to the Sargeant. To get the

Can you help?

Game Gear

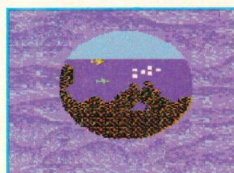
Ecco 2

Please can you tell me how to get past level 9 in *Ecco 2 – The Tides of Time* on the Game Gear? Please give me any cheats!

Richard Evans, West Midlands

Defenders of Oasis

I'm stuck on *Defenders of Oasis* for the Game Gear.



No name, No address

Mega Drive

Shadow of the Beast 2

Help! I'm in trouble. *Shadow of the Beast 2* might not

Your guide (in issue 46) was excellent and helped me a lot. There is a door in Gylan with a barrier behind it but I can't get through it. The key of Gylan and the hammer won't work.

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





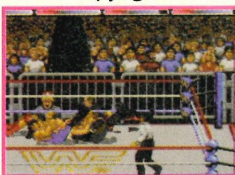
WWF Raw

Play as Same Character

To play as an already chosen fighter, move to that character's selection bit. To activate your selection, hold Start and press U + A + C.

Super Punch

So you want to punch like a mule? At the copyright title screen, hold



Start, then press U four times.

and serve some fries – plus an extra 'flavour' you should be able to find on this level. The password is Butthead.

Mystaria

Mystaria is flippin' ace isn't it? Trouble is, I am not, so I was wondering if you could help me a bit. My problem is that I can't find

be a hard game for some but it is for me. I have tried to complete the game but without success so I am writing to see if you will send me a map or give me a cheat to help polish it off.

Richard Wadsworth, Widnes

Wrestlemania

In your January review of *Wrestlemania – The Arcade Game* for the Mega Drive, you said there were fatalities and hidden characters. I've tried and tried to find them but I can't? Can anybody help?

Paul Cummings, Leeds

S a t u r n

Virtua Fighter 2

Thanks to Steven Purvey from Dundee for this, a t-shirt is on its way. To access the gold Dural in *Virtua Fighter 2*, go to the fighter select screen. Press D, U, L, R and A.

Toshinden S

Troy Lamb from Workshop in Nottinghamshire has the following: For big heads, hold down both the Left and Right buttons at the game select screen when choosing your mode. Don't ask us,

we only work here. the Thief and it's been driving me mad. Please say you can help, oh wondrous Sega Power. I will



One leg isn't much use if you're trying to look hard. Ask Dean. He knows.

Tips Hardline

Amazing how many of the tips calls we get are for the very oldest games. So rather than answer the phone then tell you that we don't give out tips unless YOU WRITE IN (geddit?), here's a new feature instead. Yes, it's a Tips Hardline thing. Not only will it give you a basic tip, it'll tell you the which issues of *Sega Power* will give you more help. It'll be updated monthly, so QUIT PHONING US!

Desert Strike

Mega Drive: SP 67

Level Codes:

2:BQJRAEF
3:TLJKOAP
4:WTEOVJP
Lives:TQQQLOM

Game Gear: SP 55

Level codes:

2:CKSEPPD
3:ICIEFE
4:EMFMIEH

FIFA International Soccer

Mega Drive: SP 53, 56

Some Finals:

Germany Vs Denmark:JH7BW5P1GH
Holland Vs Denmark:C9*BY4600V
Brazil Vs Scotland:GP5WH461GW
Argentina Vs Spain:HYRBC4YSG4

Mega CD: SP 63, 64

Super stuff. Type these at the options screen:

Super offence:A, A, A, A, A, B, C.
Super defence:B, B, B, B, B, C, B.
Super power:B, A, B, B, B, B, B, B, B.
Dream keeper:A, A, A, A, A, B, B, B, B, B.
Dream team:A, A, B, B, C, C, A, A.

FIFA '95

Mega Drive: SP 65, 69, 70, 72

Super stuff. Type these as above.

Super power:B, A, B, B, B, B, B, B, B.
Super keeper:A, A, A, A, A, B, B, B, B.
Super offence:A, A, A, A, A, B, C.
Super defence:B, B, B, B, B, C, C.
Dream team:A, A, B, B, C, C, A, A.
Shootout mode:A, B, A, C, A, B.

FIFA '96

Mega Drive: SP 75

Super stuff: Go to Options and then go to Control screen (pause). Press A for the cheat menu screen.

Dream team: . .A, A, B, B, A, C, C, B, C, C, A, A.
Super kick: B, A, B, B, C, B, A, C, B, B, B, B, B.
Super keeper: A, A, A, A, A, B, B, B, B, A, C, C.
Super offence: A, A, A, C, C, B, C, A, A, B, C, C.
Super defence: B, B, B, C, B, C, A, C, B, B, B, C, B.

Jungle Strike

Mega Drive: SP 47, 71

Level codes

Sub Hunt:RNC DYK BX6CC
Training Ground:9V6FBL6CD9
Night Strike:XT6CR9WNNCZ
Puloso City:VNMJ3746JKN
Snow Fortress:WSZKWP2F9TR
River Raid:TMDTPFK3BVY
Mountains:7DGS03BRWK
Return Home:N4SP3X7NLMS

Mortal Kombat

Mega Drive: SP 48, 49, 50, 53, 59, 74

'Flag' Option Screen: Press DOWN, UP, LEFT, A,

RIGHT and DOWN, then select cheat enabled. Refer to SP 50 or use trial and error to find out what the flags do.

Game Gear: SP 49

Gore Mode: Press this on the ethics screen: 2, 1, 2, DOWN, UP.

Mortal Kombat 2

Mega Drive: SP 65

Cheat Mode: Select done on the options screen and then press: LEFT, DOWN, LEFT, RIGHT, DOWN, RIGHT, LEFT, LEFT, RIGHT, RIGHT. Also: SP 59, 60, 62, 63, 65, 73, 76, 77

Mortal Kombat 3

Mega Drive: SP 74

Cheat Menu: On the menu screen, press: A, C, UP, B, UP, B, A. Also: Loads more stuff in SP 74.

NBA Jam

Mega Drive: SP 61

Power Ups: Do these on the tonight's match up screen.

Juice Mode: Tap any button 13 times, then hold B and C until the game screen appears.

Power up Defense: Tap any button 4 times, then hold down A, B and C until the game screen appears.

Power up Turbo: Tap any button 5 times, then hold A, B and C 'til the game screen appears.

Intercept Power up: Tap any button 15 times and rotate the pad until the throw-up.

Dunk Power up: Tap any button 13 times and rotate the D-Pad until the throw-up.

Game Gear: SP: 56

Power Up: Juice Mode: Enter the code NJTX34Y JMBDC05.

Also: SP 58

NBA Jam Tournament Edition

Mega Drive: SP 67

Secret Stuff: YES, you do want to play as famous people. Enter these initials and select them with the buttons stated. Here are 5, there are 33 more.

B. Clinton: C - Press A & Start, I - Press any button, C - Press B & Start

H. Clinton: H - Press any button, C - Press B & Start, Space - Press any button

Benny: B - Press B & START, N - Press any button, Y - Press C & Start

Liptak: S - Press any button, L - Press B & Start, Space - Press B & Start

Kid Silk: K - Press any button, S - Press B & Start, K - Press C & Start

Also: SP 75

Road Rash

Mega Drive: SP 35

For \$31,000,000, enter: . . . 010B0 01DB5 UQP06 37UN9

Game Gear: SP 61



Mega Drive

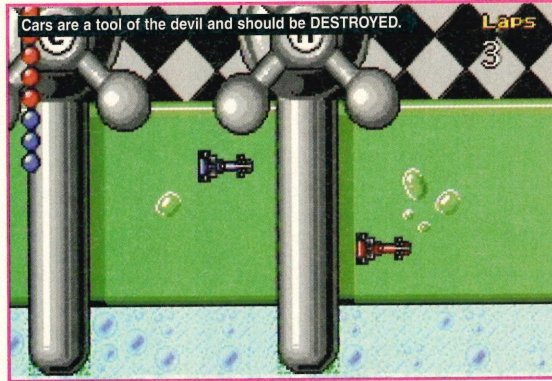
Super Skidmarks

Adam Pearcy has this cunning yet simple method of winning at *Super Skidmarks*...

... "Press button A on both controls. But only play using controller 1. If you are not last in the race, the car on controller 2 will hold up all the others for you, making it easy for you to win." Now that's the kind of tip we can relate to around here.

Primal Rage

T. Elshaw from Chesterfield has a nifty cheat for *Primal Rage*. For extra options, press L, U, R, R, U, L, R, R, L, L, U, U at the option/start screen after the game logo appears.



Micro Machines 2 TTE

For a faster car, Pause and press U, D, A, B, L, R and hold C and then press Start.

Urban Strike

Peter Noblett from South Wirral has a few codes for *Urban Strike*, which should give 18 lives and a choice of any co-pilot.

Hawaii:YT4SKBR67R6
 Baja Oil Rigs:C94SKBR67R6
 Mexico:934SKBR67R6
 San Francisco:NT4SKBR67R6
 Alcatraz:HT4SKBR67R6
 New York:LR4SKBR67R6
 Las Vegas:G34SKBR67R6
 Casino:B34SKBR67R6
 Underground:W34SKBR67R6

NHL '96

Shorter Periods

For a faster game, hold A + C and press Start at the Select screen.

Find the town that mentions him on their bulletin board and visit the bartender. He'll give you some info about Hawk, and will also tell you that if you want to

Choose Computer's Goalie:

Hold A + B while turning on the Mega Drive. Keep holding these buttons until you go past the Stevens/Yzerman screen. When you reach the screen before the face-off, use Controller Two to select the computer's goalie.

Fatal Fury 2

Unlimited Continues

After your game is over and the count-down screen appears, hold Up and press A + B + C to add one game to your credits. Keep repeating as often as needed.

Aquatic Games

Daniel McGowan has a few tips for this old one: "In *Aquatic Games*, on the 100 metre splash, run to the end of the

Sorted!

Lion King

Issue 77

Steven Purvey from Dundee has the solution for M.R. Trowman's *Lion King* problem:

Take Simba to the dead-end on the 'Be Prepared' level. Stand on a geyser when the lava goes down, then jump up to knock one of the rocks from the roof (this may take a few attempts). When the rock falls, it will smash through the ground, opening up and exit to the level below.

Mortal Kombat 2

Issue 77

Jonathan Caine has the answer to Gareth Trew's *MK2* problem. To do Shang Tsung's Soul Stealer Fatality, Hold Block, Tap, U, D, U, Low Kick. To do Mileena's Sai Stab Fatality, get as close as you can and tap Forward, Away, Forward, Low Punch.



beach and wait at the water until the penguin kicks you in. You get 10,000 bonus points for doing this.

ToeJam & Earl 2: Panic on Funkotron

LevelPassword
3RWJ21EW1R80X
5VJW6EK21-J07

that helps some.

Saturn

Darius Gaiden

I love your mag. I've just got *Darius* on import (*Despite my review I see - Nick.*) and as I'm a lazy git and you're brilliant, I'd like you to give me some codes. So go on then.

A. Nicholls, Peterborough

Cheeky bastard. Luckily for you, we are as brilliant as you say we are and have got some for you. All these codes should be entered at the start/options screen as usual.

1. 'Easy' and 'abnormal' levels from the options menu:

Hold down 'X', then press Z, C, L, B, Left, R, L. You should then hear a sound to confirm the code.

2. Rapid fire:

Hold down B, then press Y, Right,

worship you forever if you can.

Justin Andrews, Swindon

Steady on there. We are great, we know that already. Annnnnnyway, this is what you need to know:

The Thief's name is Hawk.

meet him, you'll have to leave him a message on the bulletin board.

After you've left your message, talk to the bartender again. Eventually, you'll end up with a time and place to meet Hawk.

So there you go. Hope

Free cart!!

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

Name

Age

Address

Game wanted Console type

Tip (Please continue on another sheet if necessary)

.....

.....

.....

