

NEW NAME NEW MAG!

BRITAIN'S BEST-SELLING SEGA MAG!

SEGA

ISSUE 22 SEPT 1991 £1.25

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

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.!!

Future
PUBLISHING
Your guarantee of value



FIVE MORE MEGA TITLES FROM ELECTRONIC ARTS GUARANTEED TO SCRAMBLE ALL YOUR GREY BITS

Apply for the brain transplant today.

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

Or "Centurion"TM, 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.

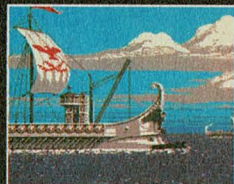
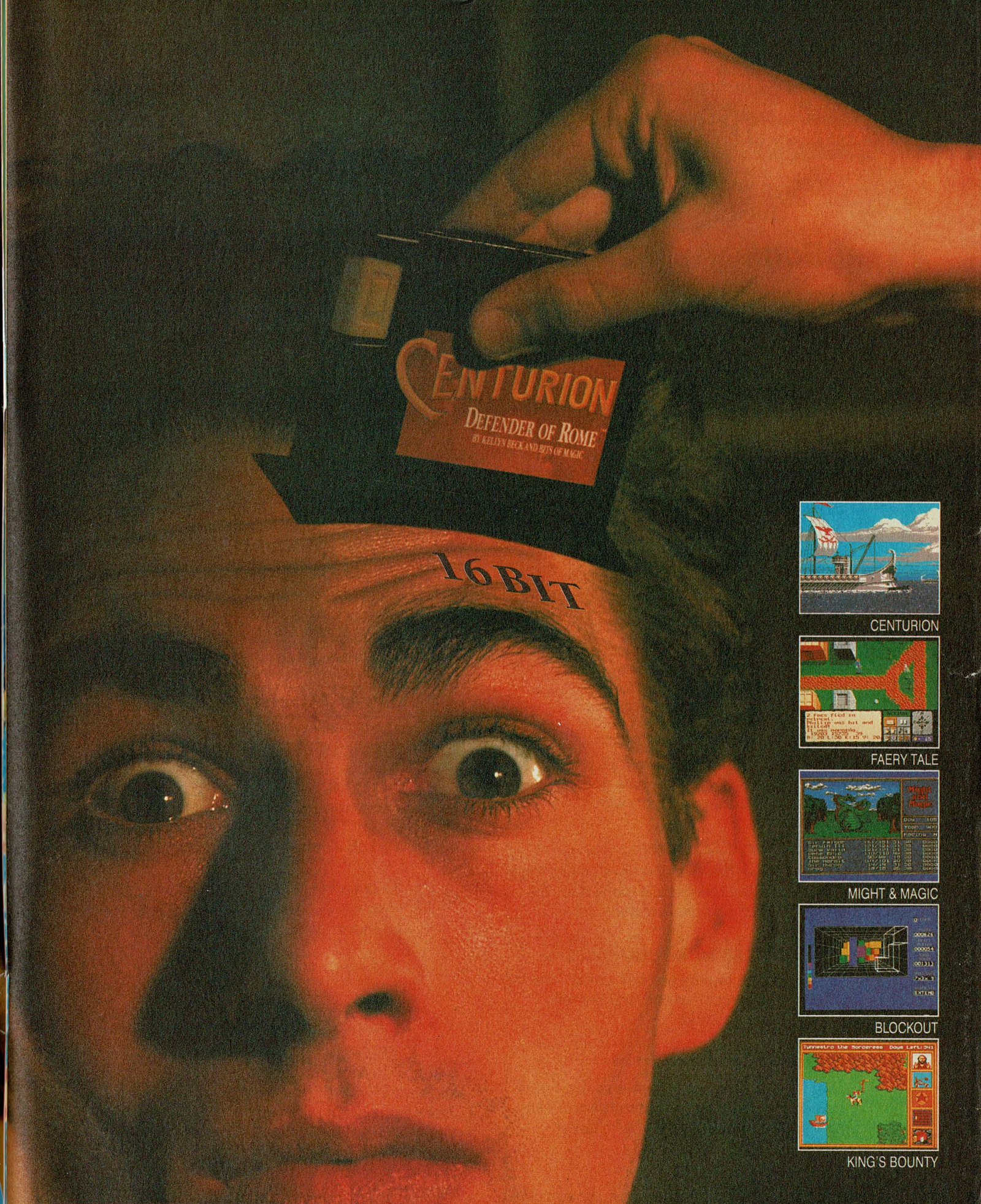
In "The Faery Tale Adventure"TM being one human being against the Evil Necromancer, isn't nearly enough. So you get to be three whole brothers, fighting multiple enemies in real-time combat.

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"TM, 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.





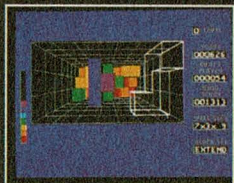
CENTURION



FAERY TALE



MIGHT & MAGIC



BLOCKOUT



KING'S BOUNTY

ELECTRONIC ARTS™

Distributed by: Virgin Mastertronic 16 Portland Road London W11 4LA (071) 727-8070

The big reviews Regulars

9

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!



12 *Shinobi*

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

20 *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*?

22 *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.

26 *Master Chess*

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

28 *Forgotten Worlds*

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

30 *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.

31 *Woody Pop*

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

5 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

13 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.

16 Previews

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

32 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.

40 Ssly Scores

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

38 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!

46 Small ads

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

Specials

18 *Electronic Arts*

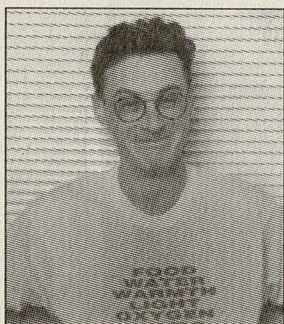
What's it like working in sunny California for a successful software house? Just what sort of equipment do they use? Plus an excellent interview with one of the firm's top men in which we ask such probing questions as, "What exactly are those yellow tabs on your Mega Drive carts for?"



Just how do these great Mac graphics get on a Mega Drive?

STUFF!

The Big Ed's bit



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

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

past year and wish him all the best in his new job. 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 Goodleff 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?

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!

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

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!

Andy Smith

The
CARTRIDGE TEL: Tewkesbury (0684) 290097 FAX: (0684) 274118
Family 151 High Street, Tewkesbury, Glos, GL20 5JP

→ **SEGA MASTER SYSTEM** → **MEGADRIIVE** → **GAMEGEAR**

MASTER SYSTEM

Ace Of Aces★	£32.99
Altered Beast	£29.99
Battle Outrun	£29.99
California Games	£29.99
Chase HQ	£29.99
Cyber Shinobi	£29.99
Columns	£24.99
Eswat	£29.99
Gain Ground	£29.99
Gauntlet	£29.99
Ghouls'N'Ghosts	£29.99
Golden Axe	£29.99
Golden Axe Warrior	£32.99
Golfmania	£32.99
Heavy Weight Champ	£24.99
Impossible Mission	£29.99
Indiana Jones	£29.99
Jo Mantana Football	£29.99
Jungle Fighter	£29.99
Mickey Mouse	£29.99
Micraclle Warrior	£32.99
Moonwalker	£29.99
Pacmania★	£29.99
Paperboy	£29.99
Phyctic World	£29.99
Populous★	CALL
Operation Wolf	£29.99
Shinobi	£29.99
Submarine Attack	£29.99
Super Monaco G.Prix	£29.99
S.Real Basketball★	£24.99
Ultima IV	£39.99
Wonderboy III	£29.99
World Cup Italia 90	£24.99
YS	£32.99

MEGADRIIVE (UK)

Abrams Tank★	£34.99
Alex Kid In Ech'Castle	£29.99
Arrowflash	£34.99
Budokan	£39.99
Columns	£34.99
Crackdown	£34.99
Dick Tracey	£39.99
Eswat	£34.99
Forgotten Worlds	£34.99
Ghostbusters	£34.99
Ghouls'N'Ghosts	£44.99
Golden Axe	£34.99
James Pond	£39.99
J.B. Douglas Boxing★	£34.99
J.Maddensaf Ball	£39.99
Mickey Mouse	£39.99
Moonwalker	£34.99
PGA Tour Golf	£39.99
Populous	£39.99
Rambo III	£29.99
Revenge of Shinobi	£34.99
Shadow Dancer	£34.99
Sonic the Hedgehog	£34.99
Super Monaco G.Prix	£34.99
World Cup Italia 90	£29.99
Wrestle War★	£34.99

GAMEGEAR

Gamegear	£99.99
Gamegear+ Any game	£119.99
Columns	£19.99
G-Loc	£24.99
Mickey Mouse	£24.99
Super Monaco GP	£19.99

Items marked ★ coming soon. UK Megadrive/Gamegear stockists only. All items subject to availability. Prices subject to change. All orders over £20 post free (under please add £1) Payment by cheque/PO payable to: The Cartridge Family or by Access or Visa credit/charge card. ALSO STOCKIST FOR NINTENDO - GAMEBOY - LYNX

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!

SEGA™



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

C. Lucas from **Dorking**, **Glynn Luznyj** from **Leek**, **Robert Sheldon** from **London**, **Matthew Millard** from **London**, **David Adams** from **Lincoln**, **Keith Tutt** from **Eastbourne**, **Colin Ralph** from **Surbiton**, **Sulman Shaikh** from **Croydon**, **Richard Sinon** from **Sompting** and finally **Anthony Boyles** from **Stoke-On-Trent**.



And here's what the lucky winners will receive!

Access/Visa
24 hour
hotline
0732 351220

MEGA MIX

All items
sent by
first class
post

PRICE PROMISE: WE WILL BEAT ANY OTHER PRICE BY £1.00

SEGA MEGADRIVE
+
JOYPAD
+ **MICKEY MOUSE**
ONLY £134.95

SEGA
MASTER SYSTEM
ONLY
£69.95

Please phone for other quotations

SEGA MEGADRIVES GAMES

Afterburner 2.....	£27.50
Alex Kidd.....	£24.50
Arnold Palmer.....	£27.50
Arrow Flash.....	£27.50
Crackdown.....	£27.50
Cyberball.....	£27.50
Dynamite Duke.....	£27.50
E-Swat.....	£27.50
Forgotten Worlds.....	£27.50
Gain Ground.....	£27.50
Ghostbusters.....	£27.50
Ghouls 'n' Ghosts.....	£34.50
Golden Axe.....	£27.50
Herzog Zwei.....	£27.50
Last Battle.....	£27.50
Mickey Mouse.....	£31.50
Moonwalker.....	£27.50
Strider.....	£32.50
Super-Hang On.....	£27.50
Super Basketball.....	£27.50

Turbo Joypad.....	£13.95
Pro 1 Joystick.....	£19.95
Powerbase Converter.....	£27.95

MASTER SYSTEM GAMES

ALL MASTER SYSTEM GAMES
£24.50 each

ATARI LYNX

Atari Lynx.....£79.95
ALL ATARI LYNX GAMES
only £24.50

NINTENDO GAMEBOY

Gameboy + Tetris.....£65.00
ALL GAMEBOY GAMES
only £19.95

SEGA GAMEGEAR

GameGear.....£99.95
ALL GAMEGEAR GAMES
only £24.00

This is only a small selection of what we do. We shall be only too pleased to hear from you if you have any queries.

To order, state items you require, together with payment, made payable to MegaMix or place your order on our credit card hotline 0732 351220

MEGAMIX SOFTWARE (DEPT. SP1), 46 ASHDEN WALK, TONBRIDGE, KENT, TN10 3RL

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 had 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

August 1, 2
August 4
August 6, 7, 8
August 9, 10, 11
August 13, 14
August 16, 17
August 18, 19

(The South and South West)

Flambards Triple Theme Park, Cornwall.
G.W.R., The Bristol Regatta.
Newquay Surf Festival.
Newquay Surf Festival, Plymouth Sound.
St Agnes Theme Park.
Barry Island Resort, South Wales.
Red Dragon Radio, Barry Island Resort.
South Wales
Paignton Children's Festival.
Dobwalls Family Adventure, Cornwall.
Paultons Park, Ower, Romsey, Hampshire.
Kiss FM (venue to be announced)
Kiss FM (venue to be announced)
Longleat Safari Park, Wiltshire.
Butlins, Bognor Regis.

Bus Number 2

August 2, 3, 4, 5
August 7
August 9, 10, 11, 12
August 14, 15
August 17
August 18, 19, 20
August 21
August 22
August 24, 25
August 26, 27, 28
August 30, 31
September 1, 2
September 4, 5, 6
September 8

(The North and Midlands)

Butlins Wonderworld, Ayr, Scotland.
Radio Clyde, Glasgow, Scotland.
Butlins, Skegness.
Drayton Manor Park Zoo, Staffordshire.
Chiltern Radio, Kettering show.
New Palace Adventureland, New Brighton.
Signal Radio, Crewe.
New Palace Adventureland, New Brighton.
Red Rose Radio, Blackpool, Witton Show.
Lightwater Valley Theme Park, Yorkshire.
Butlins Pwllheli, North Wales.
Butlins Pwllheli, North Wales.
Pleasureland, Southport, Merseyside.
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.

KAYLOW SWOP CLUB

Sega Mega/Master System.
No membership fees.

Swop prices: **£3.00 for one swop**
£5.00 for two swops
£6.50 for three swops

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

Example price: **Normally £30.00**
Our price £25.50

Phone 0788 815078 between 4.30 - 8.30pm.

LOOK HERE!

Min ½ price for old game against a new game!!

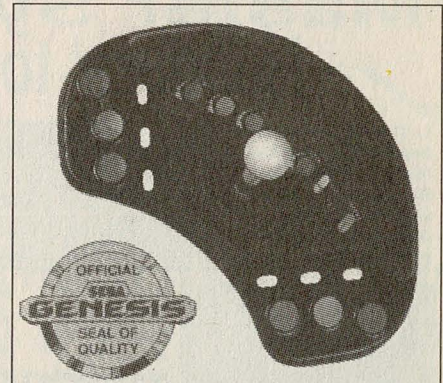
WIN A, ER, GIZMO!

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 £59.99 and features three independent dial-a-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.



This wonderful Gizmo joystick will be going to a lucky Sega Power reader! Handsome devil, isn't he? I bet you'd like one, wouldn't you? Well, enter the compo then!

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!



The Powarcade: how do you fancy having one of these great things in your front room then?

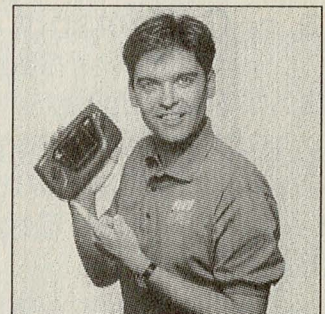
Sega gear up with Gordon the Gopher for Five Alive!

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

Five Alive or three and you could win yourself a Game Gear too!



Philip Schofield holds up Sega's latest addition to the family – the wonderful Game Gear!

W A N T E D

WE WANT YOUR HONEST OPINION OF SEGA POWER — SO WE CAN MAKE IT EVEN BETTER!

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 ☐ Game Gear
☐ Mega Drive

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?

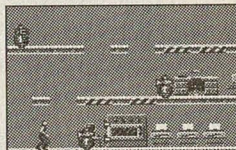
I most like.....

And I least like.....

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

Master System Readers' top 10

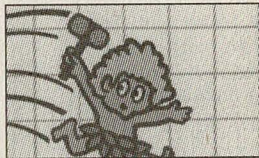
1. The award-winning *Impossible Mission* storms straight to the top of the chart and finally knocks *Mickey Mouse* down to the number 2 spot!



3. *Wonderboy 3* is acting strangely this month – in at the number 3 spot. It goes through more ups and downs than a fat lady on a bus!



2. Disaster! *Mickey Mouse* falls! But four months in a row at number 1 isn't exactly bad going!



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. *ne* **Golfmania**
Reviewed *Sega Power* 08 – 87%
6. *ne* **Populous**
Reviewed *Sega Power* 21 – 96%
7. ▲ **Indiana Jones**
Reviewed *Sega Power* 14 – 65%
8. – **Gauntlet**
Reviewed *Sega Power* 12 – 87%
9. *ne* **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* hangs on to the number 1 spot. You may be feeling pretty smart now, Hiryu, but just you wait until *Sonic the Hedgehog* arrives!



3. *PGA Tour Golf* rises to the number 3 spot. Summer's finally here (we're reliably informed), so take a trip on the fairway to heaven!



2. The great *Mickey Mouse* is still hanging around at the number 2 spot, so nothing is changing.



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. *ne* **Golden Axe**
Reviewed *Sega Power* 13 – 82%
8. *ne* **Afterburner 2**
Reviewed *Sega Power* 18 – 86%
9. *ne* **Altered Beast**
10. *ne* **Super League Baseball**
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
WHEN YOU CAN SWAP FOR ONLY
£3.00 (inc. 1st class postage)?

NAME		ADDRESS						
		VIDEO GAME TO SWAP	1st CHOICE SWAP	(EQUAL VALUE)	2nd CHOICE SWAP	(EQUAL VALUE)	3rd CHOICE SWAP	(EQUAL VALUE)
£3.00	1							
£6.00	2							
£9.00	3							

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 baited 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'.

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 pixillated 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 games 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 baited 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 fur-ball skips to freedom.

Sounds like any other platform adventure? Wait 'till 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



End of the first level! Sonic's collected 108 rings - enough to enter the 'Special Stage'. Quick! Jump through the big gold ring!

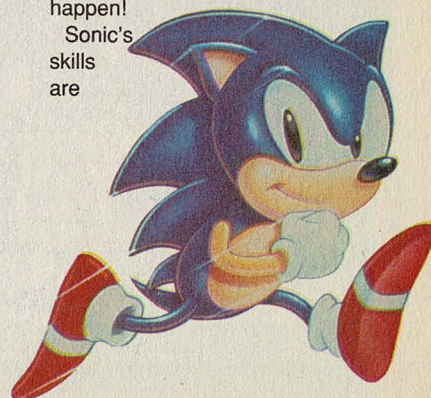


Disaster! It's all going horribly wrong for our prickly pal as Sonic inadvertently jumps on a spike and his rings scatter away.

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



Super-Sonic! An invincibility shield protects Sonic on stage three.

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



Boooo! It's Dr. Robotnik at the end of stage battle. Jump Sonic!

Sonic in a glowing power-shield, protecting him from most (but by no means all!) of the baddies; and One-Up awards Sonic – you've guessed it – an extra life.

Learn how to best utilise each power-up for maximum benefit. For example, some objects can only be collected after a jump beyond the reach of a conventional Sonic. But wearing the 'Power-Sneakers' the impossible suddenly becomes possible. The game won't give you these solutions on a plate – it's up to you to explore and learn.

Sonic the Hedgehog can be completed without coming close to exploring all that it has to offer. Finish the game without collecting

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 video-game 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

Jumps, swings, traps and catapults!



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



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...?



