Hints 'n' Tips

11 PAGES

MICKEY MOUSE!
TWO complete levels extensively mapped and bursting with tips!
PLUS! – All your gaming questions answered in the Prof’s Incredible Tip Lab!

POWER PLAY!
Is it true what they’re saying about E.A. Hockey?

NEW! All the very latest and best Mega Drive, Master System and Game Gear games fully reviewed!
FLY! Over with us to Sunny California and chat to the programmers at E.A.!!
FIVE MORE MEGA TITLES FROM ELECTRONIC ARTS GUARANTEED TO SCRAMBLE ALL YOUR GREY BITS

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Or take your chance in the queue with all the other players about to gamble their sanity with EA’s latest MegaDrive releases.

Starting with “Blockout”™, the fastest, looniest, most exasperating 3D strategy puzzle game, that would send Einstein crying all the way back to his kindergarten.

Or “Centurion”™, when it's just you against the known world. Luckily it takes place in Roman times, when most of the world was completely unknown. However you still have to take on the Gauls and Barbarians, not to mention what's supposed to be your own side - on sea, land and the chariot field.

In “The Faery Tale Adventure”™ being one human being against the Evil Necromancer, isn't nearly enough. So you get to be three whole brothers, fighting multiple enemies in real-time combat.

With “Might & Magic - Gates to another world”, you're now eight role-playing characters, scheming your way past 96 spells on a 100 “hard-core” missions to save the World of Cron.

Finally in “King's Bounty”™, you're back to being one person again. But you do have four continents to cross and hundreds of battles to wage against 25 villainous fantasy creatures, before you can claim the Sceptre of Order.

Try them out today and take a fitting for the straight-jacket at the same time.
Sonic the Hedgehog

He's here! The spiky hero who's going to set the world alight arrives in time for the definitive Sega Power review!

Shinobi
Game Gear games in Sega Power! Hurrah! But just how does this Master System classic play on the very small screen?

E.A. Hockey
The team that gave us John Madden's have got their skates on and taken to the ice. Could this possibly be even better than JM's?

Might and Magic
Any Mega Drive adventure role-players out there fancy trying out a few new quests? So what about the danger? Apply within.

Master Chess
Master System brainies now have something to play as well! But how good a game does the Master System play, we wonder?

Forgotten Worlds
Master System owners are well looked after this month - the big coin-op conversion finally comes to your screens!

Wrestle War
Ever fancied getting to grips with a big, hunky man in front of several thousand people? Now all Mega Drive owners have the chance.

Woody Pop
There's no scenario to be seen – just addictive fun in this Game Gear Breakout game. What level can you get to?

STUFF!
Just how is Sega Power changing next month? Plus all the new Sega bus routes (for both buses), and the chance to win yourself a Gizmo

Scribblings
How long does a battery-backed cart last? Will Sega Power ever review import games? Here are all the answers to these burning questions.

Previews
There are some red-hot titles about to appear in the near future – which ones will you want?

Subscriptions and back issues
Get Sega Power delivered to your door each month, pick up some freebies and maybe get your hands on an issue you may have missed.

Ssly Scores
The highest scores in the land deserve to be seen by everyone - so here they are!

Hints 'n' Tips
Two whole levels of Mickey Mouse mapped and tipped! The Prof answers all your questions in the Tip Lab – there's so much in it!

Small ads
Here's the place to buy, sell or swap your carts – let your fingers do the walking!

Specials

Electronic Arts
What's it like working in sunny California for a successful software house? Just what sort of equipment do they use? Plus an excellent interview with one of the firm's top men in which we ask such probing questions as, "What exactly are those yellow tabs on your Mega Drive carts for?"
It's been a time of great sadness and great joy in the Sega Power offices this month. We're sad because after a year of sterling service, Kev, the crayon is moving on to pastures new (well, at least round the corner to help with the launch of another Future magazine). I'm sure you'll join me in thanking Kev for all the hard work he's put in over the past year and wish him all the best in his new venture.

If you're feeling really desperate, why not send him a congratulations card to make him feel as though he's really being missed?

Then again there's a lot of joy too because we've got two new additions to the team! Mark Nottley will be taking over from Kev after doing a brilliant job with another excellent Future mag – ST FORMAT. He intends to make Sega Power look twice as good as it does now, which will be difficult, but we're confident the boy's got the talent. We've also acquired Dan Goodieff from the same mag. He's the new Production Editor chappie who's here to put the mag into proper English and stop all those mistakes that I'm too blind to see. Why are we getting all these new peeps?

Because Sega Power is about to change – and radically. From next month, Thursday 5 September to be exact, your favourite read is going to be even better! We will have:

- Even bigger pages – that means we can fit more pictures of games on any one page!
- Even more pages! Hurrah! We'll be able to fill the magazine with even more Sega stuff, month after month after month!
- Even more reviews – we're going to review each and every Sega game that's ever appeared! That means Master System games, Mega Drive games and Game Gear games too. For the first time we've decided to review import games as well. If it's hot in Japan or America we'll cover it!
- Even better paper – okay, we admit this paper isn't the glossiest or most beautiful in the world, but we're going to change all that and spend some serious money making sure that from now on Sega Power is going to be written on the best quality paper.

Don't forget, the new-look Sega Power, with all these improvements in quality goes on sale on Thursday 5 September, and it's going to be selling out fast, so make sure you reserve your copy now – turn to page 48 to find out how. Amazing, isn't it? You think something's the best it can be and suddenly it gets even better! But until then, enjoy this issue – it's a real corker!

The Big Ed's bit

Segmented

STUFF!

Sega buy Virgin!

It has just been announced that Sega have bought Virgin Mastertronic, the games distribution company owned by Virgin Communications Ltd. Sega paid $30 million for the company, and as a result are now in complete charge of distributing their games and games systems around Europe as well as directly deciding when and what games are to be released. It also means that Sega have a complete European distribution network already in place so they don't have to try and build one up for themselves.

Sega predict that their newly acquired company will generate sales of some £250 million over the next year, and it's generally thought that the total European market for video games, both hardware and software, is going to grow to over £1 billion by the end of this year! Corks!
Game Gear competition winners

Back in Sega Power 19 we ran a fab compo with Electronic Arts in which we offered three Game Gears to the winners and ten Mega Drive carts for the runners-up. All you had to do was play “spot the ball” with a picture of a chap on a golf course. We had loads and loads of entries - millions, in fact (well, almost) - but the first three correct entries drawn out of the bag were:

Laurence Pizery from Linley Green, Wayne Hoyte from Coventry and Sean Moley from Whetcross in Armagh. Well done, chaps, I’m sorry we didn’t have more of the things to give away. The brilliant runners-up prizes go to:


New Sega bus routes

The Sega bus proved to be so successful last year that there are now two of them! You won’t be able to miss the things as they drive around the countryside because they’ve both got a brilliant new paint job - instead of TV faces they now have massive pictures of the famous Sonic The Hedgehog!

If you want to catch up with one of the buses and take part in the Sega Challenge, here are the routes they’re taking:

**Bus Number 1** (The South and South West)
- August 1, 2 Flambards Triple Theme Park, Cornwall
- August 4 G.W.R., The Bristol Regatta
- August 6, 7, 8 Newquay Surf Festival
- August 9, 10, 11 Newquay Surf Festival, Plymouth Sound
- August 13, 14 St Agnes Theme Park
- August 16, 17 Barry Island Resort, South Wales
- August 18, 19 Rock Dragon Radio, Barry Island Resort

**Bus Number 2** (The North and Midlands)
- August 2, 3, 4, 5 Buttins Wondereastwold, Ayr, Scotland
- August 7 Radio Clyde, Glasgow, Scotland
- August 9, 10, 11, 12 Buttins, Skegness
- August 14, 15 Drayton Manor Park Zoo, Staffordshire
- August 17 Chiltern Radio, Kettering show
- August 18, 19, 20 New Palace Adventureland, New Brighton
- August 21 Signal Radio, Crewe
- August 22 New Palace Adventureland, New Brighton
- August 24, 25 Red Rose Radio, Blackpool, Wiltshire Show
- August 26, 27, 28 Lightwater Valley Theme Park, Yorkshire
- August 30, 31 Buttins Pwllheli, North Wales
- September 1, 2 Buttins Pwllheli, North Wales
- September 4, 5, 6 Pleasureland, Southport, Mersaide
- September 8 Cystic Fibrosis Trust, Stockport

These venues are all correct at the time of going to press, but if you’re planning to go along to one of the events it’s best to double-check with the event organiser at each site in case there are some last-minute changes.

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Sega Mega/Master System.

No membership fees.

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Swp the games you have for the games you want. We are here to serve you. New games available.

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LOOK HERE!

Min £ price for old game against a new game!
WIN A, ER, GIZMO!

Joystick supremos Euromax have just announced that they've added the Beeshu range of joysticks to their line-up. The flagship of the range is the Mega Drive compatible Gizmo - a stick that sells for £29.99 and features three independent dial-speed rapidfire controls (which enable you to pump out up to 30 shots per second), six turbo buttons and a slow motion button. The stick also has a headphone socket so that you can enjoy your games in living stereo.

And guess what? We've got one of the things to give away and if you own a Master System, we're offering one of Euromax's Zoomer joysticks as first prize instead. But that's not all, we've got three prizes for the runners-up of Ultimate or Striker joysticks (Ultimate for the Mega Drive, Striker for the Master System) to give away too!

To win one of these groovy prizes all you have to do is write down the name of every single Sega compatible joystick sold by Euromax. Send your entry to: Euromax Compo, Sega Power, 30 Monmouth Street, Bath, Avon, BA1 2BW. Make sure you get your entry in by Friday 20 September and remember to specify whether you own a Mega Drive or a Master System. The first four full lists out of the Editor's new and terribly trendy hat will win the prizes - cool Yummy! Here's a hint: you can contact Euromax on (0262) 601006 or 602541.

Own your own arcade machine!

If you own a Mega Drive you can now house the machine in its very own arcade cabinet. Powarcade from Active Consoles (081 752 0260) costs £299.99 (excluding monitor) and is a true arcade cabinet.

You sit your Mega Drive inside, add the monitor and can then play your games using arcade standard joysticks and Fire buttons - all that's missing is the coin-mechanism! Now you can invite your mates round and play in your very own amusement arcade!

Sega gear up with Gordon the Gopher for Five Alive!

Sega and BBC TV star Gordon the Gopher (hero of Philip Schofield's "Going Live" Saturday morning children's show) are joining forces with the fruity drink Five Alive! From now until January 1992, they are giving away a Game Gear a month, plus a whole load of other Sega goodies as runners-up prizes in a sweepstake competition run on the backs of special packs of the drink.

Good, eh? So next time you're sat playing your Mega Drive or Master System and you're feeling a bit thirsty, guzzle down a

WANTED

This questionnaire helps us monitor what you, our readers, think of SEGA POWER and so keep it tailored to your wishes. Please don't pass up this opportunity to influence the future of your magazine. We really do want to know your honest views!

1. Which machine do you own?
   □ Master System
   □ Mega Drive
   □ Game Gear

2. How do you rate SEGA POWER in terms of value for money?
   □ Excellent value
   □ Good value
   □ Reasonable value
   □ Poor value
   □ Ripoff

3. How much does the cover of this issue appeal to you?.............../10

4. How much does this issue appeal to you overall?.............../10

5. How does it compare with previous issues you've seen?
   □ Much better
   □ Slightly better
   □ The same standard
   □ Slightly worse

6. Please rate out of ten this and any other computer magazines you read:
   SEGA POWER................................./10
   ............................................./10
   ............................................./10
   ............................................./10

7. What is it you like most; and then least about this issue?
   Most like.................................
   And I least like............................

