BRITAIN'S BEST-SELLING SEGA MAGAZINE!

# SEGA POWER

NOT APPROVED BY SEGA UK
OCTOBER 1992
ISSUE 35 £1.95

**10**
Pages of essential tips, including the all-conquering Tips Odyssey, in which we cheat our way through every single game we can get our hands on. Ace!

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MEGA DRIVE GAMES REVIEWED & RATED!

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## POND IS BACK!

JAMES POND and the Aquabats are holding their very own... AQUATIC GAMES!

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## The New Zealand Story

Help Tiki the kiwi save his chums from the Walrus in this cute 8-bit title!

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| SPEEDBALL 2 | MEGADRIVE | - |
| CHUCK ROCK | MEGADRIVE | MASTER SYSTEM |
| CORPORATION | MEGADRIVE | - |

virgin games-
immaculate
concepts

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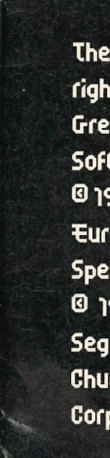

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## SEGA POWER IS BROUGHT TO YOU BY:

**EDITOR** Andy Smith
**ART EDITOR** Maryanne Booth
**PRODUCTION EDITOR** Dan Goodleff
**DESIGN ASSISTANT** Nick Aspell
**STAFF WRITERS** John Cantlie, Dean Mortlock

**PRODUCTION TECHNICIANS**
Jon Moore
Chris Stocker Simon Windsor
**PRODUCTION CONTROLLER** Frances Wasem
**PUBLISHER** Jane Richardson
**ASSISTANT PUBLISHER** Julie Stuckes
**GROUP PUBLISHING DIRECTOR** Greg Ingham
**ADVERTISING MANAGER** Alison Morton
**CLASSIFIED ADVERTISING** Warren Burgess

**PHOTOGRAPHY** Stuart Baynes
**COVER ILLUSTRATION** Paul Kidby
**CONTRIBUTORS**
Ronnie Dungan Tim Green
James Leach Neil Jackson
Desirée Cousteau Richard Longhurst
Ed Ricketts Stuart Campbell
Trenton Webb

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

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# CON

● **The world's most important and**

## WE'VE GOT THE POWER... SEGA POWER!

**NOTHING EVER STANDS STILL IN THE FAST moving world of Sega, you know. I mean, it's sometimes hard for even us lot to keep up – especially when *Sega Power* is getting bigger and better all the time! And if that wasn't excitement enough for you folks (and heaven knows, it is for most people) then just trot along to the News story on page 7 – the one about the consumer show that's going to hit London in November.**

**Now this really is the biggest of the big, people, because it's actually been organised by Future Publishing. Yup, that's us! What a brilliant idea, eh? Just keep the beginning of November free because if you miss the show you'll be missing out on a whole world of fun! Oh, and enjoy this, the biggest and best issue of *Sega Power* yet. I'll chat to you all next month. Byeee!**

Andy Smith

■ **Andy Smith: Editor. Hmmm, it's hard to know exactly what Andy does, but he keeps coming in each day (well, most days...)**

■ **Dean Mortlock: Staff Writer. New boy Dean is the man behind our ace tips. What a helpful and decent chap, eh?**

■ **Maryanne Booth: Art Editor. Here she is, folks, the person responsible for making *Sega Power* look as good as it does. Hurrah!**

■ **John Cantlie: Staff Writer. Hmm, terribly nice and all, but still terribly dim really. Oh well, that's life!**

## THE REGULARS


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Sega have, curiously, linked up with Amstrad to build a Mega Drive-playing PC! We've got the latest batch of *Sonic 2* pictures for you to drool over, plus loads more besides!

**10 THE SHAPE OF THINGS TO COME**
Here's a sneak preview of just what's coming to a system near you soon. Which titles are *you* going to buy?

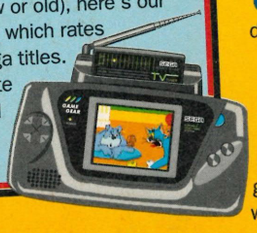
**23 POWER REVIEWS**
Here you'll find out just how good or bad the latest batch of games are. But don't buy anything until you've checked out our review!

**50 POSTER**
Here's a poster for you to put up on your wall! And it'll look lovely too – especially alongside all your other *Sega Power* posters!

**58 POWER PLAY**
Dean does the almost impossible and brings you a new and updated Tips Odyssey. He also delves deeper into a few of those oh-so-tough carts. Way to go!

**74 SUBSCRIPTIONS AND BACK ISSUES**
We've now got a few more goodies to tempt you into taking out a subscription to your fave mag!

**76 THE HARD LINE**
For new gamers who may not know which carts are worth digging up (new or old), here's our regular section which rates some 400 Sega titles. Plus a complete rundown on all of the latest extra gizmos.



**76 CHARTS**
Here are the official Gallup charts for all three systems! Rush along and check 'em out...

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**94 SCRIBBLINGS**
Find out what other gamers from all over the country are thinking about. Plus the ever-popular Outta Yer Tree and Rant 'N' Rave...

**96 THE GALLERY**
Yet more of your materpieces plus a few, erm, experi-mental drawings for you to, um, admire!

**98 BACK PAGE**
We can't wait to tease you with all the good stuff we've got lined up for the next issue – it's gonna be brilliant! Shame you have to wait for a whole month (sigh) until you can get yer mitts on it though... Ha!

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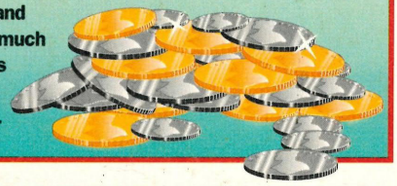
**best-selling Sega mag (probably) – the one for *real* game-players**

## WHY DO CARTS COST SO MUCH?

**20** SEGA GAMING REALLY ISN'T CHEAP THESE DAYS and if you've ever wondered why, well, now you can find out! Just how much of a cart's asking price goes to Sega for making the cart? How much goes to the shop that then sells the cart? And how much do the programmers get at the end of it all? More importantly, just how much of it ends up as clear profit? Ronnie Dungan exposes the reality behind the myths and finds out just how much of your wonga goes straight into other people's pockets...



## TIME TO GO RENTAL!

**54** GOOD NEWS, FOLKS, renting Sega games is now really easy. Tim Green looks at the rental saga and finds out what renting will mean to the gamer in the street. (And what it will mean to Sega...)

## FISHY COMPETITION

THERE'S A VERY FISHY THEME running throughout this month's *Sega Power*, so we thought it would be brill idea to offer you the chance to win your very own aquarium – and it's all electronic too! Splash to page 16...

## SNAP HAPPY COMPO!!

RECKON YOU'RE A BIT OF A DAVID Bailey when it comes to taking photos? Well, now's your chance to prove it. Take a funny photo and you could possibly (just possibly) win yourself a whole truckload of photo related goodies – maybe even a brill US Gold cart! Hurry to page 22!

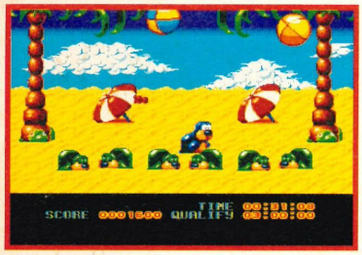
## THE UNLIKELY ADVENTURES OF CAPTAIN AGES AND HIS PUNK PAL REWOP

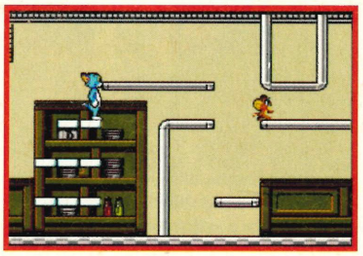
**18** MORE STRANGE THINGS ARE afoot for our extremely unlikely superheroes. (Those little green flying monsters look spookily familiar, you know...) Catch the cap'n and his faithful chum Rewop on page 18...

■ There isn't a room in the land that won't benefit from this incredible poster up on the wall... Pull it out and put it up *right now!*

**50**

## THE BIG REVIEWS





**24 AQUATIC GAMES** Fishy fun with Pond and pals. Get some mates round for this one!

**26 TWISTED FLIPPER** How does E.A.'s Mega pinball game compare with the others around?

**28 TOM & JERRY** Step on rakes, smash irons in yer mush and enjoy loads of cartoon violence on the Master System!

**30 DODGE BALL** Smash 'em in the face (and in lots of other places too) with this brand new Japanese import!

**32 LHX ATTACK CHOPPER** Play around with E.A.'s new helicopter sim on the Mega Drive. Rotors away, boys!

**34 NEW ZEALAND STORY** Cute 'n' cuddly it may be, but the gameplay's still darn hot. Check this Master game out!

**38 SMASH TV** The mega violent TV game show of the future comes to your Mega Drive and Master System. Ouch!

**42 SPECIAL CRIMINAL INVESTIGATIONS** Crim catching on the Master System. And fast cars too!

**44 KRUSTY'S FUN HOUSE** What's this wacky puzzler like on the Mega Drive then? And is it, as they say, fun?

**46 DEVILISH** *Breakout-y*, pinball-y kinda game on the handheld.

**47 AERIAL ASSAULT** Mediocre shoot-'em-up action on the Game Gear.

**48 WIMBLEDON** Erm, Gear tennis!

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■ *New Zealand Story* is making a noise on the Master System. Check it out on page 34

■ If you're having trouble with *Shining In The Darkness* then Dean's the man to help you out. Plus! The incredible and totally stupendous Tips Odyssey (an awesome achievement). Now pop right along and have your life sorted out for you!

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# News

**The latest and most exclusive news from all around the Sega world**

# SONIC 2 – THE AGONY, THE ECSTASY

AND HERE THEY ARE... the latest shots of *Sonic 2* – direct from Japan. Unlike the hasty lash-ups that you may (or may not) have seen elsewhere, these are *actual* screenshots from the game (you can now see the infamous twister and *Sonic*'s cute new mate, Tails, in full effect).

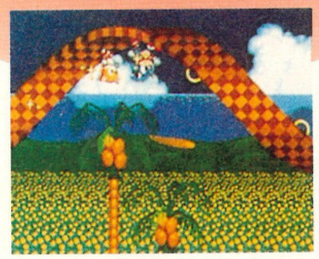
And to stop any early import versions being sold before the official release date, Sega are currently planning to ship the game worldwide on Thursday 12 November – nearly two weeks before the game's actual launch on Tuesday 24 November.

But most shocking of all is the latest word from Sega Europe's boss, Nick Alexander – he has hinted that two versions of the game may be delayed...

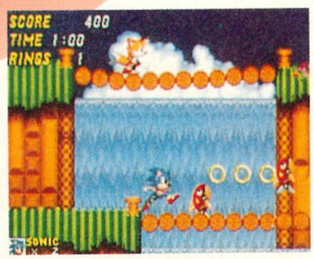
Whether he's talking about the Mega CD *Super Sonic* or one of the 16-bit or 8-bit versions is anyone's guess. Don't worry though – we'll keep you posted.

■ **And introducing... Tails, *Sonic's* first (and only?) friend. But how do they both fit into that small barrel? Hmm, very strange if you ask me...**

■ **Waaaaaaay! Up and over with the dynamic duo. The smoothness and speed (blah), totally awesome (blah), best yet (blah). Get the picture?**



■ **The speed twister – and the thing the press mistook for a Möbius strip. You'd never be able to get outta the thing if it was a Möbius strip though!**




■ **Above and below! Fast two-player action means twice the fun. The fish look a bit dodgy though (I mean, are those sharks pathetic or what?)**

# MUSIC TO OUR EARS

WE CAN NOW REVEAL that both Our Price *and* HMV music centres are set to follow Virgin's lead and stock a full range of Sega gear. Both companies have been fiddling around with the idea for months, but now they are ready to take the plunge and go console full-time. HMV are giving the green light to a foot-dipping exercise they first started back in October 1991. And with some very experienced people on their side, they're looking to have set up at least nine megastores (selling all manner of console equipment) by this Christmas. Over 210 Sega titles will be stocked in the new outlets. With the music industry becoming increasingly anxious about the threat posed by the console boom, it's no surprise to find the giants stepping into the video game arena.

It's a far cry from the old days when console games (and computer games) were viewed as just another flash in the pan fad. Now, instead of coming home and sticking Prince on their stereos, people are actually coming home and plugging straight into their Sega instead! Well, if you can't beat 'em, join 'em...

■ **Great! HMV, the UK's most prestigious "vendors of music to the common man," are getting fully involved with Sega gear. Good news for all of us (er, well, we hope it is anyway)**

■ **As featured in last month's News, the delightful Our Price logo. Only this time it's in black and white. Anyway, Our Price have confirmed that they will be stocking console carts...**

■ **Now what does this hold? A packet of crisps? A couple of spam sarnies? Perhaps a carton of milk? (Hmmm, what about a doorstop?)**

# SEGA BEAT NINTENDO

SEGA ARE TROUNCING Nintendo in every department, and that's official. New figures from CTW (the computer industry's trade newspaper) show the console leaders whipping the white luncheon boxes *on every format* – in other words, with both the 8 and 16-bit machines.

For the record, the nationwide survey showed that 88% of computer dealers stocked Sega Mega Drive titles, while the SNES was left trailing behind miserably at a mere 57%. And before that Nintendo lover in the corner – yes, you, the one in the tank top – starts yelling about the SNES only being out since March this year, consider the 8-bit evidence:

84% of dealers carry Master System software; only 64% support the NES. Nuff said?

Now I'm not one to stir up vitriolic feelings between two parties, but Nintendo owners? Boys, you're not even in the same league...

■ **Oh, here's another one. Now what can we say about this? Well, it doesn't look like a lunchbox, so that's a good start... but, oh dear, it's not that much better, is it?**

## SMALL TALK

**BEFORE EVERYONE EXPLODES into a panic about Sega's new security chip which has been designed to stop import carts running on domestic Mega Drives, it's worth noting that when we stuffed a UK version of *Ayrton Senna's Super Monaco G.P. 2* into a Jap Mega Drive, it worked fine.**

**Could Sega be using scare tactics? Or are their "new" chips totally duff? We'll keep you informed.**

**MICROPROSE, THE FLIGHT simulation experts, will be releasing the famous *F-16* on the Mega Drive – the only question being when. Sega are currently giving it the full test treatment, but Microprose are unwilling to give a release date.**

**They're talking about a February '93 release (although word on the streets is for something earlier).**

**Microprose and the new Mega CD? A marriage made in heaven, surely?**

**SEQUELS: E.A. ARE CURRENTLY working on the second instalments to *Road Rash* (due out at Christmas) and the brilliant *Desert Strike* (due out next March).**

**Although they're still "writing the stories," according to their marketing boss Simon Jeffery, E.A. are now working hard and fast on the new projects.**

**We'll be previewing the games as soon as we can.**

**SEGA HAVE JUST BEEN STUNG for a cool $40 million, courtesy of a few high-flying suits who thought they knew better than the rest of the console industry.**

**The legal fight was with an inventor who created and patented a different and very technical method of creating graphics. Nintendo and Atari both paid up, but Sega fought and lost in a very, very spectacular manner. Ouch.**

**THE MEGA CD WILL BE released with three CDs and an 8 Megabit cartridge, so new buyers will now be able to get into their little pride and joy virtually straightaway.**

**Unfortunately, the main CD disk will not be the sequel to *Sonic* as originally thought, but *Sherlock Holmes* – a huge role-playing game normally seen on PCs and computers of that ilk.**

**The game should make good use of the Mega CD's capabilities though.**

**DOMARK ARE SET TO DO FAB things in the next couple of months. *MiG 29*, for example, is already set for a November release. It's an *After Burner-esque* chase-and-destroy kinda game (but hopefully a lot better).**

**Then there's *Steel Talons* and *Road Riot 4WD*, both out in the States under the Tengen banner. They could reach the UK in the spring of '93.**

# AMSTRAD PLAY HOST TO SEGA

SEGA ARE EXPANDING YET AGAIN – but this time they're joining forces with Amstrad to produce a hybrid PC/console computer called the Mega PC. Scheduled for release in the autumn at £900, the dual-chip machine will run 16-bit carts, Mega CD discs (when they start arriving) and regular 3.5 inch diskettes.

Hmmmm... And all this following Sega's last disastrous attempt with the Teradrive – another cross-breed device. Despite the backing of two market leaders (IBM and Sega), the machine's £1,000 asking price obviously put a lot of people off – it's understandable too.

Sega Europe's boss, Nick Alexander, however, reckons this brand new project will "build up the Mega Drive base in homes that have PCs."

We rang Amstrad's marketing department to find out what they thought, and they told us: "We don't know anything about it." Er, all very strange really.

Either their marketing bods are sharper than acid drops, or there has never been a better excuse for getting your parents to buy you a home computer.

Well, you heard it here first, don't forget...

**The first photo of the prototype Amstrad CD ROM system. Contrary to popular belief, the cord in the picture isn't string used to hold the assembly together – in fact, it's an important wire that helps to pass along all that important binary information...**

# GET YOUR HEAD ROUND THIS!

The Future Entertainment Show

**The Future Entertainment Show, where you'll see all the very latest in both Sega software and hardware. You can't afford to miss this**

STAND BY FOR ACTION, FOLKS, because the event of the year is on its way. This November, Future Publishing (that's us!) are hosting what promises to be *the* biggest computer and console show of the year at Earls Court in the heart of London.

You know what that means, don't you? Course you do. It means *Sega Power* are going to be there – and it means all the latest Sega games are going to be there too.

The Show's so huge that all manner of TV, radio and newspaper people will be covering the event (taking shots of all the pop stars and the like that will be milling around, no doubt).

If you only ever get the chance to go to London once a year then you better make sure it's for the Future Entertainment Show. Find out more details and how you can save money on the door by turning to page 71 right now!

# FAMOUS SEGA ADDICTS PART FIVE

**She's back! Cathy Dennis, the girl who started her singing career crooning merry tunes with her family, has got a new LP on the way. And now we hear that Prince wants to work with her too... Hmm, is that *all?***

**CATHY IS A CLOSET SEGA FAN! WHEN she's not tearing from Tokyo to Toronto, there's nothing she likes more than to settle down at home with her own Sega system. We'll be running her full story very soon...**

# MOVIE GAMES ON HOLD

ACCLAIM, the bods preparing *Predator 2* and the two new *Terminator 2* titles, have had to delay their launches because of various legal "goings on" with the European licensing side of things.

Originally scheduled for a November release, *Predator 2* will now be hopefully available in January of next year, while *Terminator 2 – The Movie* will follow one month later.

One of the first games to be made specifically for the new Sega Menacer light gun, *Terminator 2 – The Movie,* will be a straight conversion of the arcade game (you know, the one where hordes of T-800s come straight for you at high-speed, all guns blazing). The second T2 title, *Terminator 2 – Judgement Day,* will be a far more conventional platform affair, but hopefully not too similar to Virgin's original *Terminator* release.

Oh yeah, there's even been talk of that Virgin version coming out on the Mega CD – but with more levels and some fully animated stills taken from the film (all of which should take advantage of the Mega CD's excellent tech-spec). Just what it needed really.

■ ***Terminator 2:*** **the arcade version. If Acclaim's Mega Drive conversion is faithful to the original, this could be one hell of a good game. It'll also be one of the first Mega titles to use the Menacer light gun**

■ **(Above) "Hello, my name is Babs and I come from a distant galaxy. I enjoy tennis, working with small children, ripping people's spines out and polishing their skulls. I also enjoy opening and closing my oversized mandibles..."**

## SMALL TALK

**CODEMASTERS ARE AT THIS very moment in time working on a new game based on Micro Machines, the small and Dinky-like toy cars that were originally licensed for a Nintendo title.**

**Racing takes place across pool tables, under skirting boards, over bonfires – basically, over any other surface you generally played on when you were eight years old. Did horribly well in the States.**

**COMING TO AN ARCADE NEAR you soon: *Golden Axe 3.* Exactly how it follows on from the two previous sagas is unknown at the time of writing, but we know it features some pretty alarming boss sequences.**

**A Mega Drive version has been scheduled for release in January '93.**

**E.A. HAVE JUST BEEN GRANTED a licence by Sega to produce CD ROMS for their new generation of consoles. This will give 'em a huge jump-start on all the other third party software houses. Who knows? Movie clips for *LHX Attack Chopper* and brilliantly detailed graphics? Sounds good to us...**

# SEGA ON MTV!

■ **"Okay, Mavis, left a bit, left a bit... No, not that far. Now up just a tad. Hang on, I'm getting something here... Damn! Where's the vertical hold on this thing?"**

MTV TEXT, A satellite service set up by MTV, is now carrying a new "games only" section called Mega Byte *(aren't they all called that? – Andy).* This is a brand new programme which will be on-line 24 hours a day and feature, among other things, competitions and news from all around the Sega world.

The service will be open to anyone with Teletext and access to Sky TV – that's an estimated ten million viewers across the globe. "Computer games are the biggest thing in the world right now" said a spokesperson for MTV, "and our magazine will be covering computer news, console reviews, tips and competitions." Naturally, being a mag with similar (but far far better) things on offer, we can't possibly recommend that you watch such a medium. If you really want the latest info, read *Sega Power!*

■ **MTV text: tune in to MTV and you can kill two birds with one stone – Sega information at your fingertips and music info too!**

# NICE NEW PADS...

■ **(Top) The Competition Pro 2 stick from Sonmax and (bottom) the programmable Game Master from the Scottish Go-Carts (!)**

THERE'S SOME good stuff coming out for the Mega, joypad wise. First off is the spankingly new **Competition Pro 2** from **Sonmax** at just **£15.99.** A relatively unknown company at this stage – but they won't remain that way if they produce more joypads like this one.

The Pro 2 looks exactly like the standard Mega Drive joypad, but with three Turbo Buttons and some subtle styling changes. It sounds unremarkable, but wait until you savour the build quality and ruggedness of the pad.

It looks good, feels good, and the Button and D-pad responses are nigh on perfect. If your standard pads are starting to feel their age, you could do a lot worse than invest in a couple of these babies. I'll take two dozen.

On a different note is the new programmable joypad – the **Game Master** – from **Go-Carts** in Scotland. At **£29.99,** this pad features Accelerate, Repeat, Auto and Turbo Buttons – as well as two programming Buttons that set it apart from regular pads. These enable you to run through a set of tricky moves and then re-enact them at the push of a button. Ideal for endless Button A, A, B, C, A, B... (etc. etc.) cheats – so you need never cock up the level select cheat for *Sonic* ever again (we tried it and it works a treat).

The Button action is very positive, but the biggest bummer is the dull, squared-off styling. This makes the pad uncomfortable if you use it for a long period of time. Nevertheless, you heard it here first – programmable pads are not just another gimmick.

Go-Carts are on ☎ (0592) 643003 and you can harass Sonmax on ☎ (0457) 876705 if you want further details...

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# GAMES INTERNATIONAL

## SEGA GAME GEAR

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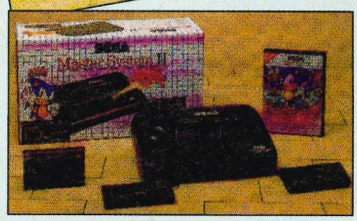

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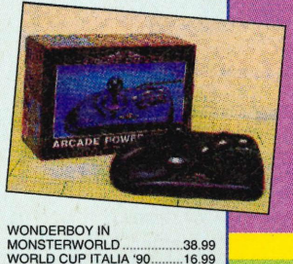

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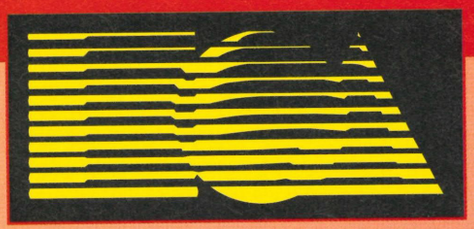
# THE SHAPE OF THINGS TO COME

**More slamdunking mania with E.A., portable racing and cyborg induced death with Virgin, and a trivial game from ol' Domark!**

## ELECTRONIC ARTS AND THE HISTORY OF BASKETBALL



ELECTRONIC ARTS HAVE GOT A thing about basketball sims – or so it would seem. What with the Olympics 'n' all, they've now just released a hyped-up version of an old basketball title to keep us in the sporty spirit. So is this, their latest re-offering, just another jump onto the Michael Jordan train, or could we have a quality basketball sim on our hands?

### TEAM USA BASKETBALL

This is all very confusing, so pay attention. E.A. originally released *Lakers Vs Celtics* in the States, but not over here. The sequel, *Bulls Vs Lakers*, was earmarked for an official UK release, but has since had its name and intro screens changed.

This "new" game is now going to be called – wait for it... – *Team USA Basketball*. Got that?

Since we previewed the old-name version last month, we'll just show you what's changed this time around, okay? Basically, there's a hardcore history lesson to go with every team – from Algeria to Finsbury Park.

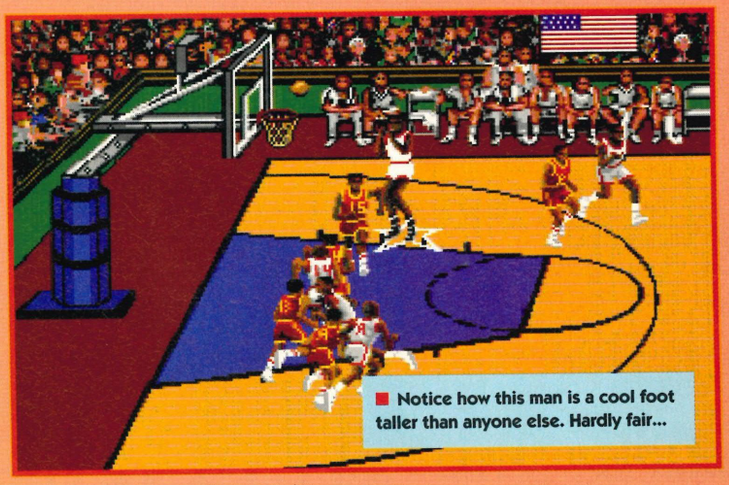
The idea is to manage your squad properly and get your team to the top of the Olympic rostrum. Not the easiest of challenges – especially when all your players are seven foot tall and come from the Bronx.

The animation on the latest version is a little jerky, but the action's all there, and there are hundreds of little "isms" that'll make this one worth checking out. When the coaches get in a strop, for instance, they actually stand up 'n' yell.

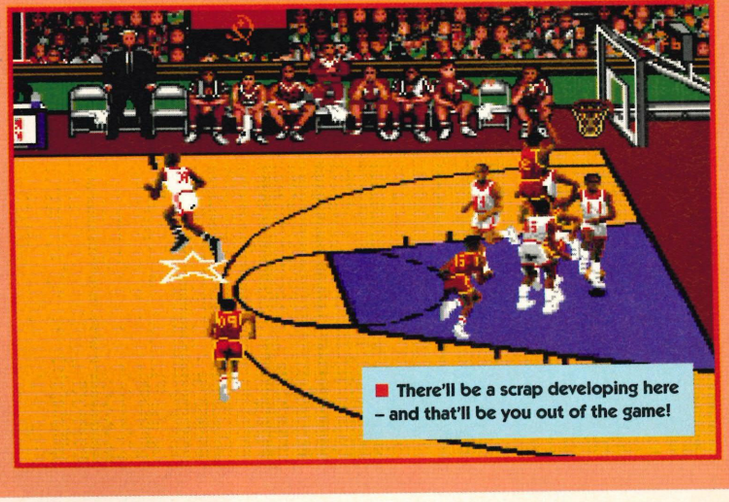
We'll give you the low-down soon (when E.A. finally decide what exactly this game's going to be called...).

**£39.99 (no release date as yet)**

**"Oh say can you see, by the dawn's early..." (Etc. etc.) The land of the free, the home of the brave and the closet of bull. Looks very "Edutainment" like to us, E.A...**



**Notice how this man is a cool foot taller than anyone else. Hardly fair...**



**There'll be a scrap developing here – and that'll be you out of the game!**

# VIRGIN GET INTO GEAR - AND NOT JUST WITH *TERMINATOR*

## GAMES

VIRGIN ARE GETTING very busy on the Gear. Following on from the success of their 16-bit titles, they are now releasing the 8-bit equivalents – in some instances even by-passing the Master altogether, because of the Gear's faster chip.

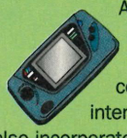
Still, you Master System people needn't think your machine has been forgotten – *Robin Hood* is coming out on the sturdy 8-bit and we'll be previewing it next month.

All the following titles are out around Christmas, so hang fire because they're all looking good.

■ **And they're off! The Game Gear version of *Super Off Road Racer* uses slightly blockier graphics and a multi-scrolling screen...**

■ **All the courses have different names and different obstacles – ranging from the sublime to the totally ridiculous. Keep hustlin'!**

## SUPER OFF ROAD RACER

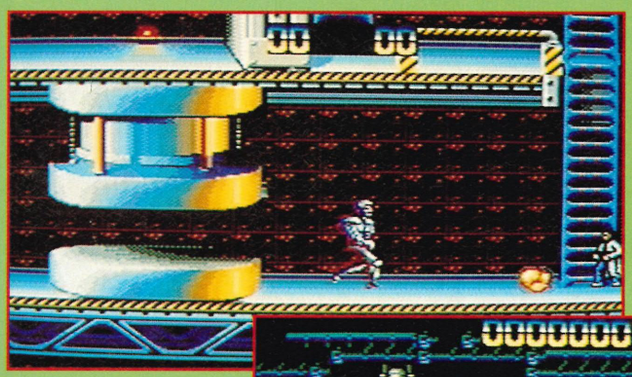


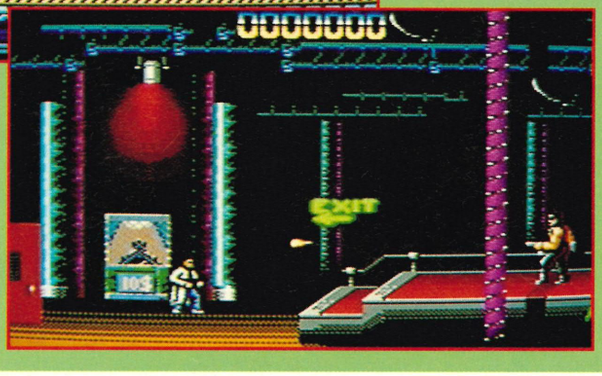
As if the big screen version wasn't small enough, Virgin are now getting the licence to shrink the 4WD pile-up onto the Game Gear. Thing is, they've enlarged the sprites in the process and this time it looks really good – with all the speed, intensity *and* courses of the original... Unfortunately, Virgin have also incorporated the game's main failing – its lack of longevity in one-player mode. Without two of you bent over the joypads and breathing onion into each other's face, the zizz can all too easily disappear...

Still, the sheer speed and hectic pace in *Super Off Road Racer* will keep you at it for many a muddy sesh.

■ **Out at Christmas (no price as yet)**

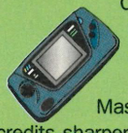
■ **Lap four and time to use the turbo boost to make up some serious time. Upgrade your truck between races to stay ahead of the competition!**





■ **(Above) This is bad. The cyborg has escaped the caring attentions of the hydraulic press and is moving in for the kill...**
■ **(Right) The first time you meet Arnie, things aren't so bad. Shoot him three times and down he goes. Very skittle-like**

## TERMINATOR



Ol' red eyes is set to make it to your handheld in time for the festive season (the finishing touches are just being added).

It looks set to be a slightly faster version of the Master System game, but with the intro screens and credits sharpened up a tad. Of course, the best thing about the 8-bit version is its more challenging gameplay.

With Mega Drive owners being able to breeze through their version of *Terminator* in a couple of hours (office record: John Cantlie, start to level four in ten minutes), it's refreshing to have a fight on your hands this time around.

As before, the action is split between 2029 AD and the present day, with Reese shambling around, saving the world and avoiding the Terminator. The animation is smooth (though nowhere near as smooth as the animation in *Prince Of Persia)* and the action very frenetic. The rest? Well, you'll just have to wait and see!

■ **Out at Christmas (no price as yet)**

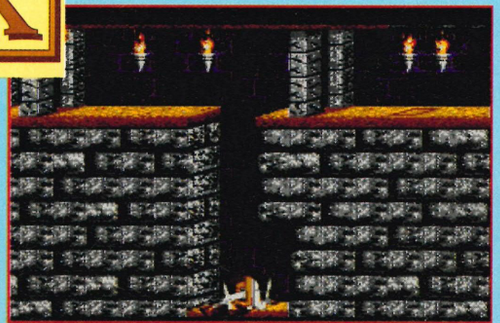
# EASTERN PROMISE AND TRIVIA WITH DOMARK

## DOMARK

YOU CAN THANK THE PEOPLE FROM Putney for these next two exciting titles – one for the Master, the other for the handheld. Meanwhile, *Pit-Fighter* is being prepped for similar treatment. More news as and when it arrives.