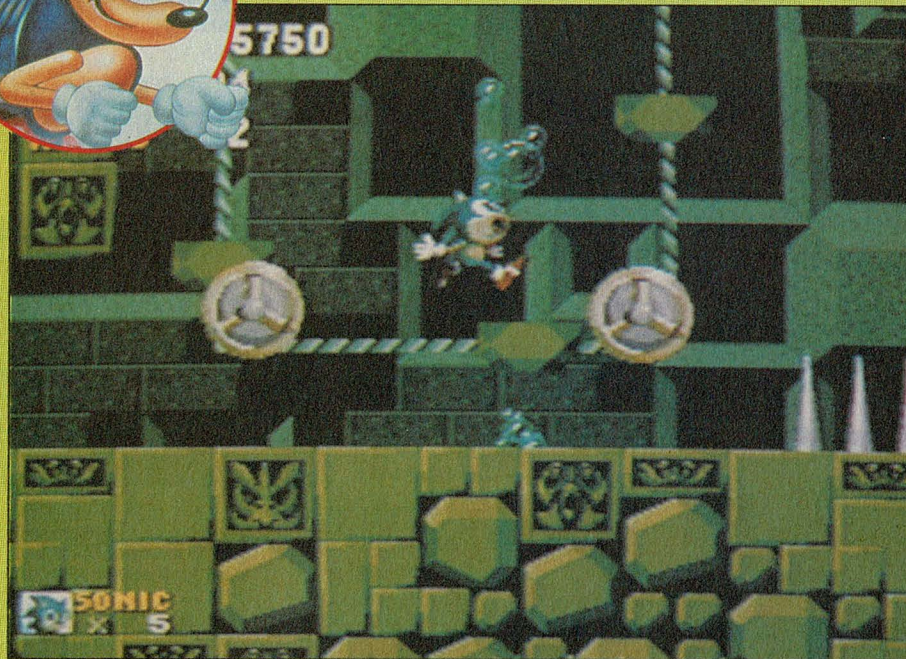
See-saws can help Sonic go up in the world, but it may take a few catapultation (!? – Ed.) routines to gain enough height.



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!



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.



Woooahhh! Sonic finds himself caught in a current and there's no stopping him!



Hang on! Swept along by an underwater river, Sonic must edge his way down the bar so that when he releases his grip he'll miss the spikes.

expressions on Sonic's face – you're going to be impressed.

Sonic himself moves better than any other game character we've seen. The speed and cartoon-style animation (his legs keep whirling even in mid-air!) linked to the use of 'real' gravity combine to create a remarkably realistic and entertaining ride. Loops, bends, dips, climbs, ramps, springs, jumps and swings – all are handled with fantastic attention to detail.

The soundtrack is simply superb. The main theme is re-mixed for each level, with some fantastic spot-effect variations. Wait 'til Sonic almost runs out of air underwater, or when Sonic grabs a power-up, or when Sonic dies...

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.

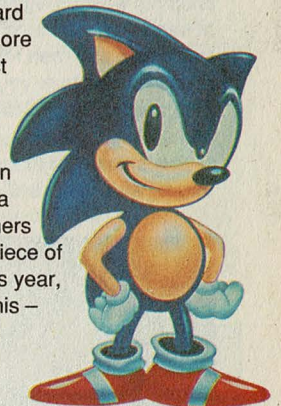
However, in *Sonic's* defence, it can also be argued that the challenge doesn't end once you've merely completed all the levels. Finishing with all six Chaos Emeralds is a different matter altogether. Couple this to point-grabbing contests, races against your friends and the exploration of all the secret rooms, tunnels and passageways off 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** don'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%

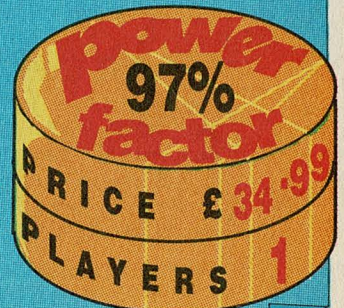
NEIL'S DEPTH & ADDICTION

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!



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 ol' 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

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



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

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



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



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...

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

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

The game works very well on the small screen because there aren't too many super-fast things whizzing around to blur your view. The fact that you can change characters is a nice touch too and adds depth to the gameplay. Overall *Shinobi* is a good example of the beat-'em-up genre. ■



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

KEV'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 re-start points are a real pain though so you have to be pretty determined to keep at it.

Depth 60%
Addiction 65%

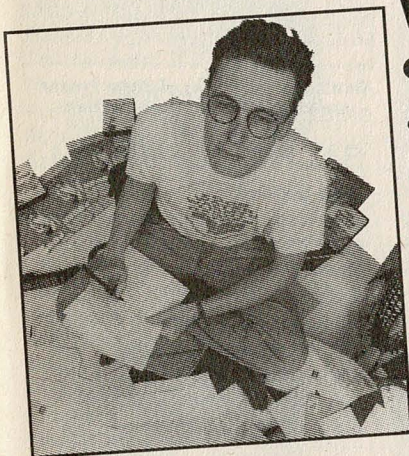
ANDY'S OVERALL

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.



Scribblings



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.

Andy Smith

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



How many megabits can you fit in a cart? Take a look at More Bits...

FED UP WITH SEGA!

Dear **Sega Power**,

I own a Sega Master System and I'm a bit fed up with Sega themselves. Why do conversions of Sega coin-ops always seem to come out on computers before they come out on the Master System? This is most annoying – especially if you consider the Master System is a Sega machine!

M. Milson, Cardiff.

It does seem curious, doesn't it? I guess (and it's only a guess) it's because software houses approach Sega and offer them loads of money to have the rights to convert the coin-op. If Sega decide to sell the rights (and who

can blame them if they do?) then the software houses are very eager to get the conversion into the shops before the coin-op becomes totally out-dated.

Andy Smith



Should the Sega home systems be the first to get the coin-ops?

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 than 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

Not good enough

Dear **Sega Power**,

I recently bought a Master System along with a copy of the game *E-S.W.A.T.* I had played this in the arcades and liked it a lot so I was looking forward to playing the game on my Master System.

Unfortunately I was disappointed when I got to play it because the main character was different from the arcade version – the Master System version didn't have such good graphics. Why couldn't it have been more like the coin-op or the Amiga version?

Satir Ali, London.

The Master System is nowhere near as powerful as a dedicated arcade machine and only about half

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 whizzo 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 Tecmagik, for example, is an excellent game, doesn't rely on super-fast graphics and yet has superb gameplay.*

Andy Smith

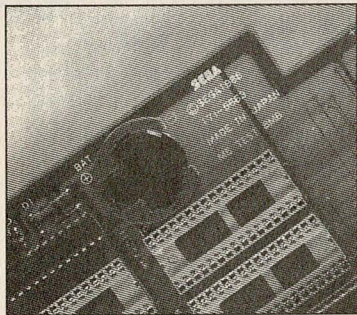
MAIL BAG

lasts 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 carts 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 59 and I humbly admit 'twas 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 one niece, 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, Wootton.

*Cor! You're your very 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 32). 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 tanner 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 cartridges 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 little piece of paper?

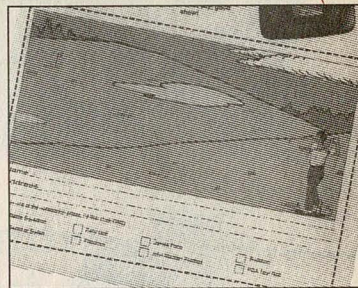
Is it true that Sega plan to make a hand-held Mega Drive which is to be called the Micro Drive? I hope not because it will mean the Master System and possibly even the Game Gear will soon become museum pieces!

Martin Bowsall, 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? Not 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



Don't cut your copy of Sega Power – photocopy your compo 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 bum-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 can't afford the subscription offer.

John Reed, Beaconsfield.

Yes you can, John. Just fill out the form on page 32! 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

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's 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 of 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'd 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 Canet, 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 darn 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! Ah, bliss! No longer must I 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 colour 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 newsagents' shelves until Thursday 5 September. Mark that day in your diary.*

Andy Smith

SEGA MASTER SYSTEM PRICE LIST

Master System.....	£59.99	Enduro Racer.....	£9.99	Poseiden Wars 3D.....	£29.99
Master System Plus.....	£79.99	Eswat.....	£29.99	Power Strike.....	£24.99
Control Pad.....	£6.99	F16 Fighter.....	£17.99	Pro Wrestling.....	£24.99
Quickshot Python 1.....	£9.99	Fantasy Zone.....	£12.99	Psychic World.....	£29.99
Quickshot Maverick 1.....	£16.40	Fantasy Zone TM.....	£24.99	Psycho Fox.....	£29.99
Quickshot Flightgrip 1.....	£9.25	Fantasy Zone 11.....	£24.99	Quartet.....	£24.99
Handle Controller.....	£39.99	Fire & Forget 11.....	£29.99	R.C. Grand Prix.....	£29.99
Light Phaser.....	£28.99	Gain Ground.....	£29.99	R-Type.....	£29.99
Light Phaser + Cart.....	£44.99	Galaxy Force.....	£29.99	Rambo III.....	£29.99
Rapid Fire Unit.....	£5.99	Gauntlet.....	£29.99	Rampage.....	£29.99
Control Stick.....	£14.99	Gangster Town.....	£24.99	Rastan.....	£29.99
Mains Adaptor.....	£6.99	Ghostbusters.....	£29.99	Rescue Mission.....	£9.99
Ace of Aces.....	£32.99	Ghost House.....	£17.99	Scramble Spirits.....	£29.99
Action Fighter.....	£12.99	Ghouls n' Ghosts.....	£29.99	Secret Command.....	£12.99
Aerial Assault.....	£29.99	Global Defence.....	£12.99	Shanghai.....	£24.99
Afterburner.....	£29.99	Golden Axe.....	£29.99	Shinobi.....	£29.99
Alex Kidd.....	£24.99	Golden Axe Warrior.....	£32.99	Shooting Gallery.....	£24.99
Alex Kidd-High Tech.....	£29.99	Golfmania.....	£32.99	Shooting Games.....	£24.99
Alex Kidd-Lost Stars.....	£29.99	Golvellius.....	£29.99	Slap Shot.....	£29.99
Alex Kidd-Shinobi.....	£29.99	Great Baseball.....	£24.99	Space Harrier.....	£29.99
Alien Syndrome.....	£29.99	Great Basketball.....	£24.99	Space Harrier 3D.....	£29.99
Altered Beast.....	£29.99	Great Football.....	£24.99	Spellcaster.....	£29.99
American Baseball.....	£29.99	Great Golf.....	£24.99	Spy vs Spy.....	£17.99
American Pro Football.....	£29.99	Great Volleyball.....	£24.99	Submarine Attack.....	£29.99
Assault City.....	£29.99	Hang On.....	£9.99	Super Monaco Grand Prix.....	£29.99
Astro Warrior/Pitpot.....	£24.99	Heavyweight Champ.....	£24.99	Super Real Basketball.....	£24.99
Aztec Adventure.....	£12.99	Impossible Mission.....	£29.99	Super Tennis.....	£9.99
Bank Panic.....	£17.99	Indian Jones.....	£29.99	Teddy Boy.....	£9.99
Basketball Nightmare.....	£29.99	Joe Montana Football.....	£29.99	Tennis Ace.....	£29.99
Battle Outrun.....	£29.99	Jungle Fighter.....	£29.99	Thunderblade.....	£29.99
Black Belt.....	£24.99	Kenseiden.....	£29.99	Time Soldiers.....	£29.99
Blade Eagle 3D.....	£29.99	Kung Fu Kid.....	£24.99	Transbot.....	£29.99
Bomber Raid.....	£29.99	Lord of the Sword.....	£29.99	Ultima IV.....	£39.99
California Games.....	£29.99	Maze Hunter 3D.....	£29.99	Vigilante.....	£29.99
Captain Silver.....	£29.99	Mickey Mouse.....	£29.99	Wanted.....	£24.99
Casino Games.....	£29.99	Miracle Warrior.....	£32.99	Wonderboy.....	£24.99
Chase HQ.....	£29.99	Missile Defence 3D.....	£29.99	Wonderboy - Mon/Land.....	£29.99
Choplifter.....	£24.99	Moonwalker.....	£29.99	Wonderboy III.....	£29.99
Cloud Master.....	£29.99	My Hero.....	£17.99	World Cup Italia 90.....	£24.99
Columns.....	£24.99	Ninja.....	£9.99	World Games.....	£24.99
Cyber Shinobi.....	£29.99	Operation Wolf.....	£29.99	World Grand Prix.....	£12.99
Cyborg Hunter.....	£24.99	Outrun.....	£29.99	World Soccer.....	£24.99
Dead Angle.....	£29.99	Outrun 3D.....	£29.99	Y'S.....	£32.99
Dick Tracy.....	£29.99	Paperboy.....	£29.99	Zaxxon 3D.....	£29.99
Double Dragon.....	£29.99	Parlor Games.....	£17.99	Zillion.....	£24.99
Double Hawk.....	£29.99	Penguin Land.....	£29.99	Zillion II.....	£24.99
Dynamite Dux.....	£29.99	Phantasy Star.....	£39.99	Eliminator Cleaning Kit.....	£11.99

SEGA MEGADRIVE PRICE LIST

Megadrive.....	£149.99	Ghostbusters.....	£34.99	Space Harrier II.....	£34.99
Powerbase Converter.....	£29.99	Forgotten Worlds.....	£34.99	Super Hang On.....	£34.99
Arcade Power Stick.....	£34.99	Ghouls n' Ghosts.....	£44.99	Super League Baseball.....	£34.99
Audio-Video Cable.....	£7.99	Golden Axe.....	£34.99	Super Monaco G.P.....	£34.99
Control Pad.....	£14.99	Herzog Zwie.....	£34.99	Super Real Basketball.....	£34.99
Afterburner II.....	£34.99	J. Maddens American F.ball.....	£39.99	Super Thunderblade.....	£34.99
Alex Kidd-Ench. Castle.....	£29.99	James Pond.....	£39.99	Sword of the Vermillion.....	£49.99
Altered Beast.....	£34.99	Last Battle.....	£34.99	Sword of the Sodan.....	£39.99
Arnold Palmer T.Golf.....	£34.99	Mickey Mouse.....	£39.99	Thunderforce II.....	£34.99
Battle Squadron.....	£39.99	Moonwalker.....	£34.99	Truxton.....	£34.99
Budokan.....	£39.99	Mystic Defender.....	£34.99	Twin Hawk.....	£34.99
Crackdown.....	£34.99	P.G.A. Tour Golf.....	£39.99	Wonderboy III Mon/Lair.....	£34.99
Columns.....	£29.99	Rambo III.....	£29.99	World Cup Italia 90.....	£29.99
Cyberball.....	£34.99	Phantasy Star II.....	£59.99	Zany Golf.....	£39.99
Dick Tracy.....	£39.99	Populous.....	£39.99	Zoom.....	£29.99
Dynamite Duke.....	£34.99	Revenge of Shinobi.....	£34.99	Eliminator Cleaning Kit.....	£11.99
Eswat.....	£34.99	Shadow Dancer.....	£34.99		
Gainground.....	£34.99	Strider.....	£44.99		

OFFICIAL GAMEGEAR NOW IN STOCK £99.99

ALL ORDERS WILL BE SENT ASAP PRICES
INCLUDE VAT. PLEASE SEND PAYMENT
WITH ORDER ADD £1 FOR DELIVERY

TV GAMES
THE SEGA SHOP

**COME INTO OUR
SHOP AND TRY
BEFORE YOU BUY**

11 CASTLE PARADE, EWELL BY-PASS, EWELL, SURREY, KT17 2PR
TEL: 081 786 7816 FAX: 081 786 7192 MOBILE: 0831 520474

TV GAMES IS AN OFFICIAL
SEGA STOCKIST
UK VERSIONS ONLY

The shape of

All those up-'n'-coming Sega games

Hold onto your hats, folks, because **Sega Power** is changing. As from next month we will be reviewing imported Sega games as well as those officially released by Sega through Virgin. This opens the door to a whole new world of Sega carts – Japanese, American – you name it, we'll be reviewing it. Of course, we will also be covering all those titles released in the UK as well. In fact, our aim is to review *every single* Sega release *in the world!* You can be sure that if a game is out there on Sega cartridge, then **Sega Power** will let you know about it. No other mag offers you anywhere near this degree of coverage. How will we manage this? By going up in pages of course! Not only that, the pages will be bigger too – ensuring that we provide the best, most comprehensive and most colourful reviews around. So watch this space for news of games from all over the world. It's going to be breathtaking! This month, feast your eyes on two new Master System releases from Mirrorsoft...

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 tired of *Columns* then give this a try.
- Centurion* – 58% 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* – 76% 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, RBI3 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, Outrun Europa, Forgotten Worlds, Xenon 2, Shadow of the Beast

In the pipeline:

Prince of Persia, Super Space Invaders, Super Kick Off, The Flintstones, Indiana Jones and the Fate of Atlantis, Speedball, Back to the Future 2 & 3, Die Hard 2, Duck Tales, Terminator, Marble Madness, Spiderman

Back to the Future 2

Master System – Mirrorsoft – October – £29.99

It's time to go *Back to the Future!* You play Marty McFly and must help him to 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...

Xenon 2

Master System – Mirrorsoft – October – £29.99

Sega Power reckon that what the Master System really needs is a good shoot-'em-up. Mirrorsoft seem to agree and reckon that they've got one – the classic space-romp, *Xenon 2*.

Following its original release on home micros in 1989, *Xenon 2* was awarded the title of Shoot-'em-up of the Year – one mag which is less discerning than

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

Mega Drive – E.A. – September – £39.99

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.

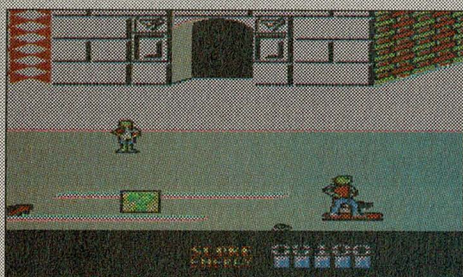
Because *Road Rash* places you on the open road and not on a race track,

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...

Things to come

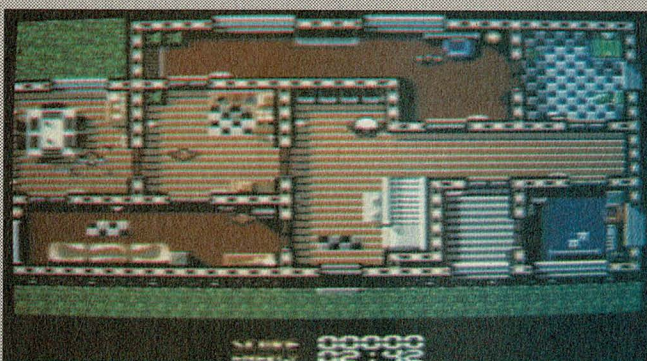
to thrill, amaze and stun your folks!



Yo! 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.



Now, let's see. What we're trying to do here is re-arrange this picture so as to complete a scene of the action. Do you remember playing those "slider" games where you had to shunt the numbers around in a plastic grid until they fell into the correct sequence? Well now you can on your Master System. Yo for technology!



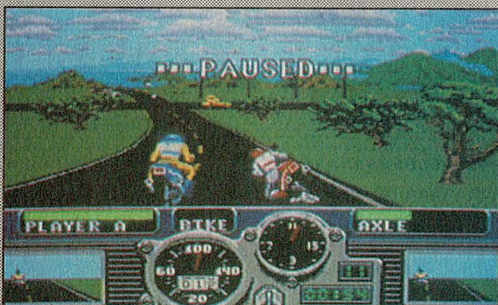
Shut that door! Open that door! Shut that door! Phew! If opening and shutting doors are what light up your particular Christmas tree then watch out for this level! Seriously though, folks, it's not as easy as it sounds. You have to make sure that your lovely Jennifer escapes without meeting her other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



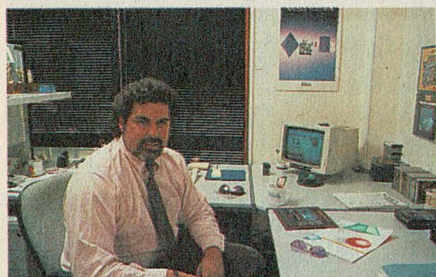
Things are looking just great. You've got the wind in your hair, the sun is shining and there's not a traffic cop in sight. All you have to do is thump this dude next to you off the road and everything will be hunky-dory! Winner's prize money and new bike, here I come!