You don't need a stamp...
Simply return to: Reader Survey,
SEGA POWER, Future Publishing Ltd
Freepost, Avon, Bath BA1 2XF

SEGA POWER September 1991 7
Master System
Readers’ top 10

1. ▲ Impossible Mission
   Reviewed Sega Power 12 – 92%
2. ▼ Mickey Mouse
   Reviewed Sega Power 17 – 96%
3. ▲ Wonderboy 3
   Reviewed Sega Power 01 – 92%
4. ▼ Psycho Fox
   Reviewed Sega Power 03 – 93%
5. ◇ Golfamania
   Reviewed Sega Power 08 – 87%
6. ◇ Populous
   Reviewed Sega Power 21 – 96%
7. ▲ Indiana Jones
   Reviewed Sega Power 14 – 65%
8. – Gauntlet
   Reviewed Sega Power 12 – 87%
9. ◇ R-Type
   Reviewed Sega Power 04 – 91%
10. ▼ Columns
    Reviewed Sega Power 13 – 93%

Vote for your top ten favourite games and win yourself a T-Shirt! This month’s winner is Tom Jenkins from Nottingham. Write to: Readers’ Top Ten, Sega Power, 30 Monmouth Street, Bath, Avon, BA1 2DL.

Mega Drive
Readers’ top 10

1. – Strider
   Reviewed Sega Power 19 – 95%
2. – Mickey Mouse
   Reviewed Sega Power 18 – 94%
3. ▲ PGA Tour Golf
   Reviewed Sega Power 20 – 90%
4. ▲ Dick Tracy
   Reviewed Sega Power 19 – 84%
5. – John Madden’s Football
   Reviewed Sega Power 14 – 92%
6. ▼ Shadow Dancer
   Reviewed Sega Power 18 – 90%
7. ◇ Golden Axe
   Reviewed Sega Power 13 – 82%
8. ◇ Afterburner 2
   Reviewed Sega Power 18 – 86%
9. ◇ Altered Beast
   Reviewed Sega Power 17 – 65%

The Readers’ Top Ten is your chart so make your votes count. Don’t rely on sales figures, don’t rely on hype – rely on the judgement of the real game-players – you, the readers. This month’s winner of a fabulous Sega Power T-shirt is Mark Jones from Southampton. Write to the same address, but be sure to mark your envelope Mega Drive Top Ten.

VIDEO GAMES
SWAP (UK)

WHY BUY A NEW VIDEO GAME
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INSTRUCTIONS: Fill in order form for up to 3 games. Choose swaps of the same value. Make out cheque / PO for £3.00/£6.00/£9.00 payable to VIDEO GAME SWAP (UK). Put all items from checklist into the game’s protective plastic case. Place in envelope or wrap in brown paper and post to: VIDEO GAMES SWAP (UK), 5 CHATSWORTH ROAD, HAZEL GROVE, STOCKPORT SK7 6BH. CHECKLIST Please make sure you enclose the following: CARTRIDGE □ GAME INSTRUCTIONS □ ORDER FORM □ CHEQUE / PO □

CUT OUT OR PHOTOCOPY THIS ORDER FORM
Sonic the Hedgehog

Games-players all over the world have been waiting with bated breath, but is this really the best game ever? Sega Power thinks it's time to put Sonic through his paces...

The twisting, turning, spiralling 'Special Stage', where every clever hedgehog wants to be. If Sonic is going to succeed in his adventure, he'll need as many lives as he can get. This is the place to find them, along with continues, and - most importantly - the 'Chaos Emeralds'.

Disaster! It's all going horribly wrong for our prickly pal as Sonic inadvertently jumps on a spike and his rings scatter away.

Here he is, Sonic the Hedgehog, in the Mega Drive spectacular that Sega themselves rate as the best game ever. Hailed as their 'Mario-beater', Sega had Sonic up and running versus Nintendo's Super Mario Bros. at the recent Consumer Electronics Show in Chicago. This clash of the pixelated titans resulted in no undisputed champion, but Sega remain confident. With Sonic, Sega hope to end the battle between the two console giants, leaving Sega as the kings of the console world.

But is Sonic the Hedgehog truly a world-beater? Or is the spiky speed-merchant really just a load of hog-woosh? Sonic marks the start of what Sega are describing as the 'second wave' of Mega Drive games. The principle is that after a console has been around for a couple of years, the game designers and programmers have a better idea of the machine's strengths and weaknesses. Building on the techniques used in existing games, new releases benefit from a much greater understanding of the console's abilities. Sonic has had the whole of the computer game's industry waiting with bated breath.

Sonic the Hedgehog is essentially a six stage platform adventure, pitting Sonic against all that the evil Dr. Robotnik can chuck at him. Each stage throws our prickly pal into a different environment, and each stage has three levels to complete. Sonic attempts to collect gold rings along the way, hindered by the robot monsters of the evil Doctor.

The monsters are, in fact, Sonic's woodland chums who have been temporarily turned 'to the dark side' (as they say) by Dr. Robotnik. When Sonic jumps, he curls into a spiky ball that protects him from most of the dangers he'll encounter. Bouncing on the monsters rescues the furry little creature inside, the robot shell is destroyed and the imprisoned football skips to freedom.

Sounds like any other platform adventure? Wait 'til you play it - the speed is breathtaking. The instruction manual advises finishing each level as quickly as possible, but don't be fooled. A sprint to the finishing line may well earn a huge time bonus, but the real secret of Sonic lies in collecting lots and lots of rings...

Collected rings provide a partial defence against the monsters. If Sonic collides with a baddie, he drops his rings. While the rings scatter away, a temporarily stunned Sonic is left to grab as many as he can before resuming his race to the finish line. Collide with a baddie carrying no rings, and Sonic's history. Collect a hundred rings and Sonic wins himself an extra life. Cross the finishing line with enough rings and Sonic is transported to the 'Secret Zone'. Useful, eh?

The 'Secret Zone' is a highly rewarding bonus level. Here Sonic can easily (after a little practice) earn extra lives, loadsa points and - most importantly - continues. Also up for grabs are the 'Chaos Emeralds'. Collect all six and...

Well, even we haven't been able to do that yet, so who knows what will happen?

Sonic's skills are...
stretched to the limit as each stage presents different challenges. Speed is of the essence if Sonic is to leap ravines and cliffs, but underwater survival rests on Sonic's ability to gauge jumps to pinpoint accuracy. Sometimes Sonic will have to risk all and leap into unknown space. Sometimes careful mapping and planning is of paramount importance. One thing is for sure – Sonic's quest is not as straightforward as it may at first appear.

"The real secret of Sonic lies in collecting lots of gold rings"

At the end of each third level, Dr. Robotnik flies on for an end-of-stage skirmish. His craft is a strange one, but comes complete with six different accessories for hedgehog bashing. The Boss sequences are actually quite easy, once the pattern of attack has been calculated. But be prepared for the marathon climb upwards, racing against the rising tide, that marks the end-of-stage challenge in 'Labyrinth Zone'. Sonic has to keep his head above water if he is to reach the safety of the surface. Be warned, it's tough!

Power-ups can be collected along the way, as well as rings. Contained in TV monitors, bonuses are only a spin attack away. There are five different kinds: a Super-Ring awards Sonic ten extra rings; the Shield allows Sonic to survive one hit without losing his rings; Power Sneakers make Sonic unbelievable though it may sound – even faster; Invincible surrounds all six Chaos Emeralds and you realise that the real challenge has only just begun.

**THE VERDICT**

*Sonic the Hedgehog is the best Mega Drive game yet. Sega have pulled out all the stops and let lose the fastest, most colourful and most entertaining roller-coaster game we've ever seen."

"Do believe the hype – a landmark in videogame history"

Graphically, Sonic sets new standards. The multi-layer parallax scrolling, the speed of the action and the incredible attention to detail combine to create a real feast for the eyes. Each stage is a whole new world – with more detail crammed into just one level than most games offer in their entirety. Just try counting all the different

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**Jumps, swings, traps and catapults!**

The heat is on as Sonic hitch's a lift in the volcanic underground 'Marble Zone'. Boulders float, but hedgehogs don't – be careful!

See-saws can help Sonic go up in the world, but it may take a few catapult action ([? - Ed.] routines to gain enough height.

If Sonic stands on that plunger, then the spikes lift out of the way. But if Sonic has to keep standing on the plunger, how can he continue his adventure? Hmm. Can you work out a solution?...?  

Sonic may well be the king of the swingers, but he's still got to time his jumps properly. One false move and spikes meet spikes. Ow! This time, he had no rings to protect him... Bye-bye Sonic!

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**SEGA POWER** September 1991
Underwater aqua-batics

'Labyrinth Zone' is where Sega's game designers, graphic artists and musicians have really gone to town. Here Sonic must regularly grab air bubbles if he's to survive. Sonic moves as if he's wading through treacle and his jumps have to be timed with even more precision.

OK, let's pick faults. As soon as Sonic arrived at the Sega Power offices it was played solidly for two days - 9am until about 7pm. On the second day we finished the game for the first time. Now we reckon that we're good games players, but it could be argued that Sonic is a bit on the easy side. However, in Sonic's defence, it can also be argued that the challenge doesn't end once you've completed all the levels. Finishing with all six Chaos Emeralds is a different matter altogether. Coupled this to point-grabbing contests, races against your friends and the exploration of all the secret rooms, tunnels and passageways of Sonic's beaten track and you'll find yourself still addicted long after Dr. Robotnik has been beaten.

Secondly, you could argue that there simply isn't enough depth in the gameplay to make Sonic truly a world beater. Sega Power doesn't agree. Different games players will play Sonic with differing techniques, getting different reward from the same game. Shoot-em-up addicts will thrill to the speed of the action, platform-adventure freaks will appreciate the complexity and detail of Sonic's environment. Sonic the Hedgehog puts you in the hot-seat of a roller-coaster ride set to become a landmark in the history of video games.

Do believe the hype – this is the tidiest, smoothest and most exhilarating game you'll have ever seen. If Sega maintain this new standard of releases, then we can all wave 'bye-bye' to Mario, and look forward to even more of the best games in the world.

If Sega Power can offer Mega Drive owners just one piece of advice this year, then it's this – buy it!

KEY'S GRAPHICS & SOUND
Words haven't been invented yet to describe this game. Fantastic? Brilliant? Unbelievable? Oh I know - Indescribable – that'll do. The pace of the action is incredible, the attention to detail and degree of complexity mind-boggling. The soundtrack is subtly tailored to accompany the action to perfection. Now we know what the Mega Drive is capable of, let's look forward to more of the same.

Graphics 97%
Sound 93%

NEIL'S DEPTH & ADDICTION
Sonic is great fun to play, with a dreamy control mechanism that will appeal to games players of all ages. All his movements are controlled with just the one button. The gameplay is monstrously addictive, you'll be glued to this game until you've finished it. Even if you manage to complete all the levels, collecting all six Chaos Emeralds is a different proposition altogether. Fantastic stuff, the best yet!

Depth 92%
Addiction 94%

ANDY'S OVERALL
Simply the best – Sonic scores higher than any other game we've ever reviewed. This is one game that no Mega Drive owner should be without. No matter what your personal preferences, Sonic will impress, thrill and amuse you. If you're a Master System owner, then by a Mega Drive just for this!
SHINOBI

Joe Musashi (or ol’ Mushy to his mates) is now appearing on a (very) small screen near you!

You can choose which area you want to tackle without having to work through them in sequence.

Welcome to the Harbour area. Our hero Joe Mushy has just found a power-up, so disis’ the next few baddies should be a hell of a lot easier.

The Woodland section: that chap on the far right has a rather nasty circular saw he’s very fond of throwing at you!

The Highway section: collect that heart to restore your energy.

The ninja selection and magic using screen: er... you’ve collected no other ninjas, and, erm, you’ve got no magic to use yet. Oh dear...

...and automatic after a while and skill doesn’t really come into it.

Yes, here he is, folks – the chap that set the Master System alight is at last available on the Game Gear! It appears that Neo City is becoming a dangerous place – you’re not safe walking on your own at night. In fact, it’s got to the stage where a bunch of ninjas (yup, rock ‘ard, mean ninjas) can’t even walk the streets in safety. They have all managed to get themselves kidnapped by a bunch of very horrible, very mean and low-down undesirables.

There’s only one man left who can enter the city, rescue his ninja chums and banish the evil at the same time – the Ed! Sorry, I mean of Joe Musashi.

