Saturn • Mega Drive • 32X • Game Gear

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# SEGA POWER

## Legend in the making... Are you good enough?

# Euro '96

Review, Match Guide & Fixture List Inside!

### Ultimate MK3
Come and have a go if you think you're hard enough

### Good Nights to Mario
Could Sega's newest be the best game ever?

Hot Tips! including: Street Fighter Alpha & Brian Lara '96

### Twisted Firestarter!
Panzer Dragoon 2 reviewed

SEGA POWER ISSUE 80 JULY 1996

Euro '96, Discworld, Ultimate Mortal Kombat 3, Virtua Fighter GG, Brian Lara '96 tips

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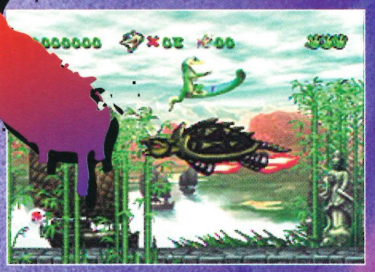
# GEX™



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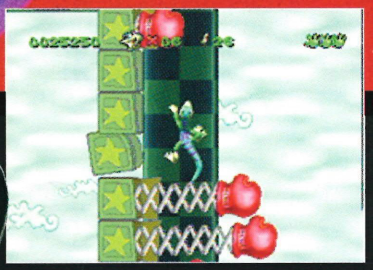

Try jumping, tail-whipping & face-sticking to discover secretlevels/bonus stages that only Irv in Engineering knows about.

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*Diehard Gamefan* **"Character of the Year"**

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# Welcome to *Sega Power*...

"it's like taking a picture of Pamela Anderson, chopping all the interesting bits off and leaving just her blank, vacuous face to stare at" – ***Virtua Fighter***, page 22

"Does the example of team-to-watch Croatia mean England should introduce more live ammunition into team training?" – ***Euro '96***, page 32

"it's a mighty game. It swaggers into the bar, knocks your pint off the table, empties your wallet, pinches your fags and runs off with your girlfriend. It drives the fastest car, cooks the finest meals and earns more money than your Dad..." – ***Ultimate MK3***, page 40

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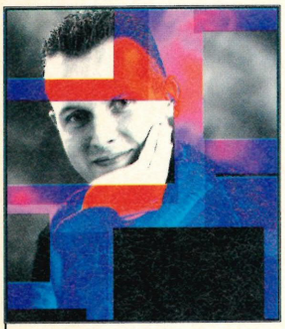

Issue 80

## Welcome... ...to Sega Power!

I'm feeling in a good mood at the moment. Perhaps it's because the weather is changing, and with it is coming a slightly sprightlier spring to my step, a gleam in my eye and the prospect of a suntan. Perhaps it's because we're all dead pleased with the way the new-look *Sega Power* is mutating into the kind of magazine that's looking forward to giving our lazy competitor mags a damn good shoeing.

Or perhaps it's because this month's issue is EVEN BETTER than last month's (with more improvements to come next month too).

But mainly, it's because we've gone FOOTBALL CRAZY, with a look at Sega's brilliant new *Euro '96* game for the Saturn, which includes a full preview of the actual European Championships taking place soon in the UK. And if that wasn't enough, there's US Gold's neat-looking *Olympic Soccer*, which, if it reminds us of anything, is more in the *Sensi Soccer* mould than anything else.

Seems like a good enough reason to start enjoying ourselves if you ask me.

• ***Nick Merritt, Editor***

## Who is who Who...

EDITOR Nick Merritt DEP ED Dean Mortlock ART EDITOR Laura MacGregor PRODUCTION EDITOR **James Ashton** COVER PHOTO © Allsports PUBLISHER Chris Power MANAGING DIRECTOR Greg Ingham CHAIRMAN Nick Alexander PRODUCTION COORDINATOR Craig Broadbridge AD MANAGER Louise Alexander AD SALES Claire Eastwood COVER PHOTO Richard Robinson CONTRIBUTORS Dave Perrett, Allie West, Steve Bough, Andy Dyer, Richard Jones, Simon Crook, Jonathan Davis, Lam Tang, Steve Fardy Jim Flyn LINO AND SCANNING Simon Windsor, Chris Stocker, Jon Moore, Mark Gover, Jason Titley SPECIAL THANKS TO Richard Jones & *Total Football*

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• *Sega Power* is now freely available online on the Internet at **http://www.futurenet.co.uk/**

• Emails to **nmerritt@futurenet.co.uk, dmortlock@futurenet.co.uk, lmacgregor@futurenet.co.uk**

SORRY! We REALLY can't accept tips calls. Please write instead!

## Feature...

**26 Retro-a-go-go**

We here at *Sega Power* believe that nostalgia isn't all that it used to be, so we've decided to take a long hard stare at the 'good old days' of computing; when games *were* games. People *do* believe old games are best, so we also show you how to spot the gaming nerd.

*Manic Miner*: no, it *was* good. P26

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Could this be the *Sensible Soccer* of Saturn footy games?

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The exodus of PlayStation titles to the Saturn continues.

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Maggots ahoy! Here's a little game we've just dug up...

## Win Alone in the Dark stuff!

Turn to page 51 and win yourselves loads of games and tips books, courtesy of Infogrames.

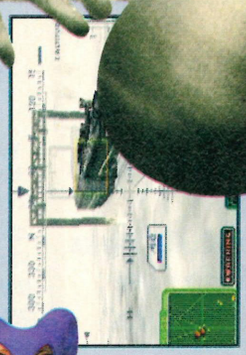
## Cover Feature

The European footy Championships are almost upon us so in celebration, we have a MASSIVE EIGHT pages for you on the world-beating game. PLUS there's an exclusive look at the teams and matches to watch, kick-off times, the TV schedules AND a pull-out wall-planner so you can keep track of the action. It's all ONLY in *Sega Power*.

EXCLUSIVE!

**Stunning eight page review, fixture list, and match guide!**

# 32 Euro '96



**The Best Game Ever?**
We've seen Sega's future... and it works.

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A *Street Fighter* full of dead people. Where else to go?

**48 . . *Alone in the Dark* (Sat)**
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Gigantic RPG for gigantic RPG freaks. (Nothing personal.)

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Quick Start


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NEWS SPECIAL! Is Sega's latest game the new Sonic?

# News

## Good Nights

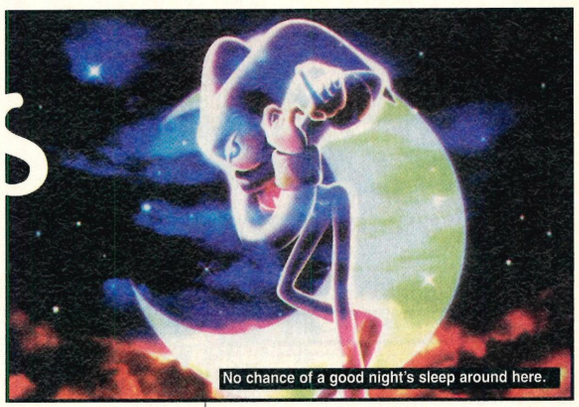
Nights • Saturn • August/September

***Sega are claiming that* Nights *will be bigger than Nintendo's* Mario 64. *It looks superb, but has it got the muscle to go the distance?***

The Sonic Team (responsible for every *Sonic* game you care to imagine) are turning their mighty collective talent to a more challenging machine, the Saturn. Their first title, *Nights* (or *Nights into Dreams* as some are calling it) looks set to do for the Saturn what *Sonic* did for the Mega Drive.

The difference between the two games could not be more obvious. In *Nights*, you have complete freedom over where you want to go. You can climb over anything, run down hills into valleys and then climb up the other side to walk along a log bridge. There are 3D sections (like in *Sonic 2*) and some of the most colourful and original boss design we have ever seen. The boss of the first level is a giant snake/lizard thing that you fly around and in level two, you confront a round Robotnik-like boss that you have to pick out of the air and throw through walls.

At the beginning you can choose from one of two multi-


No chance of a good night's sleep around here.

The 3D landscapes are unbelieveable.

Turn into the Nights character here.

Throw the boss against the wall.

### The Sonic Team

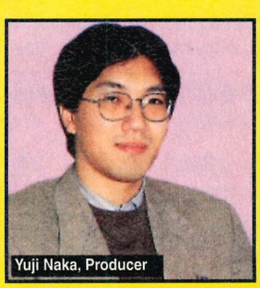
So you want to know a little more about the team behind *Nights*? They produced *Sonic the Hedgehog* for Sega (and you can see the influences in *Nights*). We've played the game and it's excellent.

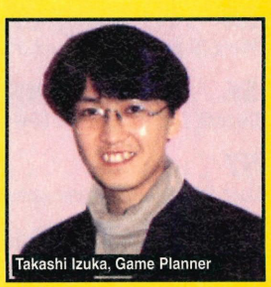
**Why did you decide to do *Nights* instead of a Saturn *Sonic*?**

***OSHIMA:*** We've always got a lot of new ideas about characters and we just wanted to do something new this time. Originally we were going to do a *Sonic* game first, but in the end we preferred *Nights*.

**When did you decide to start work on *Nights*?**

***YUJI NAKA:*** Last Autumn, just after we finished *Sonic & Knuckles*.


Yuji Naka, Producer


Takashi Izuka, Game Planner

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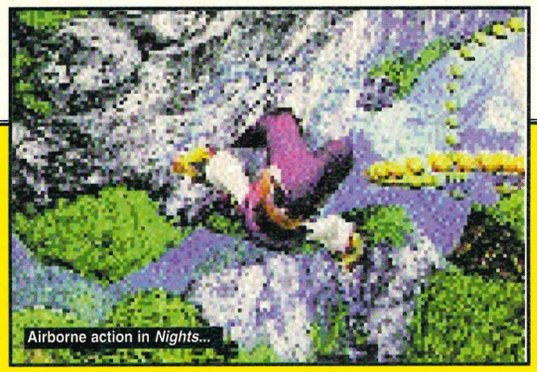
# Squaring up

It's no coincidence that *Nights* will appear this summer. Sega are hoping to steal as much thunder from the Nintendo 64's launch and its premier game, *Mario 64* as possible. Sega even go as far to say that they think their game beats it.

We haven't had a good enough look at either game to be able to make a professional decision but expect a battle of *Mario* vs. *Sonic* proportions.

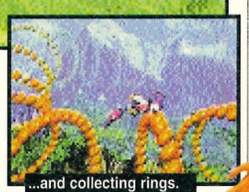

Airborne action in *Nights*...

...And in *Mario 64*.

Dreamy.

Amazing swooping actions...

...and throwing bosses around...


...and collecting rings.

gendered characters and then you begin. You wander around and then eventually bump into one of the many Nights booths. Here you merge with the Nights character and are given a limited time to fly around collecting the many bonuses in the air.

This is the section when *Nights* comes into its own. There are controls for spiralling and looping, and although you don't have the same amount of freedom as when you're on the ground, you still get an amazing feeling of flight.

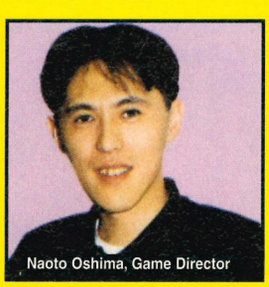
Sega will be producing a 'proper' analogue joystick (like the one designed for the Nintendo 64) for *Nights* and other games will be released to work with it. The game will be showcased at the E3 show in Los Angeles in May. We'll have the first show guide telling you everything you could possibly want to know about what's shaping up to be THE Saturn game of the year.

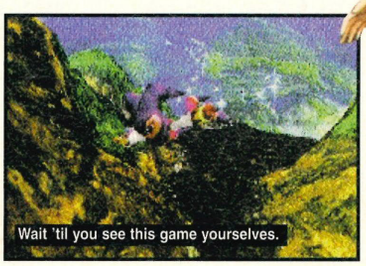
## SONIC TEAM

**Where did you get the idea for *Nights*?**

***YUJI NAKA:*** I was in a plane and when it took off I though 'Oh, I want to make a game that we can fly like this in.' I think that was it.

***OSHIMA:*** Because we didn't want to do another game on the ground and get comparisons with *Sonic*. We wanted to do something completely different. We originally had an idea to use an animal, but we didn't in the end for the same reason I just mentioned.


Naoto Oshima, Game Director


Wait 'til you see this game yourselves.

# Mary, Mungo and Midge

As we mentioned, you get to choose one of two characters at the beginning of the game. These are they, with the odd-looking and 'definitely on drugs' starey-eyed Nights beside them.

Nights

Elliot Edwards

Claris Sinclair

# On the grapevine

➤➤ Codemasters are working very hard at the moment on the 32-Bit version of *Micro Machines*. The only scheduled version is for the PlayStation but somebody there did let it slip to us that a Saturn translation could be around later on, in this Earth year.

➤➤ Probably for the simple reason that the first one was so successful, Sega are rumoured to be releasing *Premier Manager 2* in the Autumn for the Mega Drive. Expect more numbers and statistics than you could possibly imagine.

➤➤ Another little rumour buzzing around at the moment is that *Ultimate Mortal Kombat 3* could be released for the Mega Drive in September. This probably shouldn't interest anyone who already owns a copy of *MK3*, but it's eyebrow-raising stuff for the rest of you.

➤➤ After many delays, *Tilt* from Virgin now looks to be appearing in September. We've played it and it looks like it's shaping up to be a fairly impressive pinball simulator, but nothing too original from what we've already seen.

➤➤ All of Fox Interactive's titles will now be published by Electronic Arts. These are: *Die Hard Trilogy, The X-Files, Independence Day, The Simpsons: Virtual Springfield, Alien Vs. Predator* and *Planet of The Apes*.

➤➤ One rumour floating around is that there's a three game compilation of *Mortal Kombat* knocking about somewhere. Why, when and who from are three completely unknown quantities at present, but we suppose it's a fairly nice option for someone new to all this.

➤➤ If you're thinking about buying a Saturn at present, you might want to consider getting it from the mail order company, Special Reserve. They're flogging a Saturn, all the controller gubbins and a copy of the excellent *Virtua Fighter 2* for £295.99 or, alternatively, you could plump for a Saturn and copies of *VF2* and (ahem) *Panzer Dragoon* for the truly spleen-shifting price of £315.99. Advert over.

Collect the 3D rings floating in the sky.

## On the grapevine

➤ Time Warner Interactive have released some of their finer games (along with some hairy old tat) in a joyful moment of budget antics. All are priced somewhere between £19.99 and £24.99 and include: *Dragon's Revenge* (*SP* 51, 79%), *Gauntlet 4* (*SP* 48, 73%), *The Lawnmower Man* (*SP* 61, 68%), *Hard Drivin'* (never reviewed, but kack), *Kawasaki Superbike* (*SP* 66, 25%) and *Ms. Pacman* (which, again, we never reviewed, but it's okay).

➤ After they've finally released *Crimewave* (hopefully around about July/August), Domark have another two games planned for us. *Deathtrap Dungeon* should be released in November, along with *Total Football* – the 32-Bit version of the okay Mega Drive footy game originally published by Acclaim.

➤ Fans of Brigette Wilson will be chuffed to hear that work has started on a new *Mortal Kombat* movie. Taking off straight from where the first film ended, the sequel will, no doubt, feature much more of the same high-kicking shenanigans.

➤ The long awaited *Heart of Darkness* from Virgin will now be published by Sega. Expect a release later in the year. It's good. Apparently.

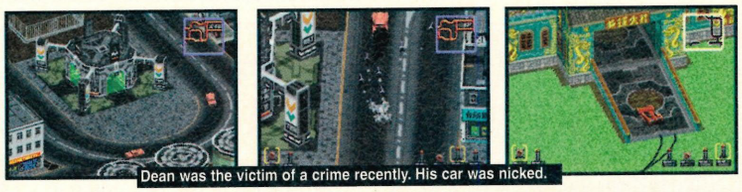
### Flashy bike winners

**Matthew** who keeps ringing up, sorry mate it isn't you. On a happier note though, **Daniel Malin** from **Leamington Spa** and **Ryan Johnson** from **Bracknell** should soon be smiling when the postman tries to insert a new bike into their respective letter-boxes. Hurrah... and that.

# Domark's Crimewave

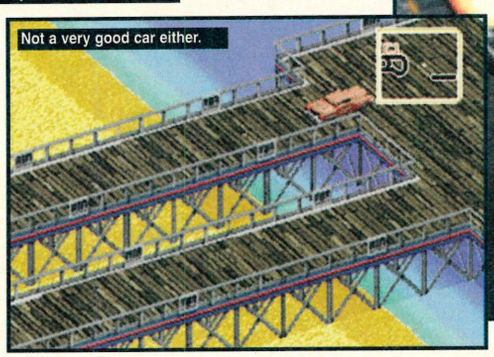
Crimewave • Saturn • July/August

Now this sounds quite interesting. *Crimewave* from Domark claims to be a '3D-isometric-car-chase-bounty-hunter-get-to-the-enemy-kill-the-enemy-collect-the-bounty (breathe)' type of game, and who am we to argue. We saw a very early version of this and it shows promise. Much like *Grand Theft Auto* from BMG, it should help to make driving games a bit more varied. And good.



Dean was the victim of a crime recently. His car was nicked.

Certainly not a good as this one.



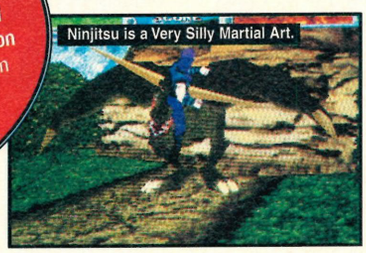
Not a very good car either.

# Ginger ninja

Ninja • Saturn
November

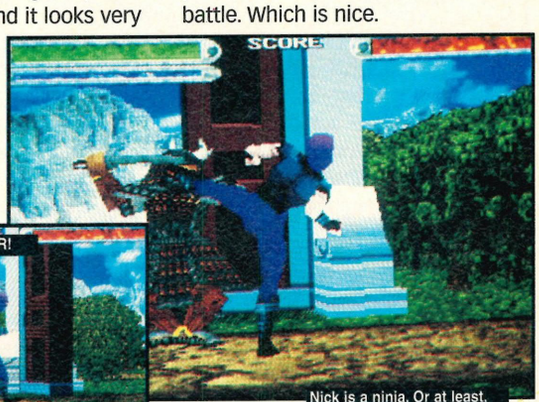
*Ninja* from Core Design looks set to halt a few pacemakers when it appears later on in the year. It's a pure arcade/adventure set over 15 levels, with *Virtua Fighter*-style graphics and an amazing 50 moves and attacks.

We've managed to get a peek at an early version and it looks very promising indeed. You make your way through the levels and every now and again an enemy will appear to challenge you in a *VF*-style head-to-head battle. Which is nice.



Ninjitsu is a Very Silly Martial Art.

I am a ninja. HEAR ME ROAR!



Nick is a ninja. Or at least, he'd like to think he was. Such is the state of his life.

## In development

Here's another run-down of some of the wonderful (and not so wonderful) games due for release by our friends at the software companies. And Acclaim.

### Acclaim

We'd truly love to be able to tell you what this huge company are releasing over the next few months, but seeing as their phones seem to be permanently engaged and no one ever returns our calls, this is a seemingly impossible task. I did find out from Probe, though, that *Alien Trilogy* should be ready in a week or two; expect a release sometime around the end of June/beginning of July. Oh, and they won't be doing any more 16-bit titles any more. Sorry.

### Domark

Domark have been very quiet on the console scene over the past year or so, concentrating on developing for the PC side far more. Now, though, they're back with a vengeance with three new Saturn titles announced and more in pencilled in for this year.

*Crimewave* ..... July/Aug
*Deathtrap Dungeon* ..... November
*Total Football* ..... November

### Infogrames

After *Alone in The Dark* (reviewed this month) expect a couple more releases from them before the summer; the long-awaited *Tin Tin* for the Mega Drive and *Chaos Control*.

*Alone in The Dark 2* ..... May
*Chaos Control* ..... July
*Tin Tin* (MD) ..... July

### Time Warner

Although bigger things are expected from Time Warner, the only confirmed release is the

# The Useless Product of The Month!

The Gardener's Swiss army knife

Think of the most bizarre country in this global Earth village, then think about what they've given us: Sushi, Manga, the Saturn, Mr. Joe, Sonic; the list is endless. Almost. We are, of course, referring to our Japanese friends.

Their latest crazy-bonkers invention, is the Gardener's Swiss army penknife. It's similar to a penknife but miles bigger.

You use it and you look and feel like a dwarf. It's got ten extendable gardening tools and you break your back the minute to try to remove the slightest troublesome weed. It's about as useless as a Chocolate hot water bottle and as practical as a waiter with crabs.

We've snuffled our dirt-covered snout through more tat over than you'd care to imagine, but we can honestly say that in all our travels, we've never come across anything so pointless. Easily the Ultimate Useless Product of The Month. Ever.

The X-Files • Saturn • Autumn

# The truth's out there

Fox Interactive have the joyous advantage of some of the best licences available. With *Die Hard Trilogy* out in September and *Alien Verses Predator* on the way, we can excite you further with the news that they're working on a Saturn game of the hugely and strangely popular *X Files*. Yes, the dumb and dumpy duo will be entertaining a selected few of you people sometime later in the year. Expect a storyline about alien abduction and monsters with yellow eyes that live in sewers.

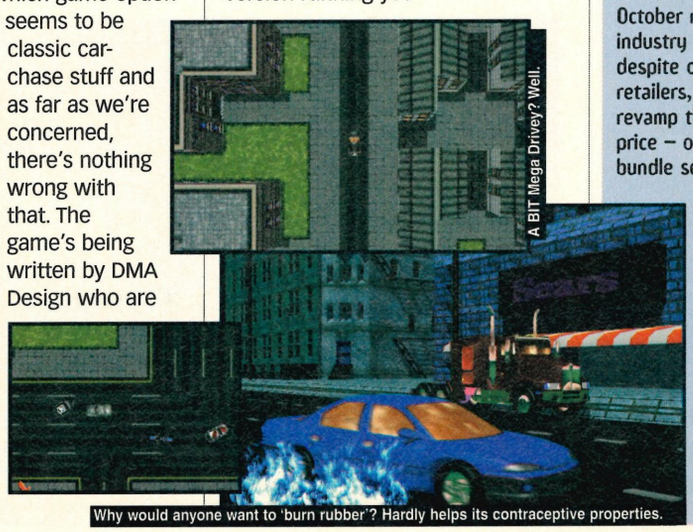
Man, what a hip dancer.

# Steal wheels

Grand Theft Auto • Saturn

October

It's a 2D driving game that has you racing through the streets of one of three cities, avoiding the police or trying to catch the baddies – depending on which game option you choose. It all seems to be classic car-chase stuff and as far as we're concerned, there's nothing wrong with that. The game's being written by DMA Design who are better known for *Lemmings*. The graphics do look a bit Mega Drivey at the moment but we're scared to comment fully as we haven't seen a version running yet.



A BIT Mega Drivey? Well.

Why would anyone want to 'burn rubber'? Hardly helps its contraceptive properties.

perennial *Primal Rage* for the Saturn.

*Primal Rage* ..... June

US Gold

Having secured the Olympic licence, US Gold are making the most of it with three games boasting the Atlanta stamp of approval. We've seen *Olympic Soccer* and it gets a small first look in this issue but the rest of them remain a bit of a mystery. A preview of *Olympic Games* should be ready for next issue.

*Olympic Soccer* ..... June
*Olympic Games* ..... July
*Olympic Basketball* ..... Sept

# Mark Ramshaw

**Sega's new brighter, whiter Saturn comes under the spotlight...**

**Things are afoot at Sega. Smarting from their initial defeat at the hands of Sony's PlayStation, '96 has seen a revitalised Sega pushing harder and more aggressively than ever before.**

Sega are talking with genuine confidence about the next round of Saturn releases and are finally closing in on Sony in terms of machine sales. Sega's universally-praised decision to offer their 32-bit wonder at the price of £250 during April has given it another generous push, and now we have a re-engineered Saturn to look forward to. A new colour, a new internal design, and – in Japan at least – a new price. Already launched in the Far East, Sega shipped in incredible 70,000 units in the first four days of release.

A new price in Japan doesn't necessarily change things for the UK, however. Mark Maslowicz at Sega explains: "It costs 20,000 yen in Japan, which is around £125, But you have to remember that in Japan retailers make very little money on hardware. So there's a very small retailer margin, and no VAT – these factors can add thirty or forty percent straight away. Over in the UK we also have to cover import duties and cost of freight."

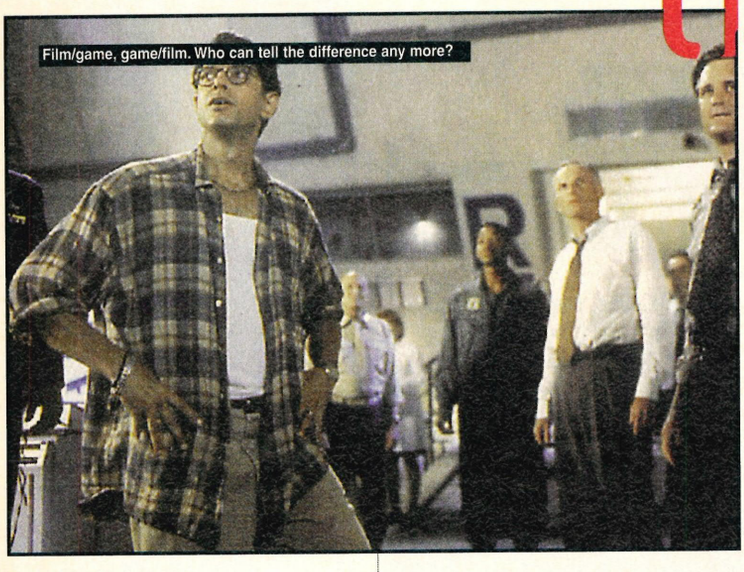
Sega are keen to play down the importance of the new machine. In the UK, it'll even sport a black case like the original. "The changes are mainly internal," stresses Maslowicz. "The new model is simply much easier to manufacture, and so will enable us to maintain the retail price at £250 beyond April rather than allowing us to lower it any further."

A definite release date has yet to be set, though a September/October release has been mooted by industry insiders. At the moment, despite calls from high-street retailers, Sony have no plans to revamp their machine or lower the price – opting to stay at £299 and bundle software. But there's no doubt that a price drop from Sony could force Sega to rethink that £200 price point. Sega are determined not to lose the extra ground that they've gained in the last six months.

"We know that the tide is turning in our favour" boasts Sega's marketing director Andy Mee. And at the moment, it's hard to doubt him.

# Claim your Independence

Independence Day
Saturn • Autumn


Film/game, game/film. Who can tell the difference any more?

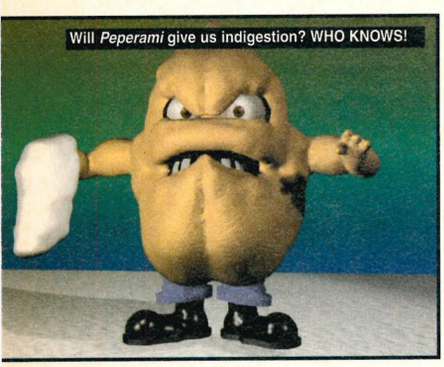
Those 'in the know' have been claiming that it's a rather special movie. It's all about aliens and the Fourth of July. It stars Bill Pullman (While You Were Sleeping) and Jeff Goldblum (The Fly) and it's supposedly like a cross between V and Close Encounters of the Third Kind. It's also a computer game coming out from Fox Interactive (via Electronic Arts) later this year.

The film's released on the ninth of August and is written and directed by the same team who gave you Stargate. The game, however, is a mystery to one and all. *Independence Day* sounds like it's going to be very big indeed. You heard it here first.

# This is now an ex-game System...

It's dead • 32X

After a lengthy spell on the life-support machine, it is with much regret and sadness that we report that the 32X has died. It began coughing up blood sometime around March 1995 and hasn't quite been the same since. Seriously, folks, the sad news from Sega is that they've stopped production of not only the 32X but also the Mega CD, the Game Gear and the Master System. If you're thinking about buying any of these consoles... don't. However, the Mega Drive is still hanging in there fine.

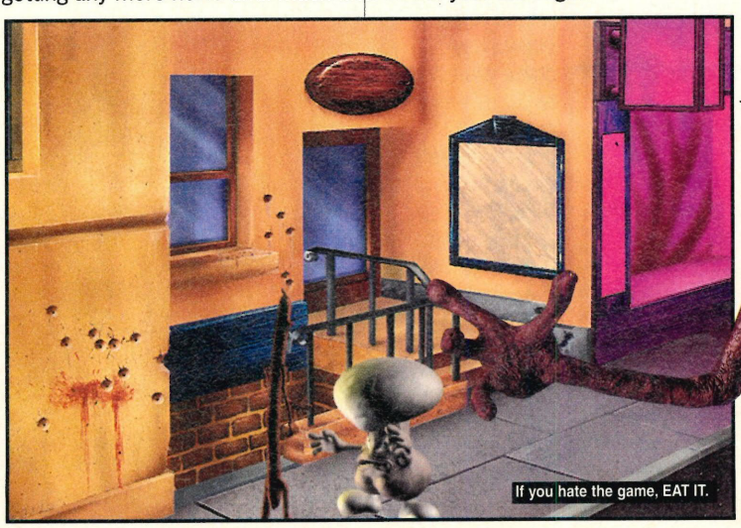

Will *Peperami* give us indigestion? WHO KNOWS!

# Big and Meaty

Peperami • Saturn • Winter

Well yes, now you can truthfully say that you've seen it all. In a desperate bid to glean a fresh morsel of meat from the rotting corpse that is the licensed game, some bright bleeder has come up with the idea of making a game based around the Peperami character.

It's a point-and-click adventure style game (like *Discworld*), but with some 3D action levels (like *Doom*) thrown in. Sounds a biiiittt strange, but the chances of getting any more news until much later in the year are slight.


If you hate the game, EAT IT.

## Mana rag

Ten more anagrams here, all for the same disputable rag. How long will it take you to guess the true name?

*me mash canine*
*cinema has men*
*me a inches man*
*ha! manic semen*
*shame, nice man*
*chase man in me*
*cash mine name*
*main acne mesh*
*menace in mash*
*ace ham men sin*

Next month we go a little closer to home with 10 more on this character... janet's so ham. Guess it, I dares you.

# Game of The Month

## Euro '96

### Sega, this issue, 90%

Well, bit obvious really. I mean, we gave it the cover, the lead feature and Nick liked it better than sex, so I suppose it had to be here really. Nope, seriously folks, *Euro '96* is everything that *Actua Soccer* was and much, much more. The use of polygons over sprites means that *Euro* looks and feels much more realistic than the jerky sperky sprites of *FIFA*. In fact, it makes the EA game look, well, a bit crap. AND it ties in with the Euro Championships this summer. Sounds good enough to us.

Yes, very good. With polygons as well.

# Out now

### Shellshock

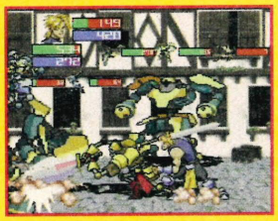
**Saturn, Issue 79, 87%**

It's another shooting game from shooting game experts Core Design, except this time you get to view proceedings from the inside of an tank. Built around the *Thunderhawk 2* 3D engine, graphics glide their way by smoothly, explosions boom reassuringly but unfortunately, there's only one game view available. However, there are around 25 missions of variable difficulty.

### Brian Lara '96

**MD, Issue 79, 85%**

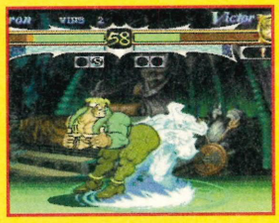
If the trials and tribulations surrounding the wretched English cricket team haven't made you want to give up cricket for good (and believe us, this 'England are crap' business has been going on for a good 10 years now), then this Codemasters title could be just for you. Based on last year's smash, this offers World Cup, and County options over the original.



### Guardian Heroes

**Saturn, Issue 78, 80%**

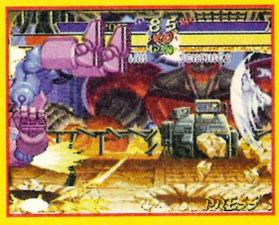
I wasn't impressed with this Sega effort but then again, I never was a real big fan of the *Streets of Rage* style of game. The graphics were fair to middling and there was certainly enough characters to choose from (a total somewhere in the forties), but we just thought it was a bit, dare we say, too 16-Bit for this new Next Generation market? I think we dare.



### Night Warriors

**Saturn, this Issue, 90%**

Another *Street Fighter*-type affair rolls off the Capcom production line, but it's a very strong game. Set in the dank depths of the underworld, the game pits you against assorted ghosts and ghouls, with weird special moves, combos and hidden characters. And it's funny. In our opinion, it's up there with *X-Men: Children of the Atom*, which comes up next...



### X-Men: COTA

**Saturn, Issue 76, 90%**

*X-Men: Children of the Atom*, to give this its full space-eating name, is yet another Capcom beat-'em-up based on the *Street Fighter* engine. Bright, colourful graphics, fast gameplay, imaginative special moves and of course, the characters from our favourite mutant superhero team, all add up to make this an excellent 2D beat-'em-up. One of the best currently around.

# Charts

No real surprises here. *Wipeout* has gone straight in at number one in the Saturn chart and *Toy Story* has drifted feather-like onto the soft duvet top of the Mega Drive chart. As for us, we want our *Nights*; we've played it and it's the best thing since Debbie Anderson from 3B started playing netball.

### Saturn

| | | |
|---|---|---|
| 1(NE) | *Wipeout* | Sega |
| 2 | *Virtua Cop* | Sega |
| 3 | *Sega Rally* | Sega |
| 4 | *Virtua Fighter 2* | Sega |
| 5(NE) | *Magic Carpet* | Sega |
| 6 | *FIFA Soccer '96* | Electronic Arts |
| 7 | *F1 Challenge* | Sega |
| 8 | *Worms* | Ocean |
| 9(NE) | *Wing Arms* | Sega |
| 10 | *Sim City* | Sega |

### Mega Drive

| | | |
|---|---|---|
| 1(NE) | *Toy Story* | Sega |
| 2 | *FIFA Soccer '96* | Electronic Arts |
| 3 | *Sonic & Knuckles* | Sega |
| 4 | *Sonic 2* | Sega |
| 5 | *Ecco 2* | Sega |
| 6(NE) | *Australian Rugby League* | EA |
| 7(RE) | *Dynamite Headdy* | Sega |
| 8 | *Mickey Mania* | Sony |
| 9 | *Micro Machines '96* | Codemasters |
| 10 | *Psycho Pinball* | Codemasters |

### *Sega Power's* Most Wanted

| | | |
|---|---|---|
| 1 | *Nights* | Sega |
| 2 | *Tunnel B1* | Ocean |
| 3 | *Doom* | GT Interactive |
| 4 | The £200 Saturn | Sega |
| 5 | *Loaded* | Gremlin |
| 6 | *Viper* | Ocean |
| 7 | A nice holiday | Anywhere |
| 8 | *Virtua Fighter 3* | Sega |
| 9 | *Destruction Derby* | Sega |
| 10 | *Exhumed* | BMG |

The Saturn and Mega Drive charts are the copyright of ELSPA (which NOW stands for Each Lettuce Stands Particular Assault) and are lovingly crafted by small Swiss men at...

ChartTrack

# Price round-up

This month's price winner looks like Electronic Boutique in Bath ☎ (01225) 464164 with an amazing £10 off *Toy Story* and *Sega Rally*. Unfortunately, when we asked them about *Micro Machines 2 '96* and *Thunderhawk 2*, they'd sold out of both. Never mind.

| | Electronic Boutique | Game Ltd | HMV | Dixons | VGC |
|---|---|---|---|---|---|
| *Toy Story* (MD) | £32.99 | £39.99 | £32.99 | £44.99 | £49.99 |
| *Sega Rally* (Saturn) | £39.99 | £39.99 | £49.99 | £49.99 | N/A |
| *MM2 '96* (MD) | N/A | £24.99 | £34.99 | £24.99 | £44.99 |
| *Virtua Fighter 2* (Saturn) | £44.99 | £49.99 | £49.99 | £49.99 | £49.99 |
| *Thunderhawk 2* (Saturn) | N/A | £44.99 | £39.99 | £44.99 | £44.99 |

# Contacts

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

They're DUMB. They're HUNGRY.

They've killed more cows than B.S.E.

# THE HORDE





Available on SEGA SATURN™

So waste 'em with bombs, your sword or even archers. If you don't, these demented hordings are gonna devastate the village you've built. With killer 3-D texture-mapped characters and backgrounds as well as 35 minutes of video, it's no wonder The Horde has been critically acclaimed by everyone with a pulse - and an appetite for destruction!

90% Sega Saturn Magazine-
"Buy It"

87% Mean Machines -
"An in-depth game both compelling and addictive"

For Ages - Pour Ages - Para Años - Für Jahre - Per Anni
3-10 ✗ 11-14 ✓
15-17 ✓ 18+ ✓
ELSPA

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CRYSTAL DYNAMICS

# Japanese News

*Hello my new friends, Mr. Joe here again; bringing you all the best news from Japan that a human can possibly find with their own two hands. Things have been really crazy over here at the moment. Everyone's still talking about Virtua Fighter 3 all the time and the new redesigned Saturn is selling better than anything.*

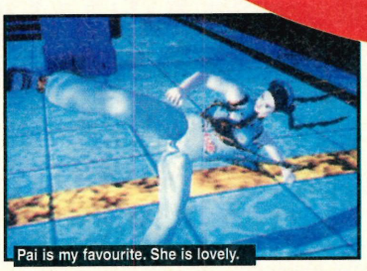
*Anyway, I do hope you like my column, and if you do, write to Sega Power and tell them. The more you like me the longer I stay.*

## Virtua Fighter 3 – Update

Arcade • November

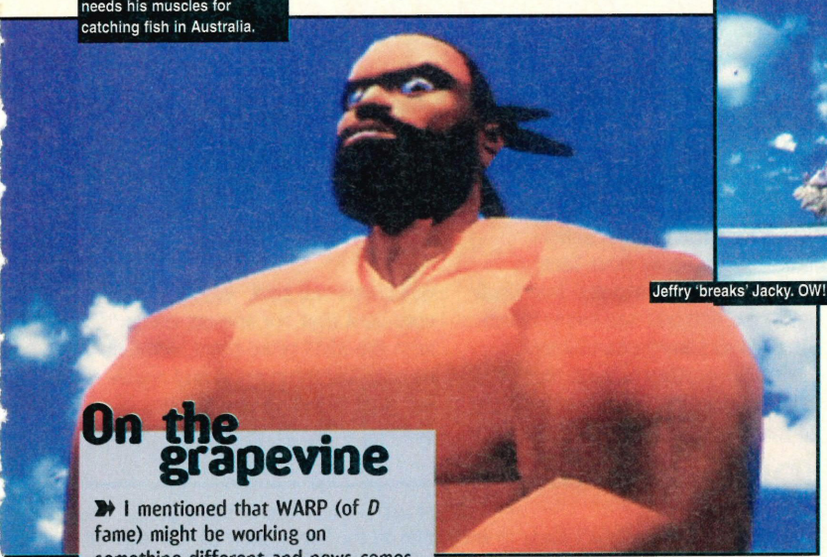
Just thought you'd like to take a peek at the very latest *Virtua Fighter 3* shots from Japan. A source close to Sega managed to find these for me and I thanked him with a shakey hand.

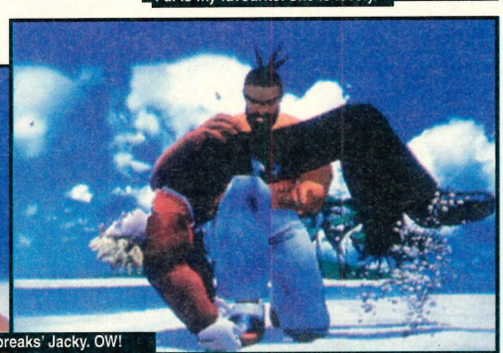
You can now clearly see Jeffry McWild (with the big muscles) and Pai Chan. She's my favourite and I like her best. It would be fair to say that people in Japan are quivering with excitement about this game and you should be too. It should be out in the arcades by November. Hopefully!



Pai is my favourite. She is lovely.

Jeffry is even more bigger than before. I expect he needs his muscles for catching fish in Australia.





Jeffry 'breaks' Jacky. OW!

## On the grapevine

- I mentioned that WARP (of *D* fame) might be working on something different and news comes my way that yes! They are! It's called *Enemy Zero*, it features Laura once again and it looks to be very big with fantastic *Doom*-style levels and better graphics than anything I've seen for ages. It's only on the PlayStation at the moment, but don't let that worry you as a Saturn version will be out soon.

- If you've bought *Victory Goal '96* from your importers, then you might just like me to tell you that there's a soundtrack album available for it. The music's great and my Uncle had something to do with it, but I cannot tell you what because he would be cross and silent.

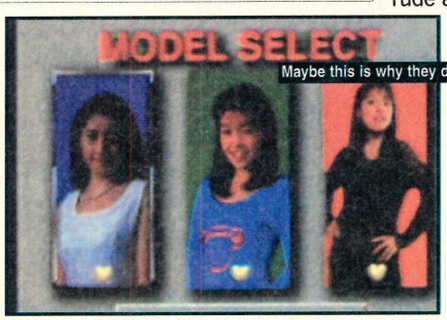
- Some new games that I've seen in the shops here and are good are the *Gradius Deluxe Pack* (which went on sale on the 29th of March over here) and an excellent couple of RPG's, *Dragon Force* and *Snatcher* (which also went on sale on the 29th of March). The Japanese version of *Snatcher* features some scenes of rude things that the Americans don't want – but we do.

## Oh Dear

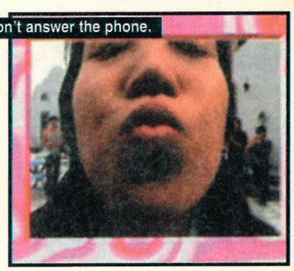
Virtua Photo Studio • Saturn • Now

It's amazing what companies try to get away with abroad. Take Acclaim for instance, in Japan they've put their name to something very dodgy indeed.

The *Virtua Photo Studio* has you taking 'photos' of one of three models in various poses. They also dress up in some funny outfits that confused me and made me feel funny in my stomach. It's all a bit rude and is for over 18's only. You WON'T see this in England.




Maybe this is why they don't answer the phone.



## Running Out of Time

Lode Runner Saturn • Now

If your memory's good, then you're bound to remember a game called *Lode Runner*. It was out many years ago on the Atari computers and maybe a couple of other things, too.

This picture is very small but it should be able to show you that it was a platform game that was pretty basic (but not for those days). Now, though, completely better backgrounds and loads of extra levels have been included to make a very exciting game indeed. I don't know whether it'll be released over there, but I don't care because I will get my copy here.

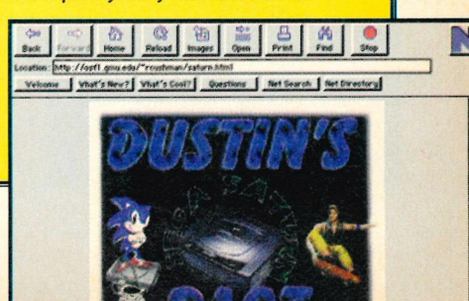
Purple platforms. Hooray!

## Site of the month!

If you've got the odd minute or two to spare between looking at the X-Files episode guides and talking to your good friends on alt.rec.spod, you might want to take our advice and look out the sort of sites that we look at when we're bored.

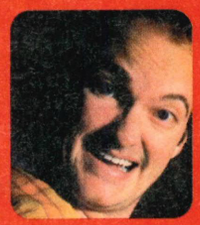
**Title: Dustin's Saturn Page**
**At: http://osf1.gmu.edu/~rcushman/saturn.html**

The good thing about Dustin's page is not only the fact that he seems to know his onions, he also manages to get in there pretty early with most of the current Sega gossip. A lot of the stuff he gets is from other Internet sites (like IG Online), but it's handy if you want somebody else to trawl through countless sites getting the best news for you.



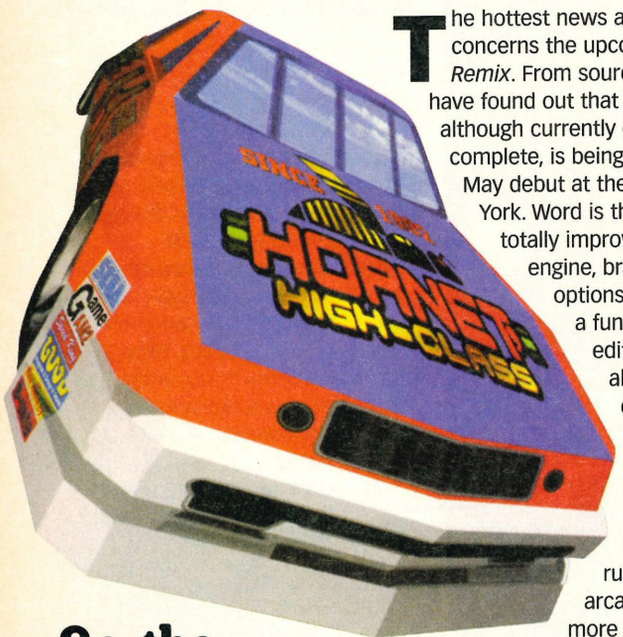
# American News

*Yeeehhhhaa! How's it going folks? Chester T. Abraham here, sniffin', pokin' and checkin' out ALL the latest news from the good ol' US of A. I love America, man. I've never been anywhere else and once you see the great games we've got coming up, you'll wish you limey dweebs were American too. Believe it, man*



## Daytona Back for More

• Daytona Remix • Saturn •




The hottest news at the moment concerns the upcoming *Daytona Remix*. From sources inside Sega, I have found out that *Daytona Remix*, although currently only 50% complete, is being lined up for a May debut at the *E3* show in New York. Word is that it's getting a totally improved graphics engine, brand new car options, new tracks and a funky new track editor which will allow players to create simple tracks and save them to backup memory. There have also been unconfirmed rumours about an arcade *Daytona 2* – more information on that as and when I get it.