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.

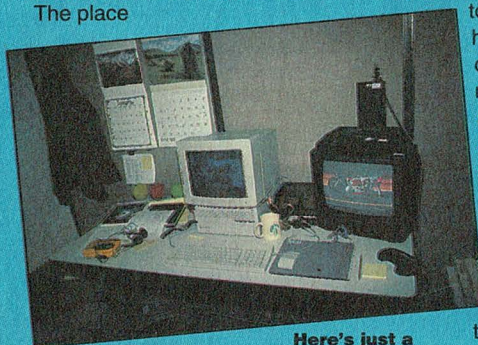
"We're spending tremendous amounts of time on new games," he continues. "You'll see them

next year because it takes a tremendous amount of time to develop for a new platform. We have 24 on the Genesis [MegaDrive] 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 idea. 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 extent 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 *Battle Squadron* and *Centurion*. Redesigns for the Mega Drive such as *John Madden's* and new originals such as *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 far too 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%)."

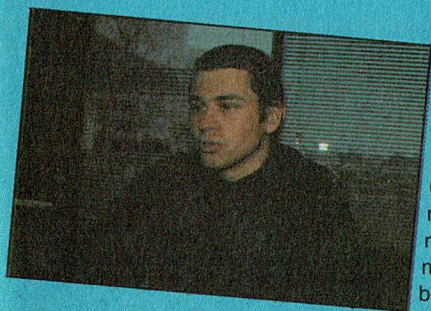
"OK, You've said EA like to be on the cutting edge of technology, are EA working on any titles for the CD-Rom?"

"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 *Might 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.

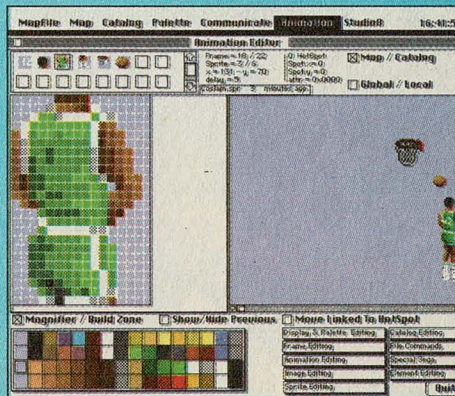
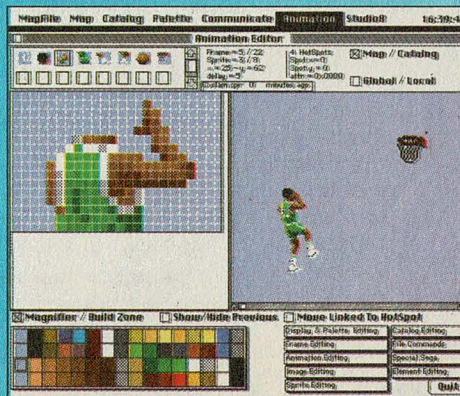
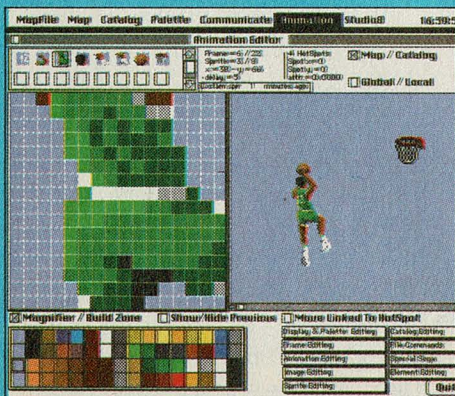
In the future though, Luc looks towards CD based products. "I want to go from the problem of squeezing graphics," he says. He also says EA is working on eradicating the slight discrepancy between games for America's NTSC television standard which are later converted to Britain's

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.

E.A. HOCKEY

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?

This game comes directly from America where there are more than enough fans to warrant a cart that's dedicated to the sport. It's also officially endorsed by the National Hockey League in the States but unfortunately the licence doesn't quite stretch across the Atlantic.

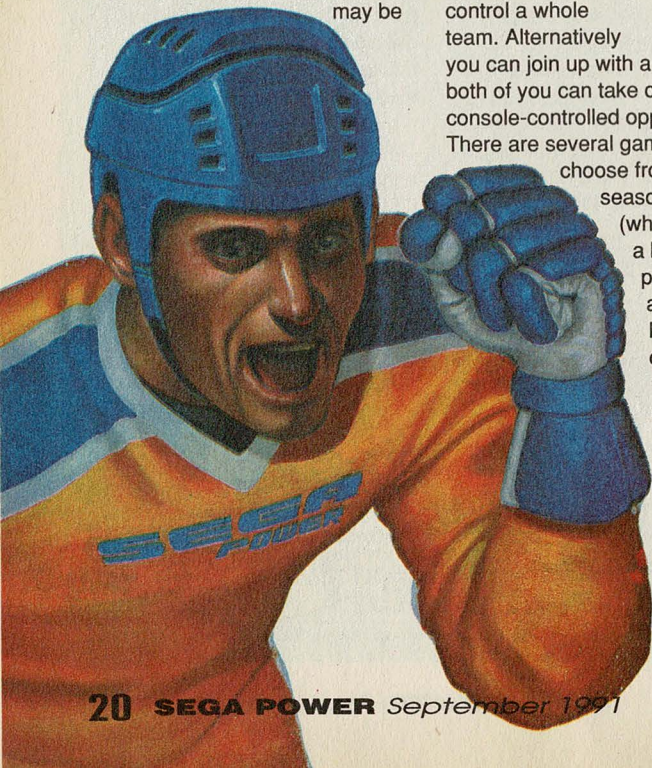
Question is, are there enough fans in the UK to support the game? Or is it a case of a good



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!

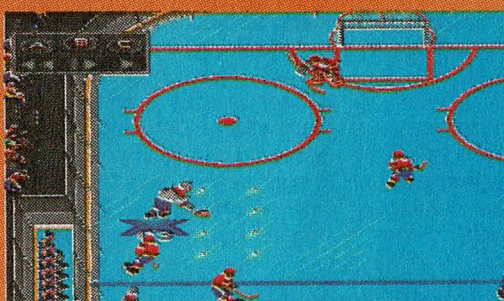
game being a good game no matter what it's all about?

If you're keen on the sport it's an obvious advantage, but you may be

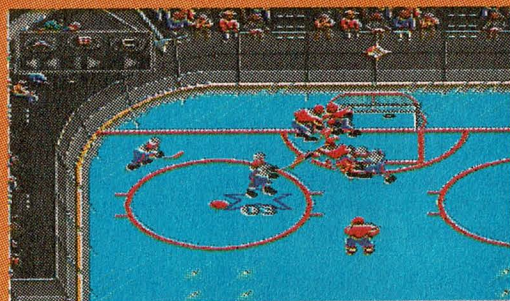


How to break the ice at parties

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!

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.

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

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.

Ready for a game? Right, I'll be the UK and you can be Sweden – they're playing away. You control the team playing down the pitch for

this period, and you're in direct control of the chap with the big star underneath him.

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.

KEY



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?

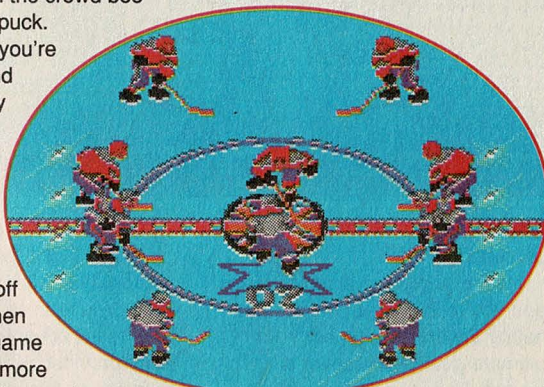
There are other options available too. You can have penalties on or off for instance. When they're on, the game becomes much more realistic – the ref stops the game for things like hooking, slashing and offside. When they are off though, you still get called up on

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*. ■



Get control of the puck at the face-off and your team can make a quick dash up the pitch in a bid to score that important first goal!

KEV'S GRAPHICS AND SOUND

This has great animation, smooth scrolling and some wonderful sound effects. I especially like the Klaxon which sounds the end of the period. These combine to make a visually and aurally exciting game which is doubly good when you consider it could so easily have been very dull.

**Graphics 80%
Sound 80%**

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!

**Depth 70%
Addiction 80%**

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!

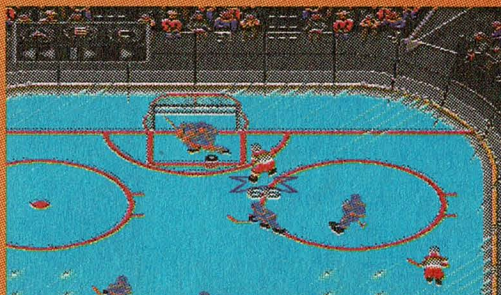


How not to score a goal!

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!

MIGHT AND MAGICK

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!



Here are listed the enemies in this particular encounter (this bunch aren't too hard, so things shouldn't take too long to finish).

What to do? What to do? Select run or hide and you're not guaranteed to get away - giving the monsters first attack!

Ghouls, ghosts, nasty horrid dragons - I dunno, the world is falling about our ears these days!

It's certainly all going horribly wrong in the land of Cron (I'm not surprised, with a stupid name like that - Ed).

Well, let's dispense with the scenario stuff, suffice to say you are out to save the world, and

destroy lots of evil things in the process.

It's a role-playing adventure see, and you're in charge of a band of happy adventuring types. Your ultimate goal is to recover a powerful orb and the four talons that used to secure it. But that's a long way into the future and there are a multitude of sub-quests to get stuck into first.

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

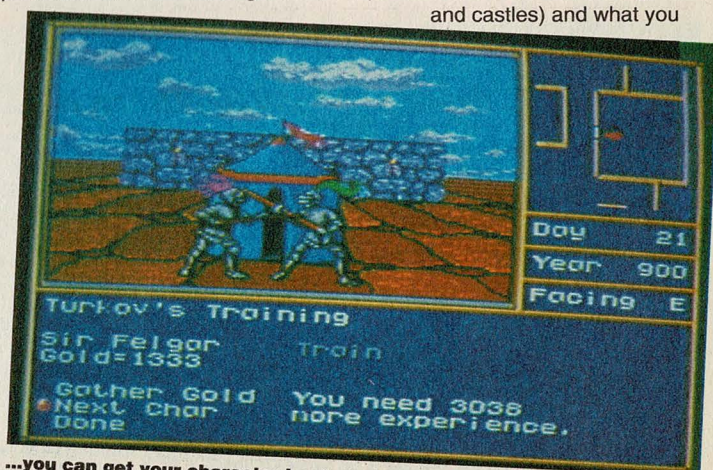
situations in the game.

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

But erm, what to do first? Well, you start in the town of Middlegal (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!

ND MAGIC



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

do is up to you. Go into a couple of buildings, you might hear some rumours that will start you on a quest, or someone might actually ask you to do something for them.

Anyway, it won't be long before you're starting to do something, which is when you'll walk straight into your first scrap.

"A swift blow to the head may not be enough to kill off all the monsters"

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).

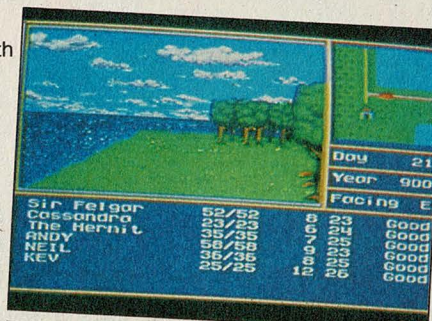
Battles are resolved after a number of rounds. Each hit on either you or the enemy results in one side losing some Hit Points (each character has a number of Hit Points, the number increasing with training).

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!).



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

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. ■

KEV'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

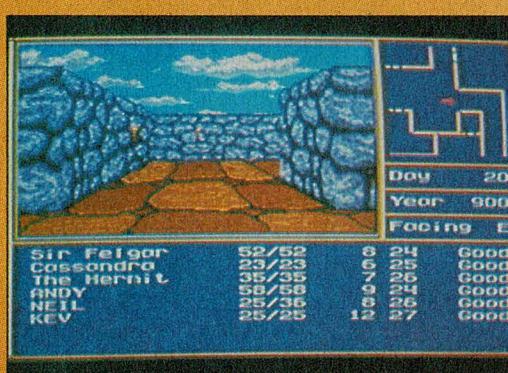
Let me at 'em! Take that! Cor, I like these sorts of games. The presentation is all right, the game world is excellent but I reckon they could have made it easier for the player to get started.

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.



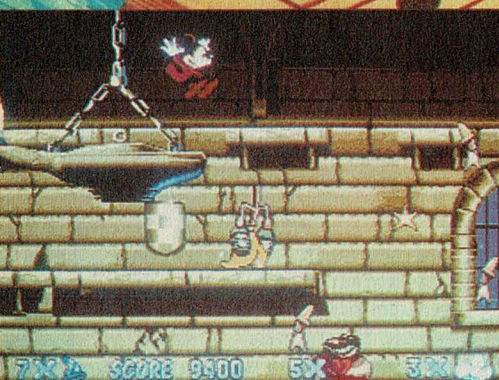
What you need is to find yourself a little map! Here's how: exit the Inn, turn right, forward one, right again and drink from the 'fountain of clairvoyance'!



SEGA

MEGA DRIVE

FANTASIA



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!**

SEGA

SPIDER-MAN
AVAILABLE FOR

OUT
NOW

MASTER SYSTEM
& MEGA DRIVE

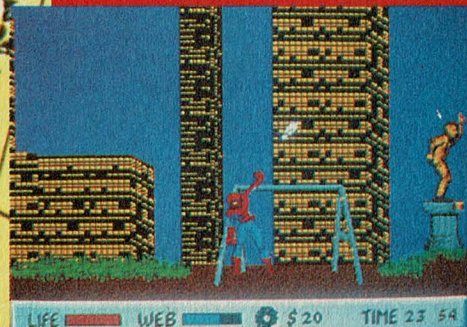


NEW FROM SEGA SPIDER-MAN

OUT NOW!

24 HOURS-AND NEW YORK IS HISTORY!

SPIDER-MAN HAS BEEN FRAMED BY HIS ARCH ENEMY KINGPIN. IN TWENTY FOUR HOURS NEW YORK WILL BE A SMOULDERING 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 WILSON FISK 'THE KINGPIN' AND SOME OF HIS TOUGHEST ADVERSARIES IN THE FORM OF DR. OCTOPUS, ELECTRO AND THE LIZARD.....



WITH THE HELP OF DR. STRANGE- THE SORCERER SUPREME, SPIDERMAN 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

MASTER

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?”

Saving 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

“You can take back a duff move and pretend you never made it”

the pieces up at the end of the game with gunpowder (honest!).

Computer versions have been around for a good many years as



If you reckon the more traditional 2D view is just too flat then you can always go for the 3D option in *Master Chess*. It does look much better but it's not really ideal if you're intending to play a serious game.

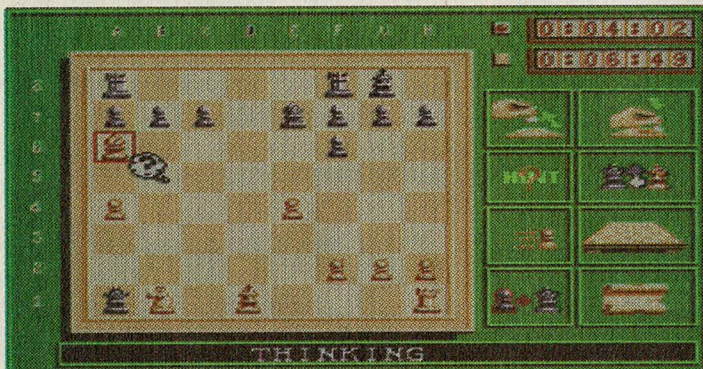
well and they even have their own chess championships (this really is true). A bunch of computers play a series of games against each other and the winning computer gets a new, well, nothing – but the people who write the chess program get all the credit for doing such a really splendid job.

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

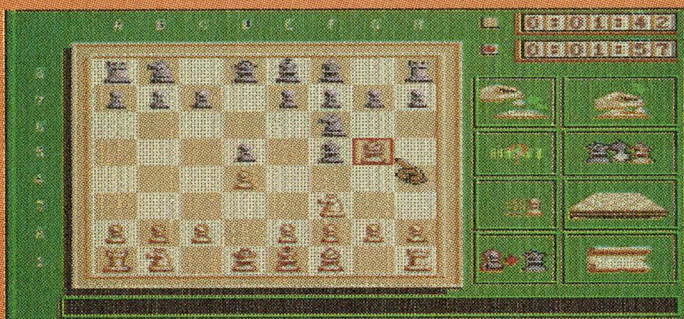


And here you can see how the board looks in 2D. It's very flat, but it does mean everything's very easy for you to see and move about. At the moment the Master System's thinking carefully about its next move.

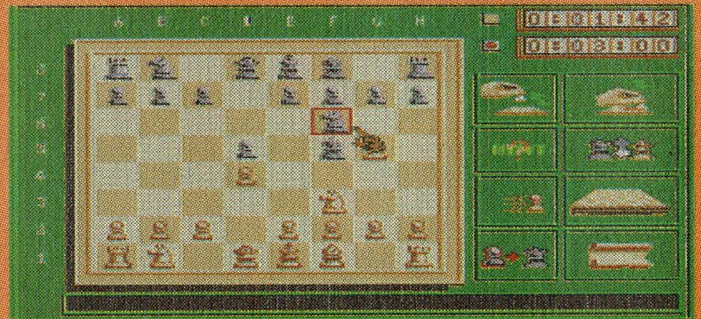
The art of chess (or how I beat the Ed without trying)

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!



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



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.

CHESS



But what are all those icons at the side for?

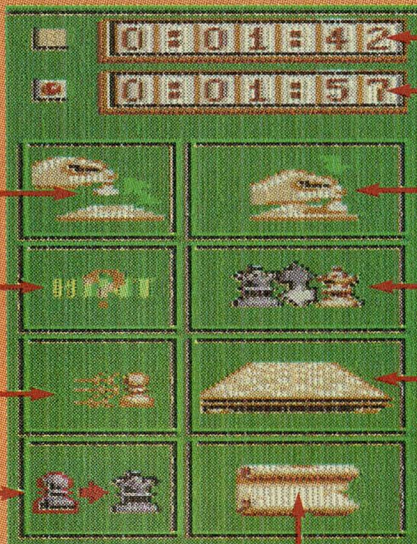
As well as concentrating on the serious business of chess there are also a load of other options you can play around with. But what's available? And what effects do they have on the way the game plays? Take a look at these icons and find out for yourself!

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?).



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

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 icon: hit this to have the board re-drawn in the particular style you want. You can do this at any time during a match.

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. ■

KEY'S GRAPHICS AND SOUND

It's good to have the 3D option for those who prefer to have things looking realistic. Everything is well set out and there's been no skimping on the graphics just because it's a thinking game rather than a fast action romp. The digitised speech, however, is less than good – it's awful.

Graphics 75%
Sound 20%

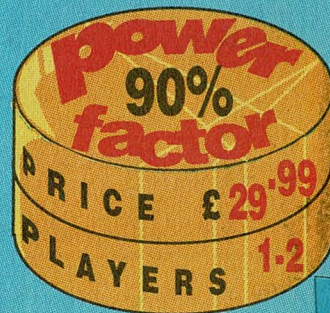
NEIL'S DEPTH AND ADDICTION

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!