Shinobi is a platform cum beat-‘em-up cum hack-‘n-slash game covering four areas. Each area consists of two or more sections, and has a ninja hostage at the end. Basically, Joe’s got to hack and chop his way through each section of each stage, take on the end-of-level Boss and then rescue a chum. Every chum you rescue is then available to muck in and help Joe save the others.

Joe is armed with a powerful sword, which is usually enough to take out the baddies that come running onto the screen from all directions, but he also has a trick or two up his sleeve. These are also available for the other ninjas.

Joe can do magic, you see, and none of this rabbit-out-of-a-hat nonsense. Oh no, he causes earthquakes does our Joe – the kind of earthquakes that can clear the screen of enemies!

"Joe doesn’t bother with rabbits out of a magic hat – he’s into real earthquakes”

Before he can use the magic though he has to collect it. En route to one of his mates, Joe comes across the occasional box. These sometimes contain goodies, like magic or health restore, but can also contain bombs. If one should contain a bomb, Joe better jump quickly because if the thing goes off, it can hurt him and make his health meter fall a little. When the health meter reaches the bottom then it’s game over time.

Once you rescue a chum though, you can switch to controlling him if you want. This is jolly handy because the ninjas each have different weapons and methods of attack. For example, the ninja called Blue (Australian, perhaps?) can swing around the scenery on his crescent blade.

That’s the basics then, reckon you’re up to the challenge?

THE VERDICT

Shinobi is good stuff – not brilliant, but very good. The gameplay is very simplistic and the baddies are always in the same place so there’s a lot of learning to do. On the down side though, things start to become almost

ANDY’S OVERALL

Shinobi is very well presented, plays well (if a little repetitive) and offers quite a challenge. Sadly, there’s no password system (I’d like to have seen one) so you may find the batteries giving out before you get to the final stage! Shinobi is a real goodie – any devoted action fan is going to have plenty of fun on his or her Game Gear with this.

KEY’S GRAPHICS AND SOUND

Joe, the main sprite, is a bit on the small side (which is a pain), but the intro sequence and backgrounds are fab. The animation and stuff are good too, so the whole game looks great. The sound effects are quite nice as well.

Graphics 70%
Sound 60%

NEIL’S DEPTH AND ADDICTION

There’s more to this game than what you’d expect from this genre – being able to use the ninjas in different situations for example – so it’s got depth. The restart points are a real pain though so you have to be pretty determined to keep at it.

Depth 60%
Addiction 65%

73% FACTOR
PRICE £24.99
PLAYERS 1

12 SEGA POWER September 1991
What’s on your mind? C’mon, spit it out! Get it off your chest! Let us in on all your secret Sega thoughts! Each month we award the author of our Star Letter a groovy (and exclusive) Sega Power T-shirt, so get pen to paper and maybe win it yourself!

COMPO SITE
Dear Sega Power,
Why on earth was the Game Gear competition in Sega Power 19 on page nine? Cutting out the form meant losing part of the Strider review. Why didn’t you put it on page 14? That way we’d only lose a part of Scribblings, which isn’t as important as the reviews.
A. Wilson, Par.

We put the competition on a colour page to make it more attractive — if we’d put it on a black and white page it wouldn’t look so appealing and not so many of you would have entered. Besides, we didn’t want to use up the valuable space reserved for your letters!
You can always send in a photocopy of the competition entry form if you don’t want to cut up the mag. Take a look at Compo Cut-Outs for more info.

MORE BITS
Dear Sega Power,
I have heard that a Mega Drive cartridge can store up to eight megabits and that most Mega Drive carts actually only use about four megabits. Why is this? Wouldn’t it be better if the full memory was used because this would mean better graphics and bigger games?

How do you go about getting a job on Sega Power and what qualifications do you need?
Tahir Chima, Jamestown.

You can fit even more megabits in a cart — it all depends how many memory chips you want to put into it. The chips cost money so most people try to cram games into as few chips as possible. You often find that having more memory doesn’t noticeably improve the game — it just means the programmer can afford to be sloppy and doesn’t have to worry about fitting everything in. In the end he wastes space.

There are no hard and fast rules about getting a job on a magazine. Enthusiasm and a good sound knowledge of the, erm, “scene,” are the most useful qualifications (coupled with a good general education and the ability to write a sentence or two). Just keep your eyes open and answer any and every job ad you see — you might just get lucky!

Andy Smith

BATTERY PACK?
Dear Sega Power,
What is the battery pack for the Game Gear? Can you play two-player games on the machine?

Pierluigi Raccagni, Teddington.

The battery pack is a rather neat gadget that enables you to play your games for longer without having to change the batteries when they run out.
Here’s how it works; you know the batteries you put in the machine? Well, they can only power the thing for a few hours. If you’re playing a game that takes a long time to finish, it would be maddening if all the batteries ran out before you actually finished it. The battery pack is like a secondary power source — it enables you to have a number of other batteries which power the machine for longer.
As to your other query, of course you can play two-player games! You can link up two Game Gears using a cable and then play head-to-head with a friend.

Andy Smith

BATTERY LIFE
Dear Sega Power,
After recently purchasing PGA Tour Golf (which deserves more that the measly 90% you gave it in Sega Power 19 — you meanies!), I was wondering if you lot know how long the battery-backed memory

as powerful as the Amiga, so you can’t expect it to compete in the departments where it’s completely outclassed (graphics and sound mainly). Bear in mind though that you can easily pick up a new Sega Master System for around £60, while a brand new coin-op machine costs a few thousand pounds and an Amiga could set you back around £400.

Go for games that don’t rely on whizzy graphics if you’re looking for exciting gameplay and you’ll find you can get far more fun out of your system. Populous (£34.99) from Tectonics alert, for example, is a good game, doesn’t rely on super-fast graphics and yet has superb gameplay.

Andy Smith

Not good enough

SEDGE POWER September 1991 13
last because I am going on holiday and don’t want to lose my brilliant score of 65!
K. Robinson, Lincoln.

Have no fear, (Mr/Ms/Mrs?) K Robinson! The batteries in cars usually last somewhere between three and five years. Unless you’re going on a really long holiday (in which case you should take your Mega Drive with you) you should have no trouble. By the way, what course did you get the 65 on? The current office record stands at 56 and I humbly admit I was scored by my good self!

Andy Smith

So just how long does a battery last for? Find out in Battery Life.

GUN TROUBLE
Dear Sega Power,
I bought my husband a Sega Master System about a year ago. We’ve now got 21 games and they are all brilliant!
I have 11 nephews and nieces, and since we bought the Sega all the kids love to come over and play on it – we’ve even managed to convince four of their mums and dads to buy Sega systems! It’s great because we can swap games, advice and so on.
The only problem is that none of us think the light phaser games are any good. I even took Rambo 3 back to the shops because no matter how much we cheated (holding the gun to the screen), we couldn’t get to another stage. Have you got any advice that might help?
Brenda Smith, Wotton.

Core? You’re your own little Sega Club, aren’t you? Excellent stuff! Now then, this light phaser business. The last time I played Rambo 3 was for the light phaser feature we ran in Sega Power 11 (if you can’t find a copy, see our Back Issues section on page 52). I’ve just had another go and, well, using our standard off-the-shelf cart we managed to play quite far into the game – I cheated and had the gun up against the screen, but didn’t experience any particular problems. The game is tough though.
Quite where you’re going so horribly wrong is a mystery to me – perhaps other readers can help you sort out your problem?

Andy Smith

The light phaser; is it good enough for Rambo 3? See Gun Trouble.

GIVE US DEMOS!
Dear Sega Power,
If it really is too expensive to put demo carts on the cover of your magazine (Sega Power 19), then why don’t Sega make them available in the shops so that we can buy them there? For about a tenner it would be great to play say, one level of the next three or four games which are due to come out.
Matthew Thomas, Birmingham.

It really is far too expensive for us to put demo cartridge on the cover of Sega Power because we’d have to charge about £15 for the magazine! I reckon your suggestion is a brilliant solution to the demo cart problem, Matthew. What do you have to say Mr Sega?

Andy Smith

COMPO CUT-OUTS
Dear Sega Power,
When I enter one of your amazing and brilliant competitions, do I really have to spoil the mag by cutting out the entry form? Can’t I just send in a photocopy of the form, or even just write the answers down on a piece of paper?
Is it true that Sega plan to make a hand-held Mega Drive which is to be called the Micro Drive? I hope not because it will mean the Master System and possibly even the Game Gear will soon become museum pieces!
Martin Bowssall, Mansfield.

Of course you can send in photocopies or whatever of the competitions, Martin. Just make sure you address the envelope correctly and there shouldn’t be a problem. That doesn’t mean to say you can send in more than one entry though – you can’t. Some of you keep trying, but remember, we bin all multiple entries so it isn’t really worth the risk, is it? Unless you can live with the terrible shame afterwards.

As far as I’m aware there are no plans to launch a hand-held Mega Drive. As I understood it the name Micro Drive was just a working title for the widget that finally appeared as the Game Gear.

Andy Smith

CONSOLE BLUES
Dear Sega Power,
My mum has just got her new catalogue and as I was flicking through it I saw a new Sega Master System 2. As a Master System owner I felt very upset at the thought of Sega forgetting about us.
Why didn’t Sega Power let us know there was a Master System 2 coming? Will the Master System 2’s games be compatible with the ordinary Master System?
Scott Foley, Liverpool

Don’t worry so much, Scott! The Master System 2 is just a re-designed Master System with a few changes (one joystick port, for example). We actually first announced the machine way back in issue 9. Carts are still going to be compatible and Sega haven’t abandoned you. They just thought it was about time the machine was given a new look.

Car manufacturers update their range cars quite often – some do it every six months, for example – but you don’t hear anyone complaining. The Master System has been in its present form for a good few years now, so why not give it an overhaul?

Andy Smith

STAR LETTER
Dear Sega Power,
I have been reading Sega Power ever since it was a small mag called S. The new-look Sega Power is 100% better, but now I want even more. Maybe you are being massively green by having recycled paper, but I want better quality stuff – nice, shiny, glossy and expensive. I wouldn’t mind a price rise if that’s what you have to do to afford it. I’d also like loads more of Sega Power, but I suppose you can’t have everything all at once.
Sarah Cane, Birmingham.

Oh yes you can! As from the very next issue Sega Power is going to be even bigger and even better! We’re adding loads more pages so that we can review heaps more new games and provide masses of tips.
We’re putting the mag back onto "proper" paper too! Pretty damn good, eh? Not only that but we’re also changing the size of the paper to make it bigger than A4. This means we can physically get more on the pages without making it all look cramped.
No longer will I have to listen to you lot moaning about the paper quality – soon it’s going to be the most polished and groovy paper around. The bliss! No longer will I have to listen to your moaning about how there should be more colour pages because now there are going to be loads more! Ah, bliss again!
Sega Power is already Britain’s best-selling Sega mag, and now it’s going to be so much bigger and better! I have enough trouble keeping Neil in check as it is, but let him loose on a mag with all that bling and all those pages and who knows what’s going to happen! Prepare yourselves for some seriously exciting new stuff.
I bet you all can’t wait, can you? ‘Fraid you’ll have to though – for a whole month – cos the new, improved, even better Sega Power doesn’t explode onto the newspapers’ shelves until Thursday 9th September. Mark that day in your diary.

Andy Smith

Don’t cut your copy of Sega Power – photocopy your comp entries!

BACK ISSUE ISSUE!
Dear Sega Power,
I would like to know why I cannot order back issues without having to spend £14.95 on 12 new issues, a T-shirt and a bumper bag? I only found out about Sega Power a couple of months ago and now I cannot get the back issues I want because I cannot afford the subscription offer. John Reed, Beaconsfield.

Yes you can. John. Just fill out the form on page 52! Leave blank all the bits about subscriptions and just fill in the bits about back issues. Then chuck it in an envelope with the cheque or postal order (never send cash by post) and send it off to the address shown at the bottom of the form – you don’t even need a stamp. If the back issues you want are available then they’ll be sent to you as soon as possible. The process is simple, easy, neat and highly efficient!