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

- 7P0W09KAN-VQ
- 9VDJF7M2DYT6L
- 11VYJF73TH1PQQ
- 13DKYQH4!EV!7
- 15J11L3R4C13H7

Shinobi III

Unlimited Weapons

Choose Options at the title screen. Select 'Shuriken' for Sound Effects, 'Shinobi' for Music and 'Shuriken Hits' for Voice. Set the Shuriken option to 00. Wait until it turns into an infinity symbol.

Invincibility

Choose Options at the title screen. Move down to the 'S.E.' command and use the B button to play these songs in order: 'He Runs,' 'Japonesque,' 'Shinobi Walk,' 'Sakura,' and 'Getufu.' When you start the game, you'll be invincible.

NHL '96

Shorter Periods

For a faster game, hold A + C and press Start at the Select screen. Each period should only detain you for a measly 30 seconds now. TOO EASY!

Choose Computer's Goalie

Hold A + B while turning on the Mega Drive. Keep holding these buttons. When you reach the screen before the face-off, use

Left, X, Z, L, R. You should then hear an explosion.

3. Nine credits for each player:

Press X, A, L, R, Left, then hold L and then press X, C, Z, A, Right, Right. You'll hear a sound, meaning you've done it right. Well, hopefully anyway.

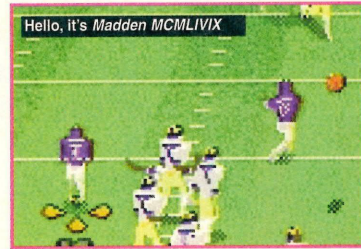


Controller Two to select the computer's goalie.

Madden '96

Turbo Ball

Press A, C, C, B, B before the main menu appears.



Heart of the Alien

The following will give you a password for each level. USE THIS KNOWLEDGE WISELY!

Level	Password
1LDKD
2HTDC
3CLLD
4LBKG
5XDDJ
6FXLC
7KRFK
8BRTD
9TFBB
10TXHF
11CKJL
12LFCK



Crap tip of the month

"On Mario Land for the Game Boy pause the game on any level. Press Select 16 times, keep your fingers on A and B while you move the D-Pad to your selected feature. Press Up to increase the number or Down to decrease number." Cheers Gareth Jayne for this. Bit desperate for that free SEGA Power, right?



Tips Hardline

For level five with best bike, enter: 0000 0DQT0 15AUS 574AE

Also: SP 66

Road Rash 2

Mega Drive: SP 44

For hidden bike 'Wild thing', enter: .009N 1V00
Also: SP 41, 69, 74, 75, 76

Sonic CD

Mega CD: SP 50

Level Select: On the title screen, press U, D, L, R and B.
Also: SP 53, 55

Road Rash 3

Mega Drive: SP 68

Enter these codes on the title screen using pad two.

Tougher weapons:R, A, D
Cash, head start, no gun:C, L, U, B
Excellent bike:B, L, U, R
Any bike, weapons and cash: A, B, R, A, C, A, D, A, B, R, A
Start at level two and steal bikes: . . .A, C, L, U
Also: SP 69, 77

Sonic Chaos

Game Gear: SP 56

Level Select: On the title screen, press U, U, D, R, L, L, 2, 1 and Start.
Also: SP 66

Sonic Spinball

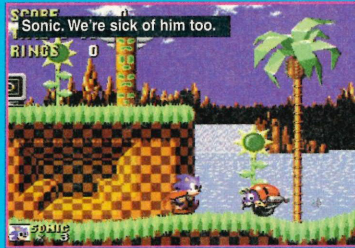
Mega Drive: SP 53

Bonus Points: Press A, B, and C when your total score is being added, helping you to get extra lives.
Also: SP 58, 65

Sonic the Hedgehog

Mega Drive

Level Select: On the title screen press U, D, L, R and then A (keep it held). Now press START.



Streets of Rage

Mega Drive: SP 41

Level Select: Go to the title screen, press Start and go to options. Press R on pad 2 and keep it held. Now, hold A, B and C (all buttons on pad 2 are now held). Press Start on pad 1 to enter the options screen and select your level.
Also: SP 43, 45

Game Gear: SP 44

Level Select: Go to the options screen and select sound test. Play sound 11, and while it's playing, hold down 1 and 2.

Sonic the Hedgehog 2

Mega Drive: SP 41

Level Select: Go to the options screen and Listen to these sounds in this order: 19, 65, 09, 17. (Play each one for more than 15 seconds.)
Now go to the title screen and hold down A and START.

Also: SP 40, 42, 44, 49, 56, 72, 75

Game Gear: SP 41

Level Select: On the Sonic and Tails running screen press D/L, 1, 2 and Start. Hold all until the title screen appears then let go, and press Start.

Also: SP 41, 48, 59

Sonic the Hedgehog 3

Mega Drive: SP 56

Level Select: When you hear the voice say 'Sega', swiftly press U, U, D, D, U, U, U, U. (You should hear a chime.) Go to the Player 1/Competition options screen and, with competition highlighted, press D and then go into sound test.

Also: SP 54, 55, 57, 59, 60, 65

Sonic and Knuckles

Mega Drive: SP 65

Go Hyper: collect all the chaos emeralds and 50 rings, then do a double jump. Now collect all the super emeralds in the special stages of S&K, getting 50 rings and doing another double jump. If well executed, you'll get the Hyper animals.

Streets of Rage 2

Mega Drive: SP 42

Level select: On the title screen, press Start on pad 1. Now move the cursor down to options. Now press, and hold A, B, then Start on pad 2. Hold A and B until the options menu appears. Now you can cheat Gran.

Also: SP 44

Streets of Rage 3

Mega Drive: SP 57

Level select: When the selection menu comes, hold B, press U, and, with option highlighted, press Start. Chimes are heard for cheats.

Also: SP 56, 58, 59, 60, 61, 68

Super Street Fighter 2

Mega Drive: SP 59

Practice Mode: Choose Vs mode. Select your person with pad 1 and your opponent's with pad 2. Now choose your place of battle and hold Start until a screen appears. Now player 2 is computer controlled.

Also: SP 61, 62, 65

Urban Strike

Mega Drive: SP 62

You want level codes? Lucky really 'COZ THAT'S ALL WE'VE GOT!
Level codes:

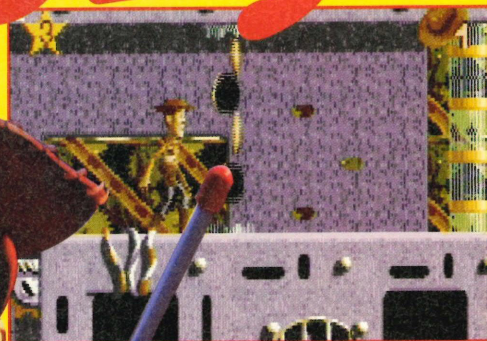
- 2:CRV4XYZR4KW
 - 4:9GB7KBR4NBL
 - 5:NBJVZHLMTK
 - 7:L6P4NBR65Y6
 - 8:G3FG75KB7SW
 - 10:W7T9HD3XLDW
- Also: SP 64, 65

TOY Story

Welcome back to the second part of our fantastic guide to *Toy Story*. Hopefully by now, you'll have either seen the film, played the game, or seen endless features about how 'they' did the film's special computer effects. ENOUGH! It's time for the game...

Part 2

Level Ten



You'll find yourself inside the machine where all manner of danger awaits. Whip open the tubes and the coins will drop down. Don't rush through or you'll lose on energy point. YOU HEARD US!



Get used to this move as you'll need it all over the level. The platform will retract into the wall. When it does leap across to the left where another platform will appear. Repeat until you reach the safe level above. It's simply a matter of timing your jump.

Level Eleven



This is a *Doom*-style level set in a first-person perspective. The idea is to grab all the little green men and send them out to their new home in the machine. To complete this level in the allocated time you're going to have to have a great memory.

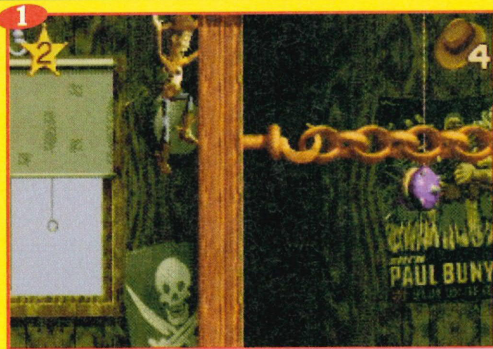


Once you've caught them on the front of your ship the idea is to deposit them in their appropriate homes. There are three holes to deposit them in but again you must remember where they are. Try pen and paper to map this.

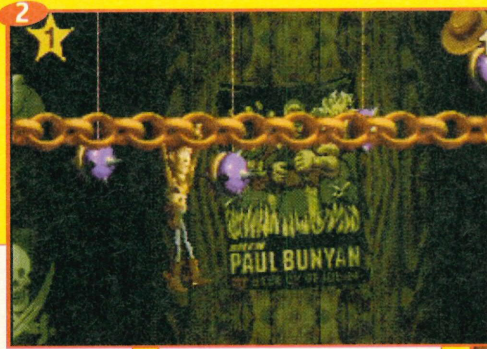


It's likely that you'll lose a life here, mainly because it takes a couple of goes to work out where you are going. Eight green men in 180 seconds? Flippin' easy.

Level Thirteen



The fireworks are a pain as they'll shoot up at you whilst you're hanging vulnerably in mid-air. There's tonnes of swinging to be mastered on this level, so you'll need to be accurate in catching the hooks with your whip.



The trick is to be dead patient. You've been through these on previous levels, so once again edge forward to the right using the D pad. There's no hurry so don't have a rush of blood.

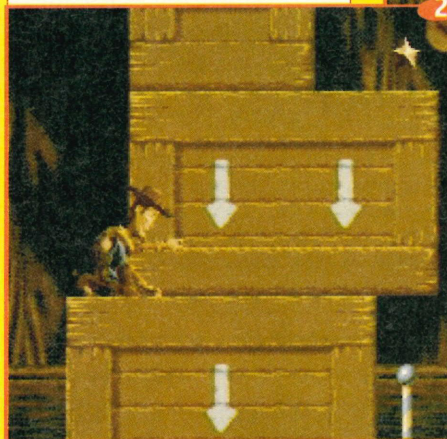
The scorpions pose no more of a threat than the spiders but they do have the habit of appearing from absolutely nowhere. As they approach, stand within whipping distance and whip until they are stationary. It is now safe to pass.



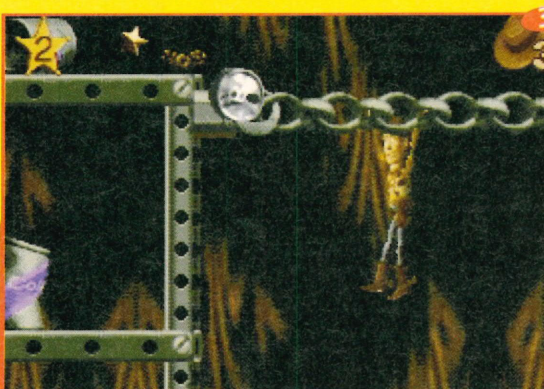
These propellers can be a complete pain in the backside, so approach them with caution. When the blade passes over your head, duck using the D-pad. Energy points can be lost very quickly so be careful about how you go about this particular section.

Level Fourteen

These boxes block your way to the right. When you go back to the start you'll have to negotiate your way through the spiders and falling cans.



Whatever you do, don't drop to the ground at the beginning of this level. If you do you'll find it impossible to go anywhere apart from back to the start. Round and round and round and round and round and round and... (STOP IT! - Ed.)



Back to the old hanging around lark and to make it a bit tougher, mechanical spiders (made out of old toy spare parts) lie in wait on the other side. Time your jump and get ready with that whip, you'll need it. Touching the spiders will reduce your lives.

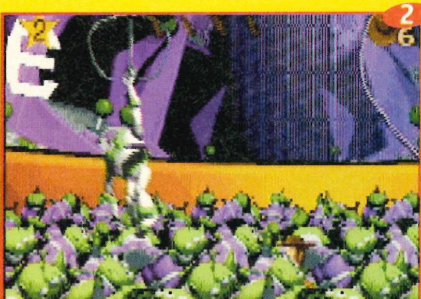


This is definitely the hardest section of the whole level. Timing is of the essence when it comes to latching on to the hooks floating in the air. The only way to reach the top is by swinging but it's darn frustrating. You will get there in the end, just keep persevering.