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.

FORGOTTEN

The conversion of this popular arcade coin-op finally makes it to the Master System. Grab your joypad, strap on your anti-grav boots and prepare to kick alien butt...

The Sega Power team aren't half glad they're living in this day and age because the future certainly looks bleak according to *Forgotten Worlds*. Apparently them pesky aliens are going to appear in the twenty-ninth century and reduce the world to rubble – with only one person to stop them and bring back peace and harmony to the world – little ol' you!

Oh dear, that means we're all in deep, deep trouble! *Forgotten Worlds* is a one-player horizontally-scrolling shoot-'em-up which sees you taking on all comers and trying

to survive the huge and nasty end-of-level guardians.

You're a pretty special sort of chap though because you can fly around the screen as well as run

"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



Here you are in *Forgotten Worlds* after your trip to the shop and wearing your nice new protector. You've also got a neat rear-firing doobie!

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 gizmos 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.



Not all of the baddies fly. This big greeble just runs along the ground and constantly fires at you.

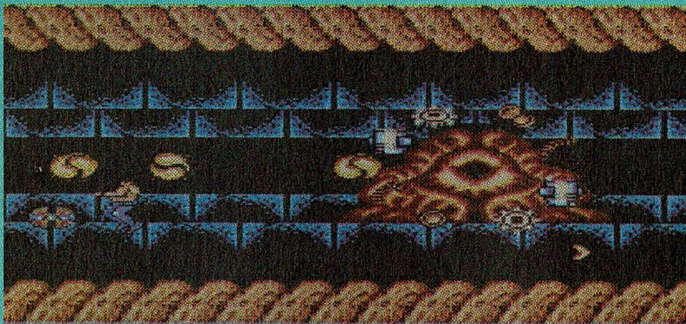


Now you're on the second stage. That protector you picked up in the shop has helped you so far, but the rear-firing gun isn't too much help against these folks – perhaps you should buy something else next time?

EN WORLDS

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

the end-of-level boss before you can progress to the next level.

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. ■

KEV'S GRAPHICS AND SOUND

I was surprised by the amount of detail in the main game sprites. The graphics in the background and the shop girl are great too. Whoever did them should have a pat on the back. Whoever did the sound, shouldn't – it's not very well done at all. It's also pretty dull.

Graphics 75%
Sound 40%

NEIL'S DEPTH AND ADDICTION

Being able to buy different weapons adds some depth to the gameplay – even so, it's not massively deep. It is addictive though and the difficulty level is well tuned too. You'll get a lot of joy from this cart if you're a shoot-'em-up fan.

Depth 45%
Addiction 70%

"The game is immense fun to play"

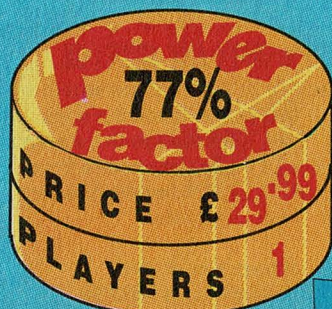
button A and the man spins to the left. Hold down button B and he spins to the right. You can then move him up, down, left or right using the direction joystick.

Get through a whole stage of baddies and you must then take on

ANDY'S OVERALL

I liked this one too. The control method still takes a little while to get used to but once you get to grips with it the fun comes thick and fast. Having two players at once would have been great, but I guess you can't have everything.

If you liked the coin-op or fancy a blast that's a bit of a change then check this out.



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 – erm – “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 straight forward 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

Get yourself straight into a fierce tournament with *Wrestle War*. That hockey mask won't save you either! Biff! Take that, you scum! This beefy guy looks like an escapee from *E.A. Hockey*!



Another bloke gets the treatment – that'll teach him to wear silly green tights, won't it? Your guy is always at the bottom of the screen (the screen switching is a pain tho').

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.

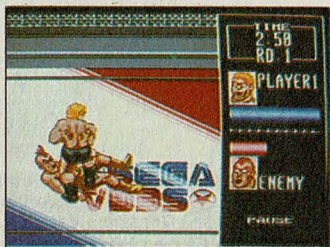


Sometimes, of course, the other chap wins – here he's done a nice drop-kick on you (you're the guy in the natty black trunks).

WRESTLE WITH YOUR CONSCIENCE



When you're in your opponent's grasp (ooo!) you have to bang away at the Fire button as fast as you can if you want to break free!



And if you do it often enough, you get the chance to *really* hurt your opponent. This guy couldn't stand up for ages afterwards!

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. ■

KEY'S GRAPHICS AND SOUND

They are the best thing about the whole game – I especially like the way the whole screen shakes when you give your opponent a big hit. Sound is good too and there's some great digitised speech (though not enough).

Graphics 70%
Sound 65%

NEIL'S DEPTH AND ADDICTION

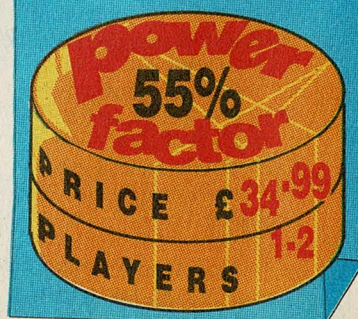
In solo mode you'll burn it out within a day, but in two-player mode it's a lot more fun. Even here though there aren't a vast number of moves to choose from and the amount of skill involved is very small. Not a hot contender.

Depth 55%
Addiction 60%

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.



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 erm, 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:

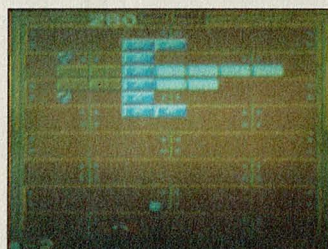
The player controls a small horizontal bat at the base of the screen (in this case the small bat is a small wooden log, but it's a sort of person too because it has eyes that move and things like that).

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

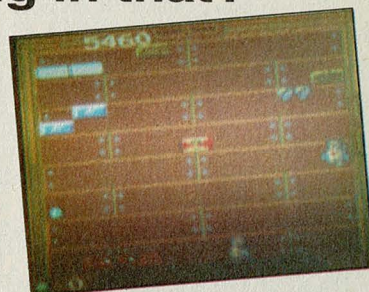
First, there are different kinds of bricks. Your common or garden



The first screen. Keep your eye on the ball!



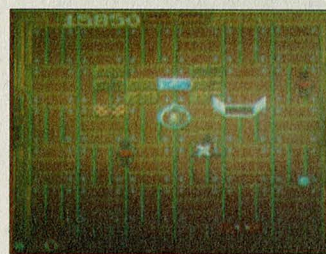
You've got a fireball – it sets fire to any bricks it hits (handy).



Those birds don't hurt you, but they are a pain!



Here's what the game looks like at arm's length!



Oooh! Here comes a benefit in that capsule!



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 bat (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! ■

KEV'S GRAPHICS AND SOUND

Sound? Hmmm, 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

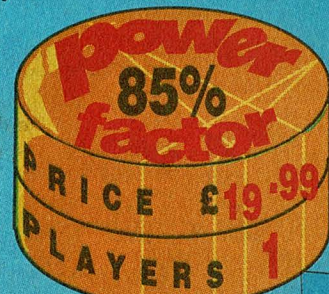
There are a few new tricks to find but otherwise it's about as deep as a puddle in the Sahara. What it doesn't lack though is addiction – it's overflowing with it. You can play for just 10 minutes or hours on end (thanks to unlimited continues, which aren't such a bad idea as a lot of the game is down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

Depth 30%
Addiction 90%

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.



SUBSCRIBE NOW

WARNING: a subscription to Sega

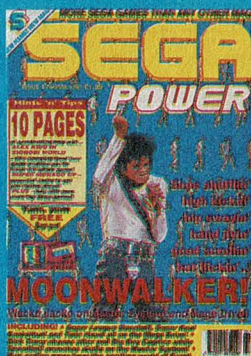
- From next month, *Sega Power* will cost £1.75 in the shops
- But there are thousands of jammy readers who will still be paying just £1.25 – and getting their copy delivered free into the bargain!
- How? They subscribed at the old, low price – and so can you!
- That's right! This is your very last chance to save a whopping great £6!

and

- Get the completely brilliant *Sega Power* baseball hat or bum bag as a gift!



BACK ISSUES



COMPLETE YOUR SEGA POWER COLLECTION

We still have a very few copies of the early issues of *Sega Power* available for just £1.50 (includes p&p).

- Issues in stock: 8, 9, 10, 12 and 16
- Sorry, issues 1-7, 11, 13, 14 and 15 are completely sold out!

Use subscriptions page opposite to place your order

17 Moonwalker on the Mega Drive and Master System! Dick Tracy and Mickey Mouse on the Master System! Final part of the Alex Kidd Shinobi World special. The best yet!

18 James Pond, Mickey Mouse, Dynamite Duke, Arrow Flash and more on the Mega Drive. Cyber Shinobi and Sub Attack on the Master System! Loads of games!

19 Strider, PGA Tour Golf, Joe Montana and more on the Mega Drive. Golden Axe Warrior, Ghouls 'n' Ghosts, Dynamite Duke and loads more on the Master System. The Prof answers all your

questions in the Tip Lab, and we start another brilliant tips special with Mickey Mouse on the Master System!

20 Massive interview with Virgin including a special preview of Sonic The Hedgehog. Reviews of Sword of Vermillion and Herzog Zwei amongst others for the Mega Drive. Plus mega doses of Hints 'n' Tips. The Sega Champ's fave Issue!

21 Populous on the Master System, Centurion, Hard Ball and a whole load of other Mega Drive games. Excellent interview with Sega of America and a groovy CES report. Yet another corking issue!

Power will never be this cheap again!

Subscribe to *Sega Power* today and get 12 issues *and* a great gift delivered to your door for just £14.95 – a hugely massive £6 saving (and that's not even counting postage and the gift, either!)

Complete the coupon below or call our credit card hotline on 0458 74011. Do it soon! No, do it *now*!



IMPORTANT NOTICE

Next month the cost of subscribing to *Sega Power* goes up. It will *never* be this cheap again!

YES OK, OK! I know a really good deal when I see one – and I'm looking at one *right now*. Please enter / renew my subscription to *Sega Power*...

THE SUBSCRIPTION I WOULD LIKE IS:

☐ **UK £14.95** ☐ **EUROPE £25.20** ☐ **REST OF WORLD £33.80**

MY CHOICE OF GIFT IS: (PLEASE TICK ONLY ONE BOX!)

☐ **BASEBALL HAT** My choice of colour: ☐ red ☐ navy ☐ **BUMBAG** (black)

(Note: we cannot guarantee that you will receive the colour of your choice. Offer subject, as they say, to availability)

THE FOLLOWING OFFER IS OPEN TO EXISTING SUBSCRIBERS ONLY

If you would like to buy these offers please quote your ref. number on the address label of your magazine

☐ **BASEBALL HAT £5.95** My choice of colour: ☐ red ☐ navy ☐ **BUMBAG £5.95** (black)

PLEASE ALSO SEND ME THE FOLLOWING BACK ISSUES AT £1.50 EACH. ISSUES

METHOD OF PAYMENT ☐ VISA ☐ ACCESS card number Exp. date

Name _____ Signature _____ Date _____

Address _____

Post code

Return this coupon (together with your cheque if applicable) in an envelope to the following address:
Sega Power Subs, Future Publishing Ltd., FREEPOST, Somerton TA11 7BR

THIS OFFER EXPIRES 30TH SEPTEMBER 1991: YOU'LL NEVER GET A BETTER DEAL!

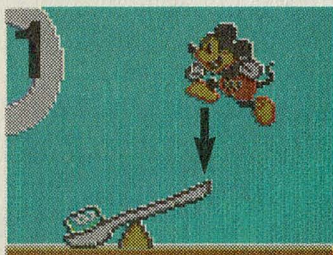
SP/MAG/0991

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"

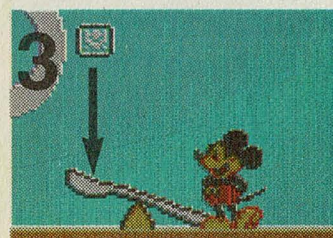
**What goes up,
must come down!**



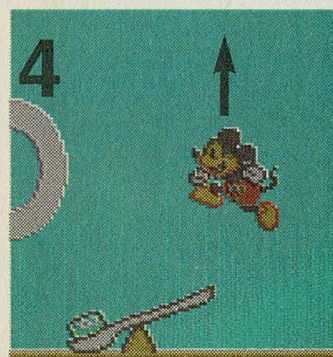
1. Jump on the spoon handle



2. Up goes the sugar lump



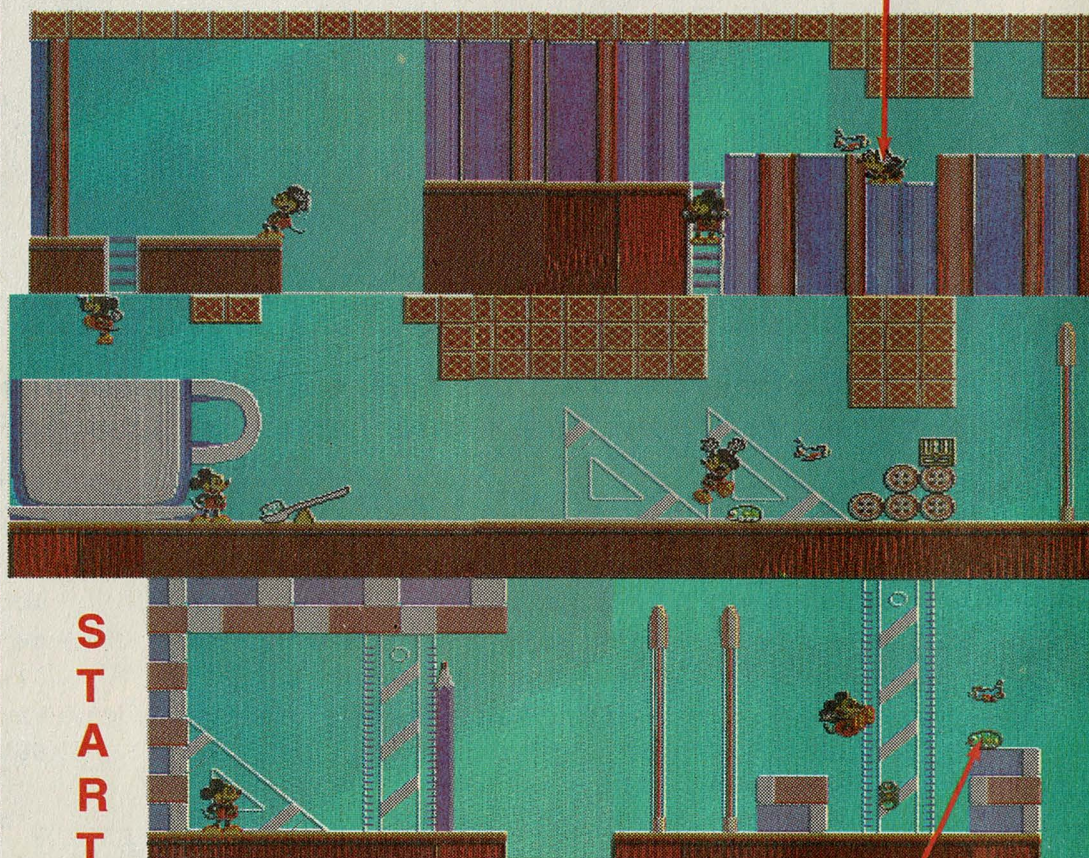
3. Down comes the sugar lump



4. And Mickey gets a rise!



Duck!

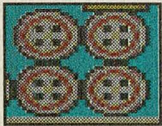


START

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 dahl!) 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 7!



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!

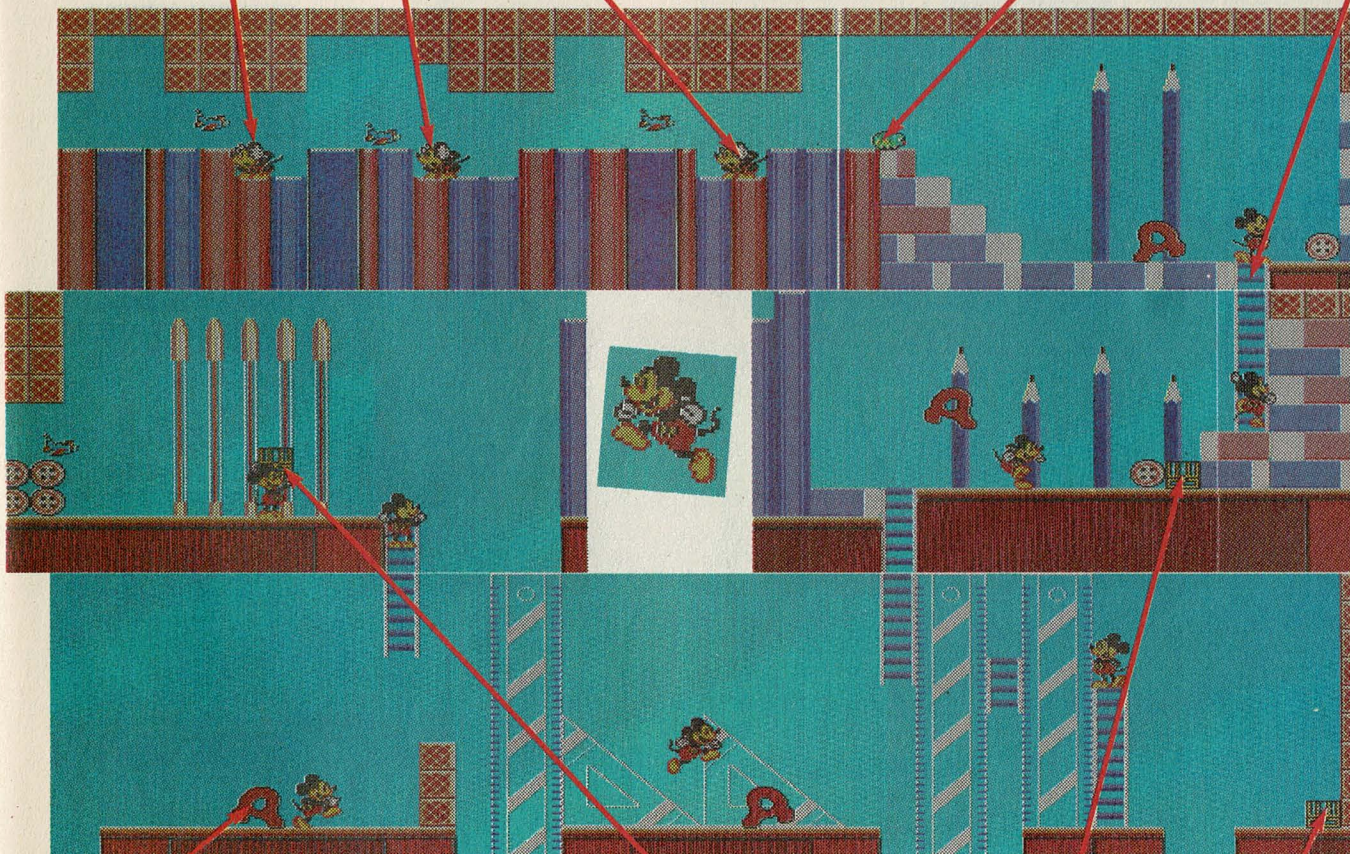
Duck!

Duck!

Duck!

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.