Andy Smith

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# SEGA MASTER SYSTEM PRICE LIST

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# TV GAMES

## THE SEGA SHOP

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COMING TO OUR SHOP AND TRY BEFORE YOU BUY

TV GAMES IS AN OFFICIAL SEGA STOCKIST UK VERSIONS ONLY
The shape of
All those up-'n'-coming Sega games

It's time to go Back to the Future! You play Marty McFly and must help him return to the future, leaving the past as it was when he arrived. The game has five levels of action which closely follow the plot of the film.

The first level sees Marty leaving the "Cafe '80s" and venturing out onto the street on his hoverboard. Unfortunately, Griff (the grandson of Marty's father's arch-enemy, Biff) and his cronies are out to get him. So, Paperboy-style, Marty must skate (sorry - hover) his way through the streets of Hill Valley.

The second stage is a puzzle game. Jennifer, your gorgeous piece of girlfriend, has been arrested and taken back to her home of the future. You must use a pointer to open the right doors at the right time so that Jennifer can escape without meeting herself and "ripping a hole in the fabric of the space-time continuum" (as they say).

In stage three, you're back in good old 1985. Except that it's not good old 1985 but a different 1985 to the one you left. Marty has to, er - well, sort the mess out I suppose.

Stage four and things are getting well, a little confused at Sega Power. Has anyone got any idea as to what's going on? Time travel is all very well until you actually have to write about it and then you realise that it's more fiddly than a bag full of fiddly things with a special reason for being fiddly on National Fiddle Day. Anyway, stage four is another puzzle sequence set in the beautiful surroundings of the "Enchantment Under the Sea" ball.

Stage five has you back on the hoverboard, but don't ask us to explain, when, how, or where because quite frankly the whole concept gives us a headache. Still, the game looks a bit of all right, so if you're up to the challenge of bending your brain round the mind-numbing complexities and implications of time-travel then this could be for you.

Wait for our review, coming soon...

Back to the Future 2
Master System - Mirrorsoft - October - £29.99

Xenon 2
Master System - Mirrorsoft - October - £29.99

Sega Power even awarded the game 100%. Okay, no game is ever worth 100%, but this serves to illustrate the impact that Xenon 2 had on the public.

Now Master System owners will get the chance to play this classic title and Mirrorsoft reckon that Xenon 2 will prove to be just as big a hit when it's released in 1991 as it was in 1989.

Road Rash

Road Rash from Electronic Arts is a racing game with a difference. In this high-speed dash through five different locations, you'll have to make do with just one hand on the throttle because the other will be too busy fending off the attacks of the fourteen other riders.

Because Road Rash places you on the open road and not on a race track, anything goes. Your only restrictions come in the form of traffic cops who'll do their best to book you - but they'll have to catch you first!

Bookings cost money though: too many and even if you win the next race you won't have enough to afford a bigger bike. So go easy, get your motor running and head out onto the highway...

GAME DIARY
Your monthly guide to Sega console gaming

What Was...
- Mega Drive games reviewed last month:
  - Gain Ground - 71% A vision of the future. This one's all down to personal taste really.
  - Blockout - 89% Pat Sharp liked it and you will too! If you finally got bored of Columns then give this a try.
  - Container - 59% Oh dear, one of the rare slip-ups from Electronic Arts. Next please.
  - Hardball - 61% Not much better. Super League Baseball is really a lot better, so buy that instead.

- and for your Master System:
  - World Class Leaderboard - 79% Good, but not great. Golfing fans will love it, but don't expect miracles.
  - Psychic World - 68% Hmm - well, it's okay we suppose. Run of the mill stuff really. Save your money for...
  - Populous - 96% Excellent stuff! Create disaster on your Master and find yourself addicted to a classic game.

What will be...

Mega Drive
Very soon:
- Might & Magic, Faery Tale Adventure, King's Bounty, Road Rash, Star Control, Turrican.

In the pipeline:
- Phantasy Star 3, Pit Fighter, Hard Drivin', Wing Commander, Road Blasters, Ms Pacman, Paperboy, RB3, Baseball, Swamp Thing, Indiana Jones, The Godfather, Toe Jam & Earl, Leaderboard, Quackshot, Fantasia, Klax, Spiderman, Mario Lemieux Hockey, Decap Attack.

Master System
Very soon:
- Pacmania, Heroes of the Lance, Ocean Europa, Forgotten Worlds, Xenon 2, Shadow of the Beast.

In the pipeline:
things to come
to thrill, amaze and stun your folks!

Yup! Marty’s on his hoverboard in a dash across town to escape Griff and his fiendish cronies. Collect the mystery power-ups and jump over the manholes.

Shut that door! Open that door! Shut that door! Phew! If opening and shutting doors are what light up your particular Christmas tree then watch out for this level! Seriously though, folks, it’s not as easy as it sounds. You have to make sure that your lovely Jennifer escapes without meeting her other self. Confused? You soon will be...

You’re back on the old hoverboard but the pace of the action is still fast and furious. Griff is close behind so put trainer to tarmac! That’s skateboard talk, okay?

The Mega Drive has its share of shoot-em-ups and now it’s the Master System’s turn. We’ll do a full review as soon as we get our hands on a copy.

Things are looking just great. You’ve got the wind in your hair, the sun is shining and there’s not a traffic cop in sight. All you have do is thump this dude next to you off the road and everything will be hunky-dory! Winner’s prize money and new bike, here I come!

Uh-oh! Now that was just careless. Crash your “wheels” (man) and you’ve got to pick yourself up and run back to find your bike. You can see it in your rear-view mirror, but is it okay? And how much will it cost to repair?
Yellow tabs and California sunshine

Sega Power continues its searching, in-depth series of reports on the people that bring us the games. Come with us to Silicon Valley, California while we chat to Electronic Arts, the world's largest home computer software company...

Mark Lewis, Managing Director of EA.

Whether you've been playing Sega games for years now, or whether you only got your new Mega Drive last week, the chances are you'll already heard of Electronic Arts. EA was founded in 1982 by a chap called W.M. "Trip" Hawkins, an ex-Director of Marketing for Apple Computers, in San Mateo, California—the heart of the famous Silicon Valley.

Now, almost 10 years on, the company has grown and developed and collected its fair share of awards over the years (200 and rising); it's sold over 15,000,000 games and more than 50 of its titles have each generated over $1,000,000.

The company is best known in the Sega world for producing one of the best Mega Drive carts to have yet appeared—John Madden's American Football.

What are the company going to do next? Can they maintain the momentum? Just why are their carts bigger than everyone else's? Let's ask Mark Lewis, Managing Director and founder of Electronic Arts Ltd, what's doing...

The creative brains

But just what's it like to be working for a company like EA? We sent John Minson over to sunny Californ-i-a to chat with the chaps that produce what you play at home...

It's eight-thirty a.m., the sun is already high over Silicon Valley and the radio says it will stay that way. There's unlikely to be any earthquakes either. You feel good as you wait for the lift. It's a perfect day to go to work.

A perfect day for work? Maybe it's just the laid back Californian climate but people actually appear to be enjoying themselves at Electronic Arts' San Mateo HQ.

The place exudes an informal air. An electronic mail network links 300 employees and anybody and everybody from the president down is encouraged to share ideas about how to make one of America's top software companies even more successful.

It's not all fun and games and 'being nice', EA employees are expected to work hard. Customer support may have to deal with up to 1,000 calls a day. To help them there's a computer system which routes queries about anything from a defective disk to a plea for hints on how to complete a game to the relevant expert. It even contains electronically generated answers to the most common questions.

Fun as customer support sounds, most people's ultimate aim would be to become programmer or artist. Director of technology, 28 year old Luc Barthelet, knows just what it takes to make the grade. Having studied mechanical and electronics engineering and running his own software house in France, he travelled five thousand miles to take up this prestigious post with EA.

The largest part of his work is ensuring that EA's technology makes life as hassle-free as possible for the 15 in-house programmers. As Luc succinctly sums it up, "The problem is going from the dream of the designer to reality at the end." To help smooth the path, "We've decided to spend more on development utilities. You cut down debugging time as you're helping the programmer with the tools. It helps the graphics artist and programmer communicate more easily. We're spending tremendous amounts of time on new games," he continues. "You'll see them next year because it takes a tremendous amount of time to develop for a new platform. We have 24 on the Genesis [MD] for next year."

According to Luc, a cartridge product will take 18-20 man-months work on graphics and 12-15 man-months of programming. "Eighty percent of a cartridge is for graphics and 20% for code," he explains.

With many years of experience producing computer games, EA is geared up for generating new designs across all formats. "In-house we have production groups who come up with ideas. We either do our own or contract out script and storyboard. But we stopped working with outside artists for two years," he adds. "We have a pool of competence."

Though the logic of arcade games usually remains intact when converted for consoles, problems can occur. "Cartridges are generally limited because you can't access them as the Amiga does a disk program." Another area that sometimes presents difficulties is the user interface, especially when it was designed with keyboards in mind. But Luc believes "Thumb pad controller can make for a better interface. You use the keyboard when you don't need to on computers."

Much of the programming and

Here's just a part of the groovy development kit. The EA coders get to use. Note the essential cup of coffee and personal stereo—a programmer cannot exist without them!
"How many titles are EA planning to release on the Mega Drive over the next year and how many of these are we going to see released in the UK?"

"We don't actually work to strict release schedules, we only release a product when it's finished and thoroughly tested. We've got many, many titles on the go at the moment and will be releasing over 20 titles in this current fiscal year. The good news for UK gamers is that we plan to ship all future Mega Drive titles worldwide simultaneously.

In cases where US licenses are not applicable to the European marketplace we will endeavour to localise the software – like EA Hockey (reviewed this issue, the game is officially licensed from the National Hockey League in the States, but the license doesn't extend to the UK).

"What are EA's thoughts regarding producing games that are wholly original, or do you rather tend to play safe and go for games that have already proved themselves on other (computer) formats?"

"We believe our artists work better when designing from original ideas. We want EA to push the frontiers of game design and programming skill – even create new ones. Electronic Arts titles can generally be put into one of three categories: conversions, such as BattleSquadron and Centurion, redesigns for the Mega Drive such as John Madden's and new originals such EA Hockey. All three categories have proved to be immensely popular with the public."

"How does this policy of not playing safe reflect EA's perception of the present Mega Drive market?"

"Obviously the market is fairly young to see established trends at present. We see the market as being very healthy, we know Mega Drive owners want to see the graphic and sonic capabilities of their machines pushed to the limits. What this means is, rather than EA reflecting the state of the market, we're in a position to help shape it – I mean, look at John Madden's it's now being used as a yardstick by which all Mega Drive sports games are measured."

"Do EA have any plans to produce games for the Master System or Game Gear? If so, what titles and when are we likely to see them?"

"We are not active in sustaining the 8-bit market, we are market leaders. EA develops predominantly for 16-bit technology. To expand the market we've got to push the limits of the technology available. The higher the technology, the closer we come to truly interactive home entertainment. We want to work with the highest technology available so we can keep pushing it. People will still buy 8-bit machines, but will always want to move up to 16-bit (usually anyway), so why not do it sooner rather than later? That's not to say you won't see Electronic Arts titles appearing on 8-bit machines through other publishers – like Populous from Tecmagik for example (reviewed Sega Power 21, Power-Factor 96%)."

"OK, You’ve said EA like to be on the cutting edge of technology, are EA working on any titles for the CD-Rom?"

"We are very excited about the prospect of CD-based technology entering the world of console entertainment. CD provides a medium for quality interactive entertainment."

"Finally, why are your carts so big and what's the yellow tab for?"

"If we'd been first to launch Mega Drive carts everyone would now say that Sega and other publisher's carts are too small! It's just a question of what people have grown used to. And the yellow tab is there purely for aesthetic reasons, it serves no other purpose!"

So there you have it, the world according to EA. Next month we'll be putting some equally probing questions to another software house, so don't miss out!

Luc Barthelet, Director of technology at EA.

graphics development is done on Apple Macintosh computers using special systems linked to the console by an interface cartridge, so avoiding memory problems. Programming is mainly in assembler and C. There's even a clever utility which analyses which code is running slowly so that it can be streamlined.