Level Twelve



The idea here is to avoid the claw. You can just about see the top of Woody's head but it's best to leave him in this position. The claw will move from left to right and attempt to hit you on the head.



The claw will pick up Buzz and when this happens quickly flick up the green toys at the claw. This will release Buzz. Try not to let him get carried to far to the right as it's nigh-on impossible to save him from there.

Thirteen continued...



4 This vice is the place to stand at the start of the level as you'll escape the danger which surrounds you. The darts falling from above can be easily negotiated. When they've fallen, stand by the vice and wait for the firework to explode. Proceed to the right.

Nasty children are everywhere. Now one of the little blighters has set fire to your hat. Sadly, you can do nothing about this.



The only way you can extinguish your hat is to dip it in a bowl of cool water. Many obstacles stand in your way, so clever use of the D-pad is needed if you're to stop your wooden head from going up in flames.



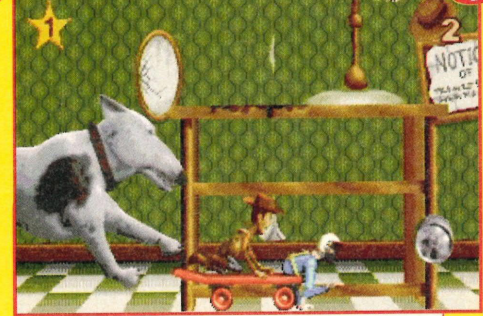
Level Fifteen



1 Skateboard Bob is your friend on this level and all you have to do is jump on his board and sail through. But of course nothing is that easy in *Toy Story* and this level is particularly long and arduous - it's a test of your reactions.



2 It can be a bit stressful this game, in parts. Fireworks, rockets and cans of drink will all hurtle towards you at a frightening speed - nasty. You'll have to be quick with the C button, as every time you get hit you'll lose an energy point.



3 This fierce dog will chase you, but as long as you keep a fair bit of speed up, you should be safe. Once in the air you can accelerate or apply the brakes to avoid incoming hazards. The problem is the length of the level, but continue poles are provided.

Level Eighteen



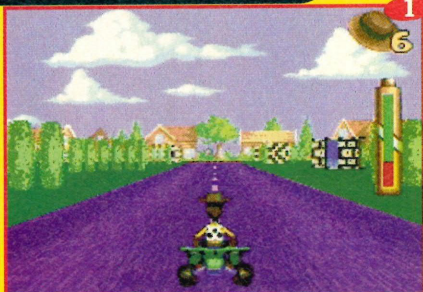
4 The idea on this final level is to catch up with Andy and the rest of the toys. Buzz will activate his rocket pack and lift you both high into the sky, where the chase is joined.



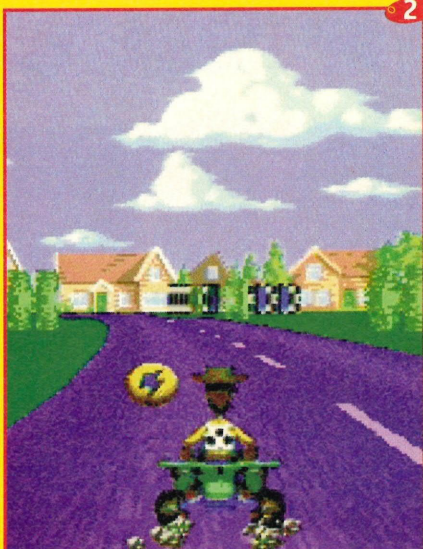
2 The car can be negotiated by skilled use of the D-pad, but the large vans pose more of a threat. Push back on the joyypad after skimming past the last car. This will give you enough time to move upwards and clear the Transit van.

Level Seventeen

Level Sixteen



This level should only pose a problem if you're blind or were born with no hands. In either case, why do you own a Mega Drive? (Err... - Dean.)



Driving is the easy part. Collecting the batteries for the remote controlled car is harder but with so many provided, it shouldn't cause a problem.

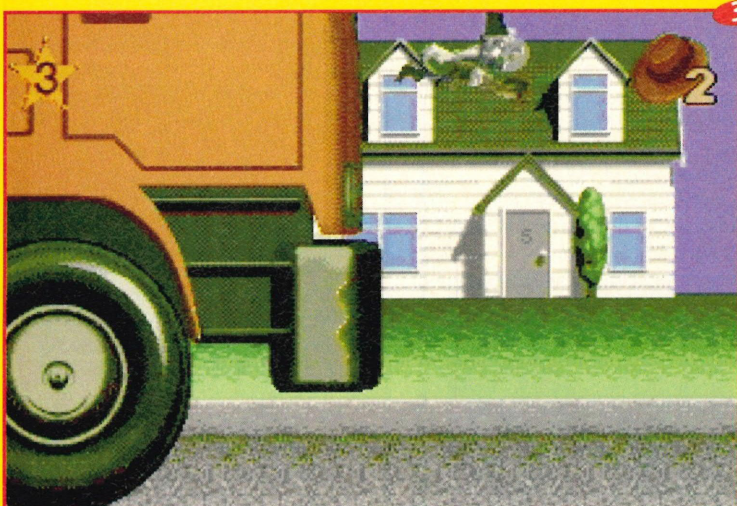
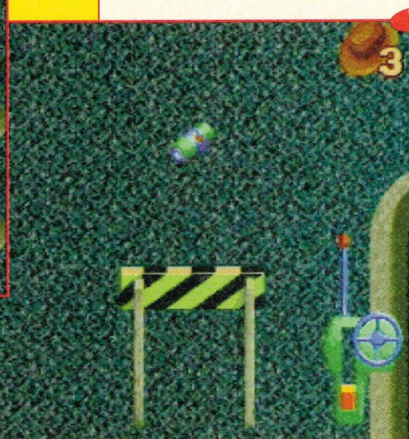


Yet another driving level. Once again batteries are needed and although there aren't as many as on the previous level, there shouldn't be any hassle in collecting them.

If you go too fast here you'll hit the barrier and spin out. Proceed cautiously on this level because missing a battery will cost you a life.



The traffic cones indicate that you are heading the wrong way. With limited battery life this is a costly mistake. Try to keep to the road.



Once you've escaped collision with the cars, vans and traffic lights, you'll see this removal truck. Pull right back and aim upwards and to the right with the joypad. When you're above the truck move right across the top.



Lift upwards to rise above the back of the car and as soon as you've cleared it, you'll be home and dry. Stay in the middle of the roof and wait for the screen to cut to the final storyboards. Congratulations!

Magic Carpet



There's no right or wrong way to weave your way through Bullfrog's deliciously challenging *Magic Carpet*, but we can at least give you a few friendly nudges in the right direction...

Overcoming natural obstacles

- Sometimes spells or manna pools may be frustratingly inaccessible – located in a deep crevice or pit etc. – but acquisition is actually quite simple. Come to a complete halt over the crevice and let gravity pull you down to collect your bounty.

- There are some stone walls which you just cannot fly over at all. To navigate round this obstacle either look for a gap in the wall, or search for a Teleportation Mirror. You see?

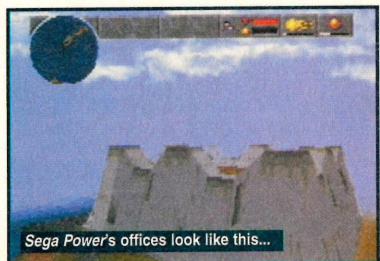
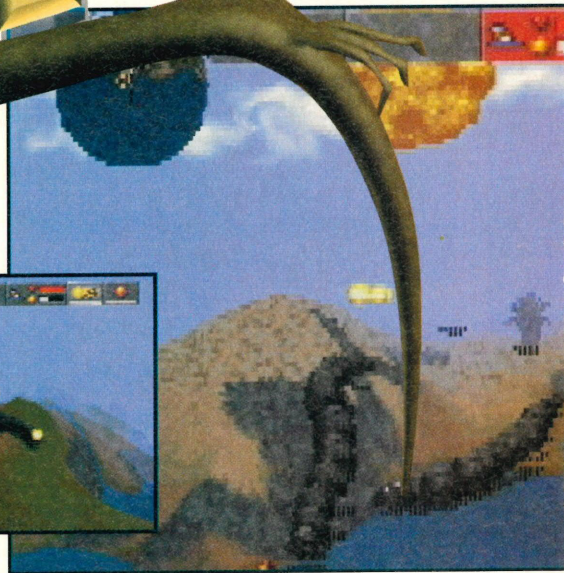


Funny way to start building a house.

- Throughout the levels you'll find strange stone circles looking a bit like Stonehenge. These are usually 'triggers', especially on the later stages. By flying over the circle, the trigger is activated generating a new army, causing a Mirror to materialise, or uncovering a spell jar. Some triggers are traps initiating forest fires, loss of personal manna, a deadly ring of Meteors, an angry Volcano, or a release of Dragons. To avoid the Meteors, fly high. Avoid Volcanos by flying slow and then swiftly veering left or right as it takes shape.



Stonehenge after Privatisation.



Sega Power's offices look like this...

Castles aren't just elaborate store-cupboards. Apart from hoarding all your precious manna you can use them for other useful things.

- The best place to build your castle is in a vast area of space where there's room to expand. The Ocean is an ideal location for this, plus it also means that you eliminate the threat of land-based creatures such as Worms, Skeletons, Riders, and Apes. BUT remember to build on land if the level has a rather



Flying high

It's not all about pushing your carpet to the limits and screaming across the terrain at Warp Factor 9. Think strategically and don't forget about directions other than forward...

• You have a strafing capability on your magical rug, so use it! Not only can you dodge attacking enemies and incoming missiles effectively but you can also turn with lightning-quick dexterity. Picture yourself reversing a car and use the same principles; to turn instantly to the left use the right strafe key and reverse on the D-Pad, or the left strafe key and reverse to turn to the right.



• If you haven't got the Acceleration spell but are in desperate need for a short sharp boost, turn 45 degrees to the left then use the right strafe button coupled with forward to shove you off in the direction you were originally facing. This is quicker and more effective than flying in a straight line.

• Use the reverse motion as an effective attacking tactic; get close to a creature then, keeping it in your sights, reverse steadily while continually barraging it with whichever weapon you deem necessary. The creature will continue to pursue you, leaving it vulnerable to your attacks. You can also strafe out of the way of its missiles while still keeping it in clear view.

• If you can't shake a creature from your tail, slam your carpet in to reverse and said adversary will appear in front of you, ripe for the taking.

A lovely mover.

Beautiful Balloons

You can have up to three balloons collecting manna at any one time – a second materialises when your castle is at the fourth level, the third at the sixth – but they're not invulnerable to attack...

• Keep an eye on the birds-eye-view map to make sure they're free from unwanted company.

• If your balloons aren't moving from the confines of your castle, even though there's plenty of manna strewn across the World, it simply means that your stronghold has reached capacity. Just expand your castle by another level and your balloons will once again venture out.



The secret life of castles

quick collection of manna will make you very powerful in a very short time.

• If your castle is under attack, expand your castle another level to wipe out the aggressors. If it is a particularly vicious attack and defeat is inevitable, destroy your castle and then hastily construct another to trap (and hopefully kill) the raiders in the process.

• Rival Wizards may build their castles at the foot of a mountain, which is excellent news for you. Use the mountain as a shield from the castle's Archers, or from the Wizard's spells if he's home, and then emerge quickly to take shots at the fortress.

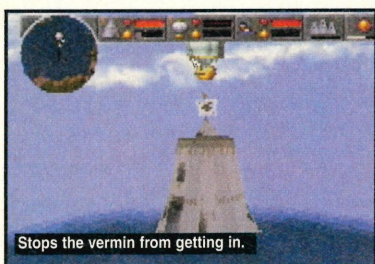
• No matter how quick off the mark you are, on the later levels you'll find that rival Wizards are always that bit quicker at building huge castles. In this case use enemies to your advantage; wade in

to a group of creatures such as Griffins and lure them to your rival's castle. Now sit back and watch as their attentions are focused on the enemy strong-hold. Keep a safe distance, wait until the castle crumbles and the creatures leave, then go collect your stolen bounty.