BIG CAKE: 2 LIFE STARS



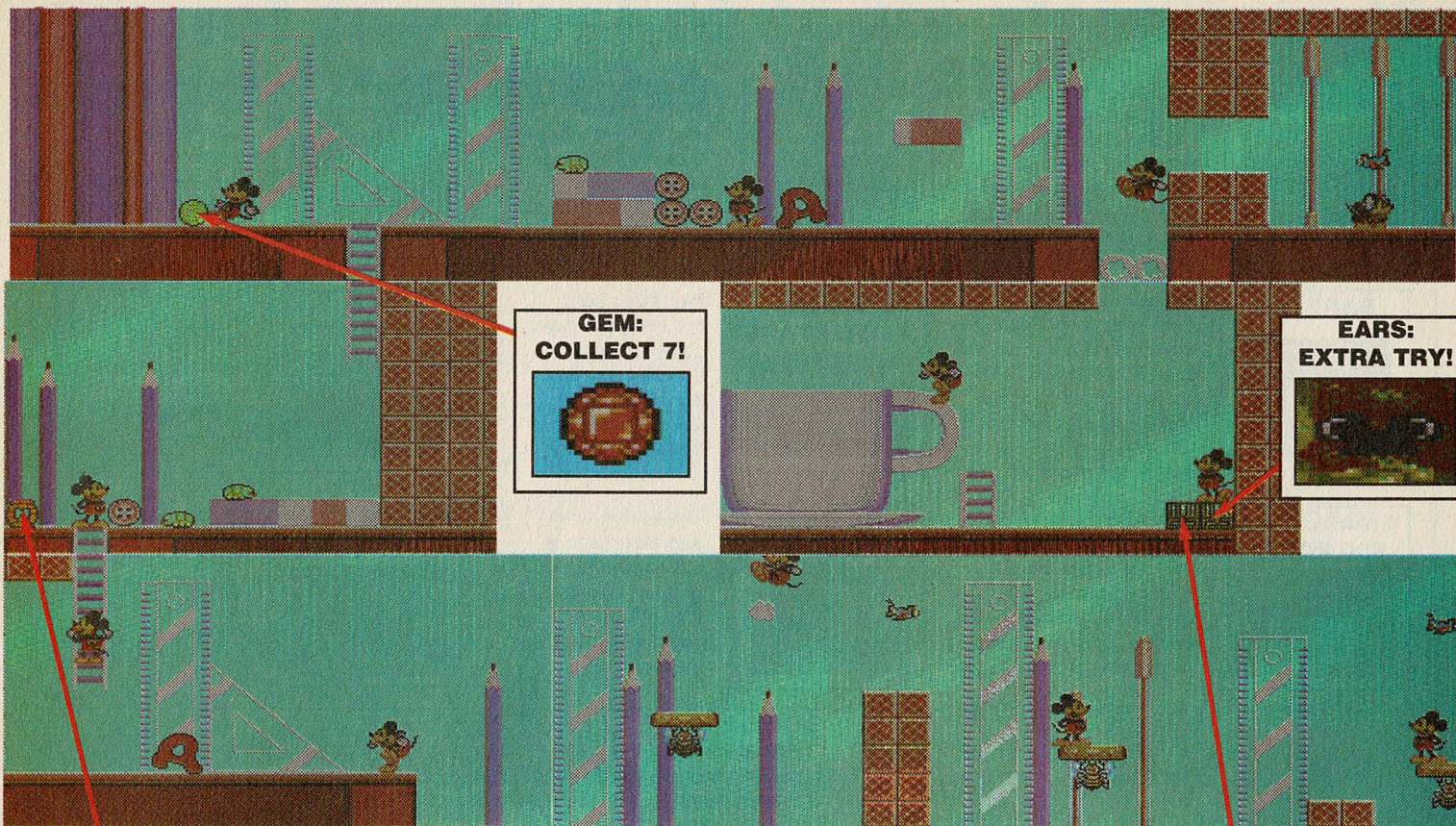
SMALL COIN: 500 POINTS



SMALL CAKE: 1 LIFE STAR

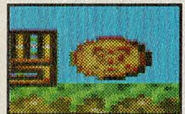


MICKY MOUSE

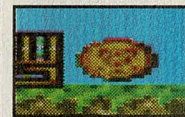


Pick up the barrel and chuck it at the second caterpillar. Then jump on the barrel and shin your way up the ladder!

**SMALL COIN:
500 POINTS**



**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 barre and straight onto the ledge. Be quick!


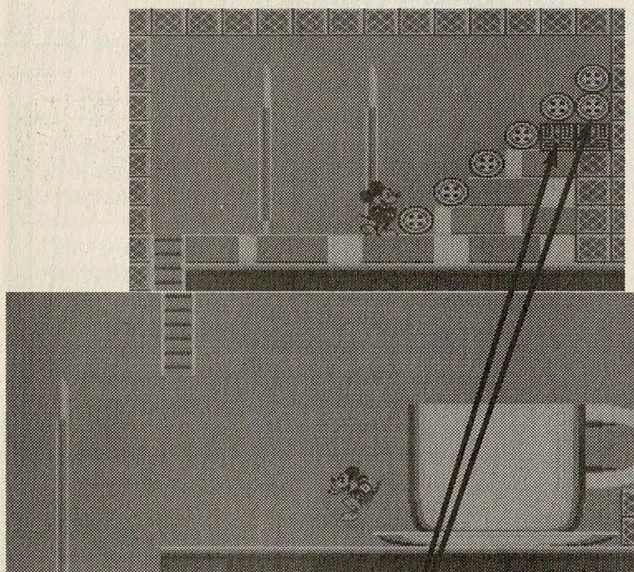
**BIG COIN:
2,000 POINTS**



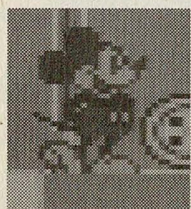


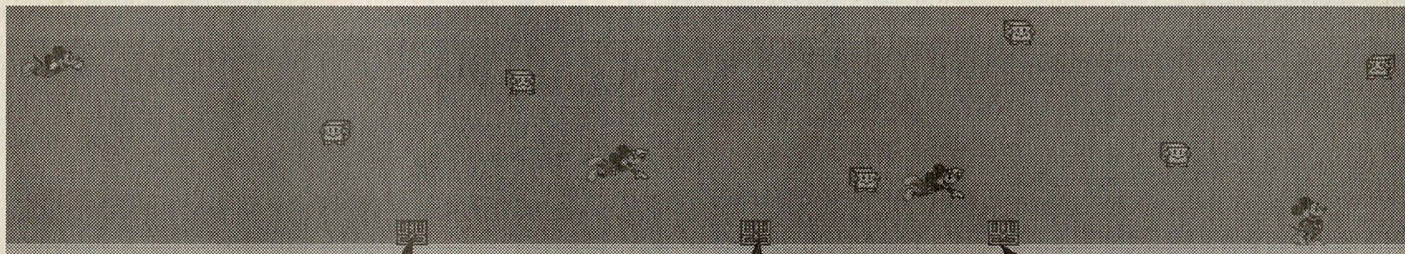
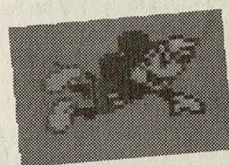
BIG CAKE: 2 LIFE STARS

**SMALL CAKE:
1 LIFE STAR**

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



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!



And now it's...

The Prof's

Welcome, ladies and gentlemen, to the September edition of the *Prof's Incredible Tip Lab*. What a month, eh? Not only have we tipped 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 lot 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 hold of it?

Yours exasperatedly (!),
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 free 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'll find more fireballs and six ladders. Take the top ladder on the right, and you'll find – the "personal letters"!

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

Q. How do you spot a Nintendo owner at the sheepdog trials?
A. He's the one with the gallows!

"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?

Q. Did you hear about the Nintendo owner's desert survival team?

A. They always made sure they had a good supply of dehydrated water!

Titillating

Tip Lab!

"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 to repair!

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 Volkenvumblevagen, 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:

LHJKINAFAMA

There you go. Now remember what I told you.

Yours,

Prof.

"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 one of the walls 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 out 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,

Luke Froment, Shorebury

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.

"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. 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!

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

**The Prof's Incredible Tip Lab,
Sega Power Magazine,
Beauford Court,
30 Monmouth Street,
Bath, Avon BA1 2BW.**

Q. Did you hear about the Nintendo owner who drove his car everywhere at 100mph so he wouldn't run out of petrol?

SSLY SCORES

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, dudes!

ACTION FIGHTER

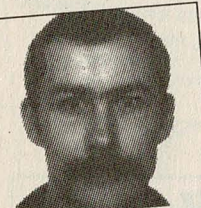
1,955,040 "Icy" Cockayne, Merseyside
1,800,200 Robert Wigston, Wishaw
1,404,480 Andrew Day, Sutton-Coutenay

ALEX KIDD AND THE LOST STARS

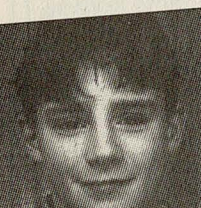
764,000 James Wilcox, Surrey
735,000 Nathan Jarvis, S Humberside
593,900 Robert Hill, Sutton

ALEX KIDD IN SHINOBI WORLD

210,200 Adam Mason, Merseyside
137,200 Tony Styles, Stockport
137,100 James Jones, Market Drayton



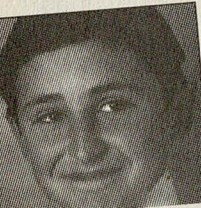
R. Stielle Mickey Mouse (MD)



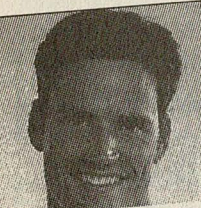
Michael Reeder Mickey Mouse



Mary Oliver AK In Miracle World



Steven Dowden Mickey Mouse



Justin Atkinson Gauntlet

135,900 David Isham

124,300 Simon Bentley

ALEX KIDD IN MIRACLE WORLD

960,200 Richard ?, London
802,500 Mary Oliver, Hammersmith
790,300 Nicolas Alexandrou, London
742,000 Chris Williams, St Helens

AFTERBURNER

81,963,500 Ian Colquhoun, Livingston
69,433,400 Paul Chambers, Rugby
51,187,170 Marc Galletly, Ickenham

AFTERBURNER 2

19,357,200 J. Wer, W Midlands
17,920,170 Philip Philipsen, Denmark

ALTERED BEAST (MS)

1,384,000 Warwick Russel, Bath
1,308,600 Ian Lowe, Banbury
959,200 Antony Higgs, Kidlington
745,400 Rebecca Pollington, Chessington

ALTERED BEAST (MD)

3,760,900 Steven Edwards, Wolverhampton
3,293,100 Paul Smith, Altrincham

BATTLE OUTRUN

163,400 David Wright, Lincoln
129,550 Carl Parry, Wrexham
110,650 Christopher Smith, Cardiff

BLACK BELT

2,039,900 Simon Adams, Bedford
1,738,750 Sonya Mills, Thorplands
1,429,600 Craig Wood,

CAPTAIN SILVER

352,900 Richard Wheat, Rossett
336,900 Che Hamilton, London
236,400 Robert Hill, Sutton

CHASE HQ

10,643,400 "Icy" Cockayne (again!), Merseyside
8,174,951 Simon Colston, Collygate
8,173,600 Graham Ashcroft, Preston
5,966,600 James Wallington, Nottingham

CHOPLIFTER

6,002,800 Tony Hawk, Birmingham
6,002,400 Matthew White, Warley
6,002,000 Chris Hammond, Solihull

COLUMNS (MS)

1,906,590 Angela Munroe, Rayleigh
1,717,140 "Icy" Cockayne (and again!), Merseyside
1,502,980 Nicola Munro, Rayleigh
1,105,980 Andrew Clarke, Ballymena, N.I.

COLUMNS (MD)

55,284,625 Mike Crowhurst, Hull

DOUBLE DRAGON

1,303,011 Simon Coyle, Lisburn
1,267,610 "Icy" (not again, surely?) Cockayne, Merseyside
948,680 Robert Wigston, Wishaw

DYNAMITE DUX

987,060 Neil Edmunds, Rhondda
874,770 "Icy" (what? Again?) Cockayne, Merseyside
765,290 Robert Wigston, Wishaw

DYNAMITE DUKE (MD)

875,230 Dylan Powell, London
205,900 David McNairn, Glasgow

E-S.W.A.T. (MD)

206,500 Dylan Powell, London
205,900 David McNairn, Glasgow

FANTASY ZONE

71,780,100 Glynn Simmons, Maidstone
45,346,300 John Roulston, Birmingham
45,321,100 D. Openshaw, Diggle
44,747,600 Edward Bowes, Saddleworth

FANTASY ZONE 2

8,485,700 Bernie Hines, Shaftesbury
8,011,100 Mrs Fenney, Sheffield
7,666,000 Nicolas Alexandrou, London

FANTASY ZONE – THE MAZE

513,240 K Keith Weedon, Aylesbury
487,630 Philip Pattison
477,930 Andrew Mobbs, Witney
478,950 Scott McGrath, Swindon

FIRE AND FORGET 2

602,982 Jason Overton, Romford

GAUNTLET

1,216,944 Justin Atkinson, Redruth
199,585 Simon Yeates, Oxford
165,095 Mark Gratton, Middlesex
140,580 David Isham, Reading

GHOULS 'N' GHOSTS (MD)

393,300 Iain Gentry, Hillington
169,900 Philip Philipsen, Denmark
146,900 Steven Edwards, Wolverhampton

GHOSTBUSTERS (MS)

\$947,160 Richard Elsbury, Shropshire
\$930,240 Craig Wood, Redditch
\$500,200 Fysal Barlow, Essex

GOLDEN AXE (MS)

348.5 Paul Carnegie, Glasgow
260.5 Scott Byrne, Heywood

GOLDEN AXE (MD)

376.5 "The Watchman," Suffolk
375.5 Richard Lunt, Clwyd
363.5 Stephen Powell, Heywood
358.0 Simon Smith, Warrington
301.1 Roz Bowen, Suffolk

KENSEIDEN

1,013,700 Scott McGrath, Swindon
679,700 David Wilson, Stoke-on-Trent
558,400 Paul Houghton, Dorset

LORD OF THE SWORD

3,864,200 Paul Cavell, Tipton
3,483,000 Gary Hunt, Doncaster
2,692,000 Andrew Binks, Wakefield

MICKEY MOUSE (MS)

148,010 Steven Dowden, Southampton
141,070 Michael Reeder, Hants
140,060 Brian Bridge, Preston

137,820 Steven Davidson, Halifax

136,570 James Isham, Reading
128,990 David Isham, Reading
127,950 Barry Mulholland, Dumbarton
120,470 Tim Croker, Reading

MICKEY MOUSE (MD)

1,214,200 R. Stielle, Belgium
225,800 Chris Shard, Warrington

MY HERO

2,063,500 Andrew Owens, Derby
1,717,150 Andy Findlay, London
1,711,300 Sean Lawrence, Manchester

MOONWALKER (MD)

725,890 Ross Crudgington, Aldershot

MOONWALKER (MS)

999,990 Dominic Rackstraw, Bracknell
999,990 Allen "ACE" Read, Fife
756,300 Glen Holland, Surrey
583,600 John Dickson, Coldstream

OPERATION WOLF

2,842,600 Ryan Taylor, Wishaw, Scotland
1,150,300 Anne Taylor's son !
1,100,750 Stephen Usher, Peterlee

OUT RUN

91,235,460 Chris Talbot, Manchester
88,396,200 Mrs Rhicker, Crawley
88,342,860 Luke Metcalf, Cleveland

OUT RUN 3D

41,884,330 Matthew Parsons, Blackburn
40,106,345 Paul Reynolds, Hemel Hempstead
39,714,270 Chris Learmonth, Scampton

PIT-POT

114,700 Michael Cawood, Whitehill
93,300 Alexandra Toombes, Bordon
12,400 Abdul Mokid, Oldham

POWER STRIKE

7,058,440 David Tobin, Cardiff
6,900,400 Paul Cavell, Tipton
6,839,000 Justin Dean, Basildon

POPULOUS (MD)

121,150 Scott Currie, Camelon

R-TYPE

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

RAMBO 3

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

RAMPAGE

1,170,550 Philip Wooldbridge, Stourbridge
1,034,830 Stephen Mawhinney, Ballymena
1,024,025 Lee Fullard, Bilston

RASTAN

5,898,988 Ian O'Dowd, Essex
1,640,500 Scott McDougall, Edinburgh
1,599,990 Esse Farnworth, Kent

REVENGE OF SHINOBI

1,389,500 Philip Philipsen, Denmark
1,067,400 Scott Currie, Camelon

SAFARI HUNT

11,559,100 J Houston, N. Ireland
11,567,100 Russell Turner, Ickenham
10,765,400 Rich Selwood, Newcastle-upon-Tyne
11,014,701 John James, Learnington-Spa

SUPER HANG ON

5,999,980 Kris Butler, Chatham
5,999,950 Craig Francis, Wolverhampton
5,347,600 Chris Talbot, Manchester

SHOOTING GALLERY

1,543,000 Mike Beer, Shaftesbury
127,300 Alan Barratt, Birmingham

SHINOBI

1,800,570 Kevin Capener, Bootle
1,700,600 Paul Cavell, Tipton
1,600,771 Adam Miglioranza

SPACE HARRIER

53,714,830 Richard Wilson, Billingham
49,320,440 Esse Farnsworth, Kent
45,211,300 Simon Tonkin, Moseley

SPACE HARRIER 3D

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

SUPER THUNDERBLADE

8,282,260 Eliot Sykes, Herts

THUNDER BLADE

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

TRANSBOT

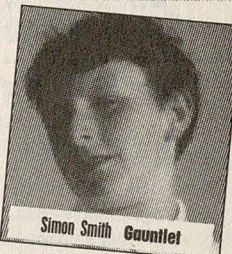
3,541,900 Chris Talbot, Manchester
2,102,201 David Ritchie, Musselburgh
2,040,908 Andrew Jackson, Jarrow

TRUXTON

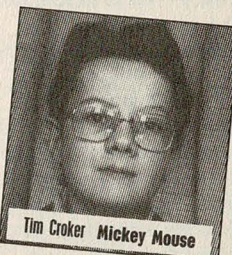
2,011,600 Tim Bennet, Bedford
1,824,700 Mark Wilkinson, N Humberside
1,562,070 Steven Edwards, Wolverhampton

VIGILANTE

651,009 Simon Stokes, Preston
307,930 Richard Wheat, Clwyd
300,900 Adam Miglioranza, Worcester Park



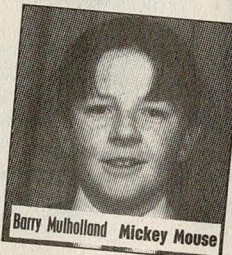
Simon Smith Gauntlet



Tim Croker Mickey Mouse



Chris Shard Mickey Mouse (MD)



Barry Mulholland Mickey Mouse

WONDERBOY

4,674,950 Michael Cable, Ipswich
3,796,430 Robert Wigston, Wishaw
2,936,306 Gavin Roulston, Birmingham
2,892,312 Robert Newson, Bristol

WONDERBOY IN MONSTERLAND

9,517,600 Simon Gale, Moffat
9,410,930 Paul Ridgley, Fishborough
9,293,060 Stephen Mawhinney, Ballymena

**Ssly Scores,
Sega Power Magazine,
Beauford Court,
30 Monmouth Street,
Bath, Avon BA1 2BW.**

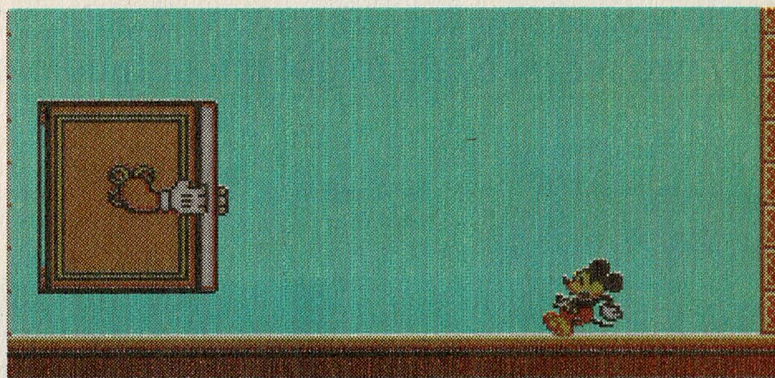
Remember to tell us if your score is on the Mega Drive or Master System!