You can't always judge the complexity of a game by the size of the cartridge though. While Right And Magic II is a 6Mb cartridge, which took 1.5 man-years to complete, Luc reckons we should be even more impressed by a 512K basketball simulation.

Lakers Vs Celtics, which will probably appear in the UK under a different name later in the year, contains a vast amount of code. "There are 100 animations for each figure then there's the different size and skin colour of the players. It had three programmers on graphics working for eight months. The organisation of graphics data was also a challenge plus the intelligence of your opponent."

Because artists find it easier to 'paint' with bit-map graphics than to work with the Sega's system of 'tiles', EA has software, known as Alice, which allows them to design scenery and sprites on the Mac then port them over to the console. A character might be drawn in several positions on the Apple then these can immediately be animated on the Mega Drive to check them in context.

In the future though, Luc looks towards CD based products, "I want to go from the problem of squeezing graphics," he says. He also says EA is working on eradicating the slight discrepancy between games for America's NTSC television standard which are later converted to Britain's PAL. "It's usually slightly slower but not always noticeably so."

Then there's the question of Japanese software. Does EA expect a challenge from the land of the rising cartridge? Luc isn't sure. "When a Japanese game is done in the West it's always trying to attach itself to something like the movies that exists in general culture. They are just sending back what they've seen. They can do Batman on the Sega and Nintendo but would not have come up with them unless Batman had been a successful movie."

"But," he adds, "they're learning."

Obviously there's more to this game making lark than you all first thought! These carts don't just fall off of the shelves you know!

Here are three examples of some Lakers Vs Celtics sprites being designed on the Apple Mac before being ported across to the Mega Drive.
American Football? It's popular enough. Baseball? It's catching on fast. Ice Hockey? The fans are dedicated — but are there enough of them who own Mega Drives?

How to break the ice at parties

Everything happens so fast in this game (just as in real ice hockey) that there's hardly any time to think. You could even score two or more goals in the couple of seconds it takes you to read these two lines!

Your number three goes sneaking up the boards towards his goal. There's just the goalie to beat now (though he does take up over 90% of the goalmouth), so line up the shot, pause for dramatic effect...

...and where did all these guys come from! Luckily they are just a little too late and the puck's sitting nicely at the back of the net before they can get in the way. Come on you whites! Come on you whites!

All right, all right! You only scored a goal — there's no need to get so excited and make such a big fuss about the whole thing!

If you're keen keen on the sport it's an obvious advantage, but you may be interested to know that E.A. Hockey is the follow-up to John Madden's American Football and was created by the same team.

You can have a one or two-player game and each player can elect to control a whole team. Alternatively you can join up with a friend and both of you can take on the console-controlled opponents. There are several game modes to choose from: regular season, playoff (which includes a best of seven playoff series) and also a knockout contest.

Each team consists of six players — and that includes the goalie. You control the chap who's got the puck or who's in the best position to get after it when the other team are in possession. The game is divided into (curiously) three periods, but you can define the length of a period before you start to play.

"Play the away team and the home crowd start to boo you!"

After the first face-off you can switch control to any other player (except the goalie) by simply hitting "B" on the control pad.

Okay, let's face-off. Now I'm in control — notice how my chap with the puck has a filled star beneath him. Right, I head up the pitch and when I think I'm ready to try a shot, a quick press of the "C" button sends the puck goalwards. But if I

The filled in star (you can see it here under one of your players) tells you who has got possession of the puck. Control always switches back to you when one of your team succeeds in getting hold of the puck.
MEGA DRIVE

HOCKEY

Temperatures run high out on the ice! Go crashing into another player and the chances are that the gloves will come off! Now you're in a mini beat-'em-up and trying to knock the living daylights out of the other guy!

Want to pass the puck to someone else (perhaps they're already in a better scoring position) I hit the "B" button instead. Oh no! I lost the puck and you got hold of it. Right, now my chap

"A game is a good game no matter what it's about"

is off-screen and the big arrow at the top gives me an idea of where he is on the pitch. A quick press of the "B" button gives me control of the chap in my team who is nearest the puck with the minimum of fuss. So far, so good. Now I've got to try and get the puck back by pressing the "A" and "B" buttons. Notice how all the crowd boo when I lose the puck. That's because you're playing away and I'm in front of my home crowd. Not bad, eh?

There are other options available too. You can have penalties on or off for instance. When they're on, the game becomes much more realistic - the ref stops the game for things like hooking, slashing and offside. When they are off though, you still get called up on things like icing, but the gameplay is much faster.

THE VERDICT

E.A. Hockey is definitely a hit and proves that a game can be a good game, no matter what it's based on.

It has excellent (and surprisingly realistic) graphics and sound. It also has a few neat tricks that don't affect the gameplay too much, but which suggest that everything has been carefully thought out to improve the gameplay. It's fairly easy in one-player mode to win the playoffs, but in two-player mode you're going to be at it for months before you get anywhere. This is a worthy follow-up to John Madden's American Football.

NEIL'S DEPTH AND ADDICTION

Fortunately there's more than just the solo player option because it's a tad easy in one-player mode. As you improve your playing you start to find more subtle aspects of the game that make it even more fun to play! Highly addictive too!

How not to score a goal!

When the goalie takes up so much of the available goal space it's not the easiest thing in the world to get the puck past him. Sneaky tactics are called for if you intend to win the match! Watch and learn...

After some great passing manoeuvres, you're now in a great scoring position. Unlike a lot of other games though, you've still got the goalie to beat and he's not the kind of bloke you can ignore lightly.

Don't try to blast the thing straight at him though. Sneaky shots when the goalie's looking the other way, or careful shots right into the corner are what's needed. But achieving this takes a lot of practice!

ANDY'S OVERALL

This is a corker, but personally I prefer John Madden's American Football - only just though. E.A. Hockey is excellent and I can see people enjoying it even if they can't bear the real sport. The instant replay feature is fantastic - now I can watch my brilliant goals over and over again! So please, E.A., give us more!
Ghoulies, ghosties and long legged beasties abound in this cart of monsters, magic and epic quests. All heroes apply within...

Fighting ugly, green, bug-eyed monsters!

The main viewing screen. When it's not full of ugly, green, bug-eyed monsters it's what you watch as you move around within the game.

Your party plus all their Hit Points. Andy's the hardest (As it should be - Ed) while Neil is still a weed needing more training!

But how do you go about playing the thing? Right, get yourself comfortable, this could take a while. You're in charge of this party of up to six adventurers (there are some provided at the start that you can use, or you can create your own). Each adventurer has some peculiar characteristics which determine how the character performs and reacts during the situations in the game.

Once you're happy with your character, decided whether they should be lighters, wizards, thief or one of a whole bunch of other things then you're pretty much ready to start doing things.

But er... what to do first? Well, you start in the town of Middleag (there are five towns in the game plus numerous caverns, dungeon and castles) and what you

Yeah! Take that you bunch of Editors (Hang - on, it says Bloodsuckers, not Edit... right Neil, you're in trouble - Ed). Rack up those experience points and when you've got enough...

---you can get your character beefed up (a jolly good idea because it means the monsters find it harder to kill your party). But then again, the monsters start getting harder to kill as well!
MEGA DRIVE

MIGHT AND MAGIC

Your view of the town from outside (it's getting dark because night is falling).

Hello flowers, hello trees! Wonder where this road leads?

There are numerous gangs of horrid creatures roaming the land – some a lot harder than others, and usually these encounters end in fisticuffs.

These battles can be very tactical because each monster has peculiar characteristics too. What may kill one monster (a swift blow to the head with a meaty Battle Axe) may not kill another (a ghost for example).

Battles are resolved after a number of rounds. Each hit on either you or the enemy results in one side losing some Hit Points (each character has a number of Hit Points, the number increasing with training).

You can only go and train after you've gained some Experience Points and you can only get experience points by killing monsters – sounds strangely familiar doesn't it?.

Assume you won the battle (you don't lose if only a couple of your characters die, because there are ways to bring dead people back, if all your party croak however, you have to start again from the last inn you visited), a quick 'search' will reveal if the dead monsters left any goodies behind.

We're several hours of play into the game now and we've pretty much exhausted Middlegate. Time to get a bit more adventurous and venture outside.

Visually the game's very similar outside the cities except instead of constantly looking at the walls of the town you're presented with views of trees and rivers and mountains and so on (it's good to be out in the open occasionally!).

THE VERDICT

The graphics are nice, but they get very repetitive. The gameplay is not massively friendly. You'll die lots so the frustration factor is high. Forget the sound. What is there left?

A believable game world. Lots to do, lots to see. Massively addictive gameplay that rewards intelligent play.

In short, a great game. Much more visually interesting than something like Phantasy Star II, but not such an epic-sized game (though you don't have to spend so much of your time wandering through the same old dungeons).

If you're looking for a new adventure role-player, this could be right in your dungeon!

One thing to remember with role-playing games though is that they do require effort on the part of the player – effort which is rewarded in the long run.

KEY'S GRAPHICS AND SOUND

You spend hours looking at the same walls, the same trees, but at least they're well drawn. Sound? Oh dear. The various monsters are a little crude, but there are absolutely loads to see – in fact it's quite exciting waiting to see what the next bunch are going to be like.

Graphics 70%
Sound 40%

NEIL'S DEPTH AND ADDICTION

Despite the lack of 'wow look at that' graphics, the game's really addictive! It's not the friendliest of games so I wouldn't touch it unless you're prepared to put the work in. Get into it though and you'll be playing for weeks.

Depth 75%
Addiction 85%

ANDY'S OVERALL

Let me at 'em! Take that! Cor, I like these sorts of games. The presentation is all right, the game world is excellent but I reckon they could have made it easier for the player to get started.

It's not a block-buster of the Sonic variety, but a good example of its type.

It's a-mazing how I get about!

Walking around can be very confusing, especially when all the towns look like this and there are very few visual clues to aid you.

What you need is to find yourself a little map! Here's how: exit the inn, turn right, forward one, right again and drink from the 'fountain of clairvoyance'!

SEGAM POWER September 1991 23
Mickey’s back! In an all new adventure inspired by the Walt Disney classic film Fantasia. As the Sorcerer’s Apprentice Mickey must find out who has stolen the Sorcerer’s music and recover the lost notes so the music can play again. In this sequel to ‘Castle of Illusion’ Mickey has a few more tricks up his sleeve, flying books will give you magical powers! You may use your stored up energy in tiny or huge blasts of magical force. Use it wisely or suffer! Fantasia utilizes the colour capabilities of the Mega Drive to the max - wonderful graphics, superb animation and fantastic musical score - Twenty awesome levels, you’ll never look back!
NEW FROM
SPIDER-MAN
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24 HOURS AND NEW YORK IS HISTORY!
SPIDER-MAN HAS BEEN FRAMED BY HIS ENEMY KINGPIN. IN TWENTY-FOUR HOURS NEW YORK WILL BE A SMOLDERING RADIOACTIVE WASTELAND....

BELIEVING THAT SPIDEY HAS PLANTED THE BOMB, THE WHOLE OF NEW YORK IS AFTER HIM. TO CLEAR HIS NAME AND SAVE THE CITY THE MASKED WEB-SLINGER MUST DEFEAT THE EVIL SCHEMES OF NICK FURY and some of his toughest adversaries in the form of DR. OCTOPUS, ELECTRO AND THE LIZARD....

WITH THE HELP OF DR. STRANGE THE SCORPION, SPIDER-MAN MUST TACKLE 6 LEVELS, FROM SKYSCRAPERS TO SEWERS, DESTROY NUMEROUS BAD GUYS AND COLLECT 5 KEYS TO SAVE THE CITY - THE CLOCK IS TICKING!

SEGA
King’s rook to Queen’s pawn, seven – check. Landing gear up – check – oops, sorry, wrong game. “Finally!” the intellectuals cry, “a game for us! How good is it?”

Savin’ the world from marauding aliens or playing a game on the Game Gear just to while away a few otherwise tedious hours is all very well, but what happens when you fancy a nice, intellectual game of chess and everyone else wants to watch football or the latest episode of Eastenders on the telly?

