

INSIDE!

Get fighting fit with our guides to **Super Street Fighter 2** and **Mortal Kombat 2**

SEGA POWER

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SEGA POWER

Mega Drive • Mega CD • Master System • Game Gear • Issue 59 • October 1994 £2.50

Exclusive Review!

TAZ II

Fang TAZtic!



Future
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Sega Saturn
Out of this world

Reviews

Urban Strike

Ballz

Mega Race

Sylvester & Tweety

Plus: **Ecco 2** **Probotectors** **BoogerMan** **Jurassic Rampage**

Don't threaten me with a dead fish.



Disney
SOFTWARE

Virgin

Trussst me,
it will
messsmerise
you.

Disney's
The **Jungle Book**
VIDEO GAME

MEGA DRIVE

SEGA
GAME GEAR

SEGA
Master System™

Nintendo

SUPER NINTENDO
ENTERTAINMENT SYSTEM

GAME BOY

Content

Hello there!

Yes, siree. What a month. And what a stunning issue we've got together for you. Packed full of exclusives, great reviews and tips, all with a superb free gift, it's got to be one of the best issues ever... But, like, what are you hanging around here for? Get flicking through the rest of the mag...



Andy's never been the same since he came back from Amsterdam.

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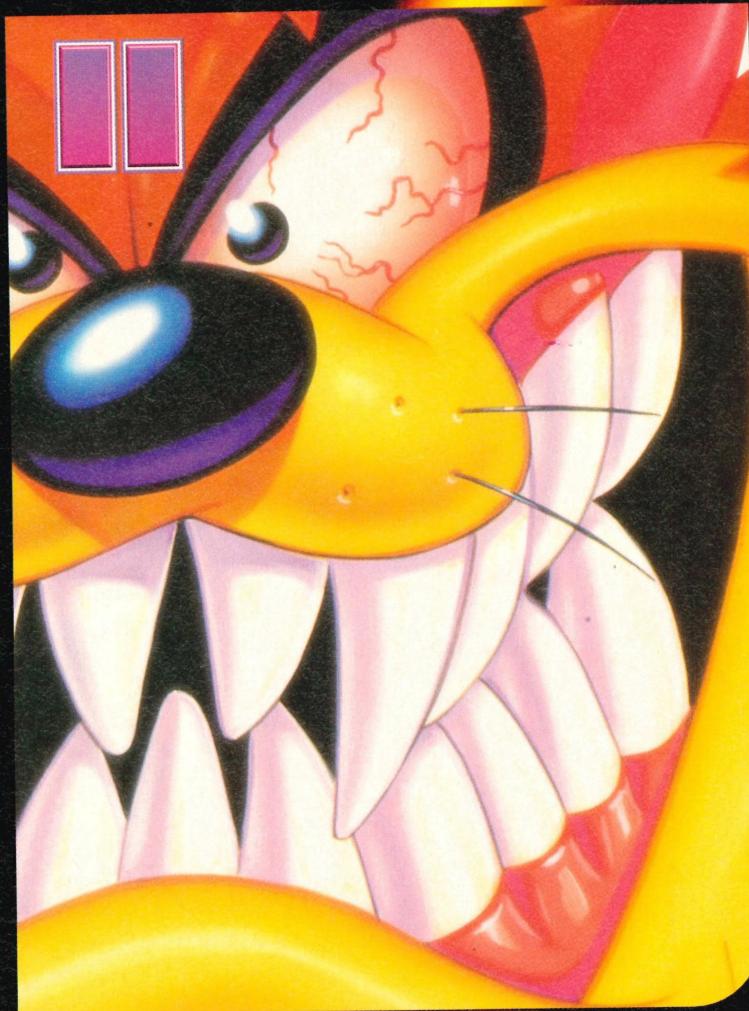
TAZ II

44 Oh hell, that horny little devil Taz is back

and this time he's escaping from Mars. Diabolical or just fantaztic? Turn to our packed reviews section to find out...



Speedy Gonzales demonstrates the perils of wearing a bloody great hat.



Preview

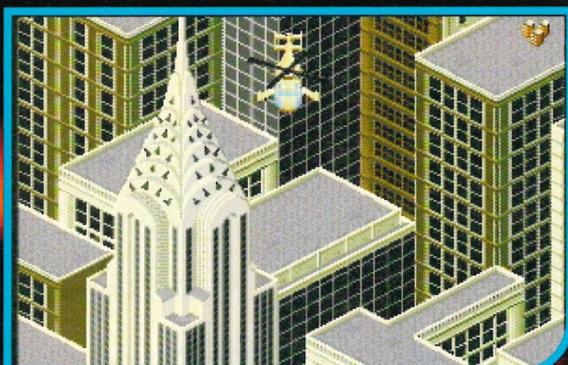
16 Sega Power previews are two things – hot and happening. If you're looking for variety, then this is the place to turn... Snot-green bogies, radical dinosaurs and dolphins, and, erm, a geezer who can chuck his head at people. It's all here. Let's hear it for... *Bloodshot*, *Radical Rex*, *Ecco 2*, *Dynamite Headdy*, *Jurassic Rampage*, *Probotectors*, *Tiny Toon Acme All Stars*, *Sparkster*, *Cannon Fodder* and (phew!) the rather smelly and sticky *Booger Man*. Good enough for ya?





events

Urban Strike



Urban Strike - it's the ultimate rough guide to downtown America, only without that woman who always wears shades and black and white.

48 Think helicopters. Think action. In fact, think of a shoot-em-up that will blast your pants off through the roof of a shed and all the way back again. Twice. Get set for the thrill of your gaming career, 'cos the third in the *Strike* series is here at last.



37 A top new cosmic games console is hurtling your way. It's going to be great and, er, it may even run rings round your Mega Drive. That's 'cos *this* is the Sega Saturn. Feast your peelers on these games...



A wide open glade is not the best place to conceal two choppers, but the game's still great.

Made in HONG KONG

31 You may laugh, but not everything that's made in Hong Kong is crap. It might be when it's a pair of flip-flops or a cocktail parasol, but not when it's a beat-em-up called *Supreme Warrior*. Our Dean flew all the way to China to get the exclusive on this one. Check this out for the full low-down on the filming of a video game...



Game Reviews

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NEWS

Lethal Enforcers

The original *Lethal Enforcers* was all very well and good, but the sequel had to try something a bit different for anyone to take any real interest. And thankfully, it has.

The game is set in the wild west and will feature six different weapons (from a 50-calibre Sharp rifle to a cannon!), five large levels – each with a boss and compatibility with the Justifier and Mega Mouse (does any-

body actually own one of those?).

If you can imagine a cross between *Mad Dog McCree* and the first *Lethal Enforcers* game then you'll be almost there. Of course, if you've played the arcade game, then you'll know exactly what we're talking about, so we can stop wittering on.

The game will be out some time this side of Christmas on the Mega Drive and Mega CD.



With a root and a toot and a yippety-yoo-ha. An alternative way of drawing attention to yourself down at the TSB.



Those tight leather trousers appear to hinder this cowboy's ability to walk properly.



There are five stages to shoot your way through – the bank robbery, the stage coach, the saloon showdown, train robbery and the hide-out.

The boss has three cannons and a ton of cannonballs.

Run your own Theme Park

Running a theme park might turn out more fun than the rides themselves if the new game *Theme Park* is anything to go by...

The game's all about getting a theme park up and running. This isn't just a matter of arranging a few choice white-knuckle rides, or doing dull things like fixing prices for maximum profitability. Oh no. How about adding tons of salt to chips and then seeing how quickly those fizzy drinks will sell? Or what about increasing the speed and duration of a ride and placing a lovely greasy old burger bar within smelling range and then see how long the customers can hang on

to their lunches? Top laughs, we think.

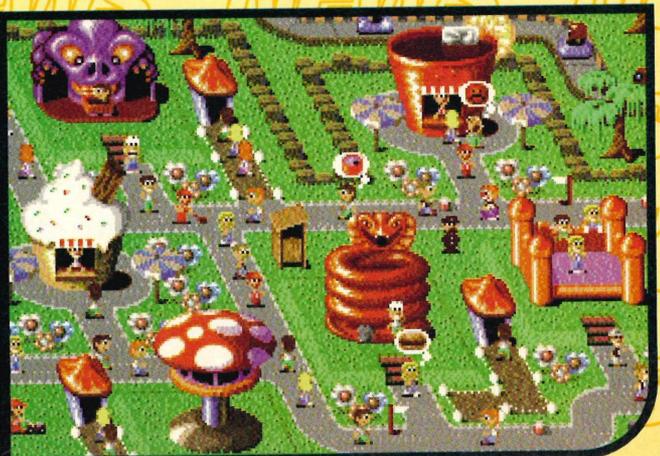
Theme Park was hugely successful on the PC, securing ratings in the 90s. It'll be even better on the Mega Drive, with 27 rides to choose from and 24 locations. EA should be getting this

to you in early '95.

Bouncy castles are a laugh after a special extra spicy kebab and much ale.



It looks excellent we think you'll agree. What's more, it's unlike anything you've ever seen on the Mega Drive.



Ultimate

Future Games

There's a new magazine about to be launched dedicated to the new breed of super-consoles and hyper games which are on their way.

Ultimate Future Games (from the makers of *Sega Power*) is 100 per cent dedicated to great games. And that means all the impressive stuff coming out on systems like Mega Drive 32 and Sega Saturn as well as Sony Playstation, Jaguar, 3DO, Ultra 64, CD-I and scores of others.

Plus, *Ultimate Super Games* will be reviewing all the top Sega Mega Drive games in detail.

If you're into video games, this is the mag which will give you the whole picture. It'll be packed full of stuff you've never seen before, the biggest and best games on the Mega Drive as well as loads of coverage on the next generation of consoles.

It's been designed by *Sega Power* desertee Lam Tang, so there's your guarantee that it's going to look truly wild and colourful. In fact, it'll be so intense it will probably burn your eyes out.

Ultimate Future Games will be launched at the Future Entertainment Show, but if for some inexcusable reason you don't make it, then you'll be able to get one from your newsagent from Tuesday, November 1st.

You can take your album and stick it!

There's generous and there's generous. In Saudi Arabia, it's common custom for neighbours to buy each other speedboats every time a cup of sugar is returned. In regions of the Schwartzgeld, Germany, a subscription to Lederhosen Format is issued to every third customer of Helga's Famous Mintoos Bazaar. But nothing matches the generosity of your very own *SP*.

Yes, with this issue comes a free (that's gratuit, translation fans) *Super Street Fighter 2* sticker album, with some sticky stickers to start you off on your collection. In fact, more stickers than you can wave a, erm, stick at. All your faves are there (or will be, once you've collected the lot): Honda, Vega, Cammy, Ken, Kung Lao... (*You're fired* - Andy).

Yes, it won't be long before sweaty Sega pit bedrooms across this fair gaming nation will be oozing those immortal yodels: "Got, got, got, need, need, got, need, need, got, need." Oh yes. Sticker culture rules!

This gift comes with a warning though. Protect this album with your life. It shall most definitely be in demand from those Pillage People you so loosely call your friends. Unless, that is, they're hip enough to buy the great *SP* too. Enough of my yakkin'. Let the sticking begin...

You should already have found one of these inside the plastic bag that your mag came in. If you haven't, rescue it from the bin immediately, or you won't know what you're missing.

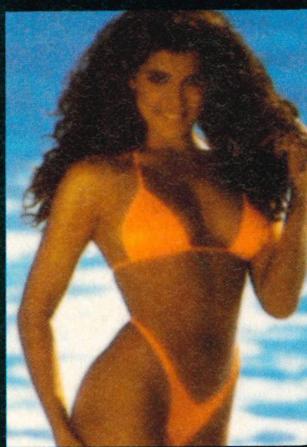


Mega Drive Adaptor

Out in the shops now is the MegaMaster adaptor from Dattel. This latest wonderful gadget from the boffins at Fenton allows you to play Master System games on your Mega Drive.

You may wonder what anyone would want one for, but they are great for playing some of those old classics like *Wonderboy* and the *Ultima* series which will never appear on the MD. Not a new concept, but this one's compatible with both the Mega Drive 1 & 2 and retails for the wallet-friendly price of £14.99.

Hot gossip



Hiya! Mandy Mound comin' at ya stateside, with another drugstore bag full of sexy Sega gossip. And hey, put down that pastrami-on-rye. After this you'll be full up with fact...

Just to stop those dang rumours before they start, it's been confirmed from Sega US that Mega Drive games will *not* run on the Saturn machine. Kinda disappointing, but there should be more than enough Triple-A software when the machine's released (finally). Giggle.

Beware! The next series of *Bad Influence* is making its way to the television. Starting in September, one of the best and most informative computer shows on telly will be beaming into your homes on Thursday, 8th at 4.45. So, make like a couch potato with a box of Twinkies and some root beer, then sit right back and enjoy the show.

Whispers on Venice Beach, probably sparked by LA gaming god and very good friend Chuck Dzunda, say that Sega are not only kindly giving us *Sonic & Knuckles*, but also beaverin' away on *Sonic Number 4*. The game will be in your face during the first half of next year, and will be released simultaneously on the Sega Mega Drive, Mega CD and that cute lil' ol' Game Gear.

Mandy exclusive: Rumour has it that there's a finished version of *Bomberman* (a 'Mega' version that has elements of both *Bomberman 1 & 2*) floating around the Sega offices. Nobody seems to know what Sega are doing with it at present, but remember... you heard it here first.

Hot gossip

■ Hollywood, town of tinsel and dream-spangled sidewalks: 20th Century Fox have licensed out their blockbuster this fall, *The Pagemaster*, to be released with the flick in November. The game will be coming out on the Mega Drive through Sega. I've seen the rushes for the movie, and it's lookin' good. Come November, I'll be in that picturehouse queue looking for a popcorn partner to take in the movie with. Ding-a-ling me nearer the time, guys. (*Give me a kiss.* – Simon)

■ That game you call soccer (gee, I just love that accent) sure is a big-booming business over in your U K of A. So, I'm glad to tell you that *FIFA 2* will be comin' atcha in November. Little is known about the game at present, but EA assure me that it'll have loads of interesting things that the first one didn't have. They would say that though, wouldn't they? Then again, us Angels of Los wouldn't know an off-side if it wobbled its butt in our faces and sang Yankie Doodle Dandy. (*Actually, I wouldn't mind a kiss either.* – Dean) (*So sad.* – Ali)

■ While I was in my local Dunkin' Donuts with a très, très famous buddy (let's just say he's a married movie millionaire who once got trapped in a skyscraper with terrorists), my personal waiter and Sega spy Chip 'Cookie' McCanne mentioned that Sega have decided to let out the licence to the Saturn hardware. This will basically mean that a selected amount of companies – selected by Sega themselves – will be able to produce a Saturn-compatible machine. Hitachi, Yamaha and Victor (owned by JVC) are the companies that have shown interest.

■ *Mortal Kombat*, that crazy game with crazy SOB's doing crazy things with strawberry Jello, is now in pre-production in studiosville. After our weekly game of one-on-one volleyball, super agent Turton Horowitz wouldn't tell me anything, not even a preliminary cast draft. Jeez, I tried to rummage it out of him (*I like her* – Andy), but the guy's a 10 to 10 clam. I'll keep you posted on any further details, but in the meantime look out for the *MK2* ad coming to a cathode screen near you.

You guys... So this is me, Mandy Mound, signing off stateside. We'll do it all again next month.

Street Fighter 2

Comic compo



Want to win a subscription to the *Street Fighter 2* comic. Simple – just write to us...

The *Street Fighter 2* comic is now on sale all over the country. And it's great. The comic's been produced very much in a 'Manga' style and the artwork – some of it displayed here – is dynamic and detailed.

Street Fighter 2 – The Comic will be available monthly from 30th August, costs 95p and each issue comes with a free poster of one of the characters (it's Ryu in the first issue). On top of that, a pack of *Street Fighter* stickers will be given away free with the first issue – perfect for the album free with this issue of *Sega Power*.

If that wasn't interesting enough, we've got 10 subscriptions for the first six issues to give away. To win one, just write to us and the first 10 entries we receive will win the booty. Simplicity itself. Write to: 'Ha-Doh-Ken', *Sega Power*, Future Publishing, 30 Monmouth St, Bath BA1 2BW.



Clay fighters

What with *Ballz*, *Brutal* and now *Clayfighter* from Interplay, things on the beat-em-up front seem to be taking a bit of a strange turn. All the characters are digitized from clay figures using 'stop go' – much like Goro in *Mortal Kombat*.

Interplay used a lot of imagination when it came to creating the characters. They've included an Elvis impersonator, a snowman and an opera singer who goes by the name of Helga.

The game also features digitized speech for each player. Here's what the games producer, Michael Quarles had to say on some of the finer points: "When a character gets hit, the whole face and body will distort or their eyes will bug out." Hmm, expect a full preview in the next issue of *Sega Power*.



These are the SNES shots of *Clay Fighters*. The Mega Drive game will be more or less the same. Here Frosty the snowman gets melted to oblivion by a pumpkin wearing a tatty old sheet.



Oh my goodness me. I don't know what's going on here. You've got to look out for the Elvis character in the game. He has a nice line in catchphrases.



The stuff nightmares are made of. Imagine Ronald McDonald making a dive like that at you. She doesn't look too worried about it – probably all that padding.

SOULSTAR

Blasting back the boundaries of the gaming experience, SOULSTAR captivates up to two players with out-of-this-world 3D graphics, a multi-morphing combat craft and fast and furious gameplay. Fly, drive and shoot your way through more than twenty incredible missions in a progressive, space shoot-'em-up that beats all the others!

"The missions are huge, with 3 levels of skill included. Lastability is reinforced with concrete! I'm going to give it 92%."

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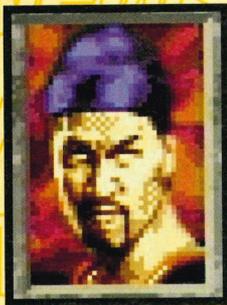
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SEGA™
MEGA-CD

The FUTURE ENTERTAINMENT Show



Shang Tsung, Mortal Kombat posse spokesperson and multi-personality, writes exclusively for Sega Power on the up-coming techno-fun-orama that is the Future Entertainment Show...

● When: 26th - 30th October ●

● Where: Earls Court 2, London ●

After a hard day's fight, I often feel reflective. I mean, there are times when I don't, you know, feel myself. It's a right hass trying to keep the Kombat squaddies stuffed beneath my oriental clobber. Can't sleep for the ruck racket: Yap, yap, Come eeahh, yap, yap, Come eeahh. Ain't that right, Cagey? You never know though, I might get through this without any morpheruptions...

Right, enough of the 11-way-personality psychoanalysis. The Future Entertainment Show. 26th - 30th October, Earls Court 2 (is that the

sequel? - Liu Kang), London town.

This isn't a threat (well, WHY isn't it? - Baraka), but if you're not there, then you need your braincells polishing. Because this is the place where exclusives are delivered by that busy Sega midwife. If you're feeling sociable, you can hobnob with the people who bring you the world's best video games. They'll all be there, including a very famous company with a very famous product for you to actually play on for the first time in this country. (Think of two numbers between one and four, and start dribbling, dammit. - Scorpion) I'll leave that to your imagination. Be excited. Be very excited. Then, there's all those top games ready to give your lugs and peelers a battering that will be exclusively previewed (Domark's *Bloodshot*, for example), and the latest coin-ops from Japan and the US. (*Gadbless-amaireeka!* We're nails, us. - Jax)

If you don't book immediately, you run the risk of this happening to you...



Oh yeah, the times as well. That's Earls Court 2. From Wednesday 26th to Sunday 30th October from 9.30 till 5.30. (Only 5.00 on the Sunday though.) Be there.



Look, it's great value at £7. You can save a quid through by booking in advance. Just turn to page 40.

Once you tire of exclusives, you can do what I do and get in with the dealers who'll have all the latest games at bargain prices. Haggled a nice interactive neon leotard for my good self to share with Kitana and Mileena last time round. And less of the smarty-pants cross-dressing comments, or unpleasantries of the flesh will commence. (Oh, pur-leeze. - Kitana)

At the heart of the show will be The Theatre, packed with fruity chats and interviews on a host of Sega ishoos. All are welcome to join in. Yeah, and there's a special Games Challenge with the *Sega Power Crew* (yes, they'll be there in the flesh). Try 'em out on poncey old *Street Fighter 2* and the best game ever, *MK2*. So get hot with your joypads and see if you can beat A Lowe, who rather fancies himself on *MK2*. The latest carts are on offer as prizes for the hardest. Oh, and dress up as your favourite game

character and you could win, gasp, a brand new console.

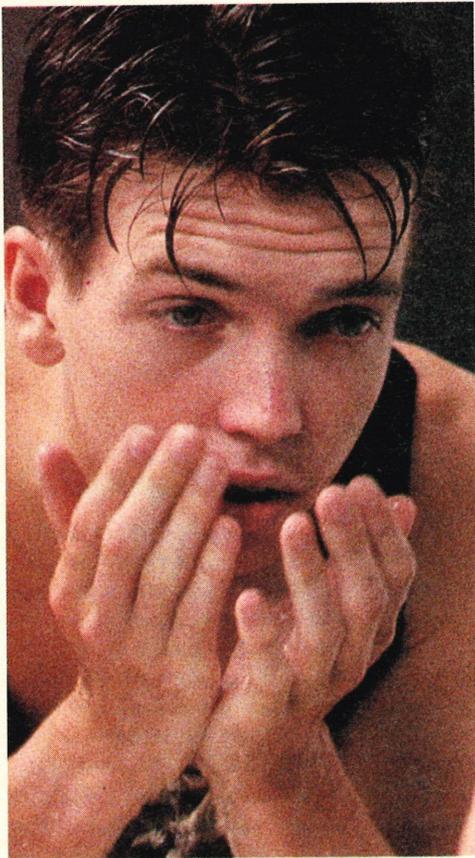
There's more. On the Saturday, there'll be the finals of the mammoth National Game Championships featuring Sega's *Virtua Racing* which started in August at all good game stores. (That's *Future Zone* boutiques only, you slag. - Reptile) Gives you a chance to goad and gloat in equal measures, I reckon.

Further details of the games extravaganza of the year can be found on pages 40 to 41 of this mag. Nice nattering to you, and I'll see you there, then. So it's goodbye from me, and it's goodbye from him, him, him, him, him, her, him, her, him, him, and, er, him. As they say in our neck of the woods. Be there or be fisted into a pool of rancid killer acid stuff that just happens to be blocking up the middle of our utility room for some reason. Right. Anybody fancy a fight?



Shang Tsung says: "Make sure you buy a show guide on the door as well. Great value at only £2. Or I'll do one of my fatalities on you."

YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them. It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.



Twice a day, morning and night – no more soap and water for me.

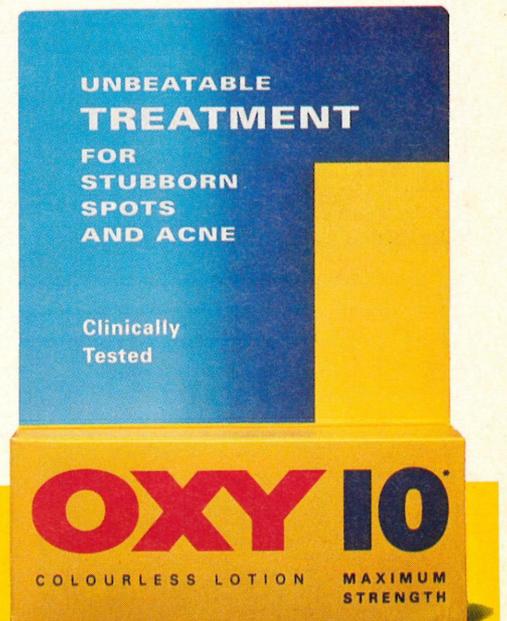
First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way. Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.

Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*



CYBERWAR

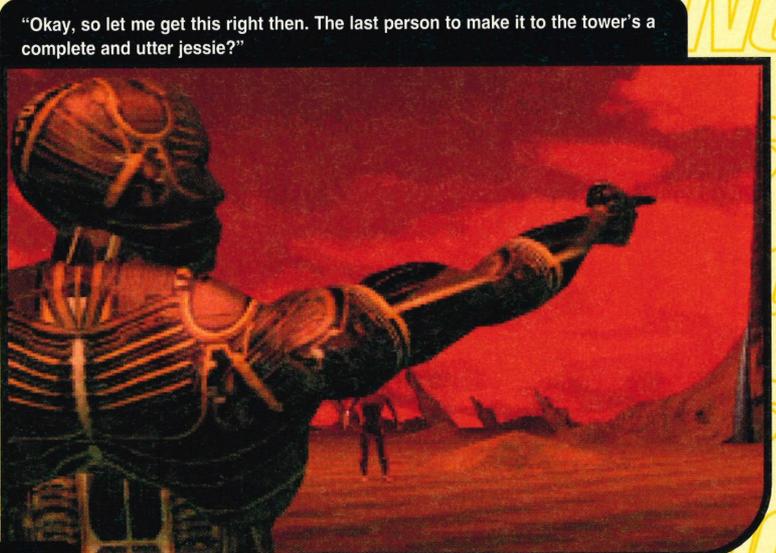
EXCLUSIVE!

on the Mega 32x

- Mega 32x • Release: Summer 95 •
- Sales Curve Interactive •



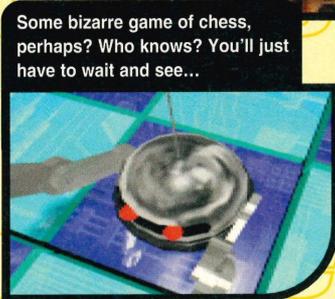
This is the section mentioned in the text where you've got to guide the virtual doctor over the tiles covered in symbols to find the correct route.



"Okay, so let me get this right then. The last person to make it to the tower's a complete and utter jessie?"



Don't ask me what's going on here. This is a computerised world and it doesn't exactly go by our rules.



Some bizarre game of chess, perhaps? Who knows? You'll just have to wait and see...

Cyberjobe – you'll have to see the film really, we haven't got enough space to give you the whole plot – is still running loose through the highways and byways of computer networks everywhere,

Anyway, these grabs are actually 'virtual' Mega 32x shots. They were created exclusively for *Sega Power* – 'cos we're nice and everything – and use the colour palette that the 32x will be using, so they're as close as you'll get at the moment and the game should look identical to these.

and Lawrence Angelo – the doctor who taught Jobe – decides to clear him out once and for all.

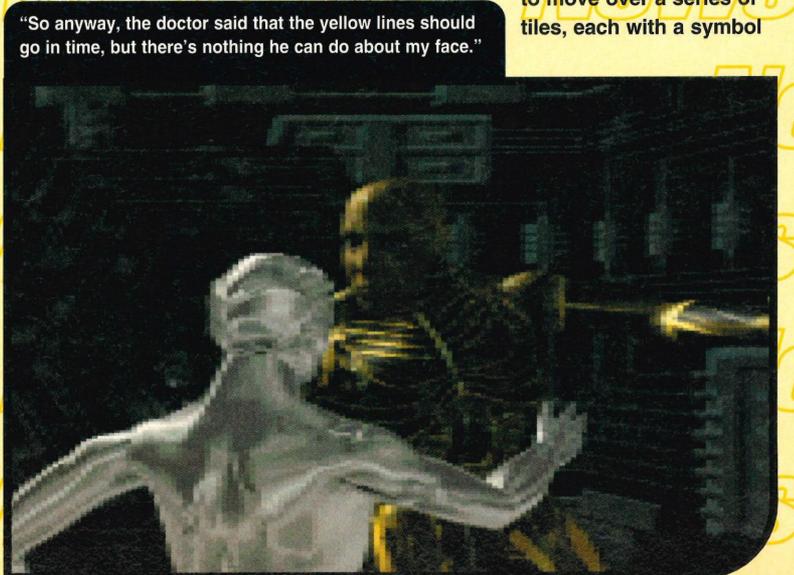
The game's a mixture of styles: puzzle and action games, and interactive animated sections, with a total of 10 in all. In one section you have to move over a series of tiles, each with a symbol

The people responsible for the Mega CD version of *The Lawnmower Man* are currently working on some groovy stuff for the Mega 32x. The game's called

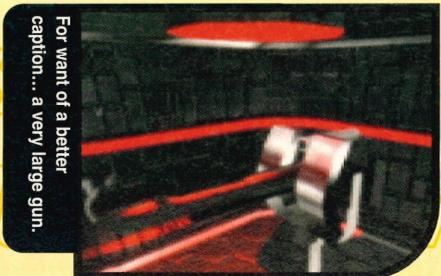
the programmers were more than happy to give us an exclusive look at how it's coming along.

The game is the second in a trilogy that the SCI team are doing.

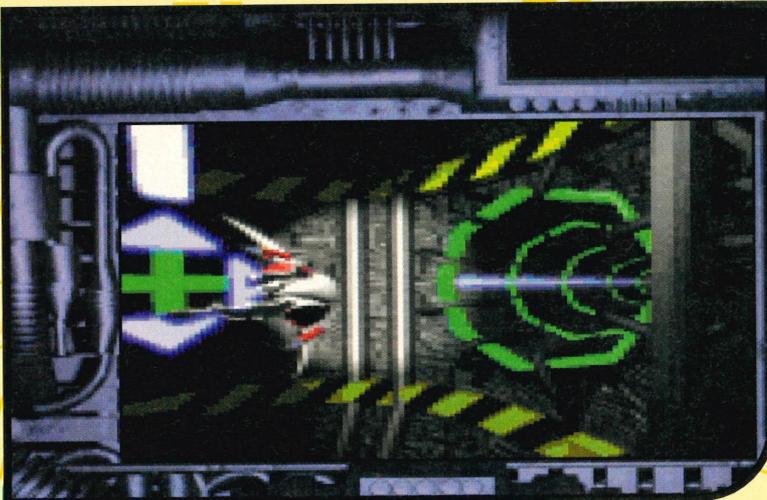
It's based on *The Lawnmower Man* films (there should be a second film out at cinemas fairly soon). *Cyberwar* follows the plot from when the VSI building's destroyed, Jobe's caught up in the network and every telephone everywhere starts to ring – yeah, you remember the bit we mean, don't you?



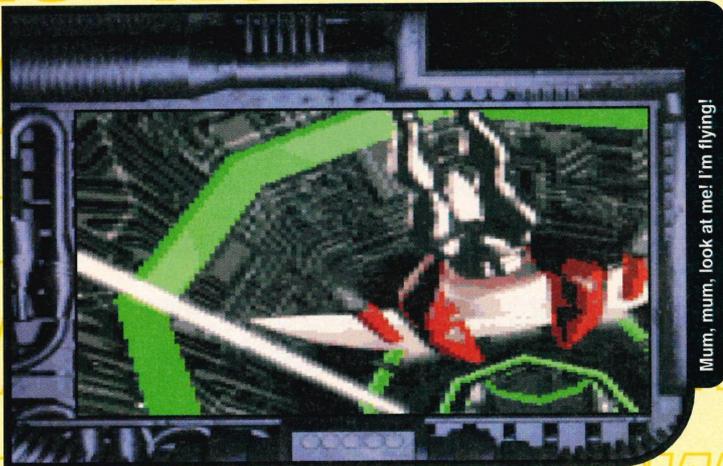
"So anyway, the doctor said that the yellow lines should go in time, but there's nothing he can do about my face."



For want of a better caption... a very large gun.



I wonder what Freud would have had to say about this grab? Answers on a postcard to the usual address. (Address them to Dean, 'cos he wrote the caption. - Andy)



Mum, mum, look at me! I'm flying!



In the words of the song: 'O! Red-eyes is back.

on it. Only by working out the code will the correct path be obvious to you. In another level, as a total contrast, you have to move carefully

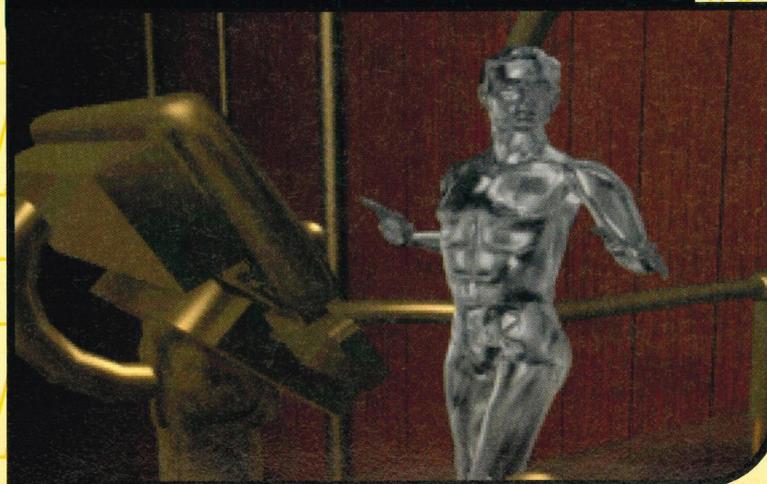
through a dark basement complex which harbours all manner of revolting, erm, things that are waiting for just the right moment to pounce on you.

By this time next year there's bound to be hundreds of 32x games floating about and how *Cyberwar* will fair against them is anybody's guess, but at least this will give you a better

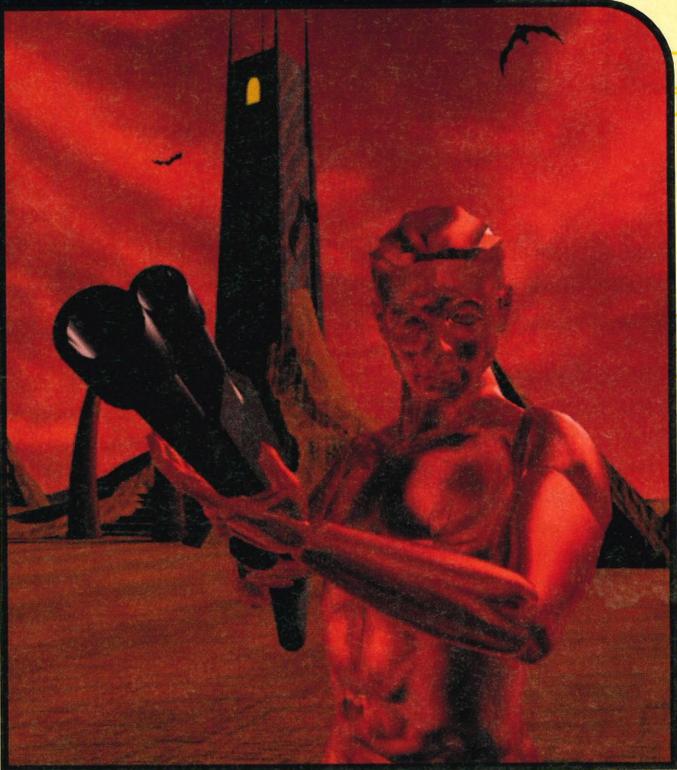
idea of the quality of the graphics available with the new Sega 32x.



In the future everyone will dance like this. Linked to a screen showing top pop vids 24 hours a day. No, really.



This is a shot of me when I went to Hell for my holiday last year. See that demonic tower in the background? That was my hotel. Very nice too, and ever so cheap.



The best thing about virtual reality is that you can make the guns as big as you like - and they don't have to weigh a thing.



This reminds me of one of those trams that takes you up the side of some beautiful scenery - although in this twisted reality, there is no beauty. (What? - Andy)

Don't give a 32x for anything else

Forget your shades. Change your eyeballs. Because it's now official. The future of Sega is not just Persil bright, it's surface-of-the-sun bright, thanks to those immortal numbers on the gob of every gamer. Give us a three! Give us a two! Put 'em together and wor-ravyagot? 32! (Surely, you can also have 23 - Simon). You've been fed a lot of cow's stomach about the 32x and what it promises to be. Well, look around the page. Go on. We want you to. We know you love it.