The white Saturn. Nice!

## Saturn Hits Half-A-Million

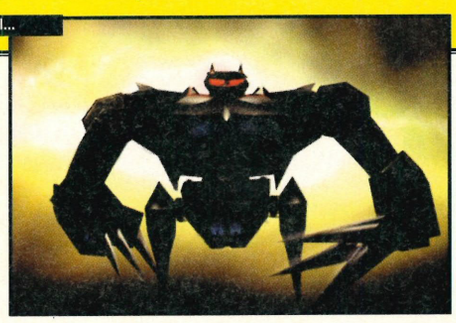
Saturn sells 500,000 in USA

Those people who say the Saturn is doing crap in America haven't seen the latest sales figures. Sega USA's boss Tom Kalinske has just revealed that Sega have sold 500,000 Saturns in North America to Sony's one million PlayStations. He promised that Sega will be delivering 30 in-house Saturn games this year, plus 150 third-party titles. Kalinske said, "We're confident that our line-up, combined with the $249 price-point, will help us broaden the market and reach our goal of selling one million Saturns in North America in 1996."

## Oooops!

Slight mistake last month, funky people. Looks like *Murder Death Kill* isn't likely to make it on to the Saturn after all. Can't get it right all the time, can we, eh? (*That's £20 off your invoice then mate* – Nick.)

Something you won't be seeing after all...



## On the grapevine

➤ The latest *Virtua* game to get a Saturn release will be *Virtua Stryker*, expected sometime this year. More news as I get it.

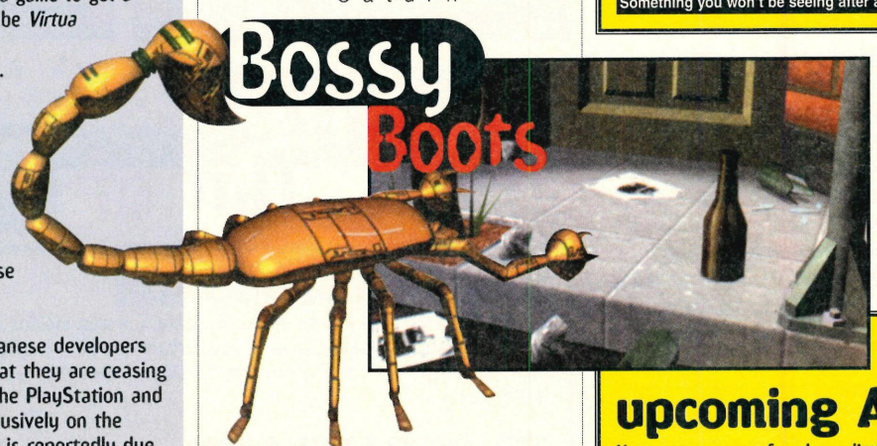
➤ *Virtua Cop 2* is now in development for the Saturn. It's looking at a release this Christmas.

➤ Warp Inc., Japanese developers of *D*, have said that they are ceasing development for the PlayStation and concentrating exclusively on the Saturn. This move is reportedly due to lack of confidence in Sony's PlayStation distribution arrangements in Japan.

➤ Fans of SegaPC will want to know that *Sega Rally* and *Daytona USA* are definitely being ported to the machine. The first title is expected to arrive as early as this June, with another 24 games expected before the end of the year.

## Bossy Boots

Adventureland • Saturn •



A game from the guy who did the Oscar-winning Special Effects for Star Wars and Ghostbusters has to be worth looking at. Called *Adventureland*, it's coming from Boss Studios, owned by SFX pioneer Richard Edlund. To be revealed at *E3*, it's a 3D platform action/adventure game – more on this next month.

## Sega Saturn upcoming American releases

Keep an eye out for these little AM babies. This is when they're expected to appear in the USA. I'll let you know more about any UK dates if I find out...

| Game | Developer | Type | Date |
|---|---|---|---|
| *Virtua On* | AM2 | Fighting | Autumn '96 |
| *Fighting Vipers* | AM2 | Fighting | Autumn '96 |
| *Virtua Fighter 3* | AM2 | Fighting | 1997 |
| *Fighting Sonic* | AM2 | Fighting | Late '96 |
| *Last Bronx* | AM3 | Fighting | N/A yet |
| *Virtua Cop 2* | AM2 | Shooting | Christmas '96 |
| *Manx TT* | AM3 | Racing | August (not confirmed) |
| *Daytona Remix* | AM2 | Racing | Autumn '96 |

# GAMEplay

# PRICE! CHOICE! QUALITY! SERVICE!

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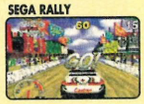
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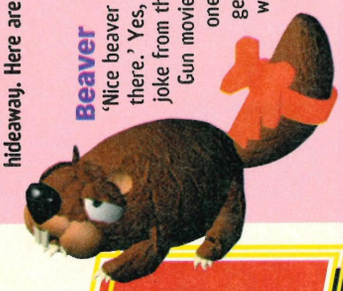
SE5(7)

## The Characters

In addition to Firo and Klawd, there's a whole team of bad guys – 30 of them – to deal with on your way to the crime boss's hideaway. Here are a few...



**Beaver**
'Nice beaver you've got there.' Yes, an obvious joke from the Naked Gun movies but this one bloke will get in the way more than he entertains.

**Boreman**
Called Boreman, he's a baddie who'll either send you to sleep with his interesting collection of holiday anecdotes, or a rather large drill.

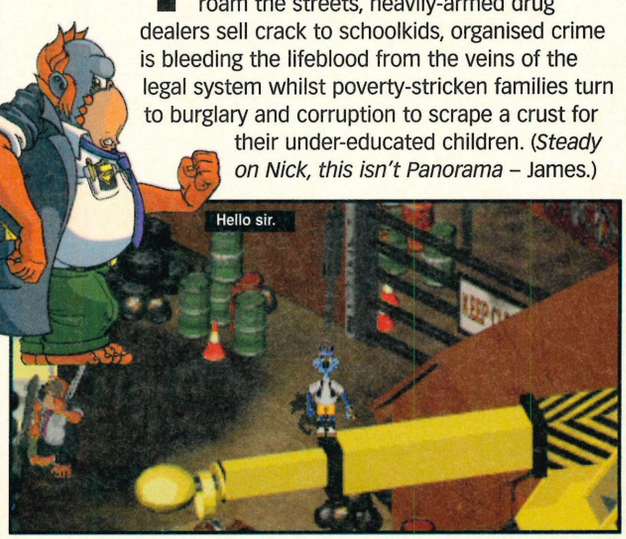
**Boss**
Is this the Big Cheese herself? You don't want to mess with any high-up member of criminal conspiracies if you know what's good for you.

**Bruce**
'Nice to see you, to see you, nice.' Yes, this guy is called Bruce, of all things. Love the gangsta outfit, bro.

# Firo and Klawd

***The idea of playing a game which involves a chimp and a cat might not appeal to all, but it's from the team that brought you* Dizzy *on the Mega Drive...***

The world is in a mess. Terror rules the neighbourhoods, ruthless criminal gangs roam the streets, heavily-armed drug dealers sell crack to schoolkids, organised crime is bleeding the lifeblood from the veins of the legal system whilst poverty-stricken families turn to burglary and corruption to scrape a crust for their under-educated children. (*Steady on Nick, this isn't Panorama* – James.)



Format . . . . . .Saturn Release Date . . .Early '97

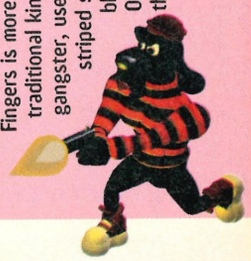
Players . . . . . .Two BMG . . .☎ (0171) 384 7500

**Bully**
Rather uncompromisingly called 'Bully' (which might give you some idea of his modus operandi). Best avoided, methinks.

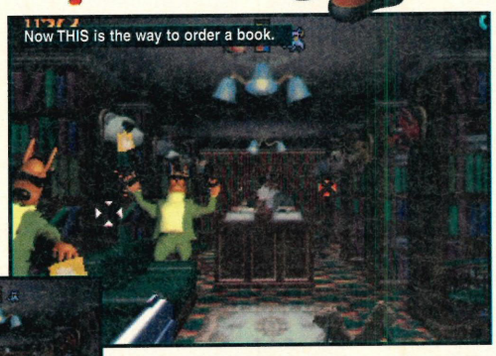
**Carol**
A 'tarty cow' is how she obviously appeared to us, although rather alarmingly, she seems to lack a couple of pairs of tits.

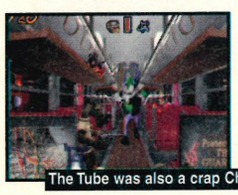
**Ciril**
Somehow, the thought of being harassed by a mobster called Ciril doesn't fill us with too much fear and trepidation.

**Fergus**
Called Fergus, this bloke may have a slightly unusual name but with that gun he's not someone to tangle with lightly.



**Fingers**
Fingers is more of the traditional kind of gangster, used to pin-striped suits and black hats. Or something.





## Who are BMG/Interactive Studios?

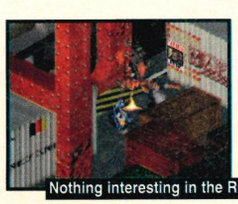
- BMG are one of the biggest publishers in Europe but are more famous for their record label, which includes signings like Lisa Stansfield, Whitney Houston, M People and saucy temptress Kylie Minogue.
- Interactive Studios have been set up by the guys behind some of Codemasters' biggest releases, including the *Dizzy* Series on the Master System, Game Gear and Mega Drive.

In the middle of a nightmarish urban battlezone like this, there's only one thing to do – send out the Precinct's best flatfoot, Firo the orange baboon with Klawd the streetwise blue pussycat. Don't ask us – you pay peanuts, you get chimps.

Although Klawd is a bit of a dodgy character (Firo has arrested him for unwittingly passing forged bank notes belonging to the Mob), luckily, Firo is one of the most experienced coppers on the beat, well used to talking the kind of uncompromising, no-nonsense language street hoodlums understand – i.e. a sudden blow of the nightstick to the back of the knees and a swift shoe to the gut.

Firo's boss back at the Precinct wants results and he damned well wants them yesterday, so he sets the duo off on the trail of the counterfeiters, to pick up clues and hopefully close in on New Yak City's (don't ask us) King of Counterfeit Crime.

The storyline to this game might be sounding a little familiar by now – it seems to bear some resemblance to 48 Hours, with Firo in the grizzled bad-tempered Nick Nolte role, and Klawd as the wise-assed, fast-talkin' Eddie Murphy. ▶



◀ Anyway, leaving that aside for the moment, the gameplay takes place in the urban wasteland that is New Yak City, as you'll see from the assorted maps printed on the page. Firo and Klawd have to battle their way through the alleyways, junkyards and building sites of the (it says here) 'Big Avocado' (can get a little wearing sometimes, Computer Programmer humour), ducking bullets fired at them from King Counterfeiter's hired muscle, and returning fire and wisecracks as they slaughter their way through the bad guys. The ultimate aim is for the dangerous duo to find a route to the King Counterfeiter's hidden mansion hideaway.

***"Firo is well used to talking in the kind of uncompromising language crooks understand – a blow of the nightstick to the back of the knees and a swift shoe to the gut, and no mistake."***

There are 16 locations to explore in eight different worlds with six first-person, 3D duck-shoots (the Subway level, is shown on this page). There's also been an attempt to broaden the game with multiple branchings affecting the way the game ends. And of course, all of this can be done either in one-player or two-player simultaneous mode.

We won't say much more about this, except to say that 'buddy buddy' videogames are an area which have been under-represented in the past. I expect this is all about to change thanks to these guys... • ***Nick***

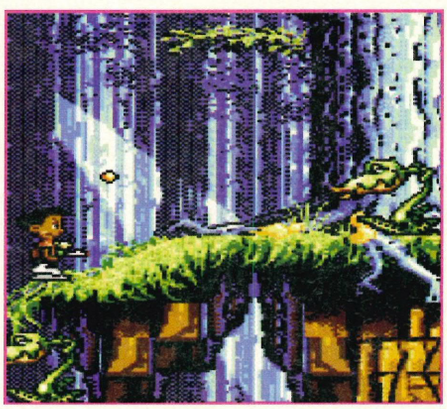
## Hey, buddy...

**Lethal Weapon, 48 Hours, Die Hard III... they've all been 'buddy' movies, but what about buddy videogames, eh?**

### Sonic and Knuckles

**Mega Drive**

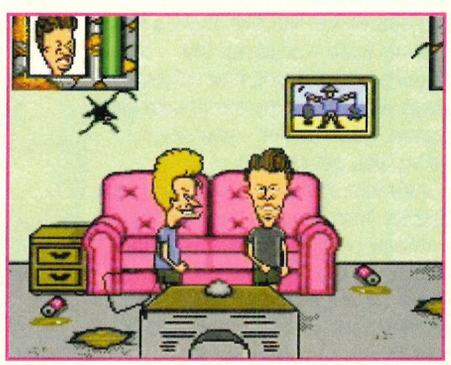
Sonic got to team up with Knuckles (who first appeared in *Sonic 3*) for the first time, in this game. Knuckles was an enchidna, Sonic a hedgehog. From such simple beginnings, a cross-species love affair was born...



### Mick and Mack

**Mega Drive**

As the Global Gladiators, Mick and Mack's job was to wander through this McDonalds' licence doing things that would subliminally remind people to nip out for a lovely chunk of grilled cow gristle.



### Beavis and Butthead

**Mega Drive**

Beavis and Butthead, the anti-heroes of the buddy-buddy world, somehow managed to get themselves into this videogame. I expect a big fat licence cheque helped. Hur hur hur, as we might have said if we cared.

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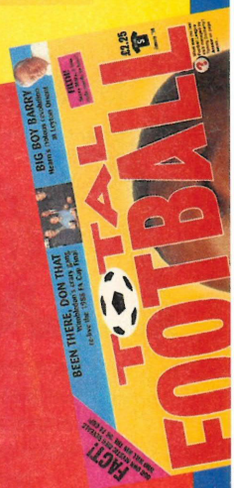

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TOTAL FOOTBALL

**SPECIAL ISSUE OUT THURSDAY MAY 16**

## It's a bit like...

**Worms**

Um, er, well, there's the original *Lemmings* but that's not on the Saturn. The only thing that resembles *Lemmings* (a bit) is *Worms*. Apart from that there really is nothing we can think of that comes close. This is one of those games that is truly original. Confusing too. On that basis you could liken it to a Physics lesson. If you really wanted to, that is.

***We already know that Lemmings are green-haired, stupidly suicidal rodents. Now though they're three dimensional. Shocking.***

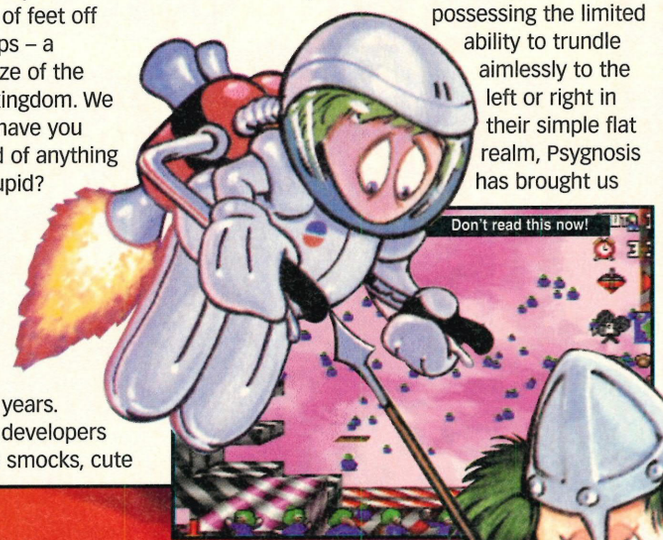
# 3D Lemmings

How a creature ever came to be so completely and utterly stupid as the Lemming, is beyond us. They're imbecilic rodents which take an unhealthy fancy to plummeting hundreds of feet off cliff-tops – a Kamikaze of the animal kingdom. We ask you, have you ever heard of anything quite so stupid?

***"Trying to control the little blighters in 2D was tricky enough, but having to cope with their mindless meanderings in a full 360 degrees is utter chaos"***

But for Liverpool-based Psygnosis this brainless creature has been a gold-mine, raking in thousands of pounds for the firm over a period of about five years. Applying a little artistic licence, the developers gave the Lemmings green hair, blue smocks, cute little Chipmunk voices, taught them how to say "Let's go!", and unleashed their madness on the world.

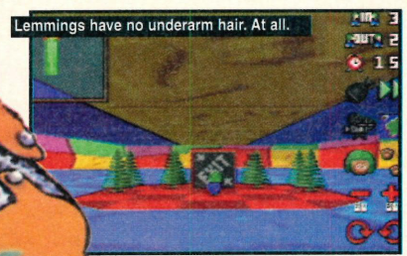
But after years as minute 2D sprites possessing the limited ability to trundle aimlessly to the left or right in their simple flat realm, Psygnosis has brought us one step closer to insanity. The Lemmings are bigger, and positively fatter, in their new, and graphically glorious, 3D environment.



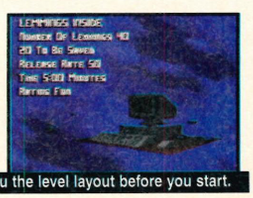

The concept behind the game is simple. You are the brains behind the brawn as you attempt to guide the creatures over various obstacles by activating their individual vocations – Blocking, Turning, Building, Digging, Mining, Bombing, Bashing, and Floating. There are tens of levels of sheer cliffs, pits, crevices, mountains, inaccessible suspended platforms, bubbling lava pools and swamps all impeding the Lemmings in their blind quest to reach safety.

So you have to think how you can best use the Lemming's talents to get you over the daunting hurdles. What do you do when the troops of Lemmings blindly wander off towards a fatal drop? You could either set a Builder in motion to create a stairway to a higher

In each level you have to save a certain number of Lemmings from the original batch released.



Nice rendered bits show you the level layout before you start.



# Smile for the camera

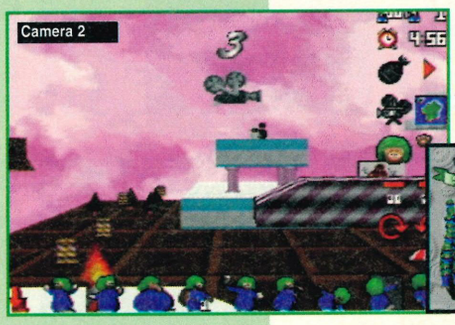
Format . . . . . .Saturn Release Date . . . . . .June

Players . . . . . .One Sega . .☎ (0181) 996 4620

There are four different cameras to make use of in each of *Lemmings 3D's* challenging levels, all of which can be toggled through quickly and easily. With a clever injection of technology all the cameras hover high above the levels and can move in all sorts of directions – forwards, backwards, left and right, as well as rotating left and right too. Fortunately you can pause the game and place your cameras in the best positions before the Lemmings kick-start into action.

## Camera One

The Lemmings fall from the brown crate. This camera angle is a bit useless in this position though, so it's now best switch to camera two...




## Camera Two

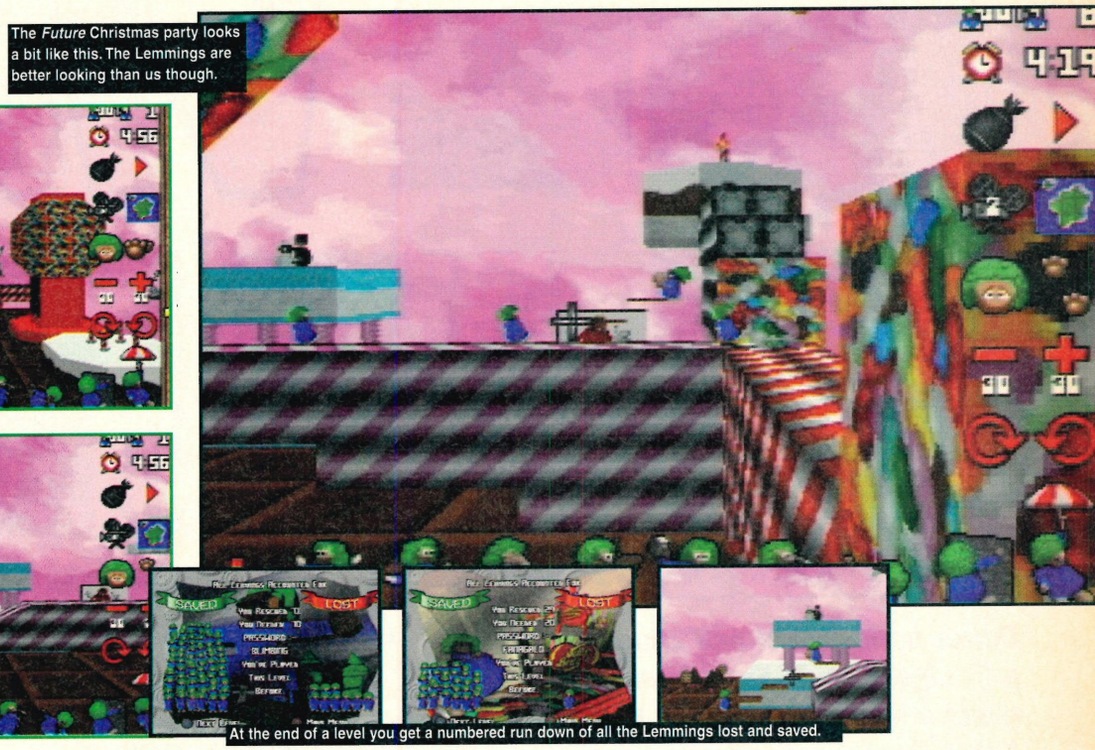
Ah, that's better. Here you can see a causeway jutting in from the right. To reach it, get a Builder to create a stairway.

## Camera Three

Once you're up on the new level you can see that the Lemms will turn off to the right, follow the causeway, collide with the wall, and then turn back towards the left. As they do so you'll have to get another Builder to create a stairway up those jagged blocks on the left if you're to reach...

## Camera Four

The Exit. If you've timed it right, all your green-haired,misfits will make it home safely. Hoorah!



The *Future* Christmas party looks a bit like this. The Lemmings are better looking than us though.

At the end of a level you get a numbered run down of all the Lemmings lost and saved.

platform (if there is one, that is), or activate a Blocker to send them back the way they came. A Digger could be used to tunnel down to a lower and safer platform, or you could simply turn them in to Floaters and let them glide down to safety (if you have the means). Get the idea?

For *Lemmings* fans of old the principal is a familiar, but it's the new graphical stance which throws a spanner of immense proportions in to the works. Trying to control the little blighters when they were 2D was tricky enough, but having to cope with their mindless meanderings now that you can rotate the environment a full 360 degrees is utter chaos!

Four camera angles allow you to view the lavish polygonal landscapes with ease, and the ability to switch between any one at any time is a blessing. You have complete control over the environment – rotating it left and right to follow your lead Lemming, zooming in to witness the action, panning out to get an overall picture of your progress. It's the Lemmings that you'll find infuriating to control...

It's unbelievable to think that a quirky little game originally released on the ST and Amiga has gone on to be one of the most classic examples of its type, taking the whole gaming fraternity in its sweaty grasp. At the end of it all we don't know who to feel more sorry for, the Lemming or the gamer! • ***Allie***

## The, erm 'Characters'

**Blocker**
If you activate this little guy he'll stand fast, refusing to let any one past him.

**Turner**
This Lemming encourages his mates to turn 45 degrees to the left, or right.

**Bomber**
Ka-Boom! No more Mr. Lemming when this guy's activated.

**Builder**
This little Lemming will build a stairway if asked.

**Basher**
This guy will bash a hole through obstacles for you.

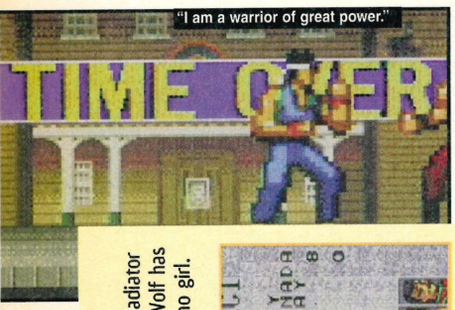
**Miner**
Lots of little diagonal tunnels can be achieved if you activate this Lemming...

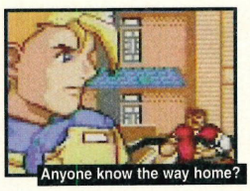
**Digger**
...While lots of vertical tunnels can be created if you choose this digger Lemming instead!

**Climber**
Obvious, really. This Lemming climbs things. Dur.

**Floater**
This Lemming can fall gracefully (and safely!) from high places.

# Virtua




**Wolf**
No relation to the Gladiator of the same name, Wolf has a ponytail but he's no girl.

**Sarah**
I used to know a girl called Sarah. Had a laugh like the bark of an dog AND was less playable than this one.

**Pai**
She's a film star being chased by a street gang. Dunno why; the game will tell you.

**Lau**
Lau's back looking for some action, so he's come to the right place.

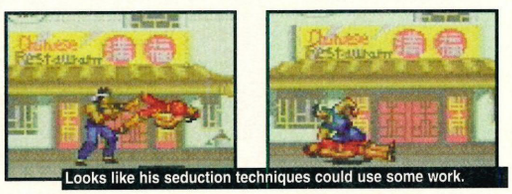
## You want some...?

There are only seven fighters in the Game Gear version (reduced from the original eight plus Dural). They look something like this...

***Douse us in petrol and chuck us a lit cigarette, if Sega haven't made a* Virtua Fighter *for the Game Gear. Stunned, we were...***

Amazingly, it's not a gag. Sega have somehow, using forces of nature only they are aware of, managed to turn this galloping Next Generation showcase into a limping 8-bit affair. It would seem, at first glance, to be akin to taking a picture of Pamela Anderson and chopping all the interesting bits off, leaving just her blank, vacuous face to stare at. Or buying the world's finest racehorse and chopping two of its legs off to fit it into a smaller box.

Actually, it's not quite as grim as all that because there's actually a decent enough reason for the way Sega have acted. This version of *Virtua Fighter* is based on a Japanese cartoon series, so the characters in the game have been based on flatter, 2D individuals, not the funky 3D stuff we've got used to from the Saturn and arcades.




But we're assured that although it looks a little on the flat side, the game contains all the moves we've become used to, plus seven of the original nine characters.

Format . . . . . .Game Gear Release Date . . . . . .May

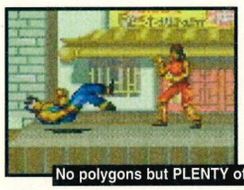
Players . . . . . .One-Two Sega . .☎ (0181) 996 4620

# Fighter

**Kage**
A ninja. In blue. Remember?

**Jacky**
The last Jacky I knew was my auntie. Only aunties are called things like that, and racing drivers.

**Akira**
The woman Akira fancies is not going to slip through his fingers. Pai has other ideas though.



No polygons but PLENTY of action.

A quick knee to the groin works for me too.

Because all the characters are based on the comic strip, Sega have decided to include a largely unnecessary comic-based subplot to the proceedings. Every now and again, the players gets treated to some incomprehensible Japanese gibberish and large anime pictures of the fighters doing whatever it is polygon-based lifeforms do when they're having a day off in 2D land.

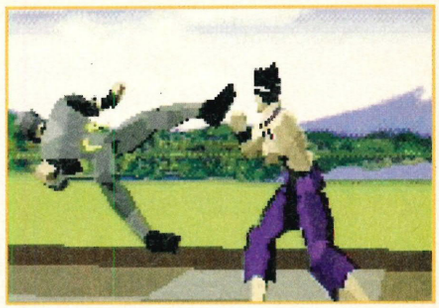
***"It's like taking a picture of Pamela Anderson and chopping all the interesting bits off, leaving just her blank, vacuous face to stare at"***

But we're not interested in all of that. How does it PLAY, eh? Surprisingly, it's not bad. Obviously, there are no swooping angles and gorgeous graphics but there are three different play sizes and most of the moves have been included. Plus there's a two-player link-up option as well.

Now, how can I tell you that we'll have a full review next month without it sounding like I'm telling you we have a full review next month? Ooops. • ***Nick***

SP

## It's a bit like...



### Virtua Fighter

Ha! Well, what did you expect us to say, eh? Obviously, there have been big changes but a lot of the moves are in the Game Gear version and you can select two 'levels of closeness' as well. So if the action seems a little small, you can zoom in. Let's face it though, the Saturn version isn't really under threat from this.

### Mortal Kombat

*Mortal Kombat* was pretty successful on the Game Gear, with most of the characters and a fair stab at the background graphics and gameplay. Bearing in mind the Game Gear's limitations, it wasn't a bad attempt at all. *Virtua Fighter* looks like interesting competition.

## All those *Virtua Fighters*, in full...

With the upcoming release of *Virtua Fighter* on the Game Gear (of all things), it seems like a good time to remind ourselves of all those other Virtua Fighters we have known and fondled in the past.

### Virtua Fighter (Saturn)

A slightly disappointing effort from Sega, this. Although it looked fairly nice, it lacked the impact it had in the arcades. There were much better versions to come...

### Virtua Fighter (32X)

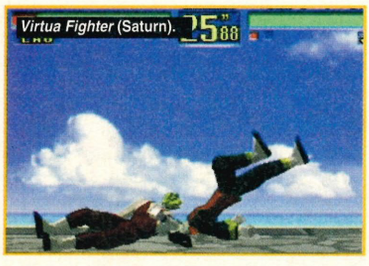
...And surprisingly, this was one of them. Up until this came out, the 32X was more or less a dead loss for games. This, an excellent effort, temporarily turned things around.

### Virtua Fighter 2 (Saturn)

After the disappointing *VF* came the stunning *Virtua Fighter 2*. Up until it came out, Sega had been having a wobbly time with the PlayStation's *Tekken* doing so well. *VF2* made it a fair fight.

### Virtua Fighter 3 (Upcoming, Arcade)

As yet, there's no sign of this on the Saturn but it's coming to the arcades this summer. Based on Sega's funky Model 3 board, this is going to turn a few heads when it finally hits the streets.

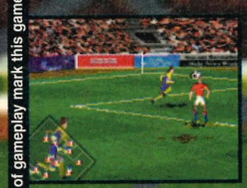


*Virtua Fighter* (Saturn).

*Virtua Fighter* (32X).

*Virtua Fighter 2* (Saturn).

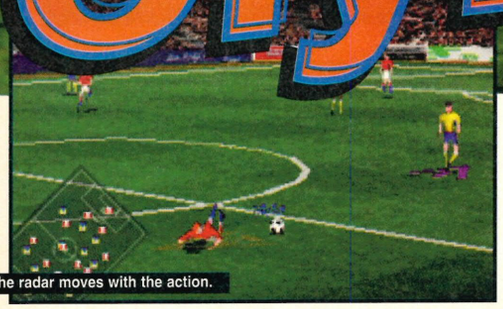
*Virtua Fighter 3* (Arcade).



Varied camera angles and speed of gameplay mark this game out.

*Strike me with a stuffed cat, it's another soccer game for the Saturn. What do you say? Thankyou, I hope.*

# Olympic Soccer



The radar moves with the action.

I didn't know soccer was an Olympic sport. And, as it turns out, neither does the England team, as nobody is turning up from this fair Isle to represent the country at this summer's Atlanta Olympics. Funnily enough, Brazil is managing to make the trip – and in style too – they're sending over their World Cup-winning squad (and I don't mean the one with Pelé in it either). So I think it's fair to assume Brazil are expecting to win a Gold Medal or eleven.

US Gold have bravely decided to have a go at the footy market too, with this licensed tie-in. Why brave? Because it's going to be up against the fantastic *Euro '96* (or *Actua Soccer* to those acquainted with the PC and PlayStation worlds).

Although we haven't fully played the game yet, we have had a quick fiddle and the thing we noticed immediately was that (at a certain camera angle) it plays far more like *Sensible Soccer* than the *FIFA*, the latter being the approach that has tended to predominate recently. In total, there are 18 different playing viewpoints – three different distance perspectives with each of these viewable from three angles on the side of the pitch. As Rod Mack, Programmer at Silicon Dreams puts it, "We wanted views that were really playable and not just gimmicks. There are many games that claim to have numerous camera angles but you tend to find that only one is playable."

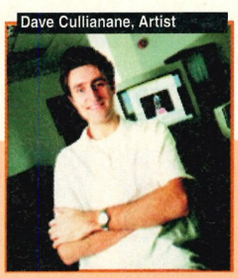
***"I didn't know soccer was an Olympic sport. And, as it turns out, neither does the England team, as nobody is turning up to represent us at the Atlanta Olympics"***

This also affects the Action Replays (of which a full minute is included) – you can alter the angle the replay is viewed from if you like, including one from inside the goal itself.

Actually playing the game itself is a breeze. There are 20 different moves including Shot, Short and Long

## Silicon Dreams

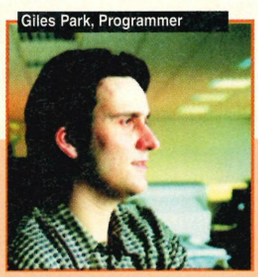
Silicon Dreams are the guys who have laboured over *Olympic Soccer* and they are confident they have a winner on their hands. Here's what they have to say about it...



Dave Cullianane, Artist

### Animation

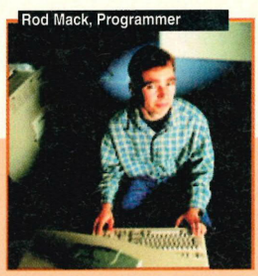
"Despite the obvious benefits of motion capture for producing realistic animation, key framing certain sequences, such as diving headers, was far more practical. In other words, we have the best of both worlds." – **Dave Cullianane, Graphic Artist**



Giles Park, Programmer

### Speed

The game runs at between 30 to 40 frames per second. The nearest competitor to Olympic runs at around 20, claim US Gold. "The result is fast, fluidly animated gameplay that is far superior to anything else we've seen." – **Giles Park, Programmer**



Rod Mack, Programmer

### AI

Full AI is included. "The strength of the Artificial Intelligence is best demonstrated when two computer-controlled teams play each other. The onlooker will see a plethora of moves and gameplay that take us shockingly close to the real thing." – **Rod Mack, Programmer**

# It's a bit like...

## Euro '96

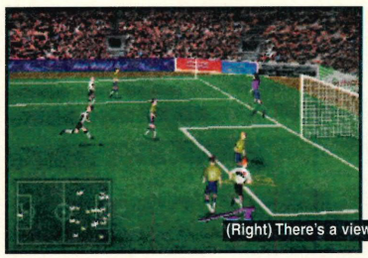
Currently the best football game on the Saturn. Graphically, it's brilliant. Gameplay-wise, it leans more towards the *FIFA* way of doing things, as opposed to *Olympic*'s *Sensi*-style gameplay. Check out page 32 for the full review.

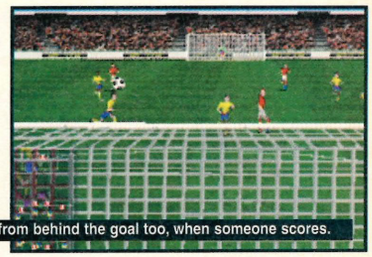
## FIFA '96

*FIFA International Soccer* marked a turning-point for console footy games but unfortunately, the Saturn version, in retrospect, left a lot to be desired. *Olympic Soccer* plays faster, is smoother and seems to be generally smoother in its execution of the Beautiful Game.

Format .....Saturn Release Date .....May

Players .....One-Four US Gold .☎ (0121) 6253366

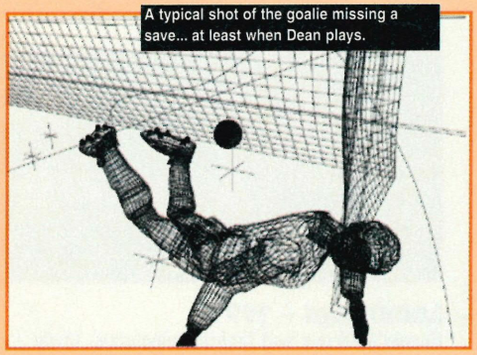




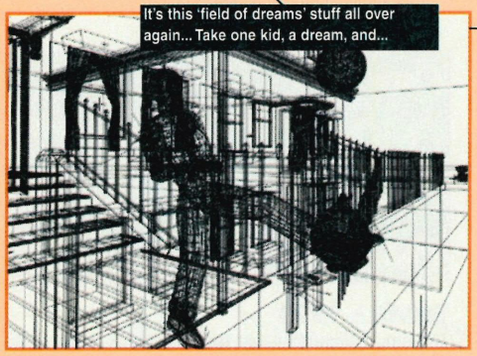
(Right) There's a view from behind the goal too, when someone scores.

# Before... and After

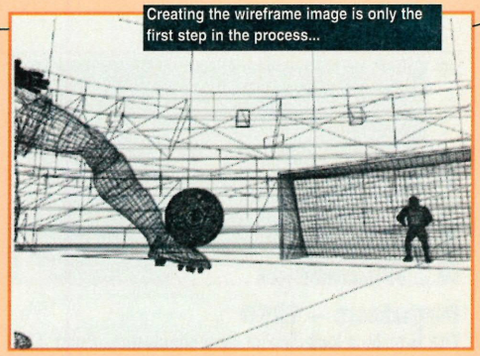
The game comes stuffed with loads of funky FMV sequences, all done on a Silicon Graphics machine. These lovely screenshots show how the basic pictures are created in wire-frame first, then rendered for the full fancy effect.



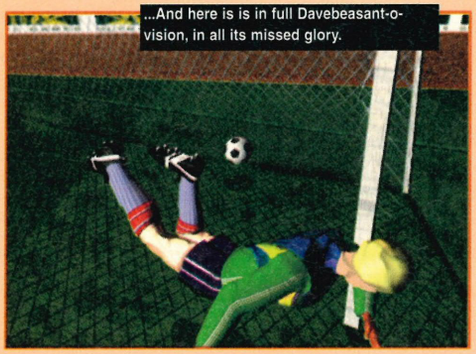
A typical shot of the goalie missing a save... at least when Dean plays.



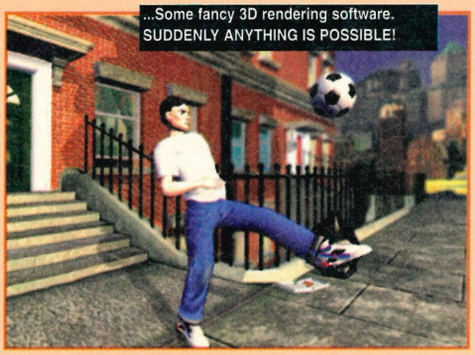
It's this 'field of dreams' stuff all over again... Take one kid, a dream, and...



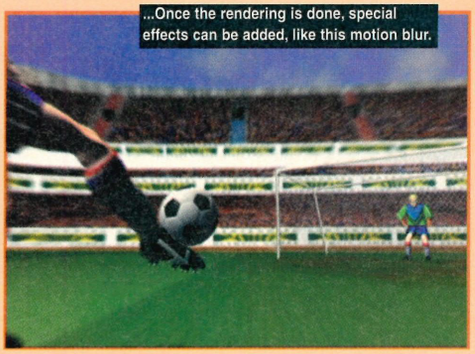
Creating the wireframe image is only the first step in the process...



...And here is is in full Davebeasant-o-vision, in all its missed glory.



...Some fancy 3D rendering software. SUDDENLY ANYTHING IS POSSIBLE!

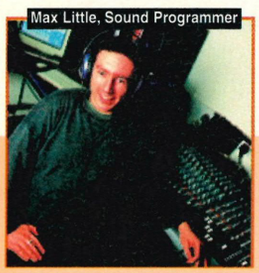


...Once the rendering is done, special effects can be added, like this motion blur.

pass, Chip, Cross, One-Two, Back-heel, Overhead Kick, Header (normal and diving), Tackles, Scissor Kick and so on. Giles Park, Silicon Dreams Programmer reckons that, "We obviously have all the moves other games have – it is a question of expanding on them, giving the player more scope and allowing complex strings of moves which are relatively easy to execute."

The game also supports eight strategy options (4-4-2, 5-3-2 and so on), 32 teams from around the globe plus a four player option, so there should be plenty of scope for outwitting even the most dangerous of opponents.

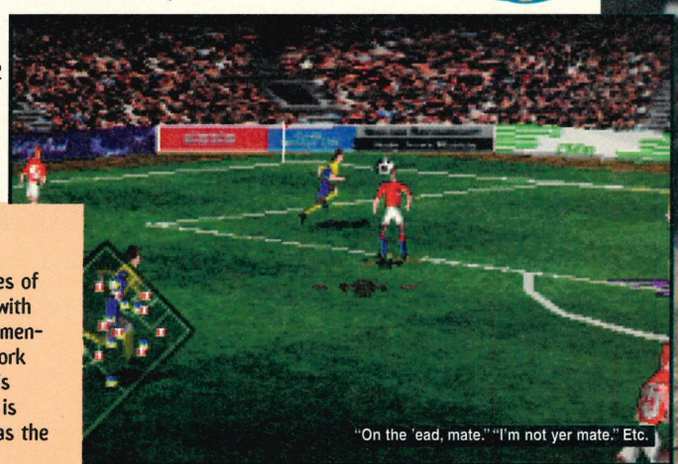
Whether all this is going to be enough to take on the mighty *Euro '96* remains to be seen although the odds are that this game will offer enough gameplay differences to beat off the competition. • ***Nick***



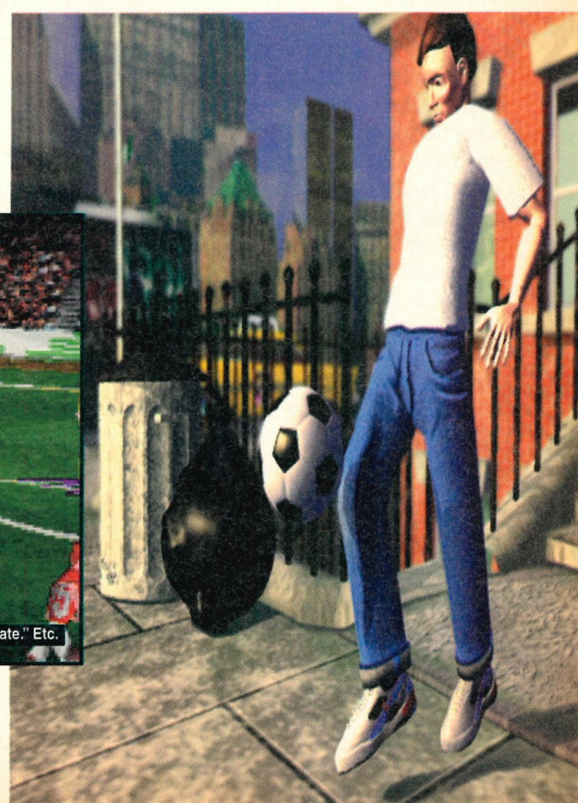
Max Little, Sound Programmer

## Commentary

There are some 2000 separate words/phrases of commentary included with the game. "Radio commentators tend to do far more talking – they have to work much harder. Since Alan [Green, from *Radio 5 Live*] is building something of a cult following in the UK and is also doing radio commentary for the Olympics, he was the logical choice." – **Max Little, Sound Programmer**

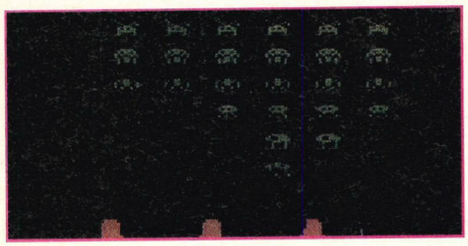


"On the 'ead, mate." "I'm not yer mate." Etc.



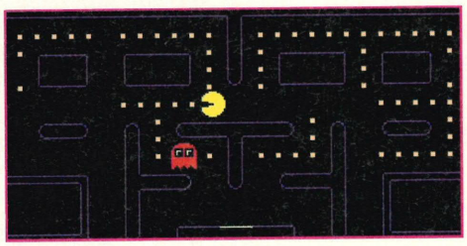
# The games that broke the mould

Over the past 20 years or so, there have been quite a few historic videogame moments. We may now laugh until our spleens rupture at most of these games but once, well, they were something...



### Space Invaders – 1979

Classed as the very first shoot-'em-up arcade game and so addictive it hurt. The Godfather **In a word:** History.



### Pacman – 1981

Although the maze never changed and the only thing that altered was the speed, Pacman was incredibly popular. **In a word:** Waka-waka-waka.

### Manic Miner – 1983

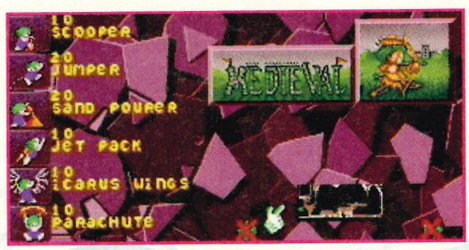
*Manic Miner* was influenced by an American game, *Miner 2049er* and is classed as the mother of all platform games. **In a word:** Arse.