Up until now it was hard luck, matey. But at long last Master Chess has arrived! Hurrah! Now you can exercise your brain, have a bit of cerebral fun and not worry about your moggy jumping onto the table and knocking the chess pieces all over the floor.

It’s a funny old game though, chess. The Chinese invented it ages ago and they used to blow all the pieces up at the end of the game with gunpowder (honest!). Computer versions have been around for a good many years as well and they even have their own chess championships (this really is true). A bunch of computers play a series of games against each other and the winning computer gets a new, well, nothing – but the people who write the chess program get all the credit for doing such a really splendid job.

Up to two players can play Chess Master but if you’re challenging the computer on your own, you can fortunately select the skill level of your opponent so he doesn’t thrash you. These skill levels range from Beginner to Grand Chess Master.

There’s also a rather nice 3D option for those that want it, though the really serious players among you are probably going to stick to the more usual 2D representation of the board and its pieces.

Once you’ve chosen the set-up and decided the level, you can begin a game. But if you don’t fancy a heavy session you can always work through a few chess

The art of chess (or how I beat the Ed without trying)

The key to a good computer chess game is just how user-friendly the whole thing is. There’s nothing worse than being frustrated by some poor piece of design which makes it difficult to play. You should be able to forget about just how you need to manipulate the chess pieces and concentrate on playing the game itself. Master Chess is a fine example of a game that does just this – and it’s on the Master System too!

Press the Fire button and your piece moves to the new location (the program prevents you from making illegal moves). Then it’s your opponent’s turn. In this case the Ed has just lost one of his knights.

To move pieces around the board, you first select the piece you want to move using the hand cursor. Then it turns brown to let you know that the piece is selected. Now move the cursor to a new position.
**CHESS**

**But what are all those icons at the side for?**

As well as concentrating on the serious business of chess there are also a load of other options you can play around with. But what's available? And what effects do they have on the way the game plays? Take a look at these icons and find out for yourself!

- **Take Back Move:** If you've realised that the last move you made was really dumb, you can take it back using this option!
- **Cheat:** If you get really stuck, then select this to get the Master System to show you what move it would make if it was in your position (ahem).
- **Force Best Move:** This stops the Master System thinking about all the possible permutations available and makes it go for the obvious move.
- **Promote:** Move a pawn to the other side of the board and hit this button to promote the piece right up to Queen level (and why not?).

**The game timer shows how long each player is taking to play. The red dot indicates which player's timer is running.**

**This is the Forward Move option. A jolly useful icon to have available, but you should only use it in the worst of possible circumstances.**

**Swap Sides:** If you're doing remarkably badly then just switch control to the other side and bingo! You're suddenly doing very well!

**The 2D and 3D switching icons:** Hit this to have the board re-drawn in the particular style you want. You can do this at any time during a match.

**Select this icon to take you back to the options screen where you can alter the game's set-up parameters.**

problems using the very handy editing facility. Everything is user-friendly because it's all controlled by icons shown at the side of the board. You use the small hand cursor to move the pieces. As you move the cursor around, the board's squares are highlighted so you can see what you're doing.

There are other options you can use during play - like swap sides for instance. If black are beating the stuffing out of you or you want to be black anyway, you can just select this option and the Master System then has to cope with the awful situation you've created!

The Back Move option enables you to literally take back your move if you realise it was a particularly duff one. Force Move is a sort of "hurry up" option which stops the computer thinking about consequences and makes it go for the best move anyway.

And if you're really stuck there's always the Hint option. Hit this and the Master System literally shows you what move it would choose in your position. And that, old chums, is Master Chess.

**THE VERDICT**

The code for the game was written by the British Grand Master, David Levy (who probably knows what he's talking about) and it plays a very good game.

You might not think it but you can go surprisingly wrong when you're writing a chess game simply by not including features to make it user-friendly. Master Chess is easy to use and the game's obviously going to last you an eternity. The Master System plays a good game because you can choose the competence of your opponent and thus tailor the game to suit your own skills.

Find yourself another human player though and you're laughing. Master Chess is nicely done and easy to play - jolly good stuff. ■

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**NEIL'S DEPTH AND ADDICTION**

The cart isn't really designed to teach someone the art of chess. It's aimed more at folk who already know what they're doing - basically anyway. And if you know the game already then you'll know it's one of the deepest things ever!

Depth 95%
Addiction 80%

**ANDY'S OVERALL**

What does this piece do again, Neil? Oh yes, ahem. As a Grand Master myself, I think Chess Master is great! But seriously, folks, it's well thought out and it plays a mean game. What else could you possibly want from a chess game? Fab and groovy!

**Price £29.99**
Players 1-2

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This is the main set-up screen in Master Chess. Just move the pointer around the display and turn the options on or off until you're happy with the set-up.
The conversion of this popular arcade coin-op finaly makes it to the Master System. Grab your joypad, strap on your anti-grav boots and prepare to kick alien butt...

“Dive into the shop and you can buy all sorts of extras”

Across the land. You’ve got a big weapon too which is always firing. This is especially handy when the aliens come flying onto the screen. Your gun is actually a bit more useful than a run-of-the-mill kinda weapon because it’s a sort of three-way firing thing which also acts as a shield if you can put it between you and the enemy shots that come flying in. You only get one life though and any hits you take reduce your energy bar. Once it hits zero you’re dead – so you better be quick!

Although your weapon is hard you can always improve it by visiting the shop which appears in the middle of each stage. A shop! Yeah, a shop. You see, when you kill certain baddies, they drop blue coins which you can collect. Dive into the shop and you can buy yourself all sorts of extras and power-ups. These include: rear shots (quite obvious what these are really), armour (which enables you to take further hits without getting hurt), and homing missiles (which home in on the baddies).

As a general rule: the harder an alien is to kill, the more money it tends to leave behind when you destroy it. Similarly, the more expensive the weapon, the better it is. If you’ve already got the hardest...

It’s time to go shopping!

The great thing about Forgotten Worlds is that you can collect the coins and then choose what sort of power-up you want when you get to the shops.

Kill the aliens and grab all the lovely blue coins they leave behind. When you come across a shop (the things just spring out of the ground, so keep your eyes peeled) simply dive in and get buying!

In the shop you get to meet this nice lady. She sells you useful glimsas as long as you’ve collected enough money. Let’s go for one of these protector things – I’ve had enough of flying around without a top on.

Now you’re on the second stage. That protector you picked up in the shop has helped you so far, but the rear-firing gun isn’t too much help against these folks – perhaps you should buy something else next time?
End-of-level, erm, boss? Yes, I think it’s a boss!

This rather strange end-of-level boss is surrounded by swirling piles of, erm, junk! The flotsam and jetsam whizz around him and can hurt you badly if you’re daft enough to stand in its way.

Facing the wrong way is not as dumb as it first seems. That rear-firing gun may well prove to be useful after all (if you can avoid those yellow fireballs the pulsing thing keeps spitting out at you). It’s a hard life!

Oh dear. The rear-firing thing proves itself to be completely useless. I think it’s time to turn around and try the traditional method. Note how all the junk has started to whizz around again – very dangerous...

one you can always spend your money on other things – a health-restoring potion, for instance, can help prolong your life. Controlling your man in the original arcade machine was rather strange because you had to push the joystick in and twist it in order to fire in all directions. The Master System emulates this control method. Hold down button A and the man spins to the left. Hold down button B and he spins to the right. You can then move him up, down, left or right using the direction joypad.

Get through a whole stage of baddies and you must then take on the end-of-level boss before you can progress to the next level.

"The game is immense fun to play"

THE VERDICT

Forgotten Worlds has appeared on other formats but it hasn’t worked very well – mainly because of the coin-op machine’s weird control method. On the Master System, however, it’s great! Just having those two buttons to enable you to move both ways makes the game very, very playable.

The attractive graphics, average sound and good gameplay combine to make Forgotten Worlds a good game – and a bit of change from your average shoot-em-up too. It’s not the best game in the world but it’s a competent version of the arcade classic. Nice one.

Wonga! These big blue blobs are money! They stay in mid-air until you collect them or until they scroll off the screen. Get some dough and you can splash out on some goodies!
WRESTLE WAR

At last, American-style wrestling comes to the Mega Drive. The bout of the century is underway as the Ed takes on all-comers! Stand by, grapple fans!

When I was a lad (Oh dear, here we go - Neil), Saturday afternoon TV wrestling was compulsive viewing. Big Daddy, Kendo Nagasaki, Johnny Kwango and a whole host of others were the stars of the show and though the bouts were ridiculously staged, it was brilliant fun to watch the old grannies getting over-excited and hitting the baddies with their handbags!

It's all changed now - the Americans have taken over and the sport has gone from the sublime to the ridiculous! Not even pantomime is as much fun as these guys!

Wrestle War is a one or two-player game which simulates the - errrm - "sport" of American-style wrestling.

In solo mode you must take on six wrestlers and after the first bout, you can choose who you want to fight next. You can even go for one of the two titles up for grabs. Each wrestler has some unique moves, you see, but unfortunately you can't choose a particular wrestling character unless you're in two-player mode.

Once you're in the ring, you have three basic moves at your disposal: kick, punch and hold. Kicking and punching are straightforward enough - you just keep hitting one of the Fire buttons and execute the moves until your opponent goes down. You can then hit him with one of your special moves. You achieve these by holding down one of the buttons and moving the joystick in various directions at the same time.

"Slam your opponent on the deck and you then get the chance to lie on top of him!"

When you're in "The Grasp," however, it's just a case of hitting the Power button as fast and as often as you can. A small power meter appears on-screen and the player that manages to win the difficult grapple then gets the opportunity to fling his opponent round the ring or generally hurt the guy in some other way.

When you reckon you've smashed your opponent enough, you can then slam him on the deck and lie on top of him (excuse me!). If he doesn't throw you off before the referee counts to three, you win the bout and go on to challenge someone else.

THE VERDICT

The graphics in Wrestle War are great but sometimes the view switches to show your chap at the bottom of the screen and this can be very confusing.

It's a shame that you can complete the game really quickly as well - playing against a friend is much more fun. Unless you're going to have that luxury, of course, or unless you're a wrestling freak, you'll soon find that Wrestle War burns itself out.

ANDY'S OVERALL

Oh dear, the gameplay's all right but it's not outstanding. Thank heavens the game's got a two-player mode! At least you get a challenging bout when you're playing against a mate.

However it needs far more variety in the gameplay (not to mention more moves) to give it some real life before it'll be worthwhile buying. Don't bother with it.

55% FACTOR

Price £34.99

Players 1-2

Depth 55%

Addiction 60%
Woody Pop

No damsels to rescue, no baddies to dis’, just addictive gameplay for its own sake. Anything wrong in that?

Some games just don’t need fancy scenarios. All you do is turn on the power and play until you’ve had enough then turn the thing off and put it away for a while.

Woody Pop is one such game. Those of us old enough to remember the emergence of the first few arcade video games (That’s the Ed and ard, no-one else – Neil will no doubt remember the classic Breakout.

Times change, things move on. But some original ideas just get updated it would appear. Woody Pop harks right back to those early days, and why not? If a formula works, stick with it!

For those of you who are unfamiliar with the format, here’s how the thing works: The player controls a small horizontal bat at the base of the screen (in this case the small bat is a small wooden log, but it’s a sort of person too because it has eyes that move and things like that).

Above the bat are a number of ‘bricks’. There’s also a ball. And a gap at the very bottom of the screen, below the bat. All the player has to do is keep the ball in play by not letting it go through the gap – this is what your bat is for – and also destroy the bricks.

The ball moves constantly, it hits the bat, goes up the screen, hits something (hopefully a brick) and then returns and this goes on and on.

Simple gameplay it isn’t? But there are a few twists in this 1991 version of the old formula.

First, there are different kinds of bricks. Your common or garden brick just disappears when it’s hit by the ball. Your awkward bricks don’t. These require more than one hit to make them disappear – sometimes up to four hits before the things will go away. Then you’ve got bricks which don’t go away at all, but just act as obstacles – the swines!