Okay? Have you had enough? This gallery of sprites is the 32. And they're not scanned from any old jap import mag, neevaa. These are real, original, oh go on then, EXCLUSIVE, thanks to our contact in Japan (no, really). Pinch yourself, dream-child. This be for real.

On the conveyor belt tonight, we have... VR Deluxe, Metal Head, Bullet Fighters, and Ultimate Fighting. VR Deluxe is not VR decked with cars bursting with sun-roof-lekky-window-luxuries-fitted-as-standard, shtoopid. The gameplay's the same, but the graphics have been powered-up, with double the polygons of your average MD version. And you can choose between three new courses and cars. This promises to teach any other racing game a driving lesson or two.

Metal Head is 'a 3D robot shooting game' of 32x proportions. Polygon-mapped? Tick. Robot control allowing you to climb, blast and hide behind skyscrapers? Tick. Basically a top fighting strategy game with more weapons than you could shake a manhattan of missiles at? Tick, tick, tick. Bullet Fighters is a two-player 3D space blast fest. Not a lot is known, but it's up to you to complete

strategy-and-shooting missions. A unique console linking option will be available for a dual-screen mode.

And finally... Ultimate Fighting (the working title). Yep, another beat-em-up, only this time your ruckers are built up of many organs, which you can lose during more hectic scraps. You can also pick and mix your parts, presumably ending up with the body of Arnie and the face of Barbara Cartland. As ever, release dates have yet to be confirmed.



A nails robot from Metal Head, armed with the dual exhaust pipe of an Allegro Special Edition. Shoorly shum mistake...



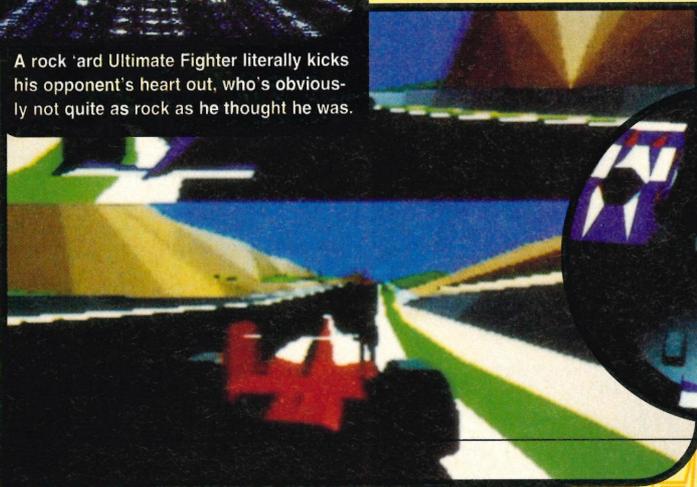
Ultimate Fighters may look a bit Mega Drivey, but our man in Japan reckons the sound and action rules on a high platter...



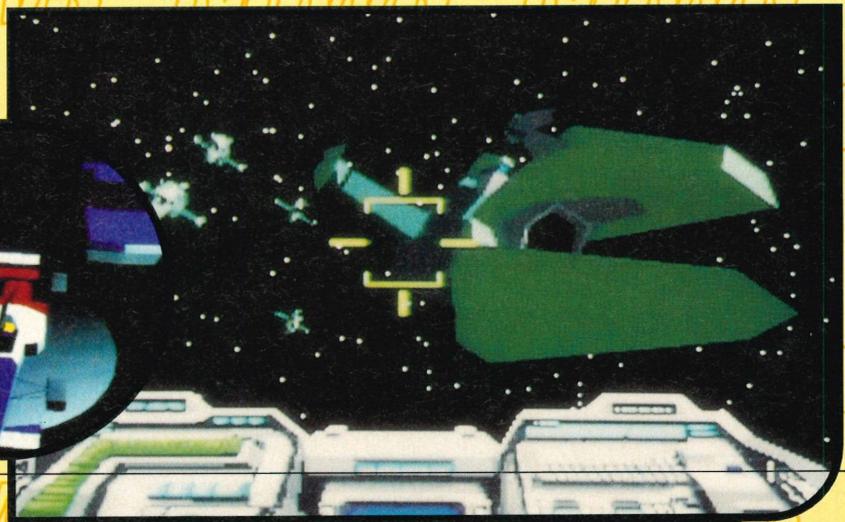
A rock 'ard Ultimate Fighter literally kicks his opponent's heart out, who's obviously not quite as rock as he thought he was.



"Let me take you by the hand, and lead you through the streets of Tokyo, then we can watch a load of bover-riden robots applying, like, may-ja damijji..."



What with Fighters and Star Wars, the Virtua series seems very much to be Sega's special arcade-convert baby for the 32x...



This be Bullet Fighters. If speculation serves me correctly, it will play similarly to a certain Virtua Star Wars, what with the 3D gubbins and two-player options...

EXCLUSIVE!

The Charts



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

Mega Drive

- 1 **FIFA International Soccer** Issue 50 89% ●
- 2 **Pete Sampras Tennis** Issue 55 88% ●
- 3 **Virtua Racing** Issue 54 91% ▲
- 4 **World Cup USA 94** Issue 55 88% ▼
- 5 **PGA European Tour** Issue 53 79% ●
- 6 **Sonic 3** Issue 52 90% ●
- 7 **Dune 2** Issue 50 90% ●
- 8 **NBA Jam** Issue 52 90% ▲
- 9 **Sensible Soccer** Issue 49 93% ▼
- 10 **Robocop vs Terminator** Issue 49 90% ●
- 11 **Ryan Giggs Soccer** Issue 57 29% ▲
- 12 **Road Rash 2** Issue 38 94% ▲
- 13 **Micro Machines** Issue 40 82% ▼
- 14 **Cool Spot** Issue 43 80% ▲
- 15 **Aladdin** Issue 48 91% ●
- 16 **Olympic Gold** Issue 33 77% ▲
- 17 **Zool/James Pond 3** Issue 49 78/87% ▼
- 18 **Jungle Strike** Issue 44 92% ▲
- 19 **Streetfighter 2 Champ Ed** Issue 48 94% ▼
- 20 **Lotus Turbo Challenge** Issue 37 81% ●

Game Gear

- 1 **World Cup USA 94** Issue N/A ●
- 2 **Micro Machines** Issue 50 87% ●
- 3 **Jungle Book** Issue 49 84% ●
- 4 **NBA Jam** Issue 52 89% ●
- 5 **PGA Tour Golf** Issue 50 58% New

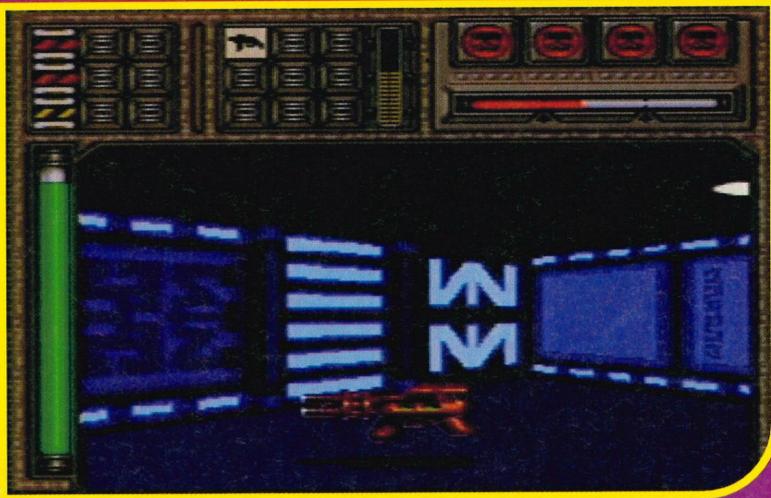
Master System

- 1 **Jungle Strike** Issue N/A New
- 2 **World Cup USA 94** Issue N/A ▼
- 3 **Micro Machines** Issue N/A ●
- 4 **The Simpsons** Issue N/A New
- 5 **Sonic Chaos** Issue 49 93% New

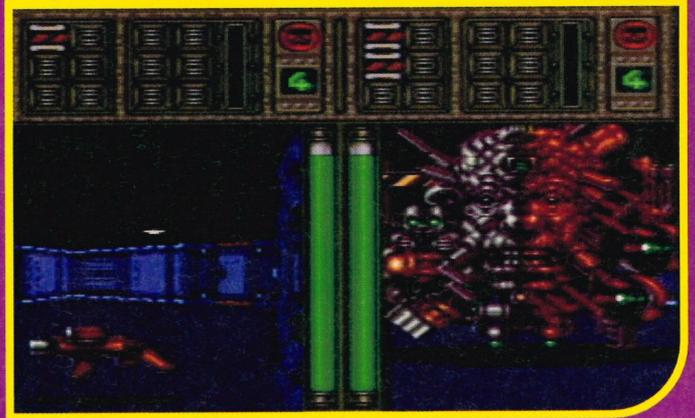
Mega CD

- 1 **Mortal Kombat** Issue 56 85% ●
- 2 **Ground Zero Texas** Issue 52 91% ▲
- 3 **FIFA International Soccer** Issue 57 87% ▼
- 4 **Sonic CD** Issue 48 88% ●
- 5 **Night Trap** Issue 44 84% New

Any jokes which start off with... 'Armed with a special gun' will not be tolerated ever again. There, I've said it now.



A shot from the two-player version of the game. The amount of the screen given to you is pretty small, but *Bloodshot* still manages to keep most of the detail.



Bloodshot

• Mega Drive • Release: December • Domark •

Doom, Doom, Doom – all I seem to hear about nowadays is Doom. No, I'm not a manic depressive – although some may argue that point, but it seems that the software world has been taken over by *Doom*. It's coming out on the 32X and the Saturn and now *Doom* clones seem to be springing up everywhere like a bunch of tortured flowers. (Eh? – Simon) (Don't stop me, I'm on a roll. – Dean)

The latest one to appear on your screens is *Bloodshot* from Domark. It promises all the usual gubbins – fast, smooth 3D graphics, loads of hideous-looking creatures to kill and lots of large weapons.

While *Zero Tolerance* has the two-player link-up option, *Bloodshot* contains a split-screen two-player one. Obviously, this has the advantage of not needing two Mega Drives and two copies of the game, but whether the action will be as frantic and exciting is something we're as yet unsure of.

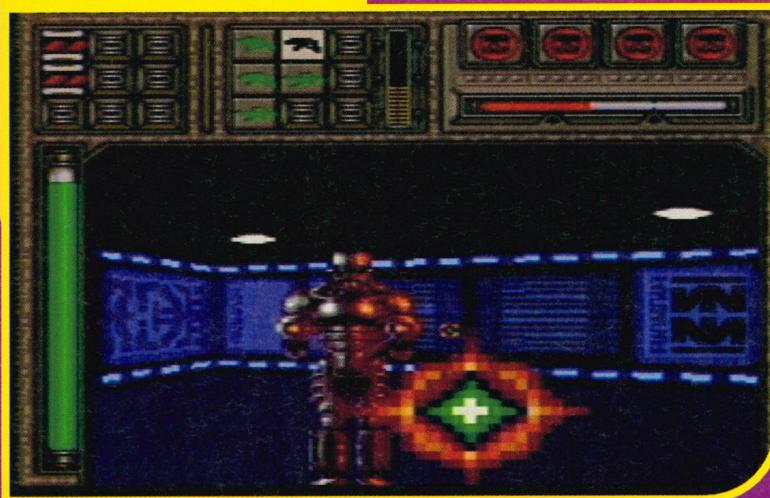
Anyway, the game's set on a huge alien craft (yawn), containing 12 huge (i.e. very big) levels, each one containing something called a Plasma Node – which you have to destroy to allow access to the next stage.

As you can see from these delightful screenshots, the graphics are none too shabby, and, as usual, the full *Sega Power* lowdown should appear in these hallowed pages very soon.

I think this shot is from an intro... or something. Oh dear, that was a bit vague, wasn't it?



Introducing Peter Porter, the perfect pal and his pixellated pet... Patricia.



Erm... oh God, I'm starting to panic... um, nice ship? Er... shame about the colour...



Doesn't this remind you of those dodgy security cameras you get in offices? No? Oh well.



Ah, that's better. I can tell you loads about this... oh bugger, no space left.



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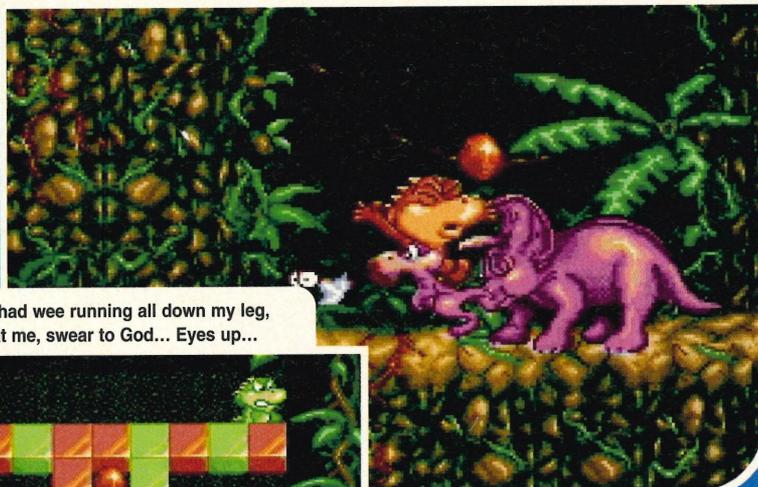
Radical Rex

• Mega Drive • £39.99 • Release: November • Activision •



I don't know about your good self, but dinosaur skeletons always tend to remind me of trips to the National History museum... I wet myself there once... Eyes down...

Anyway, after saturating my shorts and socks, my parents eventually found me and took me home... Eyes down.



I was scared to death and had wee running all down my leg, Thought it was going to eat me, swear to God... Eyes up...



Of course, despite the tears, I was forced to have a bath... Eyes down...

It was my sister's fault. I got lost and ended up starting at this plaster-cast of a giant squid... Eyes right.



You know how it is. Everything's going fine in your neck of the Mesozoic woods, when some super-mammal-wizard wishing to be known as Skritch evolves before you can sneeze Darwin and threatens extinction to you and all your dino-pals.

In any normal situation, the conquest of the mammals doesn't seem that bad. I mean, like it or not, us homosaps are mammals, and dinosaurs have always given an overwhelming impression of immense stupidity. They could out-stupid

any challengers in an animal stupidity contest. However, the programmers of this prehistoric platty seem to think otherwise, insisting on a dino-kid hipster hero - Radical Rex.

So to the game. Yep, another month, another platformer. This time we have this Radical Rex, erm, 'dude', piling around ten levels, ranging from tar swamps to the digestive system of a brontosaur (no, really). Rex is armed with the usual ducking and jumping moves, but since he's supposed to be 'too hip

to be extinct', the lad has been decked out with a deck. Which means all of those skateboarding dinosaur fantasies you've been having for so long will soon be fulfilled. Scream! with joy at the sight of Kid Rex olying through giant dino-bones, Whoop! with ecstasy at the prospect of moshing it up with a pterosaur, Fart! with the sheer excitement of witnessing young Rex getting eaten by a really sod-off big lizard thing. Oh, and he can swim too, which is quite

nice, I suppose. If you're into swimming, that is. Like that Duncan Goodhew bloke. With the bald head. Who won a medal. Once.

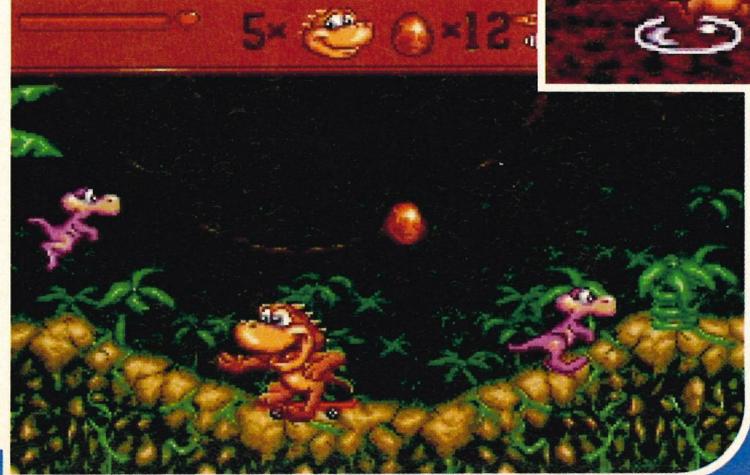
As the press release gushes, "He's the burliest to ever ride a prehistoric pavement! Know anybody else you'd rather hang out with?" Erm, well actually, yes... *Radical Rex* will be out in November on the Mega Drive and CD.



Peed myself immediately. In the bath. Haven't bathed since... Eyes left...



And the point of the story? Well... er... er... it's all porfy pies. It's just I stink of wee all the time, and I had to come up with some kind of public excuse...



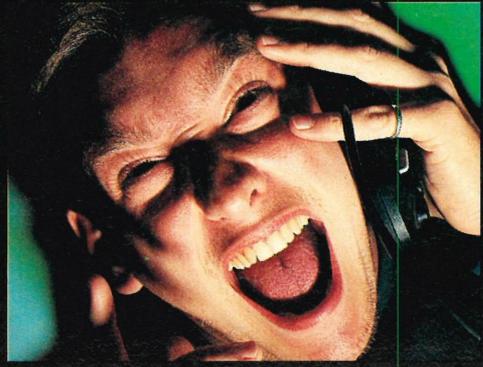
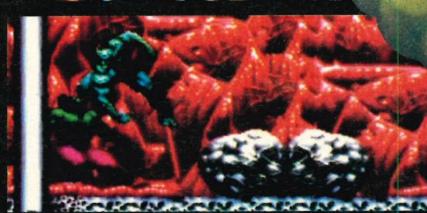
I was in a happy soak situation, when suddenly my sister bursts in and screams, "Giant Squid" ... Eyes Up/Left.





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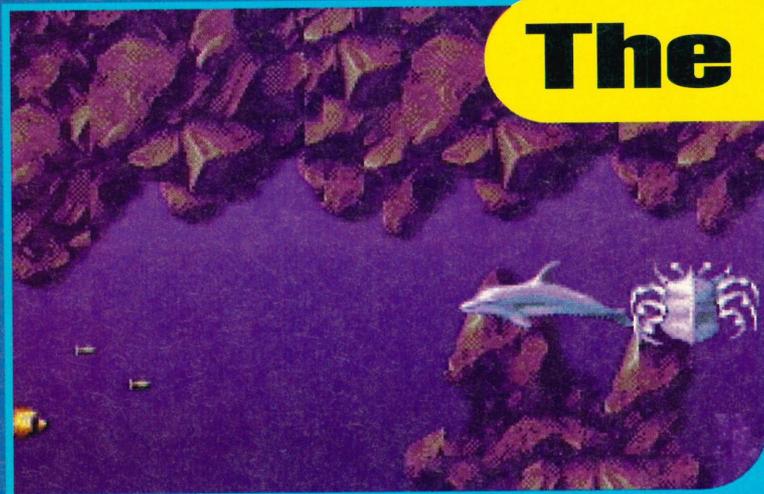
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Ecco 2

The Tides of Time



"Hello, Mr. Crabbie thing." "Hello, Ecco" Aah, that's nice.

I used to have a dolphin rubber. It was very nice and I loved it, until somebody in my maths class stole it. It scarred me for life.



- Mega Drive ● November ●
- Sega ●

Dolphins may offer unconditional love to anyone who swims with them, but the evil Vortex is back and it has a big death scenario in mind for Ecco. No more the fear of Tuna nets and polluted water for our cheery mammal, for the Vortex has destroyed the Asterite and nipped off into the future.

Firstly, there are some new 3D levels where Ecco travels through the ocean, jumping through rings – as dolphins love to do – and they look pretty nice, with good scrolling and fancy graphics. And that. Although some of the levels look the same, the graphics have been improved somewhat. So that's another

good thing. The last main newie is the suspended water tubes. What? Suspended water tubes that allow Ecco to travel the highways and byways of the the levels. All that plus 25 levels of top

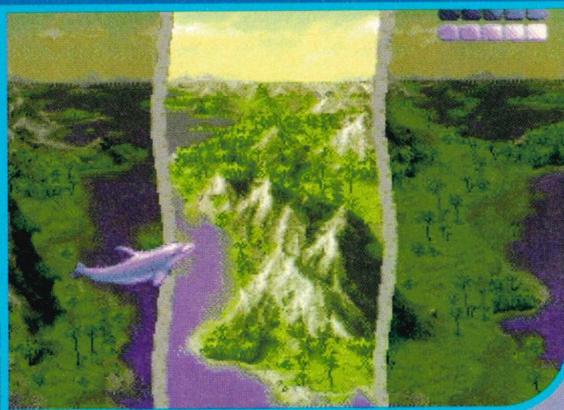
tuna-friendly action coming your way next month.

SEGA POWER

Hey look, everybody! It looks like Ecco's smiling. Aaahh, bless his slimy little flippers.

Ecco 2 owes a lot to the first game, but you know the saying... if it's not broken, don't fix it or maybe it's... an owl in a bag troubles no man – but I could be wrong. Anyway, *Ecco 2* is very similar to *Ecco 1*, but they've improved the game in a few interesting ways.

Make sure that Ecco doesn't fall off these slides or he'll be well on his way to a big death.



Bizarre. These tubes allow Ecco to travel above the level in a magical, sparkly kind of way. There's also flying dolphins gliding happily above the surface of the water. Gives you a warm feeling, doesn't it?



Smile inanely as we watch a botanically-minded Ecco lovingly tend his vast collection of rare underwater plantlife. Great, eh?





I find myself strangely drawn to those two men with huge eyes. They're kind of scary in a weird way and I'm not sure that I like it.



Ha! Ha! Look, look. Headdy's mouth is even bigger than Simon's! Ho! Ho! (You pathetic fool, do you really think you're funny? - Simon)

Dynamite

• Mega Drive •
• October • Sega •

Headdy

Okay... right. This is one of the bosses and there's an orchestra playing in the background. Why? Why not?



Treasure, as everybody surely knows by now are responsible for *Gunstar Heroes*. Now we weren't that fond of it here at *Sega Power*, but Treasure's latest looks much better.

Without trying to sound like I'm on copious amounts of caffeine - or that the programmers are - the game's main character, Headdy, has the ability to use his head as a weapon. He does this by firing it off in any direction, destroying anything in its path. He can also use his head to climb to higher levels, move objects and activate switches.

Headdy in obscure shooting incident... Exclusive inside.



Much like Wurzel Gummidge, Headdy has the ability to change his head whenever he arrives at one of the

many power-up icons. Different heads will be better in different situations. This seems like a bit of a novelty here - an original platformer. It's hectic, colourful, bizarre and, from what we've seen, playable.

SEGA POWER



What? Eh? Oh I'm so confused. This level scrolls very fast and we really couldn't make any sense of it. Good, though.



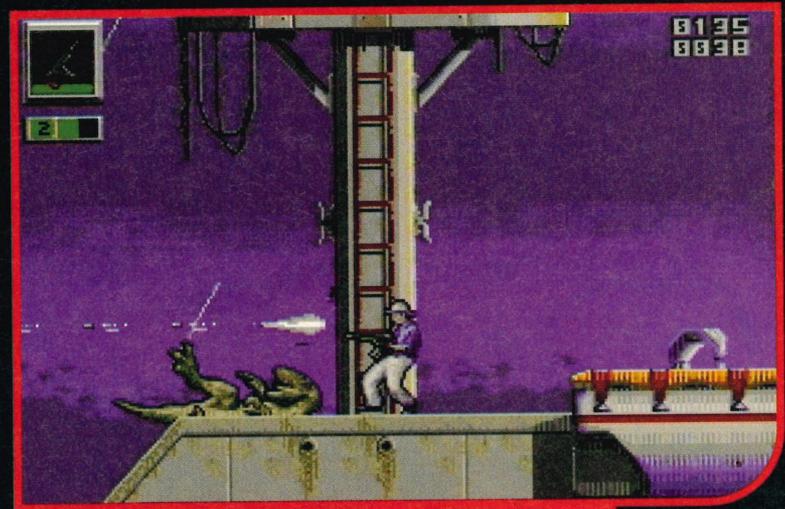
A shot from the intro sequence when the howlible monster steals all of Headdy's friends. 'Ave 'im.

Jurassic Park Rampage

● Mega Drive ●
● Release: October ● Sega ●



Hi! I'm Robby the Raptor and I'd love to be your friend. See how Robby tenderly nibbles on Grant's neck. Maybe.



All the Raptor wanted was a brief tummy-rub, but Dr. Grant misread its signs of affection.



Here's Dr. Grant getting out a bit and enjoying a oneness with nature. Aah.



Dinosaurs are well known for their destructive tendencies. What they're not quite so natural with, though, is dancing – as this shot clearly shows.

Dinosaurs, we love 'em. Extinct they may be, but that doesn't matter to us. So imagine the joy when Sega told us that they were doing another *Jurassic Park* game.

The game is pretty much in the style of the original Mega Drive game, but apparently it follows the plot of the book more than the film. Anybody who's read the book will know that there were a few scenes that never made it to the film – and these have been included in the new game. For example, you play a level where you're in the aviary which featured quite heavily in the book, but where was it in the film, eh? eh?

The original *Jurassic Park* game had its faults – we reviewed it in *SP48* and gave it 70%. Sega have listened to the criticism and tried to make the unofficial sequel a bit better.

You can still play either Dr Grant or the Raptor, and although the graphics look much the same,

the gameplay's been improved – as has the animation. We'll be able to give you the full review next issue, so until then...



Kind of brings to mind thoughts of bird's nest soup. Although, you'd have to have a rather large appetite to munch away on this one.



Look at me mummy – I'm flying!

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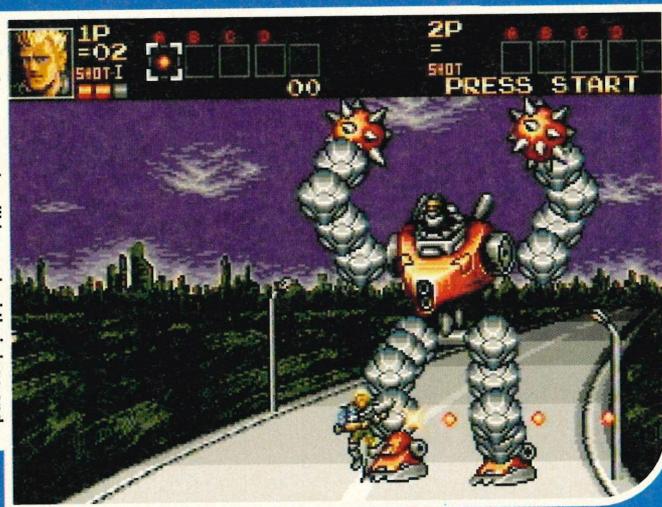
Probotector

• Mega Drive • £44.99 • Release: November • Konami •

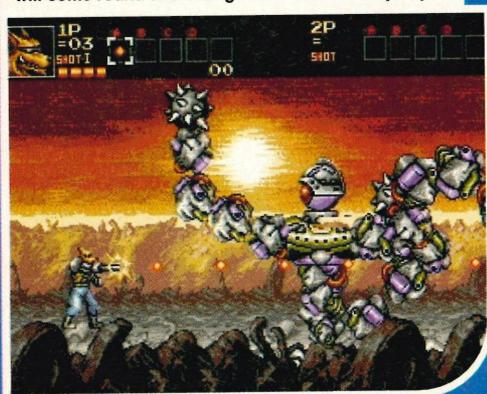
In the future, people will use laser beams as a replacement for everything, like ironing, putting on 'laserpants' and having special 'laser snogs', too.



In the future, people will have shed their legs and instead grown special metal limbs to have extra fast races and walk over very tall shops with, too.



In the future, people won't Hoover. Instead, someone will come round and change their floors. Every day.



In the future, people won't play football or tennis, but a game introduced to them by alien visitors that involves a 'laser ball', and some 'space span'...



Christmas time, mistletoe and wine. But shucks, in the future, there'll be something far more horrific than Cliff Richard at number one. Since an alien invasion, it's violence and carnage that's topping the charts. Yes the festivities are about missile blows and crime.

It's all Colonel Bahamut's fault (isn't it always?), turning traitor and doing his megalomaniac thing with a crew of

cybernetic nutters. Enter our heroes, a bloke called Ray, a lass named Sheena, a robot dubbed Brownie, and a half-wolf-half-man creature-thing christened Brad Fang. They have... stupid names. They kill... lots of people. They are... the Probotectors. And everything.

It seemed this psychotic shoot-em-up would never make it to the Mega Drive. But now it's here (nearly) and it's looking (gulp) even better than it did when it was out on the SNES.

The Konami boys have been fiddling away at their chips, and have come up with some rather gnarly improvements to an already chaotically cool blaster.

Sure, you can still shoot everything, and nearly everything on the screen will respond with an explosion. You get the choice of who should 'do' the shooting in both one and two-player modes (and that includes Brad and, erm, Brownie). And to top the variety show, you have a choice of two routes to take after completing each level, meaning that the game can be completed in no more than four ways – and using, hey, one of four characters (that equals VIII ways to finish the game, roman numeral fans). Add into this mad mix an array of huge bosses that crash onto the screen with a disarming in-your-face perspective, and you have a game that, like a toilet duck sprayed at the bad guy bowl of humanity, flushes away all known Cyberscum in its own unique, manic, widescale-destruction-type style. This, as that Bonio chap once sang, is even better than the SNES thing.

In the future, people will go to special space-age parks, go on Virtual see-saws and feed rust-resistant swans with bread made out of friendly laser beams.



In the future, people will sit on special Jet Chairs that go very fast, but are comfy, too.



Tiny Toons

• Mega Drive • £39.99
• Release: November •

Adventures

Capitalising on the current *Sensi* and *Jam* crazes, *Acme All Stars* is the Loonys' take on the world's greatest sport and, er, that sport they play in America and we don't. Much. Yep, Buster Babs and co have taken a detour on the way back to the drawing board to indulge in a bit of slap and tackle.

You and your partner (that's a two-player option, so-obvious-it-wasn't-worth-mentioning fans) can, like, 'assume' the identity of your favourite Tiny Toon character and take on each other or Montana Max's star team. But hey, ya want some more? Well, for each character there is a set of special moves and shots, from

Buster's Ear Dunk to Plucky's Paralysis move. But hey, ya want even more? Shucks, there are also, like, a fistful of subgames like bowling, an obstacle sprint and an ironing-board-swallowing race. (Actually, that's not strictly true is it? - Ali).

These Tiny Toon chaps and



Apparently, right, Plucky's been bought by Man Utd for approx £8 mill. Yeah?

chappettes are hardly in the tradition of the Ren and Stimmys or Itchy and Scratchys of this world with their ultra-violent eyeball-popping-face-crunching-anvil-headbutting action. But, my nice side says that this one's dedicated to the kids, judging by the high cutesy factor, which is fair enough.

And what about my bad side? Well, it says something rather unprintable concerning Baraka, Buster Bunny, Fatal Attraction and a length of piano wire. Read my mind? Send in your drawings to the Gallery, and we'll soon see...



And apparently, right, Buster Bunny has been bought by the Chicago Bulls for \$40 mill. And a lifetime's supply of family-size Vim. Yeah? Erm...



One of the sub-games in which you rush around with hammers smacking Montana Max's head into a plasma cauliflower. Nice...

Sparkster

• Mega Drive • £39.99 • Release: November •

This sequel to the rather successful *Rocket Knight Adventures* which received a slapping great 82% from this fair tome last September carries on the tradition of classy-looking-platform-games-with-big-fat-lard-fed-fighting-sprites. Following on from his *Rocket Knight* jaunt, and after giving the Pig Star battle station a good seeing to, Sparkster

is now the most-wanted opossum of Elhorn (cripes, another attack of the software pseudos barges in without warning), and is determined to take on the whole of the Gedol nation to save Elhorn from the horrors of civil war and... and... and...

Despite a plot that sounds like it's been thought up by a zit-kid that's OD'd on D&D,

Sparkster plays extremely well in its own platform-adventure way. And with eight levels of jumping and stabbing armed with his jetpack

and, if you will,

'sword of steel'

(well, it sounds better

than Dagger of Dysprosium), it'll

probably get Rocket fans spark-

Opossum Vs Tank. A bit like Panda Pops Cola versus Pepsi Max. Bit of a tasteless mismatch, yeah?



The - hey! - 'interactive' intro sequence with Sparkster and Sparkster girl thing causing bover in two giant fridge-freezers...



WWwwwwoooooaaaaahhooohhhahhohahhhhah hooohhhahooooahhaoaahh!!!! And everything.

ing in their pants. Tell you what though -

this space opossum bares more than a

passing resemblance to a

certain Sonic (just pog at the

pics). And the similarities

don't stop there, because

some sections echo the

gameplay of a certain

Spinball, what with the pin-

ball triggers and a super-

spin attack added to

Sparky's moves. But if it

proves as good as any of

the Sonic games, who's

complaining, eh? Well, the

creators of

Sonic probably...



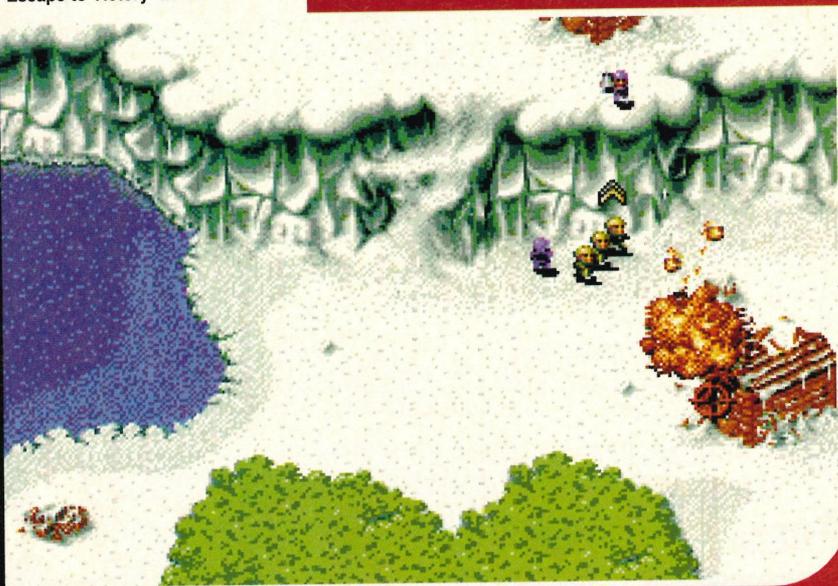
Cannon Fodder

• Mega Drive • Release: November •
• Virgin •

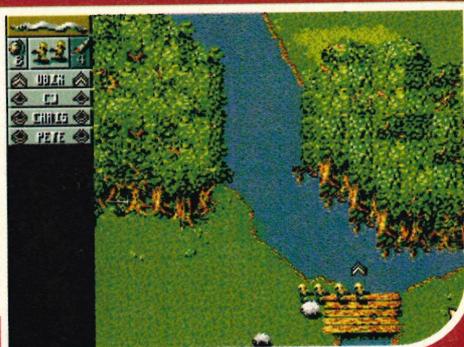


A shot from last year's International Helicopter Herding tournament, in which stuntman Chad O'Very Reilly tragically smashed into the side of a shed due to ill-fitted bendy blades.

Thankfully Sensi *aren't* doing the MD version, as they were planning to mix the footie and war genres to release a belated 'Escape to Victory' tie-in.



Most of the action in Cannon Fodder is icon driven. A rare bit of info, yes, but the picture's a tad tedious really.



If you're a Mega Drive owner and couldn't give a jot for the Amiga, think again. Because in the coming months, you'll be bowing down and thanking your chosen deity for that particular box of chips. Yet why oh why should such bizarre reverence be employed, you ask? Two words: *Cannon Fodder*. Oh, go on then: I'll give you another: classic.

Released on the Amiga last year and programmed by the Sensible lads (as in, you know, Sock-ahh), *Cannon Fodder* was one of the biggest games on the Amiga, like, ever. And now it's coming to

a Mega Drive near you via Virgin, and judging by what we've seen, the conversion is a cracking job all round.