### Populous – 1990

The first in a long line of God simulators. Build up your towns and defeat the computer-controlled enemy. **In a word:** Manna.

### Tetris – 1990

The only computer game from Russia that was a hit and DIDN'T contain potatoes. Nick's favourite game of all time. **In a word:** Potato.




### Lemmings – 1991

Hugely addictive and slightly humourous. Guide a gang of suicidal lemmings through a series of seemingly impossible hazards. **In a word:** Rodents.

# Retro

***Are modern games all they're cracked up to be? Should we all be paying homage to the machines of yester-year? Dean lets the truth be known...***

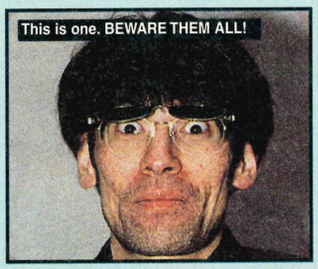
You'll be sat in a pub. You've probably had a few to drink and your mouth will be suitably loosened. What happens next is a saggy-arsed jeans boy with greasy lank hair and acne from Pizza Hut sits down next to you, picks up on conversation you had earlier about *Sega Rally* (which probably lasted about 20 seconds) and launches into a three-hour speech about the virtues of the Sinclair Spectrum and how computer games "aren't what they used to be." He'll claim that all modern games lack the simplicity and sheer playability of titles such as *Manic Miner*.

This man is, quite obviously, a particularly sad individual... But what if you're new to all this computer lark? After half an hour he could well have convinced you to flog your Saturn for £50 and go down the car booties the following Sunday looking for Commodore 64's.

Is he right? Does *Manic Miner* create a uncomplicated pleasure by its simplistic naivete? Or is it a load of hairy old tat? Come into the *Sega Power's* comforting womb-like boudoir and we'll tell you the full story...

## Know your enemy

What if you fall into the small minority of people who don't know anyone who still plays Spectrum games. How would you recognise these people? How would you know how to avoid them in a pub? The Devil lives in these people and you should be warned...




### Places to avoid:

Hull (they all seem to have been spawned there for some reason), computer shows, science fiction conventions, Forbidden Planet shops, model emporia.

### Magazines to avoid:

*ST Format, Amiga Format* back issues of *Your Sinclair.*

### Clothing:

They WILL wear T-shirts with either X-Files, cartoon characters, computers, or holiday locations emblazoned on them. Their jeans WILL have a horrible saggy pit 'round the back. Fashion to these people is not a concern of major importance.

### Mentally speaking:

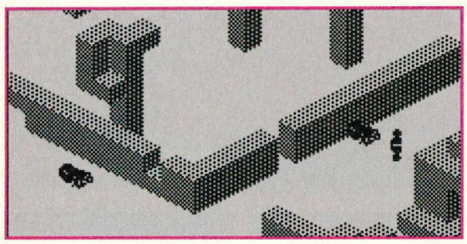
Locked in a downward spiral of monotonous tones and obsessive behaviour.Will argue the merits of Isaac Asimov and *3D Lunar Attack* until their heads explode.

### Musical tastes:

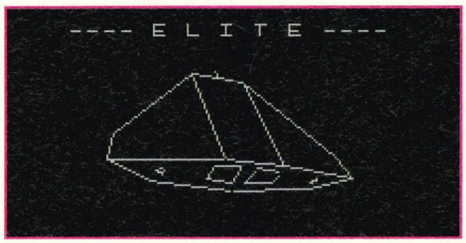
If the jukebox is playing anything by Supertramp, ELO, Yes, Dire Straights or Pink Floyd then you can be sure they've had something to do with it.

### Appearance:

Pasty-faced (lack of sunlight), acne-ridden from appaling diet and the mullet hair-style or pony-tail are always firm favourites.



### Ant Attack – 1985
Inspired by Escher and far too easy, *Ant Attack* was one of the Spectrum's finest moments. **In a word:** Strange.

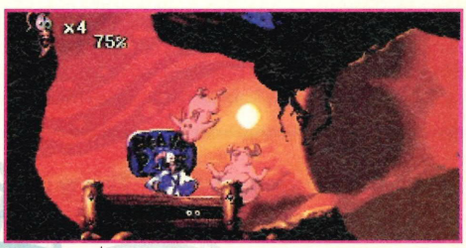



### Elite – 1985
Created by David Braben, *Elite* had you trading across the galaxy and getting involved in some of the best dog-fights yet seen. **In a word:** Anal.

### Street Fighter 2 – 1990
Made the one-on-one beat-'em-up popular. Killer special moves and anal combos made this a classic. **In a word:** Ha-do-ken.

### Virtua Racing – 1993
The first game from Sega's AM division that tinkered with polygons. Faster and smoother than anything yet seen. **In a word:** Blocky.

### Doom – 1994
Completely original and spawned a thousand monsters. Dangerously addictive. Dean's favourite game of all time. **In a word:** MONSTERS!



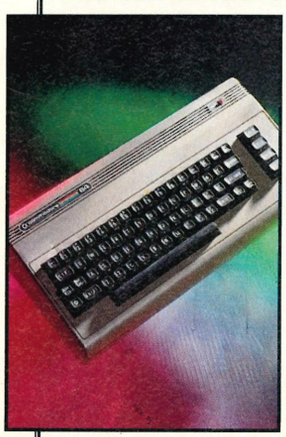

### Earthworm Jim – 1994
Ah, the finest platformer ever to grace a stinkin' Mega Drive. Bunged full of character and animation straight from Disney's scrotum. **In a word:** Worms.

# a-GO-GO

## Primitive Urges

If you seem to be under the impression that machine rivalry is 'original', think again. 'Young adults' have been pulling each others hair out since the silicon-based electroform crawled out of the primeval ooze. Before the Saturn and PlayStation it was the Mega Drive and SNES, before that it was the Master System and NES, the Amiga and Atari ST, and right at the beginning it was these two...

### The Commodore 64

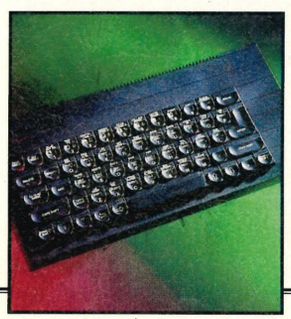


Launched as the upgrade from the hugely popular Vic-20, the Commodore 64 was, in its day, the best technology around. The finest sound and graphics chips and some fairly decent games, too.

**Highlights:**
*Uridium, International Soccer, Andrew Braybrook.*
**Lowlights:**
The dodgy tape recorder, chunky design.

### The Sinclair Spectrum 48k

We laughed at the jelly-baby keys, we pooped our pants at the ridiculous colour clash, but the Sinclair ZX Spectrum still had the last laugh by becoming the best-selling computer in the country. Everyone in the world guffawed at us crazeee Engleesh for buying something that had the power and appearance of a calculator, but we didn't care... We had *Jet Pac*.



**Highlights:**
*Starquake, Ant Attack, Jet Pac, Arcadia, Elite.*
**Lowlights:**
Colour Clash, dodgy tapes, that sound chip... BEEP!

## The conclusion

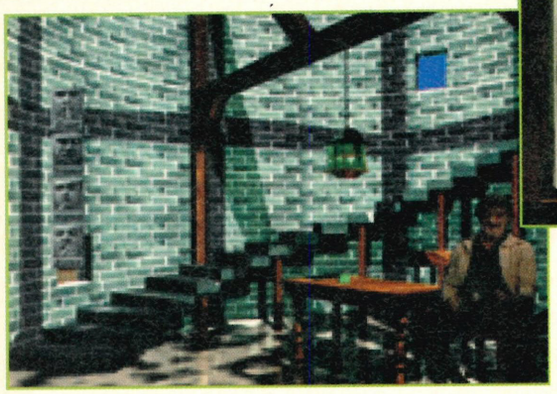
So, after all that, is it really as plain as the nose on your face? If people tell you that *Manic Miner* is the best platformer ever and that *International Karate+* runs rings around *Ultimate Mortal Kombat 3*, poke them in the eyes.

Sure it's fine and dandy to get the occasional warm glow from playing the odd game of *Schooldaze* now and again but life does have a habit of moving on. This, for your nostalgia-loving friends is called progress. It's unavoidable, sometimes cruel, occasionally unnecessary, but ALWAYS THERE. Live with it.

The best game ever written isn't *Robotron* or *3D Monster Maze* – it isn't anything. It's a personal thing, y'see? A lot of people might think that *Doom* is the best game ever but there'd still be plenty of people who couldn't see the point.

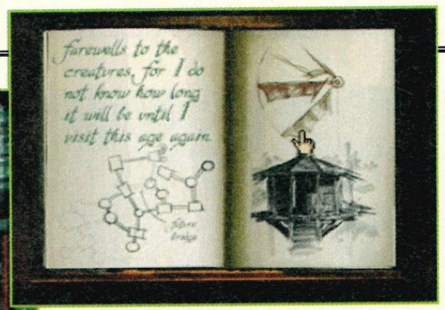
Old games might use their restricted hardware to the best of its abilities and a ground-breaking game is a ground-breaking game but answer me this, if Spectrums are so bloody good, then why aren't people still releasing games for it? I rest my case.

# It's a bit like...



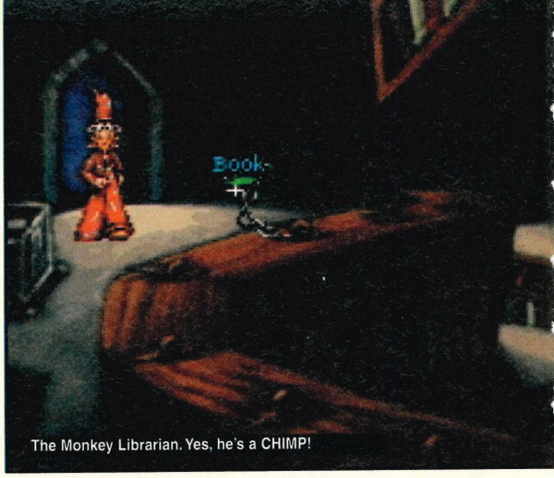
### ▲ Return to Zork

Previewed last month (issue 79) it's actually a very different type of game to *Discworld*. Whereas *Zork* is a location-by-location kind of game, following its text-adventure roots, *Discworld* allows you more freedom to roam and explore. A thoroughly more modern approach.

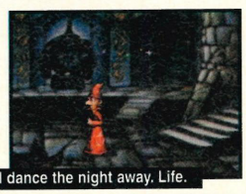



### ▲ Myst

Well again, stricly *Discworld* is the first game of its type on the Saturn but *Myst* at least has mousey-type pointing and clicking a bit like this. But again, it's all still graphics with not many of the animations found in Terry Pratchett's finest.




The Monkey Librarian. Yes, he's a CHIMP!



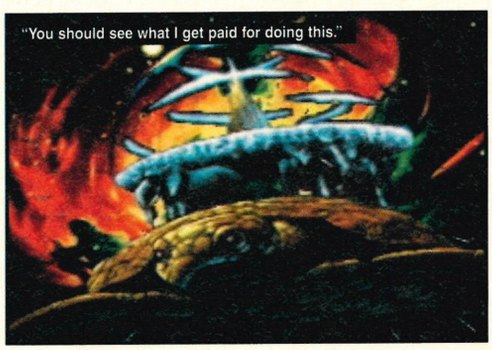
Talk to wizards, eat food and dance the night away. Life.

***If you aren't yet sick of Terry Pratchett overload, here's another piece of merchandise to add to the steadily burgeoning collection...***

With games seemingly arriving on the Saturn's doorstep more frequently than cows to an incinerator, it's refreshing to see a genre, which as yet is relatively untried on the Saturn – the point and click adventure. *Discworld* is its name, and it's based on the books by Terry Pratchett, some of the best sellers ever.

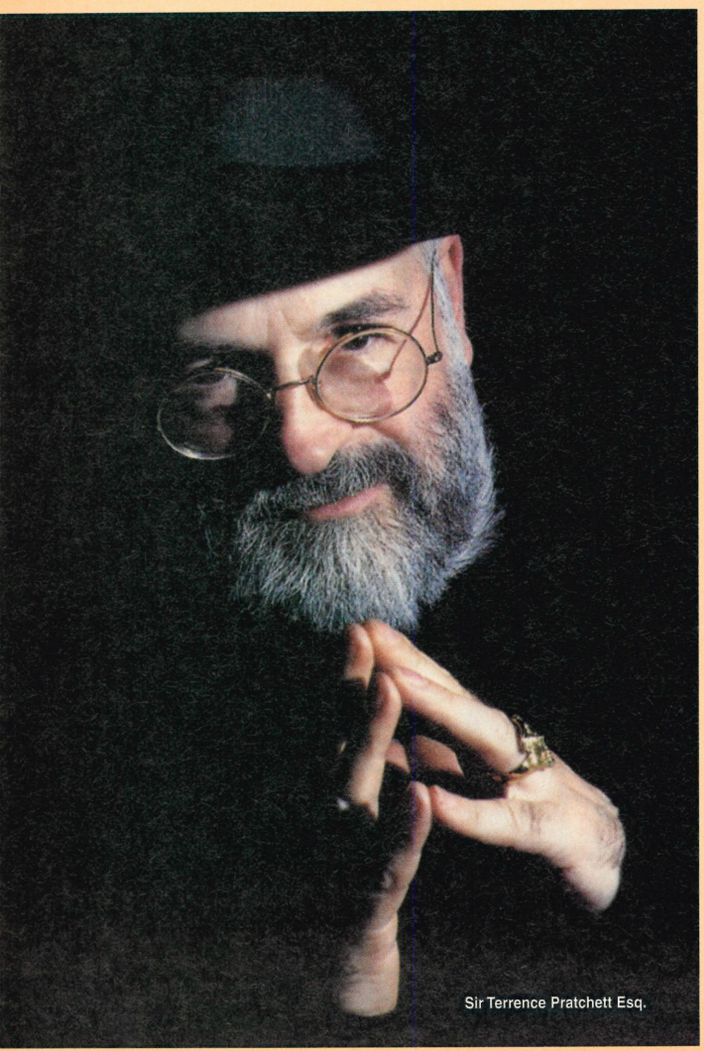
Unfortunately I've never read any of them. Apparently though, they're quite funny and 'mad'. These comical/stupid elements have been faithfully included in the game, as have many of the places, people and scenarios. Indeed, you wear the shoes of a bungling wizard called Rincewind completing missions and tasks throughout the magical land of Discworld. Which, incidentally, statfans, is a frisbee-shaped planet which rests on the back of four giant elephants, which in turn stand on the shell of a ten thousand mile long turtle that struts through space. Got that? Nor have I. Anyway, the game is bigger than Liam Gallagher's head – reputedly, it contains nearly 100 man hours' worth of playing time – and that is vast. It also contains the sprightly vocal talents of three famous men... The first is the former Monty Python star Eric

***"The game is bigger than Liam Gallagher's head – it contains nearly 100 man hours' worth of playing time – and that is vast"***



Start the tabloid hysteria! SATANIC RITUALS AHOY!

## Who is this Pratchett bloke anyway?



Sir Terrence Pratchett Esq.

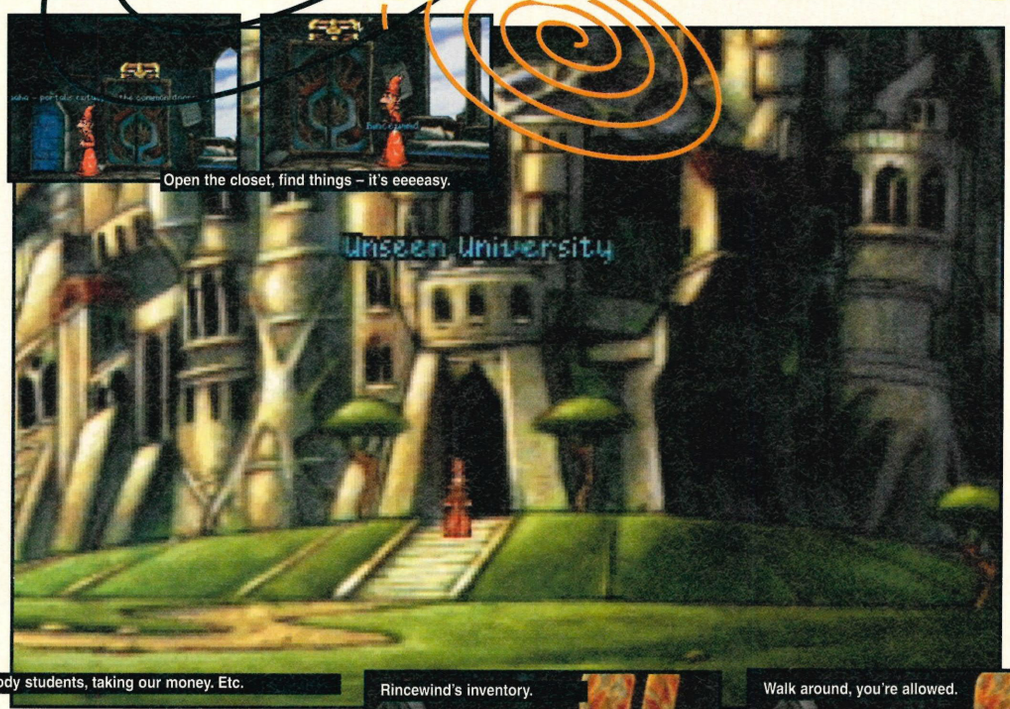
Well, he writes fantasy books which include 'The Colour of Magic' (his first book, from 1983) and 'Men at Arms' from 1993. He has a reputation for adding a certain comedy and sarcasm to the fantasy scene, which is obviously very popular, because he has sold up to 100,000 copies of his books in a month. So he's rich too. He also enjoys playing computer games, but alas, not Sega ones. No, nerdy Terry plays his games on a PC. Sad. However, I was told by an informant of mine that he did once borrow his friend's Master System and took much delight in playing Wonderboy 3. So there is hope after all. Here is some more info. on the top guy:

### Top Terry Facts

1. Terry is 48.
2. Terry has little hair on his head, but he amply makes up for that by having a big grey beard.
3. Terry lives in Cheddar, but he isn't cheesy.
4. His imaginary world, Discworld, will be 13 years old in October this year. Seems like yesterday...
5. He got the idea for Discworld when playing Dungeons and Dragons with his next door neighbour on Boxing Day 1970.
6. He used to be Production Editor of the Bath Chronicle.
7. He wears glasses.
8. He writes books.
9. I've got no other ideas.

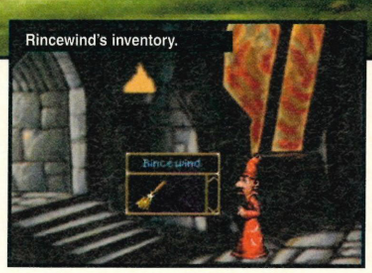
| | | | |
|---|---|---|---|
| Format | Saturn | Release Date | Out Now |
| Players | Two | Sega | ☎ (0181) 996 4620 |

# Discworld




Open the closet, find things – it's eeeeasy.

Bloody students, taking our money. Etc.




Rincewind's inventory.

Walk around, you're allowed.

Idle. The second is Tony Robinson, of Blackadder and Maid Marion fame, and last but not least, Jon Pertwee from Dr Who and Wurzel Gummage. These voices obviously add to an atmosphere which is also partly created from the colourful, eye-pleasing graphics.

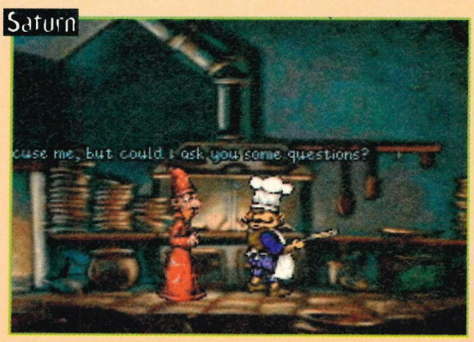
This game has been out on the PC for a couple of years now and it was rated quite highly. The PlayStation version has been out for a few months and was also well-regarded although let down by its slow loading speeds. The Saturn version's speeds have been greatly increased though BECAUSE IT'S A BETTER MACHINE, RIGHT? (Flippin' obvious.)

If nothing else, *Discworld* is looking like it's going to be the first of its kind on the Saturn. But what will it be like to play? As 70's/80's/90's pop gurus, Genesis would say, we wait and we wonder. • ***Dave***

## Saturn Vs Playstation

**The graphics and sound are the same, but the Saturn version has a much quicker loading time. Start weeping, PlayStation posse. (We can hear your cries.)**

Saturn




PlayStation

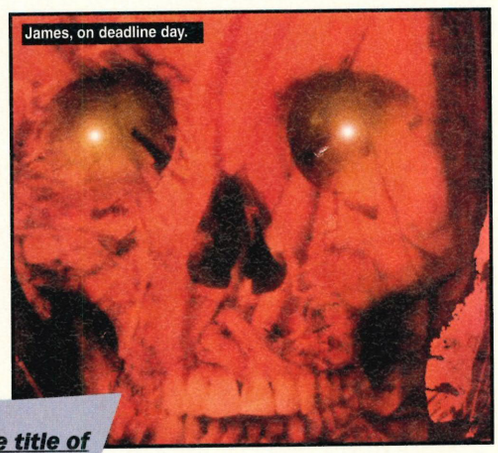
Format .....Saturn Release Date ..September
Players .....One BMG .....(0171) 384 7500

# Exhumed

***Maggots ahoy! Yes, it's a game named after a very grim practice indeed (don't try it at home kids, grandma wouldn't like it).***

When we mentioned the title of this game to Les Ellis, his eyes gleamed with the kind of unnatural enthusiasm that gets people locked away in top secret research installations, to be mercilessly experimented on by twisted government scientists. But then his life's ambition is to be raised from the dead.

So what's the story then? It's a *Doom*-style game set in an ancient Egyptian City. As far as we can tell, the ancient city of Karnak has been seized by unknown powers. This has attracted the attention of the world's military but as fast as they send armies into the city, they seem to vanish. Strange. Anyway, it's now up to you to drag yourself out of bed and get yourself on a helicopter and off to the city to find out just exactly what's going on.


James, on deadline day.

***"When we mentioned the title of this game to Les Ellis, his eyes gleamed with the kind of enthusiasm that gets people locked away in top secret research installations."***

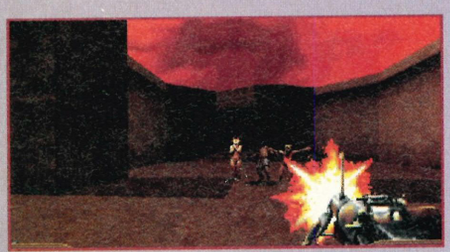
What it actually boils down to is an excuse to loose-off plenty of rounds of ammo while characters inspired by Egyptian mythology try to take you on. Forget about magic spells, just send 'em back to the spirit world with a blast from your chain-gun. Nor is it all just a matter of walking about *Doom*-style mazes – you can look up, down, jump, squat and even swim. But you'll need to find the special hidden items before you can enter certain parts of the city.

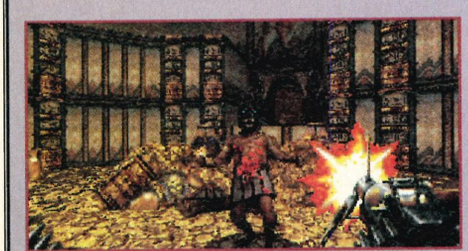
Weapons include a machete, a .357 Magnum, an M60 machine gun, grenades, a flame thrower, a magical cobra staff and something called the 'All-powerful Eye of Ra'. Which altogether makes this sound a bit like the plot to Stargate but there you go. More in the near future. • ***Nick***

## The levels

There are loads of game locations, from mountains, plains, canyons, temples, palaces, tombs and even an underwater level. Not all of these are accessible easily – for instance, you can't survive underwater without something called a Sobek Mask. You'll have to find it or large parts of the game will remain inaccessible to you.

Underwater, here. Blow bubbles, shoot fish and eat them. Lovely. What's all the fuss about?


Familiar *Doom* territory. After your fish meal, indulge in some mayhem.


"The money, it is MINE, ALL MINE. I will KILL ANYONE who gets in my way ‹cackle›."

Outdoors again, facing ancient gods and aliens. All in a day's work around here.

"I gob on you, *Sega Power* earth scum."

For that ridiculous skirt you're wearing, YOU DIE.

## It's a bit like...

### Doom

Well, *Doom* it had to be, but it exhumed is *Doom* with a difference. Yes, the basic gameplay is the same but there's more interaction with the environment, better graphics (dynamic lighting effects and suchlike) and plenty of alien and Egyptian characters. So the atmosphere and feel of the game should be quite different.

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Our magazine exists to give you information about the world of Sega gaming that is more honest, reliable, relevent and easy-to-follow

# Reviews

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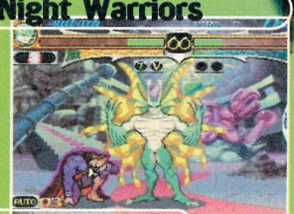
**Euro '96**
Game of the Month

Saturn

**Ultimate MK3**

Saturn

**Night Warriors**

Saturn

**Alone in the Dark**

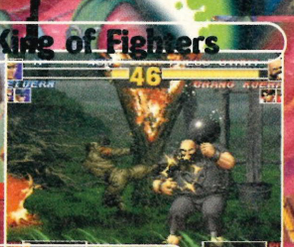
Saturn

## Reviews


32. . . . . *Euro '96* (Sat)
40. . . . . *Ultimate MK3* (Sat)
44. . . . . *Night Warriors* (Sat)
48. . . . . *Alone in the Dark* (Sat)
52. . . . . *Panzer Dragoon 2* (Sat)
54. . . . . *King of Fighters* (Sat)
56. . . . . *Shining Wisdom* (Sat)
57. . . . . *Gex* (Sat)
58. . . . . *Gun Griffon* (Sat)


**Panzer 2**

Saturn

**King of Fighters**

Saturn

**Shining Wisdom**

Saturn

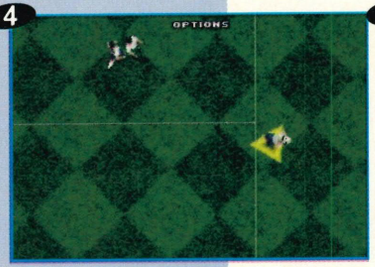
**Gex**

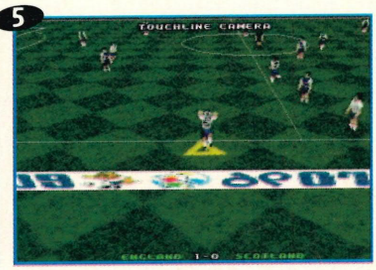
Saturn

# Euro '9

## Camera Angles

So you're watching the footy but you're bored of the same camera angle. The game's designers have thoughtfully introduced six alterable camera positions into each stadium and they look kinda something like this (take it away...)




1) Quite high on the Stadium, this one. Nice if you want to get a good view on the action.

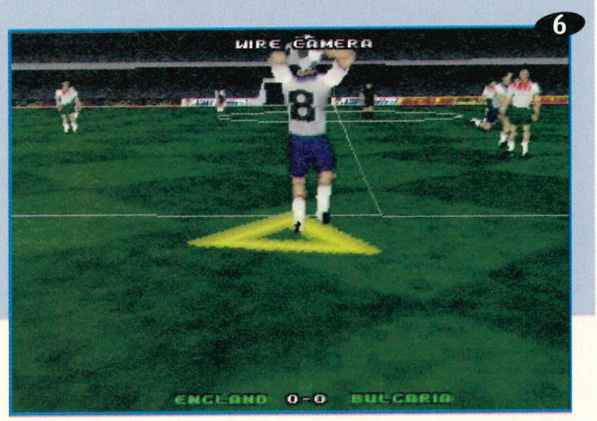
2) A view from the goal-line this one. Convince yourself you have a good seat.

3) A bit obvious this one, but it sure translates into a nice-looking screenshot.

4) A fine view of the game from overhead. Not available in real life unless you're suicidal or a skydiver.

5) A view from the touchline, this one. Bit like that old 'Match of the Day' camera we loved so much.

6) Follows you around, this one, so it's therefore the one that's most likely to be of use.




***If God played football, he'd play for Manchester United. But... he DOES! And... HE DOES! Ask anybody, they'll tell you.***

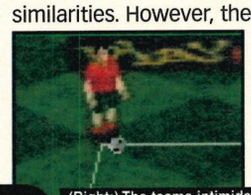
Hasn't it been good for football recently? Practically every time you turn the TV on, there's a match – the Premier League, the FA Cup, the European Cup, various England friendlies – it's been brilliant. And as a Manchester United fan, how can I not comment on the satisfaction of watching Liverpool beat girly Newcastle at Anfield, or indeed, watching Kev and his expensively-assembled dream team (nice legs lads, shame about the backbone) get stuffed by Eric 'Satan' Cantona, Peter Schmeichel and a bunch of inexperienced teenagers. Ahhhhh, the joy of it all. (Hope they win now.)

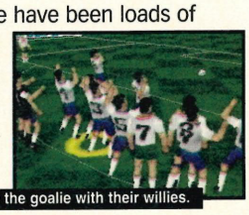
But the best is yet to come, because this summer we get to watch the cream of European football come over to England and entertain us with their dazzling, if slightly pedestrian skills. Will England beat anyone? How many members of Ajax won't be playing for Holland? And does the example of team-to-watch Croatia mean that England should introduce more live ammunition into team training? No doubt we'll all find out soon enough.

***"Does the example of team-to-watch Croatia mean England should introduce more live ammunition into team training?"***

In the meantime, if your dream has always been to play (or even watch) European football, this is probably the only way anyone who reads this magazine is going to be able to do it.

First things first, the guts of this game have been taken from Gremlin's excellent *Actua Soccer* on the PlayStation and PC, so anyone who is familiar with that should notice plenty of similarities. However, there have been loads of





(Right:) The teams intimidate the goalie with their willies.

## Complete History of Mega Drive Footy Games

Yes, it's the complete history of Mega Drive Football games, since the Saturn hasn't been around for long enough to qualify for this treatment. How many of this lot can you remember?

### World Cup Italia '90

***SP 16 45%***

The first Mega Drive football game was a licence for a competition that had finished almost a year ago. A reasonable top-down view was compromised by an extremely simplistic pass/shoot/tackle system that turned two-player games into a perpetual long ball and goalmouth scramble. No fouls either.

### European Club Soccer

***SP 31 68%***

Although *Euro Club Soccer* introduced some major new features including an isometric view, manual or automatic player selection, fouls, free kicks and replays, the gameplay still wasn't up to much. Mega Drive owners were still being footballed by the Master System.

### Super Kick Off

***SP 40 90%***

The first classic football game for the Mega Drive was a top-down, eight player affair converted from the Amiga and Atari formats. More important than the multiple ▲

| | | | |
|---|---|---|---|
| **Players** | One-Four | **Teams** | All of them |
| **Difficulty** | Normal | **Release Date** | August |
| **Price** | £44.99 | **Sega** | ☎ (0181) 996 4620 |

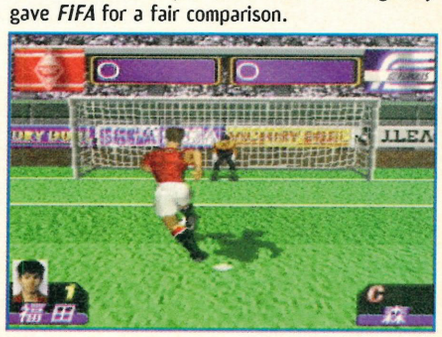
## Comparison

### FIFA Soccer

Issue 76, 85%

▲ It's *FIFA* on the Saturn

▼ But not done as well as we've come to expect In retrospect, this is not a patch on *Euro '96*. EA's Virtual Stadium technology is given a ruthless kicking from the ACTUAL stadia used in this game. Nor does *FIFA*'s polygonal graphics or gameplay stand up to the quality found in *Euro '96*. Knock fifteen percent off what we originally gave *FIFA* for a fair comparison.



### Victory Goal

Issue 66, 84%

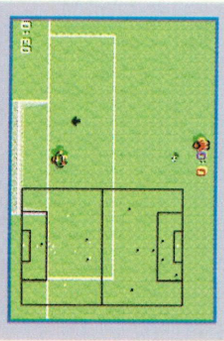
▲ Neat arcade action

▼ But a little out of date now.

One of the very first footy games for the Saturn and a pretty entertaining effort too. Very arcadey in its feel although a bit sluggish in its response time, this looks its age next to the ultra-smooth and funky *Euro '96*. But then age gets to us all. (*Nick, 27 is NOT OLD!* – James.)

(Right:) To think that kisses were once considered risqué.

◀ European Championship-based improvements – play takes place within the actual stadiums to be used in the tournament (which knocks EA's much-vaunted Virtual Stadium technology used in *FIFA*, into a cocked hat). So if you find you are playing a match at Old Trafford (to pick a random example), you'll notice all the stands are in the right place, the new third tier is there and so on. ▶



▲ options and leagues was the raw, kicking playability and the excellent AI.

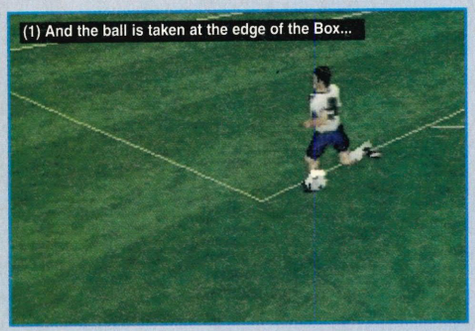
### Temco Cup Football Game

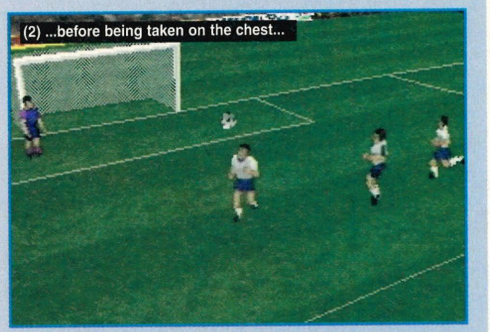
***SP 45 76%***

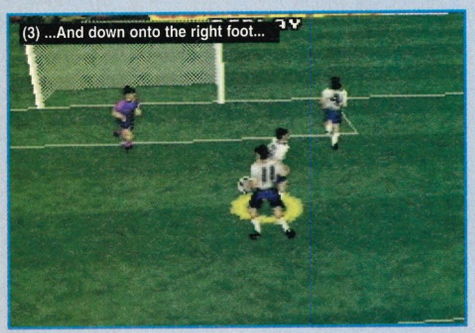
A one-off in the history of football games, *Temco Cup Football* was a cross between a normal football game and an RPG. Players' positions were represented by ▲

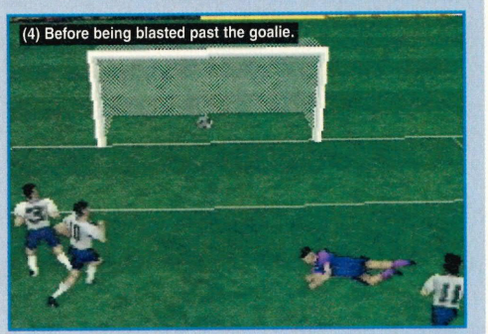
## Score Sequence

It's a football game and obviously, the name of the thing is to score some goals. And here, in 3D-render-o-vision, is one we scored earlier...


(1) And the ball is taken at the edge of the Box...


(2) ...before being taken on the chest...

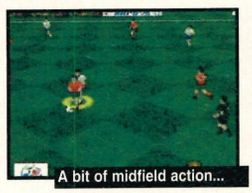

(3) ...And down onto the right foot...

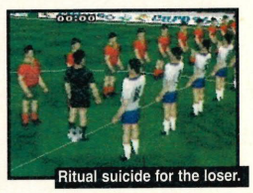

(4) Before being blasted past the goalie.

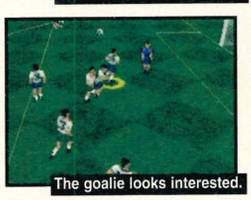
### second opinion

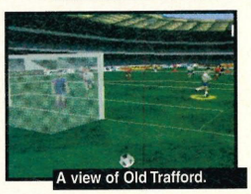
By a clever use of polygons over sprites, Gremlin have managed to create a football game with far more realism and detail than *FIFA* could even hope to give us.

Being a *Euro '96* licence does limit it slightly, in terms of the variation of teams, etc., but the game looks and plays like a dream. *Dean*


A bit of midfield action...


Ritual suicide for the loser.


The goalie looks interested.


A view of Old Trafford.

## Choose Your Teams

Before the game can begin, you have to wade through a series of selection screens, which allow you to choose your favourite country, best team from the squad of 20 (all real players too), formation, tactics and stuff like that.

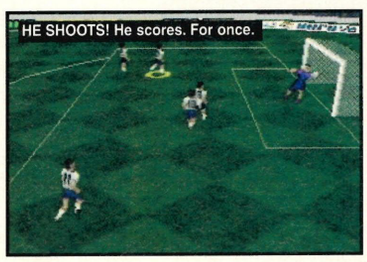
It's this quite superb level of attention to detail which makes the game stand out over the competition.

One other example of the attention to detail lies with the team squads. Not only can you select your best 11 from the overall squad of 20, but each team member will actually be playing in *Euro '96* (injuries etc. allowing). So there's none of this Saul Grasscoin nonsense found in other footy games. And you can also call up more detailed player information as well, including the age, number of caps, skills and so on. And in a final little touch, if the player's birthday happens to fall during the Championships, the game will realise it and update his age automatically. Plus playing the game is a dream. There's plenty of camera angles to choose from and the animations and speed of updates are perfect. Everything is so clear and smooth and the graphics never get in the way of the gameplay. Best of all, there's an alterable replay system with fast-forward and rewind buttons, so you can watch each frame of your build-up and strike as many times as you like. (See 'Score Sequence' box.)

***"If the player's birthday happens to fall during the Championships, the game will update his age automatically"***

While we're here, we might as well mention the excellent sound quality. We're finally starting to see the Saturn's superior sound functions come through in the latest Saturn games and the

Lovely camera angle, eh?

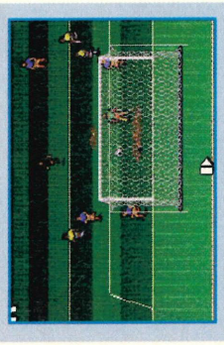

HE SHOOTS! He scores. For once.

▲ numbers on a miniature pitch and gameplay consisted of short animations with multiple choice options. A novel idea and one that almost worked, but it was too slow to capture a mass market.

### Ultimate Soccer

*SP 46* **82%**

Another soccer game to get a reasonable score and never be heard of again, *US* offered a behind the goal and up a bit isometric view (a first) and most of the options of *Super Kick Off*. One of its many options was the six-a-side indoor matches.



### Sensible Soccer

*SP 49* **93%**

Looking at a screenshot you'd never understand why *SS* aroused the passions it did. An above-the-pitch view and minute sprites didn't do much for the look of the game but it somehow managed to capture brilliantly the subtleties of the beautiful game. Everyone that played it to bits, the controversy only started after the launch of *FIFA*.

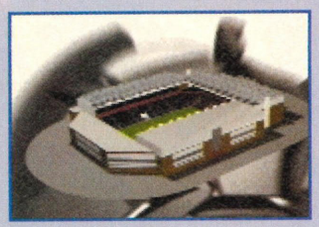
### FIFA International Soccer

*SP 50* **89%**

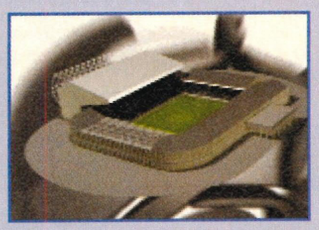
*FIFA* was the good looking cousin that *Sensible* wanted to avoid at parties. When it came to graphics *FIFA* was state of the art with a side angled isometric viewpoint and a full stadium included as well. All the best tactical options and fiddly bits were included to

## The Stadia

'Stadia'. It's the plural of 'stadium', y'see. Happily, it's important to know this fact because you will find yourselves actually playing in the actual Euro '96 venues. The games will be taking place at the best stadia (see?) in the country – and here they are...



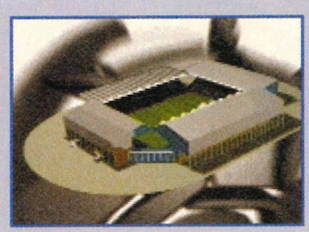
**(1) It's Anfield**, home of Liverpool Football club. We like Liverpool because (a) Roy Evans seems to know what he's doing and (b) they broke Newcastle's hearts. Loooovely.



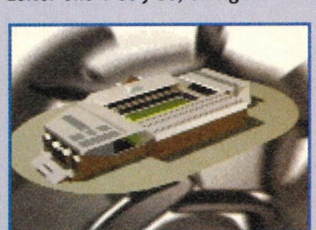
**(2) Elland Road**, home of the new team we love to hate (now that Arsenal are getting a bit flash), yes, Leeds United. We don't like Leeds but we do like Tony Yeboah, so that's OK.

**(3) Old Trafford**, the biggest Premier stadium in the land, is the home of glittering title chasers, Manchester United. We like Man United because I'm the Editor and I Say So, all right?

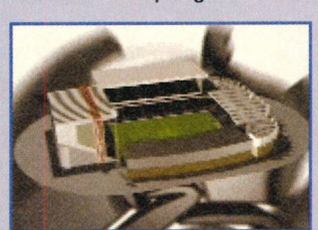
**(4) St. James' Park**, the home of Newcastle United, has learned that all that glitters isn't gold and boy, haven't we all enjoyed watching them find out? Keegan misses another open goal.



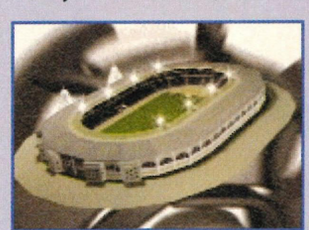
**(5) Hillsborough**, the home of Sheffield Wednesday, home of David Pleat's team of uninspiring makeweights. Sad to see their decline (but not that sad really, when you think about it).



**(6) The cleverly-named** Villa Park is where Aston Villa hang out. A slightly dull team but they've had a good season and you can't argue with success, now can you? (Lost to Newcastle though. Bah.)



**(7) The City Ground**, home of Nottingham Forest, embarrassingly thrashed by Bayern Munich, so plenty of European ghosts in residence there at the moment.



**(8) Wembley,** The Home of Football (© the Football Association). Could do with a new lick of paint but there'll be plenty of Euro teams looking forward to having the final there.

### verdict

**GRAPHICS** 9
The attention to detail, the stadia, even the differing grass patterns – superb.

**ORIGINALITY** 7
At the end of the day it's a footy game but rarely done this well.

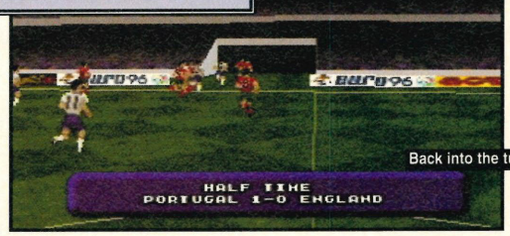
**SOUND** 8
Live commentary (in all European languages), crowd noise, funky music and spot FX.

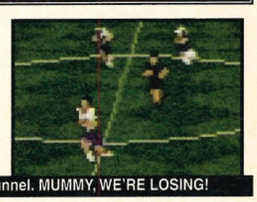
**LIFESPAN** 9
This game won't die with the end of the Championships – expect to keep playing it.

**FINAL VERDICT** 90%
"The attention to detail makes this a worthy tie-in for top-quality European football. Blows *FIFA* away – no contest." *Nick*

addition of a funky soundtrack, the commentary (in several European languages depending on the language chosen at the start of the game – although Barry Davies only does the English one) and the crowd and spot effects, all add greatly to the atmosphere. The effect is similar to the first time we heard *FIFA*'s sound on the Mega Drive and the effect it had on the overall game.

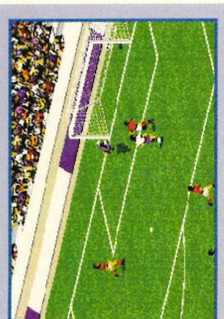
Overall, this works on several levels: the accessibility – it's so easy to pick up and play, like the early *FIFA Soccer*s on the Mega Drive; the gameplay – everything can be set up how you like it; the authenticity – stadia, players, commentary; and finally the craftsmanship – little touches here and there which lift this to the very top of the football gaming pile.





Back into the tunnel. MUMMY, WE'RE LOSING!

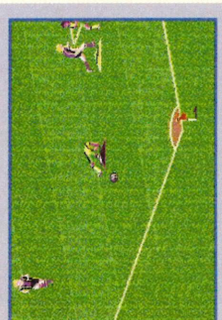
If you're on the look out for a footy game for the Saturn, this is really the only one really worthy of lengthy consideration. In nearly every respect, it reeks perfection. Buy it and you'll definitely agree.

SP



make a truly stunning package. Purists still opted for *Sensible Soccer*, thousands of others bought *FIFA*.

**Pelé**
*SP 51* **36%**
When developers noticed how many carts *FIFA* and *Sensi* were selling they were quick to rush out a whole string of dismal imitators. *Pelé* was the first of these and played like a dog, a dead dog, pissed up on booze. The only remarkable thing about *Pelé* was the thousands of copies ordered by Future Zone which still litter their warehouses to this day.