## PRINCE OF PERSIA

If you're a Game Gear owner, then things are looking up. After having been on every system



■ **If you think the grabs *(And Dan's puns for that matter – John)* look familiar, then you're right. A wild conversion!**

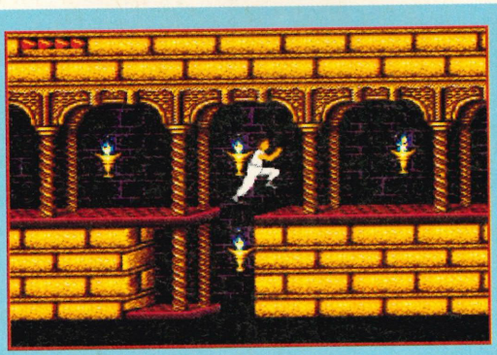
■ **The graphics are every nodule as good as the Master System version – and the speed and animation even better**

known to man (or woman) and scheduled for release on the Mega CD (but why? Eight bits is all it needs...), Mr Floppy Slippers finally makes it to the handheld.

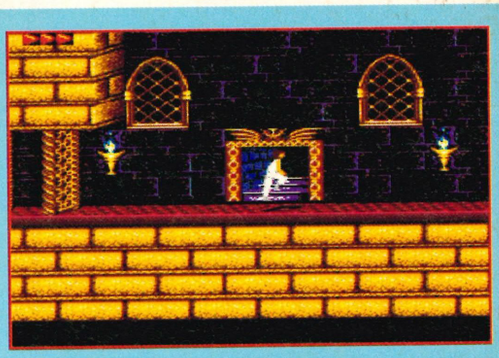
And, as before (the Master System version earned itself a *Power* Gold – 92% – in issue 32), it's *dead* spunky. The only problem being that it's just a tad too similar to the Master version.

Domark have zoomed in a little on the action, but compared to, say, *Sonic*, it's not that radical an enlargement of the play area. Climb up and over ramparts, clamber around pits and large piles of poo, skewer henchmen on your foil – it's all here and it gets better every time you play.

**Out in November at £27.99**



**Did you know that it takes 25 Persians to change a light bulb? One to change it and 24 to haggle over the price...**



**You've cleared a level on *Prince Of Persia*, so don't hang around. Tramp up those stairs and face ever worse perils!**

## TRIVIAL PURSUIT

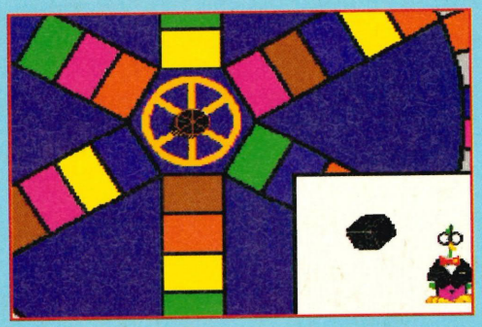
Russell is a very smart bird. But that's probably because he's the host of *Trivial Pursuit* – and, as everyone knows, there's nothing like a game of *Trivial Pursuit* to stir up the emotions – hatred and violence mainly. Up to six people will be able to play the game when it's finally released in November, and, to be honest, that's probably the best way to tackle it.

One person on his or her own stands no chance, and the interest of answering questions on your tod might fade after a while. The board is split up into four quarters, with the overhead view roaming about so you can see where all the wedges and sections are currently located. The gameplay is entirely faithful to the original game, and there are thousands of puzzles in memory.

The joy of having it on a console, of course, is that you're not limited to just questions on a card. There are music posers *(that's the truth! – John)* tinkled out on the piano, and cinema puzzles shown up on-screen. Just tell the truth though, 'cos your Master System isn't a mind-reader and you can cheat if you want to.

A refreshing conversion of a classic boardgame, even if you do end up wanting to kick your opponents' shins in. The hate has returned...

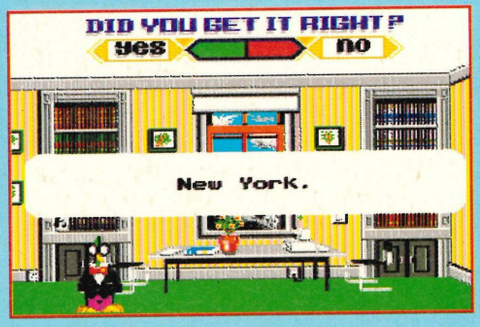
**Out in November at £32.99**



**First off, the dice roll. There's no chance of cheating ('cos it's all on-screen). Damn. And Russell's a right jerk!**

**Patronising git. Russell's aptitude for getting under people's skin is matched only by his awful dress sense**

**Andy suggested Jocarta, Dean ranted on about it "being a film or something," and John left the room...**



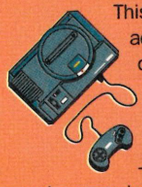

**Aha! (That being an expression of great surprise, as opposed to the band A-Ha). We knew it all along really**

**A wedge, huh? Hmm, I would have preferred summit a bit more valuable. I can live without these wedges...**

# GOOD LORD, MORDRED! YOUR MANHOOD'S AT STAKE!

**What a purple country you come from... Now die!**

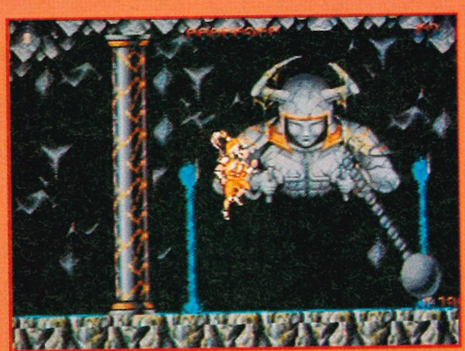
## GALAHAD



This is a horizontally-scrolling medieval adventure which has you playing the role of the young Galahad, eager to prove his manhood by finding a place among the Knights of the Round Table.

You control your player from the side – as in *Cadash (Sega Power* 34: 61%) – and engage in much swordplay. There are 22 levels in all, loads of monsters – and a princess to rescue. Presumably having proved your manhood, you then get to do something with it... It's also set in the past, so at least smog won't be a problem.

**Out in October at £39.99**



**Well, lookee here. Very familiar. Where's Robotnik?**

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TOP SECRET

## Recruitment Application

REAL NAME _____ AGE _____

ADDRESS _____

_____ POST CODE _____

HOBBIES _____

COMPUTER OWNED *(IF APPLICABLE)* _____

I enclose a cheque ☐ P/O ☐ for £8.95. Please debit my Access ☐ Visa ☐ with £8.95

NAME _____ EXP DATE _____ CARD NO _____ SIGNATURE _____

FURTHER INSTRUCTIONS After you have completed this form return it along with a cheque/postal order for £8.95 made payable to FI5H Secret Service, and send it to FI5H HQ, Unit 3, Edison Road, St. Ives, Huntingdon, Cambridgeshire PE17 4LF. Alternatively your parents can use their Access/Visa to enrol you in FI5H.

Do not forget to tell your Mum or Dad you are sending money to join FI5H.

SP

# NINE GO TO THE ROOF GARDENS...

## ...But only one came through as the winner of the 1992 European Sega Finals! Who was it?

**Reza Abdolali from Germany fought off eight of the best Sega players in the world, and John Cantlie's lingering 'n' simpering presence, to emerge as the international Number One game-player of 1992!**

SEGA ARE STRANGE. FIRST, they hold the UK Finals to decide the nation's greatest Sega player (which was, of course, Danny Curley) – and then they prevent the undisputed champ from even entering the international finals.

Hardly seems very sporting, but think of the up side: NO MORE CURLY!! Just a joke, Curly (ahem).

The Finals themselves were held at the Roof Gardens in London and hosted by a splendidly attired (and suitably outrageous) Julian Clary – as well as that well known comedy duo from the BBC – Andy Crane and Andy Peters.

Nine finalists from all around Europe lined up to engage *Sonic, Road Rash, Olympic Gold, Green Dog* (a new surfie game we'll be reviewing soon) and, of course, *Moonwalker*...

### INTO THE ACTION

After a very brief appearance from rap midgets Kris Kross, the action kicked off with *Sonic The Hedgehog*.

Straightaway, the 20 year old German looked strong. The UK was represented by Karl Roberts from Wales, who put up a hell of a fight to finish fourth. Meanwhile, a real scrap was developing for the top three positions... It wasn't, however, until the competitors were into Sega's *Moonwalker* that Reza had things completely wrapped up.

"By the beard of Wotan, that was a great struggle" said the tired Hun, before being rewarded for his ace efforts with the winner's trophy and the first official Mega CD in the country. Lucky blighter!

■ Reza Abdolali, the 20 year old Wunderkind (well, summit like that) from Germany, doin' it in the style that made him the new European Sega Champion. Accusations of fake sideburns were quickly dispelled with an exploratory tweak by yours truly

■ 9 pm and the Jackson concert is in full effect. The effects were decadent, the music burning and the groupies "highly refined" (ahem). One thing though: I just wish there'd been a few more of them...

### OH, MICHAEL!

As if that wasn't enough, all of the nine finalists were then taken – by limousine – to the Michael Jackson concert at Wembley stadium.

Jackson belted out all his funkiest tunes in an incredible stage show which featured multi-level stages and, at the end, jetpacks! Sega then whisked the competitors off to Barcelona for a first-hand look at what really goes into a decathlon. Throughout all this, the victorious young German was grinning from ear to ear...

SEGA POWER

■ History in the making – the competition centre in London and the venue for the 1992 Euro Sega Championships (shame there wasn't a punch-up or anything though...)

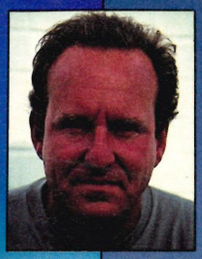
■ To the victor go the spoils – or rather, the victor is spoiled thanks to a sackful of Sega merchandise and a quick snog from Julian Clary. Reza's Mega CD is the first "official" UK machine to reach Blighty by the way

# SEGA
# PRO - MASTER

## The COMPLETE Player's Guides

THE OFFICIAL SEGA GUIDES

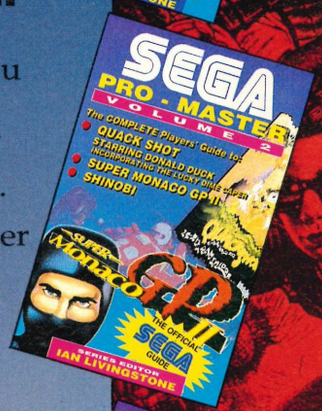
### SERIES EDITOR
### IAN LIVINGSTONE



**TO BE THIS GOOD TAKES AGES...**

But it's quicker if you use the official **Sega Pro-Master** series of hints and tips books.

Whether you own a Master System, Mega Drive or Game Gear, the **Pro-Master** series are unbeatable if you want to *WIN*. All you need is contained in 4 fully illustrated volumes, each revealing the secrets of three current top-selling Sega games.



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# WIN AN ELECTRONIC AQUARIUM!

## Top quality TV, video recorder and ten fish videos to be won!

**With all the incredibly fishy things going on in this month's smart *Sega Power*, it's really no wonder that the Crew have got more "in tune" with our fellow cold-blooded friends from the deep. But you know what? We reckon everyone should reap the benefits...**

AND NOW YOU CAN! THANKS to the peeps at E.A., we're able to offer a whole bunch of lucky *Sega Power* readers the chance to win their own truly brilliant electronic aquarium! Imagine the harmony! Relax, chill and generally contemplate the world while relaxing to the finny antics of fish swimming. Surreal!

### THE PRIZES!

Right, the lucky blighter who gets to win this compo will be walking away with some rather smart equipment – everything you need, in fact, to make your own electronic aquarium:

In other words, a fab 14 inch colour TV, a top-of-the-range video recorder and a copy of a rather wonderful (and highly sought after) goldfish video!

I know, I know – you're not worthy and you're all feeling a bit too guilty to enter – but don't fret. Even if you don't win the first prize, we've still got ten of the rather excellent goldfish videos to give away as runners-up prizes (all you have to do is supply your own television and video recorder)!

### TECHIE STUFF!

We know some of you are propeller heads *(eh? – Andy)*, so here are all the technical details of the prizes on offer.

The video is easy to explain. It's simply a film showing various goldfish swimming about in the water. Whack it in your recorder, and then sit back and enjoy your own personal aquarium (perhaps you could pretend you're doing your biology homework or something. Then again, maybe not...).

The video recorder, however, is something very special – it's a **Goodmans VCR GVR6700** – and, I mean, with all those numbers and letters in its name, it's gotta be good...

The beast features such delights as: a twin speed drive, a real time counter, index search facilities, one month event timer, digital audio tracking, a SCART socket, and... oh, it just goes on and on and on and on...

The telly? Well, that's a **Bush 3114 14 inch colour TV** with loads of extras that you probably won't ever understand how to use – like sleep timer, 50 pre-set channels (and so on).

Basically, the whole lot together is a dead sexy arrangement, so get to it!

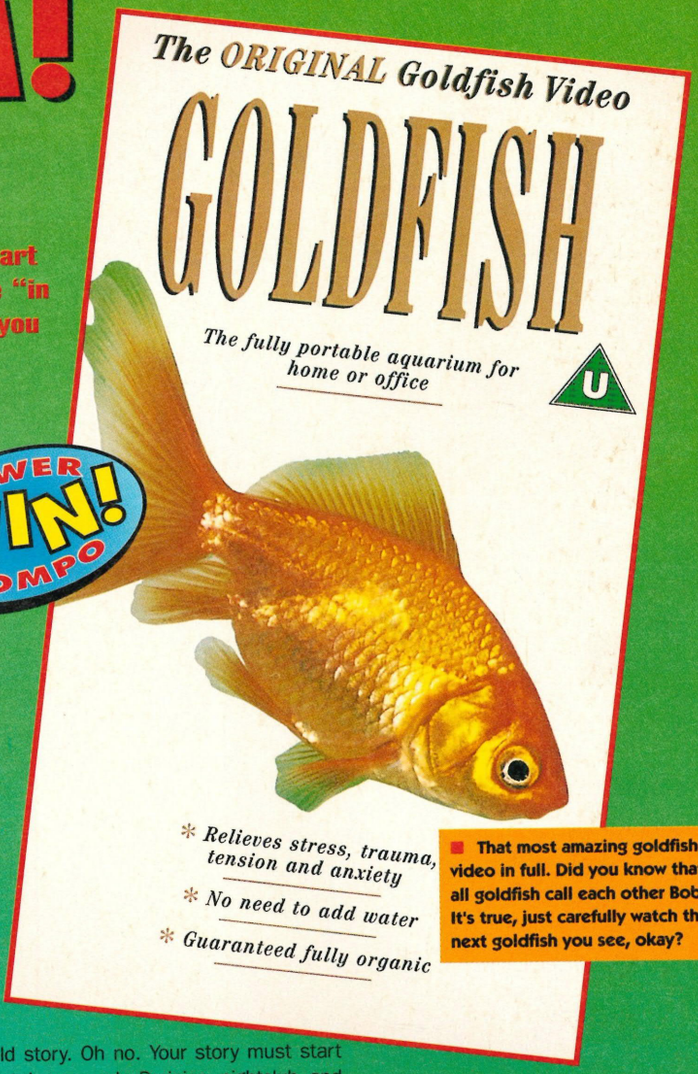
### WHAT MUST I DO?

Well, 'cos this whole page is rather fishy, we're going to have to get you to do something with water, aren't we?

I mean, it's a golden opportunity and one that we can't really afford to miss *(yep, send us a video of your sister in the shower – Dean)*. No, Dean, please. Control yourself. Then again... No, no!

What we want you to do (ahem) is make an audio tape (or video if you've got a camcorder) of you telling a story – but not just any old story. Oh no. Your story must start out in a seedy Parisian nightclub and mention *Sega Power* and *James Pond* at least once! The funniest, wackiest, most interesting story is going to scoop the top prize, while the next ten stories will win their authors the goldfish vids. Now is that easy or what?

Bung your tapes (camcorder or audio) into a tough Jiffy bag and send it in with a covering letter telling us your name, age and address to: **Fish Tales Compo, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.** The comp closes on **Saturday 10 October 1992**.




That most amazing goldfish video in full. Did you know that all goldfish call each other Bob? It's true, just carefully watch the next goldfish you see, okay?

Look, Goodman's couldn't get a decent piccy of their video to us in time, so we've printed a piccy of Abi here instead ('cos we like her!). If you want to see what the video really looks like, you'll have to see page 314 of the new Argos catalogue. Aren't we kind?

And here's the Bush 3114 14 inch colour television. Yes, it may look like an ordinary telly to you and me, but this one's a tad smarter than most

### RULES

1. No employees of Electronic Arts or Future Publishing Ltd may enter this compo.
2. You may enter as many times as you like (erm, with different stories, of course).
3. Nice piccies to accompany your story are a good idea, but not really that essential.
4. Andy's decision is final.
5. We cannot return your tapes unless they're accompanied by an SAE.
6. You must tell us how old you are.
7. Your compo entries must reach us by Saturday 10 October 1992. Any that arrive later will be destroyed.

# now this is MEGA...

**...calling all Mega Drive, Master System and Game Gear Fans - this is the SEGA -**

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## JOIN NOW

If you join *NOW* you will get £20.00 worth of discount vouchers as well as a special members card. *We must be completely bonkers!* Or send for a free Info Pack (either way you won't even need a stamp).

## FREE COMPETITION*

As an added bonus you will be entered into our free competiton with a first prize of either a Game Gear, Mega Drive or 3 carts of your choice. You don't have to join to win!

** The competition winners are picked every two months. Winners notified by post.*

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My system is - Mega Drive ☐ Master System ☐ Game Gear ☐

☐ Please send me at the speed of light an Info Pack so that I can join the - PowerPlay CLUB

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THE UNLIKELY ADVENTURES OF

# CAPTAIN AGES

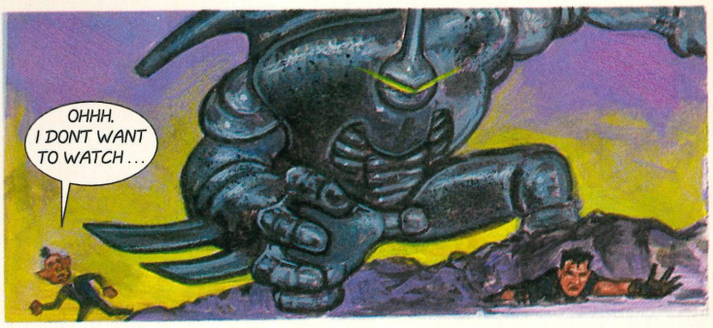
AND HIS PUNK PAL REWOP

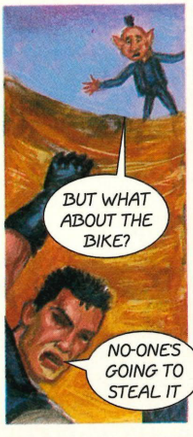
IN "EYE OF THE BEHOLDER" PART TWO

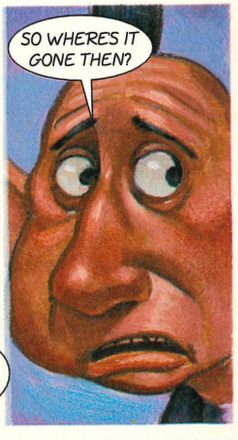
ART PAUL KIDBY LETTERING MACH ONE SCRIPT RAEL

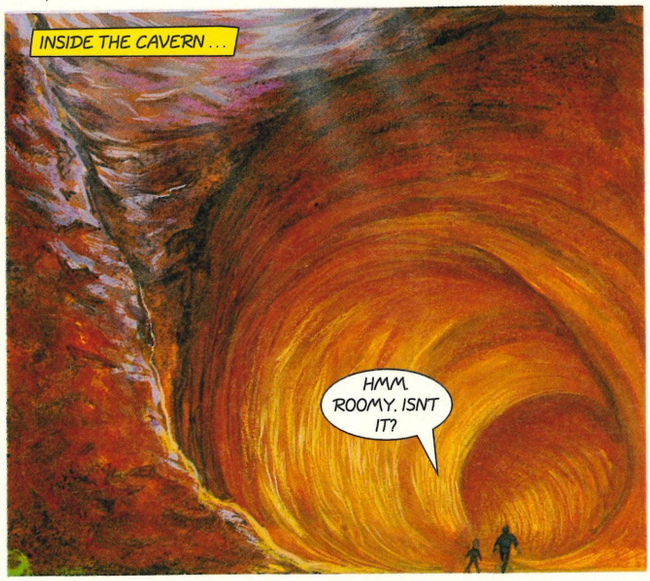
**THE STORY SO FAR...**

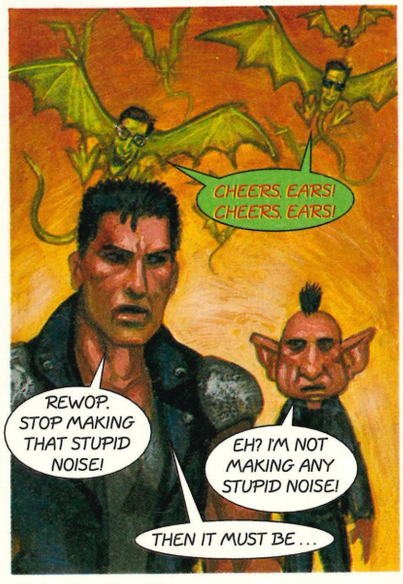
AGES AND REWOP HAVE RETURNED TO AGES DIMENSION ONLY TO FIND IT DEVASTATED AND THE ENTIRE POPULATION UNDER THE CONTROL OF NINJA TENDOS MIND GAME. AND NOW THEYRE ABOUT TO BE ATTACKED BY A MASSIVE GARKAIN...

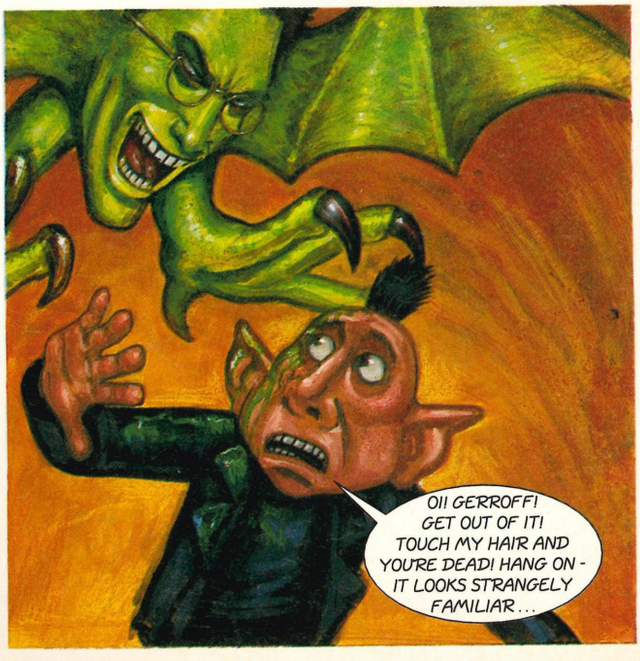




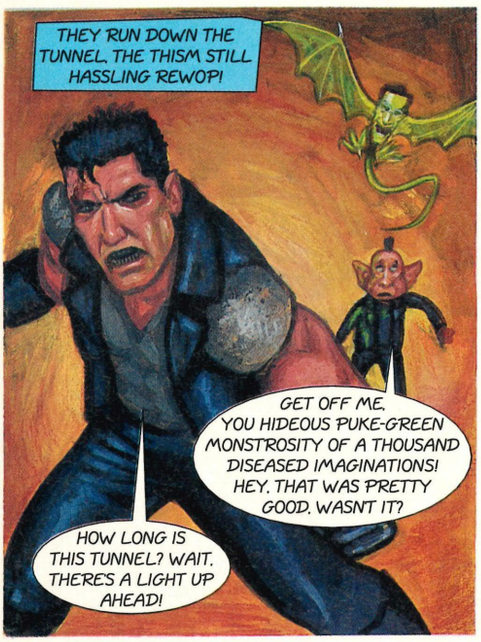



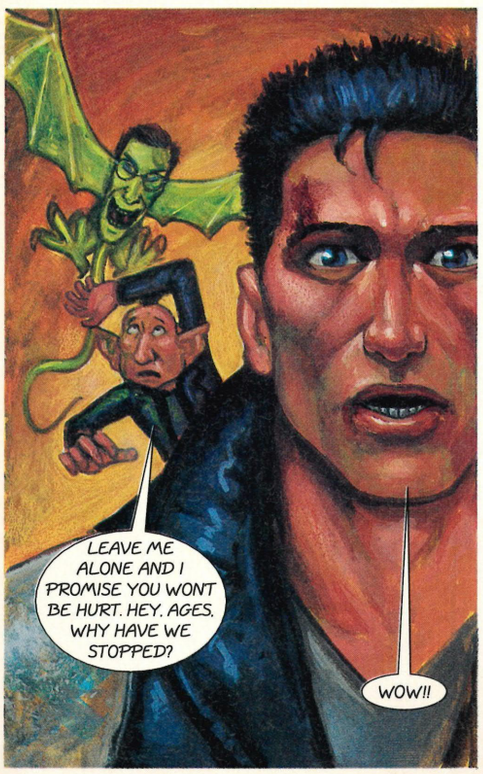





BUT THERE ARE TOO MANY EVEN FOR AGES TO HANDLE...
REWOP! GET YOUR BUTT IN GEAR, LETS GET OUT OF HERE!
CHEERS, EARS! CHEERS, EARS!
NOW LOOK, I WOULDNT NORMALLY HIT A BAT WEARING GLASSES, BUT...

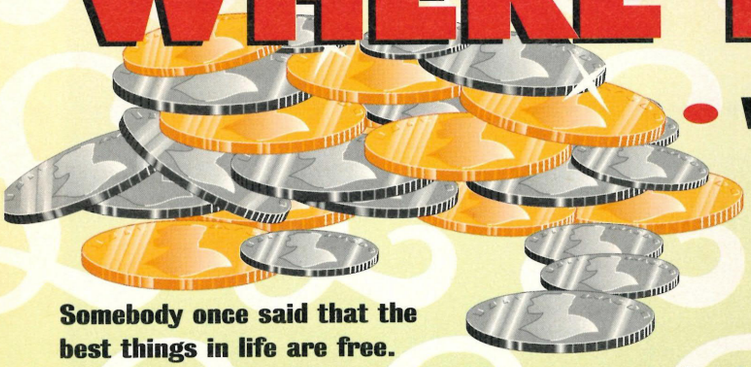

THEY RUN DOWN THE TUNNEL. THE THISM STILL HASSLING REWOP!
GET OFF ME, YOU HIDEOUS PUKE-GREEN MONSTROSITY OF A THOUSAND DISEASED IMAGINATIONS! HEY, THAT WAS PRETTY GOOD, WASNT IT?
HOW LONG IS THIS TUNNEL? WAIT, THERE'S A LIGHT UP AHEAD!


LEAVE ME ALONE AND I PROMISE YOU WONT BE HURT. HEY, AGES, WHY HAVE WE STOPPED?
WOW!!

WELCOME, BOTH OF YOU. WE'VE BEEN EXPECTING YOU!
BLIMEY! WHO'S THE BABE IN THE PVC? WILL REWOP EVER GET RID OF THE FLYING SNOT MONSTER? AND JUST WHAT DOES 'CHEERS, EARS' MEAN ANYWAY? ALL THIS AND A LITTLE BIT MORE NEXT MONTH... PERHAPS...

# WHERE DOES YOU

## We break down the cost of your carts



**Somebody once said that the best things in life are free. Boolah! Whoever said that was either some sort of pinko hippy relic from the '60s or just, erm, plain mental. Odds on he never paid £35 for a brand new Sega game. What a sponger! Ronnie Dungan splits his cart up into loads of useless segments and tells you where your readies go...**

OKAY, IT'S TRUE. THERE ARE, compared to Sega, plenty of cheaper things you can do with your time – trainspotting or stamp collecting, for example – but these are strictly for sadists. And, unlike *Sonic*, trains and stamps look crap on T-Shirts.

Yes, there's a price to pay if you want to make the most out of your Sega, and, as you may have noticed, it's very *very* expensive one.

Even though compact discs are vastly overpriced – they only cost around ten pence to make – you can still buy three good ones (or three crap ones) for the price of one Sega cartridge.

So who's to blame? Well, the finger of suspicion points firmly at Sega.

There's not a lot of room for doubt. There they are, smoking pistol in hand, standing over the body. Bang to rights, as they say...

### A RIP-OFF!

It seems like just another classic example of THE MAN ripping off THE KIDS. The who? THE MAN! You know who he is, don't you? THE MAN appears in our lives many times and in many forms – *too* many forms to be exact – and it's his job to stop you and everyone else enjoying themselves.

He pretends he's on your side, but really he's just there to put you down. He'll tempt you with promises of a good time, but then snatch away the candy at the last moment. Git!

He releases crap records – and then puts their price up. He flaunts designer labels in front of your face – and then flaunts another once you've bought it. Rather sick, isn't it?

> ***"At least Santa Claus is real and Elvis Presley is still alive, right?"***

### HIS WORST CRIME

Perhaps THE MAN's most heinous crime to date has been with video games. That's video games in general, because, for once at least, Sega and Nintendo players are united in sharing one common grievance.

Once again, THE MAN dangles the prospect of a good time in THE KIDS' faces by bombarding them with bright, colourful adverts and fantastic looking games – and once again he says (in a creepy Vincent Price kinda voice): "£35 a throw please. Ha, ha, ha, you fools!"

But what can you do? If you want to play Sega games you have to pay hard earned wodges for cartridges. Sadly, THE MAN is all too aware of this.

Never give a sucker an even break. That's his motto.

### A RED HERRING

But whoa there, Lesley! Can this really be right? Are those lovely people at Sega really in league with THE MAN? Is *Sonic* hanging out with the wrong kind of people? Nah, 'course not.

So release that hedgehog. *Sonic* is innocent... Okay, okay, so *Sonic* doesn't actually run Sega – blue hedgehogs don't tend to occupy high power executive positions – but I can dream, can't I?... Believe me, I was as shocked as the next man when I found out. Er, if I've burst anyone's bubble then please forgive me. At least Santa Claus is real, Elvis lives and the Easter Bunny isn't make-believe.

So will you stand up Nick Alexander, top banana at Sega Europe, and be honest – aren't Sega cartridges just a teeny weeny bit expensive?

"It's all a bit of a red herring actually." says Nick. "When you get down to comparing our selling price and the US selling price, there's only about a five to ten percent difference.

"We pay more duty, there's a 17.5% sales tax and US dealers work on an average margin of 15% – compared to an average retailer margin here of between 25% and 30%.

"So as regards the manufacturer's selling price, the difference is not that great. You can get the odd product for a budget price over in the US (because it hasn't sold well) while it's full price over here, but that's fairly rare."

### MORE MONEY!

And what does all that mean? Well, basically, what Nick Alexander's saying is that it costs a lot more for Sega to actually get the cartridges into the UK *and* sell them here – compared to the same process in the US.

There's also the fact that the British shopkeeper always takes a bigger cut anyway (he probably doesn't sell as many carts as a US dealer, ya see).

So everyone gets a slice and a lot of people are making a lot of money somewhere along the line.

### OTHER COSTS...

There are also other things to take into account. The microchips that go inside the games don't come cheap, remember, and you can bet the manufacturers which supply 'em to Sega are making a healthy living out of it.

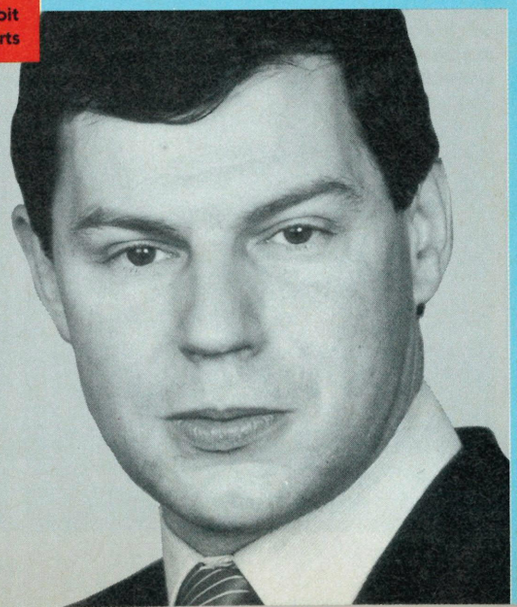
Each chip also has to have a security device to prevent nasty pirate chappies going around ripping people off left, right and centre. Surprise surprise, this too costs money...

In fact, manufacturing costs in general are going up all the time. A lot of games are no longer on tiny 2 Megabit carts, for instance – they're 4 Megabit or even 8 Megabit affairs.