At first, *Cannon Fodder* looks like just another 3D scrolling blast-em-up, but as any Sega owner should know by now, graphics aren't everything. Instead of super-duper sprites, *Cannon Fodder* wows on the gameplay front.

With a massive 24 missions, further split into 72 sections, your

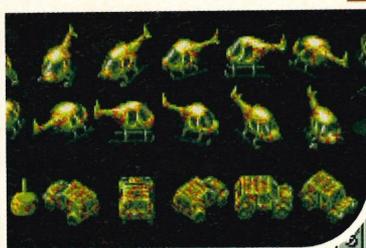
task is far from easy. And even though you're chucked 350 soldiers your way to use, abuse and choose, and even though that plentiful bounty of troopers initially seems enough to guard a Gibraltar or 20, they will soon disappear to your chagrin.

Thus, in the interests of realism (well, sort of in a video-gamey-cod-realism way), if one of your prized

geezers gets tangled up in the barbed wire and pumped with the enemy's lead, then you'll never see the casualty enter the game again. Doh... The only way to avoid such tragedies is to get your tactics sorted, suss out your soldiers (who like your good self, gain more experience after each successful mission), and fulfil your briefs... (Oo-er!!! Er, probably.)

So keep your peelers peeled and lugs lugged for a forthcoming horrors-of-war review from your favourite Sega mag. With the word Power in it. And everything.

Sprites in progress, including a rather odd karma sutra of helicopters. Sexy.



The Christmas level: crash into the gun turret, hurt yuletide greetings at the enemy, nick all their mince pies, and then tinsel them to death. Lies...



Yeah, great name: "Hello, my name's Softy, and I'm going to shoot you." "No you're not. You're a softy." "Oh alright."



Boogerman

● Mega Drive ●
● Release: November ● Interplay ●

The great thing about *Sega Power* is that we even feature exclusive tips in captions. Here's how to be just as gross as Boogerman. Eat red hot chillis and burp in your friends' faces.



Swallow loads of air after eating a kilo of raw onions and then see how many pals you've got left after performing as above.



Save money on bus fares, by spending it all on Baked Beans instead and spend the rest of your days both airborne and smelly.



It's not easy being this repulsive, you know. You end up being very lonely and sad, like him...



Picture a lemon fresh globe that has been emptied of the cough and froth of industrial pollution: rivers have been de-stodged from the deadly hybrid of a polluted porridge, and the air

has been emptied of smog. Yep, the world's one great big beeyootiful Little House on the Prairie meadow. Until some foul foe going by the name of Booger Meister nicks the Crystal Fuse responsible for this environmental utopia and does a runner. Doh...

Enter our chemically-imbalanced superslob Boogerman, employed to infiltrate the Meister's Puss Palace of rot and snot, and armed only with a body battalion of anal explosions and bile-ridden burps. Encountering a putrid platoon of, if you will, nose goblins, and sifting through a landscape of Mucous Mountains and Flatulent Swamps (no,

really), Boogerman is pretty much in his element, what with his counter-attacking Booger Flicks, Sonic Burps and lovely Butt Whomps.

Brimming over with toilet humour, *Boogerman* is almost guaranteed to put a huge amount of farts on seats when it's released in late November. Even though the botty coughing and bogey flicking special

moves may seem a shallow novelty, the gameplay (with power-ups in the form of beans and red chilli peppers) and animation (*Boogerman* boasts over 400 frames) is hardly the stuff of a rush-job smutzploitation cart. It's slick, sick, and extremely playable.

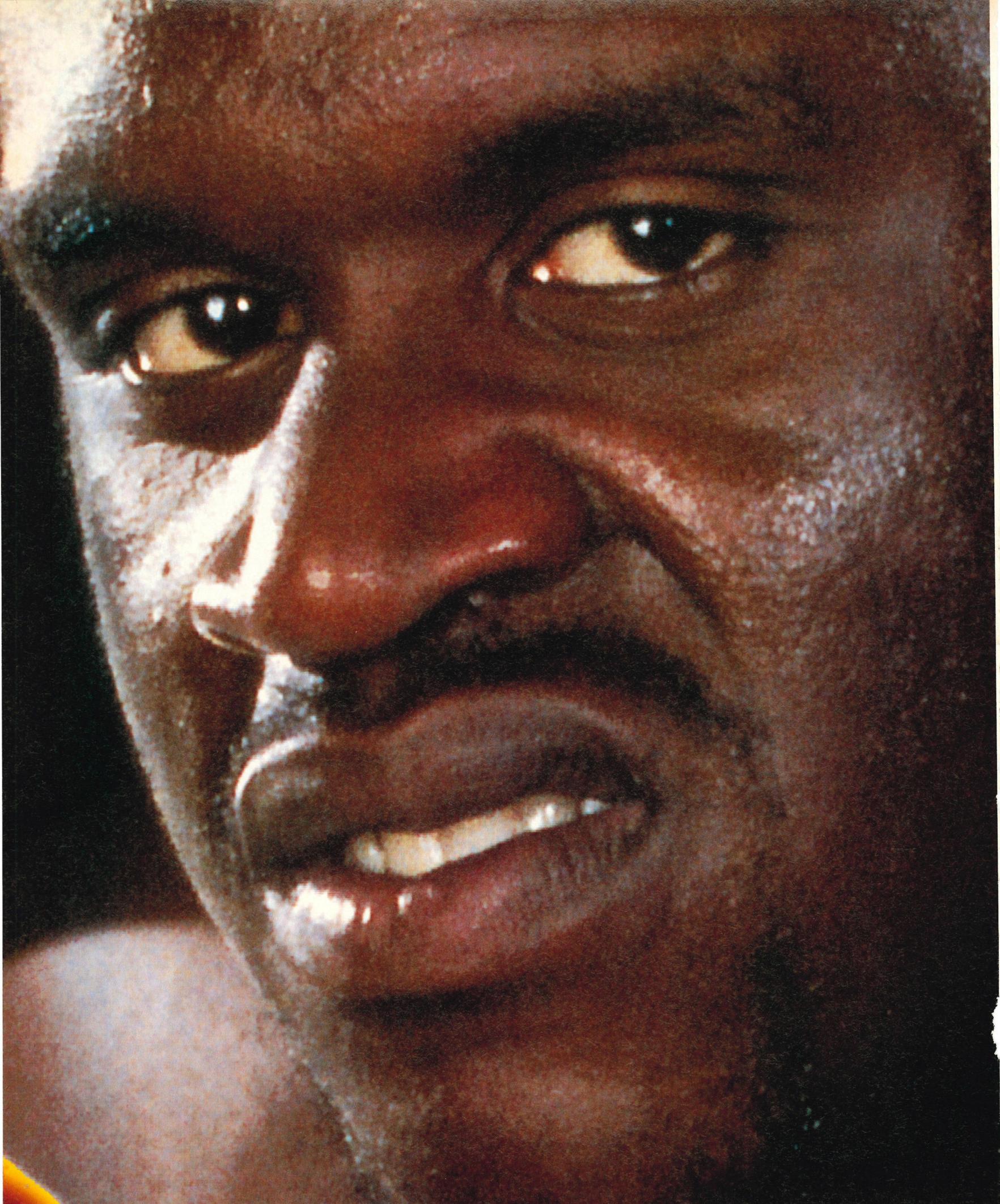
So, after the media market fussing about all this blood and violence stuff, it's nice to see a software company reacting with such a deliberate filthorama designed to get the press' knickers in a twist. And I suppose at least the programmers have had the balls to admit in their own unique way that the platform genre has now become a bog standard SEGA POWER gaming format.



Why waste valuable time perfecting a Haduken, when the contents of your nose will scare the enemy as effectively.



Ahem... Snot Lake City. One last thing, why do the Americans call bogies "boogies" - isn't that, hey, dancing? Haw haw.

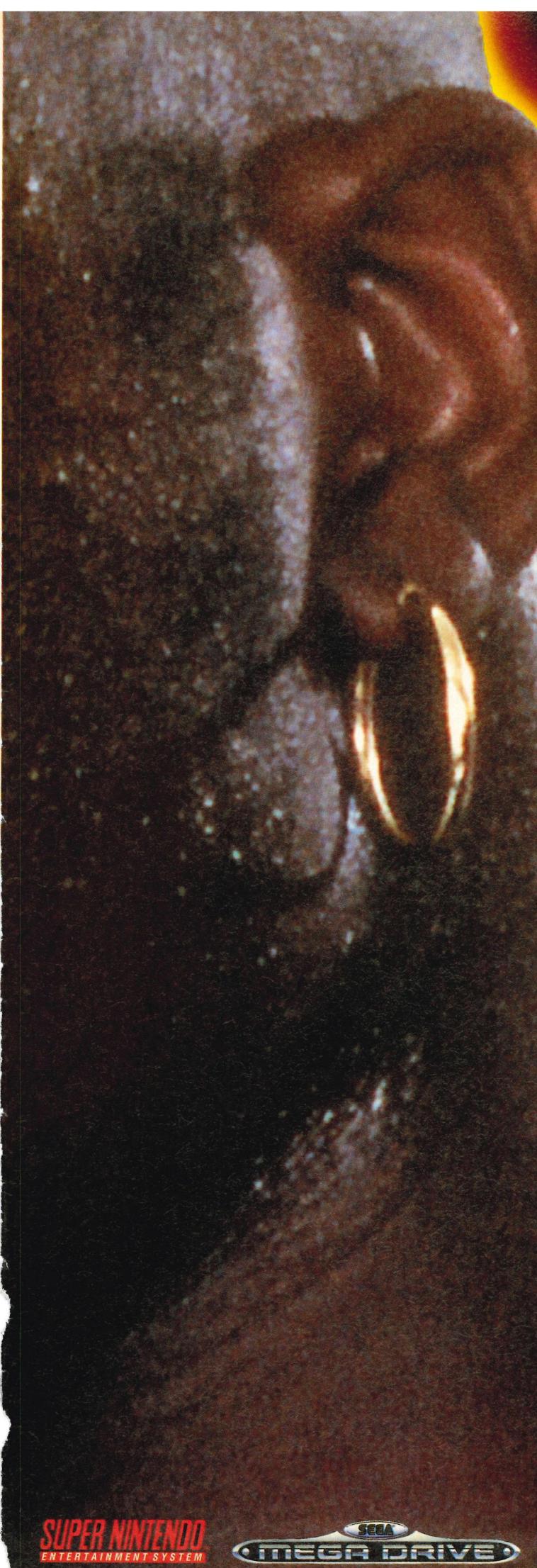


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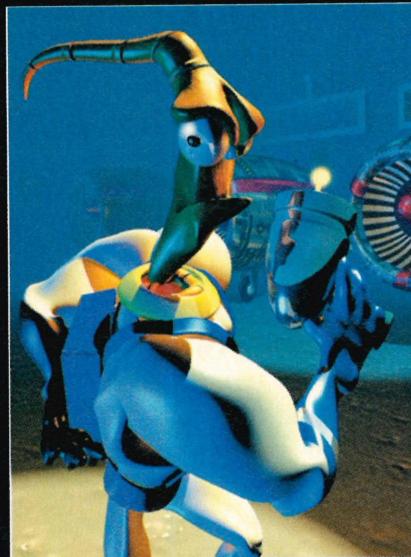
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Made in HONG KONG



*What do an American software company, Dean Mortlock and Hong Kong have in common? Possibly a few things, but the most interesting one is that Digital Pictures sent Dean to Hong Kong for a few days in July to take a look at the filming of their new game **Supreme Warrior**. Not bad, eh?*

VIVIAN WU



VIVIAN WU plays the part of Yu Ching in the game, and she'll be your guide throughout the game. Vivian herself is a highly experienced actress who is originally from China, but has been based in Los Angeles since 1987.

How did you get involved with *Supreme Warrior*?

I'd just signed up to a new agency and, by chance, this opportunity came along. When they told me I was quite excited, just because it's such an exciting new idea and something I've never tried before. Being one of the few Asian actresses who can speak both English and Chinese was a great help, as was my martial arts experience.

Is it good to be filming in Hong Kong?

I'm from Shanghai, so I know Hong Kong very well and the best martial arts stuntmen are based around here, so it's great to have the opportunity to come back. It's really exciting just being here.

What feature film experience do you have?

I've been in quite a few films. Among them were *Heaven and Earth*, *The Joy Luck Club* and I played the second wife of the Last Emperor in the film of the same name.



Digital Pictures are responsible for some of the most interesting things to appear on the Mega CD. Along with the likes of Core, Sega and the odd title from some others, Digital Pictures have been quietly churning out everything from the dodgy *Sewer Shark* and the *Make My Video* games through to the rather good *Night Trap* and excellent *Ground Zero Texas*.

We last talked to them in issue 51, when *Ground Zero Texas* was just about to be released, and when this offer came up... well, it would've been impolite to say no. Everything about the making of

a Digital Pictures game is different. They've developed two programs to help them overcome some of the Mega CD's little faults (i.e. the access time of the CD and the picture quality - anyone who's ever played *Ground Zero Texas* will know what I



ROGER YUAN

ROGER YUAN The evil character in the game, Fang Tu, is played by Roger Yuan. Roger's an American who's been involved in acting since 1984. He is also experienced as a fight co-ordinator and has arranged fights for such films as *Batman Returns*, *Death Becomes Her* and *The Son of The Pink Panther*.

Tell us about Fang Tu...

Tu is the main evil guy and is behind the disturbances. He's got three Warlords, Earth, Wind and Fire - but that's not the group (laughs). Each Warlord has two bodyguards, so the character has to fight through nine guys before he gets to me.

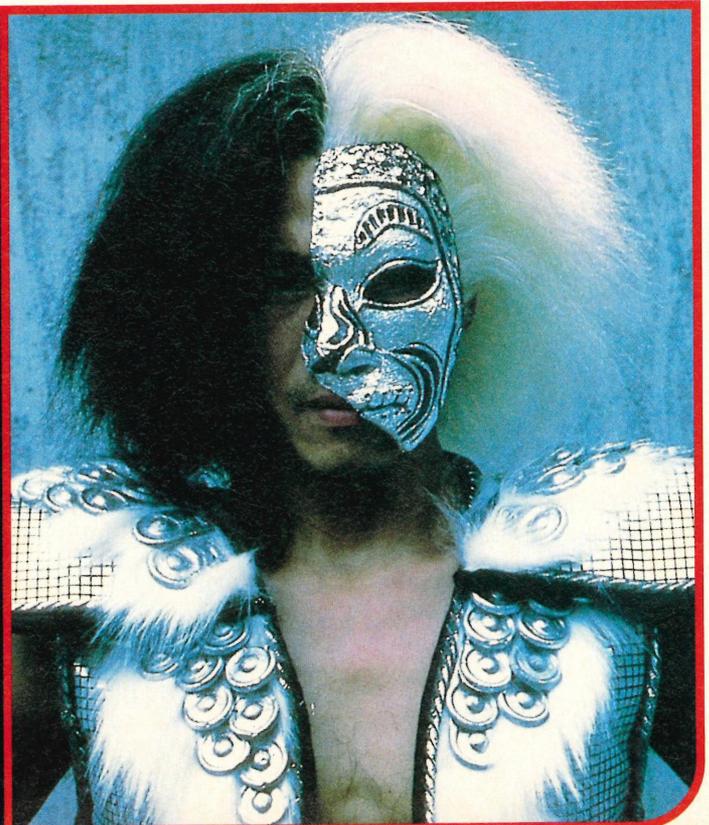
He's after the piece of mask that you have, because when he has it he'll have absolute power, and he'll stop at nothing to get it.

There's a lot of action in this game. How fit do you have to be?

I'll tell you, coming from the States to here and working 6 to 8 hours every day in this weather, it's a drastic change. But the training wasn't so bad, it's just getting used to the humidity and the heat.

I gather that all the actors are highly trained in martial arts. What experience have you had in that field?

I've experience in a lot of different styles. In the States I think it started with Bruce Lee; he was the first person to take lots of varied styles and implement them into his own personal expression. Personally I've studied a form of Japanese Karate, Boxing and Tai Kick Boxing and some Kung Fu. It's basically like a painter - the more colours you have on your palette, the better picture you can paint.





mean), and now they have the capability to do pretty much anything – within the limitations of the machine.

This leads us nicely into their latest release, *Supreme Warrior*. The game's a beat-em-up: a one-on-one fighting game with special moves, oriental backgrounds and all the other malarkey that you'd expect, but the main difference is that all the characters are digitised.

Digital Pictures have developed their own cameras so that all the actors (all of whom are top class martial arts experts) can actually make contact with it – thus giving you

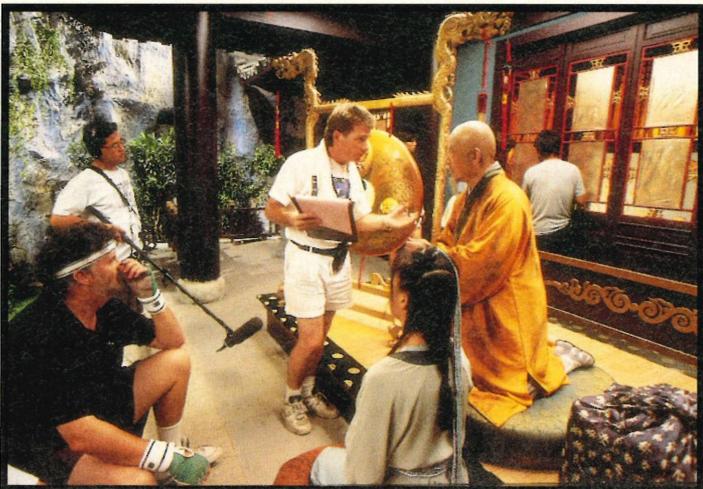


a much better feeling of impact when the pictures are transferred to the small screen.

The game is set in 16th century China and you have to defeat the usual bad guy, Fang Tu. He possesses one half of a mask, which, for some strange reason, will give you supreme power... as long as you have both pieces. Now, as luck would have it, you have the other piece and Fang knows this. So, either you defeat all his henchmen and Fang himself or you and all the villagers will meet a hideous end.

The three main henchmen are the Earth, Wind and Fire Warlords and each of them has two bodyguards. Each Warlord has his own set which'll reflect the character – i.e. the Fire Warlord lives in a forge.

Special moves have to be earned. Every time you defeat a character you get another one, and you're going to need all of them ▶



GUY NORRIS

GUY NORRIS is an experienced Australian director who started off filming and organising stunt sequences on *Mad Max 2*. His more recent films include *Lightning Jack* (the current Paul Hogan film) and *Quigley Down Under* starring Tom Selleck.



What sort of background footage will be used to set the atmosphere?

We've filmed lots of stuff which doesn't actually involve any fighting. All the characters have their own location and we take the player through an old blacksmith forge, an inn, a deserted street. Loads of places really.

Do you think this particular game could've been filmed anywhere else?

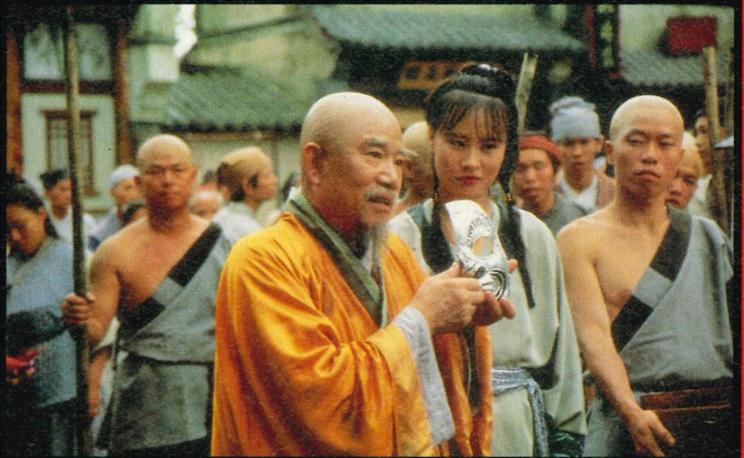
The atmosphere you get here is fabulous and we're filming it in the most realistic place that we can. We've set the game in 16th century China – obviously we can't set it there (laughs), but what we can do is use all these fabulous sets in the Shaw Brothers Studios that are about as close as you'll get to the real thing.

Also, we're using some amazing stunt people from Hong Kong and they're the best martial arts stunt people in the world. There's no reason why this film couldn't have been done anywhere else, but it wouldn't have been as good.

Most films nowadays have budgets of many tens of millions. Is it difficult to budget to around three million (US Dollars)?

Any problem can be solved by time or money, but on a lower budget you neither have the time or the money, so it's been challenging.

CHAPLIN CHEUNG



CHAPLIN CHEUNG is a veteran actor, but has also had extensive experience on the other side of the camera. He plays the part of Master Kai in the game, and will give you help and spiritual guidance in-between the fights.

Is it difficult to be constantly playing to the camera?

It's kind of difficult after so many years of acting to get used to it.

How much acting have you done?

I started many years ago as the lead man in many Chinese films. As well as that I've been involved for many years on the other side of the camera, as an Assistant Director and other roles.

Any films that we might've heard of?

Yes, I played in the Peter Sellers film, *The Revenge of The Pink Panther*, the Bruce Lee films: *The Way of The Dragon* and *Enter The Dragon*, the James Bond film: *Man With The Golden Gun* and I also worked in the film *Emmanuelle* (*Never heard of it (ahem) – Dean*), but that was behind the camera.

T
O
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Tom Zito's the guy in the bottom-right.

Tell me about Supreme Warrior...

Something we always like to do with new projects is to look at established formats of games – like we did with the shooter format and *Ground Zero Texas* – and extend that out in a way that uses live video and in a way that nobody's seen before. You don't have to be a genius to see that fighting games are popular at the moment. We then started thinking about what we could take from what we'd learnt from *Prize Fighter* and apply that to a martial arts format.

We then realised that to do a martial arts game properly, it'd have to be filmed in Asia, and when we started looking around we found that Hong Kong was the best location for facilities and actors.

One of the selling points of beat-em-ups is their speed. Will that be a problem with a CD game?

We have been, from day one, very conscious of the problem with the speed of CD-Rom games. Anybody who has played *Prize Fighter* or *Ground Zero Texas* will know that when you play the game you get an immediate reaction. This game will be the same.

Do you have any plans to develop on the new Sega systems?

The system that we're immediately most excited about is 32X because we think that the price point is terrific, and we also think that there'll be a lot of people who, rather than go out and spend upwards of £400 on a 3DO or PSX, will be much happier to spend £150 on the 32X. We'll certainly be supporting the Saturn too.

Do you think you've gone about as far as possible on the Mega CD?

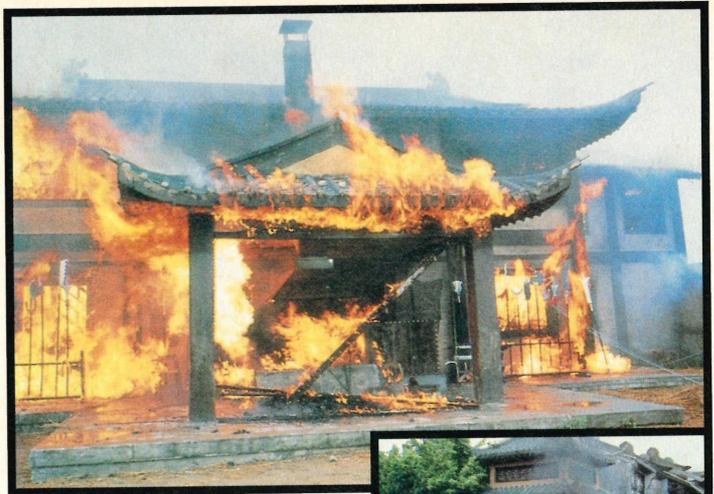
I don't know. I mean, we keep learning new tricks almost every day. Certainly the 32X will expand what we can do. We've done some early tests and we believe we can get almost perfect video quality. From here on, all our products will be appearing on the Mega CD and 32X – hopefully on the same disc.

How do you think the directors feel when they come away from a project like this?

I think in general most of them are pleased. I think most of them find it an eye-opener. I mean, they've all been hearing about interactive TV, but until they actually shoot something and see it cut together, they never really understand what it all means.

What are you currently working on that you fancy telling us about?

We've got several products coming out in November. These include *Supreme Warrior*, *Corpse Killer*, a basketball game and a couple of educational titles for children. As far as the future goes, I don't want to give too much away, but we're working on something that involves bicycles. It sounds strange, but it does have to be seen to be believed. We're also working on another shooting game. This one will be post-apocalyptic, road-warrior kind of game, and we're shooting that at the moment in Australia.



◀ to defeat Fang Tu at the end. When you perform a special move the camera will pan back from its standard view to a behind the players, third person one. This will give you a great view of your move. With 14 moves and blocks – plus special moves, actors, varied scenes and hidden footage (I can't say much about that), *Supreme Warrior* should be fantastic.

No grabs were available at the time of going to press, but the game will be released through Acclaim in November. We'll have an exclusive preview in next **SEGA POWER** month's *Sega Power*.



Everything seemed to be going according to plan and the filming was on schedule, until there was a huge fire on two sets of the Shaw Brothers Studio one night. Damage was estimated at around 10 million Hong Kong dollars (nearly £1m) and one of the sets for the game was completely destroyed. This didn't seem to bother the crew as much as I thought it would, though. The mood was pretty good the next day and the general feeling was that you've got to carry on and try not to think about it too much. Incidentally, yes I was there, and no... I didn't start it.

South China Morning Post

HONG KONG, SATURDAY, JULY 9, 1994

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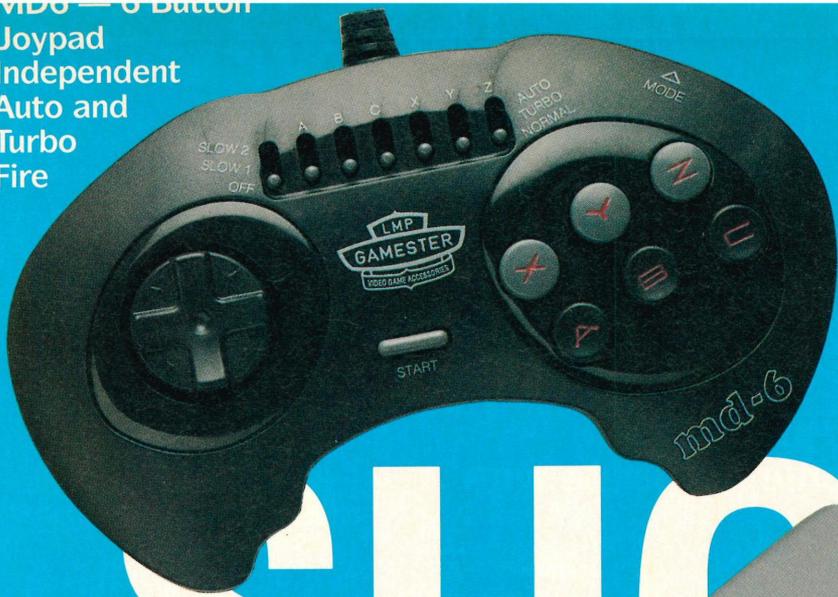
CHINA'S MILITARY SECRET

SAMBA SOCCER

Blaze destroys film studio warehouse

Light shows... flames about high into the night sky as fire rages through warehouse's floor and other parts of Shaw Brothers' film studio.

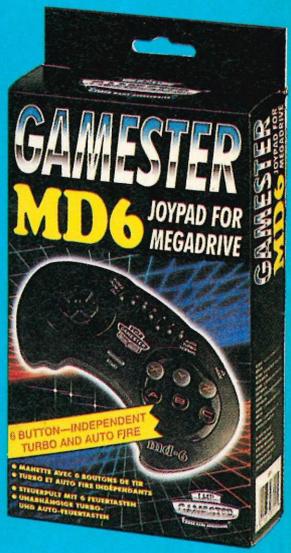
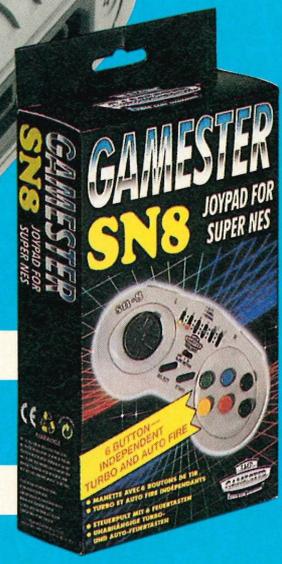
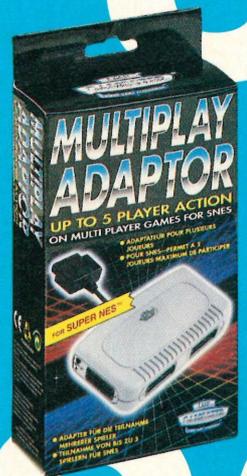
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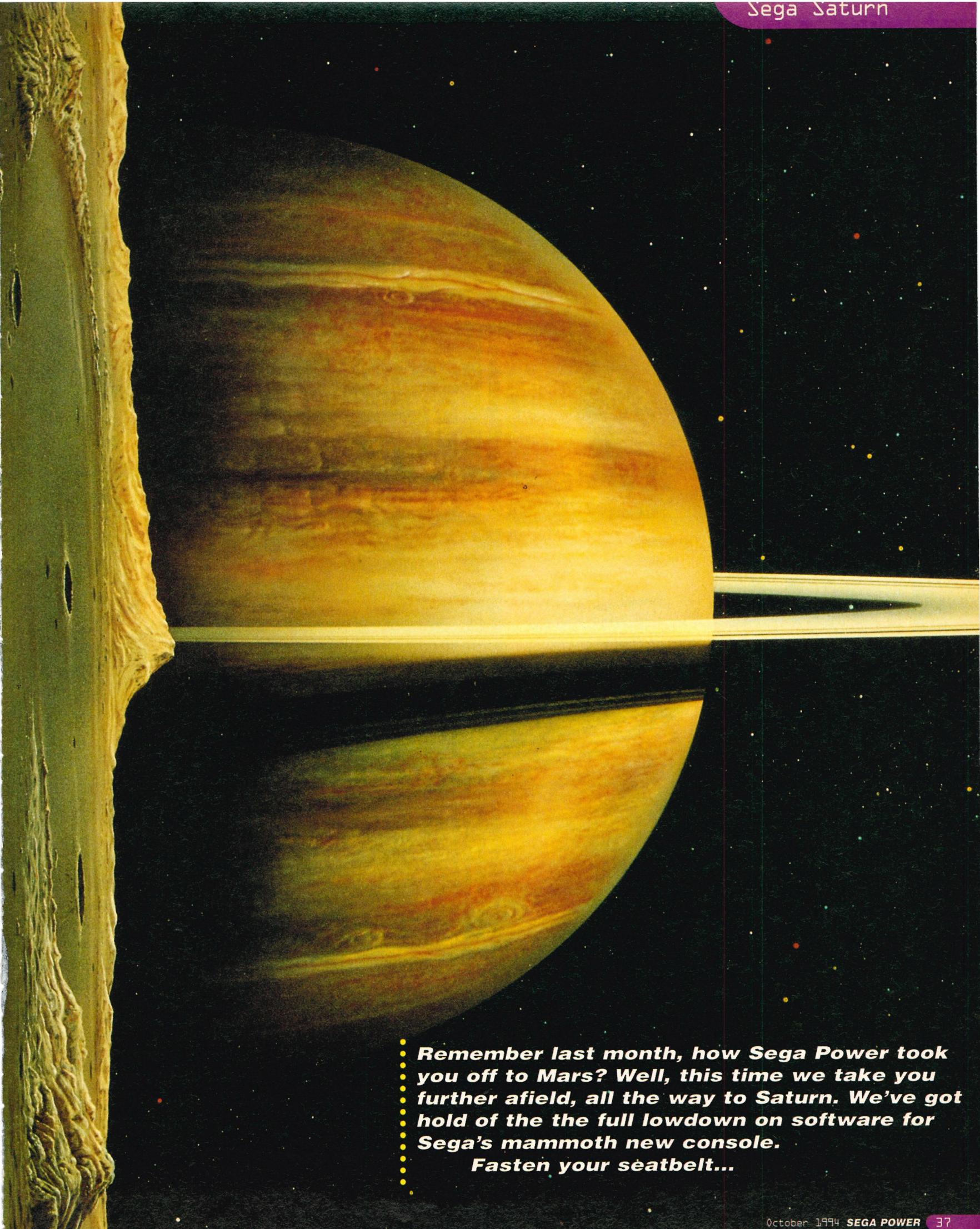
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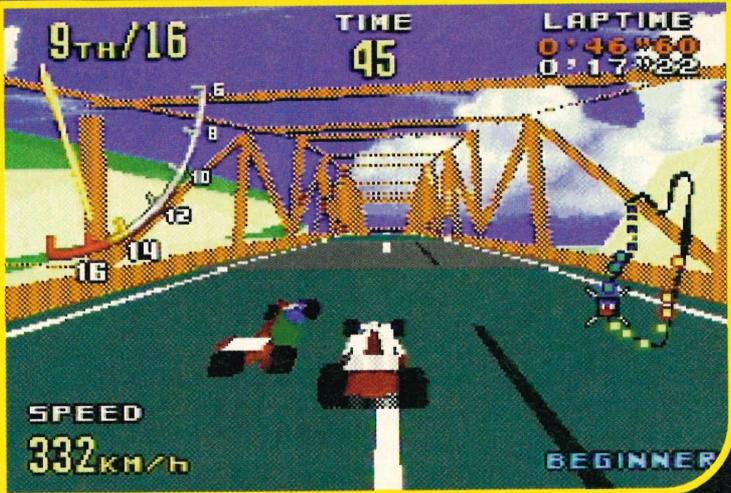
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• Remember last month, how *Sega Power* took
• you off to Mars? Well, this time we take you
• further afield, all the way to Saturn. We've got
• hold of the the full lowdown on software for
• Sega's mammoth new console.
• Fasten your seatbelt...

Virtua Racing



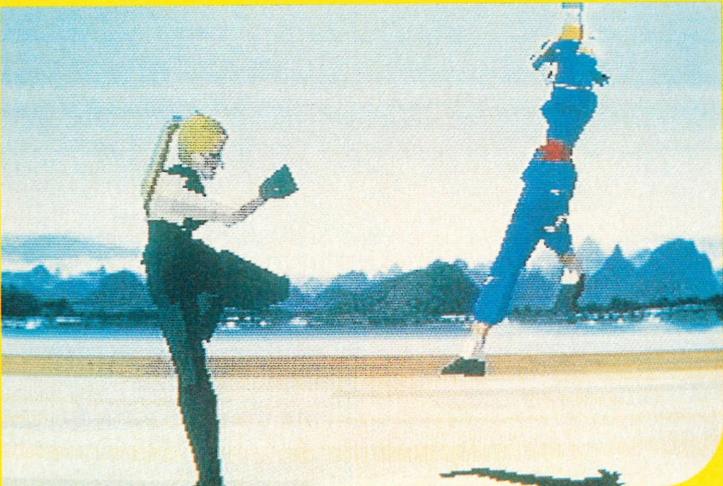
Virtua Racing. What can we say that won't just add to the hype around this dazzling racer? *Sega Power* understand that the Saturn conversion will be almost identical to the Model One coin-op. Super smooth. Super slick. And super fast. Just think at 50 pence a game, if you got saving, then maybe...