Meet the Boss at the end of level four

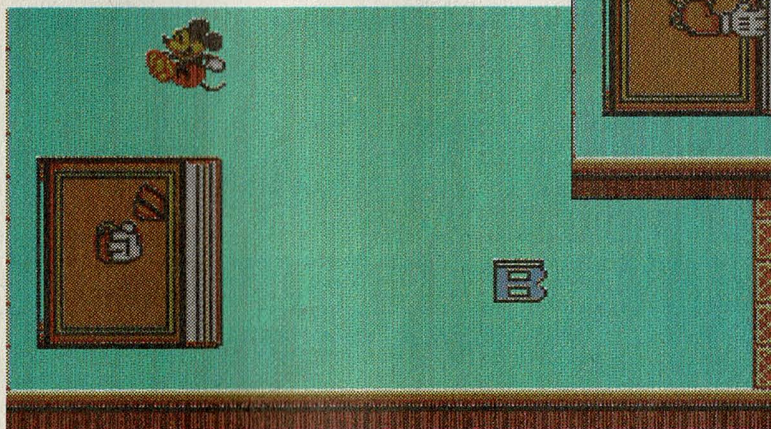
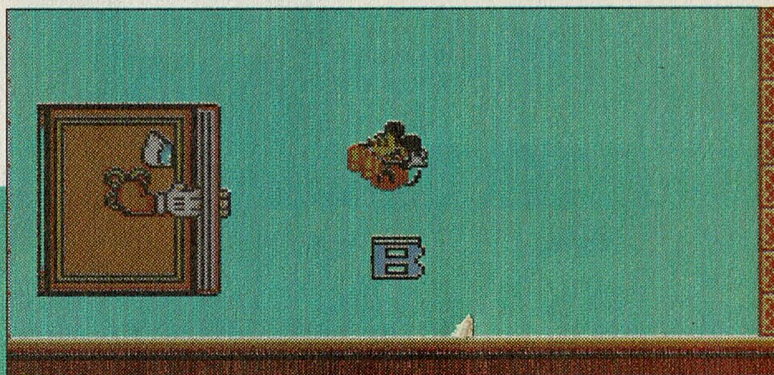
These Bosses just get easier and easier! After last month's Boss turned out to be a piece of cake (or was it a chocolate bar?), this one ends up as a flying book – and it's even easier to deal with. All you've got to do is make up your mind early on as to whether you're going for a hit or not. If you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



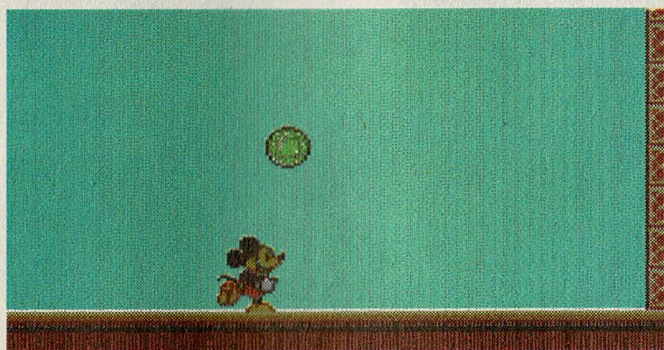
1. Woah! It's a horrible floating book. Now all you've got to do is wait and see if he releases a low or a high book at you...



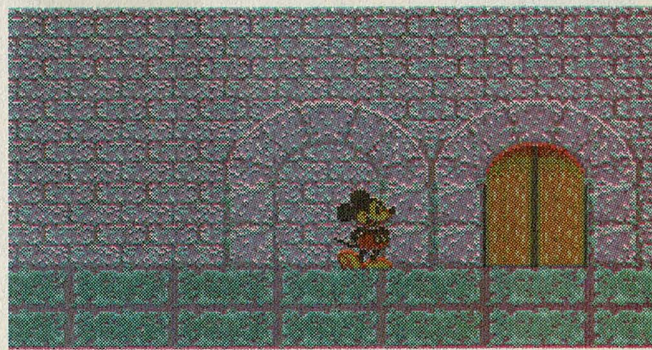
2. This is truly excellent stuff! The mighty tome chucks a low flying "B." All you have to do now is bottom the "B," and then...



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!



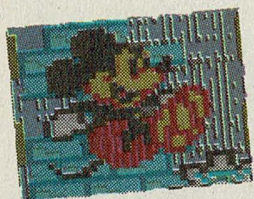
Now turn to page 42 for level five!



Mickey Mouse

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!



Go straight to page 44!

Chuck away this bolt. It's of no use to you.

Duck as you slide – the screw thread carries Mickey along by itself.



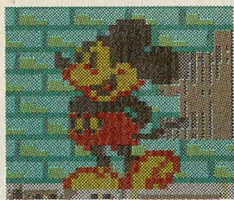
Get the timing right on the pendulum or face the consequences!

**S
T
A
R
T**



These screws send Mickey in different directions – sometimes to your advantage, but more often than not they send you towards some hidden danger. Jumping as you go makes travel a lot easier.

You'll come across a lot of these baddies. They're quite tough, but you'll be okay as long as you bottom the top of them before they manage to hit you...



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



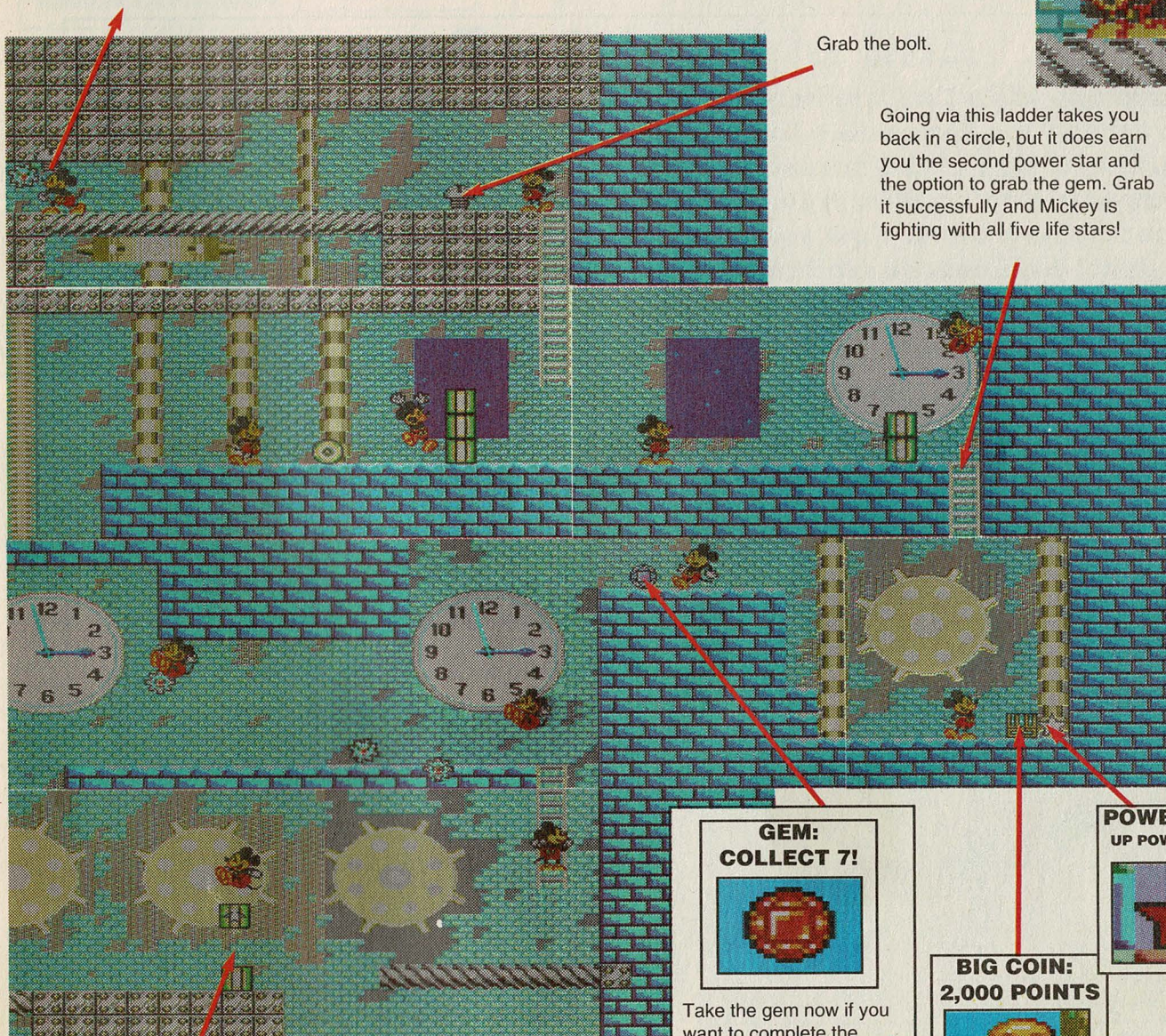
Buttons are the same as boulders. Pick them up and then throw them at baddies to kill them. When you throw buttons they disintegrate. You can also "bottom" them.

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!



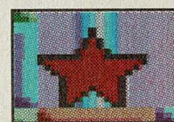
Now you can just keep bouncing until all four parts of the baddie are well and truly squished. Just remember - be quick!

GEM: COLLECT 7!



Take the gem now if you want to complete the level, or leave it if you want to re-enter the level later and get more points.

POWER STAR: UP POWER GAUGE!



BIG COIN: 2,000 POINTS



**SMALL CAKE:
1 LIFE STAR**



From page 42.
Pick up the bolt.

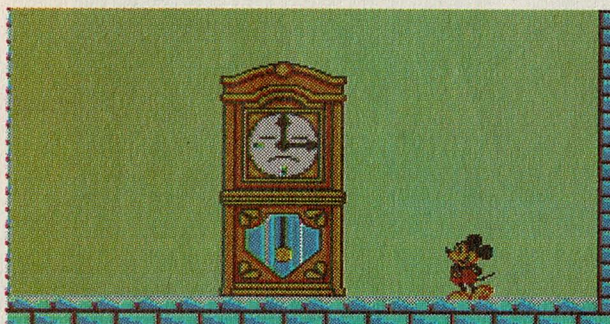
Chuck the bolt at the bird and wait for the moving platform to come along nearby.

Quickly jump off the moving platform and onto the ledge. Pick up the bolt and get back onto the moving platform when it is on the right.

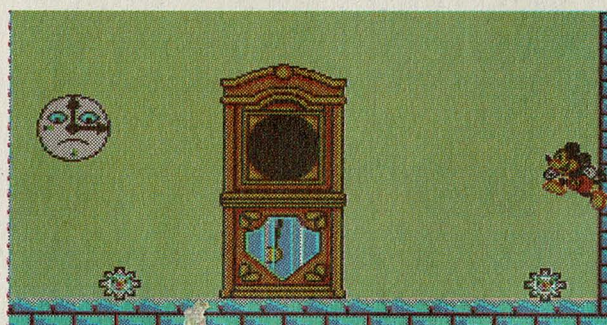
Still holding the bolt, jump onto the second ledge and wait for another moving platform.

End of level 5 – Boss

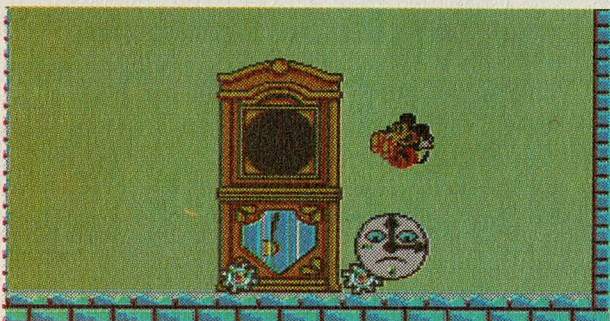
Now this guy is just a little harder than all the other Bosses so far, but that doesn't mean it's impossible to beat him! All you have to do is wait at the far righthand side of the screen and jump over the cogs when they come towards you. Don't bother trying to bottom the cogs as they are only replaced 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.



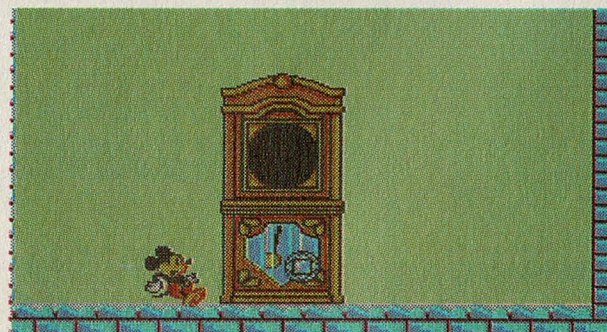
1. Doesn't look too bad, does it? Just you wait until the evil fiend starts chucking hundreds of little cogs at you!



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!

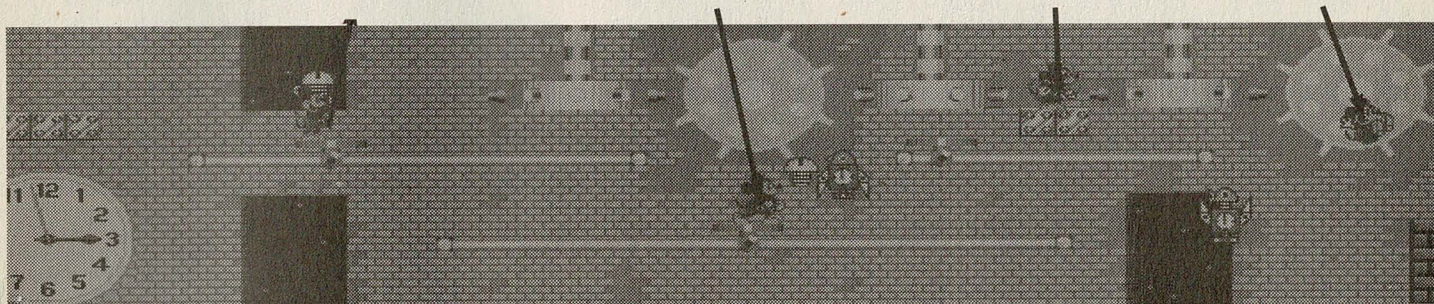
Altogether now, say, "Bye-bye, Mr Boss, I'm off to snog my girlfriend!" And we'll see you all next month!

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.

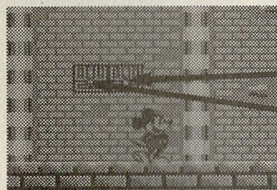
Chuck the bolt at the bird, quickly jump onto the platform and then jump onto the top ledge.

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

... bottom the bird and fall to safety!



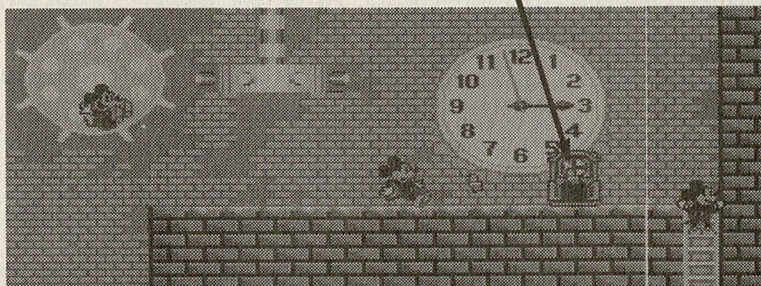
SECRET TREASURE NUMBER 1



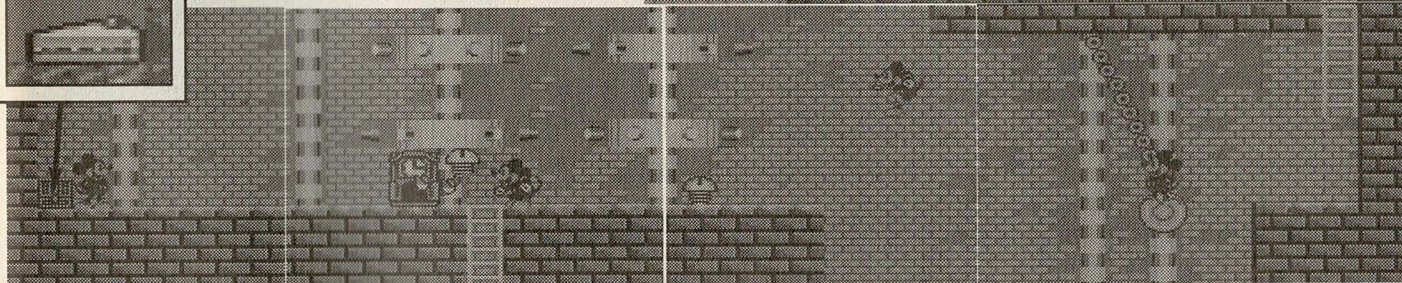
BIG COIN:
2,000 POINTS



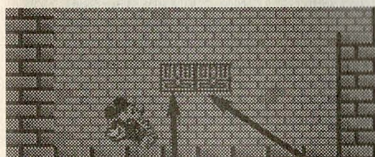
Quick! Bounce on the cuckoo clock!



SMALL CAKE:
1 LIFE STAR



SECRET TREASURE NUMBER 2

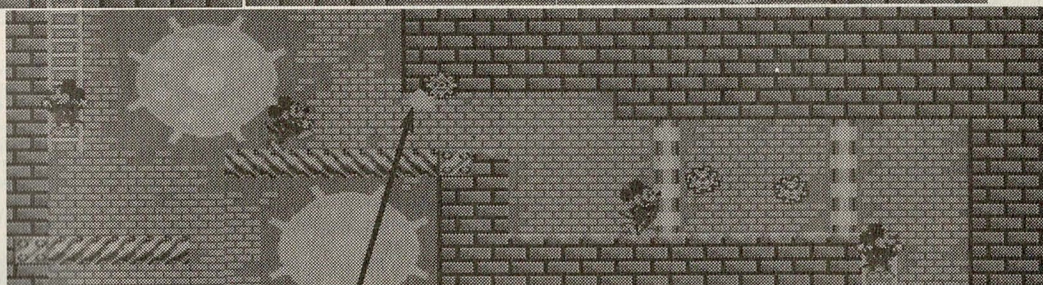


Don't miss out these goodies in the secret treasure room!

SMALL COIN:

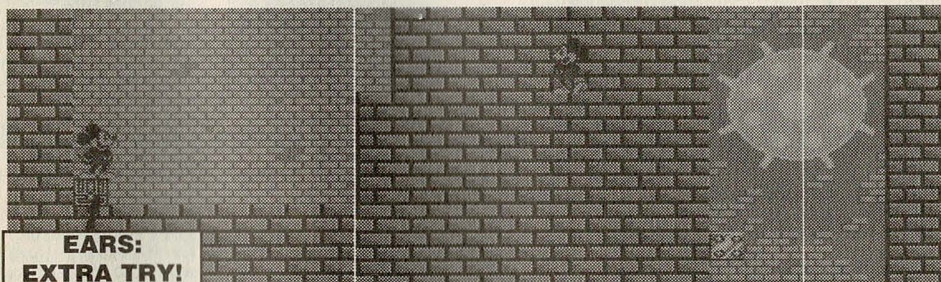


BIG COIN:



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

Secret Treasure Room!