As a rough rule of thumb, you may have already noticed that the bigger the

Nick Alexander, boss of Sega Europe, gives us the spiel for the current policy on Sega's cartridge prices

Nigel Griffiths, the Labour Party's Consumer Affairs spokesman, is doing his bit to reduce the price of carts



# R MONEY GO?

## and tell you where exactly all that precious dosh disappears to...

game, the bigger the price-tag. Sadly, this rule doesn't affect the quality of new titles. If you buy a turkey it won't cost any less. You pays your money and you takes your choice.

Sega do their best to control cart quality, but not everyone's gonna be a winner and the same manufacturing, shipping duties and royalties still have to be paid, don't forget.

### NO CHANGE

So it looks very much as though prices are going to remain the same for some time to come. They're certainly in no hurry to review their pricing policy.

The problem is, Sega are a very big company. Big with a capital B. I. G. You don't mess with guys as big as these because it could end up costing you a *lot* of money. Many of the people in "the biz" are keeping shtum – even if they do think cartridges are too expensive – particularly those companies that publish games for Sega.

But help may well be at hand. Riding in from the sun (well, Edinburgh to be exact) is the Labour Party's Consumer Affairs spokesman, Nigel Griffiths.

### TARZAN HELPS

He recently spearheaded a campaign to investigate the price of music CDs in the UK – an equally prickly problem which is currently being looked into by both The Office Of Fair Trading and the British Government.

And now he's about to do the same with video game cartridge prices too. He's even gone so far as to bring the matter to the attention of The Trade and Industry Secretary, Michael Heseltine. That's right – the man they like to call Tarzan (we can see why too...).

"I'd certainly be interested in pursuing cartridge prices," says Griffiths, "and I will be able to take it up with the Minister – Michael Heseltine – and The Office Of Fair Trading. So we'll be firing with both barrels.

"I will ask the Director General of the Office Of Fair Trading whether the high prices are justifiable and whether or not a monopoly exists here.

"Michael Heseltine has extensive powers. He can order price reductions if he wishes – and he doesn't even have to hold a hearing."

### WATCH OUT!

It may come to nothing, but on the other hand, an investigation into cartridge prices may well be less complex and prove to be more fruitful than the CD debate. The less firms that are involved, you see, the easier it is for the politicians to argue that Sega and Nintendo are exercising monopolistic control.

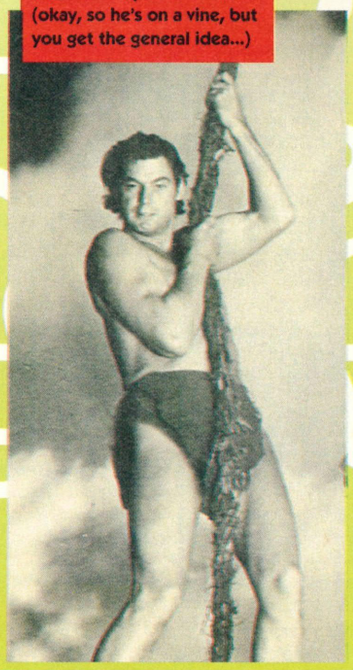
And talking of CDs (bearing in mind how cheap they are to produce), it will be interesting to see if Sega's new CD games will be any cheaper when they start to arrive in the UK next year.

Whatever happens, whether the government decide to act or not, at least Sega will be aware that they're being watched. If it's brought to enough people's attention, and that's exactly what Nigel Griffiths hopes will happen, it may cause Sega enough discomfort and embarrassment to make them change their prices – if that's at all possible.

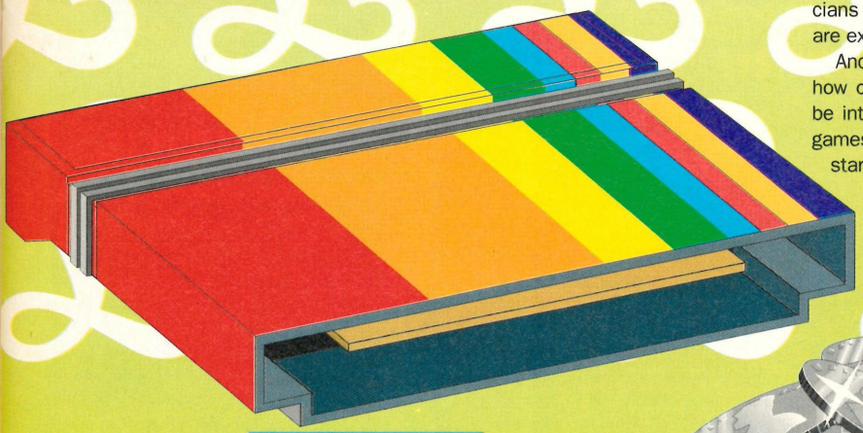
But as the old saying goes, you can never trust a politician. To Michael Heseltine, £35 for a game is probably not big money. After all, not so long ago, his blue-suited boys spent millions on the Gulf War – and that wasn't just a huge video game, was it? So just forget that dodgy Robotnik geezer, *Sonic*. It's Tarzan you should be worrying about now.

SEGA POWER

■ Watch out, *Sonic*, 'cos Tarzan is on your blue tail (okay, so he's on a vine, but you get the general idea...)



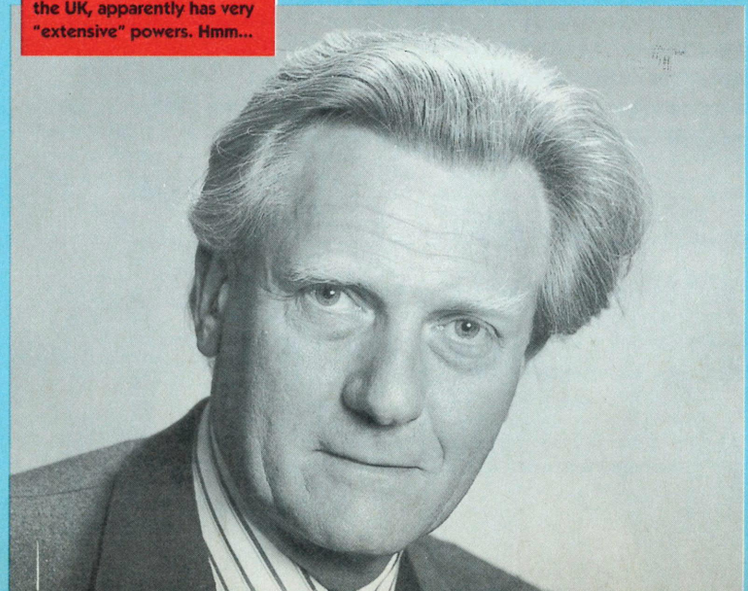
## THE COST OF YOUR CARTS



### THE KEY

| | | |
|---|---|---|
| **AVERAGE MASTER SYSTEM cartridge (excluding VAT)** | **100%** | **£30** |
| **Retailer and secondary distribution margin** | **34%** | **£10.20** |
| **Overall manufacturing costs and shipping from Japan** | **32%** | **£9.60** |
| **Overhead costs of distributor and publisher** | **9%** | **£2.70** |
| **Profit (3% publisher, 5% primary distributor (Sega))** | **8%** | **£2.40** |
| **Marketing costs** | **5%** | **£1.50** |
| **Origination (coding and packaging)** | **4%** | **£1.20** |
| **Finance charges** | | |
| **(cost of funding, manufacturing, coding and carrying stock)** | **4%** | **£1.20** |
| **Licensor costs** | **4%** | **£1.20** |

■ Michael Heseltine, Trade and Industry Secretary for the UK, apparently has very "extensive" powers. Hmm...



# SNAP HAPPY!

## • Win Fuji cameras, film, carts and subscriptions to *Photo Plus!* •

**Wahay! Cameras out for the lads, people! Just have a look at the prize-winning shot below of that poor boy with his ear caught in the net... D'ya think you can do better? You do, eh? Well, don't just sit there, nodding – enter our brilliant competition and prove it!**

YOU DON'T HAVE TO GET A special press pass for the Liverpool – Everton Derby to get a decent enough shot if you don't want to – we'll be just as happy with a good piccy of you and a few of your mates kicking a ball around the Rec' with jumpers as goalposts...

Just try and snap someone doing something funny (getting hit on the back of the head with the ball, falling into a river as he dives to save the shot, you know the kind of thing), then send us your photo and you could win yourself one of the groovy prizes on offer below!

Get clicking with your cameras and then send your entry (with the filled-in form below) to the snaptastic: **Snap Happy Compo, *Sega Power,* 30 Monmouth St., Bath, Avon BA1 2BW.** The closing date for this compo is **Saturday 10 October 1992.**

■ **The Fuji DL-500 Wide Data. A smart piece of "point and shoot" equipment – and it could be yours (if you win, that is!)**

### WHAT YOU WIN...

● First prize is the most excellent **Fuji DL-500 camera** (worth about £130), a roll of **Fuji film** – plus **a year's subscription** to the most excellent ***Photo Plus*** magazine. It's produced by us here at Future Publishing by the way, so you know it's got to be the best!

■ **Come up with a picture as funny as this and you could win a groovy prize!**

■ **We've got 30 rolls of this great Fuji Super HG 400 film to give away too!**

● And for the second prize: 20 copies of ***Super Kick Off*** (ten on the Master System and ten on the Game Gear).

● Three **Fuji Quicksnap Disposable Cameras** and **one year subscriptions** to ***Photo Plus*** make up our bundle of third prizes.

● Fourth prizes: five individual **one year subscriptions** to the brill ***Photo Plus.***

**PLUS!** We've also got 30 (count 'em) rolls of **Fuji Super HG 400 Colour Print film** as consolation prizes too! So what are you hanging around here reading this for – get out there and take some piccies!

SEGA POWER

## SNAP HAPPY COMPO

**Send your entry to: Snap Happy Compo,**
***Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW.**
**Please make sure your entry gets here by Saturday 10 October 1992.**
**Late entries are binned (just think what you could have won...)**

**Name:** ..... **Age:** .....

**Address:** .....

.....**Postcode:** ..... **Telephone:** .....

**If you win a copy of US Gold's *Super Kick Off,* what version would you like (please tick the appropriate box)?**

**Master System** ❑ **Game Gear** ❑

**If you do not want to receive any further information about future special offers, please tick here:** ❑

### RULES

1. No-one from either Future Publishing Ltd, Fuji or US Gold may enter this compo.
2. The best shot will win the camera, the second best will win one of the second prizes and so on until all 59 (coo!) prizes are dished out!
3. No photos will be returned unless accompanied by an SAE.
4. The closing date for this compo is Saturday 10 October 1992.
5. Andy's decision is final (er, he's the Ed-type bod *(remember me? – Andy)).*
6. Please remember to include your age (there's space on the form).

## PHOTO PLUS: WHAT'S IN IT FOR ME?

**On sale now – at only £1.95 – the September issue of *Photo Plus.* Another fine magazine from the people that bring you the luvverly *Sega Power* every month (hurrah!).**

**The latest issue of *Photo Plus* includes:**
● Stunning shots from Chris Bonington's latest Himalayan expedition ● Tests on the very latest cameras from Canon and Olympus ● Tips on how to take great landscape and architecture shots ● Techniques on how to make your shots look like the old masters!

■ ***Photo Plus* – it may not have any Segas in it, but it's good for photos!**

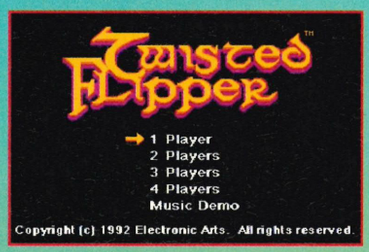
# POWER REVIEWS

## Our extensive reviews system is the best – in our opinion!

**Some titles are really worth the money – but, sadly, some aren't. So how's a person supposed to know which ones to go for and which ones to leave well alone? The answer? Easy! Just read the definitive reviews in *Sega Power*...**

WE MAY ALL LOVE SEGA games, but not all of them are really worth the asking price, are they? That's where our extensive reviewing system comes in. We take the games and play them to death before telling you exactly what we think of them. That way you can be sure you're only buying the best and leaving the rest... SEGA POWER

**AQUATIC GAMES** .....Page 24
Pond's back on the Mega Drive and this time he's bought his fishy chums!




**TWISTED FLIPPER**.....Page 26
Has E.A's new pinball game got the balls to make it on the Mega Drive?

**TOM & JERRY** .....Page 28
The wacky cartoon characters come to the Master System in their own game!

**DODGE BALL** .....Page 30
Here's a novel twist to ball games on the Mega Drive. But is it any cop?

**LHX ATTACK CHOPPER**....Page 32
Electronic Arts take to the skies with a helicopter sim for the Mega Drive.

**NEW ZEALAND STORY**....Page 34
Tecmagik bring cute 'n' cuddly Tiki the Kiwi onto the Master System.

**SMASH TV** .....Page 38
The incredibly violent TV game show comes to the Mega and the Master.

**KRUSTY'S FUN HOUSE**.....Page 44
Krusty The Clown, a star from "The Simpsons," is in his own Mega game.

**DEVILISH**.....Page 46
There aren't too many games like this on the Game Gear, but the question is: can the small screen handle it?

**AERIAL ASSAULT** .....Page 47
Just when you thought it was safe... here's a shoot-'em-up for the Gear!

**WIMBLEDON**.....Page 48
A great game on the Master System, but has it survived the transition to the Game Gear intact?

### ALTERNATIVES

Like the name suggests, this box gives you a couple of alternative games to look out for. Whenever possible, we'll pick out a better game, a worse game and one that's about the same so you can tell right away how the new game rates against titles that already exist.

### • GAME NAME • SYSTEM TYPE • PRODUCER • £XX.XX • RELEASE TYPE •

POWER GOLD FACTOR

**GRAPHICS** **ADDICTION**

**SOUND** **BRAINPOWER**

**FRUSTRATION**
LOW | MEDIUM | HIGH

**TIME TO COMPLETE**
One to two months

These little red squares tell you about all the game's good points. All those things that make it stand out from the crowd. The more red the better.

Oooh! These little blue squares show you all the bad points. All those things that make you want to scream n frustration or throw the cart across the room!

**SEGA POWER SAYS**
"If you're impatient and want to get to the meat of the review then read this bit first. This is a short summing up of what we thought of the game overall."

**99%**

### POWER POINTS

**PLAYERS** 1–2
How many can play? Simultaneously?

**LEVELS** 6
This gives you an idea of how large the game is. The more levels the better.

**SAVE GAME** YES
Password system? Battery-backed?

**LIVES** 6
How often are you going to die?

**SKILL LEVELS** 3
Can you set skill levels? How many?

**OPTIONS**
Just what things in the game can the player tweak to his own tastes?

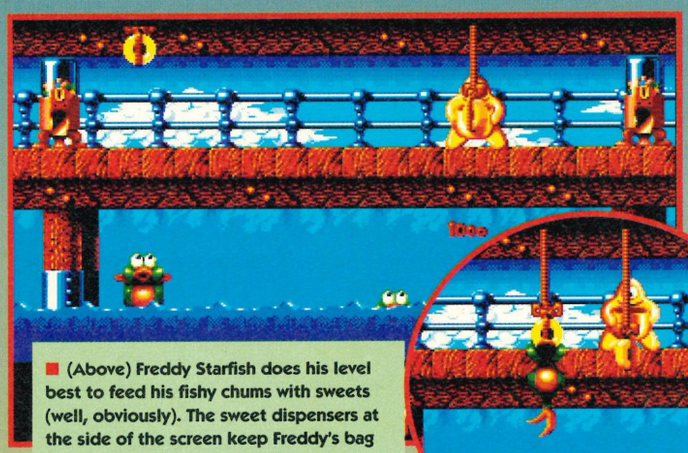
**IDEAL GAME–PLAYER**
What sort of gamer is going to get the most enjoyment from this cart?

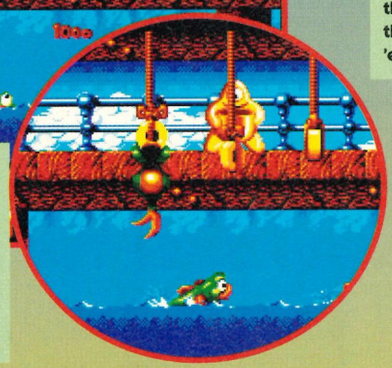
- GRAPHICS: Just how good are the game's moving and static graphics? We tell you!
- SOUND: Is sound used to the full and does it make the game more enjoyable?
- FRUSTRATION: Will you want to pull yer hair out when playing this or is it a cinch?
- ADDICTION: Once you've started a game, how long is it going to be before you stop?
- BRAINPOWER: How hard are you going to have to think when you're playing?
- TIME TO COMPLETE: How long will it take for your average gamer to finish?

■ (Above) James pegs it down the beach – yup, he's sprouted legs now – at the start of the 100m Splash. Make like Linford and run!
■ (Left) Of course, if you don't get James running fast enough, he's going to sink when it comes to the more watery parts of the course!

■ .(Above) If James doesn't line up for a proper landing, he's gonna crash!
■ (Right) James athletically bounces off the sponge in the Bouncy Castle event, ready to do some daring back-flips and somersaults (that's what it says here...)

■ (Above) Yes, it's Mark The Shark and his incredible new unicycle. Nearly there now, nearly...
■ (Right) It's not an easy ride though – especially with all these giant crabs in the way. Jump over 'em, Marky, my man





■ (Above) Freddy Starfish does his level best to feed his fishy chums with sweets (well, obviously). The sweet dispensers at the side of the screen keep Freddy's bag full of the stuff. What a hero!
■ (Right) If Freddy's too slow, fishermen will lure his mates out of the water – if two of 'em get caught then it's event over time

■ When a few of your mates are playing, you each get to choose a team and a sponsor. What wonderful larks, Pip old chum!

SEGA POWER OCTOBER 1992

# THE AQUATIC G

**Tsk, water sports, eh? Who needs 'em? Our Andy Smith sniggers a bit, dresses up in tight rubber (ooh!) and plays around with frogs and wet fish. Oh dear, if only his mother knew...**

EVEN SECRET AGENT JAMES POND NEEDS TO relax now and again – and when he gets the chance he likes nothing better than to exercise his mighty fins in an aquatic competition with some of his wet (and smelly) chums.

Damn fun it is too – especially when a group of you play at once (up to four can compete against each other, ya see). Let's have a look at each subgame in turn and see what you have to do:

**● The 100m splash.**
James runs against F-fortesque Frog and must cover the distance in a set time. You must make sure he's moving at top speed by alternately jabbing Buttons A and B as quickly as possible.

Of course, the really experienced runners don't worry about sinking into the water that makes up part of the course...

In fact, they spend most of their time leaping into the air in order to catch the bonus points and objects. Smart fun, but it only lasts a few seconds.

**● Kipper Watching**
James's seal buddy Ceceelia is the star of this event. It's her job to protect her dozing chums from tourists' beach balls. Basically, Ceceelia just has to bop the balls out of harm's way with her nose.

If a ball hits a seal he wakes up, and if the same seal gets hit again, he'll leave. The event is over when two seals have left.

How successful you are depends on how long you can keep Ceceelia's chums dozing. Tough stuff – especially as the balls start coming at you thick and fast the longer you play!

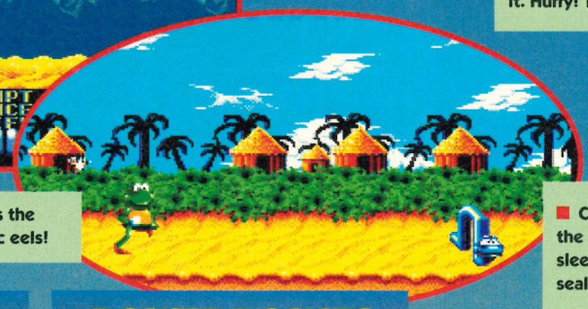
**● Hop, Skip and Jump**
F-fortesque Frog is the star again as he attempts to hop, skip (with a rope, of course) and then jump his way to that coveted gold.

Again, very fast Button pressing is called for, but this time you need to press other Buttons to initiate

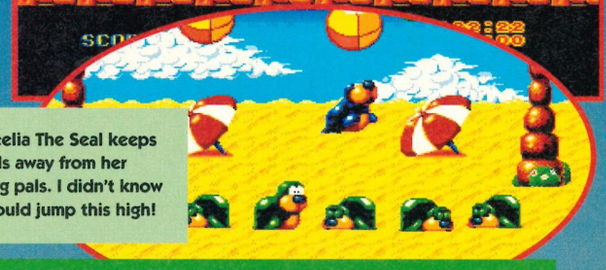
● Have fun in this multi-event sports title ● Mega Drive ● E.A.

■ Victory is only a hop, a skip and a jump away, but use your skipping rope correctly or you'll end up as just another frog statistic

■ James has just flipped a limpet in the fun Shell Shooting event – now he has to pop a balloon with it. Hurry! Time's a-slippin'!

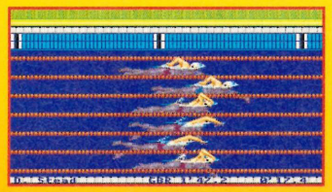


■ F-fortesque Frog legs it across the beach... Look out for the electric eels!



■ Ceceelia The Seal keeps the balls away from her sleeping pals. I didn't know seals could jump this high!

## ALTERNATIVES



*Olympic Gold* from US Gold *(Sega Power* 33: 77%) is the closest thing to this really, but it's not as good because it lacks the humour.

Still, it's very similar in gameplay, so if you fancy more of the same, what the heck? Get both of 'em!

## POWER POINTS

**PLAYERS** 1–4
You and some mates can play together.

**LEVELS** 8
Lots of different events, and there are some bonus ones as well.

**SAVE GAME** NO
No need really.

**LIVES** 1
Well, it's not going to kill you anyway.

**SKILL LEVELS** 3
Practise at different levels of difficulty.

**OPTIONS**
Practice modes, solo-play, team play and even more to boot!

**IDEAL GAME–PLAYER**
Anyone who really fancies a laff...

## TAKE CONTROL OF *AQUATIC GAMES!*

■ You sometimes use this to build up speed

■ Press this very rapidly to build up speed

■ Press this Button when you want to jump over things in the game

■ In conjunction with Button A, you usually have to hammer away at this to – yep, you guessed it, people – build up speed. Yes!

jumps. Fun and not as complicated as you might at first think.

### ● The Bouncy Castle

Now this is tough! Pond has to jump up and down on sponges and perform a set number of twists, turns and somersaults before the time limit runs out.

Getting Pond to bounce high enough is tricky enough! Just make sure you've practised this one lots before attempting the whole games thing!

### ● Feeding Time

Freddy Starfish is the main man here. You must keep his fishy pals full of sweets so that they don't get tempted by the goodies on the end of the fishermen's lines. If two fish get caught, the event finishes.

Like Kipper Watching, this one's a timed event and things really start to get frantic as the game develops – with Freddy rushing around like a mad thing, feeding his chums and trying to keep his bag of sweets stocked up (using the sweet dispensers on either side of the screen).

### ● Shell Shooting

This is probably the second hardest event after the Bouncy Castle. James must jump onto the edge of limpets that scuttle along the ground, force them into the air and then catch 'em.

Now all he has to do is move left or right and pop the large balloons that hang over his head using the limpets he's just caught.

Of course, it's nowhere near as easy as that though, 'cos James still has to keep jumping around to avoid the poisonous limpets that scuttle about his finny feet. Again, you must complete the task within the given time limit.

### ● Tour De Grass

Now this event is just plain silly. You're in control of Mark The Shark and must guide him over a course – on his shark unicycle. (Now get him to the finish line as quickly as possible!)

To keep Mark's speed up, you must move the joypad around in a clockwise direction (using a fast – but steady – rhythm). And watch out for the crabs – they can put a shark off, you know!

### ● Leap Frog

Yup, F-fortesque Frog's back, but now the amphibian has to run a course similar to the 100m Splash (see above).

This time, however, old frogface has electric eel hurdles to jump (touch 'em and Frog loses speed and leaps into the air – very offputting). He's also got puddles to hop over.

All of these things tend to slow him down should you be a bit tardy on the jump Button. Good fun again, but the gameplay isn't very taxing.

### ● Bonus Stages

Do well in a few events and you then get the chance to trade in some of your hard earned points for a shot at a couple of bonus events. The first involves PJ Penguin as he juggles balls in the air for a few minutes, and the second involves F-fortesque Frog as he high-jumps his very distinctive green way towards yet more points.

So now you know what the individual games are like, how does the whole thing shape up? Well, ultimately, *The Aquatic Games* breaks no new ground.

The graphics are superb and there's tons of humour built-in (you actually discover more things about each event the more you play), but even though playing with a few friends is fun, the excitement wears off sooner than you think.

SEGA POWER

# AMES

● £34.99 ● Official Release ●

## ● THE AQUATIC GAMES ● MEGA DRIVE ● E.A. ● £34.99 ● UK OFFICIAL RELEASE ●

**GRAPHICS**

**ADDICTION**

**SOUND**

**BRAINPOWER**

**FRUSTRATION**
MEDIUM

**TIME TO COMPLETE**
Four to five weeks

- Bags of humour
- Lots of players can play at once!
- Each event is distinct...
- ...and requires different skills
- Smart graphics
- Sound is lively
- Lots of practice options
- Good clean family fun
- You'll keep coming back to it
- Nothing new here really

**SEGA POWER SAYS**

**"The gameplay may be as old as the hills, but the graphics, sound and humour still make *The Aquatic Games* really enjoyable. It's good fun with a group of mates too..."**

**81%**

## HERE'S THAT TABLE IN FULL, FOLKS!

1. Hit these drop-gates and you're already on the first step to reaching that bonus round. Go for those high-scores!
2. If the ball goes down here, then it usually means The End. Sometimes the ball flies back up on-screen though...
3. These are score multipliers. Nab these, 'cos they can make a big difference to your score
4. These ugly guys are called Dread-Heads. They're more of a nuisance than a major problem (they tend to get in the way when you're trying to move up a level). Three hits and they're a gonner (thank goodness!)
5. These poles (that look like the sort of things you used to find outside barber's shops) are, in fact, magnets. Their sole aim in life is to throw your ball around the screen and cause as much trouble as possible (annoying!)
6. This character is called – believe it or not – CRAIG, and he'll do his best to stop you from reaching the volume knob. If you waste him though (be warned: he takes a lot of hits), you'll get an extra ball and a chance to move on to the next level. Great!
7. The knob itself. Spin the ball around the outside and smack it into one of the two side runners to enter the next screen...

# TWIST

## Even more fun ball-juggling

**Love 'em or hate 'em, pinball machines are enjoying a new lease of life at the moment – what with *Dragon's Fury (Sega Power* 34: 90%) in the last ish 'n' all. We let loose our resident pinball wizard Dean Mortlock on this latest offering from E.A.**

GO INTO ANY POORLY LIT arcade hall and you'll usually find a couple of pinball machines lurking in the corner. They're an institution, part of British life, and we all love them (er, don't we?).

Pinball games on the screen, however, have mostly been a mixed bag. – with most of them failing in some way or other to capture the "feel" of the real thing. *Twisted Flipper* is a good attempt, but it doesn't really compare with that other major pinball title – *Dragon's Fury.*

The game starts off very well, with a tumping version of "Dr Feelgood" by the Motley Crue (okay, not to everyone's taste, true, but a good soundtrack for this kind of game) accompanying the action and setting the scene (there's different music for each level).

Up to four players can take part and once you've made your decision you can then get into the meat of the game itself. The table is three screens high, with a set of flippers in each section.

To move onto the next level, you must complete a series of events and then flick the ball around the volume dial at the top of the table.

Performing a different set of tasks, however, will send you to a new bonus stage. This has you bouncing a steel ball into an army of rapidly approaching skeletons (very *Arkanoid-like,* but side-

### POWER POINTS

**PLAYERS** 1–4
The more, the better!

**LEVELS** 9
Every time you finish a level, the middle screen changes.

**SAVE GAME** NO
Unfortunate – a password system would have been most helpful.

**BALLS** 4
You can pick up extra balls by killing the top bosses.

**SKILL LEVELS** 1
It gets quite tricky later on though...

**OPTIONS**
Sound/music test, number of players, er, and that's it

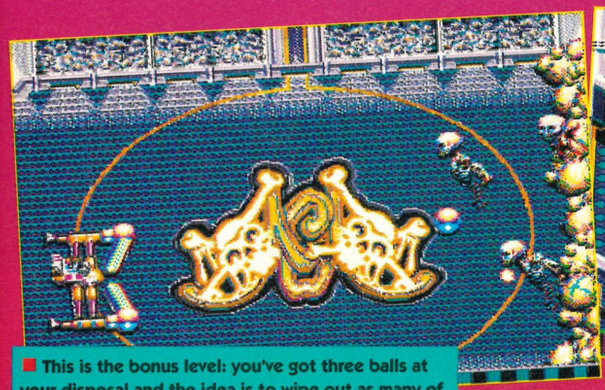
**IDEAL GAME-PLAYER**
A fanatical pinball player, I suppose.

■ At the start of the game there's a fairly good intro sequence which starts off with this guy popping up

### BALL CONTROL IN *TWISTED FLIPPER!*

# ED FLIPPER

**frolics! • Mega Drive • E.A. • £39.99 • UK Official Release •**



■ This is the bonus level: you've got three balls at your disposal and the idea is to wipe out as many of the skeletons as you can in the time you're given

■ Dissolve these blocks and then run over all the segments to light 'em up. Now knock out the JUMP and RAMP drop targets. A ramp should then appear. Run the ball up the middle of the ramp and... you're on the bonus stage! Notch up that score!

on). This is a nice diversion – and great for pushing up your score!

The playing area is larger than that in *Dragon's Fury*, but it lacks the detail. This leaves the screens looking sparse and unfinished. You can also be left waiting for what seems like hours while the ball is left to bounce between two springs on opposite sides of the screen.

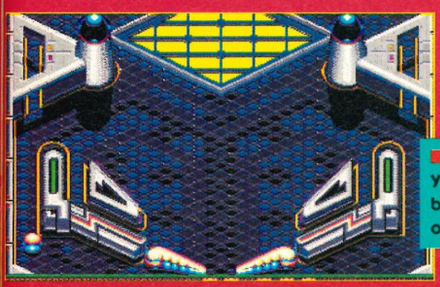
It's a well presented game, and as pinball titles go, it could have been a lot worse, but it just doesn't quite capture the "feel" and the addictiveness that pinball is all about. It's this that makes *Dragon's Fury* so much better. Don't get me wrong, it's not that bad a game. It's just that it's somewhat overshadowed by the other superior SEGA POWER pinball sim...

## ALTERNATIVES

Mm, *Dragon's Fury (Sega Power* 34: 90%) is the only other similar game that springs to mind. If pinball's your bag then this is the one you want. If you're a total pinball fanatic though, you'll probably want both of 'em!

■ (Below) You'll be seeing this screen a lot as you play, 'cos it's the only thing that changes when you move on to another level. Bummer!

■ After you've destroyed the wall in front of the volume knob on level two, you'll be faced with this lovely arachnid. Just watch out for the maggots that he leaves behind!



■ (Left) This happens far too often... You spend ten minutes building up bonuses and racking up a high-score – only to lose your ball down the side!

■ E.A. have recently decided to change the name of *Twisted Flipper* – right as we were going to press (cheers, guys!).

When the game is released in late October its name will now be *Crue Ball*, (geddit? As in Motley Crue?). What we suggest is that you stick bits of paper over all of the headings mentioning the name of the game – and write *Crue Ball* on 'em instead. This should avoid all confusion and make everybody very very happy. Thank you for your co-operation...

■ (Below) These classical dudes appear in groups on level two. Shoot them three times to crack 'em straight down the middle. Their brains then scurry around devoid of a head to live in (very tasteful!)

## • TWISTED FLIPPER • MEGA DRIVE • E.A. • £39.99 • UK OFFICIAL RELEASE •

**GRAPHICS**

**ADDICTION**

**SOUND**

**BRAINPOWER**

**FRUSTRATION**

MEDIUM

**TIME TO COMPLETE**

One month

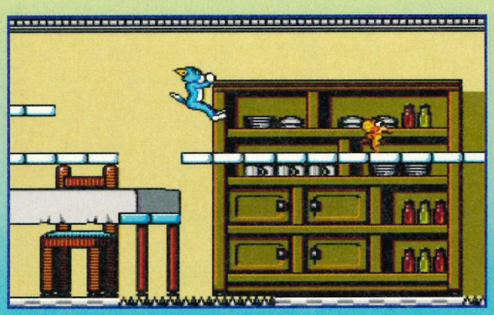
- Excellent sound
- Lots of levels
- Up to four players can take part
- Quite a challenge
- Good samples
- Smooth scrolling
- Easy to get into
- Unusual enemy design
- Bland graphics (levels look samey)
- Frustrating and not very addictive

**SEGA POWER SAYS**

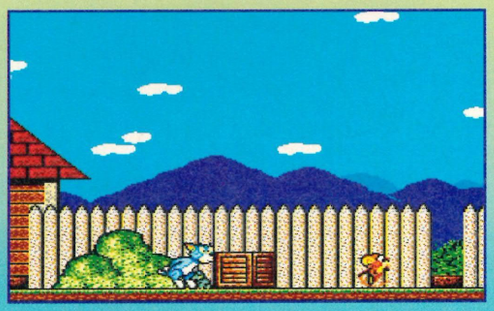
"A decidedly average pinball sim, but most body-table fans would've already gone for *Dragon's Fury* anyway – it's a better game after all. For die hard fans only."