Daytona GP



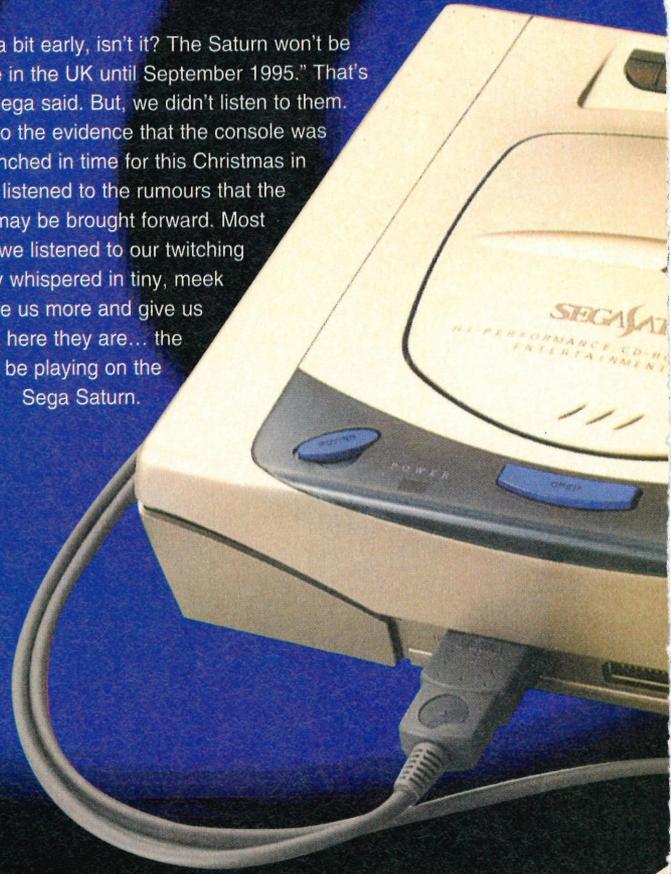
Sega's excellent racing game will be available right from the launch of the Saturn. The gameplay is looking thrilling and just as fast as the original, but sadly some of the graphical details may be lost in the conversion. Like *Virtua Racing*, *Daytona* features different race viewpoints.

Virtua Fighters

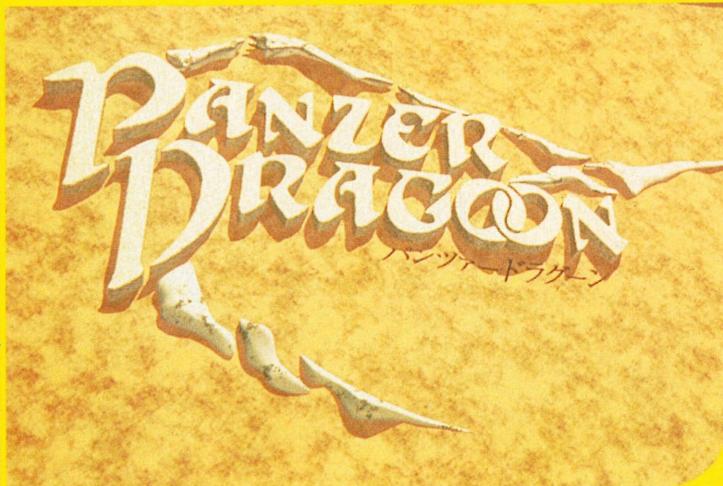


With all the confusion around the MD32 release, it's good to see *Virtua Fighters* up there in the release schedule. The Saturn conversion will feature all eight characters from the arcade, and although sharing the original's flaws, it should still be the best-looking beat-em-up ever programmed for a home system.

This is all a bit early, isn't it? The Saturn won't be available in the UK until September 1995." That's what Sega said. But, we didn't listen to them. We listened to the evidence that the console was being launched in time for this Christmas in Japan. We listened to the rumours that the UK release may be brought forward. Most importantly we listened to our twitching thumbs. They whispered in tiny, meek voices – "Give us more and give us it now." So, here they are... the games you'll be playing on the Sega Saturn.

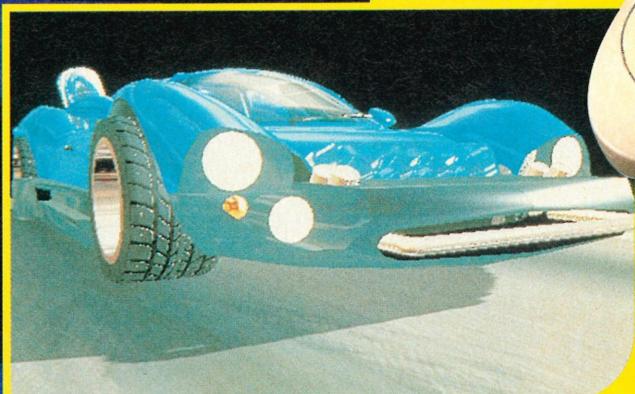


Panzer Dragoon



Previously known as *3D Shooting Game*, this will be one of the first games to appear on the Saturn. Riding on a vast winged beast you have to take out all manner of insects, armed only with a humble crossbow. Graphically the game should deliver in bucketloads, with thousands of light-sourced, texture-mapped polygons. Lush!

Guile Racer



Having nothing at all to do with the other Guile (you know who) this first person perspective racer, is inspired by the 1991 *Radmobile* coin-op. Graphically it's said to beat *Rad* hands down and is expected to feature a two-player split screen racing option.

Blue Seed



This fantasy game revolves around the popular manga cartoons, written by Yuseo Takada. Gameplay is expected to be RPG-style – let's hope they breathe some life into this tired old genre.

Access
Show
Features



Theatres



Coin-ops



Games Arcade



The Next
Generation



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Coin-ops

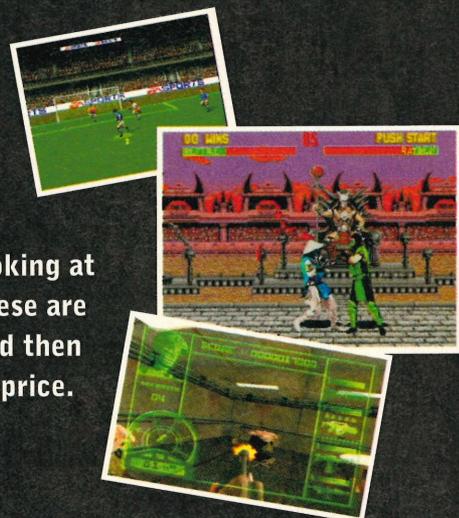
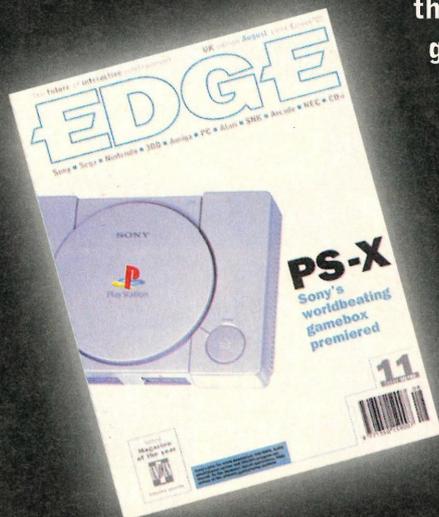
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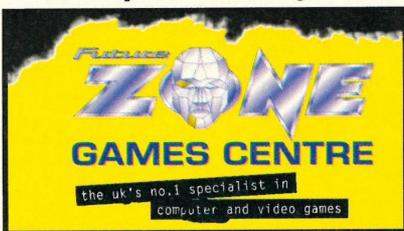
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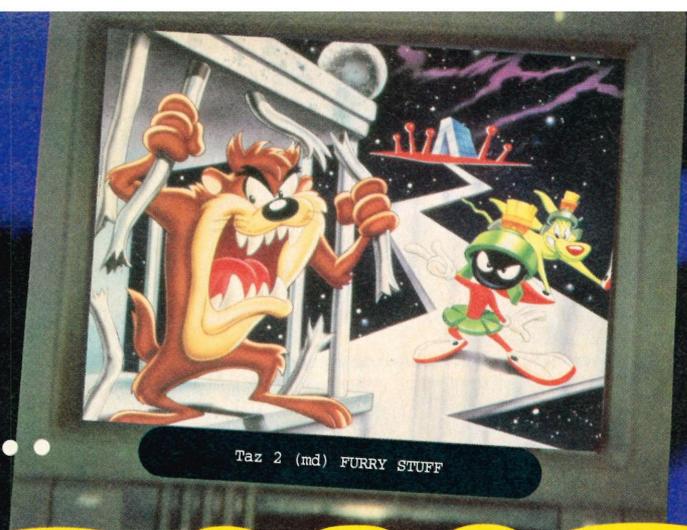
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Ali 'Kurt' Harper



This guy - COOL IS HE?

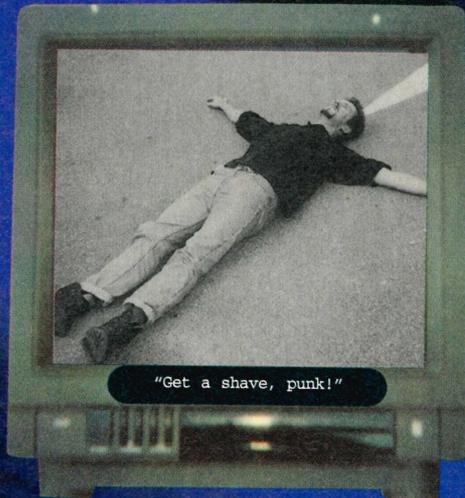


Taz 2 (md) FURRY STUFF

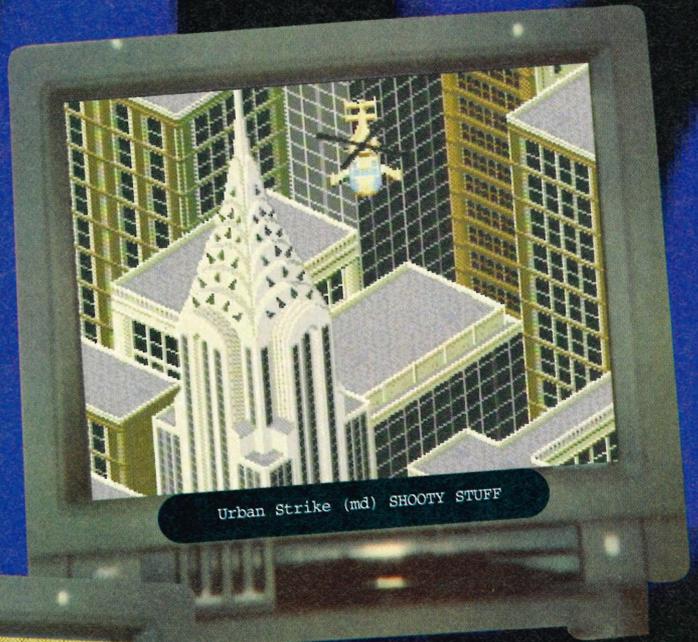
Reviews

Ben Elton says, "Yes, indeed. Sega Power is quite good!"

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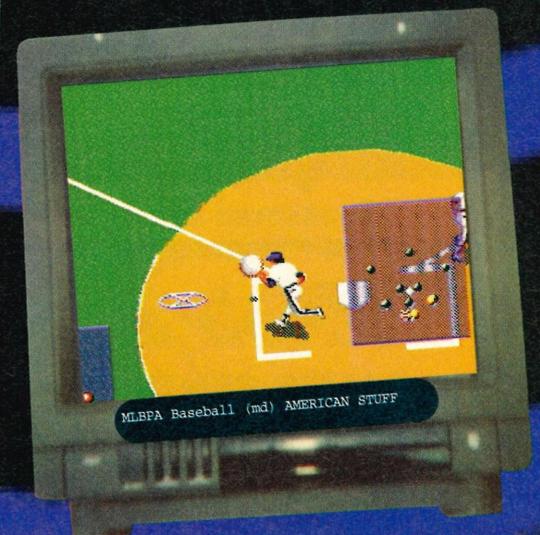
"Get a shave, punk!"



Urban Strike (md) SHOOTY STUFF



Sylvester & Tweety (md) SILLY STUFF



MLBPA Baseball (md) AMERICAN STUFF



Ballz (md) SLAPPY STUFF



Shining Force 2 (md) STUFF



Oh, yes. Very arty.



Tour Tennis (md) BALLSY STUFF



"Let's 'ave a bit of 'ush!"



Mega Race (cd) SPEEDY STUFF



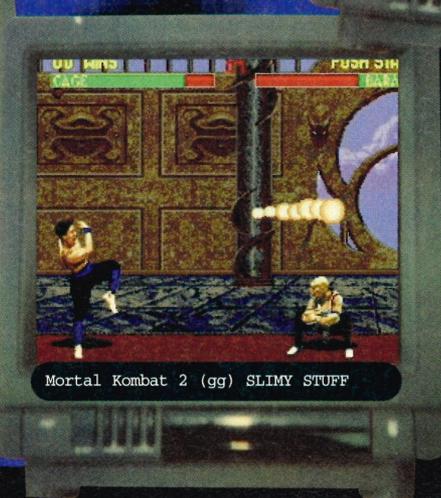
"Will work for food."



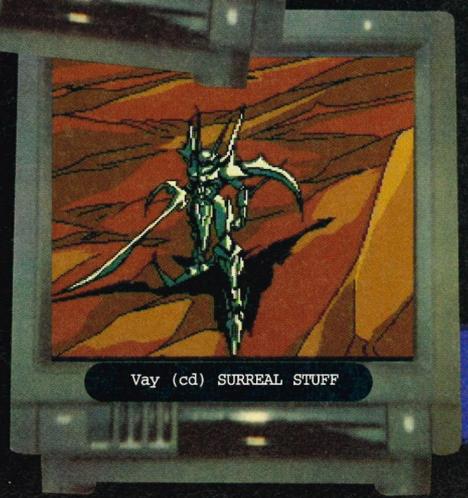
GAG-bleedin'-TAG



Brutal (cd) SOGGY STUFF



Mortal Kombat 2 (gg) SLIMY STUFF



Vay (cd) SURREAL STUFF

Mega Drive

TAZ II

Escape





Oh! That's fighting talk where I come from. It's merely a harmless expression depicting the sudden placement appearing of a sentient being, you say? Oh...

The very first zoo zone is kitted with grow and shrink rays which can work both for and against you. All very Alice-in-Wonderlandesque. As is this dream I have about a teaparty with a creosoted Scout shed packed with fudge-laden heffers. Or something.



From Mars

- Mega Drive • Sega • £44.99
- UK Release •

Everything's just swell and peachy ginger on the platform front again. Sega Power invites you to take Taz II for a bit of a spin...



be without the Tasmanian Devil – and hence, as logic takes us by the head through its wibbly wobbly path of thought, we'd also be without this superior sequel to a big-bucks original.

Many truly great things have hailed from that sprawling cultural metropolis known as Tasmania. There's... And... and... and... Ah forget it. It's at the arse-end of Australia, and nobody would know if some power mad cartographer wiped it off the map with a sheet of island-unfriendly Andrex. But, and isn't there always a but, if it weren't for that aforementioned marsupial sanctuary and purveyor of rare beasts, we'd

The plain plot is blatantly nicked from (although the programmers would insist it a 'homage to') a Bugs Bunny quickie in which Marvin the Martian peruses his rabbitless zoo, and decides to kidnap The Bugs for his martian menagerie. Cue escape, cue tomfoolery, cue credits. Replace The Bugs with A Taz, and voilà! (Isn't that a stringed instrument? – Dean), there you have an immediately exploitable background for a video game. Yet whereas it was relatively easy-peasy for The Bugs to escape



A time-race as a mining tool threatens to crush you to bits smaller than the sweet-corn you get in your poo sometimes...

Mars, in Taz's case, it's far from simple, because the programmers have made certain that this platformer is rough and tough enough to make sure you don't let Taz do a runner within five minutes of clicking the cart in. Because there are six hoooj levels in which to explore, spin and generally gorge yourself on incendiary devices.



The Me-hee-co level features platforming antics Aladdin-style. That's all gringos! Er, and that was indescribably crap. Er.



Final zone gimmicks include this gravity-defying incident and a Zoo!-style doppleganger machine. Courtesy of MFI. Which stands for Majorette Flinging Injury. Which happens a lot. Apparently.



Aqualevel on Planet X requires you to wtd-water-raft past giant octopi. Knee 'em in the tentacles before he poos ink in your eyes...

Top tipster's say: "8 out of 10 players defeat this bully boss by spin-dodging just when he charges for some top wall-thwacking antics."



Haunted house bosses: some green bloke twiddling with his nobbs, and a capsicum pepper monster thing. Oh, and a chair.

It's been a long time in Sega gaming since the original came out back in, ooh, '92, and platformers have now developed into a genre more old hat than yesterday's New Kid's baseball cap. *Sonic*, *Pond*, *Spot* – sure, you've seen it all before, you're all played out. And *Taz*

Taz eats dirt. Which sounds a bit like Baz Ibeets Kurt, a song by folk singer Lumpy McLung.



II? Although it's not exactly going to win any points for truly original gameplay, at least those concerned at the cart end have taken a lot of time and effort in tightening up on the gameplay weaknesses of the first installment. It's faster, funnier, bigger and a lot more addictive.

From the bold, tacknicolour graphics to the cartoonily authentic though irritating muzak, the presentation of *Taz II* is unsurpassed in its Warner-faithful feel. In fact, the whole thing plays (if I may excuse my pseuds from the table) as close to an 'interactive cartoon' as possible. No, really. And as you travel along the Marscape, it's guaranteed you'll hoof into a cast of Warner Bros greats, with such special guest stars as Wile Coyote, Road Runner, Speedy Gonzales, Yosemite Sam and K-9. (Hang on, wasn't he that tin foil covered Kellogg's Variety packet sell-taped to a remote controlled car in some crusty

Yosemite Sam makes his first appearance in the cow-jumping, horse-hurdling, wagon-bouncing Mexico level. That isn't really very Mexican at all.

old Dr Who series?) Whirlwinding into the cameos is a real special treaty thing. Ah, look. I'll keep this simple, and leave you to gander at those gorgeous pics. As meteorologist guru John Ketley once said, "In summary, muggy and drizzle in the platformed-out districts, but eternally sunny for those regions that gamebathe at the mere sight of a fairly cracking addition to a muggy genre." Probably.

An exclusive pog at the final bover boss, thanks to some cheaty code things supplied by those laarv-erly Sega blokes.



SEGA POWER

Taz II - Escape from Mars

- ▲ Smashing graphics
- ▲ Polished presentation
- ▲ With new improved gameplay
- ▲ It shows up the original but...
- ▼ Avoid if you've over-platformed

Graphics

9

Sound

8

Addiction

8

Lifespan

7

Power points

Release date November
 Players One
 Levels Five
 Difficulty Medium
 Sega (071) 373 3000

Final verdict

"As a seasoned crone from the Home of Infirm Punsters would say, this is fantaztic stuff." *Simon C.*

90 Percent

Through the binbag



Taz II really does play like some huge pig, or if you will, Tazmanian Devil-out. Dynamite gateau, granite burgers, pork anvils: the stomach-wrenching, throat-rippling, sphincter-rupturing ingestion antics just don't let up. *Sega Power* were exclusively invited to rummage around the bins of Taz's Croydon mansion, and can now exclusively reveal exactly what that luciferian marsupial stuffs into his substantial gob on a daily basis. Hold onto your crutches, this may not be a pretty sight...



A mystery pair of jeans. Partially eaten because they had skidders on them.



Remains of a DIY clown kit.



Popple Fobble from Take That. One down, four to go...



Chas & Dave Karaoke video.



Andy Lowe's girlie underpants. The less said the better.

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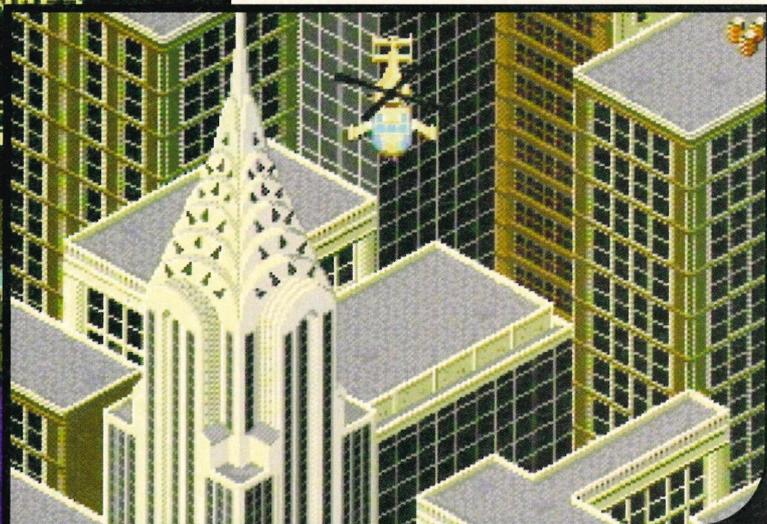
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Look, it's that Gabrielle bird from out of Top of the Pops, er, except her hair's grown long and every-thing. Actually, maybe I've got that wrong.



ATSUKO MATSUMOTO: STIMPER
ORIGIN: JAPAN
AN EX-SHUGGLER WITH A
SENSE. SHE CAN WINCH F
BAD GUYS AT THE SAME T
MIA



There aren't many office-workers around today. Surely the rail strike isn't that far-reaching yet? Some people, eh? Any excuse not to come to work.



- Mega Drive ● £44.99 ●
- UK Release ● Electronic Arts ●

Just another rehash of them Something Strike games, eh? Shaat eet!! We're talking tantalising terrorist plots; grubby ol' ground combat; loads of 'new stuff'; super-absorbing gameplay; scary fake noses... Er... Yep, it's Urban, if y' like, Strike...

Desert was great. (Cheesecake, actually. – Andy) (No-oo... – Alison) Jungle was fab, 'The Rail' was commuter-disruptive, but Urban? Urban RULES! Honestly, this game is so mind-anaesthetisingly great, I've had to disguise my identity at the end. Sorry. I'm just a bit embarrassed about how much I enjoyed it. Honest! My mates would laugh. And that.

From out of *Urban Strike*, you fight the fealthy pigdog tezzers (that's 'terrorists') off of the streets of America. Yes! Drubbing Outside World Trade Centre. A Bit Of A Scrap By San Francisco's Golden Gate Bridge. Gun Battle Outside Josie's Tearoom (in Idaho). And other zanily unlikely newspaper headlines...

Are you fed up with your rickety old attack helicopter? Why not try a new,

supremely updated chopper, freshly nails hyper-battletank, and, erm, your plates, as Simon would say? (That's 'plates of meat'. – Feet) Ahem.

Because – and 'ere's the clever bit – on foot, you'll not only be able to discover the Alcatraz jail (don't forget to have a good laugh at the prisoners) and an LA casino, but you can also (Gasp... gasp... – Andy) indulge in a little hand-to-hand combat – sort of a (!!!) mini beat-em-up section, if you will. If you tire of all this, you

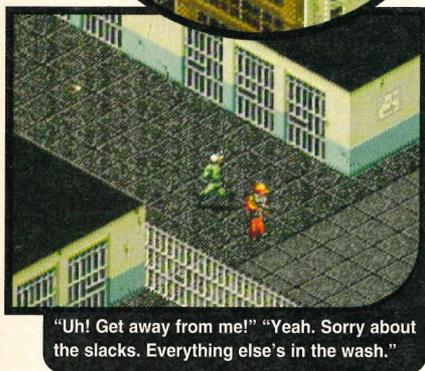
can

LA – home of the crazee giant gear. See how it glisens against the night sky. Fabulous, eh?



always have a go at a 'special' rescue mission in an all-new hi-tech chopper.

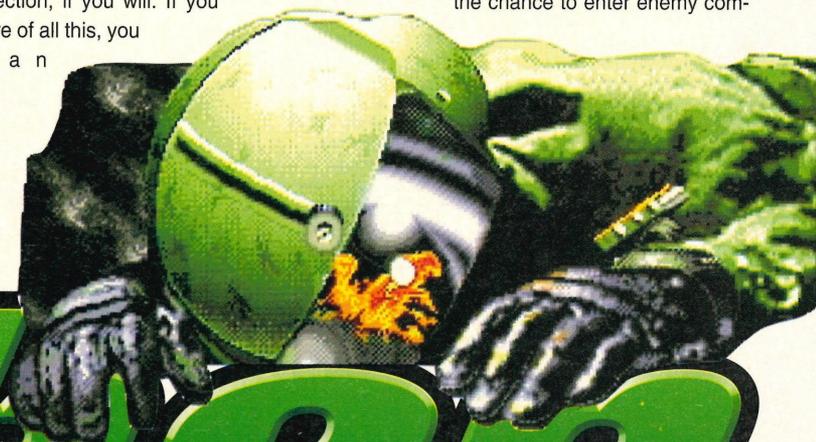
Yes, in *Urban Strike* you at last get the chance to enter enemy com-



"Uh! Get away from me!" "Yeah. Sorry about the slacks. Everything else's in the wash."



These little screens. Boring, aren't they? But always very handy. Oh yes.



EXCLUSIVES! Urban

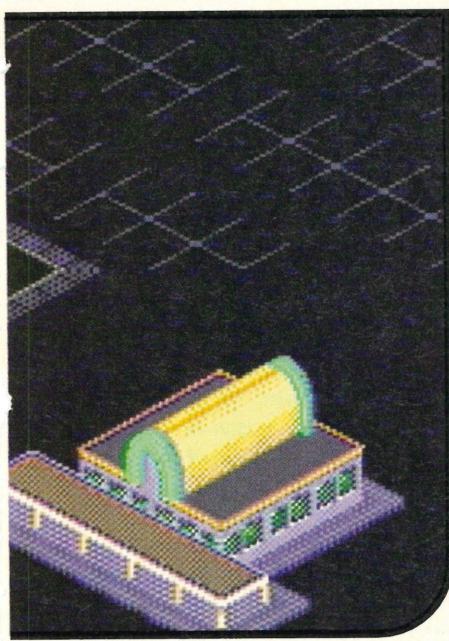


Ohmigod, will you just look at the size of that chopper. (Makes us laugh every time that caption.)

When I met the man in the Hawaiian shirt, he was a man who had no recognisable taste in clothes.



WHEN I MET MALONE, HE WASN'T MALONE. I MET A MAN WHO HAD NO RECOGNIZABLE FEATURES.



Tanks are tops for battlefield action. They're superb actually - state-of-the-art, chunky, shooty death-dealing monsters.



Wahey, it's LA. Again. Ritzy and glitzy and about to be blasted to bits.

Urban Strike

- ▲ Fantastic blasting action
- ▲ Huge cities to fly around
- ▲ Graphically accurate locations
- ▲ Loads of variety
- ▼ Only kidding, there aren't any

Graphics

9

Sound

9

Addiction

9

Lifespan

9

Power points

Release date September
 Players One
 Levels 12 cities
 Difficulty Tough
 EA 0753 549442

Final verdict

"The Mega Drive at its best. A thinking man's shoot-em-up, tail and rotor blades above the rest."
 Conrad Knight

93 Percent



"Lovely carpet, mate." "Yes, and only \$1 a metre down at K-Mart. Total barg."

pounds and deal out destruction as you see fit. This is excellent, and it is this addition more than any other that makes this shoot-em-up of the year so far, bullet-catchers.

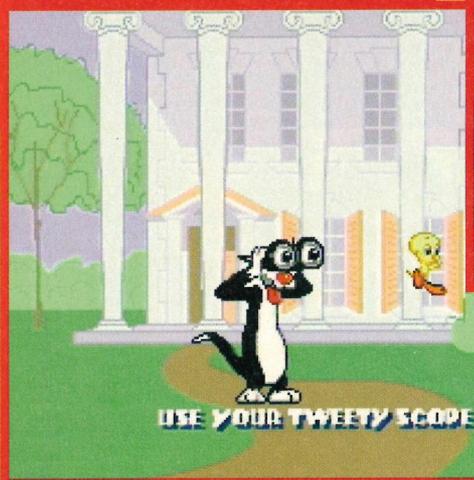
Flying around American cities hunting down terrorists, trying to avoid the temptation to let loose a couple of missiles at those tower blocks brings a new meaning to the phrase "fly around an American city and hunt down some terrorists, will ya?" (No, it doesn't. - Andy)

Urban Strike is set to become the definitive Mega Drive shoot-em-up, and no cotton-pickin' mistake. 10 campaigns (made up of 60 sub-missions) chain-gunning irritating terrorists, complex and varied missions, and wonderful (not to mention graphically accurate) locations.

At last, all the criticisms have been answered - it's bigger, tougher, and there's more stuff to control. A scarily high quality game that you definitely need to rush out and buy **SEGA POWER** immediately, etc, etc...

Strike

Your Acme Instant Tweety Locators. Very handy and it's been a while since lunch.



That huge eyes gag rules, doesn't it?



"Yeah, I know he's up there, but I want a quick gloat before I go. Don't hassle me. Tsk, the younger generation..." (Cont'd Daily Telegraph).

SYLVESTER

- Mega Drive ● £44.99 ●
- UK release ●
- Time Warner Interactive ●

Remember that infuriating yellow bird with that annoyingly crap voice? Well, now's your chance to eat him.

Tom and Jerry, Sylvester and Tweety, somehow the cat always got the raw end of the deal. Five minutes of orchestrated, animated mayhem would always end up with the cat suffering some horrendous fate while

the mouse or bird gazed on smugly. Okay, so maybe this is the sign of an unbalanced childhood, but I always wanted the cat to catch the little gits and eat them. Well, nibble them actually, bit by bit while they screamed for mercy.

Admittedly unsound behaviour for a vegetarian, but now the cat gets

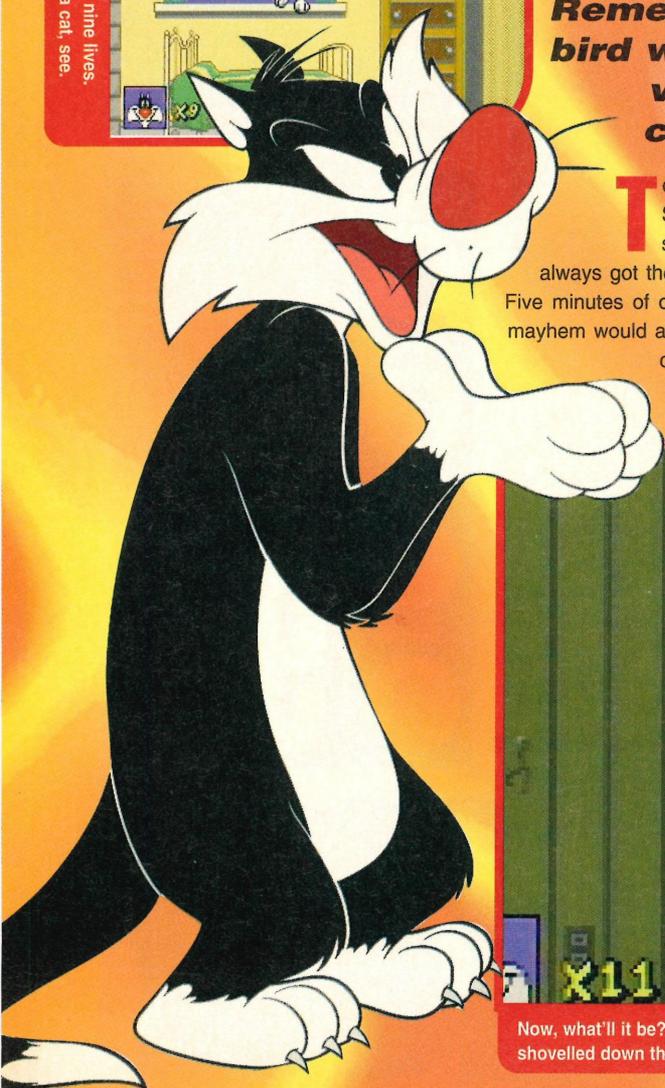
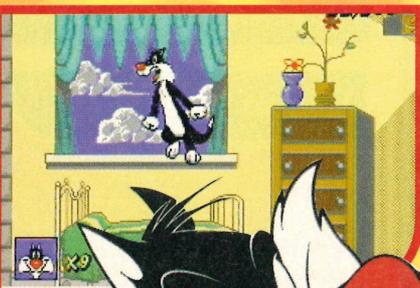
revenge. Sylvester and Tweety are the latest '50s cartoon icons to be reinvented for the console and probably up amongst the best yet. Yes, of course it's another platform game, but someone's gone to the trouble of making it a bit different.

You play Sylvester and the aim is to catch Tweety. Swipe him as he flies through the level and gain extra points, get to the end of the level and you get to hold him mercilessly in your sweaty paw. Gloat massively and move on.

Yes, lots of normal platform elements are in there: power-ups, obstacles, enemies and so on, but the chasing element makes it all that much more enjoyable. Add to that some of the best cartoonish

It might look like Sylvester's hiding, but he's just sorting out the cans into recyclable and non-recyclable piles. He's not a coward at all, just your average eco-warrior. Honest.

Look, Sylv's got nine lives. That's cos he's a cat, see.



Now, what'll it be? Tweety à la Orange? Peking Tweety? Or just shovelled down the gullet whole, feathers and all. Carnivore city.



You have ten lives to start with. Crunching down on your head like that isn't going to do them much good though.



Er, hello sir. And everything.



Sylvester cowers in a crib, hoping desperately that Butch doesn't find him. Suffering suckatash (or something like that).



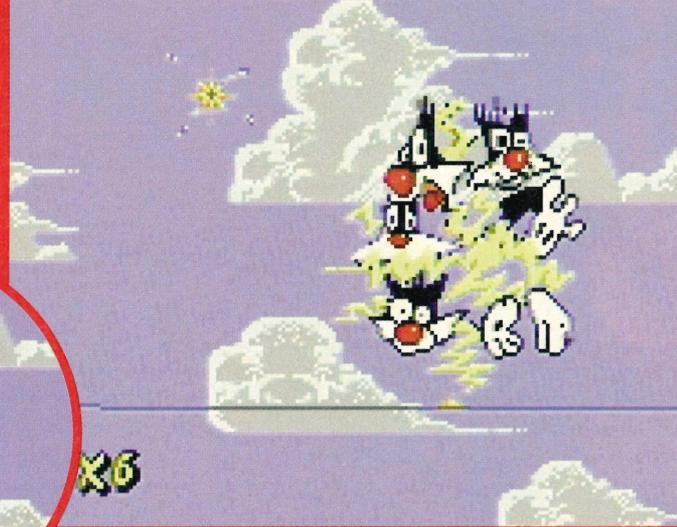
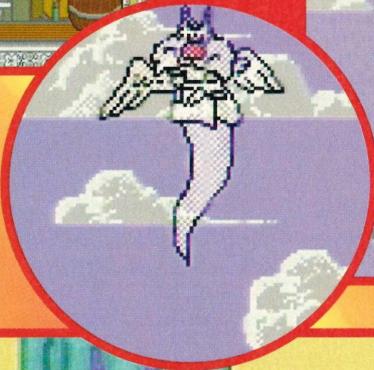
& TWEETY



Frank Bruno faces another one of his top fight opponents.



Caught in a power surge along the pylons, one of Sylvester's lives disappears off to cat heaven.



interaction seen yet and you've got a rather wonderful game. Now, to roast or baste, that is the question.

SEGA POWER

Sylvester and Tweety

- ▲ Brilliant cartoony graphics
- ▲ Vaguely original
- ▲ Humour and violence. Marvellous
- ▲ The cat wins
- ▼ Might not last long, though

Graphics

9

Sound

8

Addiction

8

Lifespan

6

Power points

Release date September
 Players 1
 Levels 10
 Difficulty 1-100
 Time Warner 0604 602800

Final verdict

"A cartoon game that actually plays and feels like a cartoon. Like, that's all folks."
 Andy S

83 Percent

Swipe the flying fiend and rip his feathers out with your razor sharp claws, hopefully scarring him for life in the process. Like I said, warped childhood. (You're not kidding. - Everyone)



Brutal's intro sequence is as lush and smooth as a baby's bottom. Play the rest of the game is as full of crap as a baby's nappy, then...



SPECIAL MOVE:
HEADBUTT

"Now come on, mate, let's talk this over like civilised human beings." "One, we're not humans, and two, I'm practising me 'edbutts. I could do this all day..." "Wibble."