On the plus side, there are some bricks which release benefits when hit. The brick disappears and a capsule falls down the screen. Catch it before it goes through the gap and you’ll have made your life easier.

Benefits include: big bat (doubles the size of your bat, which obviously helps when it comes to hitting the ball), fireball (the ball sets alight a couple of neighbouring bricks) and sticky ball (you can catch the ball on the bat and decide where to position your bat before releasing the ball again).

The idea’s simple and there’s no point to the game other than survive for as long as possible – but is it any good?

THE VERDICT

Breakout clones are still as addictive now as they were 10 years ago. Woody Pop is great fun to play, frustrating and horribly addictive.

“10 years on, a good Breakout clone can still be highly addictive”

The screens have been well thought out and though the display is small and it’s sometimes hard to see where the ball is (especially when it’s moving very fast, as it leaves a blurred trail), you won’t have too many problems. Excellent fun that has a timeless quality – you’ll be coming back to this for months and months and years to come. Pure, unadulterated, mindless fun!

ANDY’S OVERALL

This is exactly the sort of game you should be taking with you when you go on a long journey. You can get into it immediately, play it for as long as you want and then put the thing away.

All right so it won’t win any points in the originality stakes, but it’s done well and besides, there aren’t any other games of this genre available yet. Get it – I would.

KEY’S GRAPHICS AND SOUND

Sound? Hmm, nothing special. It fits the gameplay but it’s easily lost. Graphics? Good screen layouts, good animation, not too much ‘flare’ on the ball when it’s moving fast and good detail – looks and sounds like a winner.

Graphics 70%

Sound 60%

NEIL’S DEPTH AND ADDICTION

There are a few new tricks to find but otherwise it’s about as deep as a puddle in The Sahara. What it doesn’t lack though is addiction – it’s overflowing with it. You can play for just 10 minutes or hours on end (thanks to unlimited continues, which aren’t such a bad idea as a lot of the game is down to luck rather than judgment).

Depth 30%

Addiction 90%
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Mickey Mouse

The complete playing guide – Part 4

Are you ready? Once again, prepare to face ultimate terror as the boys from Sega Power guide you through Mickey Mouse on the Master System. We tip you on two levels this month: here's level four, and on page 42 you'll find level five. So lock the door, make yourself a nice hot mug of cocoa, and grab that joystick for a bit of education in the "The Library”

What goes up, must come down!

1. Jump on the spoon handle

2. Up goes the sugar lump

3. Down comes the sugar lump

4. And Mickey gets a rise!

Wait for the plane to pass before you jump onto the platform. Be careful! Time spent practising is time well spent.
Now here's what to look out for...

**BUTTON**
Buttons are the same as boulders. Pick them up and then throw them at baddies to kill them. When you throw buttons they disintegrate. You can also "bottom" them.

**SMALL CAKE: 1 LIFE STAR**
Hooray for cakes! This tasty morsel restores one star to Mickey's life gauge. Mmmm! And it tastes as good as it looks, right kids?

**EARS: EXTRA TRY!**
What have we got 'ear? (Da, da, da, dah!) Few and far between, but well worth the effort of finding. Give you an extra life!

**BARRELS**
Barrels are very useful to have around - not only when they're full of ginger beer! You can pick them up, throw them around and they don't break. You can also carry them or use 'em as platforms.

**BIG CAKE: 2 LIFE STARS**
Yes, that's right, this one's got three cherries on top! Cor! Not only that, but this big cake gives Mickey two life stars. Hurrah!

**GEM: COLLECT?!**
One of the seven gems you need to collect before reaching the real treasure - your beloved Minnie. How cute? Aaaaah.

**SMALL COIN: 500 POINTS**
Very nice if you're after a high-score, but watch out - they disappear if not collected quickly. Still, they're more useful than those aggravating little 5p pieces you get these days.

**BIG COIN: 2,000 POINTS**
This is very, very, very nice if you're after a high-score, but hey! Spooky... they disappear if you don't collect them quickly.

**POWER STAR: UP POWER GAUGE!**
The most useful of the lot (sort of). This little celestial being increases Mickey's power-star potential by one to a max of five stars. Wow!

---

Wait at the top of the platform before you run left into the corridor. Bottom the caterpillar and the first plane and then run quickly into the first cubby hole.

Wait at the bottom of the ladder. Before you emerge, jump up just as the letter starts to move left and then follow behind it.

You encounter loads of these letters on this level so avoidance is the the best policy. Work out the timing of their movements and then gauge your dash accordingly.
Pick up the barrel and chuck it at the second caterpillar. Then jump on the barrel and shim your way up the ladder!

Small Coin: 500 Points

After you fall through the hole with the barrel jump over the gap and chuck it at the letter. Now jump on the barrel and straight onto the ledge. Be quick!

Big Coin: 2,000 Points

Big Cake: 2 Life Stars

Small Cake: 1 Life Star

This leads to the Boss! But don't forget to check out the secret treasure room!
Secret Chest Number 1

As you fall down the ladder, press both buttons and hold the joystick to the left. Mickey is now able to walk into the fall and find a treasure room - just what you need before taking on the big bad Boss!

Continued on page 41.

Storm In a Tea Cup!

Small Cake: 1 Life Star

Small Coin: 500 Points

Ears: Extra Try!
Welcome, ladies and gentlemen, to the September edition of the Prof's Incredible Tip Lab. What a month, eh? Not only have we tackled two levels of Mickey Mouse but here you can find yet more of your questions answered. When it comes to Tips, no-one gives you more or does it better. In fact, I caught the Ed scrawling "The Prof's got Big Tips" on the coffee machine! At least, I think that's what it said, his handwriting has always been appalling...

Anyway, on with our great selection of tips and cheats for you eager gaming wimps!

**"Golden Axe"**

Dear Prof,

Is there any way of getting extra bars of energy at the start of Golden Axe on the Master System?

Yours,

Ian "Icy" Colquhoun, West Lothian

Dear Icy,

Well, I don't have any extra energy bars, but I can offer you an extra continue. Once you've used your last continue, press UP, LEFT and button 1 at the same time. You'll find that you are awarded an extra continue.

Yours,

Prof.

**“Score a million on Zillion 2!”**

Dear Prof,

Please can you give me help with Zillion 2 on the Master System? Any tips or cheats would be very helpful.

Yours hopefully,

Carl Chipperfield, Bath

Dear Carl,

What a mighty fine town you live in! We like Bath too, it's beautiful. All you lost from other parts of the country - come here for your hols! Actually, don't - it's busy enough as it is!

Anyway, how about some continues? All you have to do is press 1, 2 then UP after you die. Easy, eh? With a bit of luck that should transport you back to the level you died on!

Yours, also in Bath but missing Germany,

Prof.

**“Walking in circles in Wonderboy 2”**

Dear Prof,

Got any tips for level 12 of Wonderboy 2?

Yours, fed up with walking around in circles all the time,

Tom Bird, Brighton.

Dear Tom,

Hmm, what you need is someone to show you the way! On level seven, you'll find a balcony on the second stage with lots of closed doors. Knock on the window and talk to the wizard. He offers you a ruby and a bell. Take the bell. Now when you're on level 12, the bell chimes when you go in the right direction!

Three cheers for the Prof!

---

**“Personal letters from Alex Kidd!”**

Dear Prof,

Please can you help me with Alex Kidd in Miracle World?

Where is the letter hidden in Radactian Castle and how can I get it?

Yours exasperately (!),

David McWilliam, Scotland

Dear David,

Bit of a mammoth job this one but never mind, here goes.

When you first enter the castle you must run past the spikes and jump over the pink box on the right. Climb up the ladder and you enter a room with a fireball and a bat. Go to the top left corner of the screen and enter the next room.

Kill the frog and go right. Don't forget to pick up the blue Alex in the top right corner. Go back the way you came and fall to the second level of the previous room. Now go right.

Knock out the grey blocks on your right and keep going right.

In the next room, punch out only the bottom bricks (there are 16 in all) and climb the ladder to your right.

Rescue Egle (Alex's brother) by punching out the pink bricks. Go back down the ladder, go down another room and then head left into the next room.

Leap the fireballs and go left into the next room where you will find more fireballs and six ladders. Take the top ladder on the right, and you will find - the "personal letters!"

There you go, David! Now you're on your own...

Yours,

Prof.

---

**“Go back, Jack - do it again...”**

Dear Prof,

I have reached the castle in Ghouls 'n' Ghosts and defeated the giant fly gatekeeper.

A wizard and the princess then tell you to go back to the village and defeat someone called Loki. But all that seems to happen is that you are transported back to the beginning of the game and have to start all over again. Is this right?

Yours frustratedly,

Ken, (somewhere)

Dear Ken,

Unfortunately, yes. It can be right and it is right! After you get within spitting distance of finishing the game, you're sent right back to the beginning and there's nothing you can do about it!

Yours, not being very much help at all,

Prof.

---

Q. Did you hear about the Nintendo owner who invented the chocolate teapot?

A. They always made sure they had a good supply of dehydrated water!
**The Kidd’s missing his maps**

Dear Prof,

Please can you help me. I can’t seem to find all the pieces of the map in stage one of Alex Kidd in High Tech World. Can you help as we have almost thrown the cart out of the window three times already – we’re desperate!

Yours pleadingly,
Mrs H. Draper, Southampton.

Dear Mrs Draper,

Don’t throw carts out of the window – ever! You might hit someone and dent the cart. They cost a fortune. It would be too fiddly to explain where all the pieces of the map are, so how about missing the level out altogether? Simply enter this code at the beginning of the game: O 1 A d G S C P V d .

Yours helpfully,
Prof.

**Herzog Zwei**

Dear Prof,

Please can you help me with the Mega Drive game Herzog Zwei? Are there any cheats or level jumps you can give me?

Yours,
Tony Newland, Ramsgate.

Dear Tony,

Have you any idea what Herzog Zwei means in German? Well, I have, and I can tell you that it’s not something I’d like to say in front of Granny Volkenumstievagen, that’s for sure. She’d have a ten pound sausage wrapped round my head in less time than it takes to say something in German. Anyway, on with the tip. No cheats, but a useful code. Enter this to get to the last stage of the last battle:

LHUKINAFAMA

There you go. Now remember what I told you.

Yours,
Prof.

**Miracles can happen!**

Dear Prof,

Please can you help me on Alex Kidd In Miracle World. Yours, hoping that you’ll print my letter.

James Bately, Middlesex.

Dear James,

Now here’s a funny thing. The Tip Lab actually discovered a cheat for Alex Kidd in Miracle World just the other day. According to the boys in the testing room, you can continue your adventure after any fatal case of death by pressing UP and button 2 at the same time, eight times. Unfortunately, you must have earned over 4,000 points for the tip to work.

Yours, glad you’re pleased.
Prof.

Q. Did you hear about the Nintendo owner who died cooking a tin of baked beans?

A. Well, the instructions said take off the top of the can and then stand in a saucepan of boiling water for three minutes. So he did.

Q. Did you hear about the stupid Nintendo owner who spent years inventing a soluble submarine?

Q. Okay, we all know that two Nintendo owners are more stupid than just one Nintendo owner. But what’s even more stupid than two Nintendo owners?

A. Why, three Nintendo owners, of course!

**Tip Lab!**

"Leaps and bounds ahead in Strider"

Dear Prof,

Please, please help me with the closing metal frame on level three of Strider on the Mega Drive. After hours of play I still can’t get past it without getting Hiryu squashed!

Yours hopefully,
K. Robinson, Lincoln (aged 23 and a half!)

Dear "K."

What a stupid name! In Germany we have sensible names such as Hans! I assume you’re talking about the two walls that get closer and closer while Hiryu has to climb up the gap between them? Well, it’s really quite simple.

Make sure that you get a nice start, and then just keep on climbing up the wall until the gap opens at the top. Now start jumping from left to right and back again. You’ll find that your upwards progress gets a lot quicker and you should find yourself safely on top before the walls meet.

Yours,
Prof.

**Ticket to ride**

Dear Prof,

Please, please, please could you tell me how to get the travel pass on the village level of Alex Kidd in High Tech World? I have only been reading your mag for a little while but I think that it’s great!