**72%**

## LEVELS ONE TO THREE: FROM DIRTY KITCHEN TO DOWNTOWN CARTOONSVILLE



■ Level one takes place in the kitchen. You've got to look out for spikes in the floor *and* gas burners (among other perils). Are cartoon kitchens always like this?!?



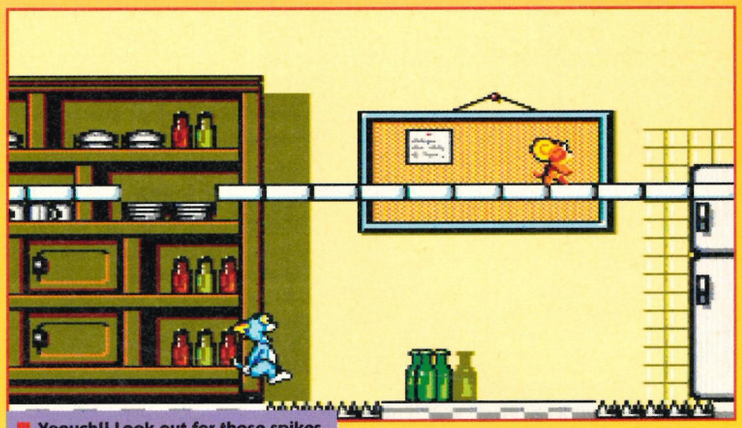
■ Level two takes place in the garden, but don't think things get any easier in the open air. Can you swim? Well, you'll soon find out (just watch out for the frogs!)

■ Level three is downtown cartoon territory. And it's a rough, tough city too – what with nice people dropping flowerpots over the place 'n' all (what *is* their problem?)

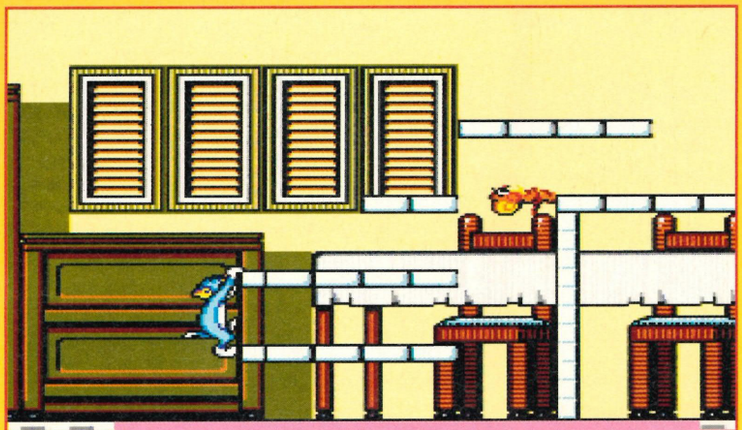
# TOM AND JERRY:

## • Crazy capers with the famous cartoon duo! • Master System

**Sega's cartoon licences have been stunning so far, what with *The Lucky Dime Caper* and *Asterix* both setting new standards on the Master System. So can *Tom And Jerry* match this standard? Or have Sega just plumped for fab graphics at the expense of addictive gameplay? The game looks fantastic, but Desirée Cousteau isn't a girl to be taken in by looks.**



■ Yeouch!! Look out for those spikes in the floor! You can leap over them (just) if you time your jump right – but get one up the bum and you'll soon know about it. And I'm sure that mouse is laughing at me. What a git!



■ It's okay being a mouse, you know – you can scamper about the place really easily. Cats, on the other hand, have to clamber about over bits of furniture to keep up with the little, er, "rodent"

### TAKE CONTROL OF *TOM AND JERRY!*

### POWER POINTS

***PLAYERS*** **1**
Another player controlling Jerry would have been fun.

***LEVELS*** **6**
Fine, but only if there's a bit of variety.

***SAVE GAME*** **NO**
A password system would have saved you having to play thru the early levels.

***LIVES*** **1**
If you get blown up or bashed, you lose strength. Get left behind or fall down a hole and it's game over time.

***SKILL LEVELS*** **None**
The high difficulty level tries to cover up the weak gameplay.

***OPTIONS***
Plug in and play. Take it or leave it.

***IDEAL GAME-PLAYER***
Tricky for tots, but they probably won't notice the flaws. Oldies will get bored.

TOM AND JERRY ARE MY FAVE cartoon characters, so I was really looking forward to a fast and frantic game with this new tie-in from Sega. I was disappointed.

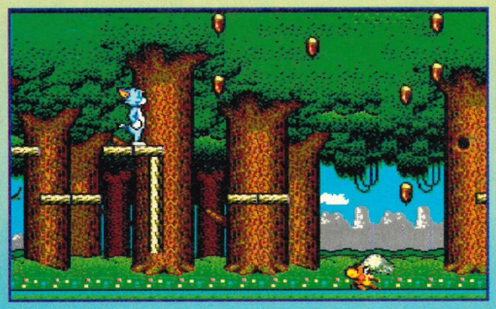
Okay, the graphics and animation are really superb – Tom is amazingly well-drawn and the range of his expressions 'n' moves are wonderful – but it's all just far, far too slow. Not only that, but the gameplay doesn't have much depth or variety either.

The basic plot is the same as just about every other "Tom and Jerry" cartoon you've ever seen. Tom is desperately trying to catch Jerry, but running into all sorts of trouble in the process. Jerry runs on ahead, while Tom does his best to keep up.

This isn't easy though because, while Jerry can scamper under the platforms that form part of each level, Tom has to climb up and over them. This slows him down a lot. He can make up a bit of time by running, but this can be dangerous – 'cos every time Tom breaks into a run, Jerry throws a bomb at him!

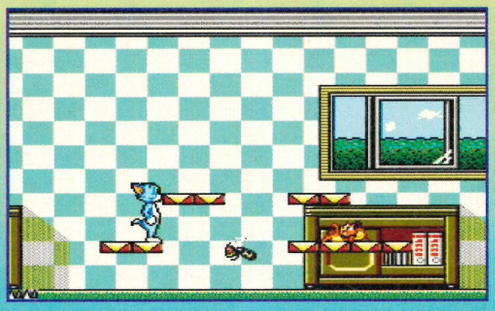
Luckily, Tom can leap and pounce. Most of the time he leaps to get across

## LEVELS FOUR TO SIX: FROM WILD SYLVAN SCENE TO CRAZY BABY'S BEDROOM



■ The forest of level four looks like a squirrel's paradise with acorns falling seemingly ad infinitum. Tom's not so keen though – all that's in it for him is a sore head...

■ Brrrr! An icy wilderness in level five. How's Tom going to follow Jerry round this bit? Er, well, he's not. Instead, he's got to wait for that block behind him to fall away...



■ Level six takes place in the baby's bedroom – only someone's left the window open and let a bee in (and he's big too)! Also look out for falling lampshades (?)

# THE MOVIE

**• Sega • £29.99 • Official Release •**

■ Tom should have gone in for the long jump at Barcelona. Sadly, he's not going to make this, methinks

■ Thunk! Tom cops one on the bonce from a falling acorn (he can thank the squirrels for that). This doesn't just weaken him, it delays him too. Jerry makes like a mouse and runs for it

gaps between the platforms, but sometimes, if he's just close enough, he can pounce on Jerry and catch him.

But apart from climbing and jumping, there's really not that much for Tom to do. At some points, he has to watch out for falling objects (like water from leaky pipes, for instance), true, and maybe time his moves occasionally (when he's dodging the gas burners in level one, for example), but mostly it's just a case of "trying not to get left behind."

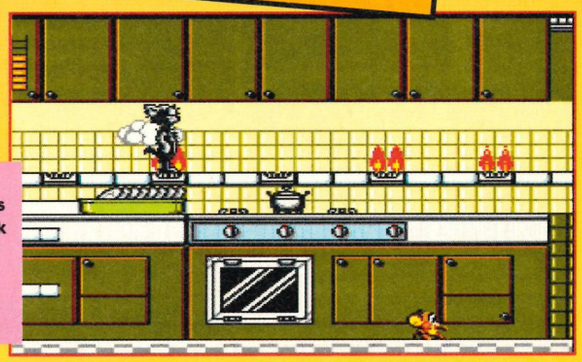
To finish the levels, you must catch Jerry – but that ain't easy. In fact, it's pretty tough, 'cos each level is, in effect, like a very *very* large obstacle course. Finish the course and you've finished the level. That's all there is to it.

*Tom And Jerry* is a disappointing title because it looks so good but plays so badly – the puzzles should have been more varied and the action a lot more frenetic. As it is, the game is entertaining for a short while, but ultimately boring.

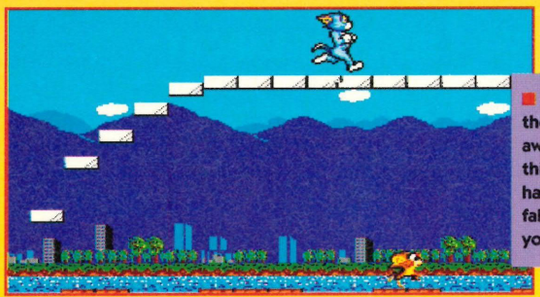
SEGA POWER

### ALTERNATIVES

*The Lucky Dime Caper* (Sega Power 29: 95%) and *Asterix* (Sega Power 30: 92%). True, *Tom And Jerry* looks as good as these two at first sight, but, unfortunately, it lacks the good gameplay that marked these games out. *Tom And Jerry* has very little.



■ Frying tonight!!! This is what happens when you try to walk across the top of a gas cooker. More haste, less speed (as the saying goes)



■ Run, Tom, run! With those blocks falling away fast behind you, this is no time to be hanging around. If you fall into that icy water, you're a gonner! Gulp!

■ Look out! Has Tom noticed that falling lampshade in time? (Er, the answer's "no," by the way. Perhaps we'd better not tell him about the bomb then...)

**• TOM AND JERRY • MASTER SYSTEM • SEGA • £29.99 • UK OFFICIAL RELEASE •**

| | |
|---|---|
| GRAPHICS | ADDICTION |
| SOUND | BRAINPOWER |
| FRUSTRATION: MEDIUM | TIME TO COMPLETE: A week |

- Superb graphics
- Great animation
- Lots of visual gags
- Tom can leap and run
- Jerry waits if you're struggling
- Controls are easy to master
- Not enough depth to the gameplay
- The classic theme isn't featured
- Doesn't move quickly enough
- Tough for kids, dull for oldies...

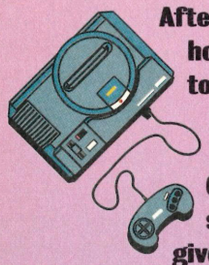
**SEGA POWER SAYS**

"At first you think you're in for another *The Lucky Dime Caper*. Unfortunately, *Tom And Jerry* has all the right gloss, but none of the gameplay. A real disappointment."

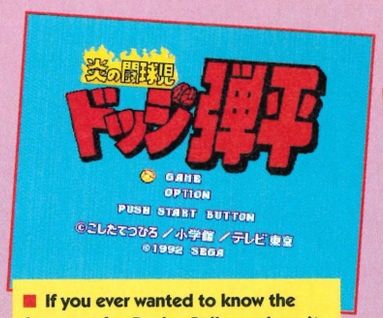
**54%**

# DODGE BALL

**• Mega Drive • Sega • £35 • Japanese Import •**



**After all that Olympic hoo-ha, isn't it nice to play a sports title that isn't based in Barcelona? Stuart Campbell isn't so sure, but he still gives it his best shot.**




■ If you ever wanted to know the Japanese for *Dodge Ball*, erm, here it is (well, I think it's the title anyway)

■ This is, um, probably the screen where you choose which players you want in your team (or something)

■ This looks a tiny bit like a screen showing all the names of the players – but guessing can be dangerous...

HMM, I CAN SEE WHY *DODGE Ball* didn't catch on as an Olympic sport. As far as I can tell, the sole object of the game is to hit the players on the other team with a hard ball until they're all so badly injured they have to be carried off the pitch. The team with at least one man in play then wins the game. Er, yeah. Dodgy idea aside, this is quite well done. The controls are easy enough to get to grips with and the whole thing zips along quite nicely. The main problem being that there's almost nothing for you to do.

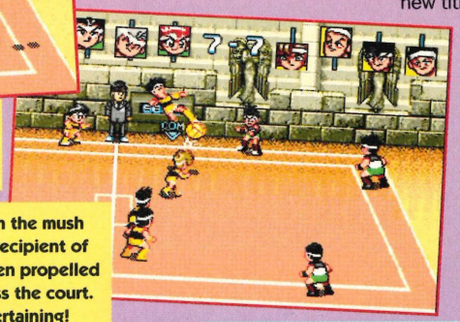
Get the ball, hit someone with it, wait for them to chuck it back at you and start again. You'll be bored inside half an hour. I know I was.

It's not really so much that this is a completely dreadful game. It's just that, when you consider what you could buy for the same price, £35 for the odd ten minute burst of fun seems like a particularly bad joke.

I know if I had that amount of dosh, I'd think very hard before splashing out on this. There are so many other decent new titles coming out after all.

SEGA POWER

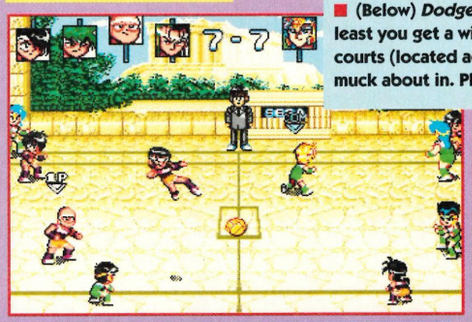
■ The best bit about *Dodge Ball* is when you get to chuck the ball straight into your opponent's face...



■ Hit them in the mush and the sad recipient of the ball is then propelled halfway across the court. Ha! Very entertaining!

■ I don't know about you, but I think it's really sporting of the Mega Drive team to dye their hair a luminous blue (just so that you can hit them more easily)

■ (Below) *Dodge Ball* isn't all bad. At least you get a wide range of different courts (located across the globe) to muck about in. Phew! That's okay then!



## POWER POINTS

**PLAYERS** 1-2
Much better with two.

**LEVELS** Er, God knows
Sorry, it's in Japanese!

**SAVE GAME** YES
Battery-backed for tournaments.

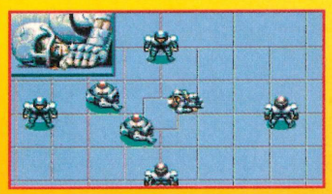
**LIVES** 0
Four players in each team.

**SKILL LEVELS** Um...
No, I don't *think* so...

**OPTIONS**
One or two players – not much else.

**IDEAL GAME-PLAYER**
A frustrated football hooligan.

## ALTERNATIVES



Um, the closest thing in terms of the concept is probably that other super-violent future sport *Speedball 2* (*Sega Power* 28: 91%), but it's still not really the same kind of thing at all. *Speedball 2* is miles better.

## TAKE CONTROL OF *DODGE BALL!*

■ Moves your players all around the court

■ Press to crouch down or pass the ball

■ Press this to throw the ball at your opponent – always aim for the face!

■ Press to jump up

## • DODGE BALL • MEGA DRIVE • SEGA • £35 • JAPANESE IMPORT •

**GRAPHICS**

**SOUND**

**FRUSTRATION**
LOW

**ADDICTION**

**BRAINPOWER**

**TIME TO COMPLETE**
A week to win the tournament

- ■ Pretty backdrops
- ■ Easy to play
- ■ Battery back-up
- ■ Groovy music
- ■ Low on action
- ■ Very limited
- ■ Naff concept
- ■ Not many different moves
- ■ Extremely repetitive
- ■ No frills or thrills

**SEGA POWER SAYS**

"A thin idea on which to base a game, and predictably, *Dodge Ball* gets very repetitive very quickly. Okay with two players, but totally yawnsome otherwise."

**33%**

# FAMOUS PERIODS IN WORLD HISTORY, PART ONE: OCTOBER

## During October 1989, these amazing things happened...

● The East German people's freedom to travel to Czechoslovakia was reinstated. ● The EC parliament voted to increase aid to Poland and Hungary. ● Pakistan formally re-acceded to the Commonwealth and became its 49th member state. ● *S – The Sega Mag* appeared in the UK for the first time (the title later became *Sega Power* and went on to become Britain's best-selling Sega magazine). ● Archaeologists working on the South Bank of the Thames uncovered the remains of the Globe Theatre. ● The Labour Party conference was held in Brighton. ● An earthquake struck San Francisco in the USA and killed more than 250 people. ● Thames Water Authority was fined £3,000 plus £1,000 costs after it was discovered that they had discharged virtually raw sewage into a stream at Winterbourne, Bucks. ● The Guildford Four were cleared after having served 14 years of their life sentences. ● Dutch soccer club Ajax were banned from European competitions for two years. ● President de Klerk released Walter Sisulu and seven other anti-apartheid members from jail in South Africa. ● Former TV evangelist Jim Bakker was sentenced to 45 years in prison and fined $500,000 for fraud. ● Bikenibeu Paeniu was elected Prime Minister of Tuvalu.

## On Thursday 1 October 1992, this amazing thing happened:

issue 36 of *Sega Power*

appeared in newsagents throughout the country...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| CARMEN SANDIEGO | USA | £32.95 |
| DAVID ROBINSON BASKETBALL | USA | £27.95 |
| DESERT STRIKE | USA | £32.95 |
| DEVILISH (BAD OMEN) | USA | £33.95 |
| E.A./NHL ICE HOCKEY | USA | £28.95 |
| EXILE: BY TELENET | USA | £41.95 |
| F1 CIRCUS MD | | £31.95 |
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| FERRARI GP | USA | £33.95 |
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| GHOSTBUSTERS | USA | £26.95 |
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| JOHN MADDENS '92 | USA | £29.95 |
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*** GAME GEAR GAMES ***

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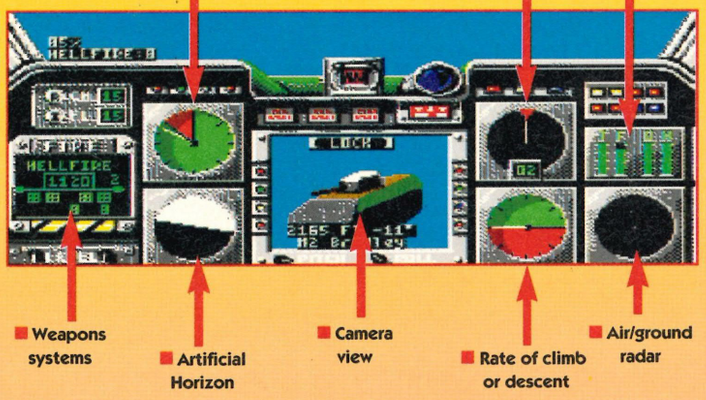
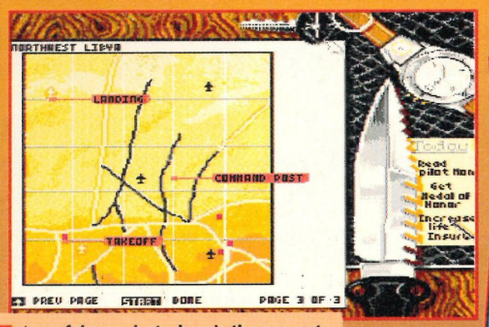
TRADE ENQUIRIES WELCOME

## YEP, IF NOEL EDMONDS CAN DO IT...

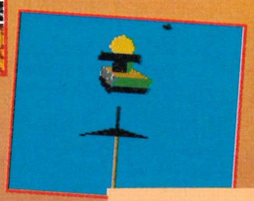
...then so can you. This is a close-up of the cockpit controls inside the AH64 Apache (one of two choppers you can fly – see the boxout at the bottom of the page to find out more). It's a forgiving machine, but you need to know what it's telling you if you don't want to die... Fortunately, vital speed and height data is duplicated on the Heads Up Display window (which you can look straight out of while you're flying. This is kind of useful when things are getting out of control).




A useful map, but where's the nearest McDonald's? And what about vital filling stations? Video stores? And where's the nearest take-away pizza shop? Honestly, it's like, well, it's like a desert out there

Oi! Don't shoot! He's one of ours. Friendly fire is NOT a good thing to get into. Remember: just be very careful with your enemy identification, okay?

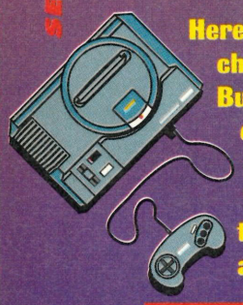


Now switch to missile view and watch as your target explodes horribly – and then spreads itself out over a vast area. Select a new target, limber up and then do it again!

The mission is nearly accomplished. That's an enemy command and control vehicle up ahead. Knock it out and win yourself a coconut (and three Purple Hearts from Georgie Bush too). Lovely...

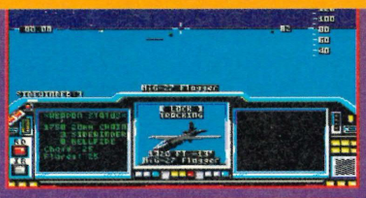
# LHX ATTACK

**Fly low and, well, hit quite hard actually! • Mega Drive**



Here comes a chopper to chop off your head... But it just might miss, especially if you've got our own James Leach fumbling with the controls – what a nightmare. Argh!

You're locked on to a distant MiG. If you can get a Sidewinder off quickly enough, you've got yourself a definite kill (and something to tell the grandchildren too!)



THE YANKS HAVE GOT SOME seriously cool helicopters – and it seems deserts are the best place to use them. So, if you don't mind being at war with Libya *(What? Another topical game? – Andy)*, climb into one and lock and load.

Once you've been fully briefed on your current mission, you must use your compass arrows to guide you to your main target.

Both helicopters in this heli sim are easy to fly (see the box on the left for their other vital statistics). Once you've got the height right, you can ignore it from then on and just concentrate on your heading and speed.

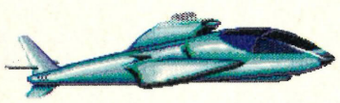
Unfortunately, things aren't quite that easy – 'cos there are loads of military dudes out to stop you!

This is where *LHX Attack Chopper* is at its weakest. For the most part, you can totally ignore the bad guys your radar picks up.

On the easier levels, for example, you're left well alone. In fact, you can just sit there, idling towards the mission target – with nothing to dodge, fly over

## MY CHOPPER'S BIGGER THAN YOURS!

In *LHX Attack Chopper,* you can take out the LHX itself or opt for the (still incredibly rock hard) AH64 Apache (as used in the Gulf War). The Apache has slightly better weaponry, but the LHX beats it out of sight on performance.



(Left) The LHX: top speed: 340 mph, weapons: 8 Hellfire air-surface homing missiles, 4 Sidewinder air-air missiles, 25 chaff dispensers (to foil radar), 25 IR dispensers (to foil infra-red missiles) and 20mm chain-gun (to blow things up)

(Right) The AH64 Apache: top speed: 272 mph, weapons: 16 Hellfires, 2 Sidewinders, 25 Chaff dispensers, 25 IR dispensers, 3 hand-towel dispensers, 30mm chain-gun (for enemy tanks)

## CONTROLLING *LHX ATTACK CHOPPER!*

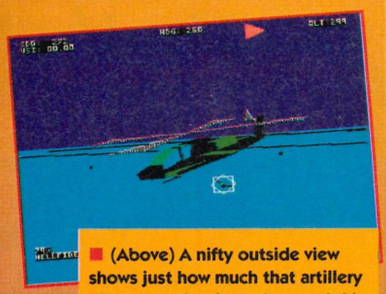
Turns your chopper left and right, and tilts it backwards and forwards (this alters your speed)

Press with up to make the chopper rise into the air. Press with down to make it descend. Also selects the map option (this pauses the game)

Selects next weapon

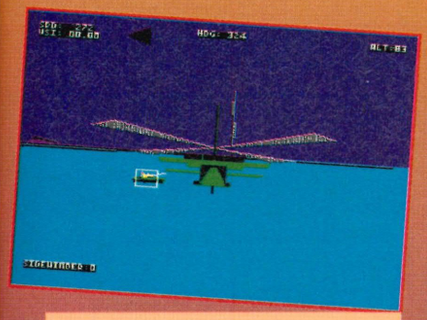
Selects one of the previous weapons

Fires the currently selected weapon



■ (Above) A nifty outside view shows just how much that artillery piece is asking for a slap. And this Apache's just the vehicle to do it. Arm one Hellfire please, Mr Sulu

■ (Below) We identify an air target and, as smooth as Des O'Connor, a Sidewinder drops off the rail and heads into the inky black night. It's brilliant tail burning like a thousand lonely stars *(yeah, yeah, that's enough poetry, James. Jeeez! – Andy)*



■ Even the night doesn't stop you from flying. Indeed, such is the quality of your helicopters' night-vision equipment, that they've often been called "the sharp-eyed owl-type creatures of the dark..."

■ Splash one! A T72 tank! "Yes, madam, the LHX has all of those comfortable extras: electric windows, central locking, alloy-look wheels – and Hellfire missiles. Snap one up at bargain 1992 prices!"

## ANATOMY OF A SERIOUS THUMPING!

How easy, you're asking, is it to destroy a small, fast-moving ground target from a helicopter belting along at an amazing 200 mph? Well, it's this easy...

■ First, line up on your target. At this stage, the little percentage reading will say 0% (that's 'cos the target is still out of range of your 20mm chain-gun...)

■ Switch to Hellfire missiles and watch the percentage leap as you fly closer toward your victim. But don't fire yet – you're too far away for a successful hit

■ Right, with 100% on your display it's time for action. The Hellfire is rarin' to go and it can't fail to kick his butt. Fire when ready. Just watch that missile fly!

■ And it's all over. The missile streaks off and you can wave bye-bye to that armoured personnel carrier. Meanwhile, the computer locks on to a new bozo...

# CHOPPER

**Electronic Arts • £39.99 • UK Official Release**

or out-run. Sure, there are plenty of nasties around, but the combat isn't as exciting as you'd think.

If they're proving a pest, swing round, chop the speed and wait for the hit percentages to get high enough for you to fire a missile. It's not particularly hectic.

On later levels though, you get aircraft after you as well, and then things *do* hot up nicely. Confusion reigns, and you can easily end up twisting round, firing missiles and shells blindly at things. Wasteful, but fun – at least, until you get hit. You don't go down instantly, but the more damage you take, the more unreliable your equipment becomes – with things soon failing left, right and centre. It's not very pleasant.

On the graphical side of things, there are loads of views you can call up from the map screen. The chase, circle, target and ground views of the helicopter can be quite impressive, but there just isn't enough detail, either in the helicopter itself or on the ground to make the game visually stunning. Still, it's pretty fast and the sound is quite good. There's loads of digitised speech saying things like "Target ahead! Lock and load," for instance. There are some ace explosion noises too and loads of missions (rescue downed pilots, escort other choppers, blow up even more things – you get the idea). Overall, not bad really. SEGA POWER

## POWER POINTS

**PLAYERS** 1
Nice digitised co-pilot's voice though – so that should keep you company.

**LEVELS** 10
The later ones are quite different...

**SAVE GAME** YES
Passcodes for each mission.

**LIVES** 1
Luckily, you can take a severe beating before you plummet earthwards.

**SKILL LEVELS** 5
Very easy to frighteningly hard.

**OPTIONS**
Choose your own whirly-bird!

**IDEAL GAME-PLAYER**
Any prop-head with a vague working knowledge of hi-tech missile warfare.

■ You've reached another target – and yet more enemy men desert their vehicle and run like mad for the hills. Yep, it's a tough job, picking off the baddies, but someone's got to do it. (Let me at 'em! Let me at 'em!)

■ Frogfoot? *(Yes, it's a well-known Russian attack aircraft – Andy).* All right, but Frogfoot? Couldn't they think of a better name? (Hmm, how about Pigtoe? No? I rather like Horsehoof, meeself...)

## • LHX ATTACK CHOPPER • MEGA DRIVE • E.A. • £39.99 • UK OFFICIAL RELEASE •

**GRAPHICS**

**ADDICTION**

**SOUND**

**BRAINPOWER**

**FRUSTRATION**
MEDIUM

**TIME TO COMPLETE**
Could be another Six Day War!

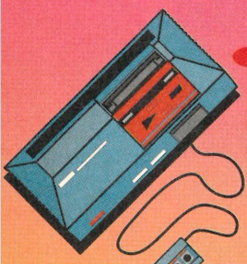
- Feels fast (at low level)
- Nice selection of weapons
- A target-rich environment
- Chopper is easy to fly...
- ...but still feels sophisticated
- Excellent sound effects
- Good number of missile views
- Combat is good fun
- Sparse ground detail
- Missions are too similar at first

**SEGA POWER SAYS**
"A brave attempt, but this is still more like a sophisticated arcade game than a sim. Dull gameplay at times, but the combat is fun and the outside views are nice."

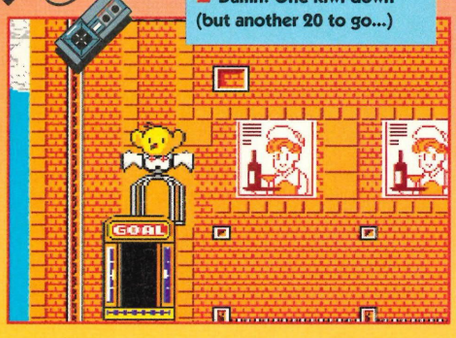
**73%**

# THE NEW ZEAL

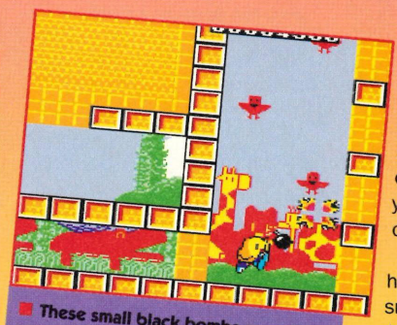
## Yep, time for a spot of kiwi rescuing down under... Master



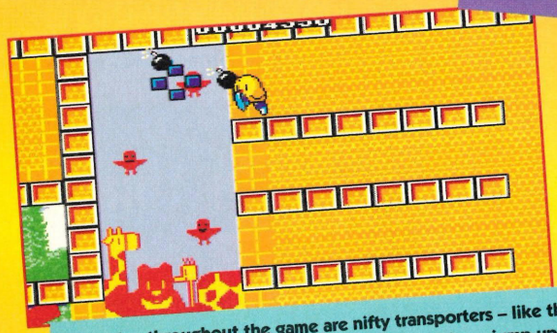
**Evil Wally Walrus has nabbed your mates and your lovely girlfriend, Phee-Phee. Hmm, there's only one kiwi strong enough to battle him and his terrible minions – YOU! Dean Mortlock dons his sad fluffy yellow suit and goes out adventurin'!**



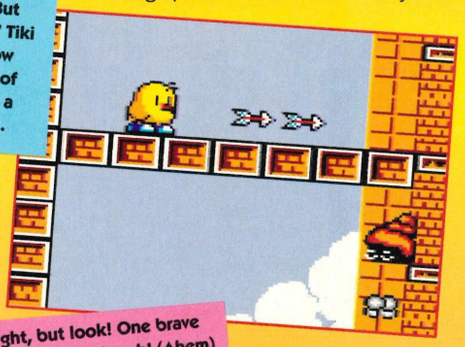

Damn! One kiwi down (but another 20 to go...)



These small black bombs are very handy. Problem is, they have a short range, so watch what you're doing!