Brutal

• Mega CD • £39.99 • Gametek • UK release

Yeah, like triple-A Brutal is the most brilliant beat-em-up to arrive on the Mega CD, like, EVER! Lies, lies, lies...

Tail Cheetah flames into Kung Fu Bunny. On replay mode. On a beach. Um...



Kung Fu Bunny, Kendo Coyote, Karate Croc and other such chop-sucky experts of the animal kingdom all claim to be the globe's greatest warriors. Without even fighting each

other. Doh. Luckily enough, the mystical Dali Llama is at hand to establish who's truly top of the ruck chain by inviting them all to his batch-pad island to kick some collective arse.

As usual, the background is any excuse for a brawl, but hey, the prized (ahem) Belt of Heaven is at stake here. Whatever the Belt of Heaven is. (You can buy them in BHS. - Ali) (They wear

them in heaven apparently. - Dean) (Belt up. - Andy) (No need to be unpleasant. - Ali) (But apparently they only wear braces in hell - they call them

Braces of Hell. - Dean) (Brace up. - Andy) (Will all of you just shut it, stop interrupting and let me get on with giving this pile of cart-cack a slagging. - Simon)

Okay. Let's get to the point - Brutal is feeble, a joke. Problem is, it doesn't look like one. The presentation is excellent, with loads of gimmicks to keep you occupied for, oh, a couple of minutes. But no matter how many special features are bunged into the CD to fill up any spare memory (the music sound test, and

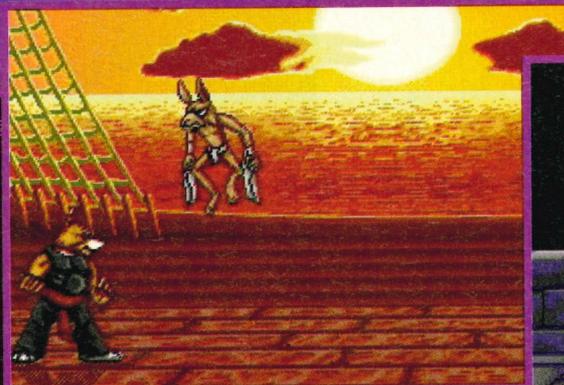
And then in true comedy fashion, the tree collapsed on his head causing bumpage of a major status.



some Dennis Norden style out-takes), it's the, yes, *gameplay* that counts. Yeah, you've heard it before, but it's the software company's fault for indulging themselves with this style-over-content thing. Worse still, the so-called special moves aren't enclosed. They have to be learnt first. Which means you have to go through (gulp) the excruciating process of playing (gulp) the 'game' (gulp).

And as if to prove the point, this reviewer managed to get to the top boss Llama thing by using the middle kick button alone. Which made those special

Now there is absolutely *no way* a crocodile could jump that height, unless it was aided with a pulley system and a high voltage thing that makes other things go up.

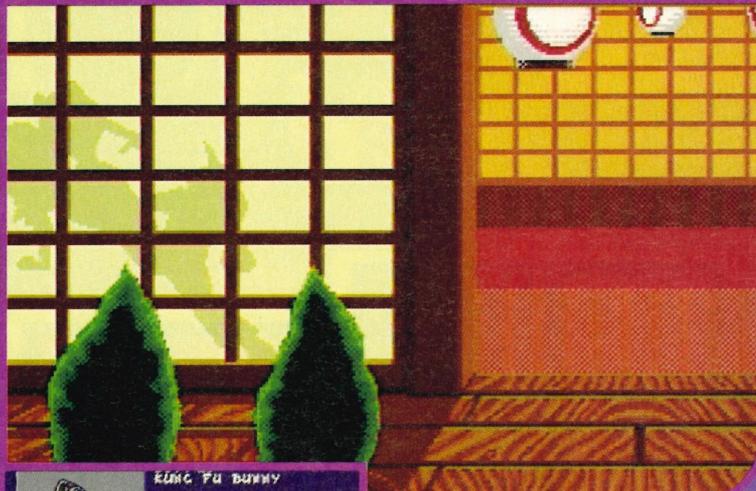


The Dali Llama, who, to be perfectly honest, looks nothing like a llama. Looks more like Ghandi really. If he was a llama. Probably.



Each character is given a taunt move. Hence the above underpants incident...

Right. 500 lines to whoever came up with the oh-so-bright idea of a shadow-fighting background: "I promise never to let my gimmicks get in the way of gameplay, as you can't see a bloody thing you're doing..."



KUNG FU BUNNY			
ATTACKS	###	BLOWS	###
PUNCHES	074	HEAD	001
KICKS	112	BODY	016
THROWS	000	LEG	015
BLOCKS	001	WIGHTY	018
OTHER	000	AVERAGE	000
ACCURACY	046	WEAR	015

ATTACKS	###	BLOWS	###
PUNCHES	041	HEAD	001
KICKS	074	BODY	016
THROW	000	LEG	015
BLOCKS	001	WIGHTY	018
OTHER	000	AVERAGE	000
ACCURACY	026	WEAR	015

That's me, Bover, with my set of stats and 'accurate' blows. Wrong. It's just aimless joystick thrashing in the early stages...

Brutal: Paws Of Fury

- ▲ Laarverly presentation
- ▼ But let's be honest
- ▼ Looks aren't everything
- ▼ And I know loads of models
- ▼ And they're tedious too

Graphics

5

Sound

5

Addiction

3

Lifespan

3

Power points

Release date Out now
 Players Two
 Levels N/A
 Difficulty Easy
 Gametek 0753 553445

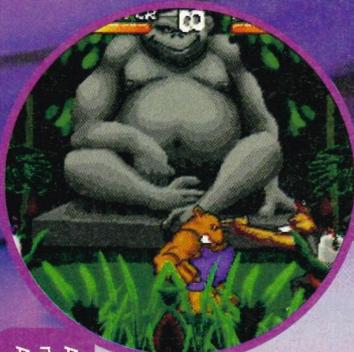
Final verdict

"As they say, shoot a panda, save a chicken. Or rather, boot your Brutal and save your money."
 Simon C.

41 Percent

moves all rather pointless. And another thing. These special moves are often so cumbersome that your Sega and your partner-in-ruck can see them coming a mile off, which makes them as effective as a Stanna stairlift in a bungalow that's had its electricity cut off.

Brutal: Paws of Fury is by no means dismal, it's just pretty crap. And in a market full of Streetfighters and Kombats, pretty crap really isn't good enough to justify the quids-for-CD deal.



And apparently, right, that lion bloke has a new single called 'Meaty Air (Let It Loose In A Lift)'. Or was that Gloria Estefan? Er...



Fantasy Fauna Fights

In Paws of Fury we have such stunningly stupid mismatches that you would never, ever see in the wild, let alone London zoo. I mean, a rabbit versus a bear? Oh come on... What's a rabbit going to do against a bear? Hurl mixamotosis as him? Ludicrous. But, hey, like, what would happen if mother nature injected steroids into the animal kingdom, eh? You know, shoved them in the ring for a good old punch up? What if, you know, what if?...

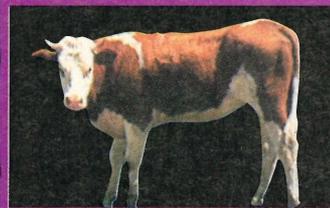
Wasp versus Bee



PROSPECTS: Let's face it, bees are crap because all their insides come out when they try to use their sting, which is no way to conduct yourself in a fight. And they look stupid. Wasps are the canine's testes though. If they were a car they'd be a Ferrari. Whereas a bee would be an Allegro. With stabilisers.

RESULT: Bumble tangles up on the ropes with his own insides. Wasp probably still putting the sting in. Both tragically swatted to poo when the ref accidentally throws the towel in.

Cow versus Horse



PROSPECTS: Cows are really stupid and actually enjoy dying in abattoirs, so top scientists inform me. And despite the fact that a broken leg normally results in a bullet in the mane, at least horses have a close relationship with man, which surely means that some aggression must have rubbed off on them somewhere. Scientists didn't tell me that bit. I made it all up, in fact.

RESULT: Book the horse for Cowicide, Burger One.

Spider versus Turbot



PROSPECT: Well, spiders have eight legs, and turbot... don't. But turbot... live in the sea and, like, spiders don't. But spiders have loads of eyes and webs and stuff. Yeah, but turbot... have... have... have... gills?

RESULT: After an incredible battle over land and sea, using fire and air as both enemy and foe, and visiting every known continent of this sceptred globe, the spider and the turbot sink into... Ah, stuff it. It was a crap idea anyway...

Other top fights available from this fabulous collection include badger versus camel, gibbon versus krill, puffin versus crow, barnacle versus dragon, panda versus minnow, and walrus versus itself. Remember: Fantasy Fauna Fights is not available in the shops. Or anywhere else for that manner.

THE SUBLIME SUBLIMINAL

The Jester's very own Zoo TV network adds to the sheer lunacy of the *Ballz* experience. But what does it mean, eh? *Sega Power* sneaked into the Jester's manor of madness, snatched the coding system from right under his conk, and can now exclusively reveal the messages behind the images. They say a picture says a thousand words. But don't believe everything you read...



Life's a lozenge. Offer it to your friends and suck until you're sick.

You can exert your influence on everybody but yourself.



Big Mother isn't watching you. She's too busy Hoovering.

BaIIZ

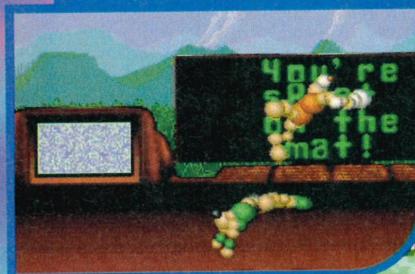
- Mega Drive ● £39.99 ●
- UK Release ● Accolade ●

Ave summa that! One minute to give the clown lad a scaffolding he'll never forget.

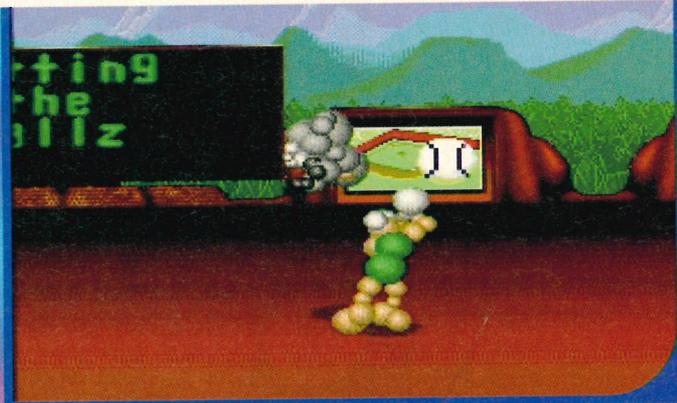


Whether you see it as a dirge of quirks or a kitschy ruckorama, one thing's for sure: *Ballz* is a completely different bowl o' bover...

Have a morphing move on us: 'be' Kronk with left, left, A+C. Me? Mr Jenner Arse.



Global fighters have taken on a completely new meaning in the arena of beat-em-ups, thanks to *Ballz*, a solidly mental 3D ruck fete that looks and plays like *Virtua Fighting* on acid. Fair enough, you say, but do we need it? Hell, do we even want it? *Ballz* seems to insist it's a bover chocco Milky Way, fill-



The Zoo TV says it all. Kronk home-runs the mashed mess that was Crusher, a sad, shitoopid rhino man John Merrick thing. Ish.

ing the gap for the hungry beat-em-upper who, short of going out onto the pavement for some bover and bruising festivities, wants a break from the *Streetfighter/Mortal* tyranny. Yet it's fair to say that, yes, *Ballz* does offer an alternative. Okay, an insane, dribbling, Grandmother Peculiar alternative, but an alternative nonetheless.

and sundry until you reach the Earl of Goaders, The Jester. If anything, it's all about creating a mad atmos, with the Jester's spirit popping up during every bout through his own kitschy Zoo TV network (the flicker and flash of slap-dash pics and smart-arse comments are enough to put you off your scrapping).

To be honest, you'd be hard pressed to locate a plot. Just pile into all

As opposed to this month's dismal *Brutal*, the gimmicks *Ballz* abounds with actually work for, not against, the considerable playability of the game. With a

Cheeky monkey Yoko administers a Stun Fart with a unique bouquet known in the Blow Off Business as 'Dead Dog In Brine'. You smell it, you dealt it...



Top Tip: the only way to defeat the ostrich is to impose your taunts on her before she regains her Mercy energy.

You will always see more in a mirror than you care to accept.



Being happy is an unnatural state of mind.

Your average day is not building a house, but making a brick.

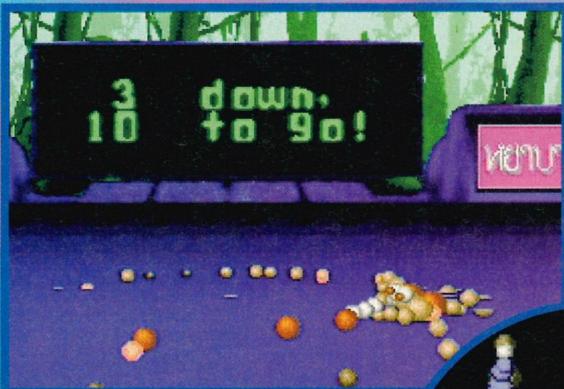


Relax. The brothers K will make you smile forever...

Turn it upside down: don't grin and bear it. Grin and swear it.

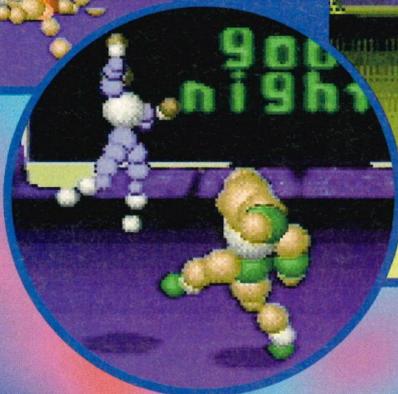


Avenge your enemies. In the next life, be a dentist.



Press button A post-scrap, and witness harshness. Here, Kronk plays pool with his rucker's remains. Nice one...

Boomer lobs his bounce at kangaboss. Try away, toward, kick for some bowling boover...



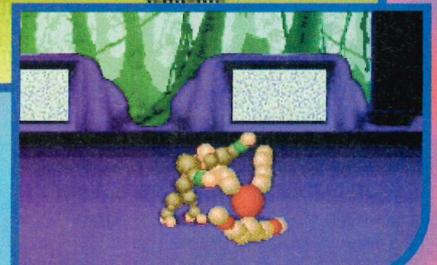
massive 16 characters, each armed with 15-20 special moves (that's three times the amount of your average beat-em-up, stat fans), *Ballz* does its best to emphasise the gameplay as much as it does the unique graphics. And with a small selection of special moves dealt out in the manual, it's up to you to find out the rest through trial and error whilst bashing combos into your joypad.

Surprisingly the technique works, mostly because the special moves are so bizarre that you won't be satisfied until you get them all. Stand-outs include Kronk's game of head golf, ballerina Divine's spank-fest, and monkey Yoko's

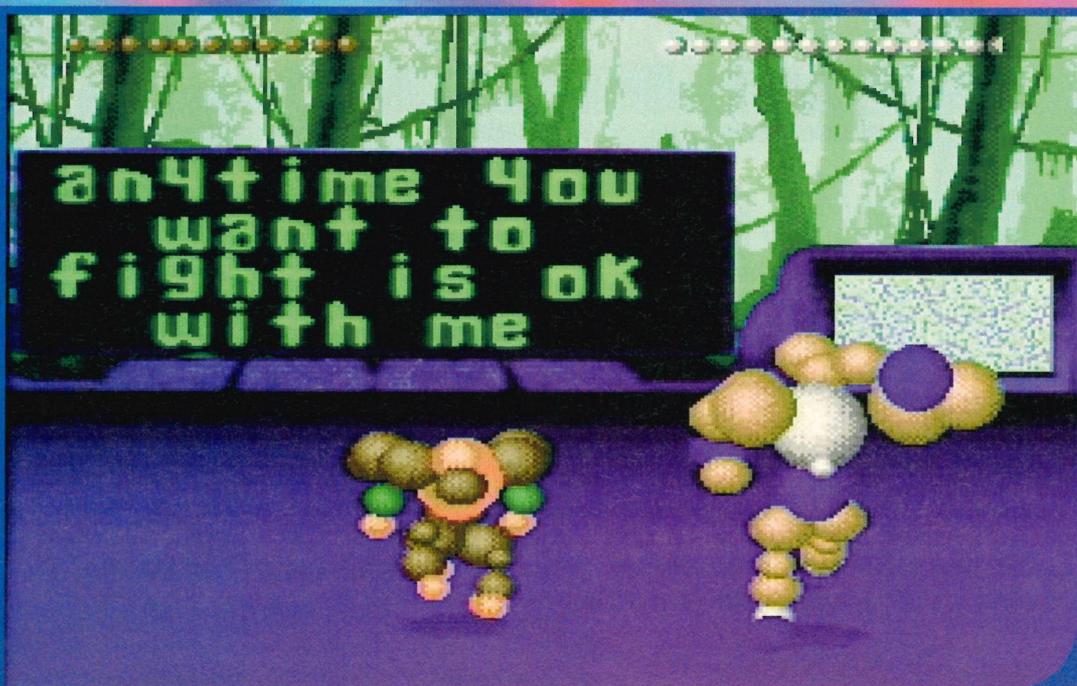
Stun Fart complete with rasping moose-cough sound effects. There is also the option to morph between characters mid-bundle. However, it has to be said that occasionally the graphics let themselves down by legging it from the foreground to the background in mid-bundle, causing a blur of balls and confusing the punches amidst the spherical scrummage. But it's

a small price to pay for the cracking graphics.

However, top-marks to *Accolade* for attempting to break away from the public portaloo that is the 2D beat-em-up, and daring to nip out from the crowd, pee in the wind, whilst keeping their fingers crossed that it doesn't boomerang back all over their trousers. The good news is that it hasn't. The bad news is, if they'd squeezed a little harder into the breeze, this could quite have been a cult classic.



Yoko drills fatman Tsunami into the floor, and pharps another quite stunning fart.



Hello, sir! Bruiser and Yoko do a runner from the full-on goading of the Zoo TV screen. Other ruck encouragements include "Didyoo-speelmapaint?" and "I feel it's time for a peachy ginger thrashing."

Ballz

- ▲ Original graphics and sound
- ▲ Loads of quirky special moves
- ▲ A daringly different bit of bover
- ▼ But like *Granny's Flint Choc Chip*
- ▼ Not to everybody's tastes

Power points

Release date September
Players 2
Levels 16
Difficulty Middling to hard
Accolade 081 7880200

Final verdict

"A plucky stab at the beat-em-up formula which knocks life back into a fairly punch drunk genre." *Simon C.*

Graphics

8

Sound

8

Addiction

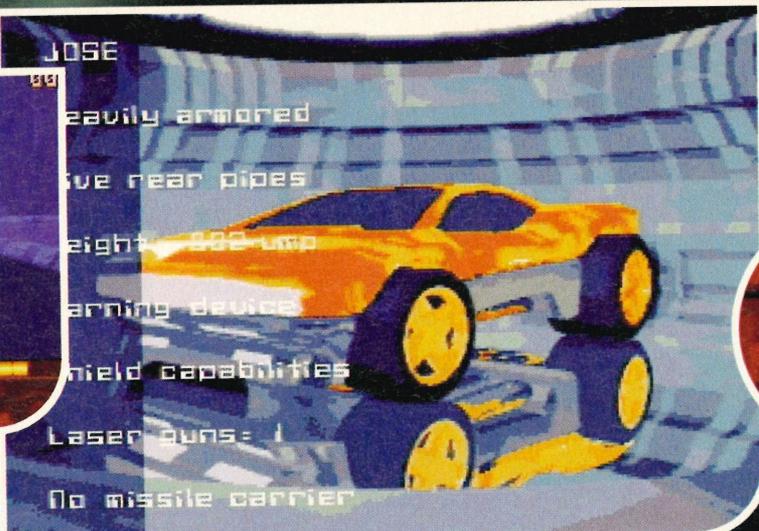
7

Lifespan

6

80 Percent

Letting rip with the laser cannon would be a great idea right now...



Now THAT is a car. Funny to think how, if things had worked out differently, I would now be an orange car in a game, and "Jose" would be a reviewer.

THE MANY FACES OF GRAYSON J. CHRIST

Grayson J. Christ, presenter of the Mega Races, is a man of a thousand faces.



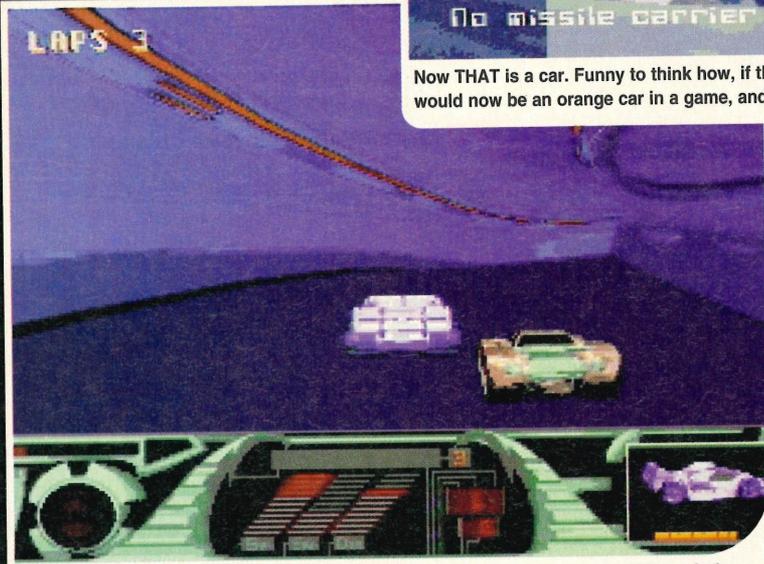
Grayson's famous Snoopy impression exists only in the mind of a Mrs. Abigail Burstingfoam of Shepshed. While she's revelling in the pleasures of Grayson's doggy style, the rest of us are listening to Brother Beyond on Radio Trent.



At his exclusive impression evenings, at which stars such as Mike Yarwood and Rory Bremner have been seen quaffing virtual cigars, Grayson likes to thrill his guests with cries of "Ooh Matron" as he blesses them with his Kenneth Williams impression.



Grayson J. Christ's most popular caricature is of Britain's favourite cocky funster Jeremy Beadle. According to Sega Power reader Nicholas Cappleman, who met him at a turnip shop in Covent Gardens, he's "a cross between a Smurf and a shoe".



"The underwater track of Maeva is fun and educational," says 48 year old *Sega Power* reader Bolton Tipshifter from Chapel-on-the-frith, Derbyshire.

Getting involved with the opposition always seems to end in a spin. Annoying.



If video games are the new rock and roll, then Mega Race must be the new Pete Waterman...

After a long wait, *Mega Race* has finally made it to the office Mega CD, brushing aside such old CD favourites as the "Ru Paul sings Eurovision Favourites" CD (Simon's), "Bolivian Navy Men's Chorus" (Andy's) and the Portsmouth Constabulary's memorable CD classic "Mugging's a Mugger's Game" (Dean's) in an attempt to get noticed. Well, with

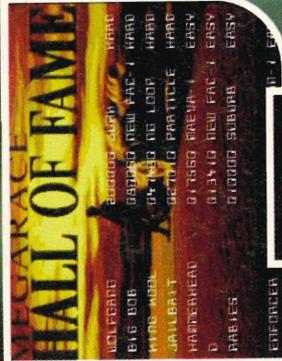
MEGA

Mega CD • £44.99 • UK Release • Mindscape

STILL WAITING

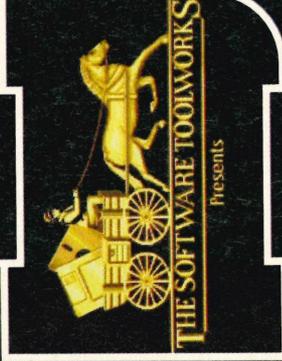
Full Motion Video: A gift from the Gods of Gaming, or bile from the bowels of buffalo? Well, *Mega Race* shows the positive and negative sides of FMV, simply because there's so much of it. Now this is usually a good thing, but when you have to watch so much of it just to get started, you'd be surprised how annoying it can get...

Picture the scene - you've just come back from a heavy day of beard collecting, and you want to play your new game, *Mega Race*...



- Please Wait -

"Oh, that's nice," you say, "A picture of a horse and carriage, reminiscent of the 19th Century Suckmaster model."



- Please Wait -

"Oh! A bit of FMV!" You're beginning to get impatient. "Er, perhaps we could get on with things a bit. No hurry. But it would be nice."



- Please Wait -

"Blimey, I'm still only at the title screen?" Your fingers start tapping the start button. You really want to play now.



- Please Wait -

© 1994 The Software Toolworks, Inc. Copyright © 1994 CND Interactive. All rights reserved. Licensed by SEGA ENTERPRISES, LTD.

The weird thing about bits like this in the game is that the scenery rotates around the car, instead of vice versa, so I suppose some of the excitement is lost.

As futuristic racing tracks go, this is one of our favourites. It's pink, it's fluffy, and it reminds us of all the good things in life. Like big soft Wombles.



competition like that it was hard, but we forced ourselves to give it a chance.

You're someone who calls himself "The Enforcer", who decides to take part in a futuristic gameshow by the name of Mega Race. Now, futuristic gameshows, for one reason or another, always seem to involve violence. So it's not exactly surprising to find that *Mega Race* also involves a few of the Queensbury Rules. The words "Car" and "Guns" should give you the necessary clues.

Presentation-wise, *Mega Race* is a bit spesh. There's Full Motion Video all over the place and the sound is pretty

good, too, with decent thumping rock tracks bombarding your eardrums. The charismatic little bloke who links everything together shouts his inane brand of tattle in such an American gameshow host way that it gives the game a real atmosphere. Almost beats Leslie Crowther.

Sounds pretty good? Well, yeah, but the game has its problems. One of the things you notice as you sit down to watch *Mega Race* is that you... sorry, did I say 'watch'? Wow! In a subliminal and spontaneous way, I managed to tell you about the main problem of the game! You see, you seem to spend more time watching *Mega Race* than you do playing. Now, this wouldn't be a bad thing if the game could rescue the situation, but, unfortunately, the game is a bit limited. You blast one opponent, they disappear and then you move on to the next. That's all there is to it, and no amount of pretty

graphics can hide this rather ineffectual approach to games programming.

Marvin Jehosivat, TV's "Washing Line Man", once said "If I were a small segment of a washing line, I'd probably love this. Playing *Mega Race* would be a hell of a lot more fun than being tied between two wooden poles in someone's back garden when it's raining." I agree. But in these days of high quality video games, there's something lacking in *Mega Race*, which makes that back garden seem just that little bit more exciting. So, as Marvin would no doubt confirm, *Mega Race* is good, but not that good.

Win Simon's Ru Paul CDI! Send your names to: Simon loves Ru Paul.



RACE

"Oh right. More FMV," you say. "No, FMV is great," you explain, "but I've got to be at the Spoon Society's Weekly meeting soon."



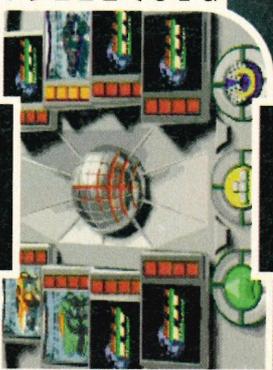
- Please Wait -

You were banging away at the joystick buttons all through the last "please Wait" screen, only to be greeted by a Ray Charles joke.



- Please Wait -

"LOOK! I WANT... TO DO... SOME BLOODY... MEGA RACING!" Ah well, we're choosing cars, now. Must be getting close...



- Please Wait -

As you run naked and screaming from your front door into the street outside, you can still hear Grayson's annoying advice.



- Please Wait -

Back from the Police Station the next day, an arrest for Cone abusing permanently on your record, you find the game has at last begun...



Mega Race

- ▲ Lots of FMV
- ▲ Very atmospheric
- ▲ Good sound
- ▼ Access time is annoying
- ▼ Races aren't very exciting

Graphics

8

Sound

8

Addiction

7

Lifespan

6

Power points

Release date September
 Players 1
 Levels 16
 Arses on a bench 3
 Mindscape 0444 246333

Final verdict

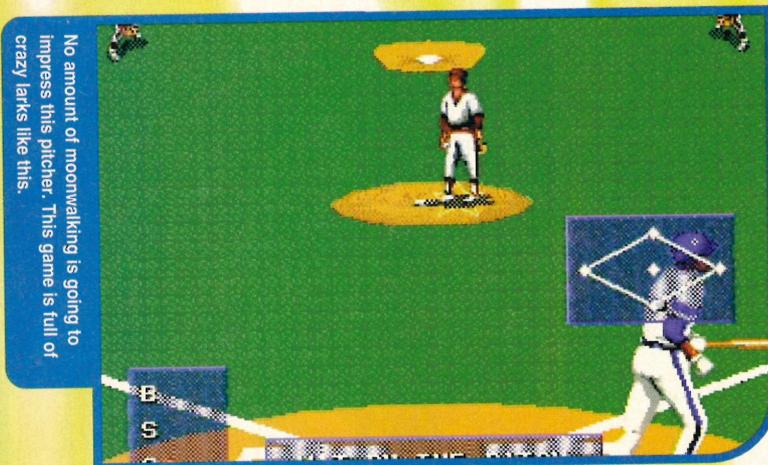
"Not a game to take to a desert island with you, but fun for a while."
 Danny

79 Percent

MLBPA BASEBALL

- Mega Drive ● £45.00 ●
- Import Only ● EA Sports ●

Baseball, eh? That great American institution, all tight trousers and running, men getting sweaty and... hey, I like this game.

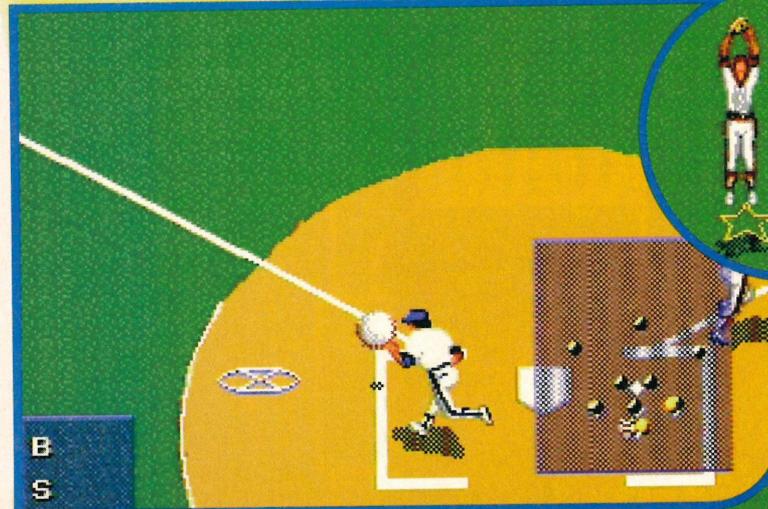


No amount of moonwalking is going to impress this pitcher. This game is full of crazy larks like this.

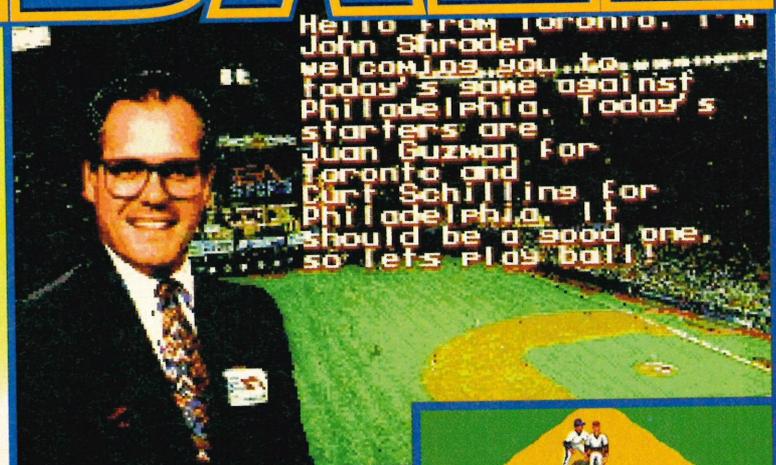
There are plenty of these about, but it takes a special kind of baseball game to get your gander up and this might just be the one.

All the action is based around the pitcher and the batter – it gets you all

tensed up being either of these (just a quick note here to put you at ease, I quite like these games – sorry and everything). Unfortunately though, there's only really any tension in the two-player game. If you play in one-player mode



Look at these crazy guys. One runs one way, while the other, wackily runs the other. This will confuse the pitcher, but is also against the rules. They're out!



He's going bald. Give him, ohh, about three years and he'll be as cool-like as an eagle with alopecia.

then all the human gets is despair, by the bucketload – what with the computer being psychic and having the sense to place fielders wherever you decide to hit the sodding ball.

There is also a lot of fun to be had stealing bases while the pitcher is warming up and so on – in fact most of baseball's better elements are on show here – you can bunt, you can hit homers, you can tag people and you can even dive for the ball, although I never managed to use that element with any real success.

I like it *MLBPA* though, it is a good game and worth playing. The only risk is that you'll get hooked on real baseball and be laughed at by your peers.



Pirouette to your heart's content, but it isn't going to get the ball caught.



Bill hasn't noticed that Bud is stood behind him, and still thinks that Buzz and Biff are waiting for him in the bar!

MLBPA Baseball

- ▲ Tension
- ▲ Organ Music
- ▲ All the fun of the sport
- ▲ No lardy Americans
- ▼ It's baseball, isn't it?

Graphics

8

Sound

7

Addiction

8

Lifespan

6

Power points

Release date	Out Now
Players	2
Levels	Er, one
Difficulty	Hard
EA Sports	0533 880445

Final verdict

"It's good, and I don't care how many eye-brows you raise. Still, playing against the CPU is pointless."

Simon K.