• The spells that are most effective against enemy castles are Volcano,

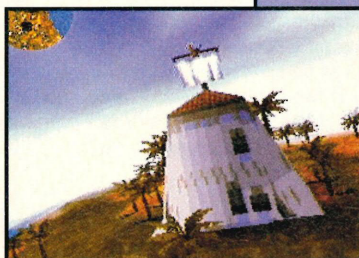
Undead Army, Lightning Storm, Crater, Lightning Bolt, Fireball and Meteor.

• Cast a Volcano at the centre of a large enemy castle, coupled with Undead Armies at its perimeter, for a hasty demolition.



enthusiastic abundance of the water-dwelling Kraken!

• The Castle spell can be used as a weapon to great effect on creatures that move in groups or swarms. Construction of a castle in the middle of a swarm will instantly wipe out the majority, generating giant pools of manna for you in the process. This tactic has its risks – if the swarm is a particularly strong one, your castle may be destroyed. In general though this



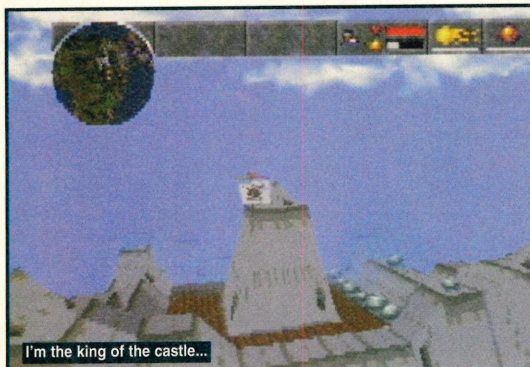
Lovely day, isn't it?

Manna Mia!

As far as personal manna goes, levels may get a little low at times and it's not obvious how to replenish it. Try possessing as many of the neutral buildings on the islands to improve your status and as for the 'major' stuff, here are a few pointers...

- If there are more than two Wizards competing on one level, collecting a large pool of manna proves difficult. Find another creature close by and destroy it but leave the manna and return to the major cache. As a rule the other Wizards will be attracted to the new pool leaving the bigger stash open to you.

- Wizards are quite territorial when it comes down to it and when they reap a reasonably sized deposit of manna they'll remain in the area to protect it until their balloon turns up. If this is the case, you'll have no chance of claiming it as your own, so instead move to the edge of the pool and claim one solitary bauble. The other Wizard will instantly reclaim it but if you tediously repeat



this petty bickering for long enough, it will give your balloon a chance to reach the manna pool. You can then make a mad dash to claim all the baubles as your own. Ahhh, the rampant satisfaction of it all.

Speak and spell

There maybe lots of spells to choose from, but it doesn't mean to say that they're any good! Learn which ones are worth bothering about...

- **Spell Jar.** Collect new spells by collecting these jars.

- **Fireball.** Looks flash but this basic spell is really only effective against smaller creatures and castles.

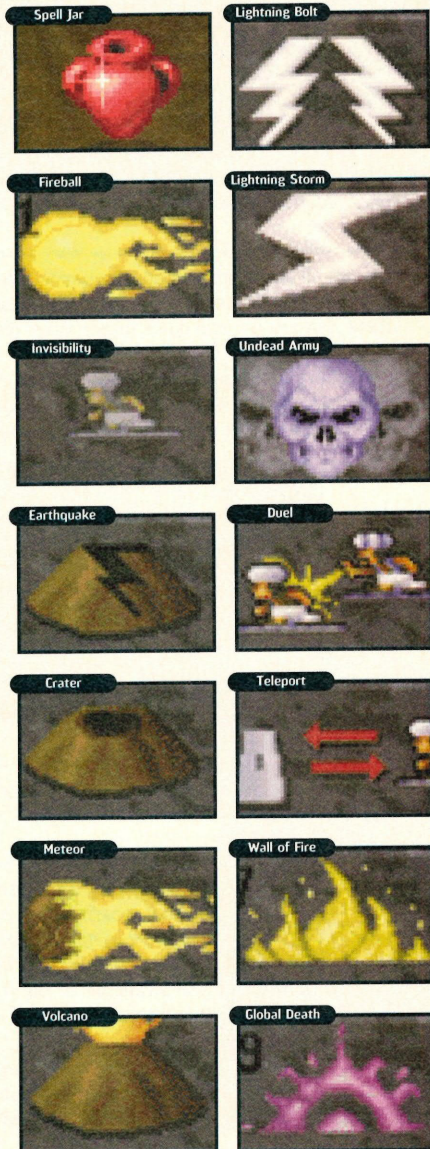
- **Invisible.** Ineffective against Griffins and Wizards who are using Beyond Sight.

- **Earthquake.** Has no effect on water, but on land it creates a weaving chasm which will claw off in random directions and for a random length. Will kill the majority of land-based creatures but can also injure you and your castle.

- **Crater.** Is a smaller version of Earthquake, creating a hole which is particularly effective on groups like Skeletons or Emu Riders.

- **Meteor.** A powerful spell against the majority of creatures except Wizards, who can repel it with Rebound. Use the spell up to twelve times to safely eliminate Wyverns and up to six times to safely destroy Genies.

- **Volcano.** More of a visual spell; a Meteor is just as effective. With careful positioning it can prove lethal to airborne, land-based creatures, and an enemy castle in one fell swoop.



Wicked wizardry

Rival Wizards are a complete pain and there are seven of the buggers, each with 10,000 health points to their name. Their spells and attributes vary from level to level so you won't be able to predict what skills they will have in the next world. However, they effectively follow the same agenda, which looks something like this...

- They will always build a castle.

- If they're badly wounded, they will retreat.

- If they have the means to upgrade their castles, they will.

- If a rival's castle is in close proximity (not necessarily yours), they'll attack it.

- If a rival Wizard is in close proximity (not necessarily you), they'll attack him.

- If manna is in close proximity, they'll claim it.

- If there are monsters in close proximity, they'll attack them.

- Wizards hold vendettas. If one Wizard is proving a nuisance to another, he will establish a vendetta against the aggressor, making the aggressor's demise his prime concern. This can be extremely lucrative for you. If two computer wizards are locked in mortal combat, you can venture off and attack one of the Wizard's castles.

- If he comes across a balloon belonging to a Wizard with whom the

Wizard in question holds a vendetta, he'll attack it.

- They can fly over high walls but you can't. Sorry.

- They can't activate triggers.

- They can't pick up spell jars. (Useless at parties, y'see.)

- If they do not have a particular spell but you acquire it, they acquire it also.

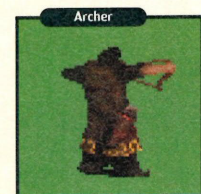
- To kill a Wizard out-right either a) kill the Wizard and then immediately destroy his castle, or b) use a long-lasting spell like Volcano or Lightning Storm on his castle then attack the Wizard with a Duel spell (if you have it) followed by some Lightning. Nice and simple really.

Monster Mash

It's got monsters. Wouldn't you believe it? Check these out for a little more information on the blighters.



Ape. Extremely slow and inaccurate when attacking, you can to pick off the group stragglers with ease. Chimps.



Archer. They don't tend to attack you if unprovoked, but will often attack groups of Skeletons for some reason.

Nintendo 64

PlayStation

Saturn

Tips!

Life-saving pullout



Ultimate

48

Future Games

29

Win a K12 coin-op in our exclusive compo part two inside

Bonus Exclusives!

Sensational Nintendo 64 news direct from Japan!



Virtua Fighter 3
First pics & details!



adidas Power Soccer
Fitter than Actua?



Ridge Racer Revolution
Every cheat revealed!



Exposed! Sega's new look Saturn



It's a Lottery Out There

7

47

5

Save money with us! We tell you the games you must have for your machine and those you really should avoid. 12 pages of essential guidance...

27

18

Ultra 64
Turok: Dinosaur Hunter
First Pics!

Issue 18

On sale Tuesday 9th April

It's back! It's back! You've been going on about it for long enough and finally, here it is. The Hardline is back, with a listing of all the Mega Drive and Saturn games we've reviewed in the last year or so.

The Hardline

What's the hardline for?

We know games are expensive and many of our readers like to buy by mail order or on the second-hand market. Because of this, we've re-introduced the Hardline to help you buy wisely, or sell that now unwanted game on to other people. Use the Hardline in conjunction with the Readers' Ads on page 78, and you'll save yourselves the anguish of buying crap.

How to understand it

The point of the Hardline is to cram as much games info into these five pages as possible. We'll be updating it every month with new games so RELAX! Each entry follows this format:

- Title
- Publisher and original price (please note that this will not necessarily be what you'd pay or get for the game now).
- The *Sega Power* (SP) issue number that the game was reviewed in, and the score it received when reviewed.
- A mini-review (in red if the game scored 90% or more) based on what we originally said.

MEGADRIVE

AAAHH!!! REAL MONSTERS

Viacom £49.99

SP 76 53%

25 levels makes this platformer monster large. However, one level is all it will take to make last night's shut eye seem an eminently better option. It looks dated, it is dated. The gameplay is relatively difficult and guess what? There's lots of monsters, oh mummy, what if they were real monsters? Nah...



AUSTRALIAN RUGBY LEAGUE

EA £45.00

SP 75 70%

Rugby freaks will cry for this, discerning game players may give it a slap. There's violence and thumping tackles - the sport's essential ingredients - and very clear graphics. It lacks the involvement of sports sims like *FIFA* and the final result often seems to hang on luck. Best rugby sim - only rugby sim.



COOL SPOT (3) GOES TO HOLLYWOOD

Virgin £40

SP 74 88%

There's lots to recommend. It's slick, funny, challenging, clean and most un-spot like. As expected, the cool disk platformer gets into some film-type mischief with lots of things to collect and puzzles to solve. But in the words of my girlfriend, seen it all before, only bigger.



COMIX ZONE

Sega £44.99

SP 72 81%

Jumping from comic book frame to frame this is an original take on the platform beat-'em-up theme. Sometimes you need to think through the challenges, others need what my old gran described as the rightful use of brute force and ignorance. The end product looks good but may be hampered by the lack of levels (only three), the lack of continues the final stage game (which is almost impossible) and the hefty half-ton price mark.



CUTTHROAT ISLAND

Acclaim £40

SP 78 5%

Abysmal platform nonsense based on what is shaping up to be the biggest movie flop of all time. Stand in awe of the kind of tatty graphics last seen on a Master System. Be amazed at how Acclaim's poor quality control allowed this game out of their development section. Bow down and pray for the future careers of the programming team that allowed this cynical crap out into the world. Shockingly poor.



DEMOLITION MAN

Acclaim £34.99

SP 72 72%

The game of the film sees Stallone shoot the hell out of nasty pinko, commie, liberal, lefties. That bit's fine but all of the nonsense of the film is also present but with out any of the fringe benefits (Sandra Bullock). Sometimes even hard men curl up in front of the fire to watch *Songs Of Praise* and that type of light relief is as good as this gets.



FIFA SOCCER '96

EA £44.99

SP 73 91%

Everything has been dusted and smoothed with this year's effort, to give the footie sim of the moment. With enough options to keep the grumpiest happy and sprite action smoother than silk through a cat's arse, buy it or swallow the capsule craftily hidden in the heel of your shoe.

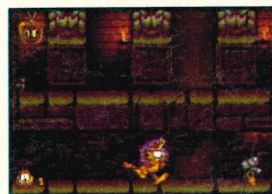


GARFIELD

Sega £39.95

SP 75 70%

All the tricks and tribulations of the best but somehow misses the boat of greatness. The humour is not as sharp as in *Earthworm Jim* and the skill level not as intriguing as *Sonic*. For the monetarily challenged this one should maybe stay on the shop shelf. If you're rich, buy a bloody Saturn.