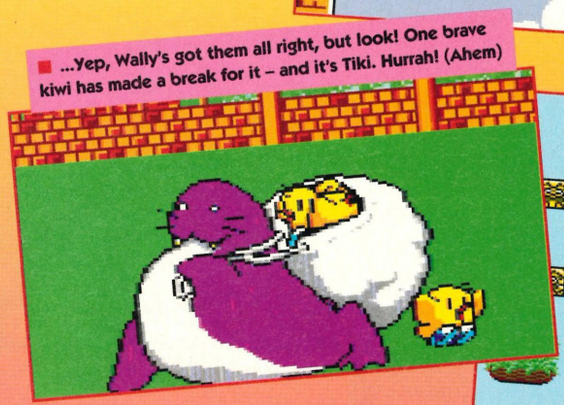


Hidden throughout the game are nifty transporters – like this one that you can find towards the end of level 1-1. If you jump up and down on this spot while firing to the left, a portal will appear (it's marked by four blue blocks). Jump into this and hey! You're now on level 1-4

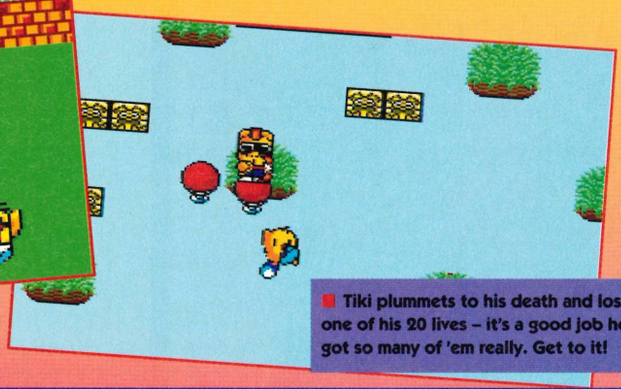


The basic weapon you start off with: the bow and arrow. But just how does ol' Tiki pull back that bow with those wings of his? I dunno, he's a damn clever kiwi...

Leg it! It's evil Wally The Walrus... Oh dear. Hopeless really – old tusk face is bound to get 'em in the end...

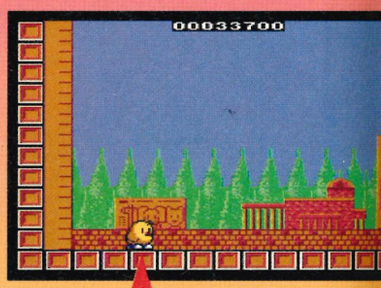


...Yep, Wally's got them all right, but look! One brave kiwi has made a break for it – and it's Tiki. Hurrah! (Ahem)



Tiki plummets to his death and loses one of his 20 lives – it's a good job he's got so many of 'em really. Get to it!

Take great care here – or you're likely to get an unpleasant spike up the bum




This is you (Tiki) at the start of another level. As you can see, the graphics are heavily on the cute side (I dare you not to shed a tear when you lose a life...)

THE GAME WITH MORE excitement than a night out with Nirvana has finally made it to the 8-bit – and it's a bit of a dreamboat. For those of you who don't already know, the original coin-op has been with us for about five years now and has already appeared on nearly every other format.

Everything has been crammed in here – nearly – with only a couple of small things missing (mainly cosmetic details). The game itself has all the five levels of the coin-op (four with four stages and one with five).

This is a game where everything – from the intro screen to the juicy tunes – screams cute at you. But even though the graphics are cuter than a very cute thing, there's still a fair splashing of violence as you run around, lobbing bombs here, there and everywhere.

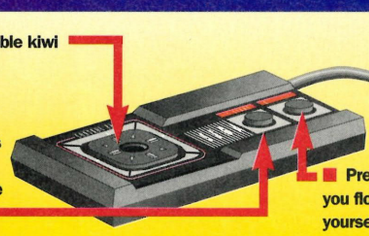
Sound is as you'd expect: a high-pitched bouncy little ditty, and a healthy smattering of light 'n' horribly catchy spot effects. Great stuff.

There's plenty to pick up along the way too – extra weapons, extra lives and watches to freeze the baddies. And boy! Are there some totally bizarre nasties out there... *or what?* Get ready to encounter manic snails, bloodsucking bats, fiery bugs and robotic cats (?) among many others.

The standard guardians appear at the end of each level, but most of 'em are fairly simple to destroy.

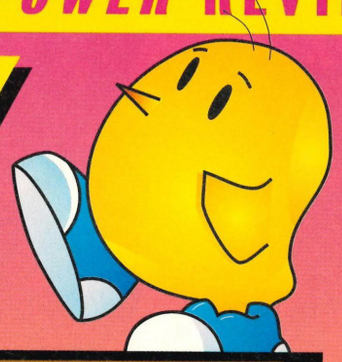
You start the game with a whopping five lives and two continues – and it's

### CONTROLLING NEW ZEALAND STORY!

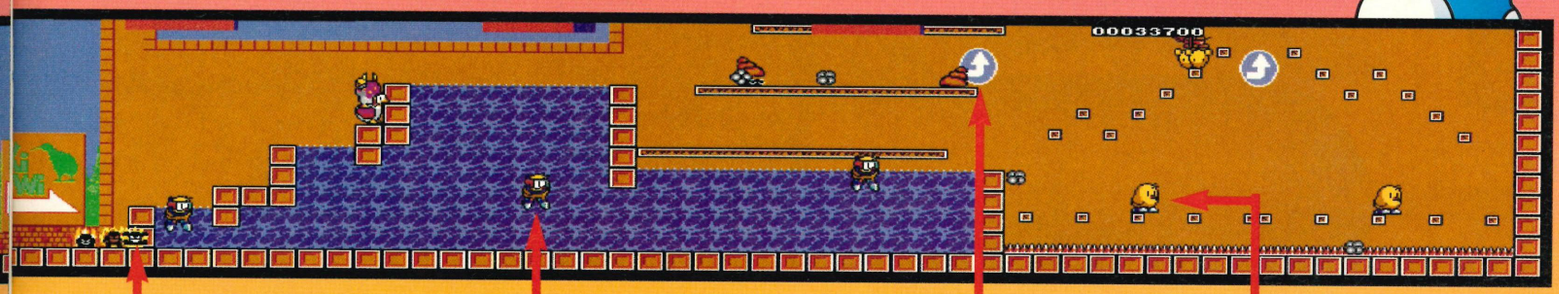


- Moves your lovable kiwi around the levels
- Fires yer current weapon and restores your oxygen when you're on the surface of the water
- Press to jump and keeps you floating when you've got yourself a balloon to ride in

# AND STORY



**System • Tecmagik • £34.99 • Official Release •**



■ These fiery creatures have a nasty habit of appearing very suddenly – and multiplying very quickly (naughty little beggars!), so take heed or end up just a bit dead

■ Here's our fellow, complete with subaqua headgear. Be careful tho', 'cos you can only survive underwater for a certain amount of time. Find the air pockets to restore your oxygen

■ Follow these arrows to reach the end of the level. They come in many shapes and sizes, and are very useful – the levels are so big it's easy to get lost in the labyrinthine corridors

■ Er, Tiki, I don't think you should be going this way really. Grab one of the floating rocks at the top of the screen, and follow those arrows (you won't get out any other way)

ideal. The difficulty curve is just perfect, enabling you to progress that little bit further every time you play.

*The New Zealand Story* isn't the newest conversion to appear on your Master System, but don't let that put you off. This game is definitely one of the better platform games around. It's loud, colourful and more addictive than Ms Cousteau *(Oi, I heard that – Desirée)*.

You've got to remember though that there are loads of similar games on the market – and you might not be so eager to buy yet another platformer... Still, it's a good idea to check this one out, 'cos it's certainly one of the best.

SEGA POWER

■ Check out Tiki in his streamline aqua headgear. Just remember to watch the oxygen meter at the top. It goes down very quickly – and breathing in gallons of cold seawater isn't very healthy...

## ALTERNATIVES

Both *Asterix* (*Sega Power* 30: 92%) and *Bubble Bobble* (*Sega Power* 27: 89%) are similar. *Asterix* is a slightly superior game, both graphically and gameplay-wise, but if you're a fan of *Bubble Bobble* then you'll find this more than an equal challenge.

## POWER POINTS

**PLAYERS** 1
One chirpy and fluffy yellow ball is more than enough.

**LEVELS** 21
Split into five island sections, with each section having its own guardian.

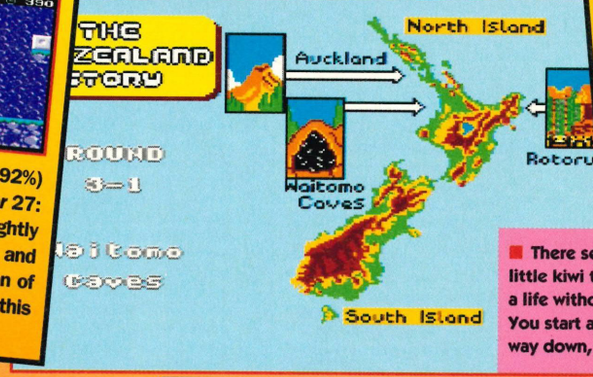
**SAVE GAME** NO
No passwords, but when you die you carry on from where you snuffed it.

**LIVES** 5
You can find extra lives on the way.

**SKILL LEVELS** None
The difficulty level is well judged.

**OPTIONS**
Two continues and that's yer lot!

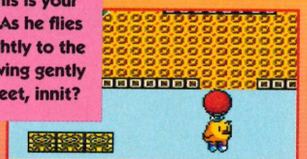
**IDEAL GAME-PLAYER**
Platform fans with loads of patience.




■ There seems to be an awful lot of map for one little kiwi to cover, but cover it he must – or suffer a life without his mates and his beloved Phee-Phee. You start at the top of the island and work your way down, travelling from zoo to zoo as you go

■ This is the life, floating over the countryside, enjoying the view in your very own balloon. Nice that is, until some rotten swine takes a potshot and sends you tumbling!

■ Hang on, Tiki! This is your hero at his cutest. As he flies around clinging tightly to the balloon, his feet swing gently back and forth. Sweet, innit?



■ This is the very first end-of-level guardian you'll come across and he's pretty simple to kill. Just keep shooting him – and keep an eye out for the dangerous falling snowflakes

## • THE NEW ZEALAND STORY • MASTER SYSTEM • TECMAGIK • £34.99 • UK OFFICIAL RELEASE •

**GRAPHICS**

**ADDICTION**

**SOUND**

**BRAINPOWER**

**FRUSTRATION**
MEDIUM

**TIME TO COMPLETE**
Four to six weeks

- Excellent cutey graphics
- Good boppy tunes and spot FX
- Lots of levels to keep you playing
- Challenging gameplay
- Underwater sections add variety
- Large well-designed levels
- Virtually identical to the coin-op
- Extremely violent extra weapons
- Intelligent enemies
- Good game, but is it too late?

**SEGA POWER SAYS**

"A must-buy for fans of the genre. Sadly, it's yet another platformer, so in an already crowded market it might get swamped by inferior clones. Let's hope not..."

**85%**

# WHIZZ KID Games

# THE UK's No

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## MEGADRIVE

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| MAGIC JOHNSON BASKETBALL | 40.00 | 23.00 | 16.00 |
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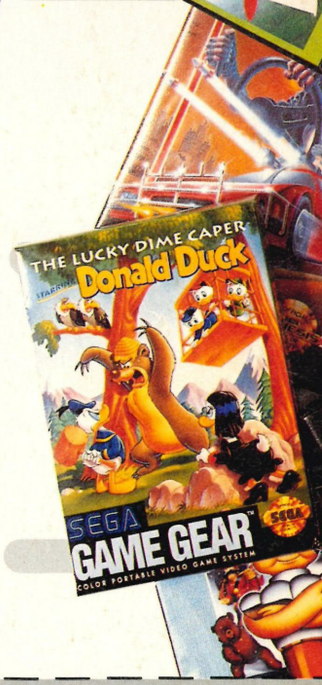


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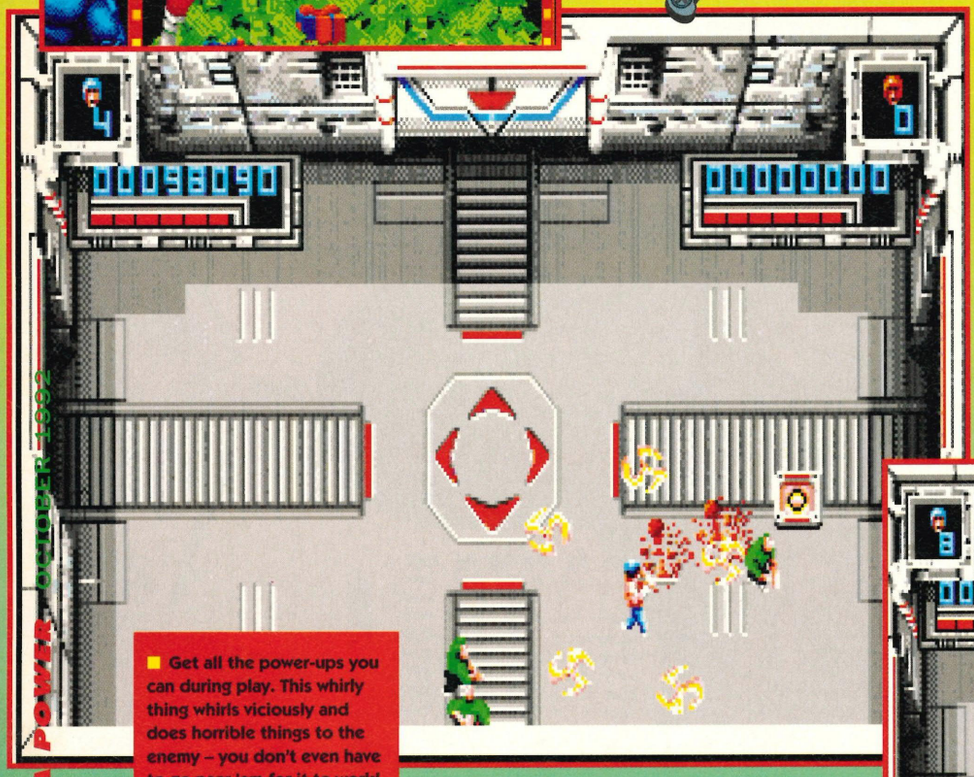
# SMASH TV

**• Can we take that again, luvvy? •**
**• Mega Drive • Flying Edge •**
**• £TBA • UK Official Release •**

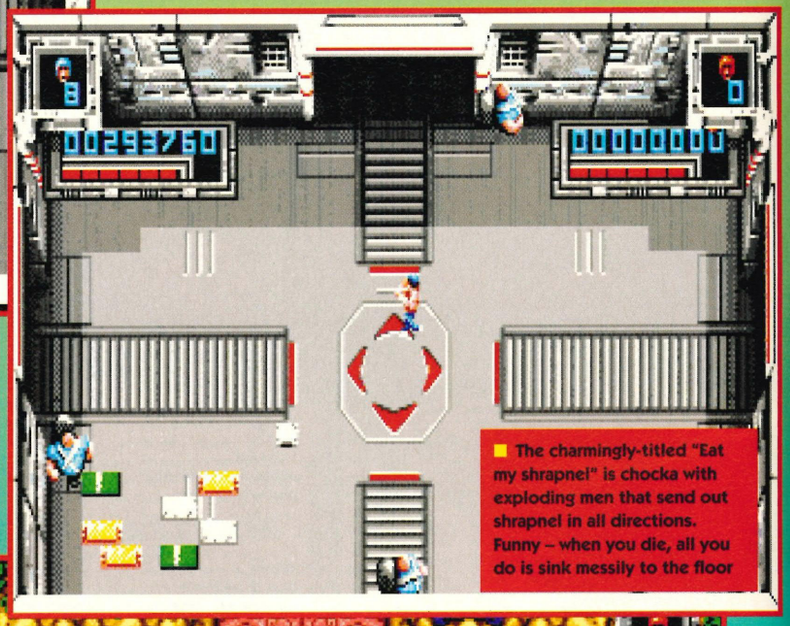
**When "Catchphrase" gets a little too tame, when "Wheel Of Fortune" leaves you gasping for more, when Bob Monkhouse makes you want to puke, it's time to play the Mega version of *Smash TV*. Desirée Cousteau fixes her grin and smiles...**

OW! OW! OW! GET OFF! BLIMEY, THE BLOKES IN *SMASH TV* don't half whack you hard with those big sticks of theirs. You see, it's the future, and gameshows have already gone past the three piece suite stage. Viewers want fast action, they want violence, and most of all, they want blood. So *Smash TV* was invented.

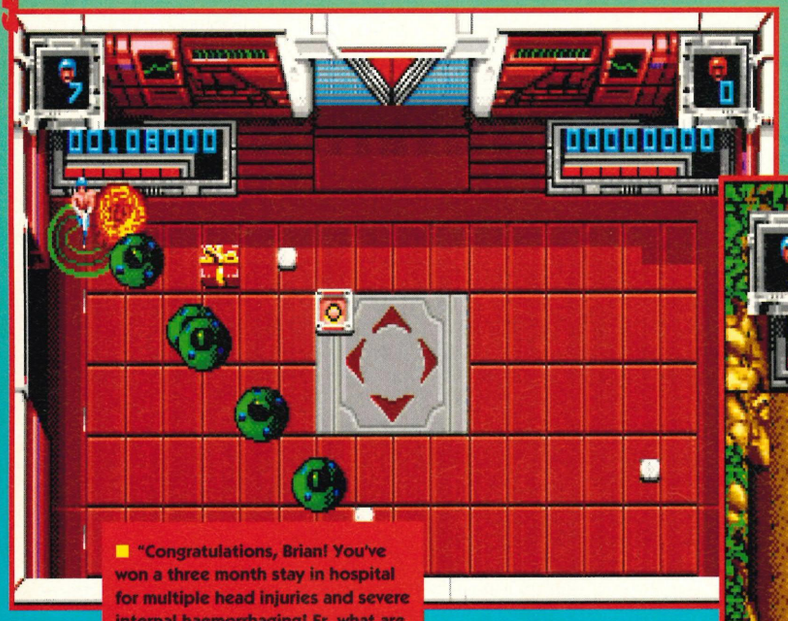
It's a simple idea: a contestant enters a closed arena and tries to pick up fabbo prizes (like a brand new video or a sleek 1990's roadster) while avoiding hordes of horribly beweaponed men. Now, normally I wouldn't mind being stuck in a locked room with loads of men (and let's



■ Get all the power-ups you can during play. This whirly thing whirls viciously and does horrible things to the enemy – you don't even have to go near 'em for it to work!



■ The charmingly-titled "Eat my shrapnel" is chocka with exploding men that send out shrapnel in all directions. Funny – when you die, all you do is sink messily to the floor



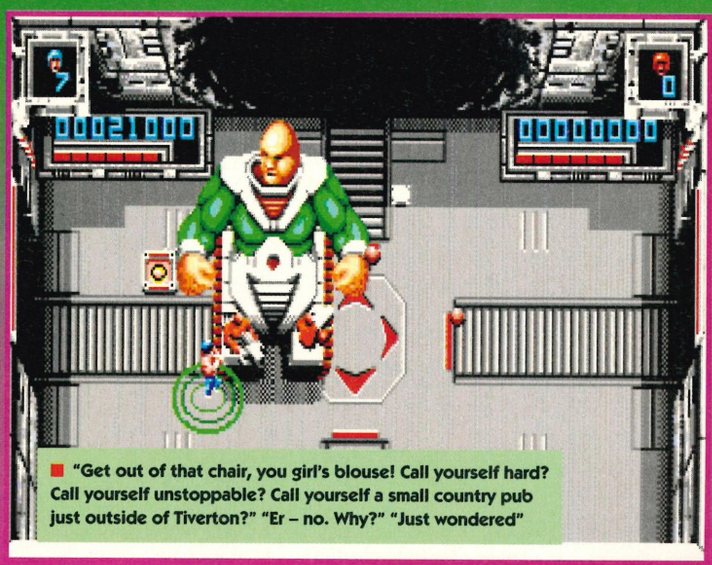
■ "Congratulations, Brian! You've won a three month stay in hospital for multiple head injuries and severe internal haemorrhaging! Er, what are you doing, Brian? Put the gun down now, Brian – Brian – BRIAN!! Aargh!!"

■ Ever wondered what happened to those useless old Ninja Mutant Turtley things? Now you know. Just think, *Sonic* might end up in a futuristic gameshow of his very own one day. (I know, frightening really, isn't it?)

## AND YOUR STARTER FOR TEN...

When you've hacked your way through several hundred thousand waves of grunts in the arenas, it's time to face the end-of-level guardians. Here are a couple of examples...

■ Shoot the heads of the cobras and the shock waves travel right down to the – er, what do you call the end of a snake? Oh yes, the tail. Anyway, as I was about to say *(stop! – Andy)*



■ "Get out of that chair, you girl's blouse! Call yourself hard? Call yourself unstoppable? Call yourself a small country pub just outside of Tiverton?" "Er – no. Why?" "Just wondered"

face it, girls, you can't be choosy in this day and age), but these chaps have the unfortunate habit of whacking you about the head with their clubs.

Luckily you can shoot them back with your fabbo gun thing, and carry on with the prize-collecting. If you wipe out all the peeps in one room you then move onto the next, and so on until the end-of-level baddie pops up.

There's one thing that makes all this a little unfair though: there are more of them than you – and when I say more, I mean millions more!

Even with your gun, it's blinkin' hard to wipe them all out before they totally surround your weedy little figure and beat his or her brains to a pulp.

Power-ups make things a bit simpler, and the way you can lock your gun (fire in one direction while walking in the other) is invaluable – er, when you can get it to work, that is.

On the whole, *Smash TV* is a bit too frantic for its own good. You'll need a joystick (rather then a pad) to get anywhere, but either way, you end up with finger cramp and sore eyes.

The graphics are small but whizz around quite perkily and the sound is suitably gameshow-like (er, intensely annoying after about five minutes – Ronnie Hazelhurst, eat your heart out). The samples are rather good though.

It all gets boringly repetitive after a while. Shoot, run, die, shoot, run, die – it's like a package holiday in South L.A. Even the two-player mode is disappointing. If this had been easier, it could have been a perfect adrenaline-producing blast-'em-up – but it's not, so it isn't. (Damn! I've chipped a nail. Stupid game...)

SEGA POWER

## POWER POINTS

**PLAYERS** 1–2
Simultaneous two-player games are fun.

**LEVELS** Ooh, lots
There are around seven to eight rooms on each level.

**SAVE GAME** NO
Argh!

**LIVES** 24
But they go unbelievably quickly!

**SKILL LEVELS** 1
And that one's too hard.

**OPTIONS**
You can change the Buttons around.

**IDEAL GAME–PLAYER**
Bob Holness (you know, the guy on that, um, famous programme, er...)

■ A great tactic! Stand on a mine and confuse the enemy! Anyone who's just been hit by a flying head is bound to be a bit confused, after all (sensible, eh?)

■ "Thangyew ,thangyew, and thangyew, ladies and gentlemen. Our very first contestant this evening is the lovely Derek from Todmarden. Wave to the cameras, Derek. Quickly now, 'cos you'll be dead soon... Only joking! Ha!"

## TAKE CONTROL OF *SMASH TV!*

■ Moves your little person up, down, left and, oh my goodness me, right

■ Fires in the direction you're facing

■ Yep, fires in the opposite direction

■ Hold this down to keep firing in one direction (no matter which way you're currently going!)

## • SMASH TV • MEGA DRIVE • FLYING EDGE • • £TBA • UK OFFICIAL RELEASE •

**GRAPHICS**

**ADDICTION**

**SOUND**

**BRAINPOWER**

**FRUSTRATION** HIGH

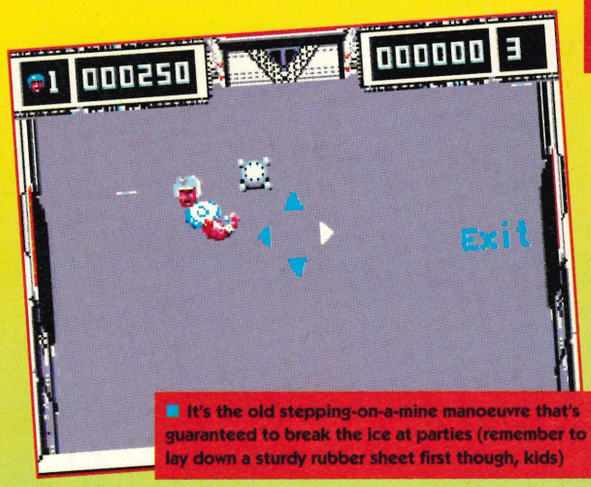
**TIME TO COMPLETE** Two months at least

- Fast and furious
- Lots of power-ups
- Loads of levels
- Good sound
- Excellent two-player action
- Funky animation
- Large end-of-level bods
- Way too tough
- Your player gets lost sometimes
- Pretty repetitive

**SEGA POWER SAYS**

**"*Smash TV*, originally a brilliant coin-op, almost makes it to the Mega Drive, but not quite. It's too hard, too repetitive and too... well, too 'something else!'"**

**67%**




■ It's the old stepping-on-a-mine manoeuvre that's guaranteed to break the ice at parties (remember to lay down a sturdy rubber sheet first though, kids)

■ "Welcome, ladies and gentlemen to *Smash TV*. I hope none of you are squeamish because tonight's show promises to be the worst yet..." (applause)

## POWER POINTS

**PLAYERS** 1–2
Two is always better than one.

**LEVELS** Quite a few
You tend not to count the rooms.

**SAVE GAME** NO
Life's a bitch, eh?

**LIVES** 24
Not bad really.

**SKILL LEVELS** 1
More than enough.

**OPTIONS**
You can swap the Buttons around.

**IDEAL GAME–PLAYER**
Fred "Ooooh, I won 'Mastermind' a long time ago now..." Housego.

# SMASH TV

**• Master System • Flying Edge • £TBA • Official Release •**

SEGA POWER OCTOBER 1992

**I'll have a "P" please, Bob – oh, and one of those, um, y'know, Uzi sub–automatic machine gun things. Desirée Cousteau will do nearly anything to be famous, but stops short of playing the Master version of *Smash TV*...**

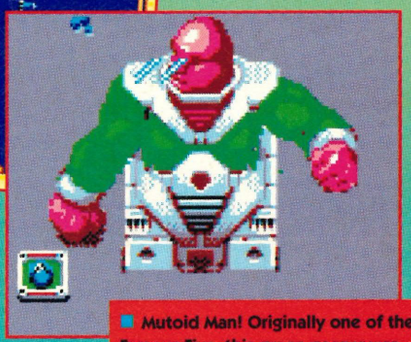
WELL, IF THIS IS WHAT TV game shows are going to be like in the future we might as well top ourselves right now. The Master System version of *Smash TV* is a dismal little affair. It has the charisma of a Bernard Manning, the wit of a Les Dennis and the haircut of a Mick Hucknall (in other words, it's not very good – and that's putting it mildly).

Well, see for yourself. Just look at the screenshots. Call that an arena? Call those things tanks? Call yourself a mean dude with a repeating machine gun? Call it all off. The sprites zip around much faster than the Mega version, true, but they're small, wobbly and look like – well, like not very much really.

And accurate firing is right out – you'll have a lot more luck using the "reverse" shot (at least then you can actually hit something!). Okay, it's slightly easier than its big Mega Drive brother, but then, so is combing your hair – well, not my hair... I have really terrible trouble getting the knots out, y'know – I mean, you just wouldn't believe... *(get on with it, girl! – Andy).*

If it's a choice between this and having your skin stripped off slowly by a deranged cosmetics assistant, you might just want to opt for the former. Otherwise, say "No thanks, Flying Edge" and run away.

■ Some rooms (like this one here) give you the chance to pick up valuable bonus points. These are nearly always cunningly disguised as small oblong boxes (good things always come in small packages...)



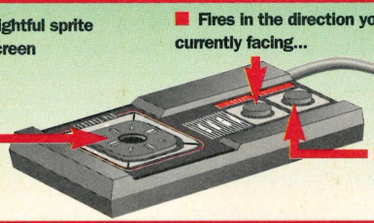
■ Mutoid Man! Originally one of the Famous Five, this green geezer was eventually chucked out on account of his size (oh, and his laser eyes)

■ The Master System version of *Smash TV*: all the splendour of a small pile of pebbles that has been knocked over and covered lightly with a sprinkling of pepper. *(Time for another pill, methinks, Desirée. That's it. lie down, girl... – Andy)*

## TAKE CONTROL OF *SMASH TV!*

■ Wobbles your delightful sprite vaguely about the screen

■ Fires in the direction you're currently facing...



■ Fires, but in the opposite direction...

## • SMASH TV • MASTER SYSTEM • FLYING EDGE • £TBA • UK OFFICIAL RELEASE •

**GRAPHICS**

**ADDICTION**

**SOUND**

**BRAINPOWER**

**FRUSTRATION** HIGH

**TIME TO COMPLETE**
Complete this? You must be joking!

- Nippy sprites
- Nifty two-player mode
- Lots of different enemies
- Mindless violence all the way
- Good fun in short doses
- Er, nice packaging
- Massively difficult
- Disappointing graphics
- Useless sound
- Not exactly original

**SEGA POWER SAYS**

**"Oh dear, oh dear, oh dear. This isn't really good enough, is it? It's fast, sure, but it's also dull after only two minutes' play and very, very hard. Thumbs down!"**

**54%**

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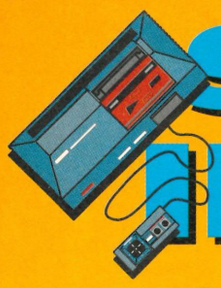


# SPECIAL CRIMINAL INVESTIGATIONS

**• Join Nancy and drive a twin turbo V6 into the ground! •**
**• Master System • Sega • £29.99 • UK Official Release •**

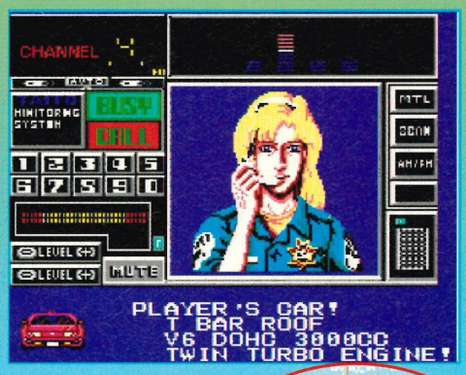
**Traffic cops don't have it easy – but they do get the fastest cars and the best weapons. And in *SCI*, they get to go after the nastiest criminals too. Nancy from HQ gives James Leach a call and gets him hitting the road...**

YES, DELICIOUS NANCY FROM *SPECIAL Criminal Investigations* HQ is one lush babe. Just look at her dimpled smile, her blue eyes, the soft curve of her... But you've got work to do, so stop looking and get listening. Someone's been kidnapping innocent civilians. It's the work of a big gang – and you're the only person who can catch them, so hit the black-top! (After all, you've got the best car around – a twin turbo V6 monster, capable of 370 km per hour!) Now drive like a loony, and avoid anything and everything as you go.

Once you've got the hang of weaving between the traffic, hit the turbo. Your car normally does 288 km per

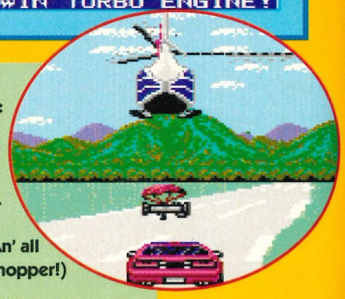
## VERY BABELICIOUS!

Your day wouldn't be the same if Nancy didn't pop up to give you the latest info on criminal activities in the city. What a gal!



■ "Outta my way, sonny. I'm the cops." Barging honest citizens off the road can be fun – as long as you don't knacker your car up

■ Beware: some choppers don't give you extra rocket pods – they drop nasty explosives on your nonce instead. I'll probably end up on the grass too. (An' all 'cos of that damn chopper!)



## PUT THE PEDAL TO THE METAL 'N' NAB CRIMS

■ Time remaining to catch the next crim. (If you don't make it you can always use up one of the two continues)

■ Distance to next crim. You can tell how fast he's going by seeing just how quickly you're gaining on the swine...

■ Damage meter. This shows you how bashed in your car is

■ Shows you which stage you're on. Er, and that's it

■ Current score. Goes up all the time you're on the road

■ Number of turbo boosts left. You get more later, but each one only lasts for about ten seconds and if you crash when you're on boost, you'll waste it (not a clever thing to do when you think about it)

■ Tachometer. What's known to us non-mechanical types as a rev counter. You'll see it go through the automatic gears as you accelerate

■ Speed. Come on! Do you have to be told everything?

■ Shot numbers. Basically, the number of rocket missiles at your disposal (you've got an endless supply of pistol bullets, luckily)

■ You start off downtown, but it only takes a few seconds before you're out in the glorious 8-bit countryside. Er, yes...

## ALTERNATIVES

Doesn't have as much going for it (or in it) as *Fire And Forget 2 (Sega Power* 13: 82%). It also loses out on the speed stakes.

Still, *SCI* is quicker than *Super Monaco G.P. 1 (Sega Power* 10: 74%) and *2 (Sega Power* 32: 53%), even though it lacks roadside detail.

# KNOW YOUR HIGHWAY CODE – OR DIE

Your opponents in *SCI* are mean, but they ain't so bad when you know how to deal with 'em – with rockets and bullets!