81 Percent

Unbelievable graphics

Unstoppable power

Untouchable excitement

Ultimate

Future Games

The next generation

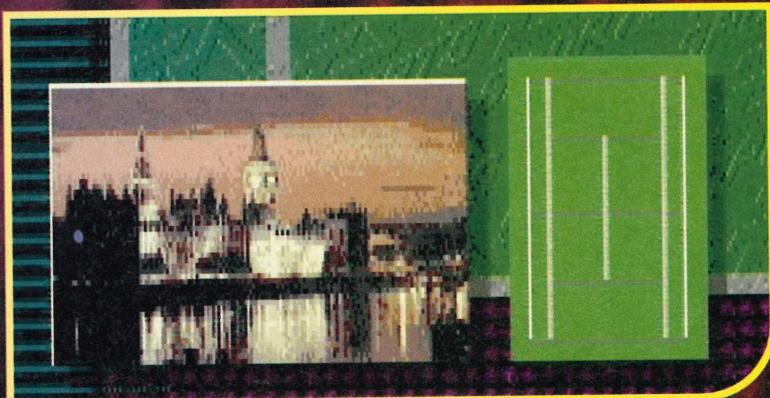
The magazine

The 1st of November 1994

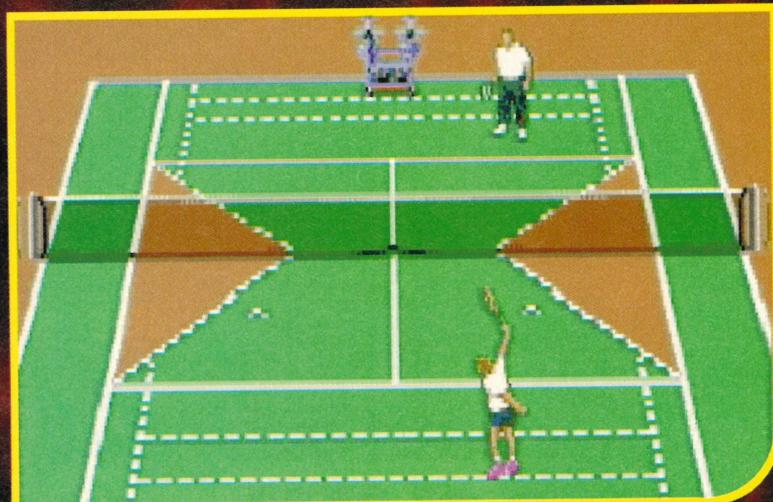


IMG International tour tennis

- Mega Drive • UK Release •
- £44.99 • Electronic Arts •



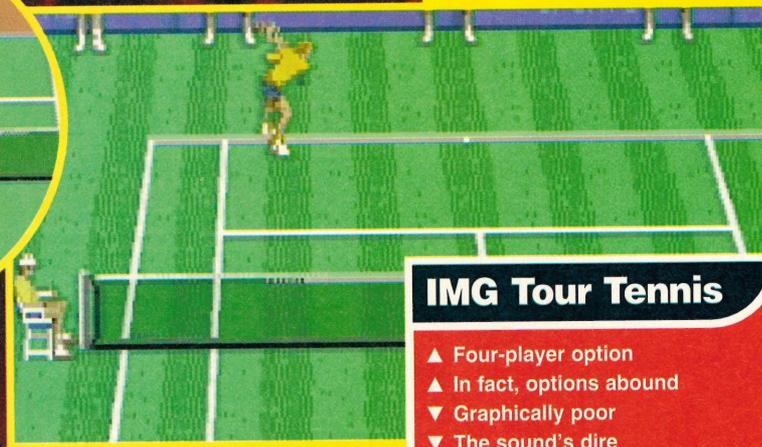
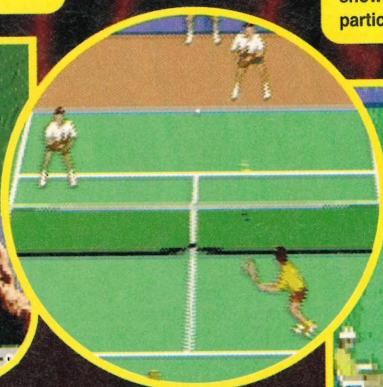
Spot the tennis tournament that's got its tournament sewn up - it begins with W and wombles live there...



That racket at the bottom of the screen shows that you're really going to smack this particular service.

Nice shot, mate. It's a pity that the ball's already screamed past you, but, you know, nice shot anyway.

See, Bjorn Borg that bloke with the beard and ex-rhythm guitarist with Swedish supergroup Abba.



Whoever works on scheduling EA releases should be shot. Well, given a stiff talking to at least. First *NBA Showdown '94* almost drowns in the hype wake left by *NBA Jam*. Now they release *IMG International Tour Tennis* after Wimbledon (when more people are concerned over whether

orange Smarties really are aphrodisiacs than tennis) and in the shade of *Pete Sampras Tennis* to boot. To get anywhere in the face of all that it'll have to be something really dynamic.

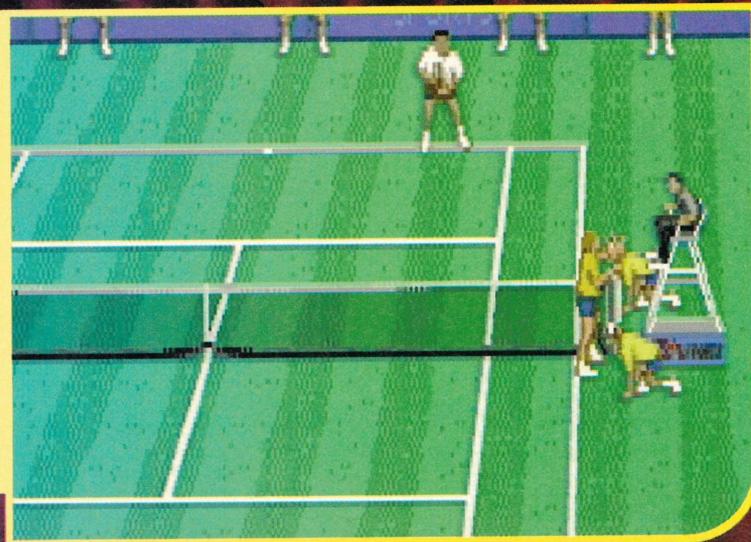
And no prizes for guessing that it isn't. This is another of EA's releases crammed with options and features

designed to make it more a sim than a game. The players are all genuine stars (including a Swedish pop star), you have a replay mode, tournaments and exhibition matches, coaching sessions, different strategies to adopt and you can even harangue the umpire if you disagree with him.

Options and features don't necessarily make for great gameplay though. Yes, the animation is fluid and realistic, but only when you look at it in slow motion. But, at full speed the players look like jerky, elongated marionettes. And as for the court surroundings, the word 'blobby' springs to mind.

Simply put, *Sampras* passes *IMG International Tour Tennis* with a vicious volley from the net. A fair game, about three months too late.

The umpire is, of course, a blind old git who couldn't spot a puff of chalk dust if it was in his trousers, and so, he deserves everything he gets really.



IMG Tour Tennis

- ▲ Four-player option
- ▲ In fact, options abound
- ▼ Graphically poor
- ▼ The sound's dire
- ▼ Too many games like this

Graphics

6

Sound

3

Addiction

7

Lifespan

7

Power points

Release date September
 Players 1-4
 Levels N/A
 Difficulty None
 EA 0753 549442

Final verdict

"A standard sports sim but without the excitement of its contemporaries."
 Andy S.

71 Percent

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Ultimate

Future Games

Mortal Kombat II

- Game Gear ● £35(ish) ●
- UK Release ● Acclaim ●

Flailing limbs and flying blood. But can the Game Gear version of Mortal Kombat II measure up to the sumptuous Mega Drive one?

It appears that orange leg-warmers are making a bit of a come-back this year.



Death comes from above. From below and the sides too, now I come to think of it. In fact, screaming, bloody death comes from all angles. One misjudged leg sweep and suddenly your bones are all over the arena.

Mortal Kombat II graces the Game Gear at last and it looks gorgeous. The



sprites are enormous, almost flowing across the screen in digitised blurs of movement. The backgrounds are detailed and if the sound's horrible, well, this is the Game Gear.

New moves and characters. Same blood, gore and game. Hmmm. The problem is there's not nearly enough surprise value written into the game. There are tweaks and there are improvements, but not of the world-shattering variety that makes you go all moist with joy.

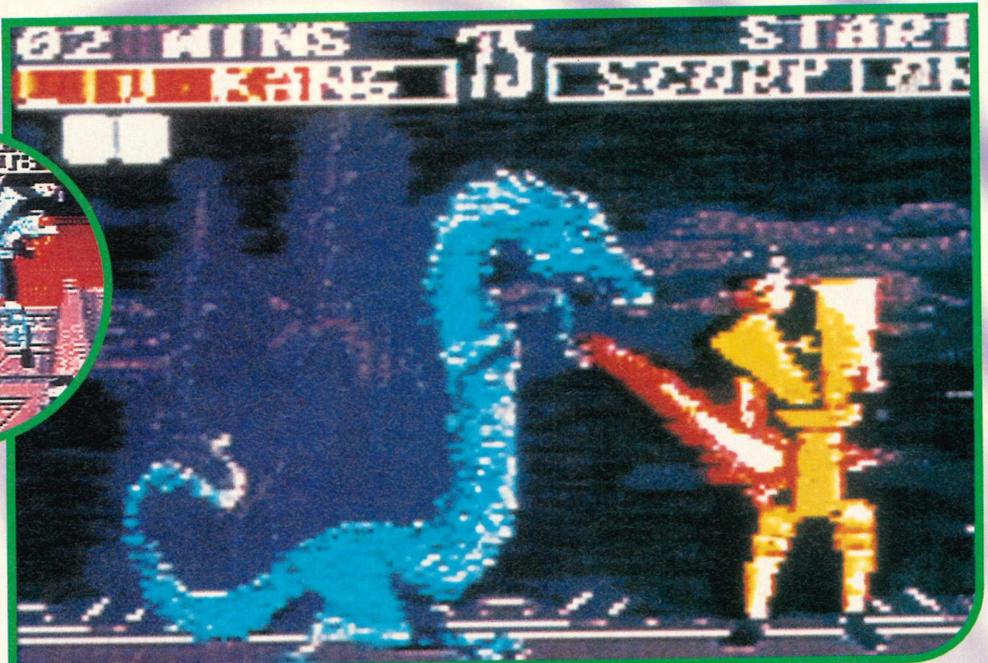
It's also only one-player and beat-em-ups lose a lot of

their appeal (and longevity) when they're crammed into solo formats. Splattering the entrails of a computer across the screen just doesn't give the same thrill.

Still, *MKII* is a great game. Just remember that this format has its limitations.

SEGA POWER

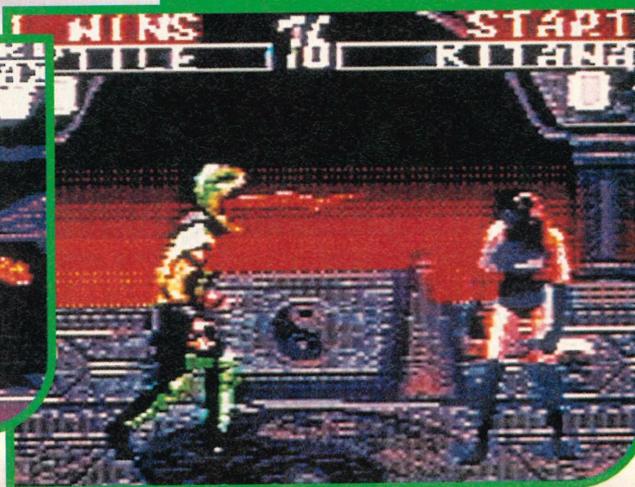
"Oo, give us a big kiss, honey bun." "Er, no thanks, I'd rather not, for I fear I might choke on your tongue."



Tickle the dragon under the nose with a gigantic carrot and he'll eat you. (Actually it's Liu Kang's fatality move. - Allison)



Oh yeah, like, really scary. Tie a sheet around your head and pretend to be a ghost.



Mortal Kombat II

- ▲ Digitised graphic heaven
- ▲ Lovingly smooth animation
- ▲ It's a bit speedy too
- ▲ Vicious adrenaline buzz
- ▼ Low on the longevity front

Graphics

9

Sound

5

Addiction

8

Lifespan

7

Power points

Release date September
 Players One
 Levels IV/A
 Difficulty Three levels
 Acclaim 071 3445000

Final verdict

"Superb looking sequel, but it could have done with being a bit more radical."
 Andy S.

82 Percent

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SHINING FORCE 2

• Mega Drive • £49.99 • Release: September • Sega •

Big Tag alert!

Ever wondered what a tag is? It illustrates the surroundings of one of the towns in an informative and attractive way. It's constructed by taking several grabs and then linking them all together. A BIG tag now follows...

All the buildings can be entered at will - much like this poor person's hovel, illustrated here.

Weapons and health potions are the order of the day here. Much like a cross between a health food shop and Toys 'R' Us.

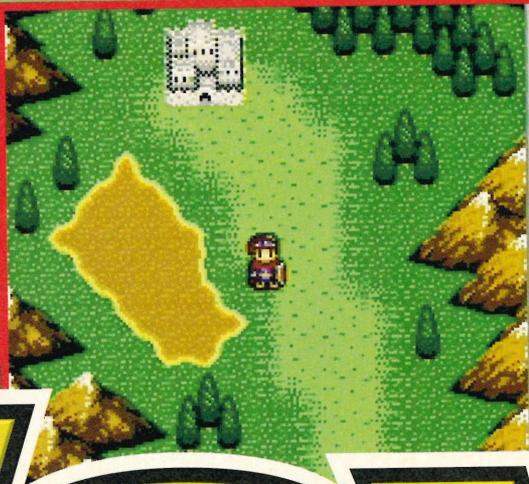
At the church you're able to save your game, make a confession or sing off-key.





According to the manual, Prince Sandor once "sucked a table till his arse bled". (Stop making these stupid things up, Danny. - Simon)

The usual "walk-along-the-landscape-to-the-next-village" is alive, well, and kicking away in the merry old land that they've chosen to call Vay.



LORATH	
SANDOR	
L1	19
HP	5
MP	

Vay

- Mega CD • Working Designs •
- £42.95 • American Import •

Predictably, that's the plot to the new Mega CD game, Vay. Sandor is the valiant young prince whose wedding ceremony was gatecrashed by thousands of mechanised warriors from the nasty Danek Empire, who forgot to bring presents and ate all the jellied eels. Annoyed at this, and (although slightly less) by the fact that they killed his parents and kidnapped his wife-to-be, Sandor decides that he should do something. And so begins the game.

doubt that it's a good one, but there's just not much that's special about it. Sad, pasty-faced RPGers may love it just because it's their 'thing', but it lacks infectious gameplay and so won't appeal to the vast majority. Roll on the next brave hero... **SEGA POWER**

All the typical aspects of an RPG are in here, so the bulk of the action takes place as you wander round a landscape desperate for clues. Battles between you and various beasties work on a points-per-hit system (like all those role-playing books do) and are frequent, but you won't burst your pants with excitement.

Overall, Vay isn't a game which impressed me *too* much. There's no

I've always thought it was odd that no matter which country, in which world, in which galaxy of the videogame universe that you're living in, there'll always be some demonic, devastating force that'll try and conquer you. And what's more, there's always some young hero who'll set out with only a song in his heart and a catapult in his pocket, taking it upon himself to rid his once peaceful land of all baddies, too.



The village of Jeffle provides a welcome break from all the other charming villages.

According to the manual, Prince Sandor "has never seen a shuttlecock", even though he was "the captain of the British Badminton Team of 1978".

**Be a prince!
Make new friends! Save the world! Meet girls! Do acting! Or play Vay!**

Vay

- ▲ Atmospheric music
- ▲ RPGers will welcome it
- ▲ You too can save the world
- ▼ Can get dull
- ▼ Parts are too hard

Graphics

7

Sound

7

Addiction

7

Lifespan

6

Power points

Release date ... Now on import
Players Just the one
Spermcount ... 18-20, Northernly
Thanks to Dream Machines for the cart. Tel. 0429 869459

Final verdict

"Not as infectious as, say, swamp fever, but worth a look if this is your type."
Danny

75 Percent

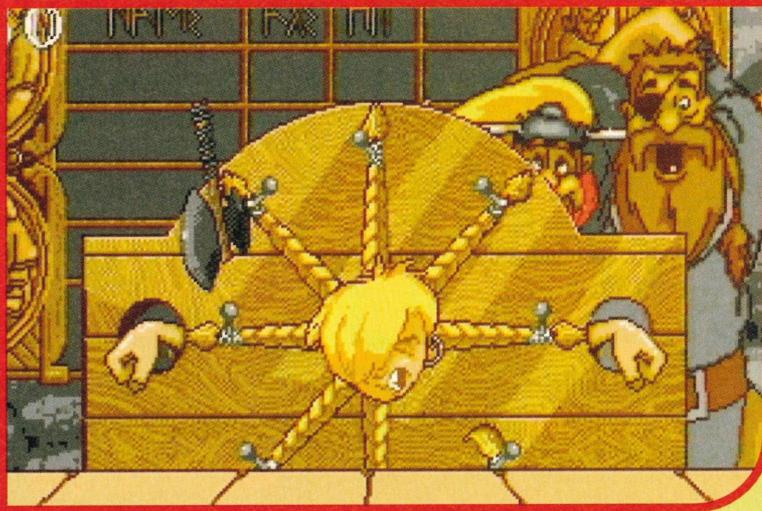


According to the manual, Prince Sandor's father is "a great fan of the Turtle Wax turtle, and is soon to put up money for a cartoon starring the green friend".



According to the manual, "The programmers have invented their own periodic table and hope it will outsell the original".

One of three pointless sub-games. Yep, BA (Before Abba), gogged-up Scandinavians got their kicks from lopping the pigtails of the barmaid. And the other two games? Catch the pig and push-the-dloke-off-the-longboat. No, really...



An RPG-wandering-about-section. Two men. A cottage. A scroll the size of a sleeping bag. This is as wild and cur-azee as it gets really. Zzzzzz...



Heimdall

- Mega CD ● £44.95 ●
- US Import ● JVC ●

Before Abba and Roxette came along, you've got to wonder how those curazee

Sure it's a legend, but parking your boat mid-island stretches credibility somewhat...



Scandinavians had any fun...

has nicked the weapon's stash. Cue Heimdall, all round fave warrior and beardy-pig-tail nice guy, to enter the arena and get those weapons back. Let's just praise the heavens that Frigga wasn't chosen for the mission...

An RPG it is then. And a fairly average stab at an RPG it is then. The intro, in which Heimdall's tale is told in a voice that sounds like Brian Blessed shouting through a slinky is impressive. Unfortunately, it's all a slow though not entirely fatal slide downhill from there.

Once you've chosen your crew of wizards and thugs, you sail around those choppy Viking waters to a variety of islands. Disembark, wander about, pick up stuff, meet trolls, do fighting, kiss gob-



The arcade--bad-guy-pasting-bit. I had a mate who looked like that bloke: Karl Dyer. Never hit him with a sword though. Just threw sticklebricks at his face.

lins, solve puzzles, repeat to fade. It's that simple. And hey, that slow.

All you want to do is pick a fight with some Viking monster thing, right? In real life, all you'd have to do is spill his pint of grog and tell him his sister's got the worst beard in Norway. Here, however, the action takes an age, faffing with your icon and waiting for the CD to saunter through its infuriating access stuff.

So, it's a standard RPG, with an original-ish theme. Most of the time it's hardly worth the effort of waddling around the maze of ancient kingdoms to generate any excitement. If you want an introduction to the world of RPGs, you could do worse than *Heimdall*. Then again, you could do better – like buying a PC, donning an anorak, and drinking bovril out of a thermos flask. And Thor strike me down with his magical underpants if I'm wrong.

Heimdall

- ▲ Well, the graphics aren't bad
- ▲ And the axe-throwing's okay
- ▲ If you like beards and bovver
- ▼ But the RPG action is...
- ▼ ...Painfully s-l-o-w

Graphics

7

Sound

6

Addiction

6

Lifespan

5

Power points

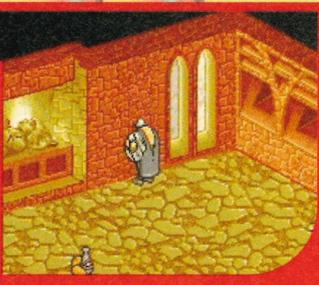
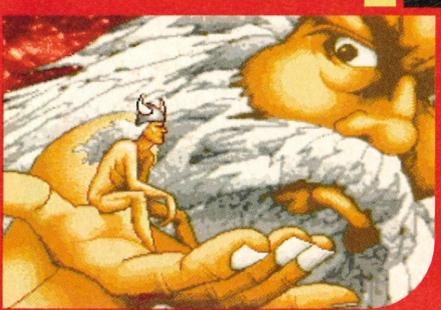
Release date Out now
 Players One
 Difficulty Middling
 Thanks to Dream Machines for the cart.Tel. 0429 869459

Final verdict

"Thor God's sake. *Heimdall*? 'I'm dull', more like. Ho. Ha. Ho. Yawn."
 Simon

64 Percent

.....(you can fill in your own caption on this one).



O!! Gitaatovit! This is a sacred shrine, not some service station stop-off to empty your bladder. Leave. Now.

SEGA POWER

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Aero the Acrobat 72

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Guest tipster of the month

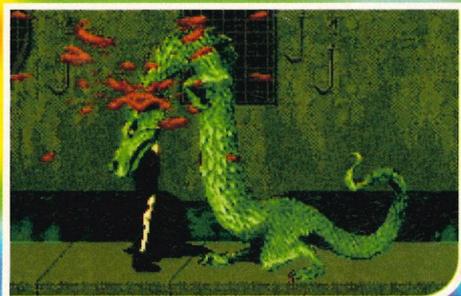
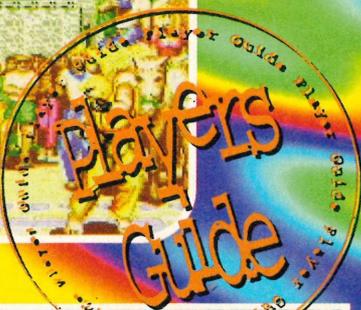
Hah hah. Excellent. Guess who's presenting the Power Tips this month! It's – heh, heh – Doctor Robotnik. He's a bit of a tough old geezer, but we've just about convinced him that it would improve his credibility no end, if he were to take part in a little bit of tipping, instead of the usual hard time he gives everyone. Hang on, that's not... isn't that... No, it can't be. It *is*. An *imposter*. (Actually, this is what happens when someone goes on holiday.)

POWER

Tweek the moustache of your foe!

TIPS

Super Street Fighter 2
It's super, it's in the street and it involves some fighting. Here's how to do it.



Mortal Kombat 2
More blood and gore. All the special moves in part one of our complete guide.



Streets of Rage 3
The final part of our guide to kicking in those bosses once and for all.

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Let's get one thing straight from the start... I, Dr Robotnik, Supreme Ruler of Mobius and moustache-twirler extraordinaire, have definitely not turned soft! In fact, the only reason I'm here this month giving out tips and answering your stupid questions is because that editor of yours, Andy Lowe, has promised to give me the Sega Power goldfish (Mark and Vicky) to do what I want with. So, it's out with the Black and Decker workmate, in with the electric drill and hello sushi à la Robotnik. (Boo. Hiss. What a git. – Everyone)

Power TIPS

Q & A

Rocket Knight Adventures

Mega Drive

I'm having real problems on this *Rocket Knight Adventures* on the Mega Drive.



If you don't ask, you don't get; and if you do ask, you still don't get. Life's like that.

Are there any cheats to make the game easier for me?

Derek Acton, Stockport

Yes, there are – but, as I said to the butterfly I was amusing myself with just the other day, life is not fair and neither am I. So, just to teach you one of life's little lessons, I'm going to give you a cheat that makes the game even harder than before.

When the Konami logo appears on screen, press Left four times, Right four times, Left seven times, Right once and then Left once to get a Crazy Hard mode.

Oh, and stop whingeing, you should count yourself lucky, Derek the butterfly wasn't able to wing himself away to safety.



You're stuck on *Sonic 2*, eh? Well, that's what you get for entering my domain unprepared.

Sonic 2

Game Gear

I've been trying to defeat the guardian on level one of *Sonic 2* on the Game Gear for months. All attempts have failed. Please, please could you help me by printing a level select in the next issue of *Sega Power*. I would be very grateful if this could be arranged.

Thomas Thomasson, Colchester

Heh, heh, heh...

Maybe *next* month then.

section three times since the days of Power Play?

As for Master System cheats, why don't you give me an idea of what games you've got? Just a thought. Mind you, I have to say, your last idea about putting together a compilation of tips and reviews (sorry, renews) is a great idea – I know, let's call it *Sega Power*!

I'm sorry, but I'm not sure it's really worth listening to this kind of crap just for a couple of goldfish.

Ren And Stimpy

Game Gear

Please could you give me some help on

Ren And Stimpy on the Game Gear, I really like the game, but I'm not very good at it.

Steve Harleeson, Chicago

Really? And I thought you were writing in just so you could destroy more of the rain forest.

Oh, okay then, you've twisted my arm. Here, just for you and everyone else are the passwords.



I could make one of those oh-so amusing hose gags here, but it might make you laugh – and that's not my job!

Sad-o-la!

Master System

Dear Power Play, I really like reading your mags. The cheats are great But the cheats are for different games. I have a Master System computer.

Can you tell me some cheats for my computer, if I give you my address can you send me the cheats and maybe some renews. [sic]

Robert, Milton Keynes

If you like reading *Sega Power* so much, how come you haven't noticed that they've changed the name of the tips

Stinking Dry Desert

AURGH

Stinking Wet Bayou

ZONNNK

The Perilous Mount Hoek

YYYOWW

The Great Frozen North

ZOWCH



Recent troubles at the Westland Helicopter plant have forced the Government to look into new proposals for the next generation of RAF choppers.

Great Sega Power T-shirt giveaway!

Super Hydlide

Mega Drive

In issue 56 Phil Stavely wrote in asking for help with *Super Hydlide*. Now thanks to J Wise from Newbury and Peter Furnival from Croydon we can help solve his problem. On the 199th floor of the Tower of Habel is the entrance to the City in the Clouds. You just walk through the windows on to a cloud path to find it. The Cloud Stone you collected from the Tower's monster will prevent you from falling or being injured. Find the Palace, but don't go in. Walk around the outside until you find a hole in the clouds. Fall through here and you'll reach the Underwater Palace.



Some games really do 'drag on', but now thanks to J Wise and Peter Furnival, you can nip through *Super Hydlide* with ease.

Explore the Palace and talk to the king, he offers you the Scroll of Jeem in return for the dragon's tooth. Now go north to the graveyard. Push away one of the grave stones and you'll find the Underground City.

As you explore you'll find a place where the guards won't let you through, but

above them is a secret door through the rocks. Inside there are a number of chests, and one of them acts as a secret door to the caves below (you need to search it twice before it appears). You will need the lamp and oil to see in the dark.

To find the dragon, follow the corridor around until you're in the passage with three sets of steps leading off it, take the steps on the right, turn left, then take the first turning on the right.

Now head down this passage where you should take the third turning on the left, followed by the first left, then first right. Now walk through the gap in the wall and follow the green path to find the dragon.

Once you've killed the dragon you'll get the dragon's tooth. Take this to the king to receive the Scroll of Jeem. Next stand at the edge of the lake and use the scroll. A city will appear. Explore that city until you've found the space compass and spacesuit. Once you've got them, go south to the largest hole (the canyon) in the ground, put your spacesuit on and jump in. Now simply follow the compass to find the spaceship. Inside is the rest of the information you'll need to complete *Super Hydlide*.

Thanks for that, chaps – you should be wearing your *Sega Power* T-shirts by now.



Robocop Vs The Terminator

Mega Drive

Could you please give me some cheats for *Robocop Vs The Terminator* on the Mega Drive? I can get to the last boss, but I keep losing my weapon and the normal gun won't kill the boss. Do you have any kind of weapon select cheat that you could print in your brill mag?

David Ford, Chesterfield

Ah, at last! A decent game full of gore, robotic bad-asses and guns – lots of guns! To get a weapon select, simply begin the game as usual, then press Start to pause it. Next press B, A, C, C, C, A, B, A, C, C, C, A and B. If the cheat's been activated you should hear

the sound of machine-gun fire.

Now release the pause, and hold down A, B and C, then press down on the D-Pad to cycle through all the weapons that are available.

And for that extra bit of cheating power, how about a cheat that gives you 54 lives? Just pause the game and press C, C, A, A, B, B, C, C, A, A, B and B.

Cosmic Spacehead

Master System

Hi! I was wondering if you had any passwords for *Cosmic Spacehead*.

Carol Davies, Cardiff

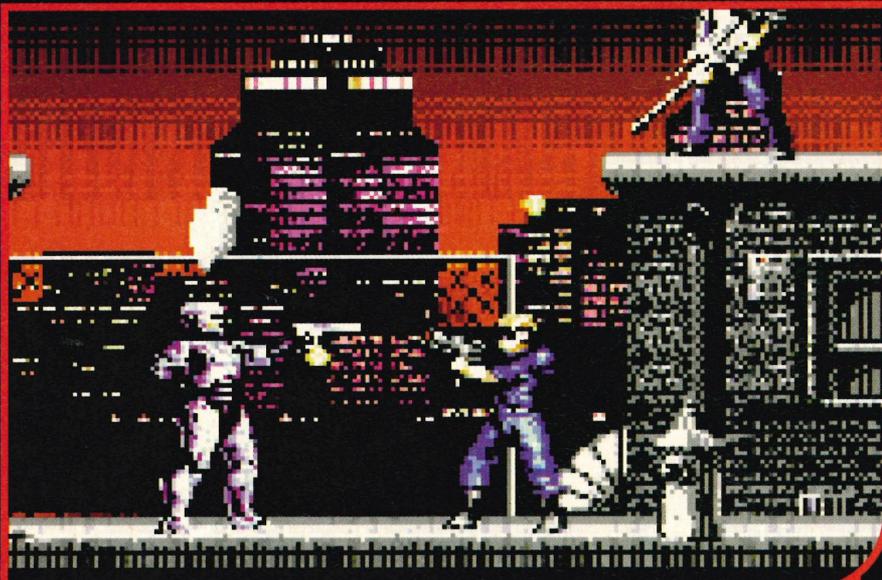
Cosmic Spacehead? Oooh, that's a mighty frightening game. Surprised it

didn't get an 18 certificate. *Cosmic Spacehead* – pah! – I've had heaps more excitement rearranging my sock drawer.

- Cape Carnival**
BKPETEREEWILLIAMS9X
- Passport control**
C3ZETERADEWILLIAMS6X
- Dodgey City**
CVC3TEEALDWILOIYMST4
- Caves**
SSCLJEE6WWWILS8VM76Q
- No Man's Causeway**
SSH4EE6WW8ILSW8M7TW
- Staff Room**
DGHF4FE6WWLILRW8MM19
- Kitchen**
DGHFCFEWWWLWLRW8IM6H
- Space Station**
DGHFFFE6WWLJLRWFDOL1

Oi!
Got a problem?

Then write to: **Celebrity Power Tips**,
Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW. Also, if you'd like a particular celebrity to share their games knowledge, then drop us a line. Next month's **Power Tips** are presented by, er, a very friendly old lady. Yes, really.



If only Sega could include an Uzi 9mm or two in *Robotnik 4 (Sonic 4, to you and me - Andy)*, I'd be a happy guy. Well, I would be except it's not in my nature...



And here it is, the incredibly scary, chest-bursting adventures of *Cosmic Spacehead*. And just look at those sexy red knickers.

What a bunch you are!

Always whining

and moaning. Well, if you think I'm going to help your sorry asses, you've got another thing coming. (I'm keepin' the fish - Andy) Oh, alright then...

become Super Sonic and win every two-player game on the Balloon Park course of *Sonic 3*, that's what!

Still, I reckon that smarmy, little do-gooder Sonic is going to need all the help he can get against my evil minions, so here goes...

To become invincible press Up, Up, Down, Down, Left, Left, Right, Right, A, A, B, B, C, C, A, B and C when the title screen appears.

Now for the Super Sonic cheat: first do the level select. (Start the game as usual. Then when you hear the voice say 'Sega' - just as Sonic starts to come on screen - quickly press Up, Up, Down, Down, Up, Up, Up and Up. If you've done it right, you'll hear a chime.

Now, when you reach the screen with the one-player and competition options, press Down while competition is highlighted. Next select the new sound test option, and you'll be able to choose your starting level.) Then hold down A to enter



Rumour has it that British Airways are planning to institute a similarly explosive aeronautical method - just as soon as they can work out the precise co-ordinates of Virgin's HQ.

and his crowd of warrior skeletons are some of the coolest killers this side of a joy-

pad port - but if you can't dump on your friends, then there's not much point in having them, is there?

Start playing the game as normal, then, on any stage you like, pause the game and press C, A, C, B, B, A, C and C to give yourself an extra energy point; A, A, B, A, C, A, A and C to open all the gates on that stage; A, B, A, C, C, A, C and B to kill all the guards on the screen; and B, A, A, B, C, B, B and B to start an earthquake.

Gary Vickers from Ulverston is the baggy-pants responsible for that cheat.

Aero the Acrobat

Mega Drive

Now, here's a character I'd love to capture. I'd definitely like to convert him to my way of thinking - I mean, just imagine those very sharp teeth and the fear they'd strike into my victims. I haven't worked out how to make it into his pukey-cutesy world though, so you'll have to be content with giving him infinite lives, infinite stars and a level select.

Right then, on the Start/Option screen, press C, A, Right, Left, C, A, Right and Left. Now start on the first level and, when Aero appears, pause the game and press Up, C, Down, B, Left, A, Right and B. Then, still with the game paused, hold down A and B until the secret cheat screen appears.

Sara Townley from Wolverhampton was the smart ass who sent that one in.

Mortal Kombat

Mega Drive

Hey, this is really my sort of game: plenty of spine-tearing, gut-spilling action and not a single fluffy woodland creature in sight - bliss, sheer, brutally sick, bliss!

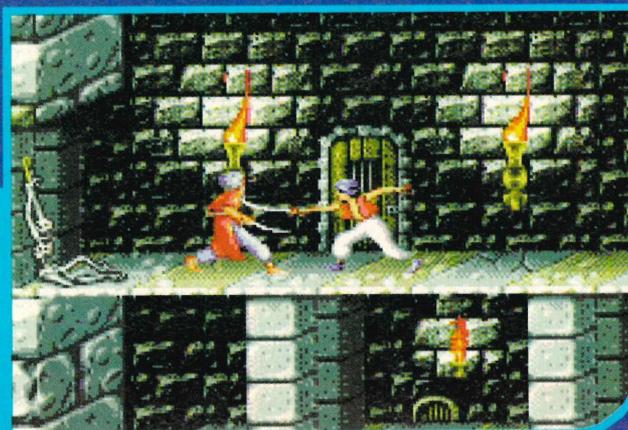
Now, thanks to the subversive and perverted help of Ian (Masher) Tinder and Kevin (Rack 'em) Jones from Dagenham you can fight three new reptilian characters...

Prince Of Persia

Mega Drive

I really resent giving this one out, the evil Jaffa is one of my best mates,

Why bother with swords, when you can have an earthquake? Yep, my thoughts exactly.



Power TIPS

Cheats & Hints

Sonic 3

Mega Drive

I'm disgusted with you lot. There I was happily passing the time of day with Flopsy the Bunny, when 70-odd letters fell on to my Robototron and set him free! And what did these letters say? How to do a bloody invincibility cheat,



I hate him! I really bloody hate him!

the edit mode. Now, when Sonic appears, press B to turn him into a ring. Use A to cycle through the objects until you come to the item box with an 'S' on it. Place this using the C button, and then jump on it. You will receive 50 rings and become Super Sonic.

And finally, to win every two-player game on the Balloon Park course, select Tails and fly over the balloon nearest the check point, then, when the timer reaches '1', drop on to it. Press Left when you hit the balloon, and keep it held down. Tails should now go through the scenery and fly right up to the top of the level, beating your opponent.

So a big 'thanks' to Ben Kennedy from Brighton, Damien O'Connor from Manchester and all the others who conspired to bring about my downfall - remember: I know where you live!

Isyad eseht elpoep tra eht teg t'nac tsuj uoy, wonk t'nod I



I just love the sound of squelching octopuses – don't you?

the Plan Base to 4. Switch on flags 0, 2, 5 and 6. Then set the first map to Warrior Shrine and start the game.

Don't call for the Reptile on the first Pit stage you come to, wait until you get to the second Pit stage (on the first Endurance Match). Perform a double flawless and carry out your fatality move. Next up you should meet the reptile. Hit him once to destroy him and you'll then be confronted with Scaly Sonya complete with her freezing Sonic Blast and holographic attack.

Reptilian Raiden

To get this guy to appear, follow the method indicated above, but don't choose Raiden as your character and set the Plan Base to 1. Reptilian Raiden uses a wrestling clothesline and cannonball attack, so watch out!

Cold-blooded Cage

Getting hold of Cold-blooded Cage is a bit more difficult. You can't choose Cage, Liu Kang or Kano. Everything else is the same as the method for Scaly Sonya. Except with Scorpion and Sub Zero you have to set the Plan base to 2, whereas it's set at 4 for Sonya. You also have to set the first map to Palace Gates if you want to play as Sub Zero. Cold-blooded Cage can perform a Dragon Elbow punch, a green Freezing Fireball and a sort of floating, spine-ripping fatality.