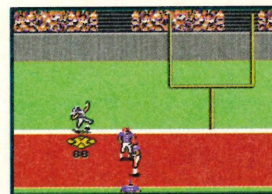


MADDEN '96

EA £44.99

SP 75 49%

Tinkering with something that ain't broke, EA have finally lost the plot. They've introduced team trading but managed to stifle the gameplay in the process. The graphics are a touch better, the overall effect is lost in frustrating and overly stylised matchplay. If it's American Football you want, get an older cheaper *Madden* instead.



MARSUPIAMI

Sega £44.99

SP 74 69%

A puzzle platformer that lends

little weight to the 'Keep the Mega Drive Alive' campaign. The strangest title next to the tritest gameplay are not the ingredients of fun pie. Big in the rest of Europe but so is Chris De Burgh.



MAUI MALLARD

Sega £44.99

SP 74 71%

Donald Duck gets an airing and just as well it's not the shooting season. Everything is here that you'd expect on a platformer but sadly so is blinding mediocrity. The licence fee to release the Disney star must have dipped into the budget for imagination, originality and creativity.



MICRO MACHINES TURBO TOURNAMENT EDITION

Codemasters £44.99

SP 72 95%

The construction kit makes this a real hands-on experience. With a fancy password system, it's possible to edit existing tracks or create new ones. Tinkering about with acceleration, grip, car types and even the weather enhances the fun. With a dazzling sixty tracks and eight person play, this beats the previous two *Micro Machine* games into a well-defined but bloody pulp.



MORTAL KOMBAT 3

Acclaim £59.99

SP 73 95%

The last blast on the Mega Drive and a good thing too. There's not much more that can be done in

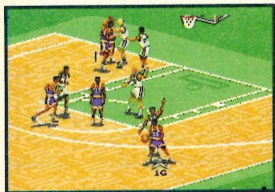
the *Mortal Kombat* series but at least they're going out on a high. Everything's there, it all works smoothly and close combat games a la 2D, has its definitive master. If you missed the *Kombat* train hop aboard this one.



NBA LIVE '96

EA £44.99
SP 75 60%

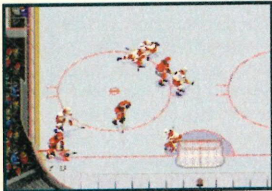
Those determined to buy the latest basketball sim won't go wrong with EA's latest. All the stats and teams are up to date and the gameplay has been buffed and polished. Those with an ounce (oh sorry, metric) – those with a gram of financial sense will get last year's model at half the price or stick with the one they have already.



NHL '96

EA £44.99
SP 73 71%

If you've got any of the previous EA NHL's then there's no need to bother with this one. There is one-time passing, a variable skill level and a bit of goalie animation but there's also the loss of the league season feature. Playable if you don't have a hockey game but, at nearly 45 sheets, you'd have to be hatstand to fork out for it.



PAC PANIC

Namco £24.99
SP 75 50%

A puzzle and Tetris-like jaunt for the eight-bit eighties wonder, *Pac Man*. Even considering the budget price, doubts still linger about this one. It's a bit of a dud, but then maybe someone hasn't seen the

Pac before. Maybe that same person hasn't worked out what those things that speed past on four wheels on the road and make a vroom type noise is. Answers on a postcard.

PGA TOUR '96

EA £45.00
SP 75 60%

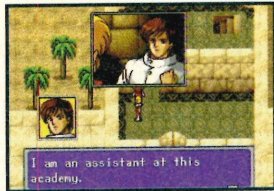
One too many up-dates for the EA golf sim. What's the point of better graphics if the overall enjoyment of the game is lost? The 3D swing looks nice but the flash add-ons slow the game. If you have any half decent golf game like *PGA* or *Euro Tour* then stick with them. If you want a golf game look, for one of the aforementioned rather than this expensive luxury.



PHANTASY STAR 4

Sega £39.99
SP 73 87%

A RPG that gets top marks for size and content. Those into this style of game can't go far wrong. There's a few more fighting styles, characters and an improvement in the graphics compared to previous incarnations. But that's the least that should be expected. One to buy a mate you don't want to see for a month or two.



PREMIER MANAGER

Sega £44.99
SP 73 83%

If you can't stump up an argument in favour of the flat back four you'll be lost with this. With an amazing eye for the most mundane, advertising hoardings or burger bars can be installed in stadiums. It's even possible to check the Ref's temperament. There's enough facts and figures to keep even BSkyB happy. If this kind of thing is your bag then accept no substitutes, buy it.



SUPER SKIDMARKS

Sega £44.99
SP 74 82%

Ram and slam your light-hearted

socks off in boy-racer meets Dinky toy land. Plenty of shenanigans to be had in this innocent jaunt through impeccably drawn tracks with neat sprites. A good giggle especially with a full complement of mates (up to four) joining in.



TOY STORY

Sega £44.99
SP 77 93%

A 'must have' for the Mega Drive this platformer is simply streets ahead in graphics, gameplay, character development, excitement and fun. Looking better than average games on the Saturn, this has been labelled as the last great game for the Mega Drive by none other than Nick (must be true). Cash at the ready and away you go.



VECTORMAN

Sega £40
SP 73 90%

The thought of another platform shoot-'em-up may leave the more optimistic of us pressing the cynic button but there's life in the old spud gun yet. An ecologically sound game plan (save the earth from toxic disaster of course), generously mixed with some bally good graphics drags the Mega Drive kicking and screaming into '96. Buy it as one of your last salutes to the Mega Drive.



WIREHEAD

Sega £39.99
SP 75 10%

Do you trust us? No, really? Stop messing around. Please? Oh okay. Well then buy this and it will serve you all right. Running after dad with a box strapped to his head

(straight from the pathetic special effects department), no difficulty curve of any description and trial-and-error-survival make for dire gameplay disguised as a crummy chase. The Mega CD hasn't got much of a pedigree but this is one of the very worst games ever to appear for it.

WORMS

Team 17 £39.99
SP 76 78%

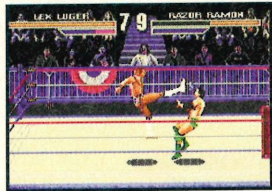
For those that enjoyed *Lemmings* or *Humans*, get your dosh ready. Plenty of gentle humour and weapons. Slow action makes this game for some and frustrates others. The microscopic pixels travel through a series of ever-changing levels which gradually increase in difficulty. Best played against human opposition where the vindictive possibilities are much more satisfying.



WWF WRESTLEMANIA

Acclaim £40.00
SP 74 90%

It took time to come, but finally there's a wrestling game worthy of your time and money. Acclaim have achieved this by adding non-traditional wrestling moves such as projectile throwing and fatality type stuff. Digitalised graphics, special moves, blocks they're all here. A bloke can now go into a shop and demand a wrestling game without having his masculinity challenged.



ZOOP

Viacom £39.99
SP 74 81%

A puzzle game in the style of *Tetris* or *Mean Bean Machine*, *Zoop* has an addictive quality built upon the most knobby old graphics. If you happen to have red/ blue colour blindness forget it. If you have the time to get used to the tricky start routine, give it a blast. One of Nick's favourite Mega Drive games but then he doesn't get out as much as he should.



SATURN

BAKU BAKU ANIMAL

Sega £45.99
SP 76 85%

As addictive as *Tetris* or *Mean Bean Machine* (*Zoop* for Nick). Simple animals doing what they know best – no not that – eating. Easy to get the hang of but difficult to leave alone. Walk away from it and the images still cling to the inside of eyes. Relax, relate and vegetate.



BATTLE ARENA TOSHINDEN

Takara £49.99
SP 75 84%

A direct conversion from the PlayStation, full circling abilities are the most notable up-grade from other beat-'em-ups. There's a reliance on weapons above good old kicking and punching and in the end that's its weakness. All the Goraud shading is there, texture mapping too. The speed is perhaps a shade under the PlayStation but but overall, it's an excellent conversion. Enough play options to suit all skill levels. All in all, it's well worth a butcher's.



BUG!

Sega £44.99
SP 72 95%

Bug! is the flagship sprite for the Saturn. Luckily for the said machine he lives up to all expectations and has been rightfully ladled with praise. The challenging 3D platformer allows travel at all angles through four beautifully crafted scenes on each of the six major levels. There's cheats and devilish baddies in every nook and cranny. Half of the fun will be discovering them or even sitting back and enjoying the sumptuous animation. Nowhere near as fast as any of the *Sonics* but it's not really that type of game. Easily the best platformer on the Saturn.



The best ever...

...Mega Drive Platform Game

Each month we'll be taking a different game style and nominating our all-time favourite title in that category. This month the title Best Ever Mega Drive Platformer goes to...

Earthworm Jim

Virgin £45.00

SP 60 94%

Who can forget the first appearance of *Earthworm Jim* on the Mega Drive? When he first arrived in the office, impressed games reviewers gathered around to watch what was going on. It was the cleverest, funniest most graphically entertaining platform action we'd seen.

Earthworm Jim was the game that pushed its lead developer David Perry into the millionaires' league. Since it came out, its programming team have gone from strength to strength with projects like the inevitable (and excellent) *Earthworm Jim 2* and their upcoming *Murder Death Kill*.

Runners Up: *Sonic 3*, *Toy Story*.



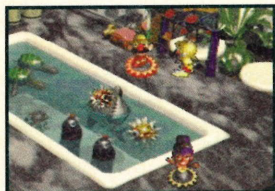
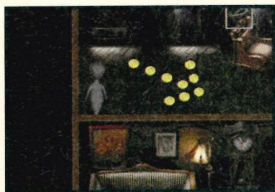
Heavy pigs, man. Heavy.

CASPER

Interplay £44.99

SP 78 81%

A diverting puzzle game based on Spielberg's friendly ghost, this retains enough features from the movie to make it a worthwhile tie-in whilst not being too hard on the grey matter to scare off the inexperienced puzzle/adventure gamer. Buy and play on those ambient Sundays.



CLOCKWORK KNIGHT 2

Sega £39.99

SP 72 53%

Platform games look good on the Saturn. Yes that's the only thing that this tin warrior game proves. Tracking down his bimbo girlfriend and well, trying to find her, oh and searching for his bit of fluff are

some of the options. Did the tin man in the Wizard of Oz need a heart or a brain? Don't worry this lacks both.

CYBERIA

Interplay £45.99

SP 77 48%

A sci-fi adventure game that tries to be a shoot-'em-up as well. The problem lies in that it fails to be either. The PC origins are clear in the lifeless backgrounds and stuttering movement. The necessary atmosphere is missing and the puzzles depend on luck. Instant death comes so regularly that a tendency to throw the game at the dog will win over curiosity to finish.

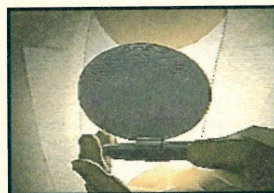


D

Acclaim £45

SP 76 83%

Puzzles, scary sets, hidden doors, you get the picture, and what a beautifully crafted one it is too. The game itself errs on the easy side and probably won't have that much of a lifespan but the atmosphere is terrific and the graphics superb.



DARIUS GAIDEN

Acclaim £59.99

SP 77 35%

A shoot-'em-up import that gives imports a bad name. With graphics last seen in a dingy corner of a motorway cafe circa 1985, one can only sit back and wonder why this was boxed and sent to this country. Did we do something to them? (I mean, besides the war.) The monotonous scrolling that passes for action leaves one burning question. I wonder if I left the iron on.



DIGITAL PINBALL

Sega £45

SP 72 22%

One screen for a whole table. Great, if you have the facility to plug into the U2 stage video wall not so if your relying on the lounge model. Four tables in total. Great, except that many of the features are like bad curry, they tend to repeat on you. Give me a fifty pence piece and a quiet corner in a pub any time.



F1 LIVE INFORMATION

Sega £39.99

SP 76 79%

The cars are the replicas of the Formula 1 models from the 1995 season, the drivers are the replica of the real thing, the game is a poor substitute for *Sega Rally*. There are many things to recommend, polished but ultimately let down by dodgy car handling and response. It's a bit easy as well. Best for people who find Grand Prix a powerfully interesting Sunday afternoon diversion.