EARS:
EXTRA TRY!



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

Fed up with that cart? Tired of wiggling the same joypad? Well, here's the bit where you can exchange the old for the new! Send all ads to: Small Ads, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW



Sega Master System

with four joysticks

for £50. Or add £450 worth of cartridges including: R-Type, Golden Axe, Altered Beast and Double Dragon for £150 extra.

Tel: 071 629 7074

For sale: Chase HQ, £20. Swap Ghostbusters for Rastan. Also Queen and Last Star Fighter videos, £5. Issues 2 and 4-6 of **Sega Power**, 20p each
Tel: 061 442 9969

A/K Shinobi World and Wonderboy - Monsterland for £15
Tel: 0273 732317

For sale: Basketball, Rocky, Shinobi, Fantasy Zone, Power Strike, Double Dragon, Rastan, Transbot. Prices £8 - £15, swaps considered. Wanted: World Games, Psycho Fox, Rampage, Wonderboy.
Tel: 0933 400 250

For sale: Batman the movie, Robocop, Batman the Caped Crusader and others.
Tel: 0272 719963

Sega system: phaser, RFU, 3-D specs, Control Stick and £30-£40 games including Phantasy Star and R-Type. Worth £400. Bargain at £200! Mint condition with box and instructions.
Tel: 010 49211 288530

Atari STE power pack, computer joystick and 3 games, 4 months old, hardly used, immaculate condition - worth over £550. Bargain at £300 o.n.o.
Tel: 0602 754627

Sega Master System inc. Great Golf, 3 control pads plus another broken Sega with some internal and external spares. Quick sale at £60.
Tel: 0562 882660 anytime

Sega Mega Drive with joypad and 7 great games including Batman, Rastan 2 and Super Monaco Grand Prix. Worth £450 - sell £290. Absolute bargain.
Tel: 0269 824304

Master System for sale, still boxed with 16 games, gun, control stick, speeding, joystick. Games include Cal. Games and so on. All for £350.
Tel: 081 330 3984

Sega Master System Games: Double Dragon, Vigilante, Rampage, £15 each.
Tel: 05395 63355 after 4pm

Sega Master System Games: R-Type, Cyborg Hunter, Aztec Adventure. All in new condition - £12 each or all three for £30.
Tel: 081 470 4783

Master System, control pads, games include: Outrun, Space Harrier, Pro Football, Dead Angle. £100. All boxed and in really excellent condition.

Write to: 49 Wern-ddu Road, Ammanford, Dyfed, SA18 2NE

For sale: top condition Sega games including the likes of Cloud Master, Y's, Scramble Sports, California Games, and many more.
Tel: 0372 743202

For sale: Nintendo Entertainment System and five games - Super Marios Bros, Super Marios Bros 2, Gradius, Life Force, Zelda. Worth £240 but will sell for £100.
Tel: 061 344 0553

Master System, lightgun or 3D specs. Over £250 worth of games all boxed as new! Still under guarantee! £200 o.n.o. Urgent sale.
Tel: 061 428 7734

Sega for sale with 4 games Rocky £15, World Soccer £5, California Games £13, Rastan £10. Comes with 1 joypad and 1 joystick only. Worth £185 but will sell for £155. Be quick please because we want an urgent sale.
Tel: 021 326 6762 after 6pm.

Spectrum games for sale, £350 worth, will sell for £40 or swap for anything else - Mega Drive game?
Tel: 051 357 2477

Sega for sale: 15 games including Miracle Warriors, Wonderboy 2 and 3, Psycho Fox, light phaser, pair of 3D glasses and control stick. Worth £560 but sale for £340 o.n.o.
Tel: 0282 54910

For sale: Sega System with 4 boxed games, some with instructions, and one unboxed one. Include Wonderboy 3 and Shinobi. A steal at £85 o.n.o.
Tel: 0942 674083

Psycho Fox and Double Dragon for sale. £15 each or £25 for both.
Tel: 0602 729808

Sega Master System with seven games (Spy vs Spy, Rampage, R-Type, Dead Angle, Ghost House, Space Harrier, Cyborg Hunter) worth £260. Will sell for £140 o.n.o.
Tel: 0272 685889

Commodore 64 for sale! Over £160 worth of games, one joystick, C2N cassette recorder, all for £100!
Tel: 0489 784719 after 6pm

Master System plus two hand controllers, light gun and two Mega cartridges and two Sega mags for £80.
Tel: 0532 570262

For sale: Sega Master System still boxed, one pad, joystick and three games worth £155. Will sale for £95 o.n.o.
Tel: 081 302 3996

For sale: Spectrum + 2 with joystick, Swap Shot 2 and over £300 worth of games. Will sell £189 o.n.o.
Write to: 21 Muirfield, East Acton, London. W3 7NR

Sega Master System Plus light phaser and two joypads. Also 11 top games including California Games and Rambo 3. £150 o.n.o. Tel: 061 236 4655 ask for young Danny

Sega Master for sale: two control pads, light phaser, 10 great games. Very good condition, everything boxed. Worth over £300 - yours for £95.
Tel: Notts 720361

Sega Master System. One year old. With light phaser £60. Also for sale Choplifter, £10.
Tel: 081 398 1135

Sega Master System nine games including Basketball Nightmare, California Games, light phaser and control stick. Good condition worth £420 - will sell for £175 o.n.o.
Tel: 0920 464933 after 5pm

Sega Master System plus light phaser, R.F.U., tow control sticks, over 40 games, (7 shooting games) including Afterburner, Golden Axe, and Thunderblade. Worth over £1,200 - sell for £595.
Tel: 0737 551191

Sega Master System and 7 great games including Shinobi, Altered Beast, Psycho Fox, Wonderboy 3, and a rapid fire unit. Would be worth £340 I'm selling for £200! and Fantasy Zone Free.
Tel: 071 635 0286

For sale: Rampage, £12
Tel: 0602 382555 after 7pm except Friday

Sega Master System, light phaser, rapid fire unit and 11 games including R-Type, Wonderboy 2 and 3, Shinobi, Rambo 3, and many others. Worth over £350. Will sell for £150.
Tel: 0706 229204

Wonderboy 3 for sale £10 - £15 or swap for Psycho Fox.
Tel: 051 264 7261 after 4pm

Sega Master System. 7 great games in mint condition including Phantasy Star for £25, Rastan, Rampage, WB 3, Bomber Raid, Shinobi for £15 and F-16 for £10.
Tel: 0856 78255 6-10pm weekdays

Spectrum + 2 for sale, £125 o.n.o. Over 100 games, light gun and joystick worth over £250.
Tel: Tom on 0823 400637

Sega Master System plus handle controller, light phaser, control pads, rapid fire unit, Moonwalker, World Cup Italia '90, Wonderboy 3 and 8 more games. £170 o.n.o.
Tel: 0268 693564

Mega Drive games, Alex Kidd £20, Super Monaco G.P. £20, TAP, E.S.W.A.T. £15. AU boxed with instructions.
Tel: James on 0494 431697



How do you get to classic in Phantasy Star?

Write to: 35 Sutton Lane, Granby, Notts. NG13 9PY

Shinobi: cannot get past Mandara. Anyone know how? Also, the bonus level, any tips on how to get past it? Afterburner: I cannot get past level 12.
Tel: Farnham 733984

I need help on Revenge of Shinobi, does anyone know how to get past the Cellar Maze on level eight, in scene 2.
Write to: 61 Mayfield Gardens, Hanwell, London. W7 3RB

Please could anyone send me the solutions to Phantasy Star printed in earlier issues of **Sega Power**. Willing to pay!
Tel: 0733 555152

Any help or cheats for Golden Axe, Safari Hunt or Hang On?
Tel: 0892 862023

Rampage, excellent condition £15, boxed with instructions.
Tel: 0494 431697

For Sale: Great Football £12 or swap for Mickey Mouse or Moonwalker. Write to Simon Bailey, 25 Station Drive, Wisbech, Cambs. PE13 2PP.

Complete Lego Electric (12V) Train set: two trains, including all available main assemblies and accessories on the market. All mint condition, original boxes and instructions. Valued at £490. Sale at only £200. Tel: 010 2111 68530

Sega Master System for sale. Includes 2 control pads, light phaser, control stick, rapid fire unit and 13 games for £300 o.n.o.
Tel: 0277 223110

Commodore 64, 2 cassette players, 2 joysticks. Around £200 of originals: Combat School, Double Dragon. Many others. New Model under two years old. Sell for £149.99 (worth £350)
Tel: 09274 25187

Is there anybody out there who can give me a hint, tip or cheat for Golden Axe on the Master System? If you do I will give you some cheats. Thanks
Tel: 0259 213994

Anyone know how to complete Alex Kid in Miracle World?
Tel: 051 920 0403

In Spellcaster is there any way to get past the long centipede?
Tel: 0273 591034 between 6pm and 8pm

Has any one out there got any tips on how to complete Golden Axe, Battle Out and Run of Shinobi? Thanks. Please hurry, I'm desperate.
Tel: 071 534 1302

Can anyone help me by giving codes or cheats for Secret Command. I also want to swap games.
Tel: 0623 870251

Help! I'm playing Y's and I'm stuck on the 13th floor of the tower. How do I find the stairs when I've passed through the mirrors?
Tel: 0602 722181

Sega Mega Drive games for sale, £20 each. Also Sega Master System converter - play your favourite Master System games on your Mega Drive.
Tel: Glyn on 0226 200844 after 6pm

Sega Master System with Ninja, Enduro Racer, Italia '90 and Alex Kidd in Miracle World. Brand new, still boxed, was £125. Sell for £100 plus the two control pads.
Tel: 041 945 4002

For sale: Sega Master System, good condition, boxed for £40.
Tel: 081 520 6358

Sega Master System, light gun, games: Hang On, Safari Hunt, joystick, control pads, 4 games including R-Type, Italia '90, Alex Kidd in Miracle World., Zillion 2. New £250 - sell for £110.
Tel: 0924 492318 after 6pm

Master System with 11 games in good condition. Also joysticks and joypads. Worth £250. Will sell for only £200. Only one year old!
Tel: 0480 67765

For Sale: One Art Editor. Soiled, complete with whinge trumpet. Apply here.



I will swap my
Psycho Fox,
Basketball
Nightmare,

Choplifter, Pro Wrestling, Time Soldiers
or Altered Beast for your Monopoly, Slap
Shot or other games. Tel: 0978 263107

I will swap Wonderboy 2, for
Bomber Raid, Y's or Psycho
Fox.

Tel: 0726 67742

I will swap Time Soldiers for
Choplifter.

Tel: 09853 442

Will swap Out Run or
Transbot for Monopoly,
Bomber Raid Battle, Out
Run or Operation Wolf.

Tel: 0533 60321

I would like to swap Thunder
Blade, Great Basketball,
Rampage for Wonderboy in
Monsterland, Shinobi, Lord
of the Sword, Kenseiden or
Spy vs Spy.

Tel: 081 8455247

Will swap Afterburner,
Dynamite Dux, Altered
Beast, Slapshot and
Monopoly. I want California
Games, will consider any
other games and will buy
rapid fire unit for £3.50.

Tel: 0206 396882

I will swap my Afterburner
for Golden Axe.

Tel: 0636 525512

I will swap my Afterburner,
Out Run, Action Fighter and
Alien Syndrome for Black
Belt, Dynamite Dux,
California Games, Fantasy
Zone 2.

Tel: 0480 459163 in the
evenings only

I will swap my Ninja or
Gangster Town for Slap
Shot, Basketball Nightmare
or Golden Axe.

Tel: 0272 248407

I will swap my
Pro Wrestling,
Enduro Racer or
Afterburner for your
Golden Axe, Altered
Beast or Vigilante.

Tel: 051 424 8081

I will swap my World Soccer,
Fantasy Zone, Vigilante,
Altered Beast or Psycho Fox
for your Y's, California
Games, Rocky, AKMW or
Great Volleyball.

Tel: 0226 244455

I will swap my Afterburner,
Choplifter, Thunder Blade or
Shinobi for Golden Axe. Or
will sell for £15 each.

Tel: 084421 5979

I will swap my Miracle
Warriors, Ghost House or
World Soccer for Shinobi,
Monopoly or Operation Wolf.

Tel: 081 203 5500 in the
evenings.

I will swap my Altered Beast,
WB 3 or R-Type for your
Spellcaster, Y's or Fantasy
Zone 3. Local swap
preferred.

Tel: 091 4786306

Swap Double Dragon,
Afterburner, Out Run or
Thunderblade for California
Games, WB 1, WB 2,
Indiana Jones, Mickey
Mouse or Basketball
Nightmare.

Tel: Neil on 091 4882338
after 6pm

To swap or sell: Mickey
Mouse, Wonderboy 3,
Psycho Fox (£25 each),
Afterburner, Rampage,
(£20 each), S. Harrier, T.
Soldiers, Lord of Sword (£15
each).

Tel: Dan on 0784 466416
after 5pm

I will swap my A. K., Shinobi
World, Black Belt, Captain
Silver, Quartet, Thunder
Blade or Dynamite Dux for
Rocky, Rampage, R.C.
Grand Prix, California
Games or Aerial Assault.

Tel: 0625 828224



I am willing to pay
for the following
games if they are in
good condition:

Chase HQ, Fire and Forget 2, Indiana
Jones, Psycho Fox, R-Type, Ultimate,
Super Monaco G.P., Wonderboy 3 and
Impossible Mission. Tel: 0703 455081

Aerial Assault, Battle
Outrun, World Games,
Summer Games, Paper Boy
and World Cup Italia '90.
Will pay £10 - £15 each if in
good condition.

Tel: 091 268 3990

Action Fighter, Astro
Warrior, Choplifter, Galaxy
Force 2, 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: 0642 322046 after 4pm
please.

Wanted: Pro Wrestling,
Psycho Fox, Chase HQ,
Battle, Out Run, Indiana
Jones, Impossible Mission,
Rocky and Wonderboy 1 -
in excellent condition.

Tel: 0475 672853

Wanted: Mega Drive games.
Will pay up to £20 or
consider swapping.

Tel: 0727 838677 after 4pm

I am willing to pay £8 to £13
for either Rocky or
Golfmania.

Tel: 0689 831447

Wanted: Wonder Boy 2. Will
pay £15.

Tel: Clint on 0225 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 9871

Rampage wanted in good
condition. Will pay £15.

Tel: 021 550 0537

Hey! Anyone selling a Mega
Drive? Pretty cheap if
possible. Around £130-£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,
Chewton Keynsham,
Bristol, Avon.

Slapshot wanted. Will pay
between £15 and £20. Must
be in good condition with
instructions.

Tel: 0268 759226

I want your Mega Drive
games and will pay £15 to
£17 for the best titles, new
and old.

Tel: 0753 48833

Master System wanted. Will
pay up to £50 if in good
condition. Preferably with
instructions but not
essential.

Tel: 021 742 4011

Wanted: Spy vs Spy,
Ghost House, My
Hero, Secret
Command, The Ninja,
Enduro Racer, Black
Belt and Kung Fu
Kidd. Also Shinobi.

Tel: 0475 672853

Wanted: Rastan, Black Belt
and Pro Wrestling. Must be
in good condition. Will pay
£15 for each.

Tel: 0395 67903

Sega Master System
joypads and games. In good
condition and reasonable
price. Must be in the
Gwent/S. Wales area.

Tel: 0495 223822 after
4.30pm

Will buy Choplifter or
Wonderboy 3 for £10.

Tel: 278 1425

READER AD ORDER FORM

Name

Address

Post code

Telephone

Remember: include your telephone number if you wish to see it in print!

Please tick the category your ad should appear in

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> For Sale | <input type="checkbox"/> Help Wanted |
| <input type="checkbox"/> Goods Wanted | <input type="checkbox"/> Events |
| <input type="checkbox"/> Swaps | <input type="checkbox"/> Miscellaneous |
| <input type="checkbox"/> £5 Boxed Ad | <input type="checkbox"/> PenPals |

Write your FREE ad (maximum 30 words) here.
To place your ad in a separate box, include a £5
Cheque or P.O. payable to Future Publishing Ltd.

Please note:

1. NO TRADE ADS
2. We cannot vouch for the quality of goods/services advertised in this section.
3. We reserve the right to amend or refuse ads at our discretion.
4. No pirated software may be sold through these columns. Any readers being offered pirated software should contact us.
5. We cannot guarantee positions or that adverts will appear in specific issues of **Sega Power**.
6. The following declaration must be signed (a parent or guardian must sign if the advertiser is under 16):
My advertisement is legal, decent, honest and true

Signed _____

NEXT MONTH: SEGA POWER GETS (EVEN) BIGGER AND (EVEN) BETTER!

I don't know if you've ever seen that advert on the telly for some Government Training Agency or something. You know, the one where the guy goes, "We doing good, but we're nay doing great!"

And then the kid at the back with the slide projector goes like *that* with his arm and suddenly the window bursts open and all the Very Important Papers fly out.

You haven't? Oh. Erm... well, forget all about that bit then. The point is, from next month, **Sega Power** is going to be doing *that*.

No, not opening your window and blowing all your Very Important Papers out and being generally clever, but *doing great*.

Thing is, the number of people who've been converted to the joy that is Sega has grown massively over the past few months and is growing all the time. You're one of them yourself, probably.

And many of you have written in to say, "How come **Sega Power** is only 52 pages? And how come it's on paper very much like that stuff dragged by the Labrador puppy in the Andrex ad?"

We take your point. The reason, boringly enough, is simply money. Now that there are getting on for *half a million* (enough people to fill Wembley Stadium more than six times!) of you plugged into Sega, we decided it was time to hang the expense and give you what you're all looking for.

So we've taken out the company cheque-book, forged the boss's signature and gone more than a little bit wacky. Take a look at what we're spending it all on:

- We've just bought a flippin' big factory full of the best quality paper money can buy (it's in Smethwick, in case any of you want to go and visit it). No more loo paper from now on. Hurrah!

- We've decided that 68 pages is the very smallest **Sega Power** will ever be again – in fact we expect it to be a whole lot bigger very soon.

- There'll also be *more* colour, *more* reviews and *more* Sega stuff of all shapes and sizes.

But that's not all. Oh dear me no. In fact, we've saved up the very best for last.

For, from next issue, you'll be able to find out about every game ever released on any Sega machine! We've called back in Stevie Jarrett to write the thing. He was an Editor ages ago until he lost his job (he just couldn't get up in the mornings).

This will be the first time that anyone has ever reviewed and rated every single Sega release.

It means that you'll know instantly whether any game you might see advertised or for private sale is:

- (a) a classic without which your life will be empty,
- (b) okay if you like that kind of thing, sort of,
- (c) or a stinker of such disgusting awfulness that even if someone was paying you to take it away, you'd be well advised to steer clear of it.

So there you have it – or at least, you will on Thursday 5 September, which is when this particular bundle of goodies bursts upon your newsagents' shelves.

By the way, if you're having a lot of trouble getting your hands on a copy of **Sega Power**, here's two ways in which you can save yourself the agony of going without your favourite Sega read:

- Order a copy. All you do is fill in the form below and hand it over to your friendly newsagent.

Then, on or after Thursday 5 September you simply stroll in and say, "Got that copy of **Sega Power** I ordered?" You'll be glad you did!

- The smartest way to do it, though, is to subscribe.