**Pro Moves Soccer**
*SP 53* **29%**
An import game that only served to prove American ignorance of football. Designed to cash-in on the upcoming World Cup its woeful playability and interesting interpretations of the offside rule meant it would have difficulty cashing in at a bank.

**World Cup USA '94**
*SP 55* **88%**
A slick licence that used *Sensi*'s ▶

## Euro winners

The European Championships began in 1958 and the first Final was played in 1960. Russia beat Yugoslavia 2-1 after extra time at the Parc Des Princes in Paris.

### Other winners in the past have included:

1964: Spain
1968: Italy
1972: West Germany
1976: Czechoslovakia
1980: West Germany
1984: France
1988: Holland
1992: Denmark

### England: The terrible truth

The last time England won a match in the finals of the European Championship was in 1980 when they beat Spain 2-0. England failed to qualify in 1984, and didn't win a game in 1988 or 1992.

# Euro '96 – The Teams To Watch!

***Richard Jones, Editor of* Total Football *magazine, has kindly taken a look at the upcoming Euro Championships this summer, so here's his guide to those teams and games that'll be hot... and those that'll be not.***

The European Championships will be the biggest sporting event ever staged in Britain. Bigger than the 1966 World Cup, all the Grand Nationals and Five Nations rugby championships rolled into one. It is going to be IMMENSE.

If you don't like football you will be a gibbering wreck by the time of the Final on June 30. If you do like footy, you'll be in a similar state, such is the overload of round-ball malarkey that awaits you.

Just about everything you can buy will be Euro '96 branded – burgers, chocolate, crisps, shampoo, beer. If someone hasn't already got the rights to sell Euro '96 toilet paper, I'd be very surprised. And vaguely disappointed.

And if one match stands out above all the others in this feast of footy, it's on Saturday, June 15, at Wembley Stadium when, at 3pm, England play Scotland in a match that will probably decide which of the two countries will qualify for the Quarter-Finals. It's probably the biggest match on English soil since England's 1966 World Cup Final victory over West Germany.

The two British teams are in a tough group alongside the much-fancied Dutch – who are built around the nucleus of the fantastic Ajax side – and the Swiss, who performed well in the qualifying groups, but have since lost their English coach Roy Hodgson to Inter Milan.

With Terry Venables' first-choice team still unclear, it's difficult to pick out a star performer for England (other than Gazza) although an in-form Paul Ince or Robbie Fowler (if Tel bends to the mounting pressure to pick him) could be the key to English success. The Scots conceded only three goals in qualifying behind Russia in Group Eight, and are a better team than they are given credit for. Their problem could be scoring goals, but if Duncan Ferguson can hit form in June, they could be the surprise team of the tournament.

***"If one match stands out above all the others, it's when England play Scotland in a match that may decide qualification for the Quarter Finals"***

But the most attractive team in England's group is Holland. Although they only qualified by beating the Republic Of Ireland in a play-off match at Anfield, the Dutch have some of the most exciting players in the tournament in young Ajax striker Patrick Kluivert, Arsenal's Dennis Bergkamp and the hugely talented midfielder, Edgar Davids (Ajax).

Germany and Italy are probably the ▶

▲ overhead view. *World Cup USA '94* included all the options that were by now becoming standard as well as a simulation of (surprise, surprise) that year's world cup. More of a challenger to *Sensi* than to *FIFA*, this was another 'almost but not quite' football game.

### Ryan Giggs

***SP* 57 29%**

Another licenced balls-up from Acclaim. Loads of hype for a total absence of football gaming. I bet Ryan never even saw it. If he did, I hope he's better advised next time.

### FIFA International Soccer '95

***SP* 62 91%**

*FIFA* came to be the dominant football came on the Mega Drive probably because of its sequel policy. *FIFA '95* offered enhanced animation and better league and cup options. Other than that it was much the same game and still couldn't wrestle *Sensi* from grizzled 'ballers.

Czech Republic

Denmark

England

France

Germany

# Euro '96 On The Box

BBC and ITV are sharing TV coverage of Euro '96. Although exact details of which games will be shown live and which will be highlights-only have yet to be decided, the matches have been divided up like this:

## BBC TV

**June 9**
Germany vs Czech Rep
Denmark vs Portugal

**June 10**
Romania vs France

**June 11**
Italy vs Russia

**June 13**
Switzerland vs Holland

**June 14**
Portugal vs Turkey

**June 15**
England vs Scotland

**June 16**
Croatia vs Denmark

**June 18**
France vs Bulgaria
Romania vs Spain

**June 19**
Russia vs Czech Rep
Italy vs Germany

**June 22/23**
BBC get the first choice of Quarter-Final matches for broadcasting

## ITV

**June 8**
England vs Switzerland

**June 9**
Spain vs Bulgaria

**June 10**
Holland vs Scotland

**June 11**
Turkey vs Croatia

**June 13**
Bulgaria vs Romania

**June 14**
Italy vs Czech Rep

**June 15**
France vs Spain

**June 16**
Russia vs Germany

**June 18**
England vs Holland,
Scotland vs Switzerland

**June 19**
Croatia vs Portugal
Turkey vs DenmarkJune

**June 22/23**
Second choice Quarter-Final

Croatia, a team whose performance has been much improved by their lovely shirts and sound of gunfire during training.

The ugly England team. They're all either mad (Gazza), ugly (Fowler) or with embarrassing names (Seaman). If we win, it'll be a miracle BUT GOOD LUCK ANYWAY, LADS!

## Man United Championship Soccer

***SP* 68**

Previewed in issue 68 and then mysteriously disappeared, *Man United Soccer* looked like another cheap cash-in come licence affair. It used the *FIFA* viewpoint but apart from that no one can remember much about it.

## Fever Pitch

***SP* 69 79%**

A rare beast in that it was a novelty football game. Cheating was allowed, in fact it was positively encouraged and novelty players such as Jurgen 'The Cheat' Diverman are there to tart things up. Unfortunately some of the more important things like league systems and a proper cup tournament were also missing, making *Fever Pitch* distinctly surplus to requirements.

## FIFA International Soccer '96

***SP* 73 91%**

The final instalment in the Mega Drive *FIFA* series saw further improvements to the player animation and tidied up set-piece play. Definitely not worth buying if you had either of the other two but otherwise the definitive football game. *International Superstar Soccer* will have a lot to live up to if it's going to beat this.

Italy

Netherlands

Portugal

Romania

Russia

Scotland

Spain

Switzerland

Turkey

Can Jurgen propel the Germans to Euro victory? Came close in 1942, maybe this is their year...

Glamour boys Italy are familiar from Channel 4 but are they still the force they once were?

Coooer.. Don't they look nice in blue (Laura)

Fancy trying to get a ticket? Obviously, most of the games are sold out, but try this number if you fancy your chances:
**Ticket hotline: 099 099 1996**

best two footballing nations in Europe and ex-Spurs striker Jurgen Klinsmann could add the flair to a solid German team to take them to the Final. Despite much public criticism of coach Arrigo Sacchi and a shaky qualifying performance (in which they lost to Croatia and drew with Slovenia), Italy have played well in their warm-up games and should come through.

Croatia are an unknown force, but are many people's outside bet to win. The Croats filled many of the places in the old Yugoslavian team, and the present squad have been together since Under-21 level. Whether they have the experience to cause an upset is debatable, but they definitely have the best shirts in Euro '96.

The only weak team in the tournament is Turkey, but even they are no push-overs and finished ahead of 1994 World Cup Semi-Finalists Sweden in their qualifying group.

But what of England? Can Tel's boys stuff the Jocks and march on to Euro glory? Well, it's going to be tough. They'll probably need to beat Scotland to reach the Quarter-Finals and from there on in, anything can happen. In Terry Venables, England have a brilliant coach, the problem is getting the team to play the way he wants them to...

SP

# Euro'96 Fixture list

***Are you ready for summer of top footy? You'd better be. In case you're not though, this guide will tell you everything you need to know. (With thanks to the kind guys at Total Football magazine)***

## QUARTER FINALS

- France vs Netherlands — (Sat, June 22, Anfield, 6.30pm)
- England vs Spain — (Sat, June 22, Wembley, 3pm)
- Germany vs Croatia — (Sun, June 23, Old Trafford, 3pm)
- Czech Rep. vs Portugal — (Sun, June 23, Villa Park, 6.30pm)

## SEMI FINALS

- France vs Czech Rep. — (Wed, June 26, Old Trafford, 4pm)
- England vs Germany — (Wed, June 26, Wembley, 7.30pm)

## FINAL

Germany vs Czech Rep. — (Sun, June 30, Wembley, 7pm)

winners = Germany.

## When and where

### Group a

**Locations:** Wembley and Villa Park
**Teams:** England, Switzerland, Holland, Scotland

| Fixtures: | Score |
|---|---|
| England vs Switzerland (Sat June 8, Wembley, 3pm) | 1 : 1 |
| Holland vs Scotland (Mon, June 10, Villa Park 4.30pm) | 0 : 0 |
| Switzerland vs Holland (Thurs, June 13, Villa Park, 7.30pm) | 0 : 2 |
| Scotland vs England (Sat, June 15, Wembley, 3pm) | 0 : 2 |
| Scotland vs Switzerland (Tues, June 18, Villa Park, 7.30pm) | 1 : 0 |
| Holland vs England (Tues, June 18, Wembley, 7.30pm) | 1 : 4 |

Wembley

Villa Park

### Group b

**Locations:** Elland Road and St. James' Park
**Teams:** Spain, Bulgaria, Romania, France

| Fixtures: | Score |
|---|---|
| Spain vs Bulgaria (Sun, June 9, Elland Road, 2.30pm) | 1 : 1 |
| Romania vs France (Mon, June 10, St. James' Park, 7.30pm) | 0 : 1 |
| Bulgaria vs Romania (Thurs, June 13, St. James' Park, 4.30pm) | 1 : 0 |
| France vs Spain (Sat, June 15, Elland Road, 6pm) | : |
| France vs Bulgaria (Tues, June 18, St. James' Park 4.30pm) | : |
| Romania vs Spain (Tues, June 18, Elland Road, 4.30pm) | : |

Elland Road

St. James' Park

### Group c

**Locations:** Old Trafford and Anfield
**Teams:** Germany, Czech Republic, Italy, Russia

| Fixtures: | Score |
|---|---|
| Germany vs Czech Rep (Sun, June 9, Old Trafford, 5pm) | 2 : 0 |
| Italy vs Russia (Tues, June 11, Anfield, 4.30pm) | 2 : 1 |
| Czech Rep vs Italy (Fri, June 14, Anfield, 7.30pm) | 2 : 1 |
| Russia vs Germany (Sat, June 16, Old Trafford, 3pm) | : |
| Russia vs Czech Rep (Wed, June 19, Anfield, 7.30pm) | : |
| Italy vs Germany (Wed, June 19, Old Trafford, 7.30pm) | : |

Old Trafford

Anfield

### Group d

**Locations:** Hillsborough and The City Ground
**Teams:** Denmark, Portugal, Turkey, Croatia

| Fixtures: | Score |
|---|---|
| Denmark vs Portugal Sun, June 9, Hillsborough, 7.30pm) | 1 : 1 |
| Turkey vs Croatia (Tues, June 11, City Ground, 7.30pm) | 0 : 1 |
| Portugal vs Turkey (Fri, June 14, City Ground, 4.30pm) | : |
| Croatia vs Denmark (Sun, June 16, Hillsborough, 6pm) | : |
| Croatia vs Portugal (Wed, June 19, City Ground, 4.30pm) | : |
| Turkey vs Denmark (Weds, June 19, Hillsborough, 4.30pm) | : |

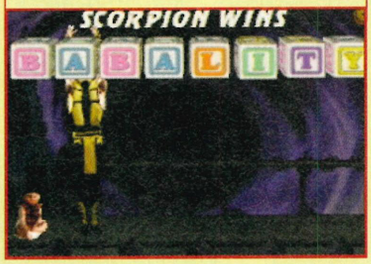
Hillsborough

The City Ground

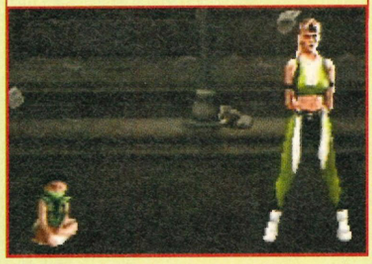
## Kill 'em with hammers

*Mortal Kombat*, as you probably already know, comes into its own when you begin to master the various moves and get to grips with the fatalities, babalities and the like. Here, for the sake of your eyes, is a selection of some of our favourite ones. Why? Because we love you, naturally.

Feebie Nightwolf dog animality paws limply at a gyrating Sektor. Not one of the best.




Babalities are always good for a laugh. If you are hard up or insane, that is.



Probably the dullest grab I've ever seen and possibly the hardest to caption. Or so I thought...

# Ultimate

## Obscured by weeds

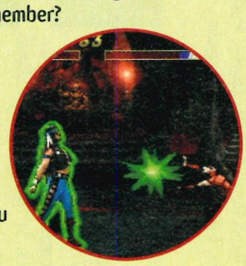
There are three secret characters that are available in various and cunning arrays of ways. Finding them is harder than riding a jelly bike, but we still managed to get all three. We'll tell YOU how when we think you've earned it.

### Classic Sub-Zero

An icy blast from the past in the shape of the classic Sub Zero. Utterly pointless really, but quite interesting for fans of this character. Has only three moves – the freeze, freeze ground and slide. Remember?

### Ermac

Another bleedin' character based on the Sub Zero/Reptile/Scorpion mold of things. Offers very little in the way of new moves or anything, but he's there if you want him.



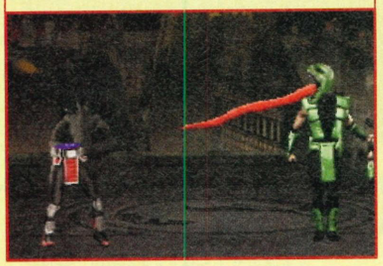
### Mileena

Simon Crook (ex of *Sega Power* now of *Net Directory* fame) likes this character. He likes her so much that he dresses up like her when he thinks that no one's looking. Has to be careful not to ladder is tights mind. Mileena is another character from *Mortal Kombat 2* who was, originally, missing from *Mortal Kombat 3*.

What do you want to know? Hmmm? It's almost certainly the best-selling and popular game series of all time and there surely can't be anything about it that you need me to tell you. Look around these four pages. See all those cleverly boxed-out sections? They're there to guide you through the things that you might not have heard of before. Apart from that it's the usual digitised monsters, blood, anal storylines and the odd fatality or 50.

The merits of *Ultimate Mortal Kombat 3* are to be argued another day. Whether or not you believe that Williams have taken things a bit too far by releasing this game is irrelevant for two reasons: firstly, EA and Capcom have been doing it for years and

| | | | |
|---|---|---|---|
| Players | One-Eight | Characters | 22 |
| Difficulty | Medium-Hard | Release Date | May |
| Price | £44.99 | GTI | ☎ (0171) 2583791 |



Reptile shows us all his large tongue and then proceeds to eat you in bite-sized chunks.

Liu Kang's flaming Nora is one of the easiest fatalities for a novice.

Reptile removes his flimsy mask and pours a gullet-full of acid on you. You, of course, die.

Sektor's fatality uses the same graphics as Liu Kang's. Cheating in a way.

# Mortal Kombat 3

***Finally, a mere 'six months' after the PlayStation version comes the biggest, hardest and darnright bestest* Mortal Kombat *of them all...***

## Meet The Feebles

The main new feature of the game is the inclusion of four new characters (not including the hidden ones, obviously). These wispy lads and lasses are mostly a memorable bunch from *Mortal Kombat's* past.

**Kitana**
Pretty much the same character from *MK2*. Never one of my favourites, but hey – each to their own.

**Scorpion**
Unlike the tricky insect with the deadly bite, the character of Scorpion is human and doesn't have a tail. Another character from the past.

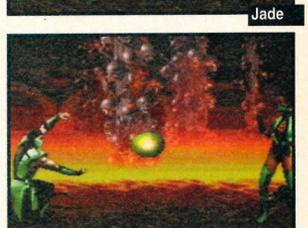
**Jade**
Only previously available as a hidden character, Jade makes a living from selling sea shell models of famous actors in Whitby. I don't know anything else about her. Sorry.

**Reptile**
He's okay, I s'pose. Has a rather good new 'run past and then attack from behind' move.

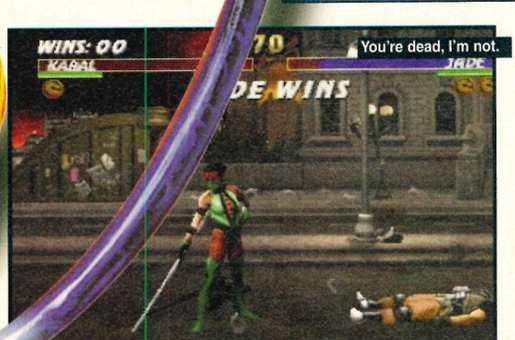
Kitana

Scorpion

Jade



Reptile



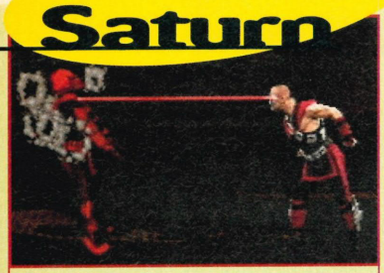

secondly this is a review of a conversion and you want to know how it fares.

In a surprising turn of events *Ultimate Mortal Kombat 3* is actually better on the Saturn than in the arcade. Fair enough, the graphics may be slightly weaker in the home version, but graphics schmaphics, the difference is minute at worst. The Saturn version furnishes you with the joys of a four-character tag match and an eight-player tournament mode. To increase the crowing to a deafening screech, you can also brag about the Saturn version's four extra characters and three hidden ones over the PlayStation game (It's rumoured that *UMK3* might come out on the PlayStation but, hey, who cares?).

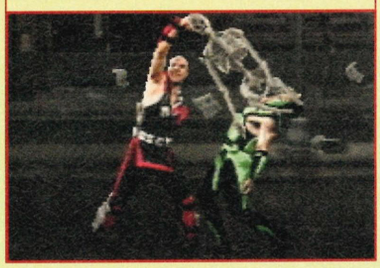
***"It's a mighty game... It drives the fastest car, earns more money than your Dad and has more mates than you've had hot dinners"***

It's a mighty game. It swaggers into the bar, knocks your pint off the table, empties your wallet, pinches your fags and runs off with your girlfriend. It drives the fastest car, cooks the finest meals, earns more money than your Dad and has more mates than you've had hot dinners. It's perfect in the most David Watts, smug-cousin-that-out-does-you-at-everything, aggravating way possible. Almost.

The only problem with *Ultimate Mortal Kombat 3* is that it's simply too much. There are too



Everybody sing, "Sexy eyes, movin' cross the floor, got me wantin' more. Sexy eeyyyeeeessss."



You may think this move's impossible, but my Grandad does this to my Grandma every Christmas.

Well, there's somebody exploding in a bloody mess of intestines and tuby things. Hmmm...

Jade makes blancmange, the Laura MacGregor way. Watch the girl with a whisk and YOU'LL know.

# The family album

It's fair to say that *Mortal Kombat*'s done pretty well for Williams. Shall we walk back along the faded carpet of time and review, once again, those classic old beat-'em-ups (oh, and all references to scores and issues relate to the Mega Drive versions)...

## Mortal Kombat

**Issue 48, 83%**

The first *Mortal Kombat* looked as ropy as a fishing net and, quite frankly, smelt of dead things. Remember, *Street Fighter 2* had just been released and everybodyloved that to bits. Sold loads though.

## Mortal Kombat 2

**Issue 58, 94%**

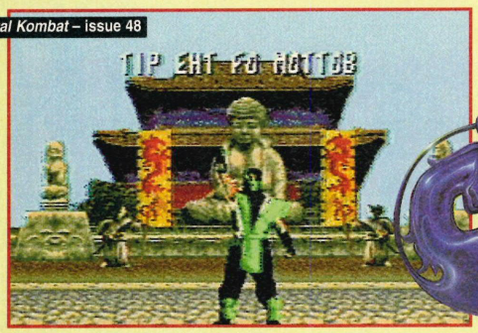
The best *MK* conversion to date. Everything was derived from the arcade version and it looked and moved like a wet dream come true. Some argued that the artificial intelligence was a bit ropy. It was, but without being completely anal, it didn't matter too much. A rare case of a sequel out-doing the original game.

## Mortal Kombat 3

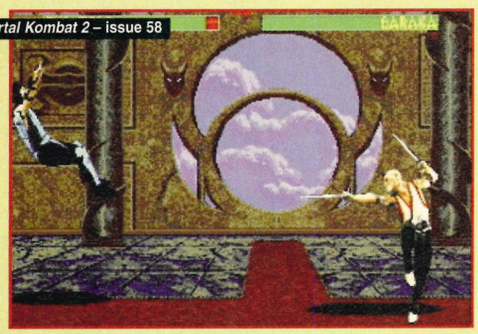
**Issue 72, 95%**

Well, the Mega Drive's a bit long in the tooth by now, but it just about manages a decent conversion of the excellent third *MK* game in the series. Eurocom (who also programmed *UMK3*) did a much finer job than Probe would have – this is evident from the dreadful *MK2* conversion for the Saturn that Probe pushed out.

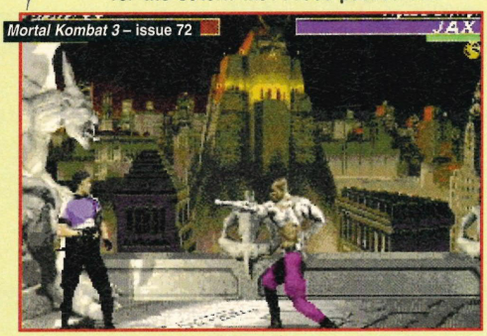
*Mortal Kombat* – issue 48



*Mortal Kombat 2* – issue 58



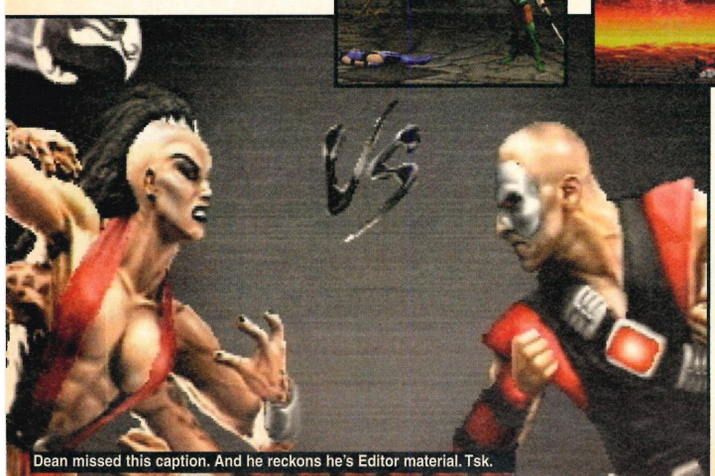
*Mortal Kombat 3* – issue 72



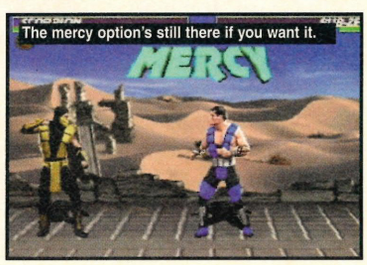
***"It's a computer game and no one should spend an unhealthy amount of time doing anything that keeps you indoors"***

◀ many characters, too many special moves and certainly far too many fatalities and hidden things. I want it all. I want to spend every evening learning 10 hit combos that reduce your energy by 66%. I want to quote Liu Kang's fireball moves in my sleep (forward, forward, plus high or low punch). The problem is that it's a computer game ▶

A choice selection of grabs from the game. Look and dribble.




Dean missed this caption. And he reckons he's Editor material. Tsk.

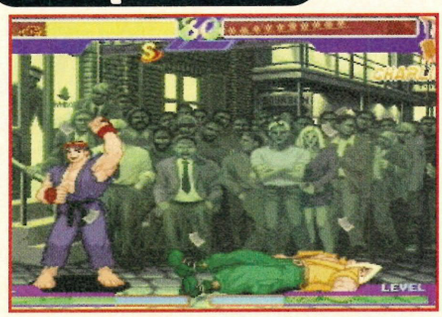



The mercy option's still there if you want it.

# Everything starts with an 'E'

Battling your way through the game, you may (with good reason) be confused to see yourself confronted with this large letter. What manner of tomfoolery is this? you may well ask...

# Comparison



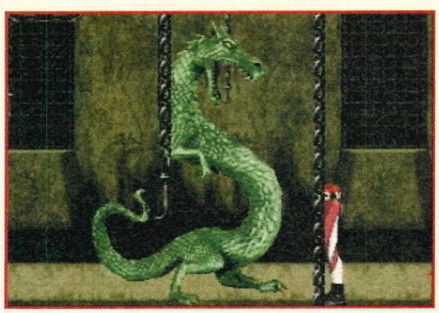
## Street Fighter Alpha

**Issue 79, 81%**

▲ Good conversion of good game.

▼ *SF* is getting a bit long in the tooth.

Fair enough, you've now got a peachy-ginger version of *Street Fighter* to play on your Saturn, but don't you crave for that little bit more? A few more characters? The odd extra bit of polish? Hmmm? I certainly did.



## Mortal Kombat 2

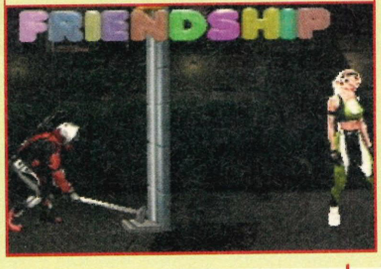
**Issue 75, 89%**

▲ Nothing good jumps into memory.

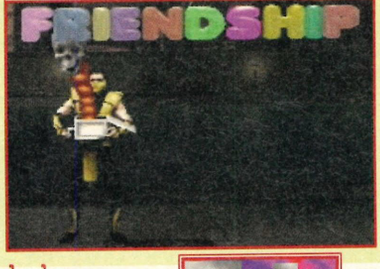
▼ A shabby overrated piece of tat.

Overrated in an almost criminal fashion. Nick thought this was okay, I thought it was complete shite. Slow, horrible disc access and all the embarrassingly bad artificial intelligence (sorry, I AM anal) ported straight from the MD version. Acclaim's poor attempt to cash in on their lost licence fails.

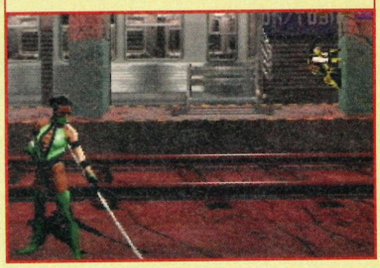
...ot all blood and guts in *Mortal Kombat 3*, ...r. The highly ironic friendship comes into play.




And another. This has Sektor 'doing' the fairground friendship that he laughs about in pubs.



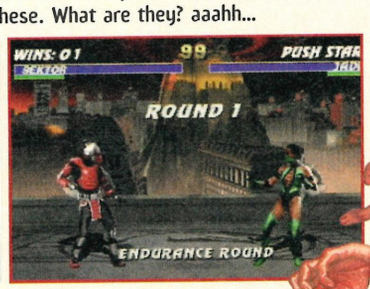

Scorpion scares his foe, who faints clean away. Such is the undead one's sense of humour.



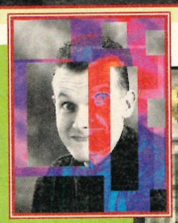
Heeeyy, we all loved the 'Knock yer opponent into the path of a speeding train' fatality. Didn't we?

Snigger away if you will. Ooohh look, there's an E... Hur hur. Sigh. In each of the four difficulty levels, you can bet your best tablecloth that you'll eventually come up against one of these. What are they? aaahh...

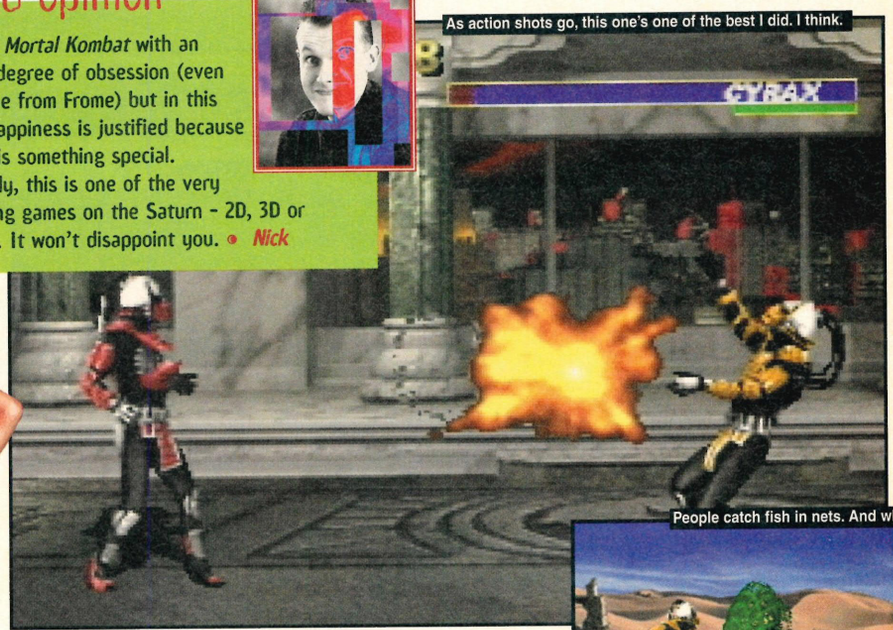
...It's an Endurance round. You only get the one bar of energy, but you have to defeat two human/monster/things before going onto the final bosses. Cruel, but certainly character forming. Maybe.



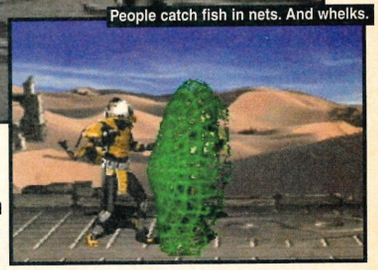

## second opinion



Dean loves *Mortal Kombat* with an unhealthy degree of obsession (even for someone from Frome) but in this case, his happiness is justified because this really is something special. Undoubtedly, this is one of the very best fighting games on the Saturn - 2D, 3D or whatever. It won't disappoint you. • *Nick*




As action shots go, this one's one of the best I did. I think.



People catch fish in nets. And whelks.

# People need options

You're given three different game options in *UMK3*. These are they...

Here's your basic bog-standard wipe clean *Mortal Kombat* game. Nice, safe and easily recognisable.

Sliiiigghhhttllyy different is the middle option, which is basically a two-player, two character tag match. Not as impressive as the eight-player one in the Mega Drive version of *Mortal Kombat 3*, but certainly better than a slap in the face with a lump of Port Salut.

And finally we have the eight player tournament mode thing. Much like *Virtua Fighter 2*, you can play against seven of your 'buddies' to decide like, who's best. There's a nice treaty thing at the end of it, too.

◀ and no one should spend an unhealthy amount of time doing anything that keeps you indoors. God says.

I make no secret of the fact that, along with *Sega Rally* and *Doom*, *Mortal Kombat 3* is one of my three favourite games of all time. Stick your *Virtua Fighters* up your arse, Mr. Sega, I like a fast, action-packed fight with more special moves than a barrel full of monkeys, and that happens to be *Mortal Kombat 3* (the *Ultimate* edition).

Sooo... yes dammit, I'll say it. *Ultimate Mortal Kombat 3* is, definitely, the third best game of all time. Says me... And me mates. Do you really want to argue?

## verdict

**GRAPHICS** 9
The finest visuals to grace a 2D Saturn beat-'em-up. And that's saying something.

**ORIGINALITY** 3
About as original as that painting of the Mona Lisa under my grandad's bed.

**SOUND** 7
Good clear samples and fair tunes. Nothing fancy to really excite though.

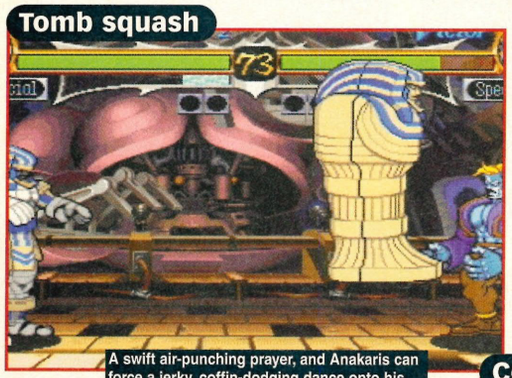
**LIFESPAN** 9
Hundreds of brilliant moves and fatalities and things. Brilliant.

**FINAL VERDICT** 93%
"The best version of the best beat-'em-up in the world ever. Mr. Williams and Mr. Eurocom, I doff my cap to you." *Dean*

Space, as ever, has been given to me in gypsy scrooge-like portion so I can't take you through all the moves for all the characters. Best then, to give you a sneeky peek at the moves of Anakaris, the character generally known in the industry as The Big Slow One With The Decently Spazzy Moves.

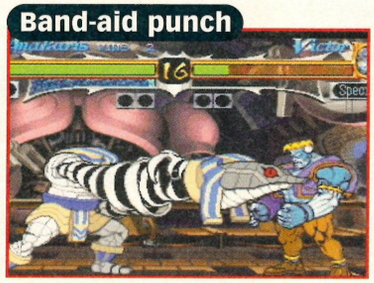
## Mad mummy moves

### Tomb squash



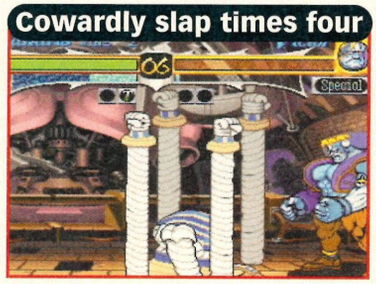
A swift air-punching prayer, and Anakaris can force a jerky, coffin-dodging dance onto his, frankly, stupid opponent.

### Band-aid punch



Press your 'hard punch' button and Anakaris can produce the standard massive knuckle sandwich to your now, frankly, lung-knackered opponent.

### Cowardly slap times four



Same again with some secret trickery presents a through-the-floor quad-pummelling for your now, frankly, pissed-up-on-pain (guess) 'opponent'.

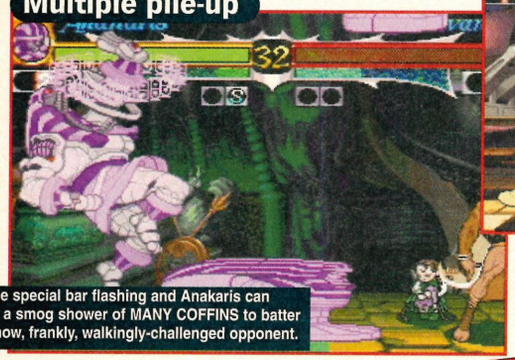
All sorts of button pressing has Anakaris grabbing, wrapping and generally throwing your now, frankly, Looking-Like-Judith-Charmers opponent all over the place.

### Cowardly slap

Down and punch results in Anakaris zipping off and, from-a-safe-distance, punching your now, frankly, mind-chutneyed opponent.

### Shake and wrap

### Multiple pile-up



Get the special bar flashing and Anakaris can cause a smog shower of MANY COFFINS to batter your now, frankly, walkingly-challenged opponent.

# Night Warr
## Darkstalkers' Revenge

***Dracula monster, werewolf monster and mummy monster are fighting in Capcom's latest beat-'em-up. Sounds: crap. Actually: brilliant...***

In the scrap and spit arena of movie monster fighting, there's only one titanic ruck worth the saliva. Piledriving his skyscraping frame through nearly fifty movies, Godzilla or Yobgriller or Bigsodder or Gobfiller has defined the woozy, boozey, leg-snapping, post-pub fighting technique feared and revered throughout the world's monster community. He *is* a wrestling mutant with a thousand chunky victory belts. He *is* the eternal beast master. He *is* the Yobfather. He IS... a bloke in a

***"All the best monsters are blokes in suits. Except for David Mellor. Who's a monster in a man's suit.***

## Here be monsters

Fourteen bovver beasties in all – brains of cow, Glaswegian of temper, aroma of arse, but hard as coffin nails. Meet, greet, then give 'em a slap...

### Anakaris

**Looks like:** An 'ave-a-go pharoah with bendy appendage bandages. **Fighting talk:** "Quake in your ballerina slippers, for I am built like a shield of Iron Andrex." **Monster move:** Summons a platoon of coffins to crush your opponent's head to flesh jelly. A bit like hail stones. Only it's coffins. DO YOU SEE?

### Aulbath

**Looks like:** Half-man, half fish, all-wet Black Lagoon frog beast. **Fighting talk:** "One false move and my armpits will scorch a stench of ancient marrow busting your nostrils with the smell." **Monster move:** A tidal wave of rushing, gushing, ocean-like stuff, knocks over your opponent making him REALLY, REALLY, er, damp? Yes.

### Bishamon

**Looks like:** Ninja Demon Of Death. With a mouth in his stomach. Because. **Fighting talk:** "I chop you see up chop death see yes CHOPSEXCHOP!" **Monster move:** Dull-by-comparison dragon-punch-cum-slash-'em-up. Has samurai swords which really is just cheating. Isn't it?

### Demitri

**Looks like:** Count Dracublah ponced-up in an aerobics cloak. **Fighting talk:** "I Vant To Bite Your Finger! Failing that, I'll clock you over the head with a jigsaw puzzle or my Travel Cluedo or something." **Monster move:** A massive burst of lightning while dodging and jittering about the screen like it's going out of fashion. Which, of course, it is.

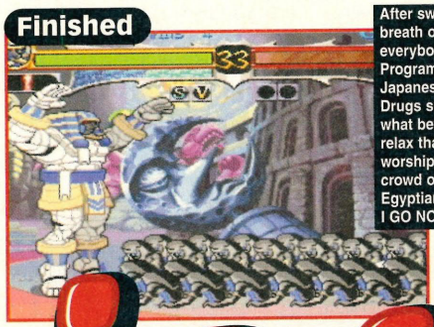
| | | | |
|---|---|---|---|
| Players | One-Two | Fighters | 14 |
| Difficulty | Eight Levels | Release Date | Out Now |
| Price | £44.99 | Virgin | ☎ (0181) 960 2255 |

## Mummy's curse

(1) and (2) above: Using the special bar, Anakaris can magic up a puke of evil spirits, spit them out and place a mini-curse on your OPPONENT. There's a different curse for each character.

Someone's getting hurt here. Will you look at the size of that fist.

## Finished



After swatting the breath out of everybody with your Programmer's-Either-Japanese-Or-On-Drugs set of moves, what better way to relax than to be worshipped by a crowd of adoring Egyptian sperm. CAN I GO NOW?

# riors:

rubber suit. But don't let that put you off. All the best monsters are blokes in suits. Except, perhaps, for David Mellor. Who's a monster in a man's suit. Anyway, for a nation so obsessed with watching Godzilla drilling giant insects into messy mutant chutney, you would have thought that the Japanese would have scrabbled together a decent 'Zilla beat-'em-up by now. Unfortunately, an import-only Godzilla-meets-*Sim City* turdy no fun type of game has emerged instead.

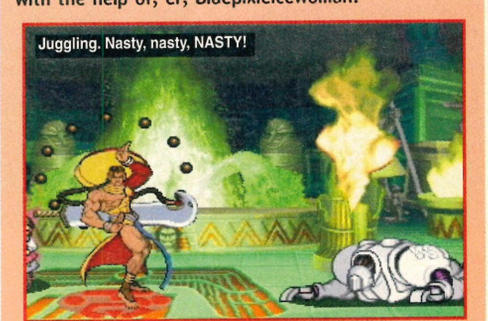
So we've had to wait and w-a-i-t and W-A-I-T for a cushty beastie game. And *Night Warriors* is finally here. And it's the best damn 2D Japanese multi-monster beat-'em-up of all time EVER. And it's from the recycling masters at Capcom. Wonders will never, like, cease. Rather like The *X-Men* (which was knighted with a respectable 90% in issue 76), *Night Warriors* opts for the chunky, mega-

## The Special Bar

OK, *Night Warriors* offers you the opportunity of blocking mid-air attacks but the special bar squats on the head of any tedious block tactics practised by your opponent. WHY? Because, once you've filled it up (via continued attacking) and pressed the right buttons, you can do things like THIS.

Unfairly enough, Donovan can summon the spirit of a massive, stinking sandal to trample over the grizzling face of your opponent.

With the special bar again glugged up to its spoiling point, Donovan can further hammer 'em senseless with the help of, er, Bluepixieicewoman.




Robot Ralphy Blocking Boy DOESN'T STAND A CHANCE ON THIS EARTH PLANET.

**Donovan**
**Looks like:** Bloke with a pony tail. Going bald on top, obviously.
**Fighting talk:** "Fancy a fight, y'soft arse?"
**Monster move:** Even though his air kicks are followed by an ace swarm of Fizzy Atom Power Things, you can't beat the Foot Of The God Stomp (see special box. YOU UNDERSTAND?).

**Felicia**
**Looks like:** A charming mutant cross between a cat and a prostitute.
**Fighting talk:** "I will lap the sour milk from your brains and, er, spit it into my victory bowl."
**Monster move:** Jumps onto her victim's guts and slashes her claws into their ribcage. Tends to excite the younger, more confused boys out there.

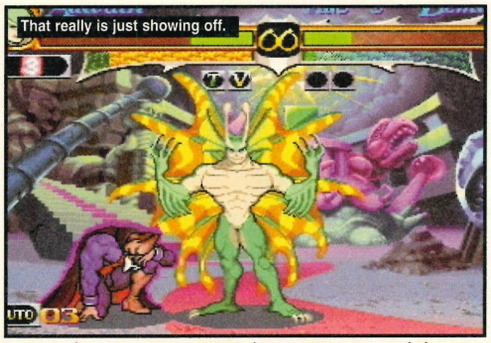
**Gallon**
**Looks like:** A werewolf wearing the Incredible Hulk's trouser garments.
**Fighting talk:** "Any more of that and I'll lassoo the moon, yank it down and split your head like a watermelon."
**Monster move:** A supernova body charge. Apart from that, a bit of howling, a bit of biting. Nothing to boil your brains over.

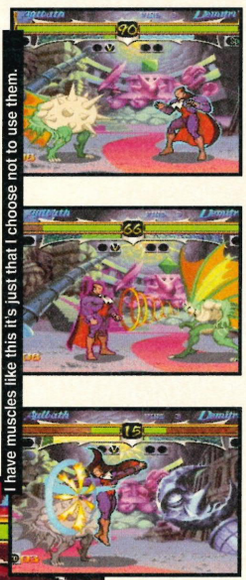
**Lei Lei**
**Looks like:** A woman. In a kimono. With fingers the size of Tonka trowels.
**Fighting talk:** "Er, what he said just then was quite good."
**Monster move:** The swing on a chain allowing you to boot your opponent in the mush is Snicker satisfying.

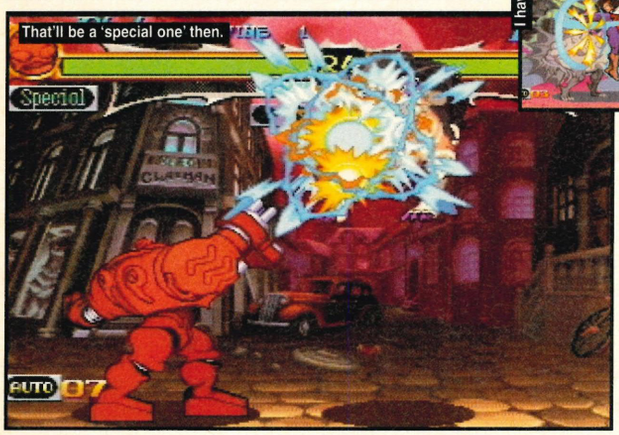
**Morrigan**
**Looks like:** A charming mutant cross between a bat and a prostitute.
**Fighting talk:** "I'll pull out the veins from your neck so help me Swindon Satan!"
**Monster move:** Produces a hell's gate of spears and shoves them into her opponent's face.

## Comparison

**Street Fighter Alpha**
Issue 79, 81%
▲ New-look anime overhaul
▼ Same old dragon-and-on punching
Six brand new, and slightly bland characters were introduced to bolster the series but even the nicery of improved graphics and practice session options failed to convince any of us cynical sods that *SFA* wasn't just a cheap cash-in by Capcom. It's initially interesting but the fun wears off quickly if you've played any of the other games in the series. Written by and for ancient geeks who know *all* the moves, it's acceptably playable but really intended for the easily pleased, anally completist *Fighter* fanboy. Would it be rude to call it cash-in coddery? Well, they started it...




▶ Manga styled graphics. There's no rendered trickery here but who said that two-dimension efforts were dead? As far as *Night Warriors* goes, I'd say that until *they* manage to create something superfast and special-move stunning in a *Virtua* environment, 2D is pretty essential as far as experimental beat-'em-up gameplay is concerned.

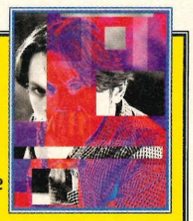
Offering up a freaky family of 14 well-balanced characters, the easy route for Capcom would have been to stick to the *Street Fighter* format and replace the ruckers with monsters. Happily, they haven't relied purely on the monster gimmick instead introducing some ace enhancements.

Firstly, you've got a blitz of brilliantly original special moves per-character. Not only are they plain monkey nuts, but a BIG selection of screen-hoggingly spectacular extra-special moves can be pulled off when the 'special' bar is activated.