FIFA INTERNATIONAL SOCCER '96

EA £44.99

SP 76 85%

The best available footy game for the Saturn. There's some great new angles and team tactics. John Motson gets a weekend release to do the commentary and there's a neat Virtual Stadium idea. Not as honed as it could have been but those used to the Mega Drive version will find everything reassuringly familiar.



GHEN WAR

Sega £45.99

SP 76 80%

A rarity in that it is a decent import, this shoot-'em-up tootles through the galaxy, (well somebodies galaxy) with smooth sophistication. Each sub level has a clearly defined mission which focus's the attention with great variety. One small gripe is the single view. No, two small gripes. It'll be difficult to get hold of in this country and pretty expensive as well.



GOLDEN AXE

Sega £50.00

SP 74 70%

A loyal conversion from the arcade, this 2D beat-'em-up has nothing outstanding going for it. There's much fighting (Samurai Shodown with broad swords), the *Golden Axe* theme is well proven but there's nothing new and fifty big ones seems a bit steep to find that out. Recently bettered by *Street Fighter Alpha* and *Vampire Hunter (Dark Stalkers 2)*.



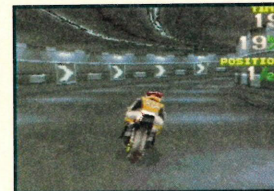
GP HANG-ON '95

Sega £39.99

SP 75 70%

Put alongside *Sega Rally*, this motorbike racer looks distinctly average. There's plenty of tracks and options, it runs smoothly and fairly fast and the sound is more like a Marshy Fart Warbler than a

high powered two wheeler. In amongst the plethora of racing games for the Saturn it holds its own - just.



GUARDIAN HEROES

Sega £44.99

SP 78 80%

A new three-level parallax beat-'em-up RPG might sound like a strange combination, but it works somehow. Choose your own path, alter your characters' characteristics and set them off on independent missions throughout the massive gamesplaying levels. Impressive but certainly not to everyone's taste.



GUNBIRD

Atlus £60.00

SP 77 71%

A shoot-'em-up from the old school, plenty to blast and shrapnel to avoid. Gives far too many continues and two days of unrestrained violence is all its up to. Two-screen action is worth the admission fee, so too the Arcade Mode. With its hefty £60 price tag, this one's hard to recommend whole-heartedly.

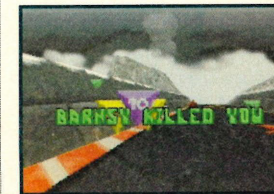


HI-OCTANE

Bullfrog £44.99

SP 74 85%

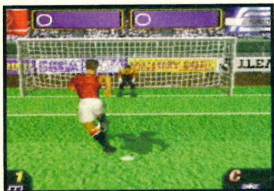
A futuristic racer with bags of options and tracks. Controls are a mite difficult but while you're getting used to them you'll be entertained by some foot stomping music. There's a leaning towards the shoot-'em-up with armoured floating vehicles taking on all comers. Super smooth graphics but sadly not at break-neck speed.



INTERNATIONAL VICTORY GOAL

Import £30
SP 78 74%

Another footy game for the Saturn and a rather lame effort concerning itself far too much with the Japanese J • League. This one has struggled out a bit too late to fend off the challenges from the likes of *FIFA* and *Euro '96* which is a pity. Well, not too much of a one actually, we don't care that much.



JOHNNY BAZOOKATONE

US Gold £44.99
SP 77 64%

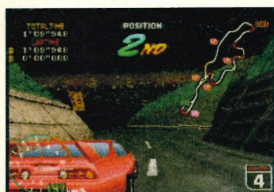
A glorified platformer which strays into the music world for its own good, *Bazookatone* lacks the sparkle and depth of *Earthworm Jim* or *Bug!* Visually it's a treat and it is challenging but the gameplay is average if not poor. A real underachiever considering the effort that has gone into the rendered design.



KING OF SPIRITS

Atlus £44.99
SP 76 19%

Described enthusiastically as 'the worst console racing game I've ever played' (James) it's hard to get excited about something so duff. This actually got high marks in an American mag but they can't have played it. If you intend to pay full whack for this then be prepared to be ridiculed by toddlers and gramps alike.



LAYER SECTION

Taito £49.99
SP 75 79%

A frantic shoot-'em-up so loyal to the arcade version they haven't bothered to take the 'Insert Coin' instruction off when playing in Two Player Mode. It's also damn near impossible with a joypad but worth the coinage with a chunky arcade joystick. Better than the average import.



MANSSION OF THE HIDDEN SOULS

Sega £39.99
SP 75 68%

A thinly disguised re-working of the MegaCD game, this spooky puzzler falls plumply into the 'easy' category. The general atmosphere is good, butterflies flutter and disembodied heads float but the gameplay ultimately falters. The idea of rescuing a sister only has merits if you're an only child.



MAGIC CARPET

Bullfrog £44.99
SP 78 89%

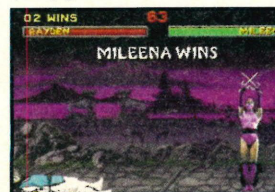
An impressive conversion from the best-selling PC version of the game, this has you riding a magic carpet, battling wizards over the possession of manna and ogling some of the neatest landscape graphics we've seen on the new super-console. "Challenging, innovative, intelligent" – that's what we said in issue 78 and we probably meant it.



MORTAL KOMBAT 2

Acclaim £44.99
SP 75 89%

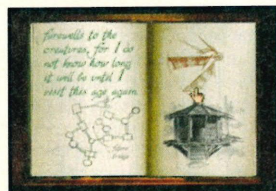
The old 2D beat-'em-up is not a game for those looking for the very latest thrill. It is, however for those hankering dewy-eyed the good old days of the Mega Drive and with a strage obsession for all things *Mortal Kombat* it's arcade perfect (well maybe a teensy bit slower) but hardly in the next generation category. It still gives a ripping good play and comes with the full *Mortal Kombat* quality guarantee.



MYST

Sega £40
SP 73 78%

One of the best looking puzzle/adventure games around, *Myst* errs on the tricky and often strays onto the difficult side of things. Designed for older gamers, it lacks the atmosphere and subtlety of *D* but makes up for that with sheer size. Good looking postcard shots mixed with regular animation and decent sound make it a winner.



MYSTARIA

Sega £44.99
SP 77 82%

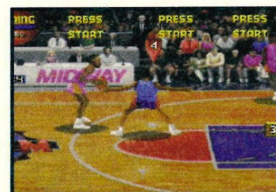
A RPG in 3D, large enough to keep the leccy bill rising. Some battle scenes can take up to an hour and in between there's a multitude of places to explore. It all ties up nicely to make a well rounded and distinct game. By far the best RPG for the Saturn but lacks any decent competition.



NBA JAM TOURNAMENT EDITION

Acclaim £44.99
SP 74 85%

The basketball bandwagon just keeps on a rollin' for Acclaim. Everything that made the 32X and arcade versions a hit is here. Head-to-head or tournament options are available as is everything that you've seen before. If you really want a basketball sim it may as well be this refined version.

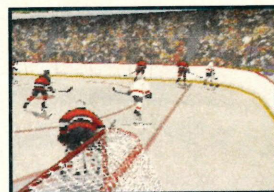


NHL ALL STAR HOCKEY

Sega Sports £44.99
SP 75 64%

The graphics aren't that bad, and there're lots of options. Sticky disk access, useless camera angles, a puck that may as well lose itself down the trousers of the fat bloke in the front row and atmosphere reminiscent of the local morgue. Boo and curse the nasty Sega people for this banana of a game.

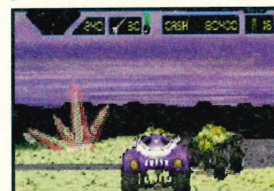
Flashier but not half as good as the Mega Drive version.



OFF-WORLD INTERCEPTOR EXTREME

Crystal Dynamics £44.99
SP 75 72%

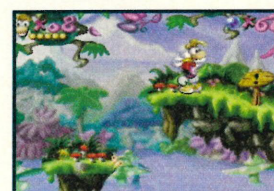
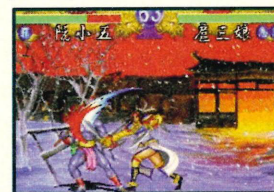
At first glance, it's a racing game over the roughest terrain. In actual fact, it's a bounty hunting race over whatever gets in the way. The subtle difference is that cash is the most important bit. The game is bright and cheerful with loads of levels. A very poor split screen/two player option and annoying video inserts let it down though. A refreshingly different slant on the multitude of racing games for the Saturn.



OUTLAWS OF THE LAST DYNASTY

Data East £39.99
SP 72 59%

Three words not associated with *Outlaws* are, Imagination, Skill and Originality. A more enjoyable game would be to find three different uses for the disc – shaving mirror, frisbee or attractive earring or nose stud. This beat-'em-up looks like a liquidised version of everything you've seen before. The resulting mash is not worth the bus fare home (no matter how far away you live).



RAYMAN

Ubi Soft £44.99
SP 73 81%

Medium to hard platform which suffers when compared to *Bug!* All the ingredients are there, cutesie sprite, difficulty, good backgrounds and smooth animation but we've seen it all before and often better.

SEGA RALLY

Sega £45.99
SP 75 97%

Four long courses, three cars and loads of extras and hidden tricks. Connect that to superb graphics and an addiction level well into the red zone and *Sega Rally* is a 'must have' game. If you're to buy one racing sim, this stands head and shoulders above the rest. Me want, me want. Me have.



SIM CITY 2000

Maxis £49.99
SP 74 90%

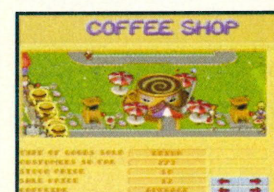
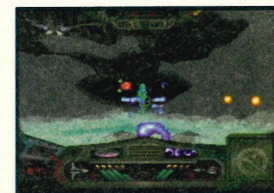
After preliminary button clicking to get things off the ground, *Sim City* really does start to look special. Connecting your world up to sewage and telephone systems can be fun, honest. Aliens appear when your city has been developed sufficiently but in the mean-time the gameplay looks after you right-royally. A definite must for your collection.



SOLAR ECLIPSE

Crystal Dynamics £49.99
SP 76 81%

A dark and tricky shoot-'em-up. Each stage has a non-to-straight-forward mission. While that is being worked out, there are truck loads of things to blast, avoid and be hit by. Good strong action especially from the cockpit mode which betters the aim somehow.



THEME PARK

Bullfrog £45
SP 73 92%

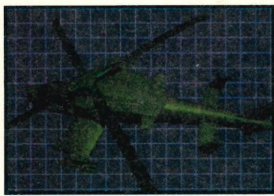
A conversion from the PC CD ROM, this sim still outshines the

rest in its class. To get your theme park up and running you have to be a bit more careful with the readies than in the Mega Drive version but at least you get a virtual 'go' on most of the rides. Hoots man ahoy! Look forward to peaceful moments in which you're not blasting the shreddies off everything that moves.

THUNDERHAWK 2: FIRESTORM

Core £44.99
SP 75 91%

A superb crossover of shoot-'em-up, helicopter flight simulator and tactical game. Mission briefings are excellent and the difficulty level rises at the perfect pitch. Detail in the hovering is exceptional but the scenic clipping can be a little harsh. By far the best shooter on the Saturn.



TRUE PINBALL

Ocean £39.99
SP 77 83%

The best pinball sim on the Saturn, it gives a two fingered salute to Sega's effort. Enough things happening between games to keep the gameplay interesting. There is the occasional double-take when the bearing squirts arse-ways but there's enough here for a truly good game. Four significantly different tables give sufficient value for money but then how much do you really need a pinball sim?



VICTORY BOXING

JVC £39.99
SP 74 82%

The main aim of this boxing sim is to climb the rankings and have a shot at the title. To prepare for the big bout, practise by pummelling the soft headed sparring partners (just for fun) and replay the best moments from up to twelve angles. If it's boxing you want (without getting hurt) then this delivers a slashing left hook straight to the chops.