Yours hopefully,

Dear Luke,

Only been reading the mag for a short while, eh? Well, seeing as you’ve missed out on such a great read for such a long time, I suppose you deserve a break.

Now then, while in the last section of the forest, go and see the fortune teller. Pay her 200 pieces of gold and ask for an Earth. Follow her advice and head for the burger bar at 14.00 hours. Surprise, surprise! You are the one thousandth customer and receive woggles and woggles of cash. Now you can go to the checkpoint with enough money to bribe the checkpoint guard. He only asks for 1,500 pieces and then lets you pass.

Yours, rather cleverly,
Prof.

Q. Did you hear about the Nintendo owner who drove his car everywhere at 100mph so he wouldn’t run out of petrol?
Can you blast with the best? Then prove it! To qualify for the ultimate hall of fame, we need an earth-shattering score and an adult's signature – so get zapping, dudus!

**ACTION FIGHTER** 1,965,040 Tony Cook, Merseyside 1,800,300 Robert Wigston, Wisbech 1,404,480 Andrew Day, Sutton-Couiton

**ALEX KID IN THE LAST STARS** 764,000 James Wilcox, Surrey 735,000 Nathan Janits, 5 Humberfield 593,900 Robert Hill, Sutton

**ALEX KID IN SHINOBII** 210,200 Adam Mason, Merseyside 137,200 Tony Styles, Stockport 137,100 James Jones, Market Drayton

**ALTEP BEAST (MS)** 1,384,000 Warwick Russell, Bath 1,060,900 Ivan Low, Sanbury 959,200 Anthony Higgins, Kidlington 745,400 Rebecca Pollington, Chesterfield

**ALTERED BEAST (MD)** 3,760,000 Steven Edwards, Wolverhampton 3,293,100 Paul Smith, Altrincham

**BATTLE OUTRUN** 163,400 David Wright, Lincoln 129,550 Carl Parry, Wrexham 110,800 Christopher Smith, Cardiff

**BLACK BEAT** 2,039,960 Simon Adams, Bedford 1,738,760 Sonya Mills, Thorpe Hesley 1,429,600 Craig Doherty, Wisbech


**CHASE HQ** 10,643,640 "Joy" Cockayne (again), Merseyside 8,174,910 Simon Colston, Colchester 8,175,690 Graham Ashcroft, Preston 5,966,600 James Wallington, Nottingham

**CHOPPERFIGHTER** 6,520,800 Tony Hawk, Birmingham 6,602,400 Matthew White, Warrington 6,020,600 Chris Hammond, Southport

**COLUMNS (MS)** 1,555,290 Angela Munro, Rayleigh 1,711,160 "Joy" Cockayne (again), Merseyside 1,500,300 Nico Munro, Rayleigh 1,105,860 Andrew Clarke, Bath, England.

**COLUMNS (MD)** 55,284,256 Mike Crawford, Hull

**DOUBLE DRAGON** 1,382,011 Shiro Copley, Lisburn 1,287,810 "Joy" (not again, surely?) Cockayne, Merseyside 1,127,580 Robert Wigston, Wisbech

**DYNAMITE DUX** 987,060 Neil Edmunds, Richmond 874,770 "Joy" (what? Again??) Cockayne, Merseyside 76,290 Robert Wigston, Wisbech

**DYNA-TOKE (MD)** 654,260 Dylan Powell, London 205,900 David McNair, Glasgow

**FANTASY ZONE** 71,780,100 Glenn Siemens, Maidstone 45,260 John Royston, Diggle 44,740,600 Edward Bowes, Saddleworth

**FANTASY ZONE 2** 4,480,700 Bernie Hines, St Albans 8,011,100 Mrs Penny, Sheffield 7,666,900 Nicholas Alexandru, London

**FANTASY ZONE – THE MAZE** 513,240 k6 es version, Aylesbury 467,300 Philip Patterson 477,050 Andrew Meoob, Weymouth 478,060 Scott McDermott, Swindon

**FIRE AND FORGET 2** 602,982 Jason Overton, Rensford 540,980 James Russell, Reading

**GAUNTLET** 1,216,944 Justin Atkinson, Redditch 199,585 Simon Yeates, Oxford 165,095 Mark Grant, Middlesbrough 140,590 David Edwards, Reading

**GHOULS ‘NGHOSTS (MD)** 303,360 Ian Gentry, Hillingdon 169,900 Philip Patterson, Denmark 146,180 Steven Edwards, Wolverhampton

**GHOSTBUSTERS (MS)** 894,300 Richard Elsbury, Shropshire 830,290 Craig Wood, Redditch 850,060 Fawcett, Essex

**GOLDEN AXE (MS)** 348,5 Paul Carnegie, Gloucester 280,5 Scott Byrne, Hove

**GOLDEN AXE (MD)** 575,8 "The Watchman," Suffolk 375,6 Richard Lunt, Clacton 393,5 Stephen Powell, Hoyland 360,0 Simon Smith, Warrington 301,1 Ross Brown, Suffolk

**KENSEIDON** 1,013,700 Scott McGraw, Southampton 675,700 David Wilson, Stoke-on-Trent 558,400 Paul Houghton, Richmond

**LORD OF THE SWORD** 3,864,200 Paul Cawley, Tipton 3,483,000 Gary Don, Dacaster 2,630,500 Andrew Binks, Walsall

**MICKEY MOUSE (MS)** 146,010 Steven Dowdell, Southampon 141,070 Michael Reeder, Hants 140,060 Brian Bridge, Preston

**DYNASTY OF SHINOBI** 1,369,500 Philip Phillips, Denmark 1,067,400 Scott Currie, Camelon

**SAFARI HUNT** 11,559,100 J Houston, Nick. 11,567,100 Russell Turner, Middlesbrough 10,765,400 Rich Sewell, Newcastle-upon-Tyne

**SUPER HANG ON** 5,993,260 Kita Butler, Chatham 5,999,950 Craig Francis, Wolverhampton 5,247,600 Chris Talbot, Manchester

**SHINOBII** 1,260,700 Kevin Capner, Bootle 1,709,600 Paul Cawley, Tipton 1,600,771 Adam Miglorz

**SPACE HARRIER** 53,714,630 Richard Wilson, Biddulph 49,320,440 Esse Farnsworth, Kendal 45,211,300 Simon Tonkin, Middlesbrough

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**Remember to tell us if your score is on the Mega Drive or Master System!**
Meet the Boss at the end of level four

These Bosses just get easier and easier! After last month's Boss turned out to be a piece of cake (or was it a chocolate bar?), this one ends up as a flying book – and it's even easier to deal with. All you've got to do is make up your mind early on as to whether you're going for a hit or not. If you decide to wait, then just keep well out of the way. Good luck, rodent rescuers!

1. Woah! It's a horrible floating book. Now all you've got to do is wait and see if he releases a low or a high book at you...

2. This is truly excellent stuff! The mighty tome chucking a low flying "B." All you have to do now is bottom the "B," and then...

3. Bounce straight on top of the book! That showed him. You only need three more of these and he's history. Hooray for Mickey!

Collect a gem for being so darn keen, interesting and a pleasure to know – not to mention downright trendy!

Now turn to page 42 for level five!
The Complete Playing Guide - Part 5

Level four wasn't too bad, was it? From now on, unfortunately, things start to hot up: the jumps become longer, the baddies get worse and there are far fewer treasure chests lying around. But never fear! Sega Power is here to guide you all the way through without a scratch! Good luck! There are now only two more levels to get through before you can rescue your Minnie!
Here are some extra objects to look out for

**SCREW**
Screws are the same as boulders. Pick them up and then throw them at baddies to kill them. When you throw screws they disintegrate. You can also "bottom" them.

**BUTTON**
Buttons are the same as boulders. Pick them up and then throw them at baddies to kill them. When you throw buttons they disintegrate. You can also "bottom" them.

Chase the plane up the passageway and at the last minute, chuck the bolt at him! Bounce while you run to help the vulnerable Mickey go a lot faster.

Grab the bolt.

Going via this ladder takes you back in a circle, but it does earn you the second power star and the option to grab the gem. Grab it successfully and Mickey is fighting with all five life stars!

Now you can just keep bouncing until all four parts of the baddie are well and truly squished. Just remember — be quick!

**GEM:**
Collect 7!

**POWER STAR:**
Up power gauge!

**BIG COIN:**
2,000 points
End of level 5 - Boss

Now this guy is just a little harder than all the other Bosses so far, but that doesn't mean it's impossible to beat him! All you have to do is wait at the far righthand side of the screen and jump over the cogs when they come towards you. Don't bother trying to bottom the cogs as they are only replaced by new ones. Now you can concentrate on bottoming the main Boss. Just remember to wait until he pauses for a couple of seconds then hit him as he swoops down low.

1. Doesn't look too bad, does it? Just you wait until the evil fiend starts chucking hundreds of little cogs at you!

2. Wait on the far righthand side of the screen and jump over (but don't bottom) the cogs until the clock face pauses for a second. Are you ready for some real serious action?

3. Now you can give him a real good bottoming! Return to the safety of the far right corner and then get ready to do the whole thing over again. It's not so bad after all, is it?

4. Collect a gem for being brave, smart and a credit to the mouse kingdom (not to mention being the 1991 Rodent Underwater Hang-gliding Champion!) – you're through to the next level! Altogether now, say, "Bye-bye, Mr Boss, I'm off to snog my girlfriend!" And we'll see you all next month!
Don't jump off this platform until the other platform travelling in the opposite direction passes below you. You may have to wait for a few passes but good timing is crucial.

Chuck the bolt at the bird, quickly jump onto the platform and then jump onto the top ledge.

Wait for the moving platform to pass right underneath you, jump back onto it...

...bottom the bird and fall to safety!

SECRET TREASURE NUMBER 1

Quick! Bounce on the cuckoo clock!

SECRET TREASURE NUMBER 2

Don't miss out these goodies in the secret treasure room!

Chase the cog up the passageway until you can grab the bolt. Now chuck it at him when he flies back!

Secret Treasure Room!

On the left of your drop into the Boss's chamber there is a chest which you must bottom. Keep pressing the left button afterwards and you find a hidden passage. This leads to another oh-so-terribly-secret treasure chamber! It's worth practising these manoeuvres to get hold of the goodies within!

SMALL CAKE: 1 LIFE STAR

To the Boss! Look at page 44.
SMALL ADS

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- Action Fighter, Astro Warrior, Choplifter, Galaxy Force II, R.C. Grand Prix, Rampage and Thunder Blade, £10 – £15 each. Tel: 0883 744202 (Surrey)
- Golden Axe, Choplifter, Time Soldiers, Captain Silver, Kung Fu Kid and Secret Command wanted.
  Best prices paid! Tel: 0443 500043 after 4pm.
- Wanted: Pro Wrestling, Psycho Fox, Chase HQ, Battle, Cut Run, Indiana Jones, Impossible Mission, Rocky and Wonderboy 1 – I would like to buy for £15 each. Tel: 0475 782583
- Wanted: Mega Drive games. I will pay up to £20 or consider swapping. Tel: 0272 386677 after 4pm.
- I am willing to pay £8 to £13 for either Rocky or Godzilla. Tel: 0889 831447
- Wanted: Wonder Boy 2. Will pay £15. Tel: 0252 840492 after 4pm
- Wanted: Operation Wolf, Chase HQ, Golden Axe, Thunder Blade, Great Golf will swap for Space Harrier, Cloud Master, Assault City, Alien Syndrome, Rampage. Tel: 061 775 9571
- Rampage wanted in good condition. Will pay £15. Tel: 021 550 0537
- Hey! Anyone selling a Mega Drive? Pretty cheap if possible. Around £10-£169 unless with games. Tel: Farnham 733101
- Issue four of Sega Power wanted or hints and tips to complete Wonderboy 3. Urgent. Write to: Wood Cottage, Cheston Keynesham, Bristol, Avon. Tel: 0278 243827 after 4pm.
- Snapshots wanted. Will pay between £15 and £20. Must be in good condition with instructions. Tel: 0208 790226
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* Manufacturer's Unbiased Opinion

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