Not only do you get your issue delivered free to your very own door. *Not only* do you get an exclusive **Sega Power** bum bag or baseball cap. *You also save yourself £6!*

That's right. You see, from next issue, the all-new, bigger, improved, washes-whiter-than-white **Sega Power** will cost the still very reasonable price of £1.75.

But by subscribing now, you can get it at the old price. Imagine: delivered for just £1.25 when everyone else is having to go to the shops and spend £1.75!

Turn to page 32 of this issue for more details for what Vanilla Ice has admitted to friends is "A wicked deal (baby)." He did, it's true – it is!

And that about wraps up this issue of **Sega Power**. We're dead excited about all the new stuff – you should be too!

Meet you here on Thursday 5 September, okay? Have a great month – see you then! ■

Sega Power is brought to you by:

EDITOR Andy Smith
STAFF WRITER Neil West
ART EDITOR Kevin Hibbert (his last one!)
ART ASSISTANT Nick Aspell
PRODUCTION TECHNICIANS Simon Windsor, Chris Stocker, Jerome Clough
PUBLISHER Stephen Carey
GROUP PUBLISHING DIRECTOR Greg Ingham
ADVERTISING MANAGER Helen Kirkhope

Address enquiries and correspondence to:
Sega Power Magazine, Future Publishing Ltd., Beauford Court, 30 Monmouth Street, Bath Avon BA1 2BW Telephone 0225 442244 Fax 0225 446019

Subscription enquiries: Christine Stacy 0458 74011

COLOUR REPRO RCS Graphics, Newton Abbot Devon

PRINTERS Wiltshire (Bristol) Bedminster, Bristol

NEWS TRADE DISTRIBUTION UK and Eire only: Future Publishing 0225 442244

NEWS TRADE DISTRIBUTION Rest of the World: Comag 0895 444055

CIRCULATION DIRECTOR Sue Hartley

• This is a fully independent publication, and the views expressed herein are not necessarily those of Sega Enterprises, nor of Virgin Mastertronic, their UK distributors
© Future Publishing 1991

'Your guarantee of value'

This magazine comes from Future Publishing, a company founded just six years ago, but which now sells more computer magazines than any other publisher in Britain. We offer:

Better advice. Our titles are packed with tips, suggestions and explanatory features, written by the best in the business.

Stronger reviews. We have a cast-iron policy of editorial independence, and our reviews give clear buying recommendations.

Clearer design. You need solid information fast. So our designers highlight key elements by using charts, diagrams, summary boxes, annotated photographs, etc.

Greater relevance. At Future, editors operate under two golden rules:
• Understand your readers' needs.
• Satisfy them.

More reader interaction. We draw strongly on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group.

Better value for money. More pages, better quality: magazines you can trust.



Home of Britain's finest computer magazines.

**Sega Power (yes!) • Amiga Format
ST Format • New Computer Express
Your Sinclair • Amiga Power
Commodore Format • Amiga Shopper
Amstrad Action • PC Plus • PC Answers
8000 Plus**

DON'T MISS OUT: BE SURE OF YOUR COPY OF THE WORLD'S BEST SEGA MAGAZINE!

The all-new, astonishingly mouth-watering and delicious October issue of **Sega Power** "hits the streets" on Thursday 5 September. Miss it and you'll be desperately unhappy forever. Fill this in and you won't!

Dear Newsagent, please reserve me a copy of **Sega Power** each and indeed every month, beginning with the October issue, out on Thursday 5 September. Thank you ever so, ever so much.

Name _____

Address _____

● Newsagent: **Sega Power**, published by Future Publishing, is available from your local wholesaler

WE ONLY SELL OFFICIAL UK PRODUCTS. WE DO NOT SHIP HARDWARE OVERSEAS



Sega Game Gear 99.99

FREE Mains powerpack worth £14.99
FREE Special Reserve membership

COLUMNS.....	16.99	PSYCHIC WORLD	16.99
DRAGON CRYSTAL	19.99	SHINOBI	19.99
G-LOC	19.99	SUPER MONACO GP	16.99
GOLDEN AXE	19.99	WONDER BOY	16.99
MIKEY MOUSE	19.99	MAINS ADAPTOR	14.99



Sega Megadrive 149.99

Altered Beast, Joypad
FREE extra TURBO Joypad
FREE Special Reserve membership

CHAMP EXPLORER JOYSTICK FOR MEGADRIVE	19.99
COMPETITION PRO STAR EXTRA FOR MEGADRIVE	15.49
SEGA MEGADRIVE ARCADE POWER STICK	34.99
SEGA MEGADRIVE POWER BASE CONVERTER	28.49
(Allows use of master system Games)	
TURBO (RAPID FIRE) SEGA MEGADRIVE JOYPAD	14.99

SONIC THE HEDGEHOG

NEW31.99

AFTERBURNER 2	27.99	FAERY TALE ADVENTURE	31.99	MOONWALKER	27.99	SUPER MONACO	27.99
ALEX KIDD IN THE	27.99	FORGOTTEN WORLDS	27.99	MYSTIC DEFENDER	27.99	GRAND PRIX	27.99
ENCHANTED CASTLE	24.99	GAIN GROUND	27.99	ONSLAUGHT	28.49	SUPER REAL	27.99
ALTERED BEAST	27.99	GHOSTBUSTERS	27.99	PGA GOLF TOUR	31.99	BASKETBALL	27.99
ARNOLD PALMER	27.99	GHOULS N GHOSTS	35.99	PHANTASY STAR 2	47.99	SUPER THUNDERBLADE	27.99
TOURNAMENT GOLF	27.99	GOLDEN AXE	27.99	POPULOUS	31.99	SWORD OF SODAN	31.99
ARROW FLASH	27.99	HARD BALL	28.49	RAMBO 3	24.99	SWORD OF VERMILLION	35.99
BATTLE SQUADRON	31.99	HERZOG ZWEI	27.99	REVENGE OF SHINOBI	27.99	THUNDERFORCE 2	27.99
BLOCK OUT	31.99	ICE HOCKEY	31.99	ROAD RASH	31.99	TRUXTON	27.99
BUDOKAN	31.99	ISHIDO	24.99	SHADOW DANCER	27.99	TURRICAN	28.49
CENTURION	31.99	J.B. DOUGLAS BOXING	27.99	SONIC THE HEDGEHOG	31.99	TWIN HAWK	27.99
DEFENDER OF ROME	31.99	JAMES POND	31.99	SPACE HARRIER 2	27.99	WONDERBOY 3	27.99
COLUMNS	24.99	JOHN MADDENS	27.99	STAR CONTROL	28.49	WORLD CUP ITALIA 90	24.99
CRACK DOWN	27.99	(U.S) FOOTBALL	31.99	STARFLIGHT	31.99	ZANY GOLF	31.99
CYBERBALL	27.99	KINGS BOUNTY	31.99	STRIDER	35.99	ZOOM	24.99
DICK TRACY	31.99	LAST BATTLE	27.99	SUPER HANG ON	27.99		
DYNAMITE DUKE	27.99	MIKEY MOUSE	31.99	SUPER LEAGUE	27.99		
ESWAT	27.99	MIGHT AND MAGIC	31.99	BASEBALL	27.99		

We only supply members but you can order at the same time as joining

Special Reserve

£6.00 membership includes:

NRG colour magazine, with News, Reviews & Graphics and featuring the adventures of the Neu-Real Gamers Cyberpunk street gang. **NRG** is sent to all members bi-monthly and includes a full catalogue of club offers.

Sales lines open late, 9am to 8pm weekdays. 9am to 5pm Saturday 0279 600204.

Enquiries hot-lines, dedicated to after-sales service.

Fast despatch from stocks of over 40,000 games.

Written receipt of order, and we issue **refunds on request** in the event of any delay.

Best Prices and Best Service, that's why over 60,000 people have joined Special Reserve.

ANNUAL UK MEMBERSHIP £6.00
UK £6.00 EEC £8.00 WORLD £10.00

FREE CATALOGUE

0279 600204

INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED.

Inter-Mediate Ltd. Reg. Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.



Gameboy, Tetris, batteries, headphones, two player lead, FREE Special Reserve membership

FREE Gameboy holsters and belt

69.99

ALLEYWAY	16.99	QIX	16.99
BALLOON KID	16.99	RADAR MISSION	16.99
BURAI FIGHTER DELUXE	16.99	REVENGE OF GATOR	16.99
CHESSMASTER	16.99	SIDE POCKET	16.99
DOUBLE DRAGON	16.99	SOLAR STRIKER	16.99
DR. MARIO	16.99	SPIDERMAN	16.99
GARGOYLES QUEST	16.99	SUPER MARIO LAND	16.99
GOLF	16.99	TENNIS	16.99
KING OF THE ZOO	16.99	WIZARDS AND WARRIORS	16.99
KWIRK	16.99	SHOCKWAVE GAMEBOY	16.99
NINTENDO WORLD CUP	16.99	HOLSTERS + BELT (SHOWN)	7.99

SALES LINES 0279 600204 OPEN UNTIL 8pm WEEKDAYS AND 5pm ON SATURDAYS



Sega Master System 59.99

Two Joypads + Alex Kidd game
FREE Special Reserve membership

Master Plus System 79.99

Light Phaser Gun, Alex Kidd and Marksman Games
FREE Special Reserve membership

COMPETITION PRO STAR EXTRA FOR MASTER SYSTEM	13.99
QUICKJOY SG JETFLIGHTER JOYSTICK FOR MASTER SYSTEM	13.99
SEGA MASTER CONTROL STICK	14.99
SEGA MASTER LIGHT PHASER GUN	29.99
LIGHT PHASER GUN WITH TRAP SHOOTING	44.99
MARKSMAN SHOOTING & SAFARI HUNT	7.99
SEGA MASTER RAPID FIRE UNIT	7.99

ACE OF ACES	26.99	CYBORG HUNTER	19.99	IMPOSSIBLE MISSION	24.99	RASTAN	24.99
ACTION FIGHTER	11.99	DICK TRACY	24.99	INDIANA JONES	24.99	RESCUE MISSION	9.99
AERIAL ASSAULT	24.99	DOUBLE DRAGON	24.99	JOE MONTANA FOOTBALL	24.99	SECRET COMMAND	11.99
AFTERBURNER	24.99	DYNAMITE DUX	24.99	JUNGLE FIGHTER	24.99	SHANGHAI	19.99
ALEX KIDD IN	24.99	ENDURO RACER	9.99	MIKEY MOUSE	24.99	SHINOBI	24.99
HIGH TECH WORLD	24.99	ESWAT	24.99	MONOPOLY	24.99	SUBMARINE ATTACK	24.99
ALEX KIDD IN	24.99	F16 FIGHTER	15.99	MOONWALKER	24.99	SUMMER GAMES	24.99
SHINOBI WORLD	24.99	FIRE AND FORGET 2	24.99	NINJA	9.99	SUPER MONACO	24.99
ALEX KIDD LOST STARS	24.99	GAIN GROUND	24.99	OPERATION WOLF	24.99	GRAND PRIX	24.99
AMERICAN BASEBALL	24.99	GAUNTLET	24.99	OUTRUN	24.99	SUPER REAL BASKETBALL	19.99
AMERICAN PRO FOOTBALL	24.99	GHOSTBUSTERS	24.99	PACMANIA	27.99	SUPER TENNIS	9.99
AZTEC ADVENTURE	11.99	GHOULS N GHOSTS	24.99	PAPERBOY	24.99	TEDDY BOY	9.99
BOMBER RAID	24.99	GOLDEN AXE	24.99	PARLOUR GAMES	15.99	TRANSBOT	9.99
CALIFORNIA GAMES	24.99	GOLDEN AXE WARRIOR	26.99	PRO WRESTLING	24.99	ULTIMA 4	31.99
CASINO GAMES	24.99	GOLFAMANIA	26.99	PSYCHIC WORLD	24.99	WONDERBOY	19.99
CHASE HO	24.99	GREAT GOLF	19.99	R-TYPE	24.99	WONDERBOY 3	24.99
COLUMNS	19.99	HEAVYWEIGHT CHAMP	19.99	RAMBO 3	24.99	WORLD SOCCER	19.99

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONE ORDERS. (PLEASE PRINT IN BLOCK CAPITALS)

SEGA14

Name

Address

Postcode

Telephone Machine type

Enter membership number (if applicable) or Membership fee £6 UK, £8 EEC, £10 World

item

item

item

item

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa

Credit card expiry date Switch Issue Number

Cheques payable to: **SPECIAL RESERVE**

P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders: EEC software orders - no extra charge
World software orders please add £1.00 per item.
Non-software items please add 10% EEC or 25% World.

Overseas orders must be paid by credit card.

**THE
HEDGEHOG**

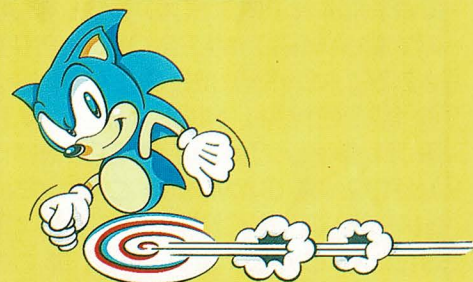
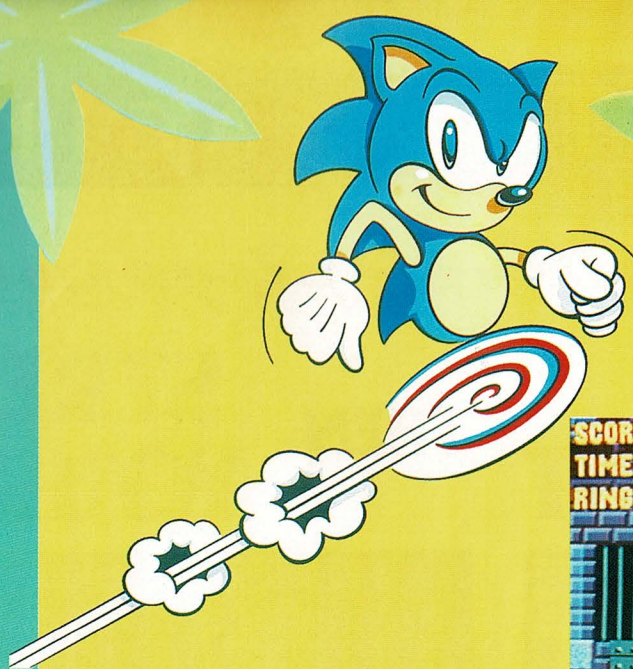
**“the best
game ever...”**

SONS



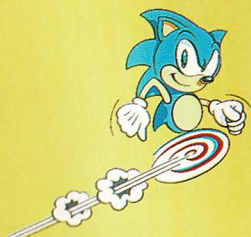
**the new
hero
for the
SEGA
MEGA DRIVE
SYSTEM**

He's blue, spikey and speedy (ultra sonic in fact!) **SONIC THE HEDGEHOG** has now arrived. **SONIC** is the unlikely hedgehog super hero of the **greatest platform game** ever seen on the **MEGA DRIVE SYSTEM**. Zoom through **6 worlds** collecting **power rings**, tumbling through tunnels, **bouncing** across landscapes **zapping** badguys as you go on to **destroy** the dark force of **Dr Eggman** that shadows your world ... **check out the graphics!**



“the biggest & best thing ever seen on the mega drive”

MEAN MACHINES



Virgin

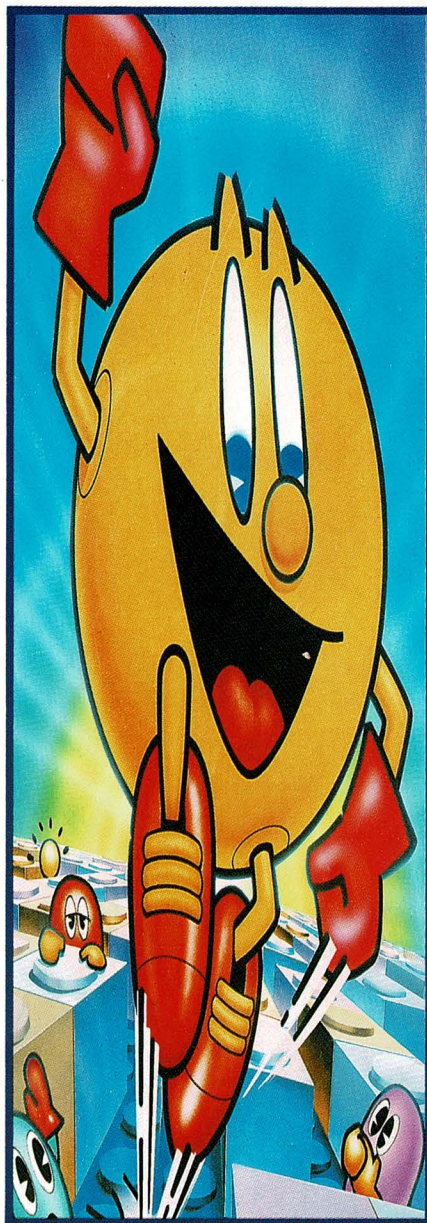
SEGA

TECMAGIK

ultimate play power

PLAY YOUR BEST THEN STRETCH YOURSELF

FIGHTER ● AERIAL ASSAULT ● AFTER
 ALEX KIDD ● ALEX KIDD HIGH TECH
 WORLD ● ALEX KIDD LOST STARS ●
 D SHINOBI WORLD ● ALIEN SYNDI
 ALTERED BEAST ● AMERICAN BASEBA
 AMERICAN PRO FOOTBALL ● ASSA
 CITY ● ASTRO WARRIOR + PITPOT ●
 AZTEC ADVENTURE ● BANK PANIC
 ● BASKETBALL NIGHTMARE ● BATT
 TRUN ● BLACKBELT ● BOMBER RAI
 CALIFORNIA GAMES ● CAPTAIN SILV
 CHASE H.Q. ● CHOPLIFTER ● CLOU
 MASTER ● CYBORG HUNTER ● DOUB
 ON ● DYNAMITE DUX ● ENDURO
 SWAT ● FIRE & FORGET II ● GAUN
 MAIN GROUND ● GHOSTBUSTERS ●
 ● GHOSTHOUSE ● GLOBAL DEFEN
 GOLDEN AXE ● GOLFMANIA ● GRE
 LF ● IMPOSSIBLE MISSION ● INDIA
 NES ● JUNGLE FIGHTER ● KUNG-FU
 MONOPOLY ● MY HERO ● NINJA
 ATION WOLF ● OUTRUN ● PAPERB
 N LAND ● PRO WRESTLING ● PSYC
 C. GRAND PRIX ● R-TYPE ● RAMBO
 AMPAGE ● RASTAN ● RESCUE MISS
 CKY ● SECRET COMMAND ● SHIN
 BMARINE ATTACK ● SUPER MONAC
 GRAND PRIX ● TEDDY BOY ● TENN
 RANSBOT ● VIGILANTE ● WONDER
 MONSTER LAND ● WONDERBOY III
 ORLD GAMES ● WORLD GRAND PR
 ORLD SOCCER ● WORLD CUP ITALIA



PACMANIA

"Pacmania is one of the most enjoyable,
 challenging and addictive Sega coin-op
 conversions yet seen." Mean Machines.
 "A brilliant conversion of a great coin-op." C&VG.



POPULOUS

"Populous is not for wimps... It looks to be a
 very impressive game, with excellent
 graphics and gameplay." Mean Machines.

"Populous for the Master System?
 They said it couldn't be done, but
 Tecmagik have done it." Sega Power

SEGATM
 Master SystemTM

TOTAL, MAX, UTTERLY BLOODY BRILL*

* Manufacturer's Unbiased Opinion

TECMAGIK ENTERTAINMENT LIMITED Warwick House, Spring Road, Hall Green, Birmingham, B11 3EA.