VIRTUA COP

Sega £59.99/£45.99
SP 75 92%

Surprisingly durable shoot-'em-up best played in two player mode and with the 'make my day' gun. Considering the linear design, lack of tactics and variation, there's a surprising pleasure to blasting away the bad guys, especially when they react according to where you slug them. It's a basic game but it plays well above itself.



VIRTUA FIGHTER 2

Sega Sports £45.99
SP 75 96%

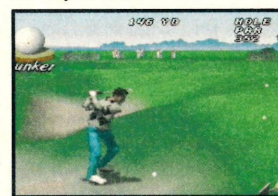
The best polygon beat-'em-up available without prescription. Only a few moves short of arcade perfection with oodles of extras unique to the Saturn. Two new characters, team battle and watch modes and enough statistical stuff to keep the brain ticking even in more languid moments. Not as much of a hit in the UK as it should have been. Get the cash and buy it. Do we have to say this again?



VIRTUAL GOLF

Core £39.99
SP 77 87%

Newcomers to the sports sim world, Core have landed a beauty with this one. Fluid swing and ball movement and the smoothest panning of the greens we've yet seen from a golf sim. There's no frustrating time lapse between views and no needlessly complicated putting routines. You want a golf game for the Saturn? This is your disc.



VIRTUAL HYDLIDE

Sega £39.99
SP 72 49%

An RPG with a difference. Nobody would want to play the role. There are some shaky moments (sadly not of the fearful kind) with monsters that are meant to be your deadly foe but look less

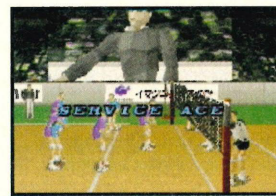
frightening than a lollipop lady. The game suffers from the idea that all things square are good with graphic blocks as big as monopoly dice. Thumbs down all the way from the grey woman in the opening credits.



VIRTUAL VOLLEYBALL

Imagineer £39.99
SP 72 31%

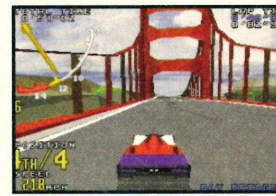
Volleyball is a sport of skill, smooth movement, tight swimming costumes and a game plan. After two minutes of bewildering button clicking I defy anyone not to be virtually sure that if they met the programmer of this sad tat, they'd be looking at a fifteen stretch.



VIRTUA RACING

Time Warner £39.99
SP 73 91%

A little dated next to the Sega Rally's of this world but plenty of extras to keep the home fires stoked. Eh? Anyway, there's a split screen two player option along with an option to gradually increase your motor's power from kart to dead smart in the Grand Prix mode. Much more in this than in the arcade version with plenty of smooth polygon action. Ultimately let down by boxey graphics and far from fruity sound.



WING ARMS

Sega £39.99
SP 73 67%

If you're unlucky enough to have had your brain swapped for that of a goldfish then this is the game for you. After you've shot down you're tenth plane, the whole

Sega Power's...

...Guide to buying Mail Order

Ten steps to safety

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- 1). Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.
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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.
- 8). When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.
- 9). Always order from the most recent issue of *Sega Power*.
- 10). If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the telephone book.

thing becomes rather samey. What a shame because the sound and the movement of the WW II planes is excellent. Excellent game engine, shame that Sega squandered it on this. A real three second memory wonder. If you are unlucky enough to have had your brain swapped for a goldfish's.



WORMS

Team 17 £40.00
SP 76 60%

Link this one up to four player mode and you've more chance of getting your money's worth. Having said that, this *Lemmings*-like platformer ('like' in the loosest sense of the word - you've got to blast away the opposing team of annelids) is too easy and treats the Saturn like a dumb kid instead of the refined, strapping, zit-free

individual it can be. Not that many improvements over the Mega Drive version although you could probably do this game on a Spectrum 48K

X-MEN CHILDREN OF THE ATOM

Acclaim £44.99
SP 76 90%

One-on-one side view 2D beat-'em-up. Face busting action with impressive graphics and plenty of characters. Although an old fashioned format, thrills abound in this classic adaptation with excellent scrolling and madcap moves. Until *Street Fighter Alpha* and *Dark Stalkers 2* came along, this was easily the best traditional beat-'em-up available on the Saturn. Now you'll have to argue that out yourselves. Still slicker than a bird in Milford Haven.



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each game. Also Master System
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Please phone Ann on (0161)
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Wanted: any demo CD's for the
Mega CD. Will pay a few quid each.
Please cal Vernon on (01637)
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Wanted: CD console or 32X and
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cheap (under £60 please as I'm a
poor student). Phone Kenny on
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Stuff it in an envelope and send it to: Small Ads, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW.

- Some people have a nerve...**
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 2. We can't vouch for the quality of these ads. Bad ads are either re-written or thrown away, depending on how we feel.
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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 are used as paper mache fodder and built into a 20 foot tall effigy of Gus Swan.
- Signed Date

Like the new letters page? It means there's loads more space for your confused ramblings, so git writing. There's a free cart of your choice in it... maybe.



Bribed!

Obviously, being journalists of no small amounts of integrity and honesty (as well as being dashing and handsome naturally), we could never entertain the thought of being bribed. Well, not by such a small amount anyway.

Simon Stubbs, **YOU SHOULD BE ASHAMED!** Next time, make it a fiver...

Cheese sandwich

A big 'hello' to all those sad individuals who got sucked in by all the hype

and expensive advertising and raced out and bought a Saturn. Live and learn I say - you really should have thought before you bought.

You see, I've also got a Sega machine - it's called the 32XCD - and it's superior to the Saturn in many ways.

(HAhahahahahahaha - Dean.)

So you might say the Saturn is technically superior to the 32XCD.

Well, this is true - marginally. (MARGINALLY?! - The World.) But they're both 32 bit CD machines and both can play music CDs. But the 32XCD can do a hell of a lot which the Saturn can't.

For example, the 32X can:

- (1) play Mega Drive games.
- (2) Play Mega CD games.
- (3) Play 32X games (Can you guess the next one? - Nick.)
- (4) Play 32X CD games.

Can you play any of these on the Saturn? I don't think so. There's already 32X cartridge games superior to Saturn CD games (e.g. *Virtua Fighter*). (You're mad - James.)

So give me my 32XCD any day and better

luck next time Saturn owners - maybe you'll use a little bit more

thought in future. I certainly hope so.

Mark Hatton, Australia

Should have guessed it'd be an Aussie who'd fall for a cheap scam like the 32X. I am sooooo glad you can play music CDs on your 32XCD. There's no better way of crippling a top quality CD recording than by hooking it up to a Mega Drive and playing it through a portable TV. Except underwater, perhaps.

I am sooooo glad your choice of a 32XCD allows you the option of playing a large catalogue of largely crap, unsupported and out-of-date games. You have essentially argued that the reason the 32XCD is better than the Saturn is because it cannot play Saturn games. Oh my God, I've just remembered - my microwave can't play Saturn games either, time I burned it out and upgraded it to a 32XCD.

Virtua Fighter 32X vs Virtua Fighter 2 Saturn? Don't be silly...

Sega Pro is dead at last

After reading my first ever issue of *Sega Power* (issue 76) I just wanted to say long live your magazine for ever and ever.

Sorry I got help up all these years - I got *Sega Pro* (Snarl - Nick.) but they have changed it completely so I've stopped buying it.

But I was wondering whether any of you are going to get a Nintendo Ultra 64 because you are in the same office as *Super Play*... (Gasp! Enough of this heresy - Nick.)

Matthew Bullman, Castleford

Not only were you a Sega Pro reader (Better hold him down James - Dean.) but you THINK we'd EVEN CONSIDER buying an ULTRA 64! Never! The Saturn is where it's at, now and forever. OBVIOUS!

Kill the Mega Drive

Are you going to continue writing Mega Drive articles or are you going completely Saturn?

Sam Overton, Braintree

Yep, we'll keep churning out the

Yet more dullness

I am a regular reader of your magazine and never before have I had any complaint with your editorial concerns. However, in your April issue a certain contribution to your pages alarmed me intensely and ever since, I have felt an obligation to warn all *SP* readers of the dangers into which they are being placed.

Amongst the expected literary terrorism that is your letters page, I did find, to my shock and disgust, an emission from the curmudgeonly, rather dull face of John 'Dull' Austin.

Now whilst John, a dear but dull friend of mine, is very dull indeed, his letter-writing frolics often end in disaster, costing the lives of hundreds of innocent children.

Small people, such as *SP*'s readership, cannot help but to attempt to copy and emulate John's own personal, uniquely dull style. John 'Dull' Austin fan clubs and letters are often swapped during school lunchbreaks.

But soon they all want to be more like John. They begin to dress uniformly in grey until the amount of dullness in one place reaches critical mass and implodes, killing everyone.

I hope my warning is in time.

Brett Davids, Leicester

God, this is dull.



Mega Drive stuff whenever there's something to churn out, us being called Sega Power and all that. No need to worry there, compadre. But if there's more Saturn stuff in the mag, it's because that's what there's most of, at the moment. Annoying, I know but there's not much we can do about it.

Hot Date

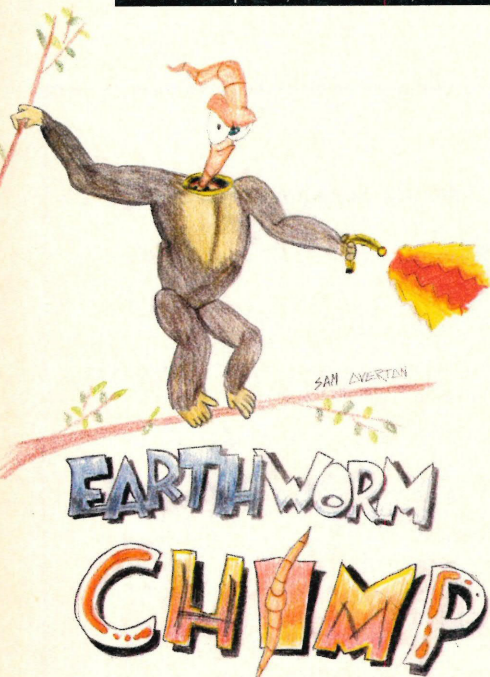
I was thoroughly pleased after reading your most stunning 78th issue. Previews, reviews and 'problems' meant that as a proud owner of a Mega Drive, I was able to find great comfort, help and interest in everything mentioned.

After reading your magazine, I placed this marvel down on the table when I must say, distress was caused. (Who is this guy? - Dean.) This horror caught my eye because of a closing date for a

Chimp Watch

As a rule, we won't be printing quite so much artwork from now on, although we might just smuggle a little bit in every now and again, if it's any good. Thanks to Sam Overton for this one... Quite amusing, I s'pose.

Earthworm Chimp... Well, it's worth a smile, innit?





Dean eh? Tried to sack him for it, doesn't work.

competition in your magazine stating the closing date for a 'Win A Saturn' thing, of April 30th.

Now comparing this date with the one on the front, you could understand my concern. Although I had little intention of entering this competition I felt an obligation to let you know that the date on the front of the magazine said (and I quote) 'May 1996'.

The thing that got me was that I bought the magazine in the second week of March.

Ben Brown, Nutley

You seem to have gone to an awful lot of effort to tell us something we know already. But since you were so nice about it, we won't take the piss out of you (this time.) The REASON it's done like that is... er, well we don't know why our cover dates are the way they are. But it won't affect your compo entering so don't worry about it.

Send us your tat!

Now look here, we're offering a FREE CART to the best letter of the month, from next issue, with *Sega Power* T-Shirts for everyone else who gets on the page. SO START WRITING! Send your mumbblings, gripes, blags, pictures and photos to: Mail Bonding, *Sega Power* Magazine, 30 Monmouth Street, Bath, Avon BA1 2BW. Please don't forget to tell us your address, your games system and the game you'd like for it.

Answer Me...