Dune 2

Mega Drive

You know, it's amazing what you find if you look through *Sega Power's* database of tips. Take these awesome level codes for the equally awesome *Dune 2* (would I like to get my mitts on those giant sandworms). They've been saving these level codes for nearly a year now, waiting for Virgin and Sega to get their act together and release the damn game. You see, *Sega Power* don't want to spoil your gaming fun by releasing these codes before you get a chance to complete the game yourself. I, on the other hand, couldn't give a moustache-twirling damn about such spoiling tactics – I live to give pain, so here's a whole desert full of the stuff...

Level	Atriedes	Harkonnen
	Ordos	
2	DIPLOMATIC	DOMINATION
		DEMOLITION
3	SPICEDANCE	SPICESABRE
		SPICEATYR
4	ETERNALSUN	ARRAKISSUN
		BURNINGSUN
5	DEFTHUNTER	COLDHUNTER
		DARKHUNTER
6	FAIRMENTAT	WILYMENTAT
		EVILMENTAT
7	ASHLIKENNY	SLYMELANIE
		ITSJOBWAN
8	SONICBLAST	STEALTHWAR
		DEVASTATOR
9	DUNERUNNER	POWERCRUSH
		DEATHRULER

Lemmings

Game Gear

Forget all that tedious guiding these sorry suckers to safety, just blow 'em up and listen to 'em whine. It's quite a laugh – especially if you do it just before they reach the exit!

The only problem with this is you don't tend to progress very far, unless you happen to have a level select, that is. So, for hours of the cruellest fun you can have, apart from with a kettle and a nest of ants, simply turn on your Game Gear, hold down buttons 1 and 2 and press Up, Down, Left, Right, Up, Down, Left and Right. You should hear a chime



It's alright blowing up these useless rodents, but if you want a really well done lemming, I recommend a setting of gas mark 5 and a sneaky cheat like the one above.

to let you know that the cheat's worked. Then go to the password screen and select your starting level.

Ecco The Dolphin

Mega Drive

I hate dolphins, they're always doing flips and balancing tricks – and making people smile! And that god-awful squeaking they do – I've heard better Kylie Minogue concerts... well, maybe not. Whales, I can handle. At least they have the decency not to pretend to be intelligent. That's why I was pleased to get this tip from Glasgow boy, Eddie Gordon.

On level ten, park Ecco next to the whale and press Up, A, Down, Left, B, Left, C, C and Down. You'll now be able to take the whale for a spin.

Dragon's Revenge

Mega Drive

When one of my mechanical cronies first mentioned a pinball trap for Sonic, I thought he had something far more painful in mind. Still, I have to say, I did quite enjoy seeing that flea-ridden hedgehog pinging around the Spring Yard Zone. And talking of pinball, here are some *Dragon's Revenge* cheats from Ann Canyon in Yeovil...

Code	Effect
LT9LAKD	Start with 10 balls
XMH5AQQ	Start with 15 balls
D7Q4ADM	Start with 20 balls
D8Z4AIY	Start with 25 balls
D994ANNB	Start with 30 balls
X32KWNE	Start level 3 with 6 balls
DKASW8Z	Start level 4 with 7 balls
EKI3YVI	Start level 5 with 8 balls
FKSB8W2	Start the level 6 with 9 balls

Action Replay

Mega Drive

Double Dragon 3

FF2339002D	Infinite energy for player 1
FF23F30014	Infinite energy for player 2
FF00EB0019	Infinite coins
FF00B5000X	Level select (1-5)



'So, I guess what you're really saying is that I need to go down to Boots and get myself some anti-perspirant, huh?'

Predator 2

FF027C0002	Infinite lives
FF005A0005	Unlimited rifle
FF005C0008	Unlimited shotgun
FF005E0005	Unlimited scattergun
FF00660005	Unlimited grenades
FF00600004	Unlimited flying disk
FF00620005	Unlimited spear
FF00640005	Unlimited net



Tell me, dear readers, have you ever seen that famous Alfred Hitchcock film, 'Vertigo'? No, ah well, just thought I'd ask.

Ecco the Dolphin

FFB6360003	Gives you unlimited air
FFB6350038	Gives you unlimited health
FFB7FF0000	Makes you invincible to the crushing walls on the last level
FFB7C20000	Ignore the water "up" currents

Super Stre



KEY TO TERMS

LK – Light Kick, MK – Medium Kick, HK – Hard Kick
 LP – Light Punch, MP – Medium Punch, HP – Hire Purchase

Anything with a 'C' before it means 'Do this move but 'be' crouching down at the same time...

Anything with a 'JD' before it means a jumping 'deep' version of the move – that is, very late, overlapped, you know the thing...

It came to Andy in a dream. There was a room, a stereoscopic-patterned carpet, and a beautiful woman wearing a long, black dress. The woman drifted over and whispered in his ear... "Do a big guide to Super Streetfighter 2!" she said, "And then maybe we can get our jollies." A dwarf danced. Andy snapped awake...



NAME – M. Bison.
NATIONALITY – Unknown – oooh, spooky!
FAVOURITE COOKING UTENSIL – A wooden meat tenderiser.
FANTASY EXECUTION METHOD – Being kicked to death by an army of tiny gnomes who resemble Shaggy from Scooby Doo.
WINNING QUOTATIONS – "You will never defeat me or something" and "Feel the power of my living trousers. Probably."

COMBOS
FOUR-HIT
 JDHK, CLP, CLP, HP.

THREE-HIT
 JDHP (while charging back), MP, HK Scissor Kick.

TOP TACTIC
 With Bison, you've now got a new defensive Fierce Uppercut – so use the bleedin' thing!



etfighter 2



Guile

BIRTHDAY: 1960. 12

HEIGHT : 182 cm

WEIGHT : 86 kg

3-SIZE : B 125 cm
H 83 cm
H 89 cm

BLOOD TYPE: O

好きなもの : アメリカンコーヒー
きらいなもの : にほんで、リュウ
くわされた なつ
★せんゆう"ナッシュ"のかたきを
らつべく、さいしをおいて、たび

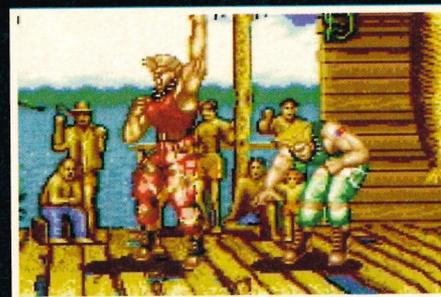
NAME - Guile.
NATIONALITY - American.
FAVOURITE WAY OF SPENDING A NIGHT IN
- Arguing about cricket with Charles Aznavour.
FANTASY EXECUTION METHOD - The Taiwanese Mouse Torture On Ice.
WINNING QUOTATIONS - "Go home and be a family man," "Next time, buddy, they're gonna need dental records to identify you."

COMBOS
FIVE-HIT
Get in close while charging back, CLP into Sonic Boom, charge back and CMP into Flash Kick.

FOUR-HIT
JDHP (while charging down), CLP, push up

and HP, immediately complete the Flash Kick motion and hit HK.

TOP TACTIC
The Flash Kick has been improved (it knocks down with one hit). So don't be afraid to use it as an attacking move.



NAME - Sagat.
NATIONALITY - Thai.
FAVOURITE DODGY CHILDREN'S TV PRESENTER - Peter Duncan.
FANTASY EXECUTION METHOD - Having, like, little bits chopped off you, one by one, until you're - um - dead.
WINNING QUOTATIONS - "You did quite well, but you need more training to defeat me," "Oh, no, hang on - that was Ryu. Er..."

COMBOS
THREE-HIT
JDHP, HK, HP Tiger Uppercut.

JDHP, LP, HP Tiger Uppercut.

TOP TACTIC
Use the slightly easier Tiger Knee attack as a keep-away defence.



NAME - Blanka.
NATIONALITY - Brazilian (sort of).
FAVOURITE DRY THINGS - Sherry, Environmentally friendly toilet paper.
FANTASY EXECUTION METHOD - Being ironed to death.
WINNING QUOTATIONS - "Now you realise the powers I possess," "Put the word around, I fancy myself and I'll take the lot o' yers."

COMBOS
THREE-HIT 1
JDHP, MP head-butt, and then the HP Cannonball Roll.

THREE-HIT 2
JDHP (while charging back), MP head-butt, HK Beast Roll.

TOP TACTIC
Use the impressive range of Blanky-boy's CHP to snuff out fireballs at the moment of lobbing.



Blanka

BIRTHDAY: 1966. 2.

HEIGHT : 192 cm

WEIGHT : 98 kg

3-SIZE : B 198 cm
H 120 cm
H 172 cm

BLOOD TYPE: B

Super Streetfighter 2



NAME – Ryu.
NATIONALITY – Japanese.
FAVOURITE EUROVISION SONG CONTEST WINNER – ‘Save Your Kisses For Me’ – The Brotherhood Of Man.
FANTASY EXECUTION METHOD – Playing Russian Roulette with tongue twisters.
WINNING QUOTATIONS – “You must defeat Sheng Long to stand a chance,” “You fight like a woman, my friend.”

COMBOS
THREE-HIT
 JDHK, MK, LP Dragon Punch.

THREE-HIT 2
 JDHP, HP, HP Red Fireball (or Hurricane Kick).

TOP TACTIC

Vary the speed (and type) of your fireballs to confuse the enemy.



NAME – Ken.
NATIONALITY – American.
FAVOURITE DEAD ROCK STAR - Jim Morrison
FANTASY EXECUTION METHOD – Being eaten by a bizarre monkey/cat hybrid creature
WINNING QUOTATIONS – “Get up. It’s too early for you to be defeated,” “God, schmod! I want my monkey-cat.”

COMBOS
THREE-HIT
 JDHP, CMK, Fireball.

THREE-FIVE HIT
 JDHK, HP, HP Dragon Punch.

FOUR-SIX HIT
 JDHP, LP, HK Hurricane Kick.

TOP TACTIC

Practise the fireball-instant Dragon Punch defensive technique.



NAME – Chun Li.
NATIONALITY – Chinese.
FAVOURITE MOUNTAIN – Scaffell Pike.
FANTASY EXECUTION METHOD – Slipping on a small patch of creosote and falling elbow-first into a poisoned lettuce patch.
WINNING QUOTATIONS – “I may be a girl, but I’m rock, me!”, “Have some o’ that, or something!”

COMBOS
THREE-HIT
 CMK, MP, HP.

THREE-HIT 2
 JDHP, HP, Fireball.

THREE-HIT 3

JHP, HP, Lightning Kick (tap kick as you execute the Hard Punch).

TOP TACTIC

Use standing HK to defend against incoming air enemies.





NAME – Vega.
NATIONALITY – Spanish.
FAVOURITE WORD – Decipher.
FANTASY EXECUTION METHOD – Driving a rickshaw into the blades of a gigantic, fluorescent lawnmower.
WINNING QUOTATIONS – “Beautiful fighters always win battles,” “My mother’s paella rules!”

COMBOS
THREE-HIT
 JHK, CMK, CHK.

FOUR-SIX HIT
 DJHP (while charging back), CLP, followed by Ground Roll.

TOP TACTIC

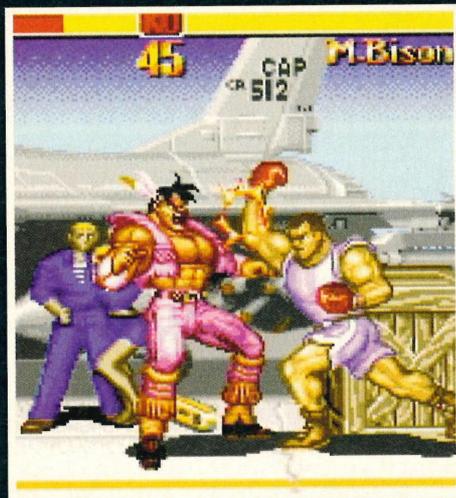
Thwart persistent missile throwers with the wall-jump/air suplex.



BALROG

BIRTHDAY: 1967. 1. 27
HEIGHT: 186cm
WEIGHT: 72kg
3-SIZE: B 121cm
 M 73cm
 H 83cm
BLOOD TYPE: O

すきなもの : ろつくしいもの、じふんしん
 きらいなもの : あにくしいもの
 ★ろつくしいものいけいけ、もんざい
 かつかぬいとおもっているナルシスト。



NAME – Balrog.
NATIONALITY – American.
FAVOURITE DISEASE – Tuberculosis.
FANTASY EXECUTION METHOD – Dying of starvation as Tony Hart takes weeks to paint a portrait.
WINNING QUOTATIONS – “Get up, you wimp!”, “Hit me with your rhythm stick”.

COMBOS
THREE-HIT 1
 JHP (while charging back), MP, Dashing Uppercut.

THREE-HIT 2
 JHP (while charging down), CLP, Vertical Headbutt.

FIVE-HIT
 JHK (charging back), LP, LP, LP, Dashing Uppercut.

TOP TACTIC

Practise using the three-button turn punch as a means of spinning through missile attacks.



NAME – Fei Long.
NATIONALITY – Chinese.
FAVOURITE WASHING-UP LIQUID – Happy Shopper Lemon Fresh.
FANTASY EXECUTION METHOD – Being drowned in David Mellor’s catarrh.
WINNING QUOTATIONS – “You must learn to block, or my speed will always overcome you!”, “Verily, I have smacked your head in and I rule!”

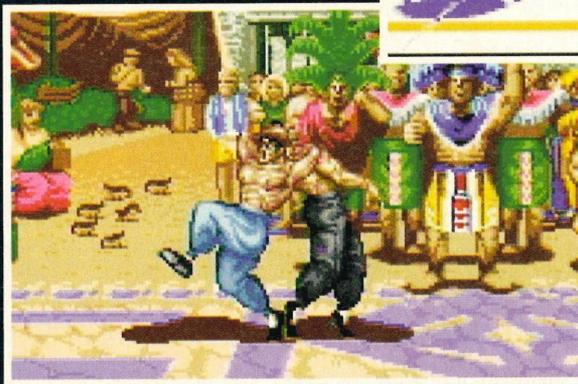
COMBOS
FIVE-HIT
 JDHP, HP, followed by Three Rekka Ken thingsies.

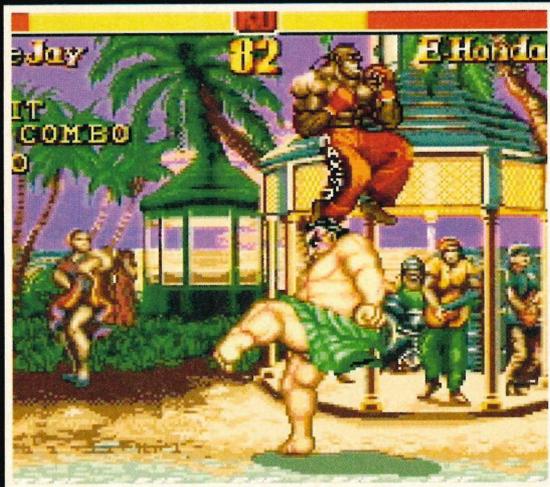
FOUR-HIT
 JDHP, HP, Rising HK Dragon.

THREE-HIT 1
 JDHK, MP, CHP.

THREE-HIT 2
 JDHP, MP, CHK.

TOP TACTIC
 Use a standing LP to counter most body-level attacks (Blanka’s roll, Balrog’s Dashing Punch).





NAME – Dee Jay.
NATIONALITY – American.
FAVE BIT OF RUBBISH – An apple core.
FANTASY EXECUTION METHOD – Being force-fed with a fat child's homework.
WINNING QUOTATIONS – “My cool rhythm was too much for you...”, “You sorry sack of lard – I hope your children are born deformed”.

COMBOS
THREE-FOUR HIT
 DJHP (while charging back), MP, Maxout.

FIVE-HIT
 CMP, Multiple Uppercut.

FIVE-HIT 2
 DJHK (while charging back), CLP, MP, plus Spin Kick.

TOP TACTIC
 Dee Jay's jumping LP guarantees air supremacy.



NAME – Cammy.
NATIONALITY – British.
FAVOURITE SICKO – Fred West.
FANTASY EXECUTION METHOD – Being battered to death with a loose hen.
WINNING QUOTATIONS – “Gotcha now, bitch!”, “Taste the pain of my flying thumbs – possibly.”

COMBOS
THREE-FOUR HIT
 JMP, CMK, HK Corkscrew.

THREE-HIT
 DJHK, MP, Cannon Spike.

FOUR-HIT
 DJHP, MP, CMK, HK Corkscrew.

TOP TACTIC
 As the enemy is getting up from an attack, use the spinning backhand punch to put 'em right back down again.



Action Replay Codes

003BE6602E	Use this code before using any other Action Replay codes.	FF80750001	Extra turbo speed player one.
0001F05500	Play the Japanese version on US machines.	FF82850005	Stops the countdown timer on the death screen for player one.
0001F04500	Play the Japanese version on UK machines.	FF80B40000	Every special move has fireballs for player one.
FF80C10000	Special moves in mid-air for player one.	FF801B0000	Player one's character is speeded up.
FF858B000X	Fight the same opponent throughout the game (player one). 0-F.	FF80620012	No combos. Every hit knocks player one down.
FF803D0090	Unlimited energy for player one.	FF81890000	Removes dizzy stars for player one.
FF80C20001	Player one turns into flames when hit.	FF80400011	Low jumps and special moves for player one.
FF828A0002	Player one only needs to win one battle.	FF803E0011	Weird moves for player one.



Nick Ross, from TV's Crimewatch says, "Next month, we'll 'do' the rubbish characters (Zangief, T. Hawk, E. Honda and Dhalsim). Don't miss it – and remember, don't have nightmares."

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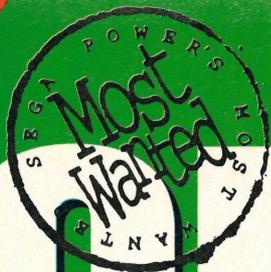
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Mortal Kombat



Power

When you get your sparkling new Mortal Kombat 2 cartridge – and let's face it, who won't – you'll need a full guide to play it. In an amazing feast of tippery we give you the first part in our superb guide to the game. This month we explain all the special moves, plus ALL the fatalities, Babalities and Friendships. All research was supplied by our Editor – who reckons he's unbeatable!

Strange letters alone don't make much sense, so here's a helpful key to guide you through the tips...

B – Joystick back (away from the opponent)

F – Joystick forward (towards the opponent)

U/D – Joystick Up/Down

DB – Joystick in diagonally down-back position

DF – Joystick in diagonally down-forward position

HK – High Kick

LK – Low Kick

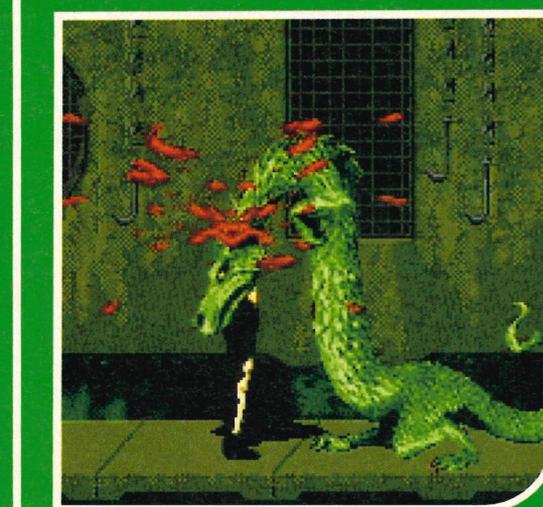
HP – High Punch

LP – Low Punch

Remember, to perform Babalities or Friendships no punches can be used on the winning round.

Uppercut your opponent into the acid (affectionately known in the office as "Hello, Sir!") on the DEAD POOL zone by holding LP & LK, crouching and hitting HP (uppercut).

The Pit Fatalities only work on THE PIT 2 and KOMBAT TOMB.



LIU KANG

High Fireball – F, F, HP

Low Fireball – F, F, LP

Mid-air Fireball – F, F, HP

Flying Kick – F, F, HK

Bicycle Kick – Hold and release LK

Double Forearm – HP (up close)

FINISHING MOVES

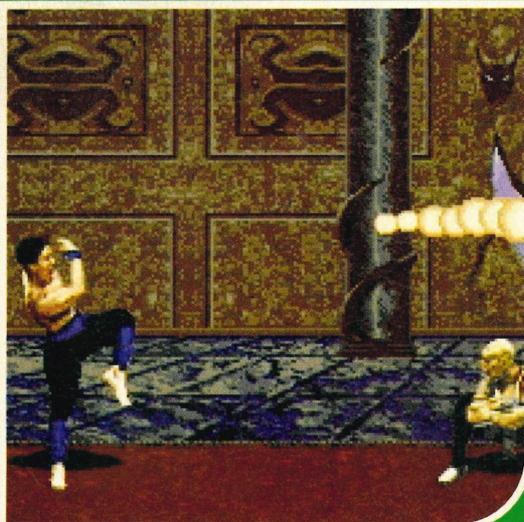
Dragon Morph – D, F, B, B, HK (close)

Cartwheel Uppercut – Hold Block, 360 degree turn away

Pit Fatality – B, F, F, LK

Babality – D, D, F, B, LK

Friendship – F, B, B, B, LK



JOHNNY CAGE

High Energy Ball – F, D, B, HP

Low Energy Bolt – B, D, F, LP

Shadow Uppercut – B, D, B, HP

Shadow Kick – B, F, LK

Package Check – LP & Block (up close)

Stomach Jab – HP (up close)

Axe Kick – HK or LK (up close)

FINISHING MOVES

Torso Removal – D, D, F, F, LP (close)

Multiple Decapitation – Hold Block, F, F, D, U, D & LP & Block & LK (up close)

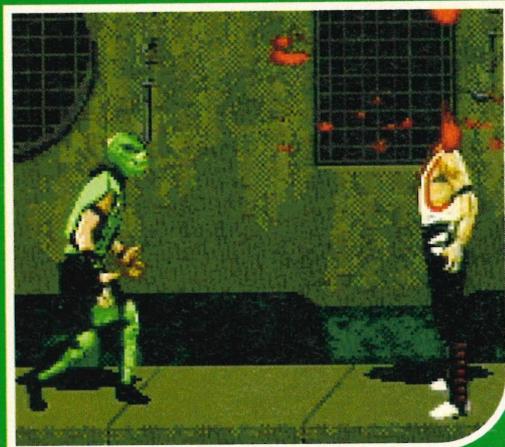
Pit Fatality – D, D, D, HK

Babality – B, B, B, HK

Friendship – D, D, D, D, HK



ombat 2



REPTILE

Slide – B & LP & Block & LK
 Acid Spit – F, F, HP
 Force Globe – B, B, HP & LP
 Invisibility – Hold Block, U, U, D, HP

FINISHING MOVES

Head Food – B, B, D, LP (jump range)
 Invisible Decapitation – Become invisible, then F, F, D, HK (up close)
 Pit Fatality – D, F, F, Block
 Babality – D, B, B, LK
 Friendship – B, B, D, LK

SHANG TSUNG

MORPHS

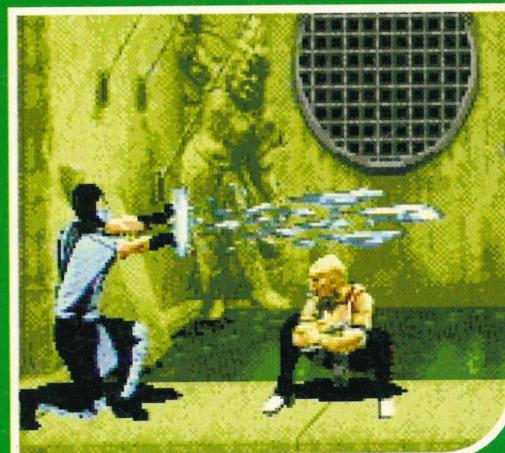
Liu Kang – B, F, F, Block
 Kung Lao – B, D, B, HK
 Johnny Cage – B, B, D, LP
 Reptile – Hold Block, U, D, HP
 Sub-Zero – F, D, F, HP
 Kitana – Tap Block repeatedly
 Jax – D, F, B, HK
 Mileena – Hold HP and release
 Baraka – D, D, LK
 Scorpion – Hold Block, U, U
 Raiden – D, B, F, LK

FIREBALLS

1 – B, B, HP 2 – B, B, F, HP 3 – B, B, F, F, HP

FINISHING MOVES

Body Takeover – Hold HK for 3 seconds and release (sweep range)
 Soul Drain – Hold Block, U, D, U, LK (up close)
 Pit Fatality – Hold Block, Tap HK repeatedly
 Babality – B, F, D, HK
 Friendship – Hold Block, B, B, D, B, HK
 Kintaro Morph Fatality – Hold LP from the start of the round right up until 'Finish Him/Her' appears. Move in to sweep range and release LP



SUB-ZERO

Ice Ball – D, DF, F, LP
 Ground Freeze – D, DB, B, LK
 Slide – B & LP & Block & LK

FINISHING MOVES

Freeze and Shatter – F, F, D, HK (just outside sweep range), F, D, F, F, HP (up close)
 Snowball – Hold LP, B, B, D, F (jump range)
 Pit Fatality – D, F, F, Block
 Babality – D, B, B, HK
 Friendship – B, B, D, HK

KITANA

Fan Throw – F, F, HP & LP
 Fan Lift – B, B, B, HP
 Fan Swipe – B & HP (up close)
 Force Punch – F, D, B, HP

FINISHING MOVES

Kiss of Death – Hold LK, then F, F, D, F, release LK (up close)
 Fan Decapitation – Block, Block, Block, HK (up close)
 Pit Fatality – F, D, F, HK
 Babality – D, D, D, LK
 Friendship – Hold Block, D, D, D, U, LK



Mortal Kombat 2



MILEENA

Sai Throw – Hold HP for three seconds and release

Floor Roll – B, B, D, HK

Teleport Kick – F, F, LK

FINISHING MOVES

Slash-em-up – F, B, F, LP (up close)

Devour – Hold HK for 3 seconds then release (up close)

Pit Fatality – F, D, F, LK

Babality – D, D, D, HK

Friendship – Hold Block, then D, D, D, U, release Block, HK



JAX

Energy Wave – F, D, B, HK

Ground Slam – Hold LK for 3 seconds and release

Gotcha Grab – F, F, LP (repeatedly tap LP for further hits)

Body Slams – Throw opponent and repeatedly tap HP

Mid-Air Backbreaker – Meet an opponent in mid-air with Block

Stun Punch – F, F, HP (follow through with an uppercut)

FINISHING MOVES

Head Shatter – Hold LP, F, F, F, F (up close)

Limb Removal – Block, Block, Block, Block, LP (sweep range)

Pit Fatality – Hold Block, U, U, D, LK

Babality – Hold Block, then D, U, D, U, release Block, LK

Friendship – Hold Block, then D, D, U, U, LK

BARAKA

Blade Throw – D, DB, B, HP

Blade Fury – B, B, B, LP

Blade Swipe – B & HP

Double Kick – Double-tap the kick button when up close

FINISHING MOVES

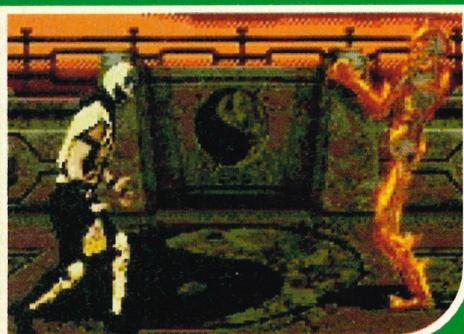
Skewer and Lift – B, F, D, F, LP (sweep range)

Decapitation – Hold Block, B, B, B, B, HP

Pit Fatality – F, F, D, HK

Babality – F, F, F, HK

Friendship – Hold Block, U, F, F, HK



SCORPION

Spear – B, B, LP Teleport Punch – D, DB, B, HP

Leg Trip – D, DB, B, LK (up close)

Mid-Air Throw – Meet in mid-air with Block

FINISHING MOVES

Flame Death 1 – Hold Block, U, U, HP (outside sweep range)

Flame Death 2 – Hold Block, D, D, U, U, HP ("Toasty!")

Spear Slice – Hold HP, D, F, F, F (up close)

Pit Fatality – D, F, F, Block

Babality – D, B, B, HK

Friendship – B, B, D, HK



KUNG LAO

Hat Throw – B, F, LP (control the hat up/down in mid-air)

Energy Spin – Hold Block, U, U, LK

Mid-Air Kick – D & HK (in mid-air)

Teleport – D, U

Headbutt – HP (up close)

FINISHING MOVES

Vertical Slice – Hold Block, F, F, F, LK (sweep range)

Hat Decapitation – Hold LP, B, B, F (from quite a distance – steer hat upwards at last second)

NEXT MONTH we'll be bringing you all the HIDDEN CHARACTERS we can find, plus a full guide to COMBINATION ATTACKS for all the characters by the best players around – well, Andy anyway. 'Cos he is the UNDISPUTED EXPERT on all things beat-em-up-y.



Mortal Kombat II... Don't make us laugh.

Super Street Fighter II... Kids stuff.

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It's on sale from 22nd September. You should get a copy.

PC GAMER

Power

TIPS

Part 4

Space is apparently infinite, as is Pi. I had the impression that this Streets of Rage 3 solution was going the same way... until now. Yes, this once in a lifetime offer finally concludes.

Having problems in your underwear caused by the last levels? Having scary nightmares about the Final Boss? Well, to be frank, you should probably seek professional help, but until then, finish the damn game....

Streets

Level 7-2 boss (1) & (2)



1. This boss reminds me of those claw things you get in fairgrounds. You know the ones – you try and grab a fluffy bunny or a cheap watch and you never can (I'm sure that the claws are greased, or

something). Then the young person you were trying to get the present for starts to cry and you have a nervous breakdown as you spend all your money trying to win a toy that's worth about 50 pence.



2. Anyway, the boss is quite simple to get rid of. You beat 'im up until he looks thus... Then you should make sure you avoid

him when he comes down to your level and starts sparking. When he stops sparking, smack 'im until death occurs – or the closest that a metallic object can get to it.

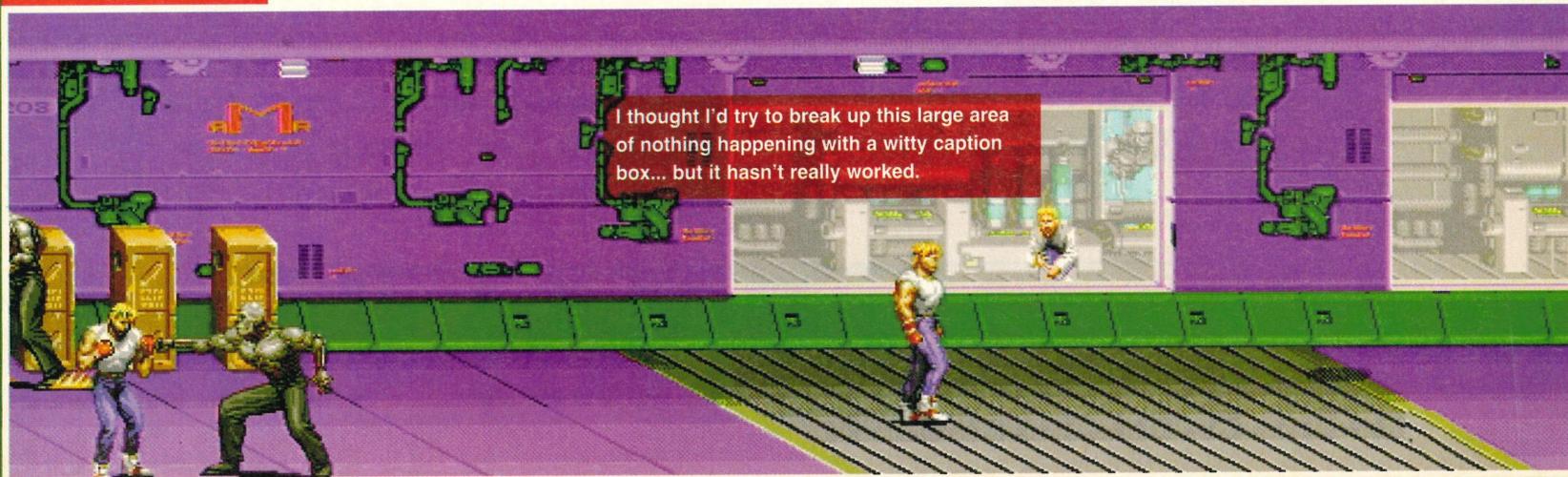
Level 7-1

Ooh, nearly there. Level 7-1 is pretty short, but there's still plenty going on. Watch out here for the man traps partially hidden in the grass – there's only a few, but they do knock off a fair bit of your energy.



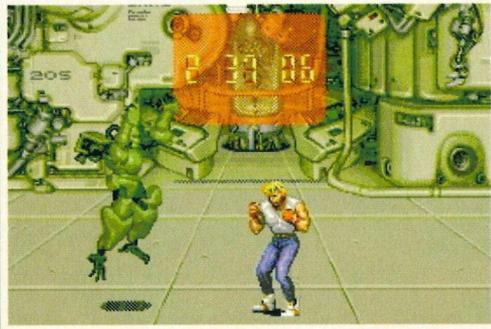
Level 7-2

The last level, and nowt much to worry you. There's a few moving platforms, but they're only a slight nuisance. Keep an eye out for the Robo Xs at the start of the level – they're not as strong as the main boss from level six, but there are a fair few of them.



of Rage 3

Last boss (1) & (2)

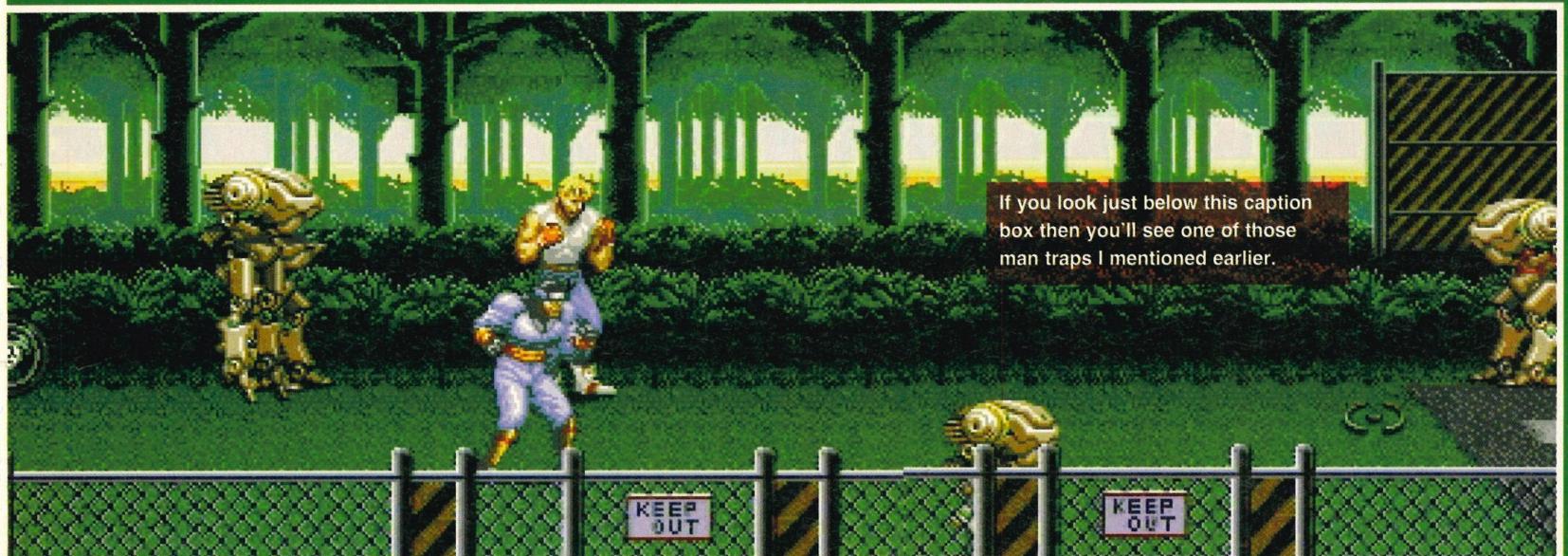


1. As you would expect, the final boss is certainly the trickiest of the lot. He's quick, 'ard and full of evil intentions. Not to

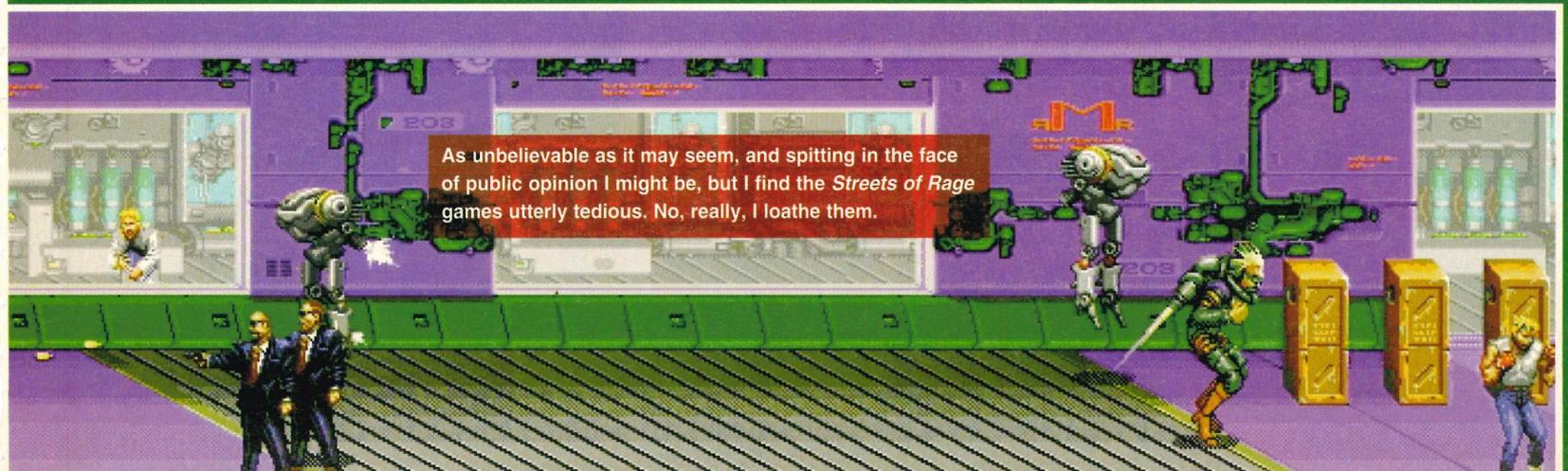
worry, though, he's really a great big jesse.