Secondly, the aforementioned 'special' bar can only be activated after continued attacking, making tediously over-cautious beat-'em-up block tactics extinct and transforming each single ruck into a speedy all-out assaultathon. Thirdly, you've got the inspired tactical tinkering – each character has the ability to block opponent's attacks in mid-air (at bleedin' last) and, to add perfect balance to this, a new multiple jump attack system has been introduced allowing super combos to be thwacked about in mid-air. This may sound confusing but it all works brilliantly and means that you'll have to adopt a different fighting technique from the standard ground stomping punch 'n' slap.

*Night Warriors* is one of the bestest beat-'em-ups I've played. Marrying that special gameplay 'something' (immediately playable but eternally hard-to-master) with the ace prospect of being a Monster, *Night Warriors* is bound to fill the gap that *Street Fighter Alpha* left, er, gaping.

## second opinion



I've not been a fan of 2D Saturn beat-'em-ups until now but here at last is one with a bit of imagination about it. The special moves are superb, there are more fighters than any number of sticks could be shaken at and, well compared to *Street Fighter Alpha*, it's actually quite good fun. Weird, funny, brilliantly playable, you can buy it now. • ***James***

## verdict

**Graphics** 9
Massive, animated-up and roaring like a mutant monster with original moves.

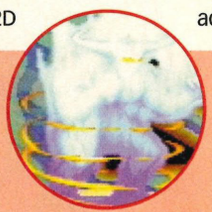
**Originality** 6
Same ol' *SF* format but the special bar, jump blocks and air attacks add new elements.

**Sound** 6
The usual techno-meets-bontempi muzak with agh-ugh-crunch samples.

**Lifespan** 9
Variable speed, loads of special moves and *SF* handicaps, ensure you'll be playing for ages.

**Final Verdict** 90%
"An inspired take on the 2D beat-'em-up. A *Mortal Kombat* alternative and a dead cert *Street Fighter Alpha* beater." *Simon*

**Phobos**
**Looks like:** Metal Mickey + Robot Ralphy + Nuclear Warhead = Phobos.
**Fighting talk:** "Who EXACTLY are you calling a bullet-fetishistic spanner, y'old wormy-ankled bucket of winky paste? Oh. Sorry, dad..."
**Monster move:** Turns into a giant magnet, chucks his Victim in the air.



**Pyron**
**Looks like:** The Cookability flame bloke from out of British Gas adverts. You probably don't remember.
**Fighting talk:** "Just watch me as I do... something... to... you."
**Monster move:** Transforms into a massive, flickering fist. Quite obviously nicked from Glacius out of *Killer Instinct*, mind...

**Sasquatch**
**Looks like:** The Yeti. Or Bigfoot. Or one of those Kitchen Reject things you win at fun fairs after spending five quid trying to throw a selection of consistently bent hoops over a broken dart board.
**Fighting talk:** "Gish ush a kish, dribbly boy."
**Monster move:** The Sub Zeroish, slightly *Primal Rage*y snow burp.

**Victor**
**Looks like:** Frankenstein.
**Fighting talk:** "I'll just punch yer legs in if that's okay by you."
**Monster move:** The Arse To The Face move always raises a smile. I have the mind of a child, mind.

**Zabel**
**Looks like:** An Evil Dead zombie thing. What plays guitar.
**Fighting talk:** "Did you spill my gravestone?"
**Monster move:** His legs and arms transform into a chainsaw at the press of a button. Bound to excite the odd cyberflunk.

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punch harder
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skip levels
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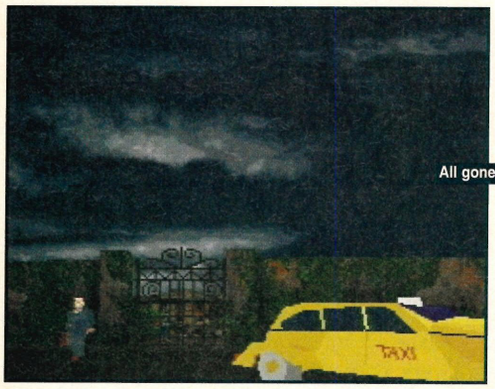
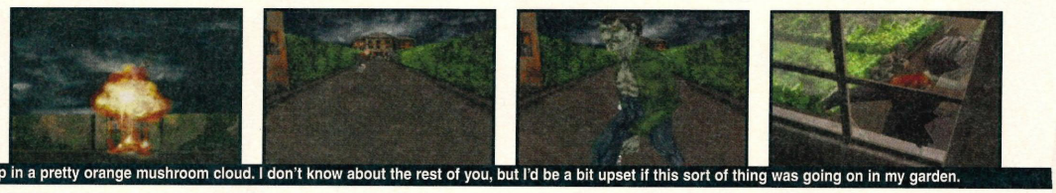
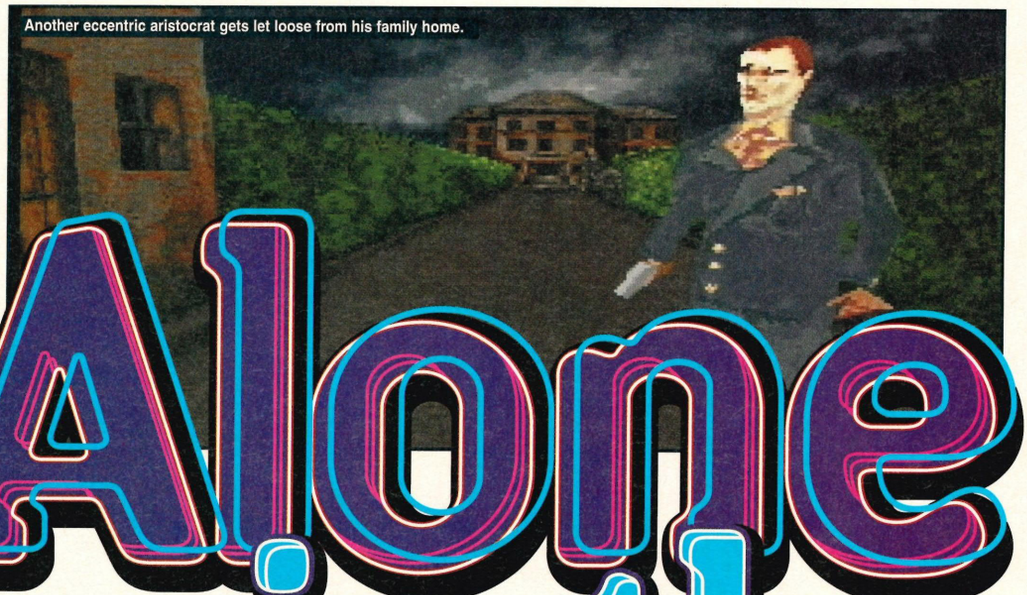
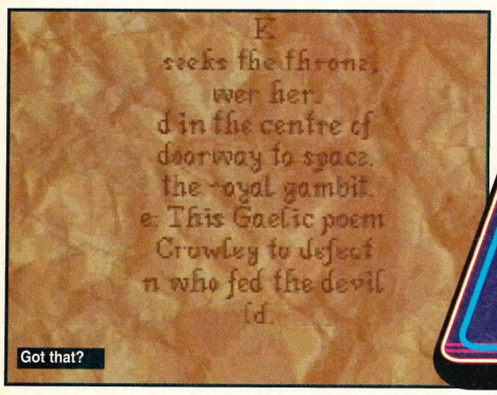


All gone up in a pretty orange mushroom cloud. I don't know about the rest of you, but I'd be a bit upset if this sort of thing was going on in my garden.



Another eccentric aristocrat gets let loose from his family home.



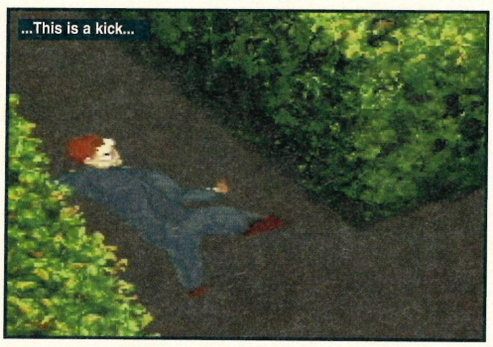

Got that?

# Alone in the

***Adventure games on the Saturn usually go down faster than Pamela Anderson on a yacht. Can AITD do any better?***

This is a head butt...

*Alone In the Dark*. Way-hey. Know what I mean. Lying there In the Dark, sort of... Alone, with nothing to do except twiddle your fingers and get yourself to sleep. Except here you can't afford to sleep because your predicament is more serious than boredom.

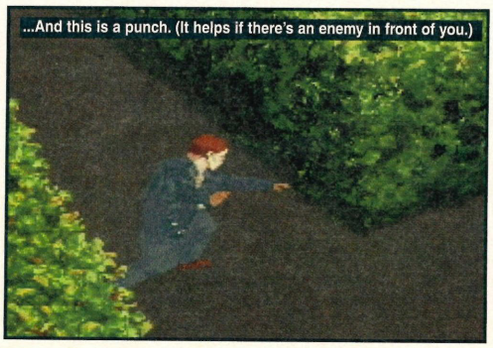


...This is a kick...

You are Edward Carnby and you've just arrived in the rain outside a large mansion. You walk to the creaky gates with an explosive packed suitcase, glare at the zombie guarding the entrance, lower the suitcase to the floor and retire to observe the gates (and zombie) explode. You enter and discover a heavily guarded maze eventually leading to the foreboding house entrance. Once you've figured out how to get in you'll might well wish you hadn't as the entire place is infested with fantastical demons, spiders and chefs intent on having you as their next meal. The reason for this suicidal insanity? One Eyed Jack has kidnapped the eight year old Grace and Edward has to rescue her from the lethal joker. For once the plot means something and provides decent-enough reason to play on in spite of some of the game's flaws.

## Die, load, die, load etc.

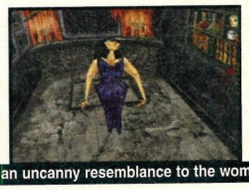
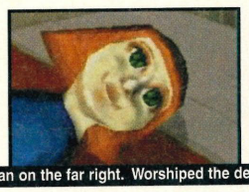
There's a lot of combat in *AITD*. How to fight is simple enough for PC owners to understand but leaves a lot to be desired for those of us brought up on a staple diet of one-on-one death. *AITD* would have been nigh on the perfect game if Infogrames had added proper fighting complexities. Running through the corridors like a *Doom* maniac would have certainly improved the game's appeal to the console market. As it is, hitting your opponent is a simple case of holding Button A and moving the D-pad in one direction to bring off head-butts, kicks or punches. The animation, crunching contact and death groans are all excellent but hardly pose a threat to *Ultimate Mortal Kombat*.



...And this is a punch. (It helps if there's an enemy in front of you.)

OK, I admit it. I'm lost.

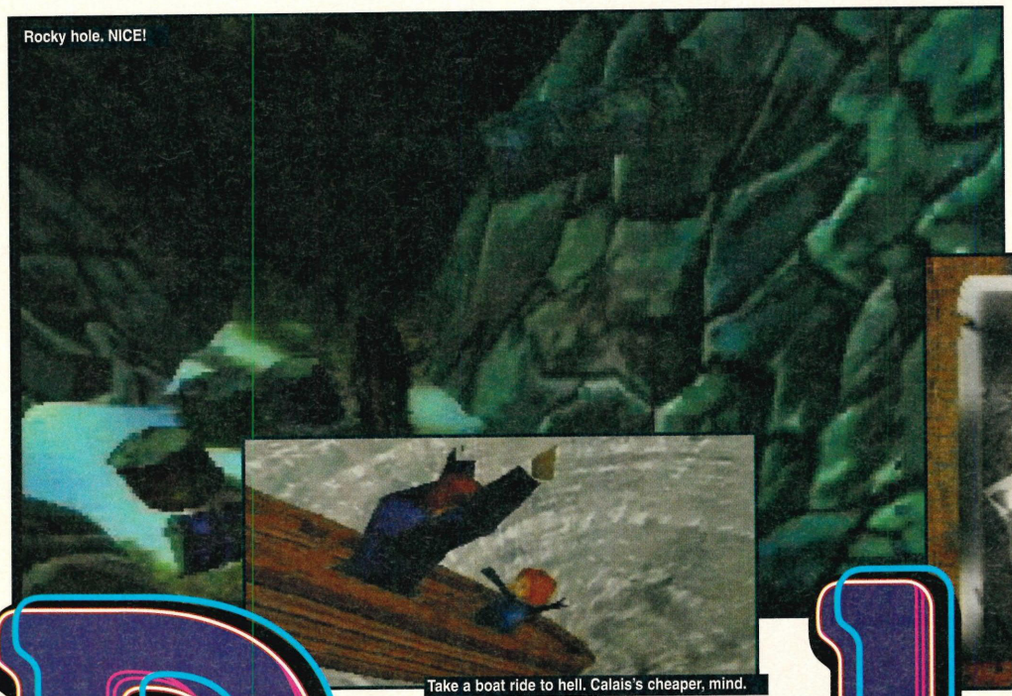
| | | | |
|---|---|---|---|
| Players | One | Levels | NA |
| Difficulty | Medium/Hard | Release Date | Now |
| Price | £44.99 | Infogrames | ☎ (0171) 7388199 |

One of my old French teacher bore an uncanny resemblance to the woman on the far right. Worshiped the devil she did. And irregular 'er' verbs.

## Wanna play (with?) an eight year old girl?

If you do, this is one of the few games that'll let you without appearing in Crown Court. About half way through the game all looks to be going well as Edward hacks and outsmarts all the fiends in front of him. Then, just as you get to the Pirate holding Grace and release her, you're captured. The tables are turned and it's up to Grace to rescue Edward from the cut-throats. *AITD* is full of these great, smashing, super surprises.



Rocky hole. NICE!



Take a boat ride to hell. Calais's cheaper, mind.

A picture from the *AITD* family album. Probably.

# Dark Jack's Back

Clowns: funny as amputation.

*AITD's* style, its atmosphere and its gameplay make themselves known as forcefully as the monsters the instant the game begins. Three years after its release on the PC, it's still recognised as one of the best games available. You've probably looked at the screenshots by now and are wondering why the characters are standing at funny angles in the middle of oddly shaped rooms. This is called style and the French seem to be rather good at it. Playing *AITD* after a mass of poor US adventures is the videogame quality equivalent of watching a Jacques Tati film after Stars in Their Eyes. All the scenery has been pre-rendered, pulled off the CD when required and the characters placed on top of it. It's refreshing, it's novel and it's beautiful.

It's also far from easy. The first (PC only) *AITD* was primarily an adventure where you wandered around solving various topical puzzles and using your brain. *AITD: Jack is Back* is much less subtle and the emphasis has certainly shifted to having to fight bloody hard get anywhere. At times, and this may sound unusual for an ambidextrous bloodthirsty *VF* fan, you start to believe that there is just too much combat but then you become swept away with the story.

***"At times, and this may sound unusual for a bloodthirsty VF fan, you start to believe that there is just too much combat."***

The puzzles are also a little tricky in places. Not exactly hard but more illogical and/or obscure. It doesn't take you long to realise that most keys are in smashable pots hidden in bedrooms but when you start having to dress up as Santa Claus to enter certain areas and fight in there, it's less straightforward.

Interesting Fact Break: *Alone In The Dark* was the first ever 3D game to use polygon characters, and this includes *Virtua Fighter*. OK, on the PC there weren't that many (about six per character), they weren't shaded and the only textures were for the eyes but this was four years ago. Now it's all different, with every character being fully textured and lit. The trouble is, it all looks as if it's all been done in a bit of a hurry as all the characters appear bread-

## Comparison

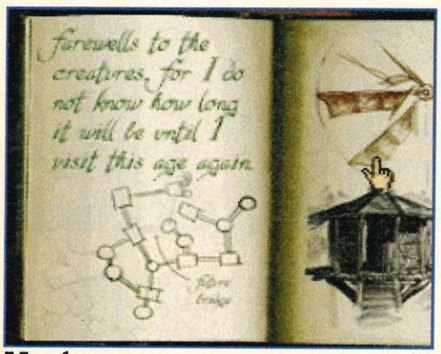
### Virtual Hydlide

Issue 72, 49%

▲ It had 'virtual' in the title.

▼ Slow, jerky, less interesting than sleep.

Sega's attempt at a real-time walk around adventure was one of the games to launch the Saturn and goes part of the way to explaining just why the PlayStation romped to an early lead in the battle of the super consoles. Very jerky, very dull, very easy, a big 'no thankyou' goes out to *Virtual Hydlide*.



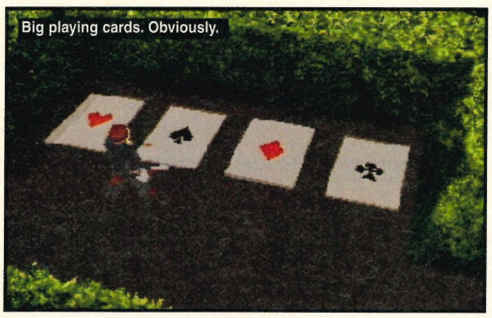

### Myst

Issue 73, 78%

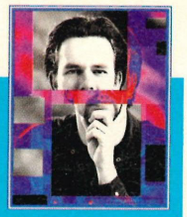
▲ Big, difficult and fun for some.

▼ Not a whole bagful of fast-moving action.

*AITD* is a lot more interesting than *Myst*, with the former's fighting sections and walk-around animation stomping all over the picture postcard look of the latter. Definitely a better use of the Saturn's capabilities and probably a lot more interesting for most people, *AITD* is now the adventure game of choice for the Saturn.


Big playing cards. Obviously.

## second opinion

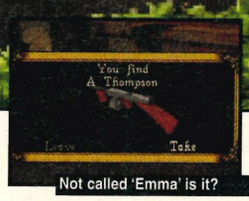


Hmmm, not bad. There's a few moments when, due to the perspective, you can't actually see what's hitting you from around the corner, but I did like AITD's unusual graphic style and puzzle element. Having said that, I'd much rather be playing *Resident Evil* from Capcom. • ***Dean***

Oh dear, in trouble again.

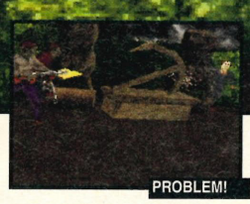
What we need is a topiarist.

Arse.



Not called 'Emma' is it?

I think I hear something.


PROBLEM!

comically named One Eyed Jack – is a sight to behold and the variety of monsters make the game extremely varied. The access times are never a problem once you're past the initial load, despite the number of graphics being displayed. In fact, the only graphical problem relates to the camera angles used. Although they are more functional and less obscure than with the original, occasionally (especially when fighting) the constant 'flip from perfect overhead view to useless groin view' is immensely frustrating. Combat is also made much harder when your opponent is shooting you from a different screen. It's an integral weakness in the game design but it's the board flat up close. It's hardly a crippling flaw but a little irritating considering we all know what the old SH2s are capable of.

The sound in films is ohhhh so important and the same should be true with games. Infogrames seem to be one of the few companies to realise this and use the spooky music that accompanies most of your actions to raise and lower the tension levels accordingly. When more extreme actions are required there are sudden, dramatic screams, yells, and general unpleasantness to ram the point home. Although the quality of the sound is a mile off that of CD quality (very tinny) it doesn't really matter. The tense, and occasionally frightening exploration means the game's worth playing and the extra attention to detail adds those special touches.

These include all the characters that Ed meets in his dark travels. The arch criminal – the imaginative angles that make it so special in other situations, so you can't really complain.

*Alone In The Dark: Jack's Return* is a genuinely scary, challenging, and brilliantly, well, French videogame. Although the fighting will be disappointment if you're seriously into your *VF2* and *Mortal Kombat*, for a grey-matter workout there aren't any better titles available on the Saturn.

***"Although the fighting will be disappointment if you're seriously into your VF2 or MK3, for a grey-matter workout there aren't any better titles on the Saturn"***

Bloody carnage again. And it's on the front drive.

### verdict

**Graphics** 7
Imagine looking through a fish eye lens while standing on your head. Ok?

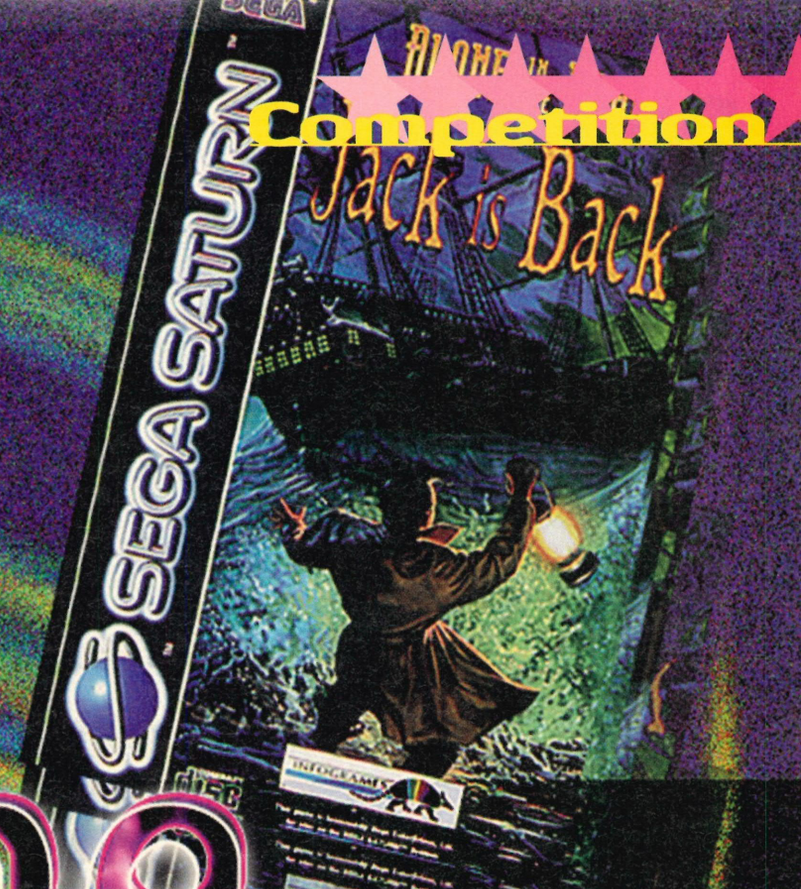
**Originality** 8
Not a typical console effort. Full marks for trying something new.

**Sound** 5
Technically appaling but sets a Royal Albert Hall atmosphere.

**Lifespan** 8
Difficult enough to last but one day it will be finally and irrevocably over.

**Final Verdict** 88%
"Conversion that keeps all the essentials perfectly in place. The best adventure game available on the Saturn." *Jim*

# WIN Alone in the DARK




Yes, my little pastry cutters, you will go to the ball. If you've just read the *Alone in the Dark* review and there are tears welling-up in your sad red eyes because you haven't enough money to buy a copy of the game, then don't worry – we've sorted things out for you.

Infogrames have kindly given us 15 copies of the game to give away, but bestest of all, each copy of the game will come complete with a hint book. You can use in it from time to time to solve a particularly hard bit or, you can stuff it all, use it to complete the game straight away and finish it in about an hour. Not the best solution, really.

## Gimme, gimme, gimme

We thought of all manner of cunning trickery to use as a unique entry for this competition but after hours of deliberation, we finally decided on the simple 'answer a bleedin' question' way. Sorry.

Aaannnyway, to win a copy of the game PLUS a hints book, answer these three questions (all the answers will be in the review somewhere)...

### Question 1

The evil presence in *Alone in The Dark* goes by the name of...

a) One-Eyed Jack.
b) Three-Fingered Pete.
c) Bjork.

### Question 2

The girl you have to rescue is...

a) About as intelligent as a pilchard.
b) The niece of Richard O'Brien.
c) An eight-year old girl called Grace.

### Question 3

The game originally appeared...

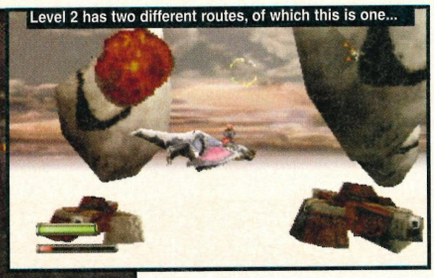
a) On the PC.
b) As a vision to David Ike.
c) Naked.

Write all your answers on the back of a postcard or a stuck-down envelope and send them post-haste to:
*Send me a Frenchie,*
Sega Power, *Future Publishing,*
*30 Monmouth Street, Bath, Avon, BA1 2BW.*

### Da rules

1) Only one entry per household.
2) All entries must arrive at the *Sega Power* office by the 14th of June.
3) The Ed may be as soft as a ripe peach, but he does make up the rules around here and his decision is final.
4) If you work for Future Publishing, Pearson, Infogrames or McDonalds you cannot enter this competition – especially if you work for McDonalds, sorry. (Joke.)

More menacing than dangerous, this level 1 boss won't actually attack you.


Level 2 has two different routes, of which this is one...

...Whilst this is the other.

# Panzer Dra

***Here's a game that won't drag-on for too long... (Boys, take him out and work 'im over - Chris.)***

What is the truest test of a new console? Is it, like our two Mouthpiece of Sega™ competitor mags would have you believe, anything that will keep them sweet with their Japanese employer? Or is there more to a great shoot-'em-up than seven levels of admittedly wonderfully-illustrated entertainment?

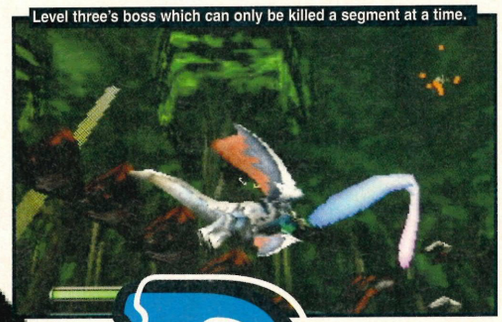
When *Panzer 2* came into the office and we'd swooned over the graphics and smoothness of the animations, we discovered one major flaw – we were able to complete the first five levels without loss of life on our first go.

This would be fair enough in a game which has 90 levels, but this has seven.

There's no doubting that *Panzer 2* is amongst the most graphically-impressive titles we've seen on any of the Next Gen systems. The PlayStation has little which can touch this; on the Saturn, only *Sega Rally* comes close. It's not just the background graphics which are good (levels slide smoothly by, realistic trees pass you in Episode 3 and so on) but in particular, the level of detail on the bosses. This game swarms with bosses which swoop, stroll and attack with relentless determination, and none of them are easy. Their grimness is emphasised by the sheer loveliness of their rendering and the excellence of the animation.

***"Graphically, the PlayStation has little which can touch this; on the Saturn, only Sega Rally comes close"***

The first *Panzer* was fairly criticised for its strict linearity and the designers have gone out of the way to try to fix this in the second. To this end, there are several routes you can take through some of the levels. Different monsters will attack you on these routes. Other features include the growth of your dragon (he increases his abilities as he gets older), a smartbomb affair which is handy, different view angles (you'll need to keep changing your view angle as the baddies tend to circle around you), and finally a mysterious 'Pandora's Box' which


Level three's boss which can only be killed a segment at a time.

## The bosses

Rarely will you come across a meaner set of Bosses than these ones. Take a look at some of them...

**Level Two:**
If you went via the second route, you would come across these giant sky bosses.

**Level Two:**
The first route takes you to this fortress – stand your ground and keep firing to go through.

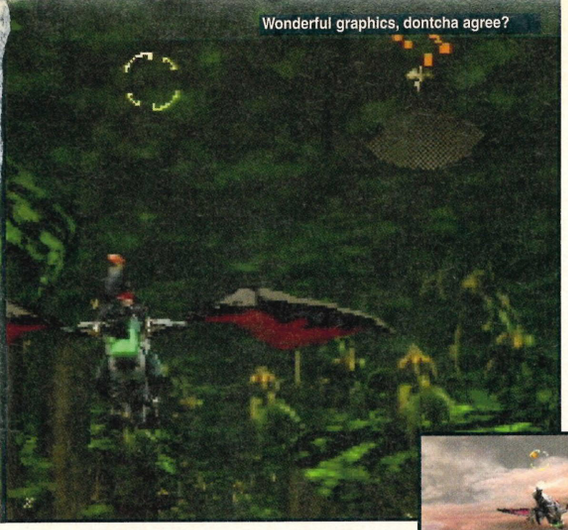
**Level Three:**
A different boss – this one flies around you and can only be killed a segment at a time.

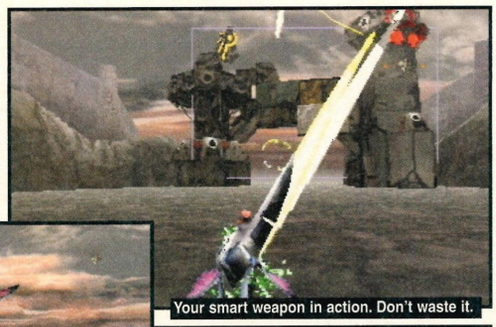
**Level Three:**
This boss likes to gallop up behind you, jump on you and run away. Keep your eyes skinned.

**Level Three:**
This boss is very hard to kill – often the best thing to do is just avoid it completely.

**Level Five:**
These bombs come in waves – don't kill them all, just clear a path through them.

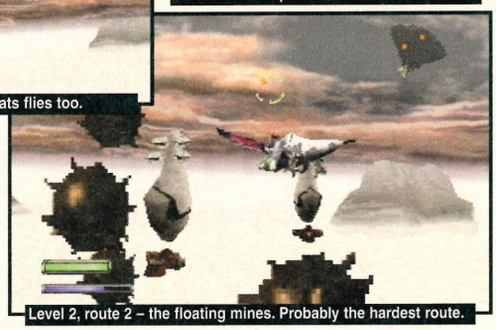
| | | | |
|---|---|---|---|
| Players | One | Levels | Seven |
| Difficulty | Easy | Release Date | Out Now |
| Price | £44.99 | Sega | ☎ (0181) 996 4620 |


Wonderful graphics, dontcha agree?


Your smart weapon in action. Don't waste it.

See, I can fly. Dean eats flies too.

Level five – and things start to get harder.


Level 2, route 2 – the floating mines. Probably the hardest route.

Scenes from level 1. (Left) General mayhem. (Middle) An indiana Jones- style rock. (Right) An ugly mutha.

upon finding it, allows you to alter many of the in-game features.

But despite all this, it is just too easy. I don't claim to be the world's greatest gamesplayer, but the first level took me about five minutes and I was half-way through the entire game an hour later. This simply isn't good enough and you have to wonder if there aren't better reasons for spending £50.

The version that will go on sale in this country will be made harder by altering the health bar allowing you to take fewer hits before dying. This should mean that it will take longer to get through the levels but I'm not convinced that this is going to be enough. I would like to have seen the difficulty level staying the same and the game doubled in size. Sega say people will keep coming back to this because there's plenty to find but I'd rather have more levels and be done with it. Bearing in mind the storage capacity of the CD, including only seven seems a little stingy, no matter how many extra routes there are.

It's accomplished but far too short and not my idea of £50-worth of game. Rent it certainly, but think before buying.

SP

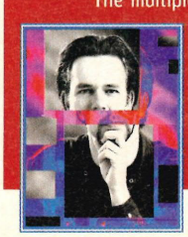
# ragoon 2

## Pandora's Box

According to myth, Pandora was responsible for introducing evil into the world by opening a box she was told to keep closed (yes, well, it's a bit more lyrical in the original). In this game, Pandora's Box is a device which, when you get to a certain skill level (and depending on whether you find the box or not), allows you to alter many – possibly all – of the in-game characteristics. You can select your dragon, choose any weapon you like, in fact, do anything you want.

## second opinion

Say what you like about *Panzer Dragoon 2* (I simply refuse to call it *Zwei*), it still boasts some of the best graphics yet seen on a 32-Bit console. So, it's linear, but name me one shoot-'em-up that isn't. See, you can't can you?



The multiple route thing doesn't add too much to the overall gameplay – you're still on a fixed flightpath – but I suppose it does make the game considerably larger. Yeah, it's fair enough. • *Dean*

## Comparison

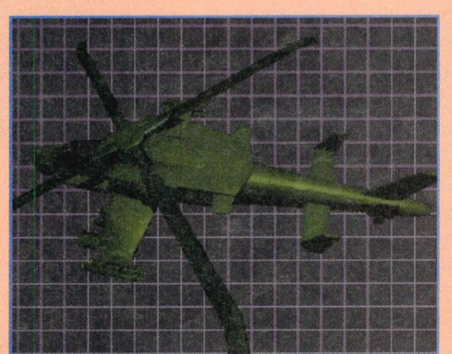
### Panzer Dragoon 1

Issue 67, 49%

▲ Ace 'first generation' graphics

▼ But far too linear and dull

One of the very first Saturn releases, loved by some but hated by us. It was just too easy – hammering on the fire button took care of most of the problems and there was no scope to nip off and explore the more interesting bits of the levels. A missed opportunity and the gaming equivalent of watching grass grow.



### Thunderhawk 2

Issue 75, 91%

▲ Slick gameplay, a blast-a-minute

▼ Too similar to other Core shooters

A big hit with James, not so much with me, this Core Shooter followed the conventions of the genre with the plenty of missions to keep you going. Not as graphically impressive as *Panzer 2* but gives loads more scope to wander around as you please.

## verdict

**Graphics** 9
Marvellous graphics, animation and rendering make this one of the best-lookers around.

**Originality** 7
Well, it's a sequel so marks off there. It's a non-linear 3D shooter – nothing new.

**Sound** 9
Superb sonics show the Saturn's voice off. Cosmetics over gameplay, though.

**Lifespan** 7
Fun at the start but the lack of levels is not compensated for by multiple routes.

**Final Verdict** 80%
"Good looking, and good sounding, it's another of those 3D shooters which lacks the longevity to really lift it." *Nick*

## Picking teams

Remember at school, where you always used to get picked last for the football teams at lunchtime? Oh. Well, anyway, *King of Fighters '95* is the same.

The fighters are grouped into threes, so you just pick the team you want. You might want the military-type team for example, or the all-girl one.

Alternatively, answer "Yes" to the unintelligible Japanese question and you can pick whoever you want for your team.

Then pick the order you want them to fight in. Very easy really.

Your fighters then take on the enemy in the order of your choosing. All a bit *VF2* really, isn't it?

# The King of Fighters '95

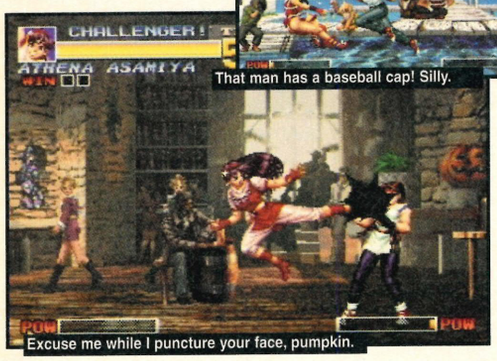
***It's another beat-'em-up. How will it stand up against Ultimate Mortal Kombat? (Why you asking me all of a sudden? – A. Reader.)***

*The King of Fighters '95* offers a bewildering 24 combatants to choose from. Inevitably, however, they swiftly break down into four distinct groups: 86 men with spiky hair and judo outfits who throw fireballs; 322 girls with elaborately-animated breasts, short skirts and spinning bird kicks; 8,975 bare-chested 'street fighters'; and a fat bloke. The latest challenger from Japan is desperately unimaginative. How about a policeman with a truncheon? Or a basketball player who performs dangerous ball tricks? Or a Grim Reaper figure with a scythe? But no.

***"How about a policeman? Or a basketball player who performs dangerous ball tricks? Or a Grim Reaper figure with a scythe? But no."***

The one-player game is, as usual, nonsensical. Your computerised opponent stands motionless while you spend half an hour performing your entire repertoire of moves on him, scraping perhaps three pixels off his energy bar, before collapsing with pus seeping from your thumb. He then casually pulls some sort of absurd super-triple-combo-turbo-backflip move out of the bag, and you die. And that's on the 'Beginner' level. You'll get there in the end by persevering, urged on by a story that's told as you progress (albeit in Japanese), but it'd be nice if, for once, these computer players would at least pretend they don't know exactly what move you're going to do next.

That man has a baseball cap! Silly.




Excuse me while I puncture your face, pumpkin.

Against a friend, though, *King of Fighters '95* is excellent. The team mode (explained elsewhere) adds a welcome lungful of fresh air and *Fighters '95* is one

## Top Five Fighters

To list all 24 fighters and their special moves would be a task of crippling tedium, best left to whoever compiles our playing guide. Here instead are our five of choice.

### Clark

No fireballs or anything as far as we can make out and no concealed weapons. He's just a thoroughly good bloke who, even when he's not powered-up, just sort of gets stuck in and does the job. If you're having trouble in one-player mode, Clark's invariably the man to call upon.

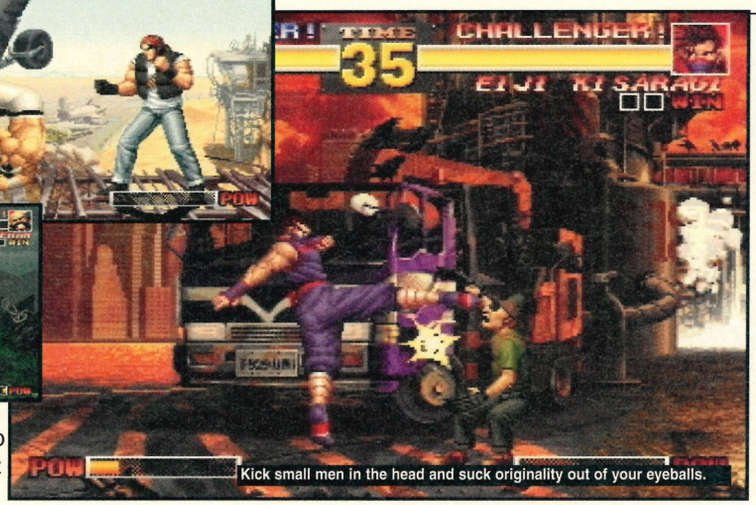
### Billy Kane

Usually wins because, of course, he's got a stick.

### Iori Yagami

Nothing out-of-the-ordinary moves-wise, with a sort of purple lightning thing that shoots along the floor. When he wins though, he throws back his head, runs his hand through his hair, and lets forth peals of Dracula-like laughter. We salute him.

| | | | |
|---|---|---|---|
| Players | One-Two | Characters | 24 |
| Difficulty | Medium | Release Date | Out Now |
| Price | £70 (yes!) | Sega | ☎ (0181) 996 4620 |




of those games where, no matter how great you get at it, you will always be able to discover extra moves and things.

It's not exactly 'next generation', though. Although it's supplied on both a cartridge and a CD (a first for the Saturn, allowing the heavily-animated backgrounds from the Neo Geo version to be reproduced as accurately as possible), it isn't hard to imagine this on the Mega Drive three or four years ago. Even in 2D, the characters aren't especially well animated and the floor doesn't even scroll in perspective.

However, if it's just something to play you're after *Fighters '95* can be highly recommended. There are loads of secret combos to uncover and the punches connect reassuringly. No matter how well you think you know the characters, you'll always find yourself hovering over a dimly-familiar bloke with spiky hair and a judo outfit, wondering, "Have I picked this one before?"

Good enough, but in an old-fashioned sort of way.

## second opinion

Well, the 2D beat-'em-up war is certainly starting to hot up a bit on the Saturn, with *SFA*, *Night Warriors*, *Ultimate MK3*, *X-Men: COTA*, *MK2* and the rest parading their anime credentials to all and sundry. And to be honest, this doesn't really offer enough for your seventy-five import pounds to justify the expense. Nice idea though, but it's another missed Neo Geo conversion unfortunately. • *Nick*

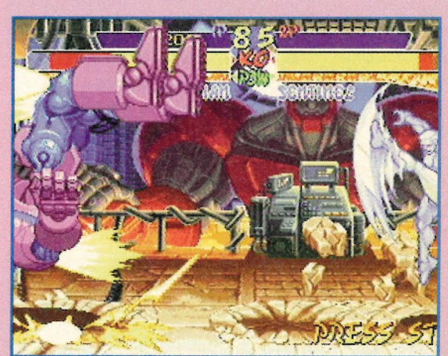
# e of fters '95

**Mai Shiranui**
Handicapped by the programmers' field-day with her chest animations (they should get out more), but possessed of a special move for all occasions. There's a fan throw at long range, a flaming kick up-close, and then a range of low-level kicks which can be employed while jumping backwards and forwards over your opponent.

**Heidern**
Exceedingly tall, which is to his advantage when he's stretching for low kicks. Primarily, he has gloves and boots made of some sort of special sharpened leather which cause profuse bleeding.

## Comparison

**Street Fighter Alpha**
Issue 79, 81%
▲ New characters, clear anime graphics
▼ Not enough new stuff
A very strong conversion of a good title to begin with which will keep fans of the arcade original happy. For our money though, there's not really enough new Saturny stuff here to make this stand out from the crowd and this sort of thing is starting to look decidedly jaded anyway. Besides, we prefer *Mortal Kombat*.



**X-Men: Children of the Atom**
Issue 76, 90%
▲ Large, well-animated characters
▼ Still very *Street Fighter* in execution
Play this for a while and after you've enjoyed pulling off the graphically exciting special moves, you'll notice that this is from the *Street Fighter* stable of games. That's no criticism, it's just that it time for a new style really. Still, amongst the best of the current beat-'em-up bunch.

## verdict

**Graphics** 7
A bit old-fashioned, lacking some of the parallax stuff and finer touches we expect.

**Originality** 6
It feels familiar and half the characters have come from other games.

**Sound** 7
Functional beat-'em-up grunts and groans - nothing too original here.

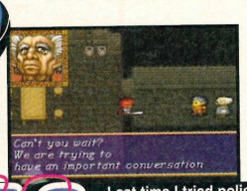
**Lifespan** 7
No fun in one-player mode but should keep the demons from the door for a week.

**Final Verdict** 79%
"At £75 on import, you'd expect a little more from this Neo Geo conversion. Definitely no *Mortal Kombat*." *Jonathan*

| | | | |
|---|---|---|---|
| Players | One | Levels | It's an RPG |
| Difficulty | Medium | Release Date | June |
| Price | £39.99 | Sega | ☎ (0181) 996 4620 |

# Shining Wisdom

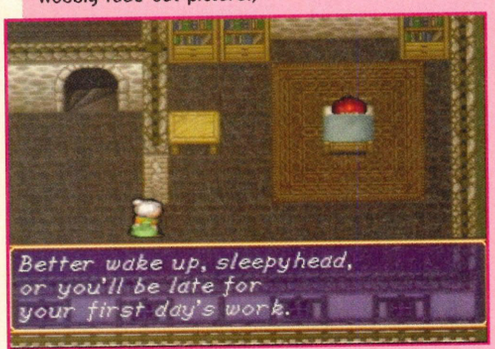
***Polish the Cat! The Shining Force series comes to the Saturn! Happy are we...***



Last time I tried polishing the cat, it objected to the colour. Pets, eh?

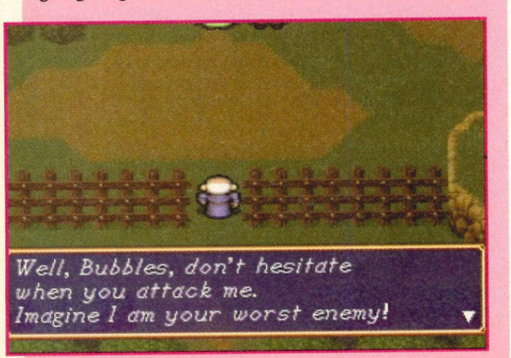
## A town called Malice

What if the storyline of a role-playing game reflected the misery and depression of living in nineties Britain? What if. What if. What if... (Cue wobbly fade-out picture.)




After a hard night chasing women and becoming fast with alcohol, Bubbles decides to sleep in for a few hours and sweat it out. Not much point in doing anything else, really. The local Conservative council's closed down the mill and there's no work to be had anywhere.

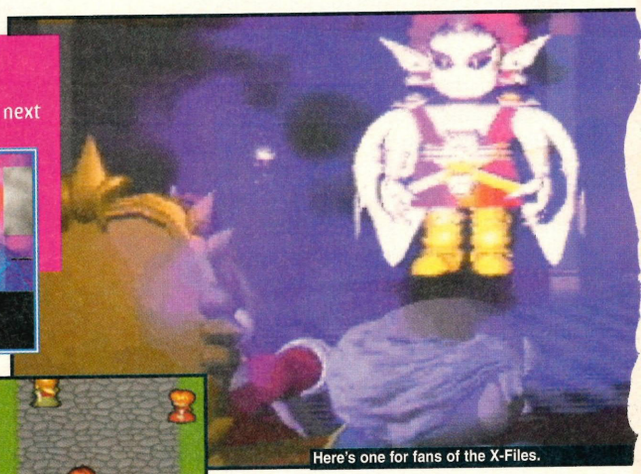
This is Bubbles' grandfather. He is old. He used to work on the buses as a conductor but the council cut his hours. He's now forced to beg and steal to put a crust on the family table. Frustration in the family unit frequently leads to violent exchanges. See how the old man provokes his son into a physical confrontation. He must surely know it is pointless – he's quite obviously going to get a hefty shoeing.



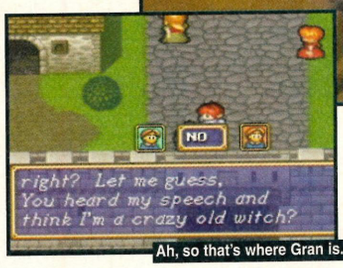

...That was a party political broadcast by the Labour party. (Thankyou and goodnight.)