■ Bikes. You'll meet a lot of these. They're quick and they swerve around a lot. But hey! You're in a car. Who's gonna be worse off in a collision? Right, so plough straight into them and don't bother to look back (it's messy...)

■ Other cars. Plenty of these. They're slow, they hog the road and they're very difficult to get past. If you're really being held up, why not open fire with the old pistol through the sunroof? Illegal, but it works a treat (and it's a bit of fun too)

■ Trucks. Or lorries as we call them over here. Huge, lumbering and thankfully very rare, the only thing to do is get out of their way. Even if it means taking a quick trip to the undergrowth, leave these babies well alone. They're rock solid!

■ Helicopters. You can't tell at first whether a chopper is going to be friendly and give you rocket launcher ammo or whether it's going to be a git and drop bombs on your head. Luckily, this one's a friendly (sits back and sighs with relief)

■ Ahead is a crim with a kidnapped girl in his car (notice the blue arrow). Get up against his fender and open fire through the sunroof. He'll soon learn that crime doesn't pay. In fact, it can hurt – a lot!

## POWER POINTS

**PLAYERS** 1
The road ain't wide enough for both you and a chum.

**LEVELS** 6
Each successive criminal drives faster than the last.

**SAVE GAME** NO
This *isn't* a fantasy RPG.

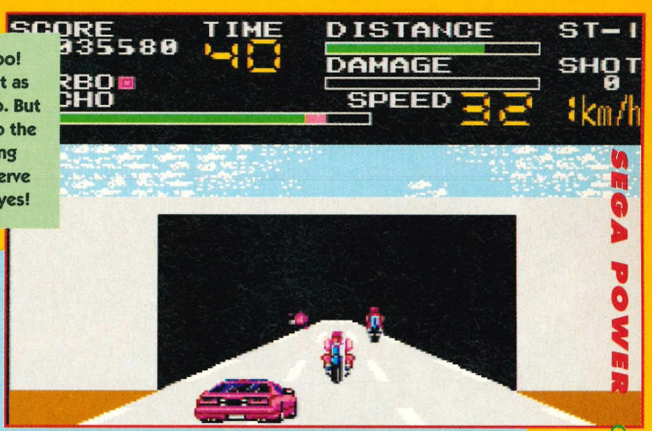
**LIVES** 5
There's a dead useful continue option.

**SKILL LEVELS** NO
If you ain't skilful enough, you'll lose.

**OPTIONS**
I wish you could take Nancy out (sigh).

**IDEAL GAME–PLAYER**
Great for a speed demon with an itchy trigger finger and the eyes of a snake.

■ Oops! Spinning out of control isn't lethal, but it wastes an awful lot of time. Still, it's my fault for rear-ending that hot-rod. I should have waited and passed him safely round the next bend (hang on a mo, I'm supposed to be a mean cop, not a pussy footing Sunday driver...)




■ Maxed out on the turbo! 321 km per hour is as fast as your three litre V6 will go. But unless you can get it into the tunnel, you won't be going anywhere. Even a tiny swerve can bring tears to your eyes!

hour – now watch the speedo flick up to 370 km per hour!

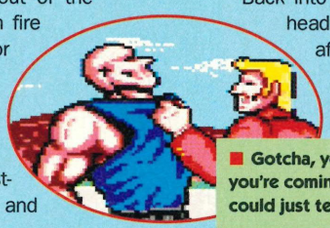
At this speed you feel like you're really getting somewhere – and it's more thrilling too. So it's a pity you only get three turbo bonuses to start off with. Still, catching the crims is quicker this way.

When a wrong-doer appears on the road ahead, don't slow down. Just stick your head out of the sunroof and open fire with your pistol (or your well smart rocket launcher – erm, if you've got one, that is).

Now keep blasting at the swine and don't let up until he's had enough. He'll stop eventually.

Then he'll blab all he knows about Bob Black, the boss of the evil outfit you're itching to bust.

Back into the car – and you're off, heading for the mountains and after a new crim. Hit those turbos and get 'em!

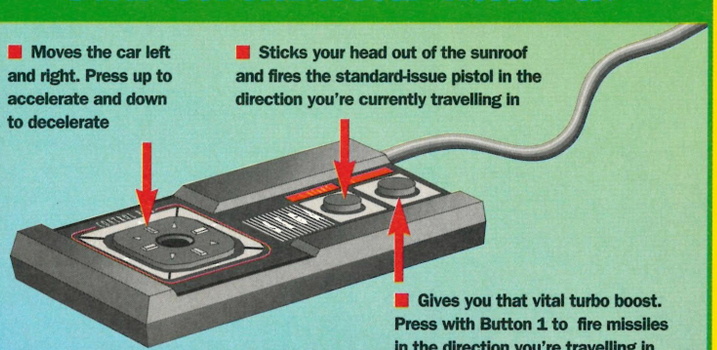


■ Gotcha, you creep. Dead or alive you're coming with me. But if you could just tell me where Bob is...

# STAY ON THE ROAD WITH *SCI*!

■ Moves the car left and right. Press up to accelerate and down to decelerate

■ Sticks your head out of the sunroof and fires the standard-issue pistol in the direction you're currently travelling in



■ Gives you that vital turbo boost. Press with Button 1 to fire missiles in the direction you're travelling in

## • SCI • MASTER SYSTEM • SEGA • £29.99 • UK OFFICIAL RELEASE •

**GRAPHICS**

**ADDICTION**

**SOUND**

**BRAINPOWER**

**FRUSTRATION**
MEDIUM

**TIME TO COMPLETE**
Four weeks (if you really try)

- ■ Each stage is just the right length
- ■ Good collision detection
- ■ Turbo boost really gives you a buzz
- ■ The plot unfolds neatly as you play
- ■ Several road surfaces to belt along
- ■ You can shoot loads of vehicles
- ■ Nancy is dead dishy
- ■ Feeling of speed isn't always there
- ■ Early stages soon get boring
- ■ Controls are rather simplistic

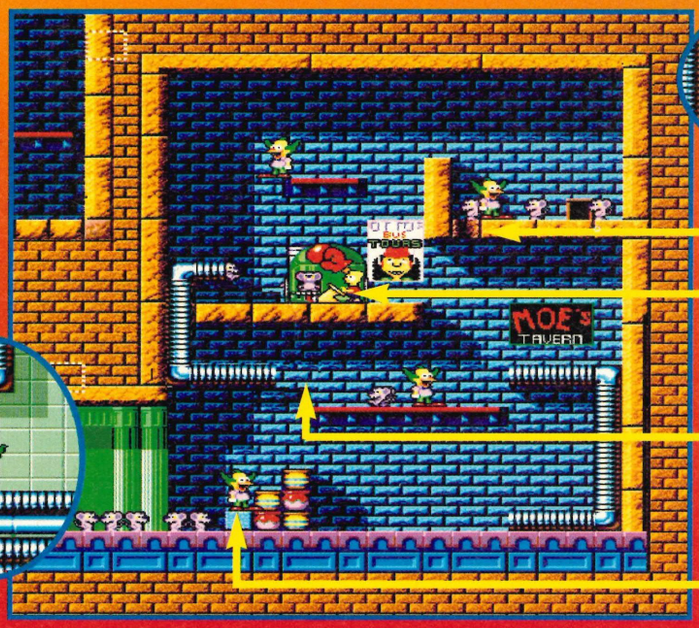
**SEGA POWER SAYS**

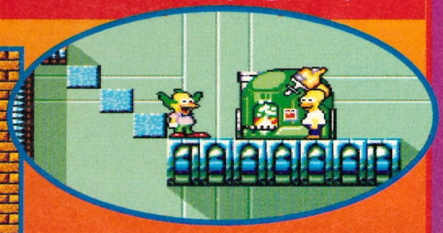
**"Hot pursuit all the way, but true race fans might be disappointed by the lack of any real speed-rush. Still, *SCI* is addictive in a 'belting along 'n' gun-blazing' kinda way."**

**62%**

## KILLING RATS FOR KICKS

Rats at the top, rats at the bottom – and you've got to fry the bleeders in the krusterizer in the middle. Way to go, Krusty!



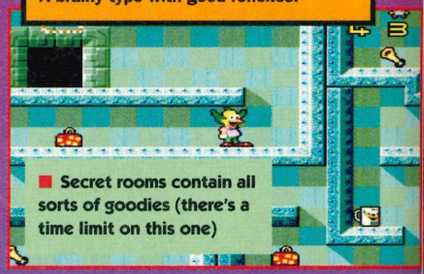



■ Bash a hole in the floor and the rats fall through 'em to the level below

■ And here's the evil krusteriser, this time manned by Bart Simpson (one of Krusty's closest mates apparently)

■ Plonk a block in the gap to give the rats a leg up to the suction tube. They'll now be blurted out next to the krusteriser. Heh, heh! Easy meat...

■ Slap a block down here or the rats will never be able to get into the main part of the chamber. But once they're in, of course, they're all yours...



■ Secret rooms contain all sorts of goodies (there's a time limit on this one)

## POWER POINTS

**PLAYERS** 1
But you can play with a mate and argue about what to do.

**LEVELS** 5
Five sections with up to 14 rooms each.

**SAVE GAME** NO
You get a password when you complete a section though.

**LIVES** 3
Loads more available if you kick the right bonus blocks.

**SKILL LEVELS** None
Gets harder as you go along (surprise).

**OPTIONS**
None. Now that *is* a surprise.

**IDEAL GAME-PLAYER**
A brainy type with good reflexes.

# KRUSTY'S SUPER FUN HOUSE

**Mega Drive • Flying Edge • £39.99 • UK Official Release •**

■ (Above) What goes boing, boing, splat? A rat using one of Krusty's springs
■ (Below) There's no time to admire the scenery. Avoid the snakes – they bite!

**Aaargh! The rats! The rats! Somebody get them off me! They're eating all my toes! Help! Help! (But never fear, Richard Longhurst is here to round up the small rodents – and toast 'em to death.)**

ANIMAL LOVERS BEWARE – this is an evil game. If you're into cute 'n' furry fluffballs, steer well clear of *Krusty's Super Fun House*. It's completely infested with rats and swarming with aliens.

The only thing to do is round 'em up and blast the little beggars 'til they fry. Sounds like fun – and it is.

But if you want to waste the rodents, you've got to get your thinking head on. The rats are roaming around 70 huge rooms – each filled with pipes, steps, magic blocks, that sort of stuff – and to kill 'em all you've just got to get the tiny beggars into a killing machine called the krusteriser (pleasant, isn't it?).

It's a real hoot rearranging the blocks so that the rats wander helplessly up a staircase – straight into the path of a deadly laser. *Krusty's* is a great puzzle game – with some brill platform action and an assortment of weird patrolling enemies adding to the excitement.

Unfortunately, it's let down badly by the gameplay. It's all too easy to get into unwinnable situations.

When you don't know what to do in a room, the rats can wedge themselves into positions where it's totally impossible for you to get 'em into the krusteriser. This means you have to lose a life just to start the room again. You can also get into a complete no-win position by running out of balls.

When you make a mistake, the game should simply make it more difficult for you to complete a room – not downright impossible. It's unfair really.

But apart from the massive frustration factor, *Krusty's* is very enjoyable. It makes a change having to sit back and *think* about a puzzle – while still making sure you're quick enough off the mark to get in that big time bonus too.

There's a very good balance between planning and having to frantically rush around trying to get the blocks in the right place. If you want a tough platform-based puzzler that will last for ages, look no further. SEGA POWER

## TAKE CONTROL OF *KRUSTY'S!*

■ Moves you left and right. Press down to pick up and drop objects

■ Press to kick the blocks or to throw balls and custard pies

■ Press to pause the game or to leave a level when you're in a no-win situation. You unfortunately lose a life if you do this...

■ Press to jump

## • KRUSTY'S SUPER FUN HOUSE • MEGA DRIVE • FLYING EDGE • £39.99 • OFFICIAL RELEASE •

**GRAPHICS**

**ADDICTION**

**SOUND**

**BRAINPOWER**

**FRUSTRATION** HIGH

**TIME TO COMPLETE** Three months

- Original brainbending puzzler
- Brilliant game idea – fry those rats
- Loads of huge levels
- Great variety of puzzles
- Early levels break you in easily
- Smart graphics and scrolling
- Groovy soundtrack
- Good use of passwords
- Easy to get into a no-win situation
- Carrying blocks is tedious...

**SEGA POWER SAYS**

**"Although massively frustrating, *Krusty's Super Fun House* is a good laugh. There's a great variety of puzzles and the huge levels will keep you going for ages. Give it a try."**

**76%**

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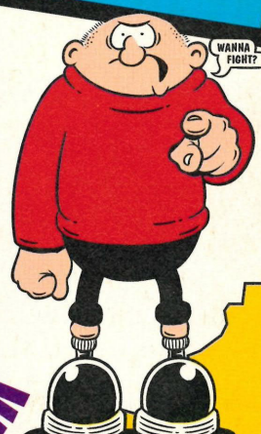


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# DEVILISH

**• Game Gear • Sega • £24.99 • UK Official Release •**

**Why have Sega's latest bat and ball games suddenly developed nasty demonic overtones? Trenton Webb takes some exorcise with the *Arkanoid*-style *Devilish* and plays with the devil...**

TRICKY BLIGHTER, THIS JOHNNY *Devilish*. Turn the thing on and your first reaction is "Um, what the hell's going on?" Well, let me fill you in on a few things. There's this blue ball and two movable bats for starters.

Ping the ball forward with the bats and destroy the wall of square bricks that block your way forward.

Okay, so far, so good. But if you start messing with the Buttons, the two bats suddenly become three – or even start turning sideways! All very odd. To make matters worse, one of the bats moves forwards as well as sideways.

When you finally get the hang of all these strange bats and actually start knackering the blocks, the screen then starts to scroll vertically!

Now you have to send the bats diving around the playing area in a bid to stop the ball falling off the bottom of the screen. Miss it with both bats and the ball blows up – miss four of 'em and it's game over time.

Only two of the four bat formations seem anywhere near practical in the "scrolly-uppy" sections. The two sideways set-ups looking strangely redundant – until you get well into a level. Then, quite suddenly, the tunnel rotates through 90 degrees!

Now you must guide the ball along instead of up. Up seems natural, like a shoot-'em-up, like *Arkanoid*, like pinball – but sideways just melts the brain. It's a good job you've got such flexible bats – after all, they're all that stand between the ball and oblivion.

The physics of bat and ball movement almost works – you can slice the ball, hit it flat straight up-screen – yet the bats still lack substance. The ball can pass through the back of a bat, for example, and the bats themselves can even move freely through solid objects.

Without the feedback of bouncing off walls or being blocked by obstacles, you never develop that really vital sense of control. *Devilish* feels like it has real potential. It's weird enough, but something is still missing.

One of the two game-styles sets you racing against the clock, for instance, but even this fails to satisfy. A brave try, Sega, but *Devilish* is flawed...

■ The large silver bug saves time, but bars you from bonuses. Bah!

## POWER POINTS

**PLAYERS** 1
Solo play only.

**LEVELS** 8
Okay, so they look different, but they're pretty similar underneath.

**SAVE GAME** NO
But would you want to save a game?

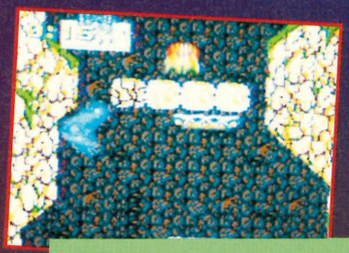
**LIVES** 2–4
The more balls you've got, the further you can get into the game.

**SKILL LEVELS** 3
These make little real difference.

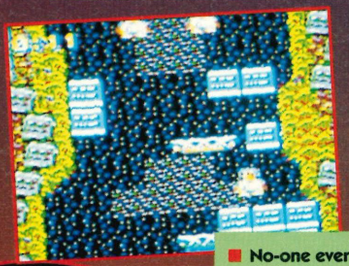
**OPTIONS**
Two game-styles to choose from.

**IDEAL GAME–PLAYER**
The non-competitive puzzle freak.

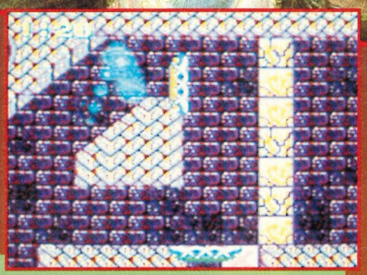
■ Bars (like this one here) block your path and are very dangerous



■ If in doubt, take 'em out! Blocks must be smashed, *Arkanoid*-style



■ No-one ever tells you why these monkeys want to give you a hard time



■ Argh! It's all gone horribly sideways! Now life gets, well, suddenly WEIRD!!!

■ Use both bats to control the ball (or hit it insanely and hope for the best...)

■ At odd intervals, you get to battle with wimpy end-of-level guardians

## TAKE CONTROL OF *DEVILISH!*

■ Moves your main bat forwards, backwards and sideways. Also moves your secondary bat sideways

■ Brings up the various useful status panels

■ Changes the bats' speed of movement

■ Toggles between all the different bat configurations...

## • DEVILISH • GAME GEAR • SEGA • £24.99 • UK OFFICIAL RELEASE •

**GRAPHICS**

**SOUND**

**FRUSTRATION** HIGH

**ADDICTION**

**BRAINPOWER**

**TIME TO COMPLETE**
One week

- As weird as a Sellafield chicken!
- Loads of different looking levels
- Nice range of options
- Good sound adds atmosphere
- Proves absorbing for a short while
- Loadsa bonuses to use and abuse
- Smart intro evil laugh sounds
- All rather pointless. Why play?
- Bats lack the necessary "feel"
- Tries to mix too many game-styles

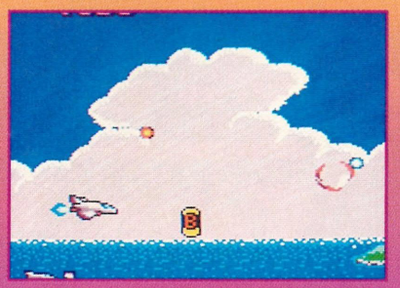
### SEGA POWER SAYS

**"It was brave trying to blend *Arkanoid* and pinball, but it doesn't quite work – the game lacks heart and has no real addictive hook. An amusing temporary diversion."**

**67%**

## ASSAULT AND BATTERY

Boost your blaster power the easy way: look for the enemies with the handy blue box around them, shoot 'em down and run 'em over. Peasy!

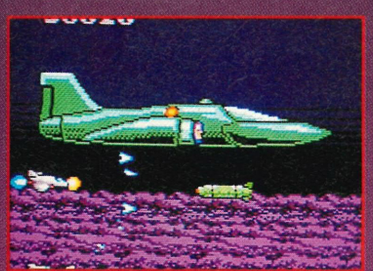


# AERIAL ASSAULT

● Game Gear ● Sega ● £27.99 ● UK Official Release

**When our special Gulf War ace stormin' Budd Norman took to the skies on his Gear, he expected quality "Top Gun" high jinks – but ended up with the sick-bag.**

You can find power-ups in the most dangerous of places – like in this storm!



End-of-level guardian number two is this rather naff-looking (and retired) aeroplane

Level three and it all starts to get silly. Go bunker-bombing in the underground!

FRANKLY, I'M SAD. TO THINK I went through hell in Vietnam, Nicaragua and Baghdad just so that naff horizontal-scrollers like this could make mega-bucks. What a waste!

Don't get me wrong – I don't mind shoot-'em-ups with aeroplanes in them (heck no! I remember the days... my father's barn, a 1939 Bakelite Game-o-matic...). No, what gets my back up is this: *Aerial Assault* is just so lousy and boring – yet more "yawn, it's so exciting I'm asleep at the wheel" nonsense that leaves you drooping at the eyelids.

I've seen three year old kids make better attacking manoeuvres than the bad guys in *Aerial Assault*. Okay, occasionally one of them will take the trouble to shoot a bullet at you, but even the bullets are easy to dodge.

And nine times out of ten you can pull yourself round and dispense with the firer in the same move. It's not action, it's like sweeping up rubbish!

You're slightly hindered at first, cos you only have a single-shot cannon which is a bit feeble (and tiring on the finger), but soon, you'll come across an enemy with a blue cross-hair around him. Shoot this guy for a special bonus.

Fly over this bonus and you can either upgrade your weapon or add a homing capability to your shots. If you can make a series of such weapon-changes – without getting shot – you become almost invincible.

You can also now unleash your mega-weapon: a huge cone of bullets which destroys everything in your path (leaving you to mop up any stragglers that come up the rear).

Once you've shuffled past the end of a level, you reappear next to an end-of-level guardian. These are: a submarine, a giant bomber, a spaceship and a floating disfigured brain – they're easy meat with the big cone weapon though.

People moan about mindless shoot-'em-ups and I laugh at 'em – I *like* mindless shoot-'em-ups, but this is worse. It's so easy you end up thinking about interesting things, like, "what colour is a lettuce?" while you're playing. Heck! I'm going back to sample my squadron canteen's chilli con carne. It's more of a challenge...

SEGA POWER

### POWER POINTS

**PLAYERS** 1
It's solitary confinement, believe me.

**LEVELS** 4
They're not just short, they're easy too!

**SAVE GAME** Pah!
You don't want to save *this*...

**LIVES** 3
About right, but continues make it all pretty pointless really.

**SKILL LEVELS** Zilch!
One size fits all and that size is... small.

**OPTIONS**
You get more options on a tin of beans.

**IDEAL GAME-PLAYER**
A 76 year old grandmother of six (with her own specially designed G-suit).

### TAKE CONTROL OF *AERIAL ASSAULT!*

- Steers your plane in eight directions
- The OFF switch – plays an important part in this game
- Fires your weapon (um, kills the enemy and, er, things...)

### ● AERIAL ASSAULT ● GAME GEAR ● SEGA ● £27.99 ● UK OFFICIAL RELEASE ●

**GRAPHICS**

**ADDICTION**

**SOUND**

**BRAINPOWER**

**FRUSTRATION** MEDIUM

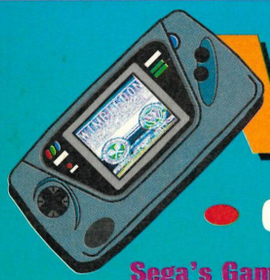
**TIME TO COMPLETE** One hour

- Simple to operate
- Continue option available
- Just above average graphics
- Naff music with bum notes
- Nasties are really predictable
- You'll finish it very quickly
- Average sound FX
- Not enough levels
- Hackneyed old game design
- You'll be bored with it tomorrow

**SEGA POWER SAYS**

"Unless you're easily impressed (or you've just swapped your crusty old Gameboy for a spanking new Game Gear), you won't be fooled into thinking this is smart. It ain't!"

**24%**



# WIMBLEDON

## • Game Gear • Sega • £29.99 • UK Official Release •

**Sega's Game Gear version of the top tennis licence is certainly something to shout about. Shame we had to tell Stuart Campbell to stop making such a racket tho'.**

SO IT'S TENNIS. GOOD GRIEF – what can you say about tennis, eh? Well, you could say that it was a "sport" (originally devised by the Aztecs in the 16th century) that doubled as a form of ritualistic torture, but that wouldn't be true really, would it?

Why not forget all about tennis then and talk about something more interesting – like, say, what a crap programme "Eldorado" is? "Eldorado," eh? What a load of old nob. Well, that's that. Might as well get back to tennis, I suppose. Anyway, *Wimbledon*, unfortunately, is a simulation of the famous "strawberries 'n' cream" tennis tournament.

I say "unfortunately" because (a) it's one of my favourite words, and (b) the *Wimbledon* tournament finished months ago and everyone's much more interested in the Olympics now, but there you go *(hang on, Stuart – the Olympics finished yonks ago... – Andy)*.

Luckily though, that's nearly the only unfortunate thing about *Wimbledon*, 'cos it's a spiffingly playable game. You can pick this one up and be having fun inside 30 seconds.

And let's face it, in these get-up-and-go MTV-generation times the last thing you want to be doing is hanging around reading pages of fiddly little instructions and stuff, right?

*Wimbledon* is immediately easy to play because there are only really two kinds of shot you can play: high or low. Okay, you can also spin the ball with the aid of the joypad (as your skill points increase, you can create more spin), but that's about it. Unfortunately (oh dear, there I go again), this is also the game's major drawback.

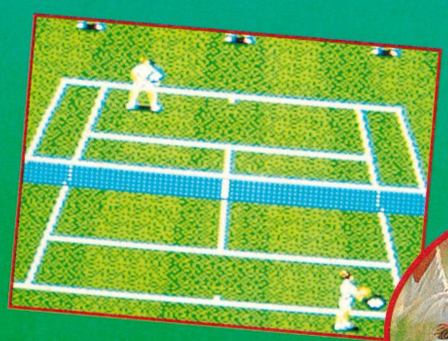
If you're playing in tournament mode, ya see, neither player really starts off talented enough to play very clever shots, so the game degenerates into a simple pit-a-pat session where both players just wait for the other to make a seemingly random mistake.

Get further, play an exhibition game, or use the brilliant two-player link mode, however, and things perk up quite dramatically, with shots whizzing all over the place and players diving around in true Boris Becker style. This is probably the best way to play – stick with the tournament and you're likely to get bored before too long.

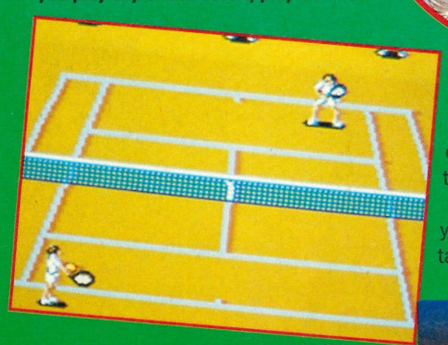
Even so, there are passcodes after each round, so at least you only have to play the boring early games once. After that, you can dive into the more exciting later rounds by just tapping in a simple code.

All in all then, a bit groovy, especially if you can get a chum to buy a copy too and invest in a Gear-to-Gear cable. Hey, why should you have to fork out all the dosh?

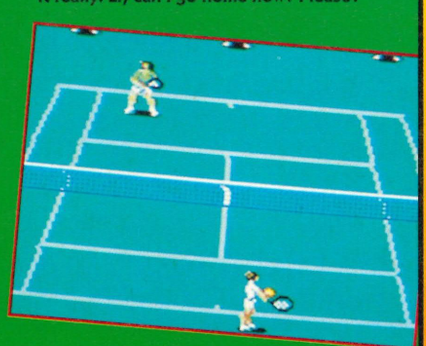
SEGA POWER



■ The lawn court: Wimbledon wouldn't be Wimbledon without 'em, so before you play any of the others, play on this!



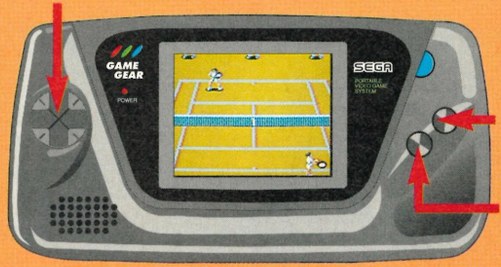
■ The clay court, however, is a sort of red colour (kind of). And, um, that's about it really. Er, can I go home now? Please?



■ You can come and have a go on this fast-moving, high-bouncing type of court if you think you're "Hard" enough...

## TAKE CONTROL OF *WIMBLEDON!*

■ Moves your player around the court (leg it about the place and smack that ball straight into your opponent's mush!). Also selects the player in a free match




■ Hits a high shot, selects the options and throws the ball up when you want to serve

■ Hits a low shot, goes back one menu and throws the ball up for that all-important serve

■ If you can't be bothered to slug your way through *Wimbledon*, you can always play a shorter tournament somewhere else...

■ The "Free Game" mode enables you to put any player up against any other player – even the same one! Existential or what?

## POWER POINTS

**PLAYERS** 1–2
Don't forget the Gear-to-Gear cable!

**LEVELS** 0
Nargh, don't be daft...

**SAVE GAME** YES
Passcodes help you to skip the early matches (in the tournament mode).

**LIVES** 1
Like normal tennis, only one.

**SKILL LEVELS** 1
You can select better or worse players (and opponents) in the test game.

**OPTIONS**
Play tournament or a test game against any player (even the same one!).

**IDEAL GAME–PLAYER**
Someone who needs the practice (er, what about Jeremy Bates? Ouch!).

## • WIMBLEDON • GAME GEAR • SEGA • £29.99 • UK OFFICIAL RELEASE •

**GRAPHICS**

**ADDICTION**

**SOUND**

**BRAINPOWER**

**FRUSTRATION** MEDIUM

**TIME TO COMPLETE** One week

- Looks lovely
- Scrolls smoothly
- Very fast
- Easy to get into
- Variable-skill opponents
- Some great dramatic dives
- Three different courts
- Fabulous against a mate
- Not very many different shots
- Sometimes hard to see the ball

**SEGA POWER SAYS**

**"This is an excellent tennis game, but the lack of sophisticated play early on is a little off-putting. The two-player mode is brilliant though. "Ace" fun with a mate (groan)."**

**79%**

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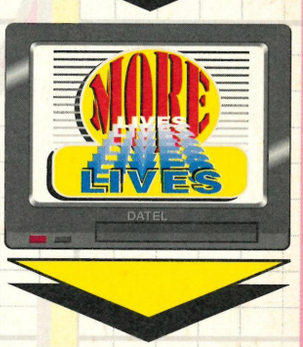


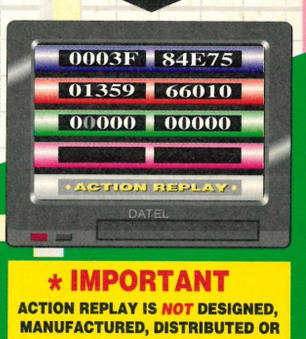


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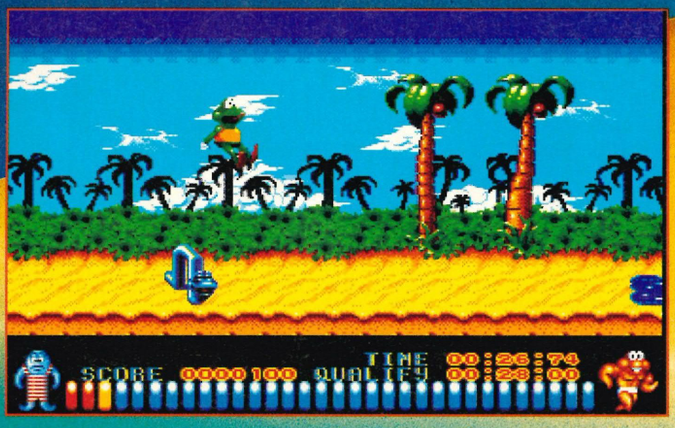
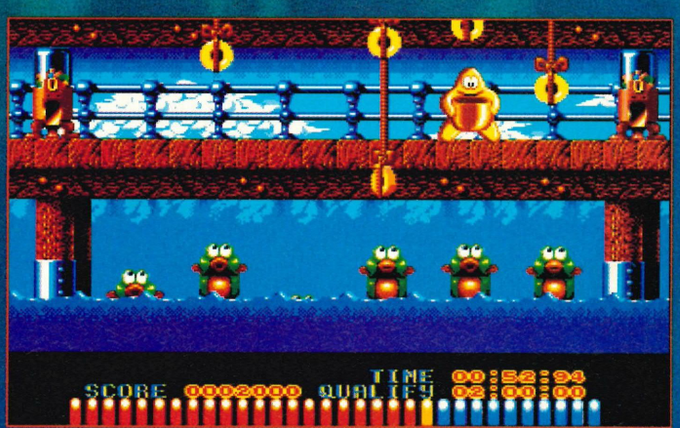
# SEGA POWER

"As a sports game it offers nothing revolutionary, but it's well done and so full of character - you'll love it!"



# THE AQUATIC GAMES

STARRING JAMES POND AND THE AQUABATS



# WILL YOU BE SURF-FISH-ENTLY SPORTY FOR JAMES POND'S AQUATIC GAMES...

Even James Pond needs to take an offishal break from baddie-baiting occasionally.

But far from floundering around in some terribly exotic plaices, he's organised a turbot-charged tournament, for up to four players - The Aquatic Games™.

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SEGA MEGA DRIVE

# OR WILL YOU COP IT IN THE PINBALLS WITH TWISTED FLIPPER ?

Composite Screenshot

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Bang away at anything that moves and watch your pinballs explode through nine different volume levels until you crash the secret enclaves of the ultimate backstage party.

So there you have it. Two mediocre games for dweebs with no thumbs.....NOT!