Belly flop

I am a great fan of your magazine and I hope you can answer my questions:

- 1) I have just bought a Sega Saturn but I don't have a SCART socket, so I had to buy an RF lead. Does this mean I won't get the best out of my Saturn?
- 2) Will *Final Fight/Sensible Soccer* and any *Sonic* platform games come out on the Saturn?
- 3) Please tell me that the Saturn won't be a flop like the Mega CD/32X because of the Ultra 64. £350 is a lot of money. Keep up the good work, Paul Wilkinson, Leicester

- 1) The picture will be marginally worse but nothing to worry about really.
- 2) There are rumours of an upcoming *Sonic* platform game for the Mega Drive but all we know of *Sonic* on the Saturn is the *Fighting Sonic* affair, being expected this summer (although if it makes it then, you can paint my nipples green and hang me out to dry.)
- 3) The way the 'business' looks as though it's going to shape up, is that there will be three big players and a couple of smaller ones. The big boys are expected to be *Sony* (*PlayStation*), *Nintendo* (*Ultra 64*) and *Sega* (*Saturn*). Obviously, there are no guarantees in this game, but I think you'll be OK.

Sega Power 'not too bad'

I recently bought my first issue of *Sega Power* (number 73). It wasn't too bad. Here are some questions, suggestions, constructive criticisms etc.

- 1) Ditch the charts. Does anybody really read them?
- 2) I liked the tips book but you could have crammed a lot more tips in there instead of wasting space with pictures.
- 3) The Readers' Top Ten - WHO CARES?!
- 4) Pages 66-69 had readers asking for help with their games yet you didn't answer them.
- 5) Ditch the readers' art and the poster - they're for kids.
- 6) Chimp count? Larry.

- 1) Yes, people do read them but as you'll see, they now occupy less space.
- 2) Well, there was a lot of stuff in that tips book already. The pix are often used to help make things clearer. Hope you like the newest one though - we do.
- 3) Our Readers - it's why they send 'em in.
- 4) Not any more, you'll notice. The system of getting readers to help each other never really worked as well as it could have done.
- 5) Well, we are for kids - as well.
- 6) Private joke. Talked about it in a previous issue already. As you'll see, we've made rather a few changes to the mag so that you can get more out of *Sega Power* for your money. Hope you enjoy it.

We are brill

You are brill. I own a Saturn and several games and I was wondering - should I get insured and for how much?

A. J. Hall, Loughborough

Yes, you probably should get insured, to protect against burglary as much as anything else. You may find you are already covered under your parents' household contents insurance - ask them to tell you. As for how much, you'd be better off talking to an insurance company about that.

Kill the C64 owner

Since the rather sad demise of the C64, I have, with a

heavy heart, switched to the humble Mega Drive. Now I have realised what I've been missing! (*This reads like a dumb Persil Ad - Nick.*) For years I have stood up for the old cake box but now it's gone... well, I'm sort of glad in a way. (*What the devil is going on? - James.*)

Anyway, the questions:

- 1) Why has the 32X got such a bad image?
- 2) Is it really worth getting one?
- 3) In all honesty, what is the future for Port Vale? (My fiancée supports them, y'see.)
- 4) Why do dogs never bark quietly?

Kenny Ellaway, Lumanhead

The Commodore 64? Get a grip, it's an antique. (I was a Spectrum owner, you'll get no sympathy from me.)

Yer questions:

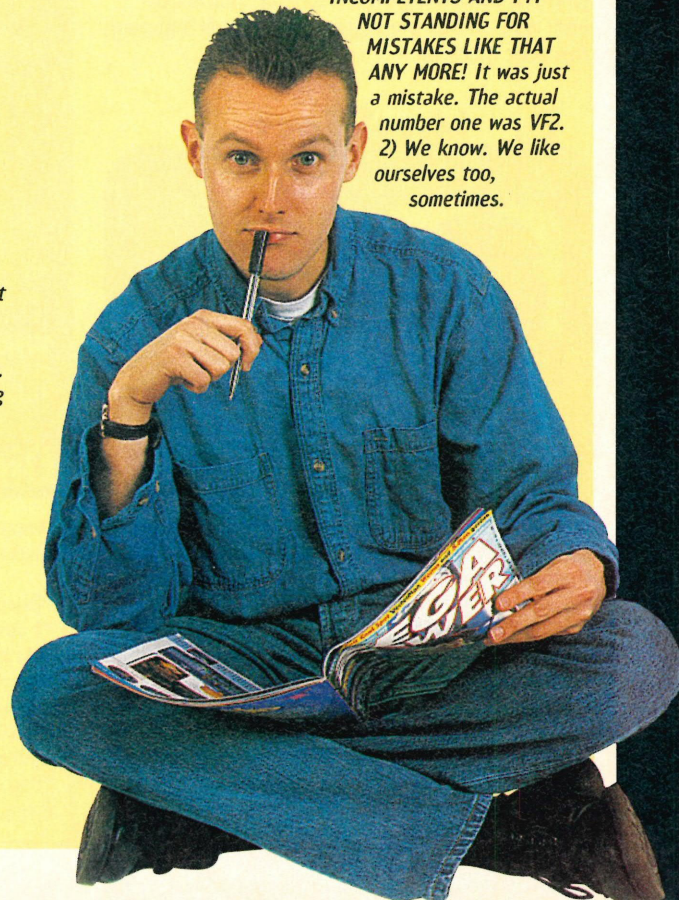
- 1) Because it's underpowered, overpriced and there are practically no decent games for it.
- 2) Absolutely, definitely not. Don't even look at one.
- 3) Nuclear attack wipes out town. Sixteen years later, mutant Port Vale teenage refugee footy stars stage comeback of the century when they beat Man United 56-1 in the FA Cup Final. (Man U's goal scored by an in-form Peter Schmeichel, Andy Cole missed 57 other shots from six yards out, but makes a top-class save at the other end.)
- 4) Because nobody shoots them often enough so they'd learn different.

Sorry Sam

I think *Sega Power* is the best magazine around. *Sega Saturn* mag is getting crapper each month (*Sorry Sam, it's a genuine letter. You know how it is. - Nick.*) and *MMS* has a crap tips section (*Amongst other things - Dean.*)

- 1) Please explain why both *Daytona* and *VF2* were top of the charts in issue 77.
- 2) You are the only mag doing *Micro Machines 96* tips, which is a cool game. Karl Hadman, Onchan

- 1) We don't have 'gremlins' on this mag, we HAVE INCOMPETENTS AND I'M NOT STANDING FOR MISTAKES LIKE THAT ANY MORE! It was just a mistake. The actual number one was *VF2*.
- 2) We know. We like ourselves too, sometimes.



It's Over!

Last Orders

So, how was it for you? Are you languishing on the satin sheets of issue 79, smoking a cigarette and smiling to yourself, or are you

yawning yourself to sleep and feeling as frustrated as a handcuffed monkey in a cage? Hope you liked it. Hope we'll see you next month. I hope your father cuts those revolting hairs protruding from his ears - they're disgusting.

Mortal Kombat 4... an apology

We would like to apologise for the incorrect news story that appeared in the last issue of *Sega Power*. In it we claimed that *Mortal Kombat 4* would not be released... like, ever. In light of recent events, though, we can now reliably inform you that *Mortal Kombat 4* WILL be released in the arcades.

We're sorry. Really sorry and the person involved in writing the story has promised not to do it again. Well, he can't do it again; we took him from his bed in the middle of the night, drove him out to the woods, stuck skewers through his eyes and buried him in an unmarked grave.



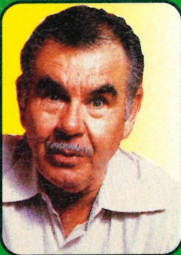
Next month we proudly give you... Reviews of...

Ultimate Mortal Kombat 3, *Die Hard Trilogy*, *Skeleton Warriors*, *Blam! Machinehead*, *Darkstalker's Revenge*, *Panzer Dragoon 2*, *Loaded*, some EA things (you never know), *Euro '96*, *Criticom*... and cartloads of stuff that we've forgotten about. Probably.

Previews?

Aaahh, not telling but don't be surprised if we give you something on *Space Hulk*, *Actua Golf* and, well, two of the biggest games that'll appear this year that's all.

Dr. Monkfest Reports



Following the angry backlash concerning his views on the Jarvis/Jackson altercation, we now ask the eminent psychoanalyst Dr. Monkfest to cast his capacious mind over the Will Carling/Princess Diana affair.

"Hello readers. It would seem that the whole nation has taken a strange and peculiar fascination with this matter and I can't help but notice that both Mrs. Carling and Diana are statistically exact, physically similar and both female.

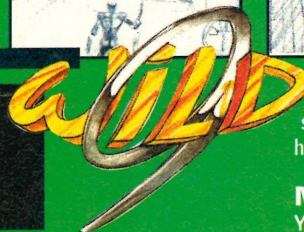
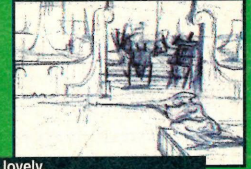
"This, coupled with the fact that Mr. Carling is a world-famous rugby player and taking into account the inevitable stress caused by the constant focus of the media spotlight and the not inconsiderable strain and pressure of playing rugby at the highest level, it would seem a fair conclusion that the dirty boy has been caught with his pants down. Allegedly.

"Looking at Charles's quieter, softer constitution, it would seem that Diana was quite obviously after a bloody hard s**g from a tasty bit of rough. Get in there me sonner!! God knows

Plus...

A much more in-depth look at the new Saturn. We'll hammer on Sega's door for a price and release date, look at the differences and see if we can pick up on any problems. We talk to Dave Perry of Shiny Entertainment on life in America, his plans for the future and a worm called Jim...

The Fudge



The Fudge is the all-knowing, all-seeing, important last bit of the final page of the mag and, for the unaware, the bit that's reserved for last minute news. We have some. Here it is.

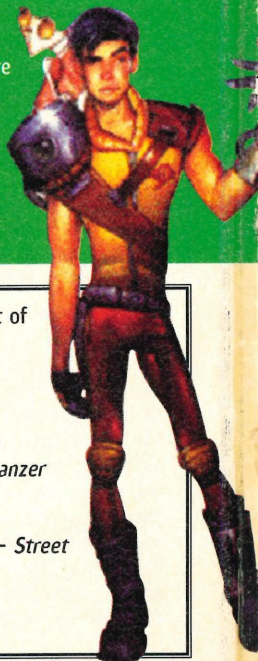
Wild 9

Just in is this pitiful snippet about one of Shiny's latest developments. It's called *Wild 9*, it has humour, laughter,

tears, it surrounds a US Saturday morning cartoon series and it's coming out on the Saturn. More, hopefully, SOON.

Murder Death Kill

You may read a thing about this in the American column but here's some more pictures, again from Shiny. *Murder Death Kill* will be appearing in a Games Master and Edge magazine sometime very shortly, but you could wait for us...



Did you miss it?

If you weren't paying the correct amount of attention, you could've missed this giggling boxful of hilarious quotes. Hey... they're favourites of mine, I hope they'll soon be friends of yours...

"Disappointment still lurks like a coked-up mugger in the next alley" - *Valora Valley Golf*

"I don't know whether to laugh, cry or clean the dishes." - *Night Warriors*

"My last Boss used to dress in scarlet robes and sacrifice small children to the Devil." - *Panzer Dragoon 2*

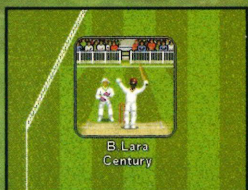
"Kickin' bitchin', fish 'n' chip bleedin' kitchen..." - *Shellshock*

"...Schoolgirls hanging around shops showing their knickers and talking about BIG LOVE." - *Street Fighter Alpha*

"One of these actors was Monica Buford whose CV glittered with the role of 'The Lift in Bladerunner'. Another came from Eldorado and the third didn't." - *Pro Pinball*

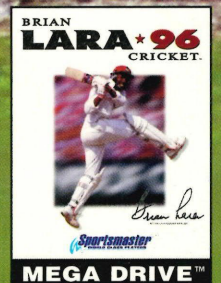
LARA'S BACK.

THE U.K.'s No. 1 CHART HIT FOR TEN WEEKS RETURNS.



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