### second opinion

Not being a great fan of RPGs as a rule (they remind me unhealthily of PCs and Amigas and suchlike), even I found this one a little lacking next to the likes of *Mysteria*. There's too much tedious hack 'n' slashing and not enough thinking. Spend your money on *Dark Saviours*. ◉ ***Nick***




Well, yes... of course, it is a role-playing game. As much as I try to forget that they exist, one of them quietly sidles up behind me, taps me on the shoulder, coughs politely and announces his presence with an "Excuse me Mr. Mortlock, don't forget me."

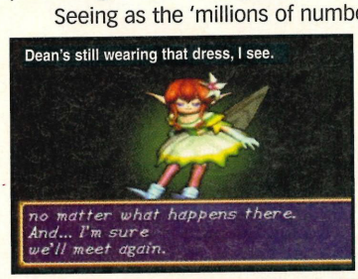


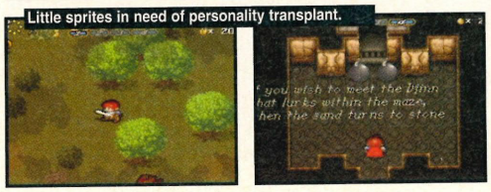

Ah, so that's where Gran is.

How could I when you're always there to REMIND me?

*Shining Wisdom* gives you a small sword, a special charge attack, a severe dose of mental cruelty (you were raised by your strict grandparents after your parents died), a healthy smattering of large-eyed pixies and a reputation for Orc-splattering, maiden-pleasuring, all-round Knighting.

Seeing as the 'millions of numbers-type combat system' died an agonising death about six months ago, the programmers have kindly simplified things somewhat. You have a sword. You press a button. You kill things. Maybe it was just me, but as I was running around, hacking away at ghosts and crabs, all I could think of was *Alex Kidd in Miracle World*.




The real problem with *Shining Wisdom* is that no real effort has been put into it. You get a bog-standard rendered intro, you gaze at the same graphics you've seen on countless 16-Bit RPGs and you'll probably curse the day you bought it. *Legends of Thor* and *Dark Saviour* are hovering around the corner – don't let me say 'I TOLD YOU SO'.

SP

### verdict

**Graphics** 5
Very cartoony. Very *Alex Kidd*. I'll be a lot happier when *Dark Saviour* comes along.

**Originality** 4
The graphics and sound seem to be ported straight from the Mega Drive. Plot? Um.

**Sound** 4
About as interesting as a trip around Sainbury's. Quite horrible.

**Lifespan** 8
Large and should keep you up longer than anything legal that we could think of.

**Final Verdict** 79%
"Fair enough, it's pure *Shining Force*-fodder. Nothing exciting, nothing inspirational, just a bog-standard RPG." *Dean*

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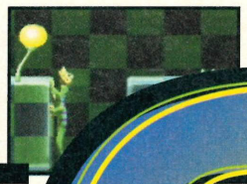

Gex can stick to floors, ceilings and walls. LIKE SPIDERMAN!

***"Today, we'll get you to review a game" said Dean. "It's called Gex and it's a platformer." Does he know something I don't?***

# Gex

Whenever I go abroad, wherever I go, at whatever time, some weird fly-type thing that I've never seen before lands on me. I'm sure it's happened to you. Remember that blue thing with yellow spots that slimed you in Spain? Well, it's back to haunt you and the little hero in this new title.

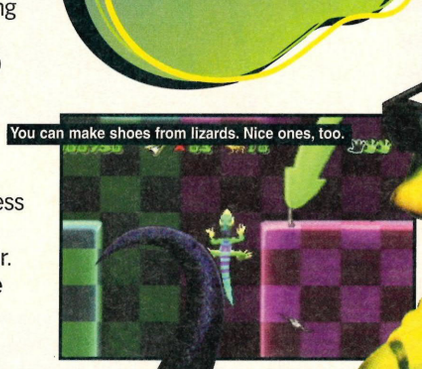
Yes, Gex is sucked into his TV by a nasty, inexplicable fly thing called Res. In order to escape from this living nightmare, Gex must crawl, stick to, lick, or hit with his tail, everything that comes into his scaly path. That makes the game (fan fare) a platformer (cheers, applause.)

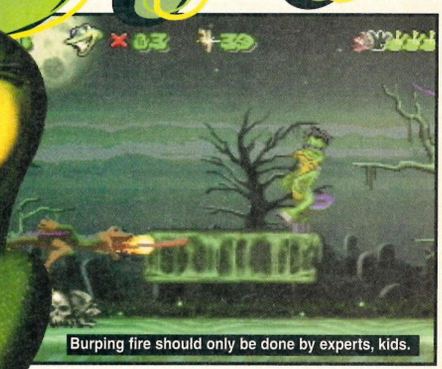
Now, I'm not really mad about platform games unless they have something new to offer. *Sonic* had speed, *Earthworm Jim* had character and this has, ummm, well, tongues really. Combine this with crawling up walls at less than lightening speed, and you have an unoriginal, uninspiring and pretty darn dull affair.

The game does have its good points. There are some nice sound samples taken from well-known films. Plus when you come across a power-up, you can choose whether you want to collect it with your tongue (and claim a special power), or collect it with your tail (and gain an extra energy point).

After playing this for a bit, you'll realise it's pretty shallow. Too Mega Drivey for my refined Saturn tastes.

SP


You can make shoes from lizards. Nice ones, too.


Burping fire should only be done by experts, kids.

## verdict

**Graphics** 5
Some nice backgrounds and intros but it could be done on the Mega Drive.

**Originality** 1
About as original as 'How deep is your love' by Take That or Police Academy 5

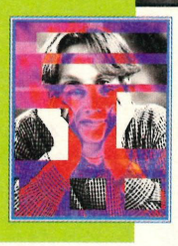
**Sound** 7
Some nice samples. James and Laura reckon it deserves 7 which is a bit kind.

**Lifespan** 7
Plenty to mess around with. You'll play it, forget it, play it again...

**Final Verdict** 62%
"Too annoying and too much like a slow Mega Drive effort. We're still waiting for THE Saturn platformer to appear." *Dave*

## second opinion

**More tedious platform action with another anonymous lead character. This really is just game design by numbers and we've seen it all far too often before to be impressed. When the definitive Saturn platformer is going to arrive is anyone's guess but getting the game to move at Sonic speed will be the key.** *• James*

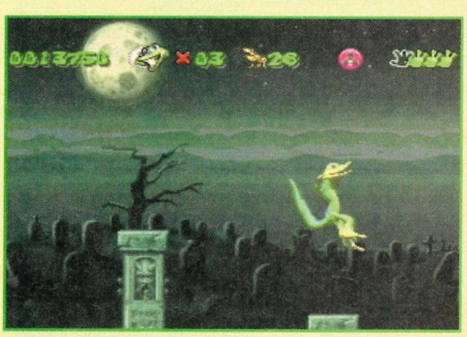


## Kiss me with tongues

There are lots of power ups in Gex. Here are some of the more interesting ones and what they do.

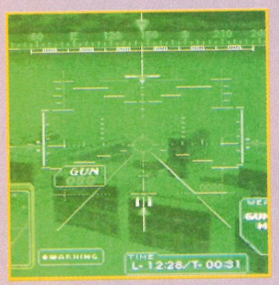
This one speeds you up considerably, but remember to suck it up. If you hit it with your tail, you'll only get an energy point.

If you collect this little beauty, you'll be able to spit ice and turn your foes into blocks of the stuff. We like that.

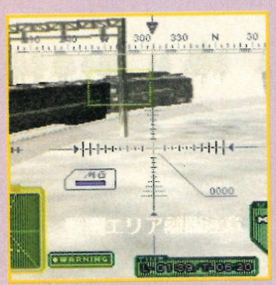

This one turns your spit into fire. If you're hit when you have one of these power ups, you lose the weapon but no energy.

## Whether the weather

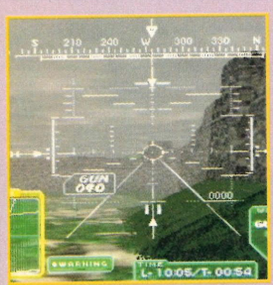
If you thought the weather in England was bad at the moment, just take a look at the monstrously adverse meteorological conditions in *Gun Griffon*. Moody it may be but frankly, we'd rather sacrifice mood for a bit of decent visibility, some sunshine and a couple of ice creams, any day.



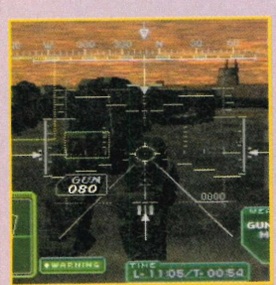
The place is Kiev, the time is night. Slap on your night vision and the world turns green. Very attractive, very technological, but then again, not very easy to find your way about the place.



Brrrrr... it's enough to freeze the bolts off a big AWGS mobile suit. Worse still is the fog which, as you can see, makes the view completely devoid of interesting features. Or trees.



Typical. The one day we take a trip to the Great Wall of China and there's a storm. It's raining so hard that mist has formed putting visibility down to a measly ten yards or so.



It's dusk and yes, that means that visibility is bad. In a real war situation you'd probably attack in the summer at mid day so that you could see who the hell you're trying to kill.

# Gun the Eurasian

***A griffin is a mythical beast with an eagle's head and a lion's body.* Gun Griffon *is a videogame with filthy visuals and repetitive gameplay. Strange but true.***

Eurasia in the 21st century. A number of nations have decided that passively living together in harmony is a profitless pursuit and have chosen instead to wage a bloody war with each other. Bad though this (mostly) fictional situation sounds, it gives us another opportunity to strap ourselves inside a massive mobile robot suit and run riot across the landscape paradoxically trying to establish peace through destruction.

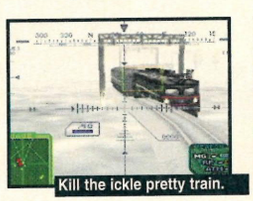
***"It gives us an opportunity to strap ourselves into a mobile robot suit and run riot across the landscape, trying to establish peace through destruction"***

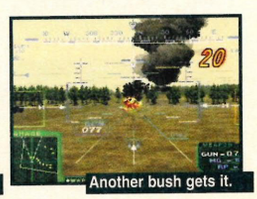
It may have been more refreshing to climb inside a giant rabbit suit armed with nuclear carrots, but carrots don't sell (except in small numbers at supermarket for purely gastronomic purposes). Nope, guns sell by the bucketload and it looks like we're stuck with them until someone comes up with a better idea.

The mobile suit is an enormous piece of kit which can walk around, hover above the ground, jump high in the air, and unleash one of four pretty powerful weapons. This extreme level of hardware is necessary when you consider that you have eight gargantuan missions ahead of you. The first four are available from the start and you can attempt them in any order. On completion there are two further missions and another two after those. Eight may not seem like a vast number but the difficulty level is set fairly high and there's a lot of ground to cover on each.

Graphically the game is no slouch, although there are a couple of problems. The movement is acceptably smooth and the enemies and scenery are also nicely drawn. Unfortunately though, the developers have opted to 'enhance' the

Another enemy tree is dispatched. BASTARDO!


Kill the ickle pretty train.


Another bush gets it.

## The four tops...

...Or to put it another way, four ways in which to top your foes. Here's a guide to the best way to use each of your four powerful weapons.

### Spray fire

Very powerful but with limited range. If you confront a powerful enemy, run up close and let fly with one of these beauties.

### Guided missiles

You don't get very many of these, but the few you have are useful for slaughtering fast moving opponents such as tanks. Line up your sights and when they flash, let it go.

### Missiles

Your sights flash when you're lined up correctly, but deviate at all after firing and the missiles will miss. You get heaps of these, and they have a long range.

| | | | |
|---|---|---|---|
| Players | One | Levels | Eight |
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# Griffon Conflict

There are maps, there are planes, there are enemy tanks; all the tired paraphernalia of computer tank game warfare, really.

atmosphere using night scenes, blankets of fog and a number of other atmospheric conditions. Sadly, these only serve to limit your visibility, frustrate the player and tarnish the experience. These sorts of elements, introduced occasionally, can provide variety, but here it's been overdone and the game feels extremely claustrophobic.

Additionally the levels suffer from being too sprawling. The wide open nature of the play areas and the fact that you have to go from enemy to enemy plugging away until everything is obliterated makes the challenge somewhat repetitive. Especially annoying is the inclusion of a time limit, a move which inevitably leads to you running out of time moments before victory.

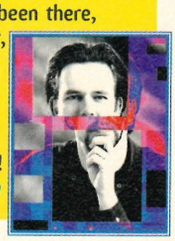
After extended play *Gun Griffon* does become a little more engaging and the various strategies needed to win gradually become a little more apparent. When you consider this, it's a shame that all this is more or less ruined by need-essly gloomy graphics and badly structured challenges.

SP

## second opinion

I played it for longer than I wanted to and was thoroughly bored within, ooh, 10 minutes? The idea behind it all sounds good and *Shellshock* was okay, so why isn't this? The graphics are teetering on the narrow ledge between fair and shite and the whole game has a large 'been there, seen it, done that' feel about it. Pah!

• *Dean*



## verdict

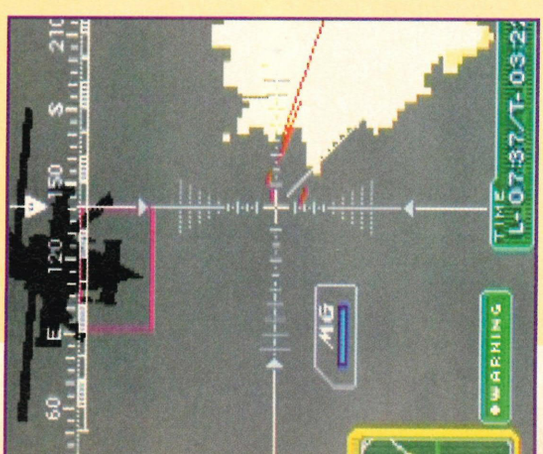
**Graphics** 6
Largely the graphics are OK. But it's all so terribly dark, messy and unattractive.

**Originality** 6
Big robot suits and heavy artillery? Not a terribly new idea is it?

**Sound** 5
The soundtracks are fine, but there were no sound effects on our version.

**Lifespan** 7
The challenges are pretty tough and the eight missions are huge.

**Final Verdict** 66%
"A couple of really daft mistakes have ruined a perfectly adequate game. Tweak it and release it officially, please." *Steve*




**Machine Gun**
You machine gun is surprisingly effective. Admittedly, It's poor against very powerful enemies but against the highly manoeuvrable helicopters there's no beating it.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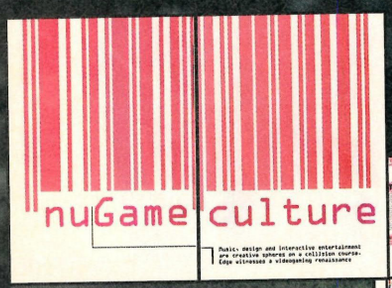

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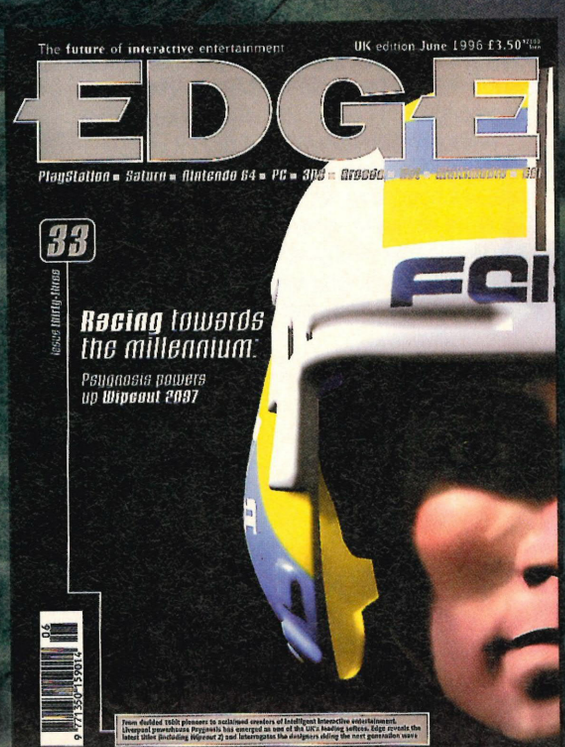


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Take TWO rival magazines. Count the number of tips they provide. Then laugh like a hyena. NO other Sega mag provides this amount of information for your money. Thankyou and goodnight.

# Power Tips

## Small Tips


62 .Mortal Kombat 3 (MD)

62 . . . .Primal Rage (MD)

62 . . . . . .WWF Raw (MD)

63 . . . . . .Worms (MD)

63 .Street Fighter Movie (Sat)

64 . .Cannon Fodder (MD)

64 .Super Skidmarks (MD)

64 . .Rings of Power (MD)

64 . . . . .Probotector (MD)

65 . . . . .Exo Squad (MD)

65 . . . . . .Aladdin (MD)

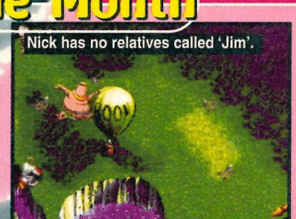
65 .Dynamite Heady (MD)

65 . . . . . .Sega Helplines


## Tip of the Month

Mega Drive

62




We have the most complete set of small tips for *Earthworm Jim 2* around – level selects, cheat codes and so on – it's ALL here for you on page 62, NOW!

## Tips Hardline

MD & Saturn

63

Some new additions for you as our *Tips Hardline* gets bigger. Watch in awe as James struggles to make EVEN MORE stuff fit into the SAME SPACE!

## Street Fighter Alpha

Saturn

66

How many times have you read the word 'tips' after the words 'Street' and 'Fighter'? Frankly, we've lost count now but then we could never count anyway.

## Brian Lara '96

Mega Drive

70

Lara sounds incredibly similar to 'Laura', the name of our illustrious Art Ed. Except Laura is rubbish at cricket. But then Lara is rubbish at Art. Spooky, that.

# Cheats & Hints

**If the Universe is like a computer (as some physicists think), WHERE ARE THE CHEAT CODES eh? Maybe that explains how Moses parted the Red Sea...**

Mega Drive

## Mortal Kombat 3

**Extended fatality time**

For Extended Fatality Time, enter this 'Kombat Code' on both joypads in two player mode. The pictures should be: Skull, Lightning, Lightning, Skull, Lightning, Lightning.

## Primal Rage

**Game of volleyball**

You must be on the Cove Level without 'sudden death' turned on. When a man comes in front of you,

Mega Drive

## Earthworm Jim 2

Thanks to Ian Wilkinson from Stockport for these excellent *Earthworm Jim 2* codes for the Mega Drive. A *Toy Story* cart is on its way. Keep sending the codes in!

**Weapons**

To use, pause and enter the codes below.

| Weapon | Code |
|---|---|
| Plasma Gun | C, C, C, C, A, A, A, B |
| Three Shot Gun | C, C, C, C, A, A, A, C |
| Homing Gun | C, C, C, C, A, A, B, A |
| Bubble Gun | C, C, C, C, A, A, B, B |
| Nuke Gun | C, C, C, C, A, A, B, C |
| Teleport Mucus Bomb | C, A, B, C, A, B, Up, Down |

**Level skip**

Pause and enter A, B, B, A, C, B, B, Right.

**Invulnerability**

Pause and enter A, A, A, A, Left, Right, Right, Left. To get back to the way you were before, re-enter the code.

**Map view mode**

Pause and enter A, C, C, B, A, A, B, Up.

**Level select**

Pause the game and enter one of the following codes:

| Level | Code |
|---|---|
| Puppies One | C, C, C, C, C, C, A, A |
| Puppies Two | Left, Right, B, C, C, Left, Right, A |
| Puppies Three | Right, Right, A, B, C, Left, Right, A |
| Peter Pan | C, B, C, Left, Right, Left, A, B |
| Abduction | Down, A, C, Left, Right, Down, A, C |
| Inflated Head | B, B, C, A, B, C, Left, Right |
| Sally | A, B, C, C, Up, C, Left, Right |
| Soil | A, A, C, C, B, B, A, A |
| Meat | C, C, Down, Down, A, Right, Right, Left |
| ISO | A, B, C, Right, Right, Right, Right, Right |
| Run Jim Run | B, B, C, Left, Left, Left, Left, Right |

**Extra ammo**

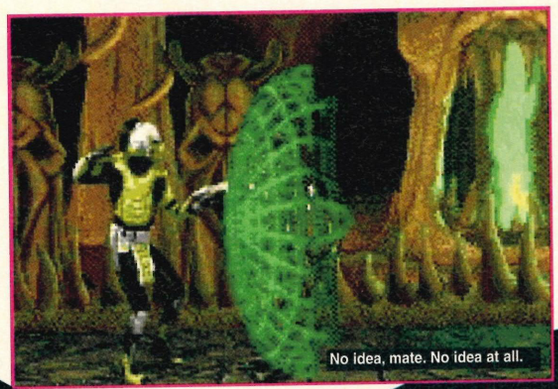
1. Select your level to begin the game.
2. Enter the code for the weapon of your choice.
3. Skip to any level desired.
4. Return to the level you were on at the beginning.

You now have 1000 shots with the weapon you've just selected.

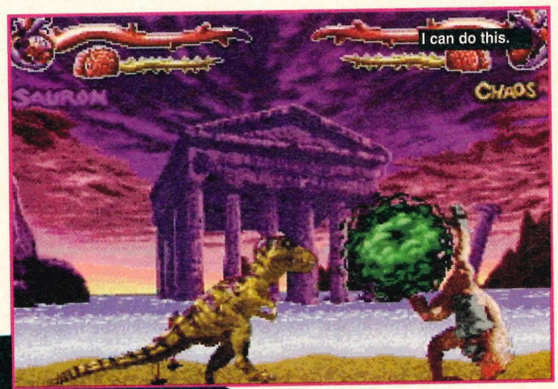
**Extra codes**

Pause the game and enter the following:

| Effect | Code |
|---|---|
| Energy | A, B, C, A, B, C, A, A |
| Ammo | C, B, B, A, C, B, A, A |
| Continue | A, A,C, C, B, A, Left, Right |



No idea, mate. No idea at all.




# Q&A

**Every question has an answer, every cloud has a silver lining, every mad tramp has a mumble. IT FITS, don't you see?**

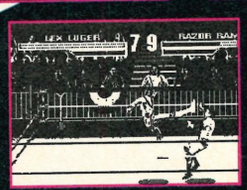
Mega Drive

## WWF Wrestlemania

I've been playing *WWF* on the Mega Drive for some time now and I was hoping to see a few cheats for it printed in your fine magazine. I got the 'Play as same character' cheat last month but is there any chance of a few more for this fine game? I would worship you on a daily basis for the rest of my life if you were able to help me.

Thankyou,

**Ade Lomas, Caerphilly**



*• If you find yourself in a headhold with another wrestler, try one of your own grab moves. If you are fast enough, you'll get the reversal.*

*Luckily, we've got a few moves for you, because we're dead nice and all. Here are some general hints and things.*

## Can you help?

Mega Drive

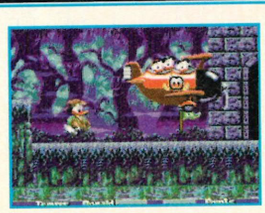
### Lion King

Several people have written in to us claiming the *Lion King* cheat printed in issue 77 doesn't work. Can anyone help us print a proper one?

### Quackshot

I have a bit of a problem with *Quackshot*. I'm stuck on the Egyptian level at the bit where the roof comes down and crushes Donald in the pyramid. Can anyone offer me any ideas to stop this from happening?

**Clare Meaddows, Ayrshire**



### Golden Axe 2

This might be a bit of a clunky old title but please, please, please, can anyone help me with a level select for *Golden Axe 2* on the Mega Drive? I keep getting killed all the time on level five and it's starting to get just a littttttle annoying...

**Steve Faulkner, Stoke-on-Trent**

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

FutureNet

# Cheat of the month

Saturn

## Street Fighter Movie

We bloody love in-game music. In fact, the only thing we love more than in-game music is in-game video. We can literally watch it for seconds before skipping on to play the game. Fill game discs up with useless FMV we say and leave as little room as possible for useless stuff like games programming.

Anyway, to get a hidden music video (called "Something There") in *Street Fighter Movie*, complete the game in 'movie battle' mode, beating Bison twice. The video will then play. Alternatively, you could go to the 'battle select' screen and select 'back up' to get to the screen with 'videoclip' on it. Now select 'videoclip' to see the video.

punch or kick him over to your opponent eight times. Now a net appears – that's good, but don't bite it.

## Worms

Before laying a mine near an enemy worm, wait 'til there is only about 2 or 3 seconds left on the clock

• *Playing as Brett Hart in multiple opponent matches, use the jump kick to inflict damage whilst keeping your opponents away from you. Try FF, SK for a four/five-hit combo, or FF, SK, SP for a 12-hit.*

Saturn

## Toshinden

Does anyone know any of the combos for *Toshinden* on the Saturn? If so, please can you help?
Cheers,
**Dan Davies, Newport**

## Wing Arms

Can you help? Can I get into any mission number of my choice, without having to play games 1,2,3 etc. in order?
**C. Bowyer, Barcombe**

# Tips Hardline

Helpful? Us? Yes. The *Tips Hardline* (updated every month) gives you some basic tips for the most popular game titles. It also tells you in which back issues of *Sega Power* you can find more help.

### Desert Strike

**Mega Drive:** *SP* 67
**Level Codes:**
2: . . . . . .BQJRAEF
3: . . . . . .TLJKOAP
4: . . . . . .WTEOVJP
Lives: . . . . . .TQQQLOM

**Game Gear:** *SP* 55
**Level codes:**
2: . . . . . .CKSEPPD
3: . . . . . .ICIIEFE
4: . . . . . .EMFMIEH

### Earthworm Jim

**Mega Drive:** *SP* 61
**Cheat mode:** Pause then press A and Left together, then press B, B, A, A and Right, B, B, A, then unpause. Wait and listen for 'cheater'. Now select stuff.
**Also:** *SP* 63, 64, 66, 67, 72, 74.

### FIFA International Soccer

**Mega Drive:** *SP* 53
**Some Finals:**
Germany Vs Denmark: . . . .JH7BW5P1GH
Holland Vs Denmark: . . . .C9*BY4600V
Brazil Vs Scotland: . . . . . .GP5WH461GW
Argentina Vs Spain: . . . . . .HYRBC4YSG4
**Also:** *SP* 56

**Mega CD:** *SP* 63
**Super stuff.** Type these at the options screen:
Super offence: . . . . . .A, A, A, A, A, B, C.
Super defence: . . . . . .B, B, B, B, B, C, B.
Super power: . . . . . .B, A, B, B, B, B, B, B, B, B.
Dream keeper: . . . . .A, A, A, A, A, B, B, B, B, B.
Dream team: . . . . . .A, A, B, B, C, C, A, A.
**Also:** *SP* 64

### FIFA '95

**Mega Drive:** *SP* 65
**Super stuff.** Type these as above.
Super power: . . . . . .B, A, B, B, B, B, B, B, B, B.
Super keeper: . . . . . .A, A, A, A, A, B, B, B, B B.
Super offence: . . . . . .A, A, A, A, A, B, C.
Super defense: . . . . . .B, B, B, B, B, C, C.
Dream team: . . . . . .A, A, B, B, C, C, A, A.
Shootout mode: . . . . . .A, B, A, C, A, B.
**Also:** *SP* 69, 70, 72

### FIFA '96

**Mega Drive:** *SP* N/A
**Super stuff:** Go to Options and then go to Control screen (pause). Press A for the cheat menu screen.
Dream team: . . . .A, A, B, B, A, C, C, B, C, C, A, A.
Super keeper: . . .A, A, A, A, A, B, B, B, B, B, A, C, C.
Super offence: . . .A, A, A, C, C, B, C, A, A, B, C, C.
Super defence: . .B, B, B, C, B, C, A, C, B, B, B, C, B.
**Also:** *SP* 75

### Jungle Strike

**Mega Drive:** *SP* 47
**Level codes**
Sub Hunt: . . . . . .RNCDYKBX6GC
Training Ground: . . . . . .9V6FBTL6CD9
Night Strike: . . . . . .XT6CR9WNMCZ
Puloso City: . . . . . .VNMJ3746JKN
Snow Fortress: . . . . . .WSZKWPZF9TR
River Raid: . . . . . .TMDTPFK3BVY
Mountains: . . . . . .7DGSD3BRWK
Return Home: . . . . . .N4SP3X7NLMS
**Also:** *SP* 71

### Micro Machines

**Mega Drive:** *SP* 74
Do these while you're playing the game.
Infinite lives: Press B, Down, C, Down, Up, Down, Left and Down.
Go faster: Press Up, Down, A, B, Left, Right, C and then Start.
Tricky game: Press Left, Right, Left, Right, Up, Down, Start and Down.
**Also:** *SP* 50

**Game Gear:** *SP* 57
Extra speed: On qualifying race in bathtub, whilst in the lead, reverse over the finishing line. A 'funny' noise will be heard by all within range. Ha! Ha!

### Micro Machines 2

**Mega Drive:** *SP* 62
**Faster car:** Pause the game and press Up, Down, A, B, Left, Right and then hold C. Now unpause.
**Also:** *SP* 69.

### Micro Machines 2 1996

**Mega Drive:** *SP* 79
**Faster car:** Pause and press Up, Down, A, B, Left, Right, hold C and press Start.
**Also:** *SP* 76, 77, 78 for readers' tracks.

### Mortal Kombat

**Mega Drive:** *SP* 50
'Flag' Option Screen: Press Down, Up, Left, A, Right and Down, then select cheat enabled. Refer to *SP* 50 or use trial and error to find out what the flags do.
**Also:** *SP* 48,49, 53, 59, 74.

**Game Gear:** *SP* 49
**Gore Mode:** Press this on the ethics screen: 2, 1, 2, DOWN, UP.

### Mortal Kombat 2

**Mega Drive:** *SP* 65
**Cheat Mode:** Select done on the options screen and then press: Left, Down, Left, Right, Down, Right, Left, Left, Right, Right.
**Also:** *SP* 59, 60, 62, 63, 65, 73, 76, 77.

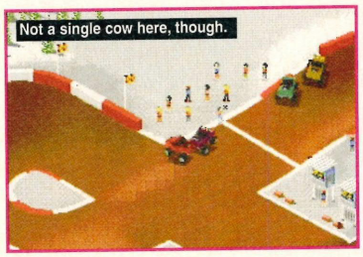
### Mortal Kombat 3

**Mega Drive:** SP 74
**Cheat Menu:** On the menu screen, press: A, C, Up, B, Up, B, A.
**Also:** All the moves and the works in *SP* 74.

### NBA Jam

**Mega Drive:** *SP* 61
**Power Ups:** use on the 'match up' screen.
**Power up Defense:** Tap any button 4 times, then hold down A, B and C until the game screen appears.
**Power up Turbo:** Tap any button 5 times, then hold A, B and C.
**Intercept Power up:** Tap any button 15 times and rotate the pad until the throw-up.
**Dunk Power up:** Tap any button 13 times and rotate the D-Pad until the throw-up.

**Game Gear:** *SP* 56
Power Up: Juice Mode: Enter the code NJTX34Y JMBDCQS.
**Also:** *SP* 58



(enough time to jump away) and then lay the mine. The timer will now run out without the mine exploding. When your opponent has their go, the mine will kill them, giving you another go with them powerless to stop you. Ha!

*• When playing as Bam Bam Bigelow, you can usually get the time for fiery fists by either throwing your opponent into the ropes or out of the ring. Try FF, P for a 10-hit combo.*

*• When playing as Yokozuna, try the salt throw after you've thrown your opponent out of the ring. You'll get the time you need while they're recovering and trying to get back in, but stand near the middle so that your throw doesn't come up short. After the salt throw, try the hammer or body slam. FF, P for a 4-hit combo.*

*• When playing as the Undertaker, don't try the ghosts after you've thrown someone down. Only try it when you've thrown them out of the ring, into the ropes or when they've run away from you. FF, SK for a 3-hit combo.*

*• When playing as Lex Luger, pick your opponent up (A+B+C) as he runs past you. FF, K for a superb 8-hit combo.*

*• Usually your opponent will stay on the mat for longer when they've put there by a normal throw.*

*• Don't try a running move when someone's just getting up from being thrown down. They'll usually be able to block.*

## Cannon Fodder

**Level skip**

Go to any level and kill your own men, depleting your number of recruits. Keep doing this until it says 'This is your last chance' on the mission briefing screen, then surrender and you'll skip a level. Note the codes for a return to the level with at least 13 recruits.

## Super Skidmarks

**Championship league**

4 x 4: . . . . . .SP
Bug: . . . . . RI
Compact: . . . . . .NT
Sports car: . . . . . .ER
Pro league: . . . . . .SPRINTER
Bug: . . . . . .MILK
Compact: . . . . . .GUAR
Sports car: . . . . . .DIAN
Acid Grand Prix: . . . . . .GUARDIAN
Bovine Warrior League: . CHOC MILK

## Ranger-X

**Level skip**

Pause, then press

## Rings of Power

***Arnold Turnbull*** *from* ***Wolverhampton*** *has written in (largely illegibly) with some nonsense about the Hulk on the Mega Drive. Unfortunately, we don't have too much to offer for this one, except for the following:*

***Pile Driver move:*** *Grab enemy and press A+B.*

***Stomp:*** *Press Down after jumping.*

## Free Cart!!

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

**Name** Simon Wells
**Age** 13
**Address** 9 Mill Lane, Bentley Heath, Solihull, W. Mids
**Game wanted** Jungle Strike **Console type** Game Gear
**Tip (Please continue on another sheet if necessary).** for game gear in micro machines to come 1st each time, go round 1st track backwards (1st lap is after qualification)

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

## Sorted!

T-Shirts to all these fine suppliers of solutions...

### Asterix and the Great Rescue.

**Issue 78**

**Sean Price** from **Kent** has the solution to **Stewart Smith** from **Ramsgate**'s problem with *Asterix*. "To knock the Roman off the rolling log at the end of level three, simply run your finger very quickly backwards and forwards over buttons A, B and C on the joypad." He's also kindly supplied some level passwords. What a love.

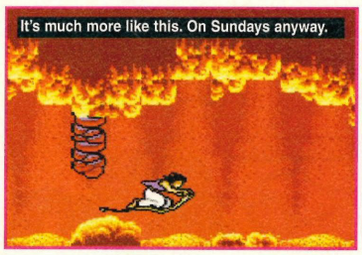
| Level | Pasword |
|---|---|
| 2 | Insula |
| 3 | Condor |
| 4 | Vienna |
| 5 | Avalon |
| 6 | Dulcis |

### Probotector

**Issue 78**

**Warren Galloway** from **Swindon** has the solution to **Anthony Davies'** *Probotector* problem. "Play through the game until you reach the Junkyard stage. Beat the first mini-boss and you'll enter an underground section with cannons and a destroyable wall. Climb the wall to get somewhere very special." Got that, Anthony?

Rochdale doesn't look like this.


It's much more like this. On Sundays anyway.

Up, Down, Up, Down, Up, Down, C, B, A, Right, Left. The music should now resume. Press B to skip to the next level.

**Slow motion**

Pause, then press Up, Down, Up, Down, Up, Down, C, B, A, Right, Left. The music will continue. Press A everything will slow down nicely, making things much easier. Press Start to get back to normal speed.

## Exo Squad

| Level | Password |
|---|---|
| 1 | .KETNAMLG |
| 2 | .RROMBEUU |
| 3 | .ITMALGNL |
| 4 | .SYLROAKA |
| 5 | .ZIUJKCHT |
| 6 | .TZKAISAO |
| 7 | .AEEBIAJL |
| 8 | .TSAOTTCY |
| 9 | .IALKTAIA |
| 10 | .SZAINBHN |
| 11 | .ZADMIAOM |
| 12 | .TGAINRKI |
| 13 | .AYRNCDIN |

## Aladdin

**Level select**

At the Options screen, will you please enter A, C, A, C, A, C, A, C, B, B, B, B. Thankyou

**Level skip**

Pause the game and enter A, B, B, A, A, B, B, A.

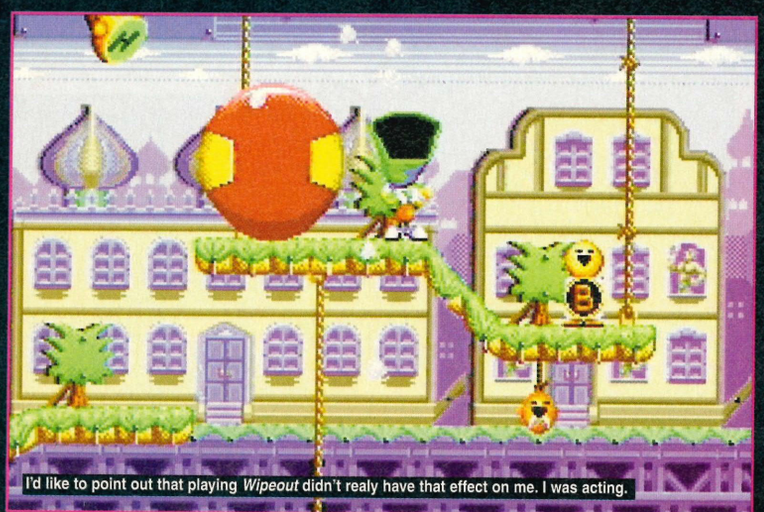
***Shoulder Charge:*** *Forwards, Forwards, C, Forwards*

## Dynamite Headdy

I've been really enjoying this excellent game (and I'll certainly be buying the next Treasure production, whatever it turns out to be) but I have had a few problems trying to get through it. Is there anything you can do to help me before my own head blows off!

**Tracy Mitchell, Taunton**

*For a level select, press C, A, Left, Right, B and Start at the 'Game Start' screen. Hope that's enough forhe moment.*


I'd like to point out that playing *Wipeout* didn't realy have that effect on me. I was acting.

## Now ask Uncle Sega

Sega offer a variety of services for people stuck with (Sega) games. If the game in question is on the Saturn you can try ☎ (0891) 787810 (49p per minute peak, 36p all other times) and listen to their automated hints and tips line. If you're E-Mailed up, you could try custserv@soehq.sega.co.uk and if you're feeling brave you could have a crack at their consumer services on ☎ (0181) 9964620.

# Tips Hardline

### NBA Jam Tournament Edition

**Mega Drive:** *SP* 67

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

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

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

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

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

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

**Also:** *SP* 75.

### Road Rash

**Mega Drive:** *SP* 35.

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

**Game Gear:** *SP* 61

For level five with best bike, enter: . . .0000 0DQT0 15AUS 574AE

### Road Rash 2

**Mega Drive:** *SP* 44

For hidden bike 'Wild thing', enter: . . . .009N 1V00

**Also:** *SP* 41, 69, 74, 75, 76.

### Road Rash 3

**Mega Drive:** *SP* 68

Enter these codes on the title screen using pad 2.

**Tougher weapons:** . . . . . .R, A, D

Cash, head start, no gun:C, L, U, B

**Excellent bike:** . . . . . .B, L, U, R

Any bike, weapons and cash:A, B, R, A, C, A, D, A, B, R, A

**Start at level two and steal bikes:** A, C, L, U

**Also:** *SP* 69, 77.

### Sonic the Hedgehog

**Mega Drive :** *SP* 1-79

**Level Select:** On the title screen press U, D, L, R and then A (keep it held). Now press START.

### Sonic the Hedgehog 2

**Mega Drive:** *SP* 41

**Level Select:** Go to the options screen and Listen to these sounds in this order: 19, 65, 09, 17. (Play each one for more than 15 seconds.) Now go to the title screen and hold down A and START.

**Also:** SP 40, 42, 44, 49, 56, 72, 75.

**Game Gear:** *SP* 41

Level Select: On the Sonic and Tails running screen press D/L, 1, 2 and Start. Hold all until the title screen appears then let go, and press Start.

**Also:** *SP* 41, 48, 59.

### Sonic the Hedgehog 3

**Mega Drive:** *SP* 56

**Level Select:** When you hear the voice say 'Sega', swiftly press U, U, D, D, U, U, U, U. (You should hear a chime.) Go to the Player 1/Competition options screen and, with competition highlighted, press D and then go into sound test.

**Also:** *SP* 54, 55, 57, 59, 60, 65.

### Sonic and Knuckles

**Mega Drive:** *SP* 65

**Go Hyper:** collect all the chaos emeralds and 50 rings, then do a double jump. Now collect all the super emeralds in the special stages of S&K, getting 50 rings and doing another double jump. If well executed, you'll get the Hyper animals. Well worth it.

**Also:** *SP* 66.

### Sonic CD

**Mega CD:** *SP* 50

**Level Select:** On the title screen, press U, D, D, L, R and B.

**Also:** *SP* 53, 55.

### Sonic Chaos

**Game Gear:** *SP* 56

**Level Select:** On the title screen, press U, U, D, D, R, L, L, 2, 1 and Start.

**Also:** *SP* 66.

### Sonic Spinball

**Mega Drive:** *SP* 53

**Bonus Points:** Press A, B, and C when your total score is being added, helping you to get extra lives.

**Also:** *SP* 58, 65.

### Streets of Rage

**Mega Drive:** *SP* 41

**Level Select:** Go to the title screen, press Start and go to options. Press Right on pad 2 and keep it held. Now, hold A, B and C (all buttons on pad 2 are now held). Press Start on pad 1 to enter the options screen and select your level.

**Also:** *SP* 43, 45.

**Game Gear:** *SP* 44

**Level Select:** Go to the options screen and select sound test. Play sound 11, and while it's playing, hold down 1 and 2.

### Streets of Rage 2

**Mega Drive:** *SP* 42

**Level select:** On the title screen, press Start on pad 1. Now move the cursor down to options. Now press, and hold A, B, then Start on pad 2. Hold A and B until the options menu appears. Now you can cheat Gran.

**Also:** *SP* 44.

### Streets of Rage 3

**Mega Drive:** *SP* 57

*Level select:* When the selection menu comes, hold B, press Up, and, with option highlighted, press Start. Chimes are heard for cheats.

**Also:** *SP* 56, 58, 59, 60, 61, 68.

### Super Street Fighter 2

**Mega Drive:** *SP* 59

**Practice Mode:** Choose Vs mode. Select your person with pad 1 and your opponent's with pad 2. Now choose your place of battle and hold Start untill a screen appears. Now player 2 is computer controlled.

**Also:** *SP* 61, 62, 65.

### Urban Strike

**Mega Drive:** *SP* 62

**Level codes:**

2: . . . . . .CRV4XYZR4KW

4: . . . . . .9GB7KBR4NBL

5: . . . . . .NBJVFZHLMTK

7: . . . . . .L6P4NBR65Y6

8: . . . . . .G3FG75KB7SW

10: . . . . . .W7T9HD3XLDW

**Also:** *SP* 64, 65.

That's it for this month. If there are games that you think we should be including in the *Tips Hardline*, write in and tell us which ones.

# Street Fig Alpha

**All the tips for *Street Fighter Alpha*. Predictable, eh?**

Well, you might have bought it and who could blame you? It's got (sigh) all your favourite characters and it's, like A WHOLE MONTH until *Ultimate Mortal Kombat 3* comes out with over twice as many characters and hundreds more moves. Impatient pups. Still, here's some tips to give you loads of everything, all the hidden characters. And. Other. Things...

## I've got the Key

| | |
|---|---|
| F | Forward |
| B | Back |
| U | Up |
| D | Down |
| / | A diagonal movement |
| QCF | Quarter Circle Forward |
| QCB | Quarter Circle Back |
| HCF | Half Circle Towards |
| C. Jab | Crouching Jab |
| S. Forward | Standing Forward |
| J. Roundhouse | Jumping Roundhouse (A Jump Kick) |
| Jab | Weak Punch |
| Strong | Medium Punch |
| Fierce | Hard Punch |
| Short | Weak Kick |
| Forward | Medium Kick |
| Roundhouse | Hard Kick |

## The new Super Combo system

Your Chi is the secret to all those lovely Super Combos. The more Chi you earn, the better and stronger your attack will be. You 'get' Chi in four ways. Here they are...

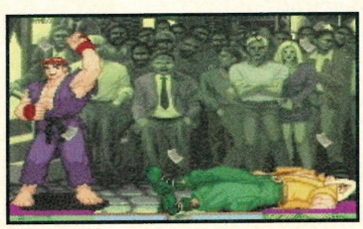
**1) Hitting your opponent**
By far the quickest way of increasing your Super Meter. Attacks that cause damage will increase your Meter faster than attacks that are blocked.

**2) Performing special moves**
Every time you do any type of special move, whether it hits your opponent or not, your Meter goes up.

**3) Getting hit by your opponent**
Blocking and taking damage increase your Super Meter, but only by a very small amount.

**4) Throwing a normal punch or kick**
Every time you hit a button (except JAB or SHORT), you will add a tiny amount to your Super Meter.

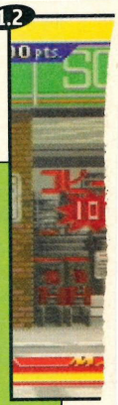
You keep your Chi between rounds (but not matches), so there's no real point in finishing anyone off with a special combo if they've only a small amount of energy left – save it for the final round. See, all makes sense, eh?



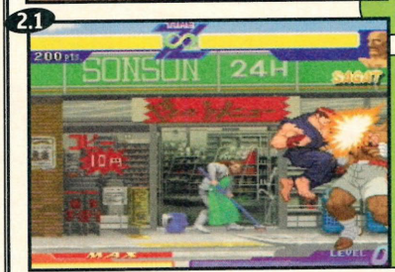
## The Combo masterclass

Sooo... combos? Combinations? Whassit? A combo is a series of moves that when strung together, make life near impossible for your opponent. Here, to get you started, are some basic combo movements...