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ELECTRONIC ARTS™

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**Cart rental is a controversial topic at the moment. *Sega Power* fight through all the crap and find out what's going on**

# WE'RE ALL GOING RENTAL!

***Sonic The Hedgehog* is driving video dealers to distraction – but not because they're failing to get past Robotnik on Act 3 of the Labyrinth Zone. Oh no. The problem is, they want to rent out the little fella (well, all carts, in fact) and Sega won't let them! But the man from Sega, he finally say yes. Don't think your problems are over quite yet though... Our Tim Green jumps into the debate with all guns blazing...**

OVER THE PAST YEAR, THE issue of games rental has raged like Taz after a plate of chillies. While video dealers have all but bashed down Sega's front door for permission to rent, Sega have simply ummed and aahed. And it all comes down, predictably enough, to cash.

At the back of Sega's mind is: if we let kids rent games for £2.50 a time, who's gonna buy them for £40?

And if no-one buys our games, our profits will plunge... And then what will our Japanese shareholders say?

Even so, Sega have recognised the key role video shops could play in spreading the Sega craze.

After all, they stay open later than the high-street shops and because they're common in residential areas they're more accessible too.

Most importantly, Sega see the kind of person who rents, say, "The Terminator" on video (18 year olds and over only, of course... ahem) as just the kind of person who'd be interested in the game of the film too.

## THE HOUSE RULES

Sega knew very well that its "target market" could be found browsing video library shelves. That's why, after much wrangling, they carved out a deal. Here are the points which affect you:

- Only 114 games will be available in the first batch of titles (but this will be added to later).
- Rental cartridges are only legal if they have been marked with a special "pola-proofed" security sticker.
- No third party publishers' carts will be included (not yet, anyway).

Of the 114 carts available, 68 are for the Master (*Joe Montana Football* and *Spider-Man,* for instance), 38 for the Mega (including *Sonic, Toki, Spider-Man* and *Revenge Of Shinobi)* and eight for the Gear *(Columns* and *Pengo* stand out from the rest).

So you've been warned. Unless your dealer is breaking the law, the video shop is not, for the moment anyway, the place to go for new carts.

## FAR TOO OLD?

Reading between the lines, you could say that Sega are using rental to get rid of old games they can't flog. That's a tad premature though, because newer stuff may well appear in the future if the scheme turns out to be successful.

Sega's boss, Nick Alexander, says he knows rental will kill off crappy carts but he's hoping it will send sales of the very best titles soaring through his office roof. You can see the logic. Who'd be happy to play *Sonic The Hedgehog* for just one night and then never go back to it?

If you want to be able to rent, you have to keep buying – that's obviously the message here.

That means rental may not, in fact, last forever. But for an idea of why it's such a scolding hot potato, you have to realise just how important games rental is to video shop owners.

## VERY IMPORTANT

In the last couple of years, video rental has suffered a lot. The recession hasn't helped, and the sort of greasy cavemen who used to come in seven times a week (to watch Chuck Norris wrestling with helicopters) are now watching their hero on their own TV – thanks to BSkyB.

Video dealers, like everyone else, saw the potential of video games, but it still hasn't been easy. In fact, it's been a nightmare – for everyone.

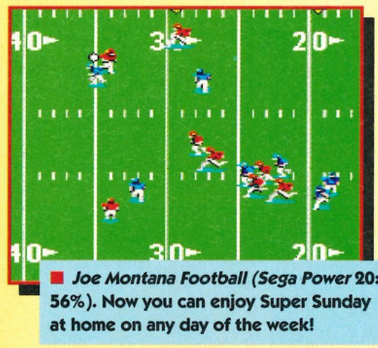
## GAME OVER...

Here's why. About two years ago, Sega said yes – go ahead and rent, video dudes. Not many people did though because, back in those dark, dingy and depressing days, consoles weren't very popular (yes, hard to believe, I know, but it's true). Soon, of course, everybody wanted them and Sega had high-street customers like Dixons, Virgin and Woolies coughing up millions to stock up on the new gear.

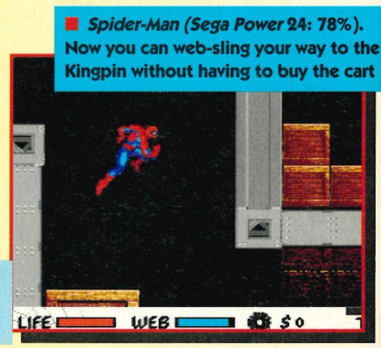
Now if you're Mr. F.W. Woolworth and you're selling thousands of games a month at £40 a throw, you don't want old Fivebellies round the corner offering the same titles at just £2.50 – even if it is only for one night.

Sega looked at its books, saw that only one hundred or so libraries were involved in their scheme and promptly said it's game over time, dudes. They

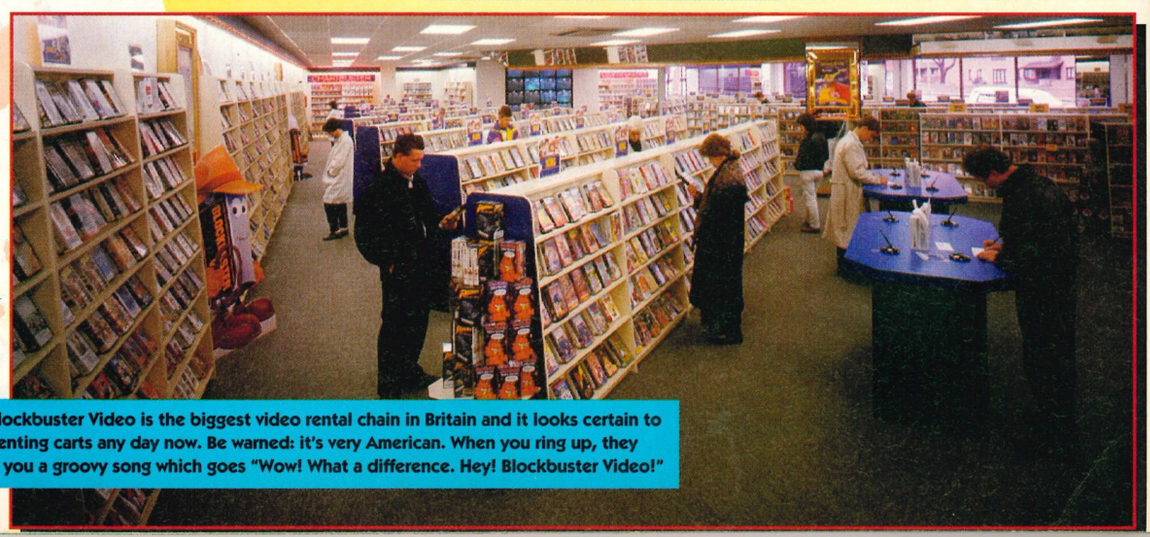
■ *Sonic (Sega Power* 22: 97%) can now collect rentals with his rings. He's the star in the first batch of legal rental carts



■ *Joe Montana Football (Sega Power* 20: 56%). Now you can enjoy Super Sunday at home on any day of the week!




■ *Spider-Man (Sega Power* 24: 78%). Now you can web-sling your way to the Kingpin without having to buy the cart

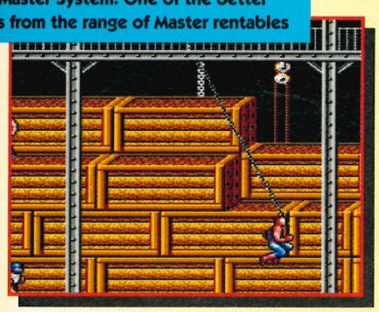


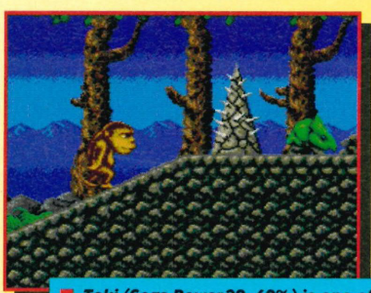
■ Blockbuster Video is the biggest video rental chain in Britain and it looks certain to be renting carts any day now. Be warned: it's very American. When you ring up, they play you a groovy song which goes "Wow! What a difference. Hey! Blockbuster Video!"

■ Video dealers have been having a tough time of it lately. That chap at the back would have been part of a throng of people not long ago. Who knows? Rental could bring the crowds back...

■ A typical Blockbuster Video shop (this one's in Raynes Park, Surrey) that'll soon be chocka with quality Sega games – er, well, chocka with quality old Sega games anyway. What? Us... Complaining? Never!

■ *Spider-Man* (*Sega Power* 23: 57%) on the Master System. One of the better carts from the range of Master rentables





■ *Toki* (*Sega Power* 32: 69%) is one of the 38 Mega Drive titles which Sega are currently giving the rental treatment

then threatened to nick anyone they caught subsequently renting.

## HOPPING MAD

Video dealers were furious and badgered for a U-turn. They didn't get one. Instead, they got a brand new deal. The dealers' response? An enormous wet raspberry. The reason? Sega said:

Pay us £400 a year (per shop) for a licence, join the Video Trade Association (£125 a shop, plus £25 for any further shops you own), pay £5 extra for carts – and then buy a minimum of 100 titles (but Sega didn't specify exactly which ones). A hard-up video shop now had to pay roughly £1,000 to do something it was doing more or less for free before!

It wasn't just the money. They didn't want to have to join the VTA (a voluntary body) just to rent carts. Brian Eveliegh of Stylers Video Centre in Somerset summed up the feeling at the time. Why should I be made to join a body I don't want to join?" he said, "and why should I have to pay a licence fee?"

## CHANGE OF HEART

This was back in April. Sega hoped to have the scheme in place for the summer holidays, but by June, nothing more had happened. No list of games, no licence forms, nothing at all. People began to wonder if the applications even went into double figures.

Then Sega had a change of heart. The VTA bit was dropped, the maximum order was binned and the £400 fee was now, er, £440. Sega's head honcho Nick Alexander's attitude was: "If you can't afford it, you shouldn't be in the business."

And that's how it stands now. Some dealers are happier, even if they're not overjoyed. Colin Watt of Video World in Aberdeen used to rent out carts, but stopped when it became illegal. Now he just sells them.

He says he'll get a rental licence eventually, but he'll wait until the last possible moment before forking out the dosh. "Paying the rental licence is fair enough, I suppose." he said. "A lot of us have complained, but businessmen are always like that. You have to try and get the best deal you can. I'll still wait until September before I get one though – because Sega keep on changing the rules."

He should be joined by Blockbuster Video, Britain's biggest chain of video shops – with around 850 outlets. They've always said they will rent out carts when it's okay to do so.

## FULL OF HOLES!

Like many, Colin still thinks the deal is full of holes. The list of legal games is heavily weighted towards the Master – and then there's the third party publishers. Video shops will have a job to explain why you can rent out *Streets Of Rage* but not *Desert Strike*.

Electronic Arts, like most of the other third party people, have said they'll wait and see what happens. If the scheme works (in other words, if the cash from the sales keeps on rolling in) they'll join.

Most video dealers will offer carts for about the same rental charge as the latest films, probably between £1.50 and £3.50 – although don't be surprised if some try to charge you a fiver.

## AGAINST THE LAW

Of course, there have been hundreds of video dealers out there who have stuck their tongues out at Sega and rented away happily for years.

One, who obviously didn't wish to be named, said "I've been renting since the console boom started and my customers are used to being able to hire carts out. There's no way I'll fork out so many hundred quid now. If I'm unlucky enough to get caught, I'll probably get a warning before being taken to court. Then I'll stop. But that might never ever happen anyway..."

There are literally hundreds, maybe thousands, more like this fella. Illegal rentals are so widespread that few outsiders actually realise they *are* illegal.

Just check out the Daily Mirror on Saturdays, for example. It's been listing "good places to rent" for ages.

So far, Sega have not prosecuted anyone for renting out carts. Obviously, once the official scheme is up and running, things will change.

Sega will have allies in the law abiding dealers who are bound to inform on local rivals who are renting without licences (it'll be easy to tell – the carts won't have the tell-tale stickers).

## LEGAL LOOPHOLES

Mind you, there are already some interesting loopholes. Swap shops, for example, are already springing up. The Scottish based exchangers Master Player, for instance, are planning to become a nationwide chain.

They claim their charges are not a rental fee but a handling fee. It's a bit of a grey area.

Speaking of which, grey importers may have spotted another loophole.

In America, you see, rental is completely legal. Grey importers therefore say that renting US games, wherever you are in the world, must be legal too. Another minefield.

And then there's Ballistics... In the past, Accolade (who produced Ballistics' carts) always told video dealers to go ahead and rent as much as they liked – because they were never officially licensed to Sega.

## THE FUTURE?

For the moment, how all this affects you depends on where you live. If your local library is renting games illegally, you may soon be deprived of a very handy local service. If your locals are law abiding, however, you're soon gonna see official "rent carts now!" signs up for the very first time.

Still, if you were with the other lot (y'know, begins with N, ends with O?) you'd have no chance. Not only do they make it hard for video shops to actually stock their games, they always give the same answer to the rental question. And that's a very short word which also begins with N and ends with O. Funny, innit?

■ Some video shops are so serious about getting into video games that they've set up their own specialist shops. Game Vision in North London grew out of Ritz Video Film Hire, for example...

TO ENTER THE GAMES
YOU MUST NEGOTIATE
TUMBLE DRYERS, DOD
AVOID WASHING MACH
SIDE-STEP GRANNIES.

# MASTER ZONE,

# GE FRIDGES,

# INES AND

Complete that simple mission and you've just about made it to The Gamesmaster Zone, at Comet.

A totally excellent place, that's based on Channel 4's Gamesmaster Show.

Check out the games in this place. There are literally hundreds of them. The latest and the greatest.

It's a hardware heaven. The complete range. All the hand-helds and all the consoles, including Sega Mega Drive, Commodore Amiga and Super NES.

And more good news, buy any one of them and you get a Gamesmaster Zone Discount Card which entitles you to 10% off all software from then on (valid until 30th April 1993).

The Zone is also a seriously hands-on situation. You can actually try out the new titles. We call it 'play before you pay', and it helps you make sure you're investing in a game you really love.

In fact there are over 250 games, so it might be a good idea to check out the Comet Top Ten Chart for starters.

So get down to Comet and enter The Gamesmaster Zone. There's one thing we forgot to mention however; you'll probably have to get past everyone else who reads this ad.

Good luck.

COMET
YOU KNOW WHERE TO COME.

All Comet stores will have a Gamesmaster Zone by 12th September 1992.

# POWER PLAY

## The Tips Odyssey is back – and this time it's even bigger!

**John Cantlie's out and there's a brand new guy in town – Dean Mortlock's his name and he'll be slaving over a steaming hot console to bring you the very best and the very latest in tips for both the 8-bit and 16-bits!**

WELCOME, FRIENDS AND fellow console addicts to the biggest tips section this side of Chipping Sodbury. The *Sega Power* Tips Odyssey is constantly being up-to-dated – but we're still on the look-out for more.

Yes, insanity must be habit-forming because we're not going to give up until we've compiled the greatest collection of Sega tips ever seen by man, woman, or goldfish (?). Let the tips begin...

**AFTER BURNER 2** **£34.99**
On the intro screen, hold down Buttons A, B, C and Start at the same time.

You can now select your start level with left and right on the joypad (when the carrier appears).

You want a maximum of 100 missiles? Well, press the following Buttons at the specified stage:

| | |
|---|---|
| Stage 3: Left and B | Stage 13: Left and B |
| Stage 5: Right and B | Stage 16: Right and B |
| Stage 9: Button B | Stage 19: Button B |
| Stage 11: Right and B | Stage 21: Right and B |

**AIR DIVER** **(Import) £30**
When choosing your mission, move the cursor to an unnamed area on the map. Hold down Start and press Button A, B, C, B, A, A, B, C, B, A and B.

Move the icon to where you want to attack and use Start for invincibility, A to meet the fighter ace, B to go to the super carrier or C to try it on with the last alien ship.

**ALESTE** **(Import) £30**
Pause the game and then press up, up, up, down, down, left, left, left, right, right, C, C, B, A and then Start to get back into the game – 20 continues better off.

Next, the usual level select. When you're on the title screen, reset the Mega Drive ten times (trust me!). Now press down and left on the joypad (while entering the option mode) and you'll have a level select.

Finding the game too tough? Well, you can either give up or you can pause the game and enter B, B, C, B, B, C, up, down and Button A for a fully powered-up ship.

**ALEX KIDD IN THE ENCHANTED CASTLE** **£29.99**
When hassled for a game by the "Paperockians," try this sequence out: 1. Rock, rock 2. Scissors, scissors 3. Rock, scissors 4. Paper, paper 5. Rock, rock, and 6. Rock, scissors.

On the final screen, Lake Deep, walk in the following order: sun, wriggly lines, moon, star, sun, moon, wriggly lines, fish, star, fish and crown.

**ALIEN STORM** **£35**
If you're playing with Scooter, blow yourself up when your lives reach the big zero. You can now carry on from where you left off – although you have no energy.

**ALISIA DRAGOON** **£39.99**
Experiment using your smart bomb weapon to discover bonuses hidden off-screen.

**ALTERED BEAST** **£39.99**
Press Start and Button B on the intro screen to access an extra options menu (including power, lives and so on). Press Buttons A, B, C, Start and down and left on the joypad simultaneously to change into any animal on any level. Hold down Button A and Start for infinite continues when you've finished a game.

**ARCUS ODYSSEY** **(Import) £35**
Here's a code to enable you to warp to the final level:
KYMEMUU05F

**ARNOLD PALMER TOURNAMENT GOLF** **£34.99**
Weird one, this. Take over 100 shots on a hole and it's game over time. Now press Button A, B, C and up on the joypad to access a version of *Fantasy Zone!*

This code takes you to the last round with loads of money: 0MHE2VfC4gVUra0UjdqKUD6vygcUAAur-bgv.

And this one will take you to a secret tournament (Note: 18 of each character): fffffffffffffffff999999999999999999.

And, finally (Thank God!), enter ELLE on the password screen for extra powerful shots.

**ARROW FLASH** **£35**
In option mode, change Arrow Flash from stock to charge. Wait for the play demo and then keep the Start Button pressed down until the game actually begins.

Now press Button C for five seconds and you will become invisible for about ten minutes.

**ASSAULT SUIT LEYNOS** **(Import) £20**
Get all the weapons by shooting just the end-of-level guardian on level one. You'll get 2,800 points and massive destructive power. On the intro screen, press Start on joypad 2 for that very special invincibility feeling.

Nine extra continues could be yours when you die. Go to the options screen when you have only two continues left and press Start.

**AXIS FZ** **(Import) £30**
On the options screen, change the control configurations so that Button A is for option, B for select and C for hand. Exit the screen and hit Reset. Let the demo run through to level five and you'll be able to take control of the robot.

■ *Alisia Dragoon* on the Mega Drive

**BACK TO THE FUTURE 3** **£34.99**
At any point in the game, hit pause and press the following pairs of Buttons: up and A, down and A, left and A, and then right and A.

You'll find yourself automatically warped to the start of the next level – just like that!

**BATMAN** **(Import) £35**
On level three, get the extra life from the the first chimney. Continue upwards and then return to the same spot. The extra life icon will reappear up to nine times!

**BATTLE GOLFER** **(Import) £30**
Hit Button B and Start on the title screen to access a music select option.

**BATTLE SQUADRON** **£39.99**
The red weapon is the most effective weapon of the lot – if powered up to maximum strength. Don't bother collecting anything other than these if you're in any danger.

Don't bother going underground until you're fully tooled up either.

**BLOCK OUT** **£34.99**
A brain transplant. It's the only answer.

**BUCK ROGERS** **£49.99**
Buck will help you out when you get into trouble later on in the game. While being held prisoner on the pirate ship, for example, he'll race to your rescue. What a hunk!

**BUDOKAN** **£39.99**
The jumping strike is the most powerful move in Kendo. Kicks are the most crippling blows in Karate. The triple strike is the way to go in Nunchaku.

Finally, use the overhead and spinning jump strikes in the art of Bo.

**BURNING FORCE** **£35**
Get to the options screen. Press Buttons B, A, B, A, A, C, A and A, then start the game. You'll have ten lives to make the most of.

**CASTLE OF ILLUSION** **£39.99**
Kill the tree trunk boss by waiting to the left of the screen. Now simply fire apples at him when he turns into a tree trunk. It's easy really.

**CENTURION** **£39.99**
On the password option screen, enter this code: BN4Q AUIV W6IQ ZCA5 555S 73U. You are now in control of a fleet of ships and a whole empire of ancient countries.

**COLUMNS** **£29.99**
Build a column of blocks on one side of the screen, and then, when a magic block appears, position it so that only two of the three blocks fit on-screen.The third block will now fall separately.

**CURSE** **(Import) £30**
Press Reset, hold down Button A and press Start to select the level you want to start on.

**CYBERBALL** **£34.99**
This password enables you to play the final game where you control the Minnesota Maulers (it also gives you loads of cash to spend on your team): P5BB B5PS IHEX.

Alternatively, punch in L5BB LDCI BFAV to play the LA Assassins in the final with $6,948,000 in the bank. Or try CGBB B8FB BB2V to see the end of the game.

**DANGEROUS SEED** **(Import) £30**
Reckon yer good enough for the expert mode? Well, press up, down, left, left, right, right, up and down and Bob's your uncle. A sound will tell you when you've got all the Button presses right.

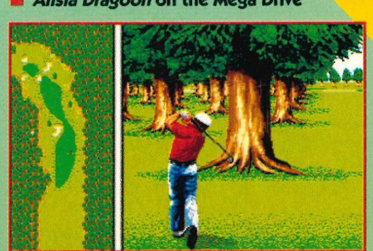
**DARIUS 2** **(Import) £30**
To shrug off hits, press the following on the intro screen: A, B, A, C, B, C, C, B, C, A, B and A. A "No Hit" message should appear – and now it's up to you!

To select a start zone, just press Buttons C, A, C, B, C, A, B, A, B, C, A and C.

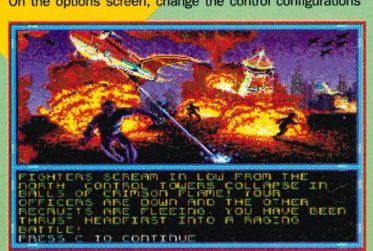
**DARWIN 4081** **(Import) £30**
Play track 32 on the sound test. You can now choose which level to start on by hitting Button A for each level you want to skip.

**DECAP ATTACK** **£34.99**
For extra energy, find yourself a bendy pole and climb up until it's possible to jump on top of it from above.

Now float yourself down. Land on top of the pole and just swing until it bends in half. You can replenish half a



■ *Arnold Palmer* on the Mega Drive




■ *Buck Rogers* on the Mega Drive

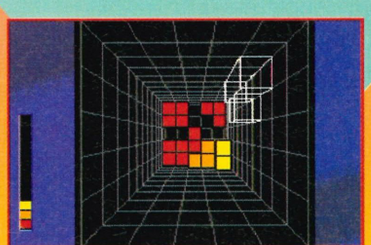
■ *Castle Of Illusion* on the Mega Drive

■ *Decap Attack* on the Mega Drive

## SEGA POWER NEEDS YOUR TIPS NOW!

**We're tongue-wagglingly good at games, we know, but we still need *your* help. If you're hot at a cart, don't just sit there and expect us to read your mind – tell us about it in an old-fashioned letter type thing! Send in your cheats, tactics, maps, tips or whatever to *Power* Play, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW. We always reward our best tipsters with something special...**

**And if you're having problems with one of your games, we can help *you* out in return! Send your queries and problems to: Console-tation, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW and we'll see if we can help.**



■ *Block Out* on the Mega Drive

■ *Centurion* on the Mega Drive

■ *Desert Strike* on the Mega Drive

lifeheart for each red segment you turn white. Our thanks go to Nick for that one...

**DESERT STRIKE** **£39.99**
Level 2: BQJRAEF
Level 3: TLJKOAP
Level 4: WTEOVJP

**DJ BOY** **£34.99**
Hit the third falling barrel on level three to reveal loads of secret goodies.

**DRAGON'S FURY** **£39.99**
Here's a code for all you pinball wizards: ALCLAE8ECK. To get to the last level, try: 5VENAXUEMN. For some extra balls(stop that sniggering!), try these codes:
DEVILCRASH 7 balls
TECHNOSOFT 10 balls
Ø956335555 33 balls

**DYNAMITE DUKE** **£34.99**
Press Button C ten times on the title screen before pressing Start. An options screen will now appear.

**E.A. HOCKEY** **£39.99**
For a 4-2 lead in the finals (USSR against the USA), enter the following code: HKT82Y93JDB7G435.

**E.S.W.A.T. - CITY UNDER SIEGE** **£34.99**
On level five, go down the ladder-like thing by pressing left and right a few times. You can now go down and become invincible. You have to kill yourself to get out though.

**ELEMENTAL MASTER** **(Import) £30**
For a hidden options screen, hold down Buttons A, B, C and Start.

**FAERY TALE ADVENTURE** **£39.99**
To see the end of this role-playing game, enter this code: 7R2KUL6RSZXSK6NHGSDCB72Ø663RI2HO785P.

**FANTASIA** **£29.99**
On level 1-2, grab the extra life (they come disguised as musical notes), then continue right untill you come across a treasure chest. If you guide Mickey into the treasure chest, he'll be warped back to the start of the level.

Collect the note again, jump back into the chest and repeat the whole process until you think you've collected enough extra lives.

**FATAL REWIND** **£39.99**
Just make the most of the rewind feature – and learn from your mistakes.

**FATMAN** **(Import) £30**
Start the game controlling Sheba by pressing Buttons B, C and then hitting B twice on the title screen.

**FIGHTING MASTERS** **(Import) £30**
Usually you're unable to use the same character in two-player mode. Well, help is at hand! When you're selecting the first player, highlight the monster of your choice and press up and Button A.

You should now get the same monster coming up as player two (he'll be in a different colour though).

**FINAL BLOW** **£34.99**
When you get KO'd, press up and Start when "Game Over" appears. You can now continue with an extra credit.

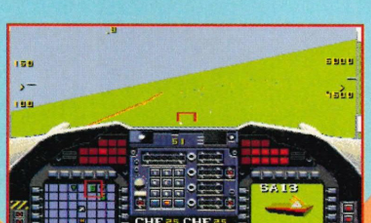
**FIRE FIGHT** **£34.99**
To get to the options screen, press left and Start while on the intro screen.

**FIRE SHARK** **£34.99**
Get your weapons up to full power. Now grab three power-ups. When you next destroy either a General Porter or Yonemaru you'll get two extra lives.

**FORGOTTEN WORLDS** **£34.99**
For infinite continues, play in two-player mode. When one of 'em bites the dust, press Start three times.

■ *E.S.W.A.T.* on the Mega Drive

■ *Fantasia* on the Mega Drive



■ *F-22 Interceptor* on the Mega Drive

**F1 - CIRCUS** **(Import) £30**
If you're too impatient to wait and see the final credits of this stonking racer then select World Championship mode.

After you've entered your name, press up, left, B and Start. Easy innit?

**F-1 GRAND PRIX** **(Import) £35**
Fancy starting the British Grand Prix in a McClaren car? Well, here are them codes...
NABCTPHSNGKTIXBDDE
GMHUJOKLMTFJ HOILKL
LONVORQX LQMW

**F-22 INTERCEPTOR** **£39.99**
Teleport to the last HQ message in the final two levels by entering these little codes:
Russian Challenge: KSQGIV
Aces Challenge: MH01K1

**GAIN GROUND** **£34.99**
For a level select option, go to the option screen and press Buttons A, C, B, and C. A "Round select" message will now appear below the "sound test."

**GHOSTBUSTERS** **£34.99**
Choose Raymond as your buster – he can take the most hits. Tips for taking on Janna (the final boss): she'll start off by firing two alternate attacks – duck down to avoid the bomb and crawl towards her to avoid the flying blade. Hit the bitch in the face between her attacks. For the second phase of attack, you're on your own.

**GHOULS 'N' GHOSTS** **£44.99**
Here's a range of cheats for this Mega Drive classic. On the title screen, press Button A four times – then try these combinations...
Button B and Start: invincibility.
Up, A and Start: starts you halfway through level two.

■ *Gain Ground* on the Mega Drive

Down-right, A, and Start: takes you all the way to Loki.
Right, A, and Start: takes you to level five.
Down, A, and Start: takes you to the start of level three.
Left, A, and Start: takes you halfway through level four.

At the end of the game, you go right back to the start – and there's nothing you can do about it.

**GOLDEN AXE** **£34.99**
Select the one-player arcade mode and hold down the down-left diagonal, and Buttons A and C. Let 'em go and nine continues are yours. Now hold down Button B, Start and left. Voila! A level select.

**GOLDEN AXE 2** **£34.99**
Fight through to the first boss. When fighting him, hold down Button A and keep it held down until you beat him and enter the campfire stage. Now release the Button, but don't move an inch or hit anything.

After a while, you'll enter the next stage of action with 200 magic units!

**GRANADA** **(Import) £35**
On the options screen, press Button C ten times on the rank section. You can now choose the easy rank.

**GYNOUG** **£39.99**
On the options screen, select the control icon and hold down Buttons A, B and C for ten seconds. With a bit of luck, a stage select screen will appear.

For infinite credits, hold left, Buttons C and A, and then press Start on the game over screen. Nothing could be simpler than that!

**HARD DRIVIN'** **£39.99**
Hit the cow for a major surprise!

**HEAVY UNIT** **(Import) £30**
Hit Buttons A, B, C and Start on the title screen. Have fun!

■ *Gynoug* on the Mega Drive

■ *Hard Drivin'* on the Mega Drive

**HELLFIRE** **£34.99**
Choose a Hard difficulty setting (what do you mean, you woulda done anyway?) and listen to any track on the sound test for over a minute. The game will now start itself – but with 99 continues.

**HERZOG ZWEI** **£34.99**
A fine selection of codes to help you get into those hard to reach places: GGGKHAGOKLO, BPHOHACAGML, NPLOFOC AGKP, IMLPFEGEMLC, JAJJBPDNCMC, LILOPBDPIKJ, JLJO MGJAOKL, JLJOIGJBOKO, LHJKINAFAMA.

**IMMORTAL (THE)** **£39.99**
Want the level codes for this wonderful game? Well, your wish is my command. Worry no more about those horrible orcs beating you up, 'cos here are the codes for levels three to eight.
Level 3: 6E1EC21000E10
Level 4: 465FA31001EB0
Level 5: D4BFD41000EB0
Level 6: BCFEF51010A41
Level 7: 6B10F61010ACL
Level 8: E590D710178C1

**INSECTOR X** **(Import) £25**
Want infinite credits? Well, when the screen shows "Press start to continue," hold down up and left on the joypad and press Button C loads of times (and very quickly). This earns you several credits – and you can repeat it any time you want too.

**JAMES "BUSTER" DOUGLAS BOXING** **£34.99**
Win four matches to receive the heavyweight belt. Defend your title four times and you'll be challenged by a secret opponent called Iron Head. He's as hard as Andy's socks.

■ *The Immortal* on the Mega Drive

Another thing. If you hit the canvas for the final time and you want another continue, wait for the game over message and then press up and Start together.

**JAMES POND** **£39.99**
On mission one there are hidden entrances to level 11 (on the far left, out of the water) and on level six (on the far left of the sea bed, just before the cliff).

Collect all the letters in the baddy rooms to spell James Pond and you can earn a massive ten million point bonus. Brilliant!

**JAMES POND 2 - ROBOCOD** **£39.99**
One of the all-time classic cheats. At the start of the game (while you're on the roof of the building), you'll see an Earth, a Tap, a Cake, a Hammer and an Apple. Collect them so that the first letters of each object spell the word CHEAT and you acquire ten minutes of invincibility.

On the sports level, cross two sets of spikes and find a large tennis ball. Now collect items in this order: Lips, Ice-cream, Violin, Earth and Snowman.

Take the first letter of each word and what've you got? Infinite lives, of course!

**JEWEL MASTER** **£34.99**
The final, final boss is Jardine The Mad. Use fire and pray.

**JOE MONTANA FOOTBALL** **£34.99**
Use the shotgun formation and throw the deep pass – it's got the best percentage hit rate going.

**JOE MONTANA 2** **£39.99**
Your mission, should you choose to accept it, is playing in the Finals as San Francisco: Z00TXXXXAX.

**JOHN MADDEN AMERICAN FOOTBALL** **£39.99**
Codes to get you into the thick of it are: Quarter Finals: 0465100. Semi Finals : 0075121, 0076310, 1111111,

■ *James Pond* on the Mega Drive

■ *John Madden '92* on the Mega Drive

■ *King's Bounty* on the Mega Drive

3333333. Super Bowl : 0475121, 0476314, 0633253, 0673125, 0631573.

**JOHN MADDEN FOOTBALL '92** **£39.99**
To go directly to playoff 3 as Philadelphia versus San Francisco, enter the code: DY6070P9.