2. The best way to defeat him is the best advice for the whole game. Keep moving and attack whenever you can. You're bound to lose 3-4 lives while you fight him, so make sure you've got at least that many when you get to the last level.

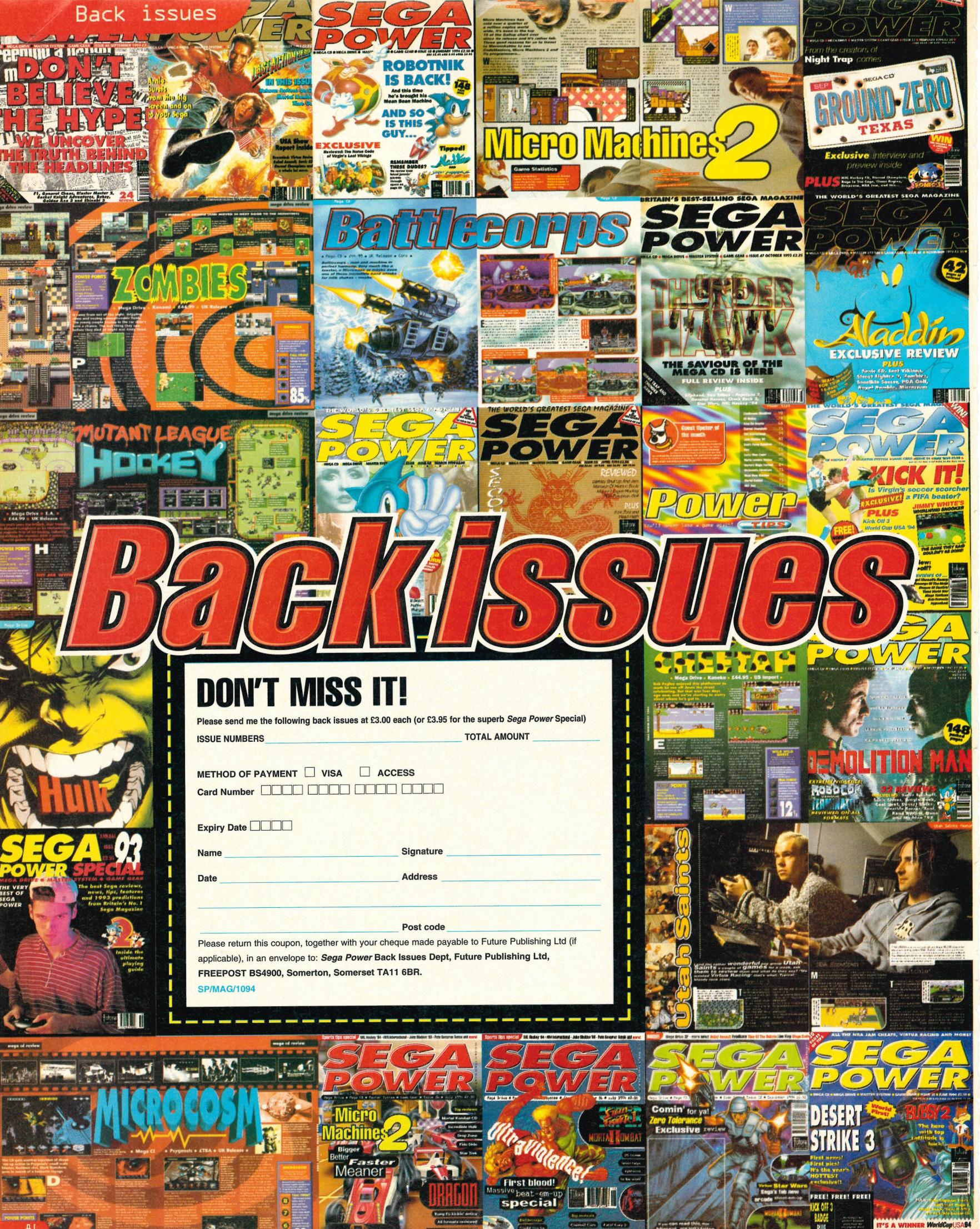


If you look just below this caption box then you'll see one of those man traps I mentioned earlier.



As unbelievable as it may seem, and spitting in the face of public opinion I might be, but I find the *Streets of Rage* games utterly tedious. No, really, I loathe them.

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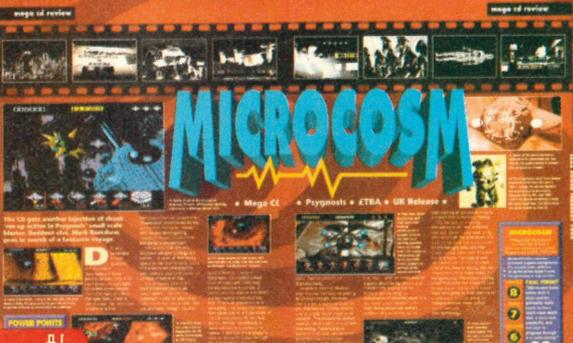
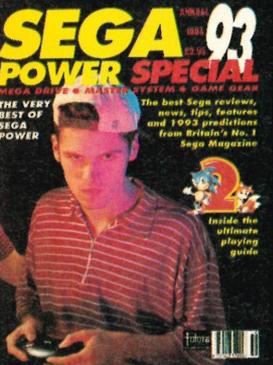
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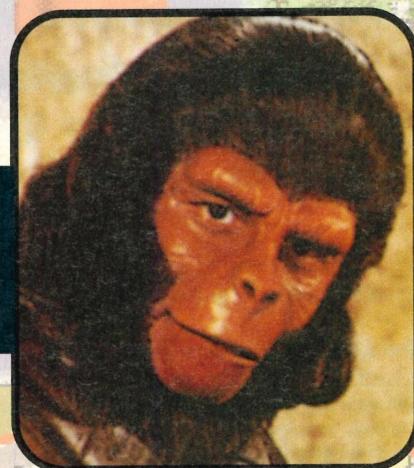
Lists. Boring. Like... receipts from Superdrug, the week's Radio 2 easy listening playlist, the year's one hundred top-seeded perch anglers... But not here, sir. Oh no, sir. Because Most Wanted (and Unwanted) is crammed with lists to die for. Like Desert Orchid with flaming hooves, we're hot to trot (Eh? - Alison). And, oi, you! Get in on the act - send in your Most Wanted. And win a cart.

Reader's Top Ten

- 1 **Mortal Kombat II (Coin-op)**
- 2 **Toki (Mega Drive)**
- 3 **Virtua Star Wars (Coin-op)**
- 4 **Pete Sampras Tennis (Mega Drive)**
- 5 **Street of Rage 3 (Mega Drive)**
- 6 **Deconstructing daleks with banana skins (Tuesdays)**
- 7 **Columns (Game Gear)**
- 8 **Lemmings (Mega Drive)**
- 9 **Incredible Hulk (Mega Drive)**
- 10 **Mean Bean Machine (Master System)**



14 year-old Galen Perry comes from Humberside. His average day, so he tells us, is a simple one - "I put my trousers on, have a cuppa, then think about leaving the house. Unfortunately, I always get tangled up with my joystick on the way back from the bathroom and spend the rest of the morning playing games. In the afternoon, mum grooms a fascinating variety of parasites from my scalp, while I watch old Johnny Morris videos". As well as being a fan of all those games in the Sega 'Games World', Galen is a keen tyre collector. He told us, "Rubber rules!" When we told him that a T-shirt would be on its way, whinnies and screams hurtled down the phone, accompanied by what sounded like somebody slapping a frankfurter against a plastic bucket. Each to their own.

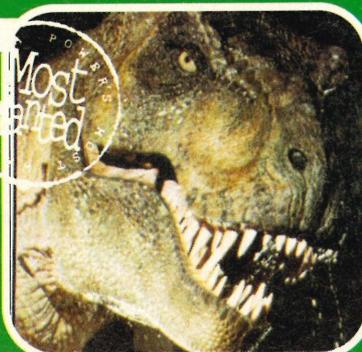


Video of the month

Jurassic Park (12)

Just when you thought that you couldn't take any more hype, sad people coming out the cinema and saying it was "T-rexcellent", and scientists saying, like, this could really happen in real life reality for real honest, Jurassic Park gets dug up for the video vegetables.

Let's face it, everybody's already seen the film, and everybody's already been dino-bored (sorry) to death with last year's mammoth media circus. Can you take any more? Just how many times do you want to see that bit with the rain and the cars and the T-Rex and the torch? Do you really, really, really want to see it again? Do you? Well?



THE 'WHY THE HELL DID THEY RELEASE THAT?' OF THE MONTH
 Ryan Giggs' Soccer (Mega Drive)
 Quite simply, rubbish.

Laura MacGregor

Art Assistant

Top people – Bob Geldof, my dad

Top bands – U2, Waterboys

Top films – The Fugitive, The Piano

Food – Salad, chips

Word – Joy

Three Adjectives That Describe Me –

Wild, Thoughtful, Happy

Loves – Summer, hey – people!

Hates – Hypocrisy, deadlines



Flavour Of The Month

Crunchie Ice Cream

Top, bizarre honeycomb ice cream incident. Particularly good when eaten out of a... (You really think you can get away with that? – Alison)



Top Five Crap TV Gameshows

1. Gagtag (BBC1. Monday evening.)

Altogether now... "Look at Jonathon Ross's hair!" The premise of Gagtag is idiotically optimistic... Drag a bunch of at-best-mediocre variety comedians into a studio with – ahem – a wry, cynical, sharp, witty presenter who pouts apologetically and gloats wickedly as they sprawl, helpless, beneath the blunt, faceless boulder of their 'talent', gasping for continued credibility, blindfolded and stabbing wildly and randomly at spontaneous 'funinness'. A sprinkle of Whose Line Is It Anyway, a dash of Have I Got News For You, and – hey – just a light shower of that tried-and-trusted BBC magic... Misguided and dismal.

2. Play Your Cards Right (ITV. Fridays. We think.)

Some ageing troglodyte precariously balancing a laughably obvious syrup on his pock-marked forehead, and drooling over the dolly birds who deal with the cards... Apparently.

3. Give Us A Break (BBC1. Saturday evenings.)

Arch humour criminal Jim Davidson and tedious trick-shot-playing Peter Sutcliffe lookalike John Virgo indulge a little too much in the hospitality area before careering through a series of piss-weak snooker-related gags, anecdotes and proletarian audience humiliation. Just turn it off and GO OUT!!! Okay?

4. Noel's House Party (BBC1. Saturday evenings. Er...)

Will somebody please stab him in the face or something? Mr. Blobby! Do you find him funny, amusing, or an 'interesting creation'? If so, you should down a whole bottle of Paracetamols. NOW!!!

5. Fifteen To One (Channel 4. Late week-day afternoons).

Er, actually, this one's alright...



Top Five TV Shows That Rule

...with Beavis and Butt-head

1. Beavis and Butt-head. (Channel 4. Friday. Very late)

Beavis – Yes! Yes!

Butt-head – This kicks... butt! It's, like, our show. And if you miss it, you're a wuss.

2. Passengers. (Channel 4. Friday. A bit earlier than B & B)

Butt-head – This show's cool because, like, it's always changing.

Beavis – Yeah. Heh heh. And there's always, like, a new model-type chick saying, "Oh, I want to bring about world peace and make my butt smaller".

Butt-head – Huh huh. You said 'peace'.

3. Brookside. (Channel 4. Tuesdays, Wednesdays, Fridays)

Beavis – This show rules! There's like, that God-loving guy, and he's crazy, and he's going to do like David Creche and, like, fire! Fire! FIRE!

Butt-head – Huh huh. That was pretty cool, Beavis. I like this show because of that Beth chick.

Beavis – Yeah! Yeah!

Butt-head – Oh, Beth. Come to Butt-head... Leave the wuss-speaking land of 'Lie-ver'-Pool and do those things you do...

Beavis – Heh heh heh heh heh!

4. It'll Be Alright On The Night. (ITV. Sundays – occasionally)

Butt-head – This is the coolest show ever.

Beavis – Yeah! You don't even have to hex the people on it, they just, like, fall over and knock stuff down and swear and stuff. It RULES!!!

Butt-head – The presenter guy sucks, though.

Beavis – Yeah! He sucks those mints! I've seen him! I've seen his ad!

Butt-head – Shut up, Beavis. Don't make me smack you again...

5. Kojak. (Most ITV regions. Week days. Very late)

Butt-head – Huh huh. This is that one with the bald guy.

Beavis – Heh heh. No way, Butt-head. That was the Paul Daniels Magic Show.

Top Five World Cup Moments

1. Mexico vs. Bulgaria.

The best match of the tournament. Hilarious sending-off frenzy (courtesy of insane referee), and that perfectly unrehearsed goal-post-breaking incident. (Man of the tournament – the geezer who attempted to resolve the situation by balancing the net on a nearby TV camera).

2. America losing on July 4th.

Haaa-haaaaaa!!!!

3. Maradona – justice at last!

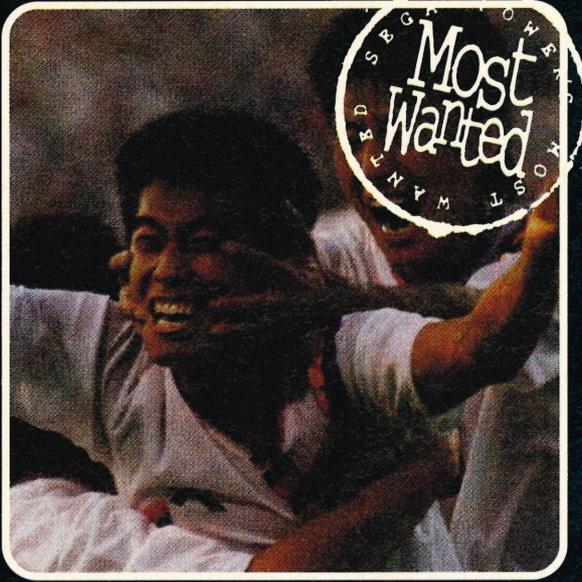
Where's yer hand of God now then, eh?

4. Colombian own goal.

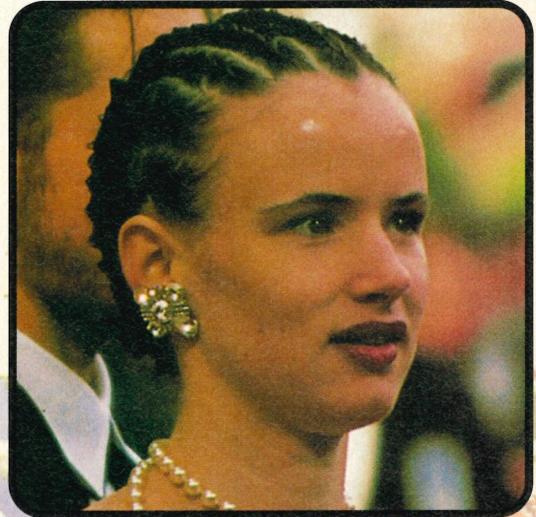
Bang! Goal! Bang! Goal! Bang...

5. Romania vs. Sweden riot.

Well, okay – threatened riot. That was quite good. Erm...



Haircut of the Month



Juliette Lewis. Actress. And shameless slaphead.

Turn-ons

1 Music for the Jilted Generation – The Prodigy

Andy tried to glue this one into the CD player, but Simon thrashed him about the knees with a stapler.

2 Vibes, Tribes and Scribes – Incognito



3 Park Life – Blur

4 Innervisions – Stevie Wonder

New boy Simon insists upon Stevie's genius. Amazingly, noisy, bleepy techno-fan Andy agrees. Dean just sulks and listens to U2 on his Walkman.

5 The Armando Ianucci tapes

Top Steve Wright parody antics. Forget Harry bleedin' Enfield.

Useless Product Of The Month

Fed up with following around your fave pop group? Well here's your opportunity to let them follow YOU!

Yes, Sega Power (in conjunction with TAT Inc.) present the Take That figurine (a scoop at £12.99). Complete with TT personalised keyrings (presumably because the kind of person who buys this needs to be reminded that they have no personality themselves) and waistcoats chosen by the boys from their extensive wardrobes (Mark has a nice little MFI formica number), each member of the group is available (even the inevitable one no-one can remember the name of).

A convenient 12 inches, and made from ozone cuddly, hand-picked plastic, this, like, gets you closer to the real Take That, yeah? We have, however, been informed of a bizarre, rival group currently challenging the integrity and celeb status of the Takies. An artist's impression of the imposters of pop (known as The Evil Take That – or Havesomeo' That!) can be seen exclusively on this very page. Look out the Real Thing, these guys mean devilish business.

And hey, look out too for The Power Crew dolls with detachable brains, special lank-o-rubber limbs, and pain sensitive Sega thumbs. Out now! Only £78.57 each! Perhaps.

Homework Corner

Dear Most Wanted

In response to your Homework Corner appeal, I wonder whether you could help me out. I have a special GCSE English project to complete, and I don't know what to do! We're studying *The Tempest* by William Shakespeare, and I have to do an essay on *The Imagery of Magic On Prospero's Island*. I've tried to read the play, but I just can't get to grips with it. Have any of you read *The Tempest*, and if you have, can you please, please print this letter and help me out?! Please!!!

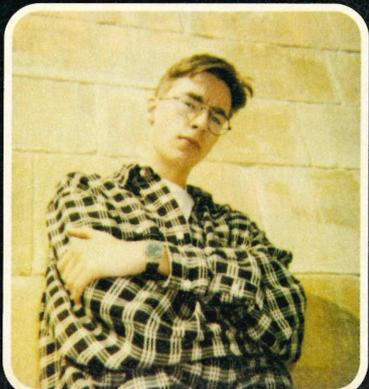
Andrew Hatch, Nottingham

Andy – Close your eyes for a moment and think of a selection of straws. All of them are different sizes and colours but you can only pick out one. Now say that the one you've picked is say, six cms tall, and a cool shade of yellow. That size, those six cms, represent Prospero, his daughter Miranda, and his native cohorts Caliban and Ariel. They are separate beings, constructed (even reconstructed!) into the four natural elements. But, and here's the twist, they're ALL UNITED IN ONE BODY (the island, of course). Okay? Now then, what about that yellow hue? Well, that shade, for all its complexity, is the magic in the metaphysical make-up of all their collective minds ('metaphysical magic', if you will). Apply these juxtapositions, dichotomise their dangling modifiers, filter those opposing oxymorons until they assume a negative aura, compare and contrast Moretti's *Theory of the Bildungsroman*, and your desired dialectical forms will emerge. Now I can't say simpler than that, can I?

Danny Wallace

Editorial Helping-Out Freelance Geezer

Danny has the respect of everyone around him as he's technically the oldest member of the team. Although never actually employed by Future Publishing, he's been working on issues of *Sega Power* since the days of Andy Smith and Neil West! Not too much is known about Danny's private life, but he constantly seems to have Blur's 'Park Life' playing on his personal stereo, so that says a lot for his music taste. A top geezer of the highest order and, most definitely, the team's extra 'unofficial' member.





RDP 162

RDP 162

RDP 162

RDP 162

36

A

36

A

36

A

36

7A

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364 yards
15mph

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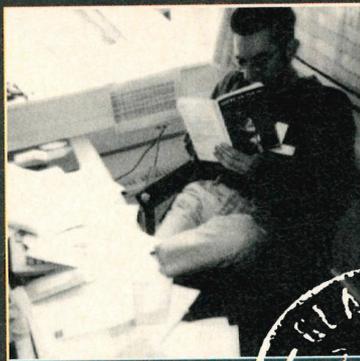
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CLUELESS AND SPINELESS

Dear *Sega Power*,
 In issue 57, you had a sentence on the spine saying "Spot the quote and win a cart... 'Armed with a special gun'. However, after reading the magazine six times over I have failed to spot the quote anywhere apart from on the spine. Was this intentional and if so, do I win a cart of my choice for spotting it? If I do win a cart, I would like *Virtua Racing*, but it is probably too expensive for you to give away so either *Flashback* or *Micro Machines 2* will do fine instead.
 Paul Robinson
 Mansfield
 P.S. What is a mook?

Oh dear. Oh dear. Not so much the wrong end of the stick; rather the wrong stick entirely. "Armed with a special gun" is a quote. From a person. Speaking. A quote. Not some spot-the-sentence word puzzle. Yes, (snigger) Robinson's Squash Boy (ho, ha, ha), for your information the quote was from the one and only Chris Morris from the BBC2 show *The Day Today*.

Check out the spine, boys and girls. We're serious here. This is the challenge: If thou guesseth the quote correctly, thou shalt winneth a cart. No messing. However, in answer to RSB's question, no, you can't have *Virtua Racing*. Or *Flashback*. Or *Micro Machines 2*. Save your cash and go to a shop. This is a magazine, not some two-bit *Punch and Judy* show down on Margate seafront.

PS What is a mook?

YOSSER DOSSER JNR GIZZAJOB

Dear *Sega Power*,
 Please print my letter in your absolutely brilliant mag. I have a few questions which I hope you can answer for me.

- 1) Are there any further plans for *Flashback 2*, if so, when is a release scheduled?
- 2) I have drawn out in detail a game which I have designed. All my friends and family think it's brilliant and I would

like to further my idea by making it into a Mega Drive cartridge. Who should I get in touch with?

- 3) Is it possible to send a postal order/cheque for a back issue?
- 4) Please, please could you send me a free copy of issue 50 as I loaned mine to a friend but his mum accidentally chucked it out.
- 5) Any chance of a job with *Sega Power*? I'm fourteen years old?
 Kirsty Clemenson
 Lanarkshire

1) *Flashback 2* is being developed, but it has yet to have a release date confirmed. However, it will definitely, definitely be coming out in the near(ish) future. Don't hold your breath though. Hold your horses instead. If you've got any that is. If not, hold your ironing. For the forthcoming *Flashback CD*.

2) Tell you what - send off your ideas to all the major software companies (their addresses can be found down the bottom of their various advertisements in this fairest of periodicals). And then wait. Probably for ages. But if you reckon it's an original, generally cushy idea, then, well, you never know and other such clichés...

3) Yes. See that there back ishoos page. (Page 86!)

4) I said yes. See that there back ishoos page.

5) Yes, of course. Our office could do with a fresh young fourteen year old, actually. We'll get rid of Dean or someone. Just send us your CV with all relevant qualifications and we'll set you up with a desk, company car and executive toys. No, really. Mark your application: "Why don't we give everyone who asks for a job a, er, job." This applies to all of you. We welcome all forms of sadness. Although this office covers most of them already.

THE BEST REQUEST IN THE WORLD EVER... II!

Dear *Sega Power*,
 Don't screw this or else, we can start now (What? - Simon). Please! Please! Please! Can I stop creeping now? Okay, yes, good. Right, I would like a list including prices of the Sega games and also all the info you have about Sega. And while I'm here, how much will the 32-bit add-on cost?
 Sam Carver
 Ludham



Of course, we'd be only too glad to send you the entire price list for every Sega game ever released, and, yes, everything printed about Sega. Ever. Sam, close your eyes and try to think of the ice dancing partnership of Giant Haystacks and Gloria Hunniford winning Olympic Gold. Is it hard? Is it, say, impossible to conceive? A doddle? Nah... Well, there's your bleedin' answer then.

We are, however, sending the entire contents of the *Sega Power* office to Ludham (staff included) in order for you to target any queries in our direction.

Thanks to Borkowski Removals of Berlin for their help in this exciting new move for *Sega Power*. Cheers lads! (Or should I say Danke Schön. That's German, linguist fans.)

CONVERT ME, OH SEGA

Dear *Sega Power*,
 Can you recall an article in issue 47, October 93 on the Master System converter for the Mega Drive II. I have been trying since that issue to obtain one of these converters but to no avail. Is it possible to advise me where to obtain one? Almost all of those I have approached have said that it was deleted almost as soon as it released.
 D. Daley
 Walsall

'D' (Dave? Diane? Digby? Dribble?). In the words of top assembly hymnster Sidney Carter: Ask and it shall be given/Seek and ye shall find/If you knock, knock, knock the door/It will open unto you every time. Or something. Check out the news in these very hallowed pages for the solution to your game adaptor type thing problems...

LETTER TO THE EDITOR

Dear Andy,
 Aren't dreams the strangest things? I'm writing to tell you about a dream I had last night (oue twinkly music and floaty colours).

I was walking through my local, friendly shopping centre towards the Our Price on the uppermost floor, when who did I see coming towards me? Groucho Marx! (Except it was you in the Ydna Ewol disguise from GamesMaster Magazine issue 18).

I shouted after you, and you were really grumpy at first, but after a while

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The Gallery

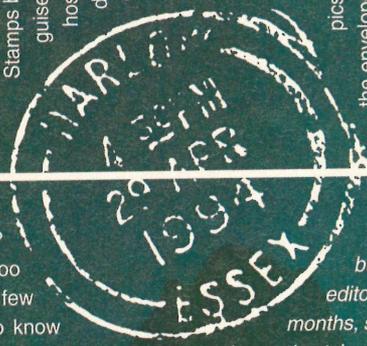
This rather gnarly picture etched onto an scrap of paper is from Andy Gout. From somewhere in Britain. (That's Europe, cartography fans.) For his outstanding effort of artwork, dearest Andy receives a choice of five prizes: a) £1.38 in Green Shield

Stamps b) A Bernard Manning disguise kit avec, if you will, lederhosen c) A home pickling kit d) Devon or e) ...wait for it, wait for it...A *Sega Power* T-shirt. Andy - doh! - he forgot to send his address, so we haven't been able to get a prize to him yet. Come on all you A. Gout wannabees, send in your

bits to the *The Power*, mark the envelope it's *The Gallery*, *The Gallery*, *The Gallery*, and in the words of Paul Daniels (minus the

lovely Debbie McGee), just like that, you too may don a fabulous fashion *Sega Power* item. Get scribbling...

Definitely not traced, or is it? Can you do better?



Powerpoints boxes?

If a game is just too easy or only has a few levels then I want to know before shelling out £45-£70 for it. Example: the Hulk might be a great game, but five levels? Size doesn't matter (make your own jokes about that), it's only five levels. Just how quickly will that be completed? You've gone from being a mature magazine back to being a comic for 9 year olds, which is fine as long as you tell me if the game is worth half a ton - which you aren't, so I'm not subbing anymore.

I'll buy the mag off the stands to fill the binder, but then I'll be moving up to EDGE. At least they don't seem afraid to call *Sonic/Mario/Streetfighter* clones and endless platformer licences and the same old crap. Let's hope the MD32 isn't an excuse for more of it. Secondly, release dates are never reliable - I telephoned Core about *Skeleton Crew* and they said that it wouldn't be



out until Christmas. If you can't guarantee release dates you might as well give us back a fourth letters page, rather than bringing back the gallery! So, see you later, off the shelf. Kenneth Henry Enfield

Well Kenneth, you seem a bit peeved about a few things, so let us try to ease your troubled mind. Firstly, don't complain about the powerpoints box; reading the review will tell you exactly how easy the game is and whether or not we consider it to be good value. And is that your only reason for thinking that we've gone, in your words "back to being a comic for nine year-olds"? Sorry you don't like it, but to be quite honest, we don't really

care. There have been a lot of changes editorially over the last few months, so there's bound to be a change in style of the mag. All we're trying to do is create a mag that people will like, if you don't agree then buy something else - it's very simple.

Finally, we don't and can't guarantee release dates? They change, constantly, it's a fact of life and there's absolutely nothing we can do about it, apart from inform you as soon as possible - that's what the *Game Diary's* for. If you must criticise us, then please try to be reasonable. Thanks for your support in the past though. See you on the shelf.

SHEFFIELD UNITE: AN APPEAL. GRANNY SMITH: APPLE PEEL

Dear *Sega Power*, I come from the sun. I hate pigs (Sheffield United fans to you). Which football fans do you support? If you don't support Sheffield Wednesday I will do a Had-u-Ken on you and you will become a Wednesday fan. I play for Wednesday and I am a chip-n-dale. (No: you are

what we in the trade call very strange - Simon). Elliot Hook Sheffield



Cool your boots man, otherwise you might melt. None of this hating deal yeah? Love, vibes, understanding, the two fingers of peace... Sheffield unite. Let's organise a group hug for the whole of Sheffield, yeah? Yeah. What footy teams, you ask? Andy: "Pittsburgh Steelers", Ali: "I have no time for such brutish activities", Simon: "Tottenham, Tottenham, no-one can stop them. Except they do. Frequently", Dean: "What's football?", Jason: "Then again, what is life, yeah?" Oh dear...

CRICKET??!?

Dear *Sega Power*, I am writing about the shortage of cricket games. You may think cricket is boring... Martyn Leeworthy, Bristol

Shame we've run out of space, eh?



Similar scenes can be experienced leaving the *Sega Power* office at 6pm every evening.

Small Ads

To place a small ad, just fill in the form below and send it to small ads
 Sega Power Magazine, 30 Monmouth Street, Bath, Avon BA1 2BW.

Over £25

For sale: Game Gear games and Master System converter. Games include Sonic 2, Axe Battler, Phyxic World, Columns. £15 each. Master system converter sell for £6.
 Tel: (0208) 880536

For sale: Mega Drive with four joypads and ten games including Street Fighter II, Mortal Kombat, etc. Worth over £500 will sell for £350 or will swap for Amiga 1200.
 Tel: (0383) 737445

For sale: Mega Drive with games including VR, PGA Euro Tour, Sonic 3. Good condition. £230 ono.
 Tel: (0603) 39131

For sale: Game Gear with TV tuner, battery pack, mains adaptor, magnifier and six of the greatest games for £180.
 Tel: (0253) 828581

For sale: Mega Drive 6 games, inc Jungle Strike, Road Rash, PGA Tour Golf, SG Propad, 30 magazines, worth £400 new. Sell for £130 ono, all very good condition, and boxed with instructions.
 Tel: (0423) 500778

For sale: Mega Drive with games including Sonic 3, Ecco, Landstalker, Micro Machines, 16 altogether £300 ono.
 Tel: (0708) 446196

Game Gear with 7 games, 2 carry cases, TV tuner, £165 ono Tel: (0202) 490276 and ask for Stew. Also Mega Drive, 4 games, 3 controllers £120 ono.

For sale: Mega Drive, under guarantee, with two button joypads, Sega Power mags, issues 31 - latest, and 5 top games including FIFA. Best condition, worth £400, sell for £200 ono.
 Tel: 081 574 1866

Under £25

For sale: Populous, Mickey Mouse, Operation Wolf (Master System) for £16 each or swap for a good Mega Drive game. Also, Madden 92, Power Monger and more (Mega Drive) for another decent Mega Drive game.
 Tel: (0634) 361349

For sale: Sensible Soccer, Mortal Kombat, Ayrton Senna's GP2. £20 each or will swap one for NBA Jam or NHL Hockey 94. Also 21 Sega mags £20 the lot.
 Tel: (0558) 765541

For sale: Game Boy games, Mega Man III, Universal Soldier, and Super James Pond all for only £25.
 Tel: (081) 204 5658 and ask for Ashley.

Swaps

I'll swap my Mega Drive version of Ecco or Streets of Rage 2 for Jungle Book or EA Hockey 94 or will pay up to £20-25.
 Tel: (0425) 474302

I'll swap Alien Storm, Super Thunderblade 2 and Super Monaco Grand Prix for Flashback and Micro Machines. Or Zool and Bubsy.
 Tel: (0332) 763802

I'll swap Cyborg Justice for Micro Machines both on the Mega Drive. Has to have manual and box.
 Tel: (051) 4254449

I'll swap Mega games for John Madden 92 or 93. Preferred with instructions but not necessary
 Tel: (0409) 281803

I'll swap my Mega Drive with Gunstar Heroes, Micro Machines, Zool, Sunset Riders, two three-button joypads and one six-button joypad for an Amiga 500 or 600.
 Tel: (0623) 647787

I'll swap Sonic Spinball for Jungle Strike, ToeJam and Earl or Robocop vs Terminator. Will also swap Road Rash for any of the above.
 Tel: (0234) 216516

I will swap two Mega Drive games Terminator and Sonic 1 for World Series Baseball and International Rugby.
 Tel: 772 6730

Wanted

Wanted: Jurassic Park on the Mega Drive. At a decent price, please! Telephone after 4pm. Max price £15. Thanks. Swaps may be considered.
 Tel: (0494) 722381

I'll be willing to pay up to £15 for the Mega Drive version

of Chakan. Box or instructions not needed. Cartridge must be in very good condition though. Will consider Aberdeenshire area only.
 Tel: (0771) 644350

Penpals

Over 18 I'm a crazy guy looking for 16+ female. Must be good fun. Send photo soon to Nicademus at this address:
 18 Long Ridge, Brighouse, West Yorks, HD6 3RZ.
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Write to: Micheal Brown, 92 Woodedge Avenue, Dalton, Huddersfield, W Yorkshire.

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Dean Carey, 5 Fern Close, Bell Green, Coventry, Warwickshire. Tel (0203) 686992

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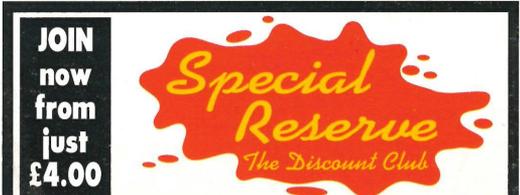
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