**1.1** The easiest combo to start with is the simple two-kick. You start off with a **J.Roundhouse**, then when you land, follow that up quickly with...

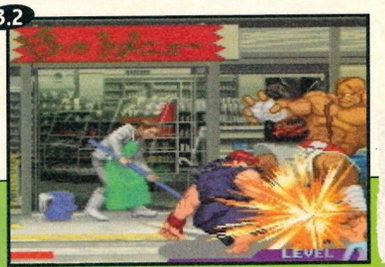



**1.2** ...**A C.Roundhouse.** It's simple, effective and it's a guaranteed bird-puller. So Nick reckons, anyway. (*I wish* – Nick.)




**2.1** Now, for something slightly different. Come in with a **J.Strong**. Then...

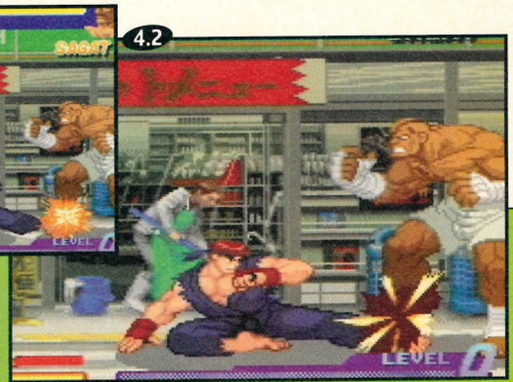
**2.2** ...Go for the **C.Roundhouse**. This one, with the initial two-hit punch will cause that little bit more damage. Guaranteed for three years.




**3.1** Go in again with the **J.Strong**...

**3.2** ...Follow up with the **C.Roundhouse**, again. But...

**4.1** If you've managed to corner your opponent then why not give them a damn fine drubbing by starting off with a simple **C.Short**...




**4.2** ...Then a **C.Forward**...

# ghter

2.2

3.3

3.3 ...This should knock your opponent down, so you can continue attacking with any manner of horribleness. My personal favourite is the fireball.

4.3

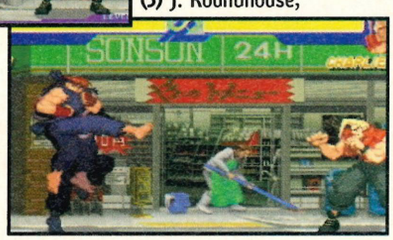
4.3 ...And finish off with a funky **C.Roundhouse.** If you're nice and quick you'll get all three attacks in, your opponent will be stunned and you can give 'em what for in a proper fashion. Now who can argue with that?

## Characters' moves

### Ryu

Super combo 1 – *Vacuum Fireball:* QCF, QCF + Punch
Super combo 2 – *Vacuum Hurricane Kick:* QCB, QCB + Kick

Combos
(1) S. Jab, S. Strong, C. Roundhouse
(2) C. Short, C. Roundhouse, C. Short, C. Forward, C. Roundhouse,
(3) J. Roundhouse, C. Strong, C. Forward, Fireball,
(4) J. Roundhouse, S. Jab, S. Strong, Fireball,
(5) J. Roundhouse, C. Short, C. Short, C. Forward, Fireball.



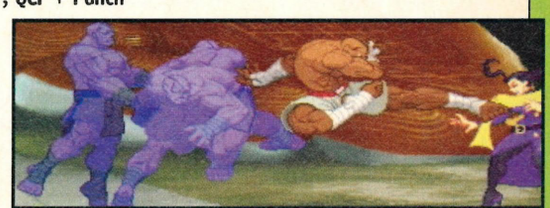
### Ken

Super combo 1
– *Rising Dragon Destroyer:*
QCF, QCF + Punch
Super combo 2
– *God of Dragon Punches:*
QCF, QCF + Kick

Combos
(1) S. Jab, S. Strong, C. Roundhouse
(2) C. Jab, C. Short, C. Forward, C. *Or* S. Roundhouse
C. Jab, C. Short, S. Forward
(3) J. Roundhouse, C. Strong, C. Forward, Fireball
(4) J. Roundhouse, C. Short, C. *Or* S. Forward, Dragon Punch
(5) J. Roundhouse, C. Short, C. *Or* S. Forward, Hurricane Kick
(6) J. Roundhouse, S. Strong, Fierce Dragon Punch
(7) J. Forward, C. *Or* S. Jab, S. Short, S. Forward, Hurricane Kick

### Sagat

Super combo 1 – *Tiger Genocide:* QCF, QCF + Kick
Super combo 2 – *Tiger Cannon:* QCF, QCF + Punch
Super combo 3 – *Tiger Raid:*
QCB, QCB + Kick



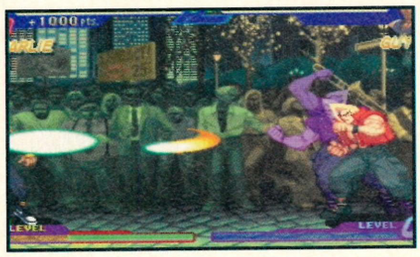
Combos
(1) S. Jab, S. Strong, S. Roundhouse
(2) S. Jab, S. Strong, C. Roundhouse
(3) J. Roundhouse, C. Forward, Tiger Genocide

## Chun-Li

**Super combo 1** – *Thousand Burst Kick:* **Charge B, F, B, F + Kick**
**Super combo 2** – *Spinning Shadow Kick:* **Charge D/B, D/F, D/B, U + Kick**
**Super combo 3** – *Power Storm:* **QCF, QCF + Punch**

**Combos**
(1) S. Jab, S. Strong, S. Fierce
(2) S. Jab, C. *Or* S. Strong, C. Roundhouse
(3) J. Roundhouse, C. Forward, Rising Spin Kick
(4) J. Roundhouse, S. *Or* C. Jab, S. *Or* C. Strong, C. Roundhouse
(5) J. Roundhouse, S. Jab, S. Strong, S. Fierce
(6) J. Roundhouse, S. *Or* C. Jab, S. *Or* C. Strong, Kikoken. *Or* Tbk

## Charlie



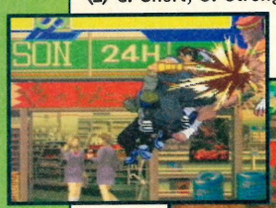
**Super combo 1** – *Sonic Break:* **Charge B, F, B, F + Punch** for EACH projectile released
**Super combo 2** – *Somersault Justice:* **Charge D/B, D/F, D/B, U + Kick**
**Super combo 3** – *Crossfire Blitz:* **Charge B, F, B, F + Kick**

**Combos**
(1) C. Jab, C. Short, S. *Or* C. Strong, S. Fierce
(2) C. Jab, S. *Or* C. Strong, S. Fierce
(3) J. Roundhouse, C. Short, C. Strong, Sonic Boom *Or* Flash Kick
J. Roundhouse, C. Short, C. Strong, Somersault Justice

## Guy

**Super combo 1** – *Powerful Thunder Kick:* **QCF, QCF + Kick**
**Super combo 2** – *Eight Pairs of Fists:* **QCF, QCF + Punch**

**Combos**
(1) S. Jab, S. Strong, S. Fierce, S. Roundhouse
(2) C. Short, S. Strong, S. Roundhouse, C. Roundhouse
(3) C. Short, C. Forward, C. Roundhouse
(4) S. Fierce, Bushin Run W/ Roundhouse

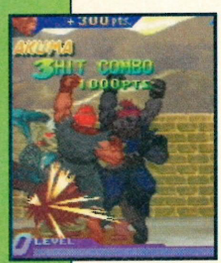


## Sodom

**Super combo 1** – *Mega Jitte Slice:* **QCF, QCF + Punch**
**Super combo 2** – *Mega Power Bomb:* **720 Degree Circle + Punch**

**Combos**
(1) S. Jab, S. Forward, S. Roundhouse
(2) S. Jab, S. Strong, C. Roundhouse
(3) S. Short, S. Forward, S. Roundhouse
(4) S. Short, S. Forward, C. Roundhouse
(5) J. Roundhouse, S. Short, S. Forward, C. Roundhouse

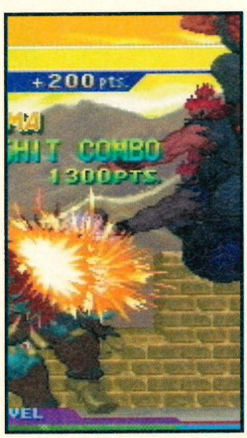
## Akuma



Akuma's basic moves are indentical to those of Ryu's, but with these two additional nuggets...

Red Fireball: **HCF + Punch**
Air Fireball: **QCF + Punch**
(in mid-air)

**Super combo 1**
– *Great Fireball:* **QCB, QCB + Punch**
**Super combo 2**
– *Great Dragon Punch:* **QCF, QCF + Punch**
**Super combo 3** – *Aerial Fireball:* **QCF, QCF + Punch**
(in air)



**Combos**
You can, if you do so wish, use any of Ken or Ryu's combos. Here are some that are specific to Akuma...
(1) Air Hurricane Kick, Dragon Punch
(2) Late Air Fireball, Any Ground Combo

## M. Bison

Double Knee Press:
**Charge B, F + Kick**
Psycho Shot:
**Charge B, F + Punch**
Demon Stomp:
**Charge D, U + Kick** (then optional Punch)
Demon Flight:
**Charge D, U + Punch** (then Punch again)
Teleport: **F, D, D/F + all three Punch/Kick buttons**

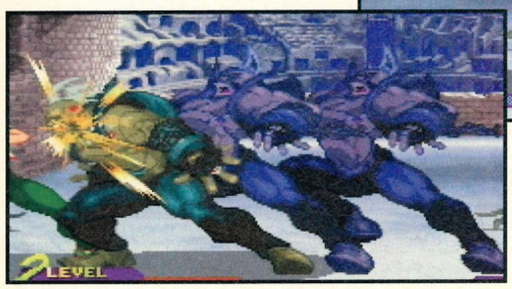
**Super combo 1** – *Knee Press Nightmare:* **Charge B, F, B, F + Kick**
**Super combo 2** – *Psycho Crusher:* **Charge B, F, B, F + punch**

**Combos**
(1) J. Roundhouse, S. Roundhouse
(2) J. Roundhouse, C. Jab, C. Jab, Psycho Shot

## Birdie

Super combo 1 – *Leaping Chain Grab:*
**QCF, QCF + Button**
Super combo 2 – *Mega Headbutt Rush:*
**Charge B, F, B, F + Punch**

Combos
(1) C. Jab, C. Short
(2) S. Short, S. Fierce

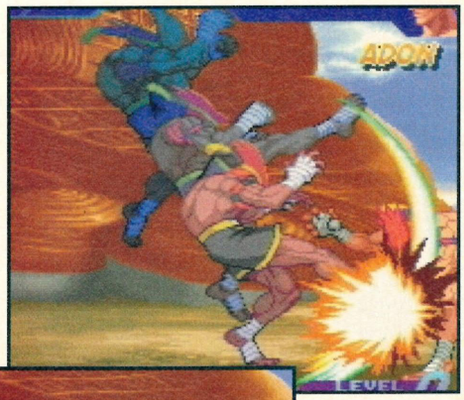


(3) C. Fierce, Headbutt Rush
(4) J. Roundhouse, S. Short, S. Fierce

## Adon

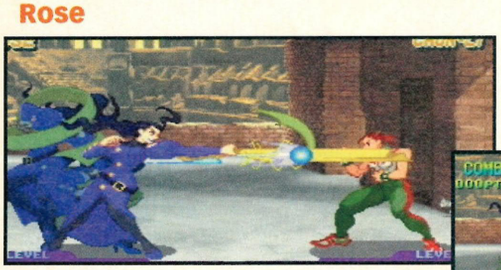
Super combo 1 – *Jaguar Assault:*
**QCF, QCF + Punch**
Super Combo 2 – *Jaguar Revolver:*
**QCB, QCB + Kick**

Combos
(1) S. Jab, S. Strong, S. Roundhouse
(2) S. Jab, S. Strong, C. Roundhouse
(3) J. Roundhouse, C. Jab,



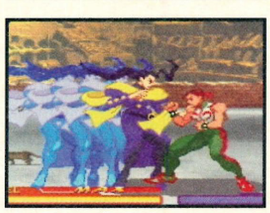
C. Strong, C. Roundhouse
(4) J. Roundhouse, C. Jab, C. Strong, Jaguar Assault

## Rose

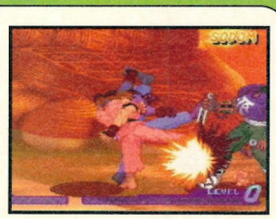


Super combo 1 – *Aura Soul Spark:*
**QCB, QCB + Punch**
Super combo 2 – *Aura Soul Throw:*
**QCF, QCF + Punch**
Super combo 3 – *Soul Illusion:*
**QCF, QCF + Kick**

Combos
C. Short, C. Forward, C. Roundhouse

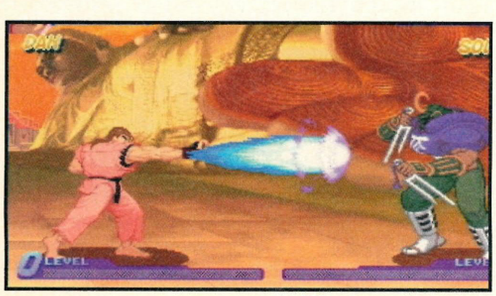


## Dan



Fireball: **QCF + Punch**
Dragon Punch: **F, D, D/F + Punch**
Gale Kick: **QCB + Kick**

Super combo 1 – *Super Fireball:*
**QCF, QCF + Punch**
Super combo 2 – *Double Dragon Punch:* **QCF, QCF + Kick**
Super Combo 3 – *Furious Attack:* **QCB, QCB + Kick**



Combos
(1) S. Jab, S. Strong
(2) C. Jab, C. Strong
(3) C. Jab, C. Short
(4) J. Roundhouse, C. Forward, Fireball
(5) J. Roundhouse, S. Fierce, Dragon Punch

# Hidden Characters

There's a few. ALRIGHT? Problem with that? EH? Sigh... here's how you find them, for your viewing pleaseure.

**Akuma**
At the character select screen, press and hold down the **Left** and **Right** (shoulder) buttons and then move the cursor to the '?' box. Now press **Left** three times, **Down** three times and press **A** and **B** together.

**Bison**
At the same character select screen, press and hold down the **Left** and **Right** (shoulder) buttons and go to the '?' box. Press **Left** twice, **Down** twice, **Left** once and then **Down** twice. **A** and **B** together will bring up the large man.

**Dan**
Go to the '?' box in the manner mentioned above and press **Y, X, A, B, Y** or **Y, B, A, X, Y** for a different-coloured costume.

# Playing against the computer-controlled Dan and Akuma

Both the completely hidden characters can be challenged, with the computer in control of them. Both of their move sets vary around the standard Ken/Ryu ones.

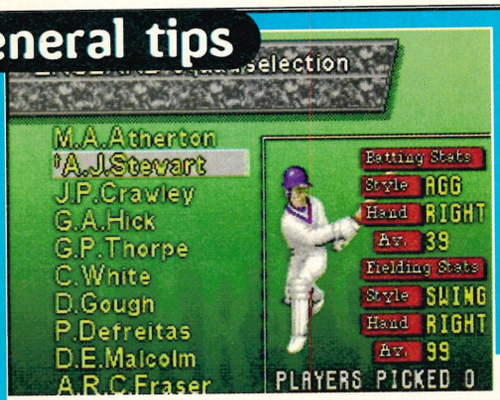
**Dan**
As soon as you've finished your fifth match, hold the **Left** and **Right** shoulder buttons and **Up** on the D-Pad. Continue holding all these down until you get to your next opponent. It will then say: 'HERE COMES A NEW CHALLENGER' and Dan will appear. He's very easy indeed and perfect for knocking up your score.

**Akuma**
Choose your character as normal. Then, just after choosing your speed, hold down the **Left** and **Right** side buttons and **B**. Keep all these held down until the match begins and Akuma will arrive, beat up your opponent and then you. Probably. Very hard, y'see?

# Power

That's right, the *Sega Power* guys have done it again, this time with a very special players' guide to the spankingly great *Lara '96*. We think this game is so good that we dare you to find a better cricket game for the Mega Drive (well, we dare you to find another cricket game full stop). And as watching cricket on the television is about as much fun as having your eyes pierced, let our hot tips will keep your sweaty little hands away from Sky Sports and knitting needles, and firmly on your joypad.

## General tips




Obviously team selection is of the utmost importance. The table shows England at the top of the pile. Unbelievable you may think, but that's the way it is. Selecting England may not give you the unbeatable team that you might hope for but compared to the likes of Holland they field a stronger side. Pick your aggressive batters to open the batting and then towards the end of the innings opt for the defensive players as they will conserve your score without (hopefully) going for a duck.

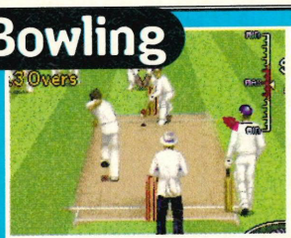
A simple tip but it works about seven times out of ten. Always call heads, as you'll get the choice to bat or bowl first. Even if the opposing team win the toss they'll always field first.

## Fielding

When it's your turn to field, it's imperative that you reset your fielders after every over. The 'off' setup is useful when you want to tempt the batsmen to sling a few into the on side. Assuming you're quick off the mark a catch or run-out is a distinct possibility.

The same applies to most of the other setups. Choose your fielders according to the bowler you're using. If you put in spinners, you're better off tightening the field for the short catch. When you deploy your fast bowlers, you'll want plenty of slip fielders and the rest scattered in the covers and on the boundary.

## Bowling

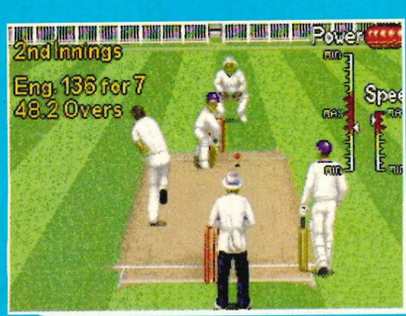



To win a game of cricket you've got to score plenty of runs and take cheap wickets. In *Lara '96* this is no easy task. Select a fast bowler and then line the white box against the far stump, or the area of the wicket which is most clear. Then you must accurately use the power and speed bars – make sure you stop the bar in the red (max) area and then hammer on A to get full speed. Even if you don't take the wicket immediately, the probability is that the batsmen will play a defensive stroke – making it simple to prevent him from scoring runs.

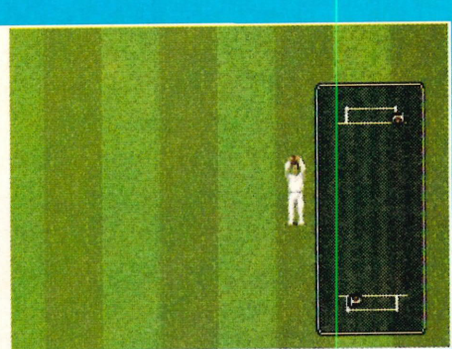



Another possible way to dismiss the batsman is to tempt him with a fast bouncer. Make sure the white box is lined up half way along the crease, stop the power bar in the red and use lots of speed. If the batsman hooks and mis-hits, your fielders should be correctly positioned awaiting the catch.

A wide ball costs only one run, and you're only likely to give this away if you place the white box either far left or right. Generally the tighter you play the ball to the stump, the more you chance you have of taking a wicket.



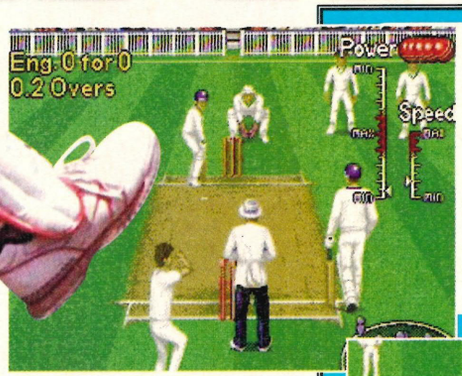

The best way to catch a player out is by bouncing the ball high on a delivery (if you're batting, using B and hitting the ball where the fielders are stood).



To take wickets you must pitch the ball right at the stumps and get the correct speed and power on the gauges – shown in the screenshot. If you're more than two steps out on the power gauge, don't use loads of speed otherwise they'll hit you for a six.

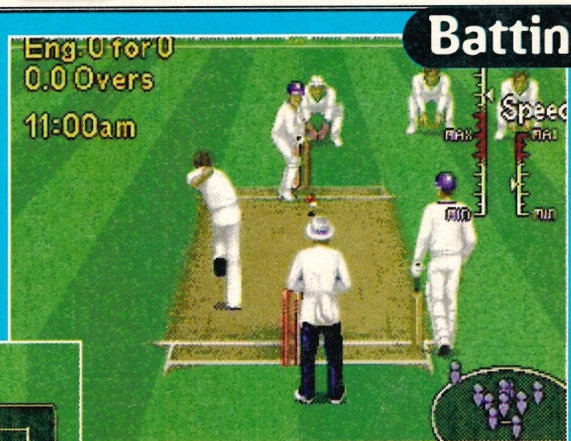
# BRIAN LARA CRICKET '96

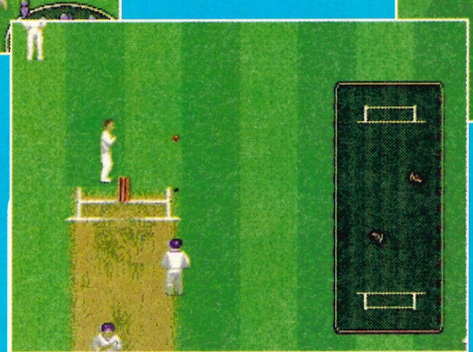
**We like *Lara '96*, especially as it's a top Mega Drive game. Here's your chance to benefit from our cricketing know-how.**




Often the bowler will aim away from the wicket, but you should never leave your stumps unguarded. Stand in front of the wicket, not to block it, but as a guard. In this screenshot the batsman is standing too far to the left. He should move over and clip the next ball through the leg side.

## Batting

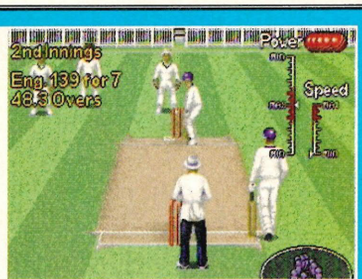


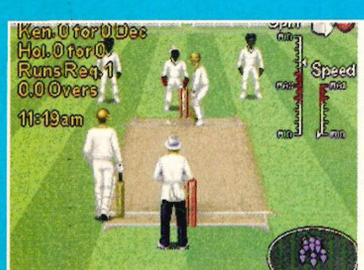



Whereas taking wickets is hyper important, so is accumulating a good score. Using button A or B and the D-pad Up, will mean that you play a defensive stroke. Using the D-pad Down, Left or Right and B against a fast ball will enable you to play lofted stroke. If there's enough pace on the ball you should be able to get a four or possibly a six. Button A is used mainly for ground and defensive strokes, but assess the power of the incoming ball before attempting any shot. *Lara '96* is just like real cricket in that timing is of the absolute essence. Mis-time your shot and you run the danger of being caught or given LBW. As soon as the ball lands on the white box, press button A or B depending on the shot you intend to play.

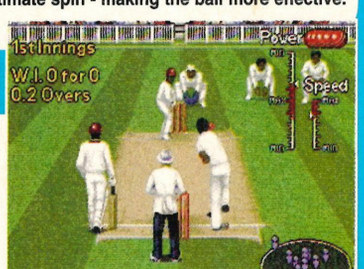
Something else that's hard to avoid is being run out. Check the fielders before you run. If they're in the slips and gullies and your shot is a short one, you'll probably be run out. Their response time does seem to be incredibly quick.

To take a wicket, pitch the white box right on the edge of the left or right stump. You can change the bowling side if it makes things easier (and it might confuse the batsman) but make sure you get the speed and power right.



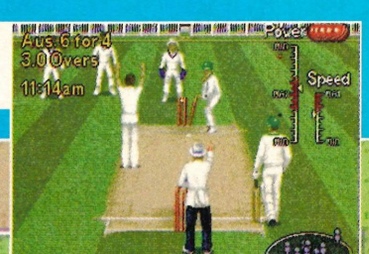




Taking a wicket with a spin bowler is tad more tricky. Bring in the fielders so they're close to the wicket and pitch the ball just in front of the crease line using appropriate spin or swing. Deploying spin bowlers is a great way to restrict the opposing teams scoring rate. Again, stopping the gauge in the max zone will give you ultimate spin - making the ball more effective.



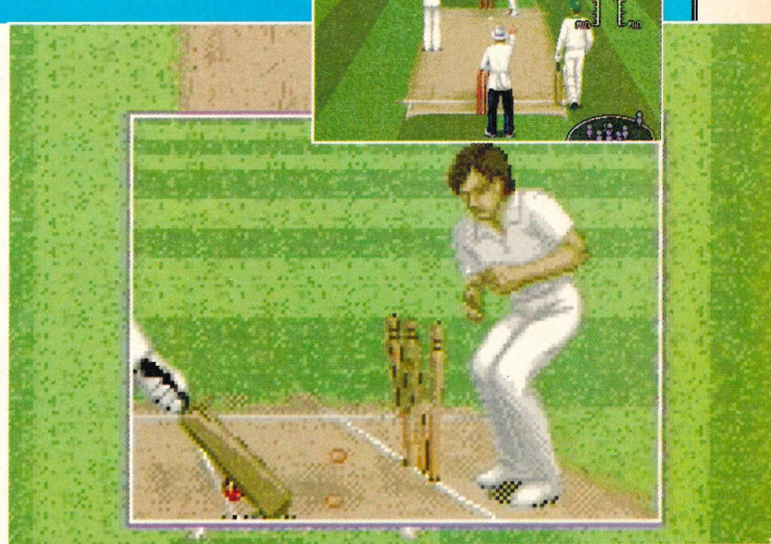

Fast bowling only works if you're accurate. If not, the opposing team (especially if it's the computer) will score centuries galore. You also run the risk of bouncing the ball over the batsman's head.

When you first play *Lara '96*, you'll see this often. If you've mastered the art of bowling then get used to seeing this from the other end. Practice makes perfect.

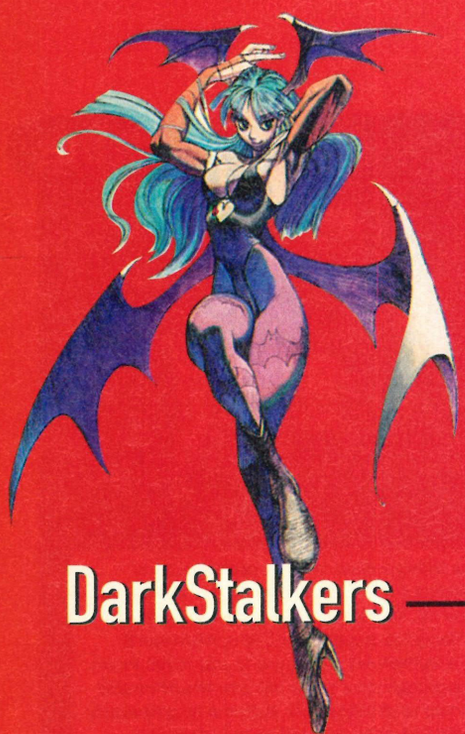



*Lara '96* is exactly like real cricket (surprisingly), so after repeated attempts to master the game, you'll eventually be able to tally up quite a few runs. A slip of concentration will still cost you dear, mind. To run after you've hit a shot press A and be as quick as you can. If you don't think you can make more than one run, stay where you are. To often you can be run out for being greedy.

Finally: remember the key to winning at *Brian Lara '96* is timing and accuracy. Failure in either of these two important fields will have you chinwagging with Dickie Bird down the British Legion in an instant. You have been warned.



# BRUTAL!



Tekken 2

DarkStalkers — **The Reviews...** — Killer Instinct 2

Ultimate MK3

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**Kombat!**
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*It's tough! It's linear! It's the Hardline. For those of you who haven't been paying attention for the past year, here's a list of all the Mega Drive and Saturn games we've reviewed since Dean grew hair.*

# The Hardline

## What's The Hardline for?

We know games are expensive and many of our readers like to buy by mail order or on the second-hand market. Because of this, we've re-introduced The Hardline to help you buy wisely, or sell that now unwanted game on to other people. Use The Hardline in conjunction with the Readers' Ads on page 78, and you'll save yourselves the anguish of buying crap.

### How to understand it

The point of The Hardline is to cram as much games info into these five pages as possible. We'll be updating it every month with new games so RELAX! Each entry follows this format:

❶ Title
❷ Publisher and original price (please note that this will not necessarily be what you'd pay or get for the game now).
❸ The *Sega Power* (*SP*) issue number that the game was reviewed in, and the score it received when reviewed.
❹ A mini-review ( in red if the game scored 90% or more) based on what we originally said.

## MEGA DRIVE

### AAAHH!!! REAL MONSTERS

**Viacom £49.99**
***SP* 76 53%**

Twenty-five levels makes this platformer monster large. However, one level is all it will take to make last night's shut eye seem an eminently better option. It looks dated, it is dated. The gameplay is relatively difficult and guess what? There's lots of monsters, oh mummy, what if they were *real* monsters?

### AUSTRALIAN RUGBY LEAGUE

**EA £45.00**
***SP* 75 70%**

Rugby freaks will cry for this, discerning game players may give it a slap. There's violence and thumping tackles – the sport's essential ingredients – and very clear graphics. It lacks the involvement of sports sims like *FIFA* and the final result often seems to hang on luck. Best rugby sim – only rugby sim.

### BRIAN LARA '96

**Codemasters £44.99**
***SP* 79 85%**

An improvement on the original, which was No. 1 for ages, with added features (the World Cup, County championship and historic games), better graphics and more options. A must for all cricket enthusiasts and anyone that enjoys an excellent sports game. Got the original? Get this too.

### COOL SPOT (3) GOES TO HOLLYWOOD

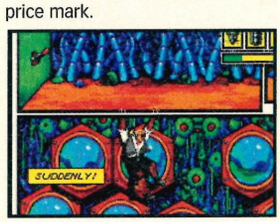
**Virgin £40**
***SP* 74 88%**

There's lots to recommend. It's slick, funny, challenging, clean and most unzitty. As expected, the cool platformer gets into some film-type mischief with lots of things to collect and puzzles to solve. But in the words of my girlfriend, seen it all before, only bigger.

### COMIX ZONE

**Sega £44.99**
***SP* 72 81%**

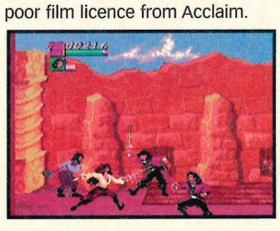
Jumping from comic book frame to frame this is an original take on the platorm beat-'em-up theme. Sometimes you need to think through the challenges, others need what my old gran described as the rightful use of brute force and ignorance. The end product looks good but may be hampered by the lack of levels (only three), the lack of continues the final stage game (which is almost impossible) and the hefty half-ton price mark.




### CUTTHROAT ISLAND

**Acclaim £40**
***SP* 78 5%**

Abysmal platform nonsense based on what is shaping up to be the biggest movie flop of all time. Stand in awe of the kind of tatty graphics last seen on a Master System. Be amazed at how Acclaim's poor quality control allowed this game out of their development section. Bow down and pray for the future careers of the programming team that allowed this cynical crap out into the world. Another shockingly poor film licence from Acclaim.



### DEMOLITION MAN

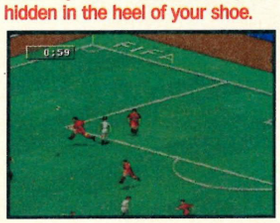
**Acclaim £34.99**
***SP* 72 72%**

The game of the film sees Stallone shoot the hell out of nasty pinko, commie, liberal, lefties. That bit's fine but all of the nonsense of the film is also present but with out any of the fringe benefits (Sandra Bullock). Sometimes even hard men curl up in front of the fire to watch Songs Of Praise and that type of light relief is as good as this gets.

### FIFA SOCCER '96

**EA £44.99**
***SP* 73 91%**

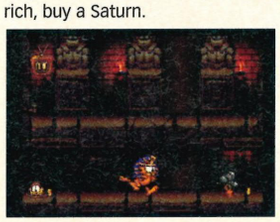
**Everything has been dusted and smoothed with this year's effort, to give the footie sim of the moment some extra oomph. With enough options to keep the grumpiest happy and sprite action smoother than silk through a cat's arse, buy it or swallow the capsule hidden in the heel of your shoe.**



### GARFIELD

**Sega £39.95**
***SP* 75 70%**

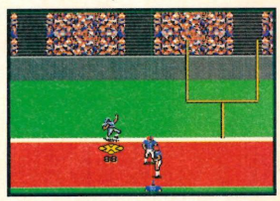
All the tricks and tribulations of the best but somehow misses the boat of greatness. The humour is not as sharp as in *Earthworm Jim* and the skill level not as intriguing as *Sonic*. For the monetarily-challenged this one should maybe stay on the shop shelf. If you're rich, buy a Saturn.



### MADDEN '96

**EA £44.99**
***SP* 75 49%**

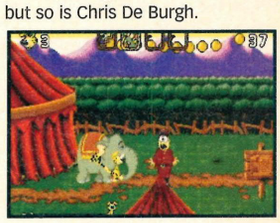
Tinkering with something that ain't broke, EA have finally lost the plot. They've introduced team trading but managed to stifle the game-play in the process. The graphics are a touch better, the overall effect is lost in frustrating and overly stylised matchplay. If it's American Football you want, get an older cheaper *Madden* instead.



### MARSUPILAMI

**Sega £44.99**
***SP* 74 69%**

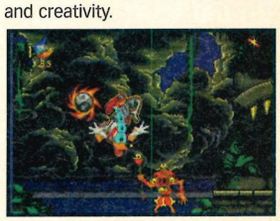
A puzzle platformer that lends little weight to the 'Keep the Mega Drive Alive' campaign. The strangest title next to the tritest gameplay are not the ingredients of fun pie. Big in the rest of Europe but so is Chris De Burgh.



### MAUI MALLARD

**Sega £44.99**
***SP* 74 71%**

Donald Duck gets an airing and just as well it's not the shooting season. Everything is here that you'd expect on a platformer but sadly so is blinding mediocrity. The licence fee to release the Disney star must have dipped into the budget for imagination, originality and creativity.

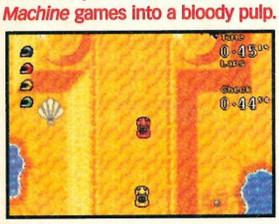


### MICRO MACHINES TURBO TOURNAMENT EDITION

**Codemasters £44.99**
***SP* 72 95%**

**The construction kit makes this a real hands-on experience. With a fancy password system, it's possible to edit existing tracks or create new ones. Tinkering about**

with acceleration, grip, car types and even the weather enhances the fun. With a dazzling sixty tracks and eight person play, this beats the previous two *Micro Machine* games into a bloody pulp.



## MORTAL KOMBAT 3

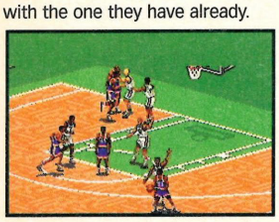
**Acclaim £59.99**
***SP* 73 95%**

The last blast on the Mega Drive and a good thing too. There's not much more that can be done in the *Mortal Kombat* series but at least they're going out on a high. Everything's there, it all works smoothly and close combat games a la 2D, has its master.

## NBA LIVE '96

**EA £44.99**
***SP* 75 60%**

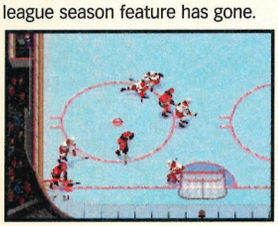
Those determined to buy the latest basketball sim won't go wrong with EA's latest. All the stats and teams are up to date and the gameplay has been buffed and polished. Those with an ounce (oh sorry, metric) – those with a gram of sense will get last year's model at half the price or stick with the one they have already.



## NHL '96

**EA £44.99**
***SP* 73 71%**

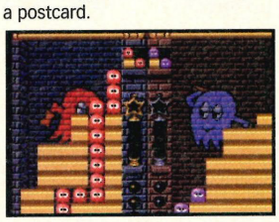
If you've got any of the previous EA *NHL's* then there's no need to bother with this. There's one-time passing, a variable skill level and a bit of goalie animation but the league season feature has gone.



## PAC PANIC

**Namco £24.99**
***SP* 75 50%**

A puzzle and *Tetris*-like jaunt for the eight-bit Eighties wonder, *Pac Man*. Even considering the budget price, doubts still linger about this one. It's a bit of a dud, but then maybe someone hasn't seen the Pac before. Maybe that same person hasn't worked out what those things that speed past on four wheels on the road and make a vroom type noise is. Answers on a postcard.



## PGA TOUR '96

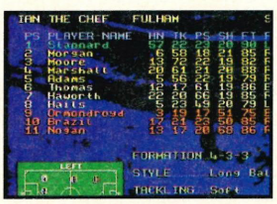
**EA £45.00**
***SP* 75 60%**

One too many updates for the EA golf sim. What's the point of better graphics if the overall enjoyment of the game is lost? The 3D swing looks nice but the flash add-ons slow the game. If you have any half decent golf game like *PGA* or *Euro Tour* then stick with them. If you want a golf game look, for one of the aforementioned rather than this expensive luxury.

## PHANTASY STAR 4

**Sega £39.99**
***SP* 73 87%**

A RPG that gets top marks for size and content. Those into this type of game can't go far wrong. There's a few more fighting styles, characters and an improvement in the graphics compared to previous incarnations. But that's the least that should be expected. One to buy a mate you don't want to see for a month or two.




## PREMIER MANAGER

**Sega £44.99**
***SP* 73 83%**

If you can't stump up an argument in favour of the flat back four you'll be lost with this. With an amazing eye for the most mundane, advertising hoardings or burger bars can be installed in stadiums. It's even possible to check the Ref's temperament. There's enough facts and figures to keep even BSkyB happy.

## SUPER SKIDMARKS

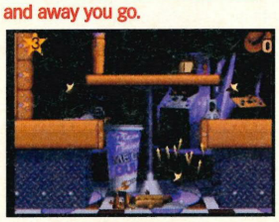
**Sega £44.99**
***SP* 74 82%**

Ram and slam your light-hearted socks off in boy-racer meets Dinky toy land. Plenty of shenanigans to be had in this innocent jaunt through impeccably drawn tracks with neat sprites. A good giggle especially with a full complement of mates (up to four on screen at once) joining in.

## TOY STORY

**Sega £44.99**
***SP* 77 93%**

A 'must have' for the Mega Drive this platformer is simply streets ahead in graphics, gameplay, character development, excitement and fun. Looking better than average games on the Saturn, this has been labelled as the last great game for the Mega Drive by none other than Nick (must be true). Cash at the ready and away you go.



## VECTORMAN

**Sega £40**
***SP* 73 90%**

The thought of another platform shoot-'em-up may leave the more optimistic of us pressing the cynic button but there's life in the old spud gun yet. An ecologically sound game plan (save the earth from toxic disaster of course), generously mixed with some top graphics drags the Mega Drive kicking and screaming into '96. Buy it as one of your last salutes to the Mega Drive.

## WIREHEAD

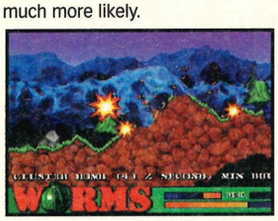
**Sega £39.99**
***SP* 75 10%**

Do you trust us? No, really? Stop messing around. Please? Oh okay. Well then buy this and it will serve you all right. Running after dad with a box strapped to his head (straight from the pathetic special effects department), no difficulty curve of any description and trial-and-error-survival make for dire gameplay disguised as a crummy chase. The Mega CD hasn't got much of a pedigree but this is one of the very worst games ever to appear for it. In fact it's one of the worst to appear for anything.

## WORMS

**Team 17 £39.99**
***SP* 76 78%**

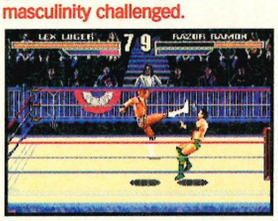
For those that enjoyed *Lemmings* or *Humans*, get your dosh ready. Plenty of gentle humour and weapons. Slow action makes this game for some but frustrates others. The microscopic pixels travel through a series of ever-changing levels which gradually increase in difficulty. Best played against human opposition where the vindictive possibilities are much more likely.




## WWF WRESTLEMANIA

**Acclaim £40.00**
***SP* 74 90%**

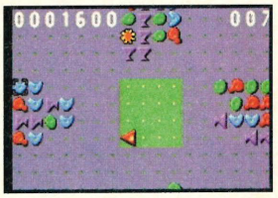
It took time to come, but finally there's a wrestling game worthy of your time and money. Acclaim have acheived this by adding non-traditional moves such as projectile throwing and fatality type stuff. Digitalised graphics, special moves, blocks they're all here. A bloke can now go into a shop and demand a wrestling game without having his masculinity challenged.



## ZOOP

**Viacom £39.99**
***SP* 74 81%**

A puzzle game in the style of *Tetris* or *Mean Bean Machine*, *Zoop* has an addictive quality built upon the most knobby old graphics. If you happen to have red/ blue colour blindness forget it. If you have the time to get used to the tricky start routine, give it a blast.



### SATURN

## BAKU BAKU ANIMAL

**Sega £45.99**
***SP* 76 85%**

As addictive as *Tetris* or *Mean Bean Machine* (*Zoop* for Nick). Easy to get the hang of but difficult to leave alone. Walk away from it and the images still cling to the inside of eyes. Relax, relate and vegetate.

## BATTLE ARENA TOSHINDEN

**Takara £49.99**
***SP* 75 84%**

A direct conversion from the PlayStation. There's a reliance on weapons above good old kicking and punching and in the end that's its weakness. All the Goraud shading is there, texture mapping too. The speed is perhaps a shade under the PlayStation but but overall, it's an excellent conversion. Enough play options to suit all skill levels as well.

## BUG!

**Sega £44.99**
***SP* 72 95%**

*Bug!* is the flagship sprite for the Saturn. Luckily, he lives up to all expectations. This challenging 3D platformer allows travel at all angles through four beautifully crafted scenes on each of the six major levels make play a pleasure. Plenty of baddies and secret levels. Nowhere near as fast as any of the *Sonics* but it's not really that type of game. Easily the best platformer on the Saturn.

# ❶ The Best Ever... ❶

## ...Mega Drive Shoot-'em-up

*Each month we'll be taking a different game style and nominating our all-time favourite title in that category. This month the* Best Ever Mega Drive Shooter *award goes to...*

### THUNDERFORCE IV

**Sega £40.00**

When we plunder the flaccid depths of our memories, we start to discard the unworthy rubbish that was countless strangly-named shoot-'em-up tat, pouring sewage-like from Japan. But we also remember the joyous smile that appeared on our youthful faces when the brilliant *Thunderforce 4* winged its way into the *Sega Power* offices.

It is, quite simply, a brilliant masterpiece of enormous bosses, ridiculous weapons and superb graphics. Very few people ever got to complete it – as it was so buggeringly difficult – but we all remember it, with more than a tear or two of salty nostalgia. Simply the best.

Runner-up: *Ranger-X.*

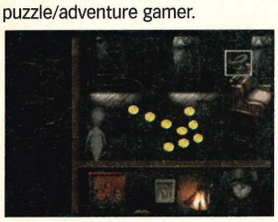
Couldn't find a *Thunderforce IV* pic, so here's runner-up *Ranger-X* instead.

### CASPER

**Interplay £44.99**

***SP* 78 81%**

A diverting puzzle game based on Spielberg's friendly ghost, this retains enough features from the movie to make it a worthwhile tie-in whilst not being too hard to scare off the inexperienced puzzle/adventure gamer.



### CLOCKWORK KNIGHT 2

**Sega £39.99**

***SP* 72 53%**

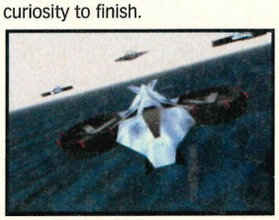
Platform games look good on the Saturn. That's the only thing that this tin warrior game proves. Tracking down his bimbo girlfriend and well, trying to find her, oh and searching for his bit of fluff are the options. Did the tin man in the Wizard of Oz need a heart or a brain? Don't worry, this lacks both.

### CYBERIA

**Interplay £45.99**

***SP* 77 48%**

A sci-fi adventure game that tries to be a shoot-'em-up as well. The trouble is that it fails to be either. The atmosphere is missing and the puzzles mostly depend on luck. Instant death comes so regularly that a tendency to throw the game at the dog will win over curiosity to finish.

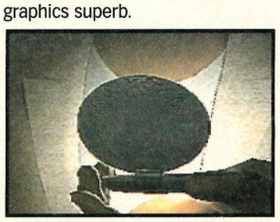


### D

**Acclaim £45**

***SP* 76 83%**

Puzzles, scary sets, hidden doors, you get the picture, and what a beautifully crafted one it is too. The game itself errs on the easy side and probably won't have that much of a lifespan but the atmosphere is terrific and the graphics superb.



### DARIUS GAIDEN

**Acclaim £59.99**

***SP* 77 35%**

A shoot-'em-up that gives imports a bad name. With graphics last seen in a dingey corner of a motorway cafe circa 1985, one can only sit back and wonder why this was boxed and sent to this country. The monotonous scrolling that passes for action leaves one burning question. I wonder if I left the iron on.

### DIGITAL PINBALL

**Sega £45**

***SP* 72 22%**

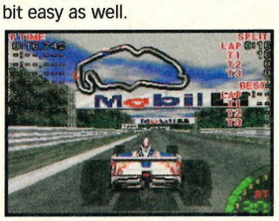
One screen for a whole table. Great, if you have the facility to plug into the U2 stage video wall not so if your relying on the lounge model. Four tables in total. Great, except that many of the features are like bad curry, they tend to repeat on you. Give me a fifty pence piece and a quiet corner in a pub any time.

### F1 LIVE INFORMATION

**Sega £39.99**

***SP* 76 79%**

The cars are the replicas of the Formula 1 models from the 1995 season, the drivers are the replica of the real thing, the game is a poor substitute for *Sega Rally*. There are many things to recommend but it's ultimately let down by dodgy car handling. It's a bit easy as well.



### FIFA INTERNATIONAL SOCCER '96

**EA £44.99**

***SP* 76 85%**

The best available footy game for the Saturn. There's some great new angles and team tactics. John Motson gets a weekend release to do the commentary and there's a neat Virtual Stadium idea. Not as honed as it could have been but those used to the Mega Drive version will find everything reassuringly familiar.

### GHEN WAR

**Sega £45.99**

***SP* 76 80%**

A decent import, this shoot-'em-up tootles through the galaxy, with smooth sophistication. Each sub level has a clearly defined mission which focuses the attention very clearly. One small gripe is the single view. No, two small gripes. It'll be difficult to get hold of in this country.

### GOLDEN AXE

**Sega £50.00**

***SP* 74 70%**

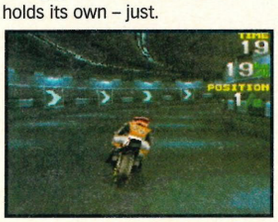
A loyal conversion from the arcade, this 2D beat-'em-up has nothing outstanding going for it. There's much fighting (*Samurai Shodown* with broad swords), the *Golden Axe* theme is well proven but there's nothing new. Fifty big ones does seem a bit steep to find that out.

### GP HANG-ON '95

**Sega £39.99**

***SP* 75 70%**

Put alongside *Sega Rally*, this motorbike racer looks distinctly average. There's plenty of tracks and options, it runs smoothly and fairly fast but the sound is pretty poor. In amongst the plethora of racing games for the Saturn it holds its own – just.

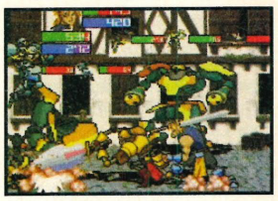


### GUARDIAN HEROES

**Sega £44.99**

***SP* 78 80%**

A new three-level parallax beat-em-up RPG might sound like a strange combination, but it works somehow. Choose your own path, alter your characters' characteristics and set them off on independent missions throughout the many and massive levels. Impressive but certainly not to everyone's taste.



### GUNBIRD

**Atlus £60.00**

***SP* 77 71%**

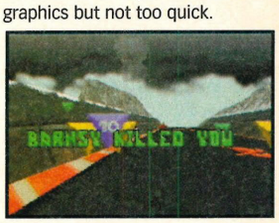
A shoot-'em-up from the old school which gives plenty to blast. Gives far too many continues and two days of unrestrained violence is all its up to. Two-screen action is worth the admission fee, so too the Arcade Mode but a hefty £60 price tag makes this difficult to recommend.

### HI-OCTANE

**Bullfrog £44.99**

***SP* 74 85%**

A futuristic racer with bags of options and tracks. Controls are a mite difficult but while you're getting used to them you'll be entertained by some foot stomping music. There's a leaning towards the shoot-'em-up with armoured floating vehicles taking on all comers. Super smooth graphics but not too quick.



### INTERNATIONAL VICTORY GOAL

**Import £30**

***SP* 78 74%**

Another footy game for the Saturn and a rather lame effort concerning itself far too much with the Japanese J • League. This one has struggled out a bit too late to fend off the challenges from the likes of *FIFA* and *Euro '96* which is a pity. Well, not too much of a one actually, we don't care that much.

# The Hardline

## JOHNNY BAZOOKATONE

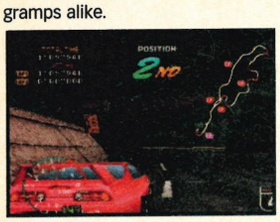
**US Gold £44.99**
***SP* 77 64%**

A glorified platformer, *Bazookatone* lacks the sparkle and depth of *Earthworm Jim* or *Bug!* Visually it's a treat and it is challenging but the gameplay is average if not poor. A real underachiever.

## KING OF SPIRITS

**Atlus £44.99**
***SP* 76 19%**

Described enthusiastically as 'the worst console racing game I've ever played' (James) it's hard to get excited about something so duff. If you intend to pay full whack for this then be prepared to be ridiculed by toddlers and gramps alike.



## LAYER SECTION

**Taito £49.99**
***SP* 75 79%**

A frantic shoot-'em-up so loyal to the arcade version they haven't bothered to take the 'Insert Coin' instruction off when playing in Two Player Mode. It's also damn near impossible with a joypad but worth the coinage with a chunky arcade joystick. Better than the average import.

## MANSION OF THE HIDDEN SOULS

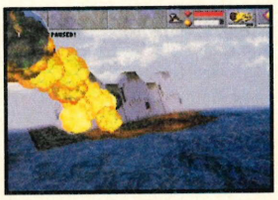
**Sega £39.99**
**SP 75 68%**

A thinly disguised re-working of the MegaCD game, this spooky puzzler falls plumply into the 'easy' category. The general atmosphere is good, butterflies flutter (eh?) and disembodied heads float but the gameplay ultimately falters.

## MAGIC CARPET

**Bullfrog £44.99**
***SP* 78 89%**

An impressive conversion from the best-selling PC verison of the game, this has you riding a magic carpet, battling wizards over the possession of manna and ogling some of the neatest landscape graphics we've seen on the new super-console. "Challenging, innovative, intelligent" – that's what we said in issue 78.



## MORTAL KOMBAT 2

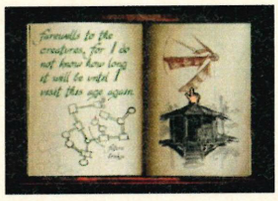
**Acclaim £44.99**
***SP* 75 89%**

The old 2D beat-'em-up is not a game for those looking for the latest thrill. It is, however for those hankering for the good old days of the Mega Drive. It's arcade perfect (well maybe a bit slower) but hardly next generation gaming. It still gives a ripping good play though and comes with the full *MK* quality guarantee.

## MYST

**Sega £40**
***SP* 73 78%**

One of the best looking puzzle/adventure games around, *Myst* errs on the tricky and often strays onto the difficult side of things. Designed for older gamers, it lacks the atmosphere and subtlety of *D* but makes up for that with sheer size. Good looks and sound make it a winner.



## MYSTARIA

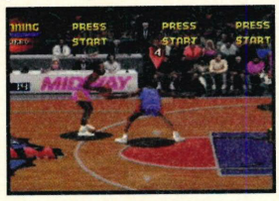
**Sega £44.99**
***SP* 77 82%**

An RPG in 3D and large enough to keep the leccy bill rising. Some battle scenes can take up to an hour and in between there's a multitude of places to explore. It all ties up nicely to make a well rounded and distinct game. By far the best RPG for the Saturn but lacks any decent competition.

## NBA JAM TOURNAMENT EDITION

**Acclaim £44.99**
***SP* 74 85%**

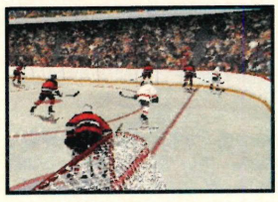
The basketball bandwagon just keeps on a rollin' for Acclaim. Everything that made the 32X and arcade versions a hit is here. Head-to-head or tournament options are available as is everything that you've seen before. If you want a basketball game it might as well be this.




## NHL ALL STAR HOCKEY

**Sega Sports £44.99**
***SP* 75 64%**

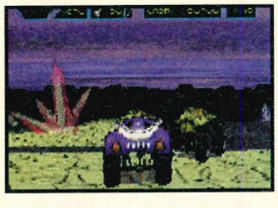
The graphics aren't that bad, and there're lots of options. Sticky disk access, useless camera angles, a difficult-to-spot puck and atmosphere reminiscent of the local morgue. Boo and curse the nasty Sega people for this banana of a game. Flashier but not half as good as the Mega Drive version.



## OFF-WORLD INTERCEPTOR EXTREME

**Crystal Dynamics £44.99**
***SP* 75 72%**

At first glance, it's a racing game over the roughest terrain. In actual fact, it's a bounty hunting race over whatever gets in the way. The subtle difference is that cash is the most important bit. The game is bright and cheerful with loads of levels but a very poor split screen/two player option let it down.



## OUTLAWS OF THE LAST DYNASTY

**Data East £39.99**
***SP* 72 59%**

Three words not associated with *Outlaws* are, Imagination, Skill and Originality. A more enjoyable game would be to find three different uses for the disc – shaving mirror, frisbee or attractive earing or nose stud. This beat-'em-up looks like a liquidised version of everything you've seen before. The result is not worth the bus fare home.

## RAYMAN

**Ubi Soft £44.99**
***SP* 73 81%**

Medium to hard platform which suffers when compared to *Bug!* All the ingredients are there, cutsie sprites, good backgrounds and smooth animation but we've seen it all before and often better.

## SEGA RALLY

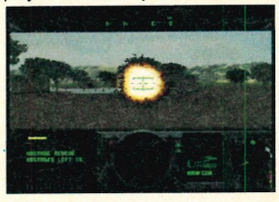
**Sega £45.99**
***SP* 75 97%**

Four long courses, three cars and loads of extras and hidden tricks. Connect that to superb graphics and an addiction level well into the red zone and *Sega Rally* is a 'must have' game. If you're to buy one racing sim, this stands head and shoulders above the rest. Me want, me want. Me have.

## SHELLSHOCK

**Core £44.99**
***SP* 79 79%**

This, the first Saturn tank simulator, is too similar to *Thunderhawk 2* to be a classic. But it does have excellent music, plenty of levels and is extremely playable. Definitely worth a look.



## SIM CITY 2000

**Maxis £49.99**
***SP* 74 90%**

After preliminary button clicking to get things off the ground, *Sim City* really does start to look special. Connecting your world up to sewage and telephone systems can be fun, honest. Aliens appear when your city has been developed sufficiently but in the mean-time the gameplay looks after you right-royally.

## SOLAR ECLIPSE

**Crystal Dynamics £49.99**
***SP* 76 81%**

A dark and tricky 3D shoot-'em-up type thing. Each stage has a none-too-straightforward mission objective. While you're working out what to do, there are truck loads of things to blast, avoid and be hit by. Good action especially from the cockpit angle.

## STREET FIGHTER ALPHA

**Virgin £44.99**
***SP* 79 81%**

Yes, it's *Street Fighter* with a few new characters, a few old ones, new combos and new super combos. It's certainly one of the better 2D fighters on the Saturn but not the update we'd hoped for. It's a toss-up between this, *Virtua Fighter 2*, *Dark Stalkers 2* and *Ultimate Mortal Kombat*.

## THE HORDE

**BMG £39.99**
***SP* 79 69%**

It's reasonably original – a sort of cross between a god game and a slash-'em-up but it doesn't really master either game style. The music and sound effects are nicely atmospheric but the graphics and the gameplay are a bit repetitive. It's got some good ideas but that's it. It's average.

# Sega Power's...
## ...Guide to buying Mail Order

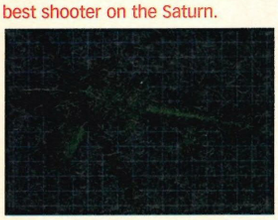
### TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these *Sega Power* guidelines:

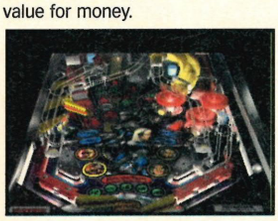
1. BEFORE YOU send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.
2. ALWAYS READ the small print on adverts.
3. BEWARE companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.
4. BY FAR the best method of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance if you want.
5. IF YOU'RE not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.
6. KEEP records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.
7. IF YOU are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.
8. WHEN YOU receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.
9. ALWAYS ORDER from the most recent issue of ***Sega Power***.
10. IF A PROBLEM does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the telephone book.

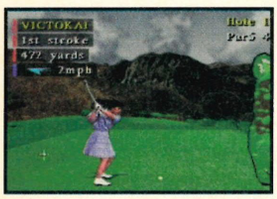
### THEME PARK
**Bullfrog £45**
***SP* 73 92%**
A conversion from the PC CD ROM, this sim still outshines the rest in its class. To get your theme park up and running you have to be a bit more careful with the readies than in the Mega Drive version but at least you get a virtual 'go' on most of the rides. A quiet game for calm days.

### THUNDERHAWK 2: FIRESTORM
**Core £44.99**
***SP* 75 91%**
A superb crossover of shoot-'em-up, helicopter flight simulator and tactical game. Mission briefings are excellent and the difficulty level rises at the perfect pitch. Detail in the hovering is exceptional but the scenic clipping can be a little harsh. By far the best shooter on the Saturn.



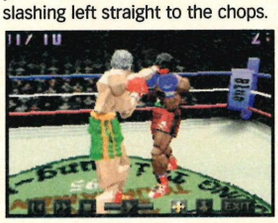
### TRUE PINBALL
**Ocean £39.99**
***SP* 77 83%**
The best pinball sim on the Saturn, it gives a two fingered salute to Sega's effort. There is the occasional double-take when the bearing squirts arse-ways but there's enough here for a truly good game. Four significantly different tables give sufficient value for money.



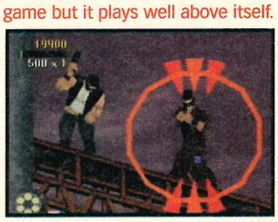



### VALORA VALLEY GOLF
**Virgin £50.00**
***SP* 79 32%**
Six different options, American voices and multi-player options lift this game's score out of single figures, but only just. Unbelievably, there's only one course for your fifty bucks. It's slow, the control system's dodgy and it gets boring.

### VICTORY BOXING
**JVC £39.99**
***SP* 74 82%**
The main aim of this boxing sim is to climb the rankings and have a shot at the title. To prepare for the big bout, practise by pummelling the soft headed sparring partners and replay the best moments from up to twelve angles. If it's boxing you want then this delivers a slashing left straight to the chops.



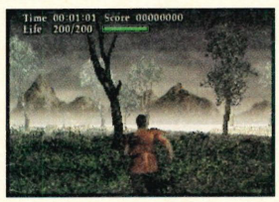
### VIRTUA COP
**Sega £59,99/£45.99**
***SP* 75 92%**
Surprisingly durable shoot-'em-up best played in two player mode and with the 'make my day' gun. Considering the linear design, lack of tactics and variation, there's a surprising pleasure to blasting away the bad guys, especially when they react according to where you slug them. It's a basic game but it plays well above itself.



### VIRTUA FIGHTER 2
**Sega Sports £45.99**
***SP* 75 96%**
The best polygon beat-'em-up available without prescription. Only a few moves short of arcade perfection with oodles of extras unique to the Saturn. Two new characters, team battle and watch modes and enough statistical stuff to keep the brain ticking. Not as much of a hit in the UK as it should have been. Buy it.

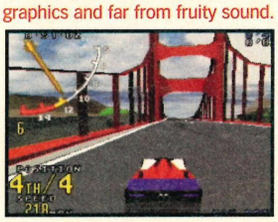
### VIRTUAL GOLF
**Core £39.99**
***SP* 77 87%**
Newcomers to the sports sim world, Core have landed a beauty with this one. Fluid swing and ball movement and the smoothest panning of the greens we've yet seen from a golf sim. There's no frustrating time lapse between views and no needlessly complicated putting routines.

### VIRTUAL HYDLIDE
**Sega £39.99**
***SP* 72 49%**
An RPG with a difference. Nobody would want to play the role. There are some shaky moments with deadly foes that look less frightening than a lollipop lady. Jerky sperky graphics and less than thrilling gameplay make this a no no.

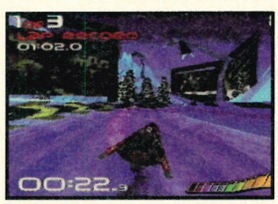



### VIRTUAL VOLLEYBALL
**Imagineer £39.99**
***SP* 72 31%**
Volleyball is a sport of skill, smooth movement, tight swimming costumes and a game plan. After two minutes of bewildering button clicking I defy anyone not be virtually sure that if they met the programmer, they'd be looking at a fifteen stretch.

### VIRTUA RACING
**Time Warner £39.99**
***SP* 73 91%**
A little dated next to the *Sega Rally* but with plenty of Saturn-only extras. There's a split screen two player option along with an option to gradually increase your motor's power from kart to dead smart in the Grand Prix mode. Ultimately let down by boxey graphics and far from fruity sound.



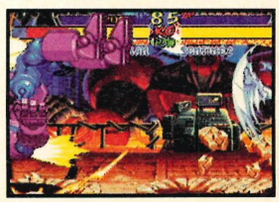

### WING ARMS
**Sega £39.99**
***SP* 73 67%**
After you've shot down you're tenth plane, the whole thing becomes rather samey. What a shame because the sound and the movement of the WW II planes is excellent. A shame that Sega squandered such an excellent game engine on this.




### WIPEOUT
**Sega £44.99**
***SP* 79 87%**
Sony's favourite racing baby makes it on to the Saturn and doesn't fail to live up to the hype. It's got power-ups, seven tracks four cars and the "best in-game music ever." Only bettered by *Sega Rally* (of course).

### WORMS
**Team 17 £40.00**
***SP* 76 60%**
Link this one up to four player mode and you've more chance of getting your money's worth. Having said that, this *Lemmings*-like platformer is too easy and treats the Saturn like a dumb kid. Not that many improvements over the Mega Drive version.

### X-MEN CHILDREN OF THE ATOM
**Acclaim £44.99**
***SP* 76 90%**
One-on-one side view 2D beat-'em-up. Face busting action with impressive graphics and plenty of characters. Although old fashioned, thrills abound in this classic adaptation with excellent scrolling and madcap moves. Slicker than a bird in Milford Haven.



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# Small Ads &

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**Sega Saturn** games for sale. Various titles, *Bug, Daytona, Theme Park, Victory Goal, Rayman*, many others. ☎ (01707) 268285

**MD *Sonic Spinball*** sell for £15 or swap for either *Jungle Strike, Desert Strike, Sonic* or *Sonic 2*. ☎ (01268) 417161 ask for Phillip NOT in school hours.

**I have** a Master System game for sale (*Castle of Illusion*) £10. ☎ (01977) 556250 in the evening.

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**Mega Drive** with two controllers and 19 games including *Premier Manager, Street Fighter 2, FIFA* etc. Worth over £850. Sell for £250 or swap for Saturn. ☎ (01484) 426956

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**Mega Drive** with 8 games inc. *MK 2* and *MM2*. Mega CD with 8 games inc. *FIFA*. 5 joypads, one 6 button. Sell for £220 or near offer. ☎ (01252) 613757

**Amstrad CPC464** includes green monitor with TV modulator also 30+ games, joystick, keyboard and printer. VGC £60. ☎ (01793) 695220

**Game Boy** with *Super Mario Land, Kirby's Pinball, Race Days, Zelda, The Chessmaster* and *French* for £43. Alex ☎ (0181) 8526689 after 4pm.

**Game Gear**, adaptor, Master System converter, MS games: *Bart Vs Space Mutants* and *Sonic*. GG games: *Popils* and *Boxing* £60. MD games also for sale. ☎ (0161) 9415691

**NES with** 2 control pads, zapper gun, zapper game, flyover joystick, 6 games, fully boxed with instructions and NES club mag. £55. Fully working. ☎ (0181) 3029791

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**MD2 and MCD** 2, 6 carts inc. *FIFA '96* and *Super Skidmarks*. 3 CD's inc. *Night Trap* and *NBA Jam*. Top class condition with 2 turbo joypads all for £250. ☎ (01772) 613757.

**MD2 for sale**. 2 pads, 5 games inc. *Theme Park* and *Street Racer*. 6 months old plus *Sega Power* mags £110 ono. Phone Paul ☎ (01773) 605656

**MD2 with** 3 joypads, 10 games inc. *Flashback, Robocop Vs Terminator, Speedball 2* and *Madden '92* only £110 ono. Call Scott ☎ (0117) 9490674.

**MD2 for sale** with 2 joypads, 11 games inc. *FIFA '96, PGA '96, Theme Park* and *Premier Manager*. All boxed £150 ono. Matt ☎ (0114) 2874393

**MD with** *Sonic 1, 2* and *3, Sonic & Knuckles, Clay Fighter, Quackshot, Addams Family* and *Toejam and Earl* only £90. ☎ Canterbury 450753

**MD for sale** with 11 games inc. *Sonic 1, 2* and *3, Jungle & Urban Strike, Theme Park* and more. 3 joypads (one 6 button) For details ☎ (0181) 6607559

**MD with** 4 control pads (3+6 button) 10 games: *Micro Machines '96, Theme Park, FIFA '96* etc. Worth £380, will accept £200 ono. ☎ (01444) 247938

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**Mega Drive**, Mega CD, 32X, 21 Games inc. *Earthworm Jim*. Jap. adaptor, demo CD's, 2 pads, Menacer gun with 6 games. All boxed as new £350 ono. ☎ (01925) 227663

**32X only** 3 months old £60. 5 32X games £20, all latest titles. 8 Mega Drive games £15 each. ☎ (01432) 264812 now.

## Wanted

**Wanted:** *Zero Tolerance* for MD – must be boxed with instructions. Will pay reasonable price. ☎ Dale (01525) 381977

***Virtua Racing*** wanted for MD. Will buy for £20-£25 or swap for *MM2*. ☎ Chris (01709) 524930. Must be in Sheffield area.

**Wanted:** *Micro Machines* for Master System. Will pay £10. ☎ Mark (01322) 527211

## Swaps

**I will swap** *Chaos Engine* for *Fever Pitch, NHL hockey '95* or sell it for £20. ☎ Chris (01342) 410137

**If you want** I'll swap *Streets of Rage 2* for *Ecco, Theme Park* or *Street Racer* for the MD. ☎ (01962) 734903

**Will swap** *Ristar, Sonic 2, Zool, Aladdin* for *Krusty's Fun House* or *James Pond 1, 2* or *3* For MD. ☎ (0161) 3688110

**Will swap** *Virtua Racing* (MD) for *WWF Raw* or *MK2*. Any other game considered. ☎ (01482) 374593 after 3.15 (Hull area)

## Pen Pals

**Pen Pal** wanted. Male or Female, must be 12, 13 or 14. Please send photo. ✎ to David Farsey, 19 Adams Close, Ampthill, Beds, MN45 2UB

**Male aged 12**, seeking a 12+ Male or Female. Interests include Sega, Red Dwarf, any music and Jet. Send photo. ✎ to Matthew

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Signed ..... Date .....

**ISSUE 79 – June 1996**
Top redesign issue! Eight page feature on *Wipeout*, *Magic Carpet* and *Toy Story* players' guides, *Brian Lara 96*, and *Street Fighter Alpha* reviews.

**ISSUE 78 – May 1996**
The world's first Saturn look at *Loaded* for a start, plus *Panzer Dragoon 2*, *Wipeout*, *Brian Lara '96*, *Virtua Fighter 3*, *Guardian Heroes*, *Ultimate MK3*.

**ISSUE 77 – April 1996**
Super *Toy Story* review. *Fighting Sonic* feature. Sega's plans for '96 unveiled. *Return of the Jedi* on Game Gear. Second part of our *Vectorman* players' guide.

**ISSUE 76 – March 1996**
*Blam! Machinehead* exclusive preview. *FIFA '96* and *Ghen War* exclusive reviews. Saturn and Mega Drive *Worms* review. *Virtua Fighter 2*, *Sega Rally* and *Vectorman* players' guides.

**ISSUE 75 – Christmas**
BUMPER CHRISTMAS ISSUE. Gaming on the cheap. The *Virtua Cop* Arena of Death. FREE AM games supplement featuring *Sega Rally*, *Virtua Fighter 2* and *Virtua Cop* reviews.

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FREE *Earthworm Jim/Cool Spot* calender. EXCLUSIVE *Rise of the Robots:* first shots and feature. EXCLUSIVE *Hi-Octane* review. Full *Earthworm Jim 2*, *Victory Boxing*, *Super Skidmarks* reviews.

**ISSUE 73 – December, 1995**
FREE 'BIG TIPS' tips book. EXCLUSIVE Saturn *Virtua Racing* review. *FIFA '96* first Mega Drive review. Exclusive pictures of *Landstalker 2*.

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EXCLUSIVE *MORTAL KOMBAT 3* Mega Drive review. Exclusive *Micro Machines TTE* review. ENORMOUS free *MKIII* poster and a MASSIVE eleven pages of tips!

**ISSUE 71 – October, 1995**
EXCLUSIVE FIFA '96 all-formats preview! EXCLUSIVE *Batman Forever* review! First look at *VectorMan!* And six other top exclusives. Plus: *Pete Sampras '96* tipped and cracked.

**ISSUE 70 – September, 1995**
EXCLUSIVE *Primal Rage* and *Micro Machines 2 '96*! Also *Mortal Kombat 3* pix and characters, *Shinobi-X*, full Saturn software round-up and loads of top compost action!

**ISSUE 69 – August, 1995**
*Earthworm Jim II*, *Virtua Cop*, *Zeewolf*, *Virtua Fighter 2*, *Judge Dredd*, Most Unwanted, *Flying Nightmares*, *Fever Pitch*.

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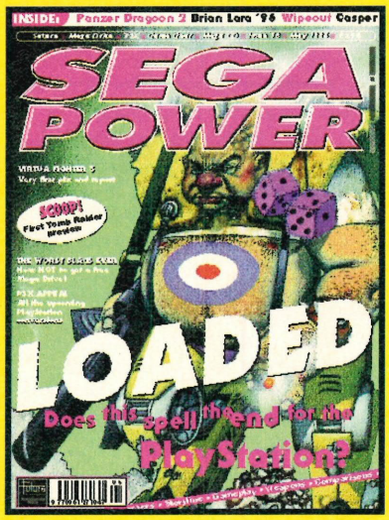

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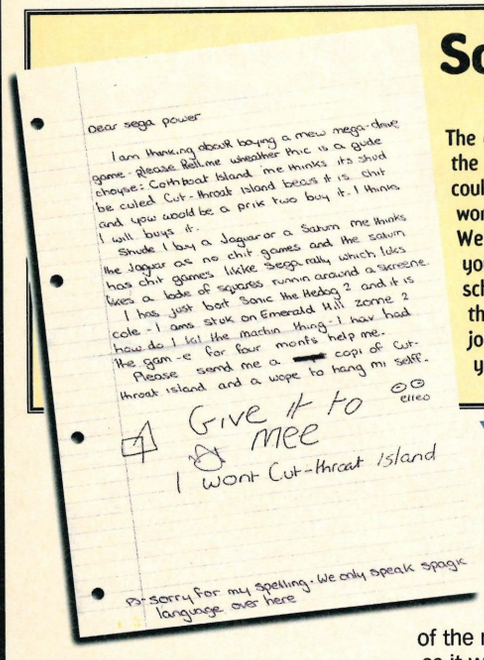
# Mail Bonding

**(This month's page is hereby dedicated to James 'Love Machine' Ashton.) We're NEW! We're IMPROVED! So write in and tell us what you think, we're funny like that (although not as funny as we used to be. Sigh.)**




## Scary Writing

**The only scary thing about this is the sad attempt at pretending he couldn't spell. Either that, or the worst case of dyslexia in history. We don't think so. KA Hadman, you need a doctor/primary school teacher, and fast. Either that, or there's a sub-editing job going on *Sega Power*. See you on Monday.**

### You are the best

I am writing to you to tell you what a brilliant issue 79 was. I don't usually buy *Sega Power* any more but I saw the tips book and thought it would be worth it. I wasn't expecting to see the inside of the magazine changed as much as it was, and it's miles better. Pity there weren't any more reviews though but it was good to see the Hardline back. Shame you stuck the price up to £2.75 though.

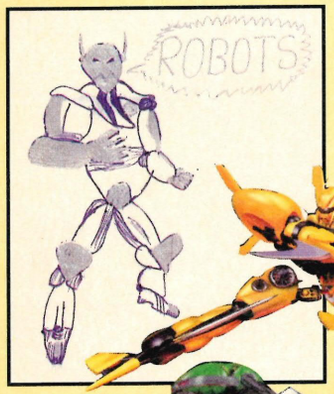
**Gerrard Steel, Norfolk**

*Thanks for the comments. What you got last month is the first, and biggest, stage of our redesign. We'll be tweaking the magazine over the next couple of months so it's perfect – you'll notice the new score boxes this month as part of that – and we might be introducing a couple of new sections, if we have the space. Glad you liked what you saw, sorry about the price increase.*

## Crap Picture of the Month

**We're not usually so cruel to have a go at our readers for being useless artists, but it's not often that we get a picture which is actually better than the game it is supposed to be representing.**

**So many thanks to Peter Horsfall for the following piece of tat. A used T-Shirt is in the post to you, sir.**



### You are brilliant

After reading yet another issue of *Sega Power*, I felt I had to write and commend you on your consistently brilliant computer magazine. *Sega Power* has never let us readers down. It is so good to know that whilst so many companies are trying to gain as much as they can from the gamesplaying public, that *Sega Power* continues to give excellent value for money.

You always find ways of putting in-depth articles and items of news nobody else seems capable of finding, and you always give a good read.

Well done to everyone concerned for their hard work and for giving people like myself the best Sega magazine around. Long may you continue to do so. Thank you very much indeed.

**Matthew Bullman, Airdale**

Yeah? So what are YOU after? You'll notice that although the price went up last month, we also doubled the amount of information we put in the magazine so you're actually getting more value for money than you were before. Scary, but true.

### Bored of boasting

I own an Action Replay and a Mega Drive. I was using the 'trainer' option on *Sonic and Knuckles* because I wanted to make a Hyper Sonic cheat. I ended up with a code so I used this and the word 'Sega' came up, the screen went red and a screeching noise could be heard. I found I could play loads of weird levels with Tails in the Doomsday zone and two Knuckles and Sonic on Knuckles levels and Tails on Knuckles levels (*Yes, yes, we get the idea* – James.) so I got out my camera and started snapping so then I decided to give you the film. I have enclosed three pounds for the developing. Hope that's all right.

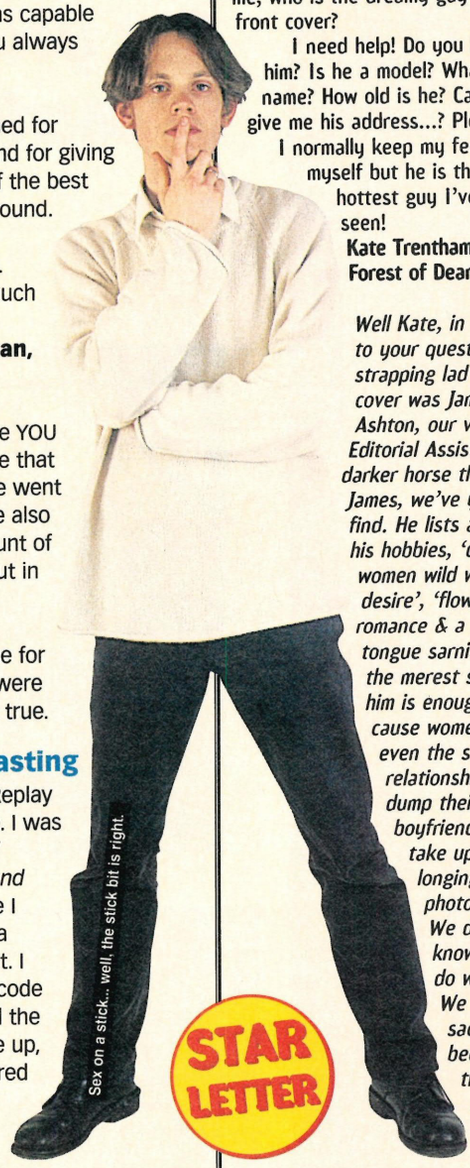
**Matthew Shaw, Leamington**

## I Fancy ♥♥♥ ♥♥♥ James

**My brother gets *Sega Power* magazine and to be honest I don't normally take much notice so this is not a games related letter... all right! Anyway, could you please tell me, who is the dreamy guy on the front cover?**

**I need help! Do you know him? Is he a model? What is his name? How old is he? Can you give me his address...? Pleeeease, I normally keep my feelings to myself but he is the hottest guy I've ever seen!**

**Kate Trentham, Forest of Dean**




STAR LETTER

*Well Kate, in answer to your question, the strapping lad on the cover was James Ashton, our very own Editorial Assistant. A darker horse than James, we've yet to find. He lists amongst his hobbies, 'driving women wild with desire', 'flowers, romance & a quick tongue sarnie' and the merest sight of him is enough to cause women in even the strongest relationships to dump their boyfriends and take up gazing longingly at his photographs. We don't know what to do with him. We can't sack him because all the girls here would flounce out on strike. James is 57.*

## Top 50 Games – YOUR VOTE

**We'll be running a feature on our top 50 Sega games of all time within the next couple of months, and to make it all perfect and everything, we'd like your nominations too. But we don't want to make you all work too hard, so we're just after your top tens. Send in your nominations on a piece of paper to: Best Ever Games, *Sega Power*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. The first five entries out of a hat will win a *Sega Power* T-Shirt.**

*So on reading this stream of consciousness (heavily edited for your reading pleasure), we took the three pounds and got the film developed so we could see what the hell you were talking about. Unfortunately, the flash you used ELIMINATED ALL THE BITS YOU ARE TALKING ABOUT so we could see sod all. Bit of an anticlimax really.*

### Liu Kang has 'nice arse'

A few things: You should have put an alternative title for your *Mortal Kombat* competition. For those of us who are female, we should have put on our postcards something like, "I think Robin Shou's very fit" (the guy who played Liu Kang), who was actually a very good actor, who in the words of my cousin, also had a 'very nice bum'. It was interesting by the way, to note that when we went to see the film in the cinema, me and my cousin were the only two girls there.

Oh, and James is a sex god by the way. Looking at the picture of the 'smiling geek' in issue 73 made me feel moist to say the least.
**Faishaaaa, Rochdale**

*Alright, enough of this 'James is a sex god' business. We've got a magazine to run here and besides, James was once voted 'Ugliest Member of the Team' by Nick, funnily enough, who never gets letters from people swooning over his pictures.*

*We have never before thought to take into account the sexiness of a videogame character's tits/bum – however, now that you have mentioned this grave omission from our magazine, we will be introducing it into all review scores forthwith. (What do you mean, Laura, that 'Sonic has a pretty tight set of buns now that you mention it'?) Perhaps not, after all.*

## Send us your tat!

We're offering a free cart/CD to the best letter sent in each month (pity no letter came up to such exalted standards this month – TRY HARDER!), plus T-Shirts for everyone else. Send us your photos, blags, scams, gripes, whinges and other strange-sounding stuff, to Mail Bonding, *Sega Power*, Future Publishing, 30 Monmouth St, Bath BA1 2BW. DO IT NOW! (Please remember your address, what console you have and the game you'd like.)

# Answer Me...

### 64 reasons to buy

I would really like to buy a Sega Saturn soon but I would like to know if they are going to be coming down in price because of the Nintendo 64?
**Ben Jarenicz, Hampshire**

*If you read our main news story last month, you'll have seen that Sega have introduced a new cheaper and white Saturn into the Japanese market. What they've done is redesign the circuit board, reducing manufacturing costs and allowing them to knock the equivalent of £100 off the price. At the moment, Sega UK aren't commenting on the likelihood of this Saturn coming out in Europe but let's face it, Sega would be mad not to release it. Also, manufacturing realities mean it's unlikely that Sega will want to have two different Saturns knocking around confusing people.*

*I expect that what will happen is that Sega Europe will take a look at their current stock levels for the black Saturn, and when they've run them down a bit, we'll see the new cheaper Saturn come out in the UK. I don't know when that would be but I'd be surprised if it happened much before Christmas.*

*Sega certainly seem intent on trying to clear their stocks and stay competitive with the PlayStation at the moment – the new £250 Saturn deal they tried out last month was an example of this. Hopefully, this is but a mere prelude to some serious price-slashing later this year.*

### Death of a friend

Hello from by backside (*Great start* – Nick.). I think that your mag is brill. I am just writing to ask you these questions:
1) Why have they killed the Master System? I think the graphics on it are absolutely superb.
2) Why are you doing all these Saturn reviews – what has the Saturn got that the Master System hasn't?
3) Why in issue 77 did you put an ad for a Nintendo Game Boy in, when you are a Sega magazine?
4) Can you give me some cheats to *Sonic 1* on the Master System. I can't get off Labyrinth.
5) Why do you constantly say 'no' to questions?
**Paul Ragavan, Birmingham**

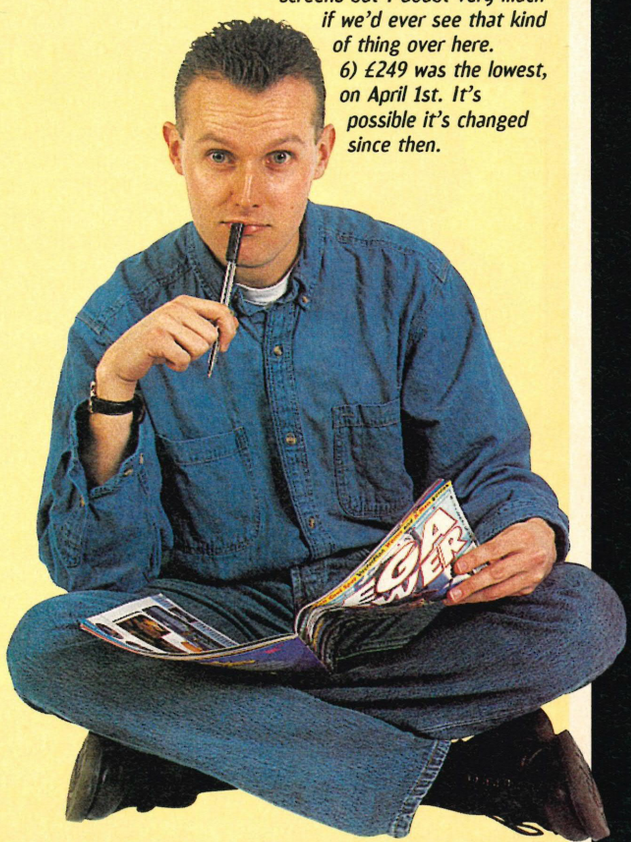
*I just knew you had to be a Brummie with a start like that.*
*1) Well, it's pretty obvious innit? Do I really have to answer this question* (Oh, all right then, you can leave it if you want – *Dean.*).
*2) Erm, where shall I start? With your STUPIDITY maybe, eh?*
*3) Not us, guv. We have an entire advertising department for making dumb mistakes like that.*
*4) Do this for a level select: At the title screen, press **Up, Down, Left, Right** and then **A** (keep it help down). Now press **Start**.*
*5) Stupid questions bring out the worst in me.*

### More slaughter

1) Will the Ultra 64 slaughter the Saturn? If so, why?
2) Will the Saturn drop in price at Christmas?
3) Could the Saturn do *Mario 64*?
4) How much do you reckon a Mega Drive, eight games and two joypads will be worth?
5) Will the Saturn be getting any upgrades or add-ons?
6) What's the cheapest price for a Saturn?
**Sebastian Petch, Bridlington**

White Knight to the rescue.

*Why does everyone write these questions in lists? Anyway...*
*1) It'd be a surprise if any system completely slaughtered the other. The PlayStation has done well but it hasn't come near to slaughtering the Saturn, despite its advantages. I'd be surprised to see the N64 do what the PlayStation hasn't. However, it will undoubtedly be a formidable competitor.*
*2) Possibly. See the answer to the letter above.*
*3) It could do something like* Mario 64 *although maybe not quite so smoothly. We've just seen an early version of* Nights *(from the team who developed* Sonic*) and it's one of the best games we've ever seen, definitely in the* Mario 64 *class. It'll give it a good run for its money, believe me.*
*4) I really couldn't say. The simple (although most annoying answer) is: whatever you can get for it. But don't expect to get anything like what you originally paid for it all, and bear in mind how cheaply you can pick up a brand new Mega Drive these days.*
*5) There's an Internet pack supposedly coming our way sometime later this year, with a keyboard available too. The word is that the Japanese are getting all kind of crazy stuff like portable Saturns with built-in laptop-style video display screens but I doubt very much if we'd ever see that kind of thing over here.*
*6) £249 was the lowest, on April 1st. It's possible it's changed since then.*



# It's Over!

# Last Orders

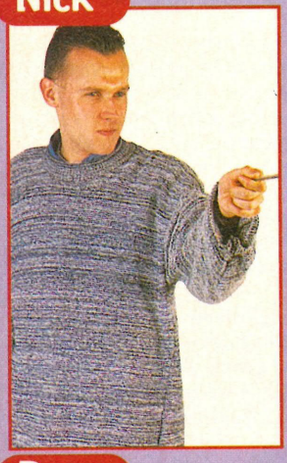
***Lick my nipples with a battered toad, it's the End of the Mag. Hope you liked it, hope you enjoyed it, HOPE YOU WRITE AND SAY!***

***The final page appears once more like a vision of beauty after a hard day sweating in the mines. It'll sniff at your privates like a nosey pup and laugh at your worst jokes. Ever-changing and morphing like a new Dr. Who, we always do our very best to end with a bang and not a whimper.***

## Teamwork

Teams move and shake like movers and shakers and *Sega Power*'s is certainly no different. After at least TWO requests for more information, we've decided to dedicate a whole portion of this final page on our team. Finding out more about what makes them tick. This month... how was your month?

### Nick



**Best thing about this month:** Buying a printer for my computer.

**Worst thing about this month:** Going home for Easter.

**What does this tell you about Nick?** He's obsessed with technology and doesn't like visiting his family.

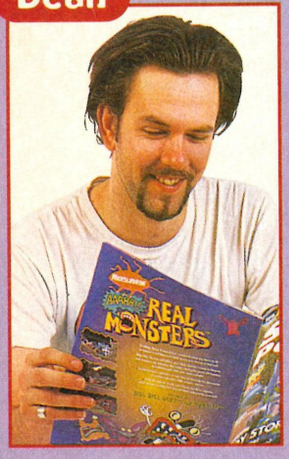
### James

**Best thing about this month:** Going home for my girlfriend's birthday party.

**Worst thing about this month:** The Council tax went up.

**What does this tell you about James?** He has a good social life and is worried about public services.

### Dean




**Best thing about this month:** Buying the house of my dreams.

**Worst thing about this month:** Having my car stolen.

**What does this tell you about Dean?** He's now incredibly poor and hasn't a very smart car (they returned it).

### Laura

**Best thing about this month:** Going diving in Eygpt.

**Worst thing about this month:** Working late EVERY NIGHT.

**What does this tell you about Laura?** She has far too much money on her hands to be able to afford such luxury items as holidays.

So, you're well on the way to building up a unique psychological picture of each member of our team. Please, cut them out and keep them in a safe place. Then soon you'll know each member of the team as well as you know the spots on your grubby faces.

## Next month in our shiny organ...

**Reviews of...**

*Loaded, Earthworm Jim 2, Blam! Machinehead, 3D Lemmings, Discworld, Olympic Soccer, Congo* and... YES, YES... they'll be other things, too. Don't you go and worry.

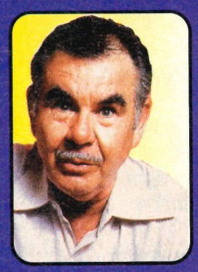
**Aaannnnddd previews of...**

*Destruction Derby, The Need For Speed, Space Hulk, Heart of Darkness*, plus part two of our full rundown on the Saturn game of the year, *Nights*.

**Plus...**

A full sniff of the Saturn's MPEG videos available. Is the Video CD card for the Saturn worth it? Of course it is (not); we tell you why.

## Dr. Monkfest Reports



*Once again we dip a tentative finger in to the undercooked pudding that is psychoanalysis with a current affairs discussion with the eminent analyst Dr. Theodore Monkfest. A serious matter affecting many of the people of this country is the BSE scare. Can the government be believed when they say that British beef is safe? What can they do to restore public confidence in meat? Dr. Monkfest...*

"It appears that the government has been guilty on several points. Firstly, they appeared to withhold crucial knowledge concerning the true gravity of BSE. Secondly, they disregarded reports into the seriousness of a BSE outbreak.

"The general public are outraged that the government they trusted have let them down and possibly put a large amount of them at serious risk. A full and commited government inquiry would surely go some way to restoring public confidence. I also feel that long-term strategies should be developed to insure such an incident couldn't possibly happen again.

"On the other hand, I think people are completely over-reacting. Take my wife for instance (I wish someone would!), she's been a mad bloody cow for chuffin' years and she hasn't bothered my health one little bit. HAH!"

**SEGA POWER**

The 81st issue will be released on the 6th of June in the year of our Lord, 1996. My grandmother's 81 and even she doesn't look anywhere near as good as the mag will. ***Sega Power*** – like Dean's grandmother, only without the varicose veins and life expectancy.

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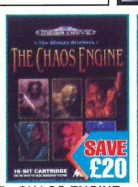


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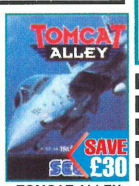


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