Alternatively, for playoff 4 (as Philadelphia versus Miami), enter DY6313ZD.

And if you're too lazy to even start on playoff 4 and want to get straight into the Superbowl, then enter this code: D2G54FVH.

**KING'S BOUNTY** **£39.99**
When going into battle, use your long-range troops (Archers, Orks or Elves) to take out most of the enemies. This way you never have to risk your own legions.

**KLAX** **£34.99**
To make things harder for yourself, press up and left, Buttons A, B, C and then Start on the title screen.

On levels six or 11, try to make an X with the tiles. This teleports you straight to level 49.

**LAKERS VERSUS CELTICS** **(Import) £30**
A password for you cheating addicts: 3L2 GJS.

**LAST BATTLE** **£34.99**
Complete the game. Now press Buttons A, B, C and Start for a level select option.

**M-1 ABRAMS BATTLE TANK** **£39.99**
Tank busting is a tricky business – especially on the Mega Drive – so how about unlimited ammo and invincibility? Just wait for the demo screen to appear and then press: B, B, C, B, C, C, C, B, C, B, B, C and then Start.

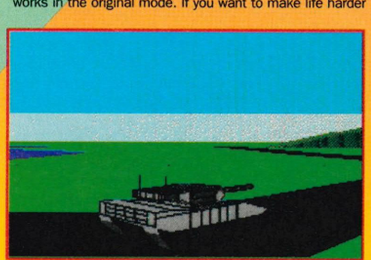
**MARBLE MADNESS** **£39.99**
Don't bother looking for the infamous secret level – it doesn't exist.

**MARVEL LAND** **(Import) £40**
Enter TRIDENT to zoom to the end of the game.

**MASTER OF MONSTERS** **(Import) £30**
Two juicy snippets for this game. For a sound test, press Buttons A, B, C and Start on the title screen.

If you're fluent in Japanese, you probably won't be interested to know that by pressing up and left on the joypad you can change the text into English.

**MERCS** **£39.99**
Once you've got the gold first aid box, wait until your energy reaches max then hit pause. Now select another player. Wait – and then select another. Keep doing this until all your team are at full strength. On level eight, once you've annihilated all the bad guys coming out of the door, enter the shop and buy kit with just one medal. This only works in the original mode. If you want to make life harder



■ *M-1 Abrams* on the Mega Drive

■ *MERCS* on the Mega Drive

■ *Out Run* on the Mega Drive

for yourself in this mediocre special forces shooter (and let's face it, folks, who doesn't?), just select the normal mode and then hold down Buttons A, B, C and Start.

**MIDNIGHT RESISTANCE (Import) £38**
On the title screen, hold down Button C and hit Start. Once the game has started, pause and then hit Button A to skip to the next level.

**MIGHT AND MAGIC £49.99**
1. One member of your adventuring party must complete the Black Ticket Crown.
2. Visit Lord Peabody and fetch him Sherman.
3. Get the four disks from Castle Xabran (C2 14,8) in the ninth century using the time machine.
4. Use disks to free Talon in each elemental plane.
5. You can get all of the four computer parts from the tenth century castles.
6. Go to Dawn's mist with computer parts and one hireling to get the orb. If stuck, try dismissing the hireling.
7. Give the four talons and elemental orb to King Kalhon in the ninth century.
8. Talk to king Kalhon at Luxus Royal to find the way to Square Lake. Get the password WAFE.
9. Fight through Geometric's cavern.
10. Solve the puzzle!

**MIKE DITKA POWER FOOTBALL £39.95**
Select the resume playoffs option on the title screen and then enter QzH5EG to go straight to the Finals.

**MOONWALKER £34.99**
Pick up a certain kiddie first and a star flashes across the screen. Pick this up and you become a robot for a short while. Watch the demo for clues.

This one's a bit temperamental, but give it a go anyway. Hold down up, left and Button A on joypad 2, press Start on joypad 1 and then select a one-player game. Now press Start and you'll see "Round 1" appear. Use left or right to change this.

**NEW ZEALAND STORY (Import) £35**
During the demo, rotate either joypad in either direction. Nine credits are there for the grabbing.

**ONSLAUGHT £34.99**
If you enter just zero's on the title screen, it will complete nearly all of the map and leave you free to defeat the remaining guardians in the temples.

**OUT RUN £34.99**
Plug in your cartridge, press Start and point the cursor to option. Before pressing Start again, press Button C ten times – now press Start. Look through the difficulty settings and you'll find a Hyper level. Good luck.

If you're bored and fancy seeing the end-of-game sequence, type in ENDING on the high-score table.

**PGA TOUR GOLF £39.99**
If you're to golfing prowess what Andy is to body-building *(thanks a bunch! – Andy)* then save your game after every decent shot. Then you can simply restart your game every time you cock a shot up.

**PHANTASY STAR 2 £59.99**
If you're getting beaten up while roaming around the dungeons, try this little tip. Continually turn the status screen on and off and, for some strange reason, you won't be attacked. It's a funny old game...

**PHANTASY STAR 3 £49.99**
Check out issue 32 of *Sega Power!*

**PHELIOS £34.99**
If you're after some extra continues, press Buttons C, A, B, A, C, A, B and A when the Chapter One message appears on-screen with credit 3. The credits will now increase to nine.

If you think you're a smarty at this game then try this! Complete the game in advanced mode and you'll go into a hidden expert mode which is flippin' tough!

**PIT-FIGHTER £39.99**
Fight your way to level nine in one-player mode. Now pause the game and stuff in the second joypad. You'll get an extra three lives – signed, sealed and delivered.

**POPULOUS £39.99**
Splendid! Codes for the divinely inspired masses. It's all quite self-explanatory really:

| Level | Code | Level | Code |
|---|---|---|---|
| 025 | QAZITORY | 275 | BUGINOND |
| 050 | HOBOZJOB | 300 | BILQAZOUT |
| 075 | NIMLOPILL | 325 | SCODEING |
| 100 | CALEOLD | 350 | SUZDIEHOLE |

■ *PGA Tour Golf* on the Mega Drive

■ *Pit-Fighter* on the Mega Drive

| | | | |
|---|---|---|---|
| 125 | FUTDIMAR | 375 | SADOUTER |
| 150 | BINQUEME | 400 | BADMEILL |
| 175 | ALPAPAL | 425 | BURIKEPIL |
| 200 | EOAMPMET | 450 | JOSYMAR |
| 225 | HURTOGODOR | 475 | MINCEME |
| 250 | VERYOXT | 494 | WEAVUSPERT |

**POWERBALL (Import) £35**
Fancy a sound test? Then go to the league continue mode and choose China. Enter KWGEN as your password and hit the Start Button.

**QUACKSHOT £39.99**
Maxing out your lives – it takes time, but it can be done. On the Transylvanian level, collect the 1-up and then go to the end of the level. Call the plane, go back to the start of Transylvania and repeat the process until you have as many lives as you need.

**RAINBOW ISLANDS (Import) £38**
Level one: collect all the diamonds in sequence from red to purple and then kill the boss. The entrance to a bonus screen will now appear. Just press up, Button B, down, left, C, A, A, B and C on the title screen if you want infinite potions and speed shoes.

**RAMBO 3 £29.99**
On the second level of stage two, there are two crates you

■ *Road Rash* on the Mega Drive

can blow up with your arrows. Walk to the remains of the crate (on the right) – and then walk away from it to the right (so that it's only half on-screen). Fire a full-grunt arrow at it and run towards the wall. Climb it and ta da! You're invincible.

**REVENGE OF SHINOBI £34.99**
On the options screen, select 00 shurikens. Don't touch any controls, but wait a few seconds. The two zeros will merge and beep into an infinity symbol. You now have infinite shurikens when you start the game.

**RINGSIDE ANGEL (Import) £30**
During a tournament, skip the computer bouts by holding Start and pressing any of the joypad Buttons.

**ROAD RASH £39.99**
To compete in the final set of races with the toughest rashers, enter the following code:

| | |
|---|---|
| 21111 | 05VT0 |
| 102HF | 47132 |

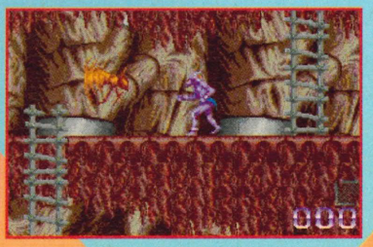
**ROBOCOD £39.99**
Hedgehogs? Fish? What next? Anyway, if the antics of our slimy friend are proving a bit too tough, simply boot up and press down-left on the joypad, Buttons A, B, C and Start. This will give you a level select option.

**ROLLING THUNDER 2 (Import) £30**
Here are some damn useful codes for this popular Mega Drive blaster:

| Level | Code |
|---|---|
| 2 | A magical thunder learned the secret |
| 3 | A natural fighter created the genius |
| 4 | A rolling nucleus smashed the neuron |
| 5 | A curious program punched the powder |
| 6 | A logical leopard blasted the secret |
| 7 | A private isotape desired the target |
| 8 | A natural rainbow elected the future |
| 9 | A magical machine muffled the killer |
| 10 | A digital nucleus punched the device |
| 11 | A private thunder created the powder |

**SAINT SWORD (Import) £35**
To get right near the end of the entire game, enter the following code: XXKSIS.

■ *Shadow Dancer* on the Mega Drive



■ *Shadow Of The Beast* on the Mega Drive

**SHADOW DANCER £34.99**
Complete the whole of the first level using only magic to receive 100,000 bonus points.

On the title screen, press Buttons A, B, C and Start at the same time to choose your start level. This only works on the practice mode.

On the first bonus level (the bit where you're falling from the top of the skyscraper and dodging the ninjas), don't shoot. Instead, just dodge the bad guys. At the bottom, you'll be rewarded with an extra life.

**SHADOW BLASTERS £39.99**
Choose a two-player game and select which characters you want in your team. On the first level, let player one's energy drop to his last block. Now hit start on joypad two repeatedly and let player one take another hit. He should appear in the centre of the screen and start flashing – he's invincible!

**SHADOW OF THE BEAST £39.99**
Drop a coin down the well to receive an extra life.

**SHINING IN THE DARKNESS £44.99**
Go to a repair shop with a magic item (one that loses power once you've used it). If you can't afford the repair job, drop off the object, go to sleep and pick it up the next day. You'll get a huge cash bonus for doing this.

The vial of tears: get all the Arms Of Light and visit Jessa in the castle. Theos will gather her tears when she cries. Take the Vial Of Tears from Theos.

**SONIC THE HEDGEHOG £34.99**
To access a level select screen. Turn on the power and wait for Sonic to start waving his finger on the intro screen. Now press up, down, left, right and then hit Button A and Start at the same time.

Want to know how Danny Curley won the 1992 National Sega Championships? He finished both of the first two Acts of the Green Hill Zone in under 30 seconds – receiving 50,000 bonus points for each.

**SPACE HARRIER 2 £34.99**
For a level select, press Buttons A, B, C and left or right during the start sequence.

If you press Button A on the title screen you'll be taken to a special options menu. This enables you to change the difficulty level (there's also an auto-fire option).

■ *Sonic the Hedgehog* on the Mega Drive

**SPACE INVADERS '90 (Import) £30**
On the intro screen, press and hold down Buttons A and C. Now press Start, then B, A and C to access the secret level select screen.

**SPEEDBALL 2 £39.99**
Save your cash for the first few games. Better players will soon be available on the transfer market.

**SPIDER-MAN £39.99**
Select Nightmare mode (let the luck be with you) and get to the warehouse stage. Climb on the first pile of crates, swing onto the next pile (Tarzan cries are optional), beat up the bad guy, swing over the guard dog and then land on the next pile of blocks. Now crawl your way through the rest of the level.

**STORMLORD (Import) £35**
Pause the game, then press Buttons A, A, A, A, C, C, B, B, B, C and A. Now unpause and you'll have five extra lives.

At any point in the action, pause your game and press Buttons C, B, B, B, A, A, A, A, C, C, A, A, A and A. This enables you to skip to the end of the level.

**STREETS OF RAGE £34.99**
Tired, nervous headache? Your whites coming out grey? All out of continues? To solve one of these three problems, press left, left, B, B, B, C, C, C and then Start when the game over message appears.

■ *Streets Of Rage* on the Mega Drive

■ *Super Monaco G.P.* on the Mega Drive

**STRIDER £44.99**
Hold down down on the joypad and press Buttons A, C, B, C, A and Start in sequence to continue on from where you died. Useful cheat, that.

In round three (on the airship), fall to the bottom of the ship (past the huge cannon) and make your way to the left. Slash away at all the bombs on the ledges and a panda will appear on the top platform! As much use as a luminous lettuce, but fun to find.

**SUPER FANTASY ZONE £34.99**
For a groovy level select, make sure you've got both joypads connected. Pause the game on the first joypad, then hit Button B, Start, left and down on the second.

If you're successful then Pass should come up on the screen. Press Button C on the first joypad to skip a level.

Another one for two joypads... Follow the same procedure for the level select until you have Pass on the screen. Now press Button B and you'll have a choice of No Hit or Free Play.

No Hit enables objects to pass through you, while Free Play gives you unlimited ships (although they can still be destroyed). Unpause the game to activate your choice.

**SUPER HANG ON £34.99**
If you've finished all the levels and still crave for more, try this for a secret difficulty select. During the title sequence, press all three Buttons and Start together. An option screen appears. This enables you to set the difficulty level for a new challenge.

Try this lengthy password if you're feeling skint: 5FF3F540F33504FFHWKJOMBJOFDU.

If that still isn't enough dosh for you then try this new miracle cure from *Power* Play. When you're running with your first sponsor (the Pharmacy), crash during the race and crack your frame up.

Don't change it imediately, but go on to the next race. As the frame is crapped out, you'll automatically retire and receive $400 entry cash. Repeat ad infinitum until you've enough wads.

**SUPER LEAGUE BASEBALL £34.99**
Use this code to start with a four game lead: JORQWVVR-ROOQSHPQGUDEAM

**SUPER MONACO G.P. £34.99**
To kick off in the madonna team with a World Championship title to your name, enter:

| | | | |
|---|---|---|---|
| 4000 | 0000 | 0000 | 0000 |
| 0000 | GGD5 | 3627 | B14C |
| FA89 | E000 | 0000 | 000I |
| 0000 | 0000 | G300 | FA0F |

**SUPER THUNDERBLADE £34.99**
To find the very well hidden level select screen, press Button A, up, down, left, right, right, left, down and up on the title screen. Now press up and Start.

Still too difficult? Well, if you press Button A, B, C and Start together, lo and behold, you'll begin the game with 30 lives!

**SWORD OF SODAN £34.99**
Collect four Etherium potions and drink them all at once to warp to the next level.

If Etherium ain't your fave beverage then enter your name as HINANP on the high-score table. Now you can use the Start Button on joypad 2 during the game to skip levels. Weird, huh?

**SWORD OF VERMILLION £49.99**
You got a cursed sword? Then cleanse it at a church.

**TAZ MANIA £39.99**
For infinite continues in the latest cartoon caper from Sega, there's a simple but labourious technique on stage 2 of the Badlands. Make your way skywards and collect the 1-up from the far left. Run back with the boulder beast following you and then jump on him. Now go up onto the platform with the continue. Collect it, kill yourself and do it all again. Messy, dull, but effective.

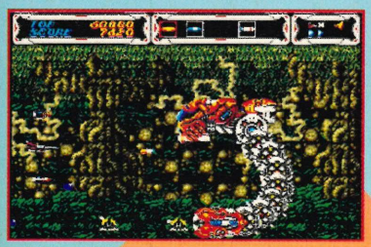
In the Iceland stage, reach the last main ice block, hold down down on the joypad and press Button C. All being well and groovy, you will enter a secret room full of bonuses and stuff.

**TECHNOCOP (Import) £30**
In any building area, pause the game and press Button C ten times, A five times, B two times and A ten times.

Your Mega will scream out "Techno Cop!" and you'll get all your lives back.

**TEST DRIVE 2: THE DUEL £34.99**
Pick the Ferrari. It may lack top-end, but on the twisty circuits (they never change – so learn 'em) it's acceleration

■ *Taz Mania* on the Mega Drive



■ *Thunderforce 3* on the Mega Drive

that counts. To access the secret options menu, press Buttons A, B and C while driving.

**TETRIS** **(Import) £30**
For a really *(really!)* fast game, press Start and down at the same time.

**THUNDERFORCE 2** **£34.99**
Hold down Buttons A, B and C and then switch on. Still holding the Buttons, press Start on the title screen. You can now access a secret menu screen.

**THUNDERFORCE 3** **£34.99**
At the start of the game, a few seconds into the action (or whenever you feel like it really), pause the game and then simultaneously press up and Button B ten times, then Button B and down ten times. Repeat the process until you are in possession of all available weapons.

**TIGER HELI** **(Import) £35**
On the game over screen, keep pressing Buttons C, B and A in that sequence for loads of extra lives.

**TOEJAM AND EARL** **£39.99**
To enter a secret level, go to level three and grab yourself a pair of wings. Jump into space and fall down to level two, then down again to level one.

Use the wings and fly to an island in the bottom left-hand corner of the map. Fall down the hole in the middle of the island and paradise awaits.Bathe with the hula girls (!) and grab yourself an extra life. Wicked fun!

**TRUXTON** **£34.99**
Here's a neat little cheat to help you with the bosses. As soon as the boss appears, drop a smart bomb, then hit pause. After about ten seconds, release pause and the boss should be dead. The smart bomb keeps working – even though the game is paused. Clever, eh?

**TURRICAN** **£39.99**
Fancy choosing your own number of lives and grenades? Then select options on the menu and skip down to the exit icon. Hold down, and then quickly press the following Buttons: A, B, B, A, B, A, A, B, A, A, B, A and A.

**TWIN COBRA** **(Import) £30**
Hit Start to get to the green title screen, then press up, down, right, left, A, B, C and Start to see the end credits. For maximum weaponry, pause the game and press up, down, left and right (hold Button A while pressing Start to resume the game).

**TWO CRUDE DUDES** **£34.99**
At the end of each level you'll find the Cola vending machine. Kick it to bits and you'll be rewarded with some cans of POWER COLA. Don't drink 'em. Instead, walk off-screen and see what happens!

**VALIS 3** **(Import) £30**
Get to the title screen and press up, Buttons A and C at the same time. Now hold down Start until the screen goes black. Release Start and a hidden options screen will appear.

To view all the pretty pictures in the game, press up, left, Buttons A, C and Start all together.

**WHIP RUSH** **£34.99**
To get the wicked flame power-up, press Button A just after you've killed an end-of-level-guardian.

**XENON 2** **£34.99**
Kill the bosses by sweeping in a horsehoe shape from left to right, firing in the middle as you pass the bosses' weak spots. Spend your money to increase your ship's spread of fire.

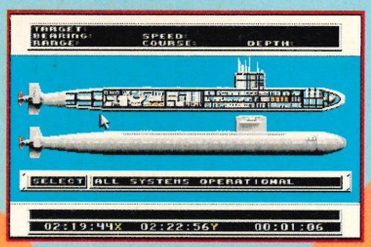
**ZANY GOLF** **£39.99**
Hit the aggravating fairies to get a huge bonus and a special magic tune *(Blimey! If you believe that, you'll believe anything – Andy)*.

**ZOOM** **£29.99**
Complete the mazes in sections. Don't fart around the place. More good advice... On the select screen, press up, up, down, down, left, right, left, right, A and B. The best way to input this is slowly and carefully. If you hurry it, it probably won't work.

This tip should put you into an options menu, where you can choose from demo play, unlimited continues and a music test.

**688 ATTACK SUB** **£35**
If you can't get an exact placement on a target, you can easily guess how far away it is: if its bearing changes quickly, then it's quite near. If it's changing slowly, it's further away. Crude, but effective.

■ *Zany Golf* on the Mega Drive




■ *688 Attack Sub* on the Mega Drive

**ACTION FIGHTER** **£29.99**
When prompted at the name entry section, type in the code of your choice: DOKI_PEN for every available weapon, or SPECIAL for invincibility.

When a helicopter appears, try transforming yourself back into a motorcycle. Bish, baff, boff – the helicopter will disappear.

**AFTER BURNER** **£29.99**
For infinite continues until the end of level 17, press the Pause Button precisely 100 times before the demo game at the start.

To access the continue options when you die, press Buttons 1,2 and up on the joypad simultaneously.

**ALEX KIDD IN HIGH-TECH WORLD** **£24.99**
To start your mission in the forest, use the code OIAdGSCPVd. After that, pray 100 times to the gods in the village temple. You'll now continue into the final forest section.

**ALEX KIDD AND THE LOST STARS** **£29.99**
Fall through one of the trapdoors in section two of Machine World. Collect the clown's face and repeat the process. Repeat again. Repeat until you can't bother any more, finish the level – and just look at that score.

**ALEX KIDD IN MIRACLE WORLD** **£24.99**
Rack up over 4,000 points before you die and you can then continue by pressing Button 2 and up on the joypad eight times.

Kill the octopus in the lake and sit on its bowl. Now press down repeatedly to enter a bonus spread.

Having trouble with the box codes at the end of Cragg Lake? Well, just run over them in the following order: sun, waves, moon, star, sun, moon, waves, fish, star, fish.

Even more Kidd-induced tomfoolery... The bosses are particularly threatening, demanding a game of "Stone, Scissors, Paper" every time you meet them. Use these combinations to beat 'em:

| | |
|---|---|
| Boss 1 (Stone Head) | Stone, Scissors |
| Boss 2 (Scissors Head) | Scissors, Paper |
| Boss 3 (Paper Head) | Stone, Scissors |
| Boss 4 (Stone Head) | Paper, Paper |
| Boss 5 (Scissors Head) | Stone, Stone |
| Boss 6 (Paper Head) | Scissors, Stone |

**ALEX KIDD IN SHINOBI WORLD** **£25.99**
On the part of the lobster section where you start at the bottom of the waterfall, there's a hole in the path. Walk down this and jump on the first chest. Now jump across the second gap to reach the extra life. Now return to the other chest for the whirlwind spell.

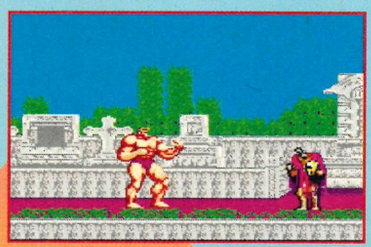
**ALTERED BEAST** **£29.99**
On the password screen, press the Pause Button and then press Button 1, left, down, up, Button 1, up, Button 1 and then up again. You will now be rewarded with loads of goodies.

**AMERICAN BASEBALL** **£29.99**
For the best pitchers and batters, choose Chicago from the N league. Oakland are the team to go for in the home run contest.

**AMERICAN PRO FOOTBALL** **£29.99**
Choose the post, corner or bomb pass plays – and then run instead.

**AZTEC ADVENTURE** **£12.99**
Before the scroll unrolls on the intro, press the joypad up five times. Press right three times when the character

■ *American Baseball* on the Master System



■ *Altered Beast* on the Master System

throws the cash – and then press left and down when everything moves to the right. You can now choose which stage you want to start from.

**BATTLE OUT RUN** **£29.99**
Hold down Buttons 1 and 2 and switch the power on. When the title screen appears, release all of the Buttons, and then press Button 1 again. You can now select which level to start on by pressing up and down on the joypad.

■ *Bonanza Brothers* on the Master System

**BLACK BELT** **£19.99**
For infinite lives, push and hold down Button 1 to start the game. When the black screen appears, release the Button and hold down Reset. Now walk across the top of the screen and fall over.

**BOMBER RAID** **£29.99**
Use squadron two on levels one and two. Use squadron one on levels three and four. Pick either squadron for level five. Concise, but reliable, tips there.

**BONANZA BROTHERS** **£29.99**
For invincibility, find a rake and try to step on it as you're shot at by the enemy. You will now be invincible until you pick up some treasure.

**BUBBLE BOBBLE** **£29.99**
To start on level 100 (halfway trough the game) with three crystals, enter the following code: RY7CQK65.

At the start of the game, go to the password option screen and hit Pause. Now press Button 1, left, down, up, Button 1, up, Button 1 and up. You'll now have all sorts of goodies and lives to help you out. Hit pause again and then start a game.

Need more help? Here are some codes for the later levels. Now it's up to you:

| Level | Code |
|---|---|
| 130 | RYRFZJKA |
| 140 | RYDFUPFC |
| 160 | 3VJZ56QW |
| 170 | 3VOTVIKA |
| 180 | 3VEWWASR |
| 190 | 3VIW7BVZ |

**CAPTAIN SILVER** **£29.99**
After the game has finished, press up and both Buttons together to continue on.

**CASINO GAMES** **£29.99**
Call yourself "Mr Sega," enter 8314853112 and you'll now be filthy rich.

**CASTLE OF ILLUSION** **£29.99**
On levels four and five, complete the levels without collecting the gems – and then re-enter later to collect them. This way you get two whacking points bonuses.

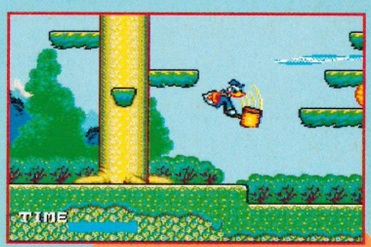
**CHOPLIFTER** **£24.99**
Up, down, left and right on the title screen will enable you to access a special screen. Repeat the moves and da-da! A level select.

**COLUMNS** **£24.99**
Er, have a brain transplant.

**CYBORG HUNTER** **£24.99**
Restore your health and vitality by grabbing the objects, then enter a lift. Exit the lift on the same level and all the objects will reappear. Repeat the process until you feel like carrying on properly.

**DEAD ANGLE** **£29.99**
Stick both joypads into their ports and alternatively press left and right on each one while the intro screen is doing its thing. You'll get a noise to tell you that you have 999 bullets and an optional 24 lives.

■ *Castle Of Illusion* on the Master System




■ *The Lucky Dime Caper* on the Master

**DONALD DUCK** **£29.99**
After doing page after page for the entire guide to *The Lucky Dime Caper*, it was sort of inevitable that we'd pick up a trick or two. When you approach any pot that bounces, destroy it to get the goodies. Now retreat just off-screen and do the same again. You can pick up loads of good stuff doing this.

**DOUBLE DRAGON** **£29.99**
At the start of the game, jump up and down about 30 times. This should make you invincible.

**DYNAMITE DUX** **£29.99**
When you pick up the bombs at the start of level two, use them all up and a bazooka will appear. Neat!

At the start of the game, you'll see a bald man with glasses. Jump on and off his head while pressing Buttons 1 and 2. You'll now access a secret bonus stage.

**ENDURO RACER** **£9.99**
Hit the Reset Button when you're on the intro screen. Now press the joypad up, down, left and right. A 1 will now appear in the top-right corner of the screen. Use up and down to select your start level.

**FANTASY ZONE** **£24.99**
Buy all the engine parts for a neverending weapons supply. If you wriggle the joypad up and down over 50 times as the intro story is displayed, start play, collect as much money as possible and enter a shop, lives will only cost you $1,000 (only works on level one though).

**FANTASY ZONE 2** **£24.99**
On level eight, make sure you're armed with the Big Bombs and the Big Shot when you're facing the end-of-level guardian. Now stay above him and drop the bombs on his head.

**GAIN GROUND** **£29.99**
Before you power up your machine, hold down Buttons 1, 2 and up on the joypad. Now turn on the power and wait to access a secret options screen.

**GANGSTER TOWN** **£24.99**
You've been shot, your hat has been blown from your head and you're dead. Simply shoot the coiffure yourself and you can continue on from where you left off.

**GAUNTLET** **£29.99**
There is a US Gold helpline for all US Gold's games, including this one. If you need help then ring ☎ (0839) 654274. This line is for US Gold games only. They're pretty feeble tips though (and they cost a lot of money), so use as a last resort only.

**GHOSTBUSTERS** **£29.99**
Ensure your initials are AA and then tap in this code for a healthy bank balance: 1173468723. Another thing, keep on the ladders – you're invincible while you're on them.

**GHOST HOUSE** **£17.99**
Try jumping on the arrows that the nasties fire at you. You turn golden and become invincible. Although it doesn't last for long, it can help you out later on in the game.

**GOLDEN AXE** **£29.99**
Once you've used up all of your continues, press up-left and Button 1 simultaneously to get a further set of three lives. Simple but effective.

**GOLFAMANIA** **£32.99**
Picture the scene – you've just hit the most godawful shot known to man. Your ball is presently scuffing its way through about three miles of rough and in completely the wrong direction... Hit Reset (while the ball is still moving) and you can take the shot all over again.

**GOLVELLIUS** **£29.99**

| | | | |
|---|---|---|---|
| **One Crystal** | | | |
| MB2Y | UASB | M4HO | AG4B |
| EY37 | AFKZ | KO22 | W46Z |
| **Three Crystals** | | | |
| WVO4 | DQAD | CAKW | DLLG |
| 6RQK | XKAG | TBOX | TCUJ |
| **Four Crystals** | | | |
| 4AU6 | KFCF | BAFR | TPP5 |
| WZKM2DLE | JTGF | FJMX | |
| **Five Crystals** | | | |
| VBSS | EHMA | 3EKX | HMPH |
| EBM8 | 3QSW | 52AR | 6HMW |
| **Six Crystals** | | | |
| S4SQ | FVZX | N8KX | CS6H |

These tips are continued on page 68 (yes, there's more!!!)

■ *Gauntlet* on the Master System

# SPLATTER

GORE FANATIC **BEN BYRNE** from **Camberley, Sussex** is the twisted soul who's sent us the complete solution to this "revolting" game *(Sega Power* 34: 47% Namco £38). This will make rescuing Jennifer a lot easier, but the *Sega Power* Crew still advise you to keep a bucket handy if you're playing for long periods of time...

■ **Strrrrrike one! Having a few probs with those irritating red mutants on level one? Then what you need is the new iron bar from Acme. Yes, folks, one hit from this baby and they're history (just watch 'em burst, man!)**

## ● Level One

The first level is nice 'n' easy and has a fairly low gore level. When you find the iron bar, duck to pick it up and then you can seriously maim those mutants. If you see purple tails hanging from the ceiling, get ready to duck and kick them.

**Guardian:** go straight towards it and punch. It will move back, but watch out for the green acid it throws out from its stomach.

■ **This level one guardian looks mean, but don't worry. He's a pussy. After a few well positioned kicks, he'll soon be spilling his guts (literally!)**

■ **Meet the screaming purple things from level two – they'll leap on you after you get out of the lift! Avoid the spikes they chuck at ya (obvious tip there, but it's well worth making). Wait way back before attacking...**

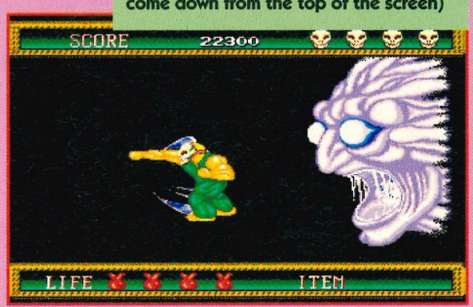
## ● Level Two: EDK NAI ZOL LDL

While the elevator goes down, loads more mutants will drop down and attack. Just punch one and let the next jump over your head. When that mutha hits the ground, punch it. Keep doing this throughout the entire level.

When you finally make it through, you'll find yourself in a corridor. All the creatures here take two shots before they die. Hit them once and they'll jump in the air. When they come down, hit them again to dis 'em.

**Guardian:** you can only attack the head when its eyes are open. Watch out for the purple heads that come down from the top of the screen – and remember to jump the purple phlegm. Ugh! (Whoever said this game was easy?)

■ **The end-of-level two guardian's eyes are the things you should aim for – but just you watch out for his minions (they come down from the top of the screen)**



■ **Fishing was never like this when I was a lad. Take care when approaching the puddles on level three – 'cos these mouthy babies have a habit of leaping out and going for your feet!**

■ **Bad taste? Nah! You'll find these mutant children hanging around everywhere in level three. Show 'em the rather keen edge of your chainsaw to make 'em see red (gross, isn't it?)**

## ● Level Three: IDO GEM IAC LDL

There are yet more purple things to kill here. While moving along, punch them into the pools (but jump over the pools themselves 'cos they're full of mutant fish).

**Guardian:** go to the right and stand behind the shears. When they rise up, give them a flying kick. Move forwards. As they come down, duck and kick them. Now pick up the shears. The chainsaw will emerge from the second hole in the ceiling. Throw the shears. The chainsaw and babies will now drop down. Duck, pick up the chainsaw, go straight into the corner and hack the babies to bits. Once they are dead, a red ball appears in the middle of the screen. Just hit it twice with the chainsaw to get rid of it.

## ● Level Four: ADE XOE ZOL OME

For the first part of this river section, keep moving forwards and killing the zombies. For the second part, go straight to the hole and fall down. No, it's not as daft as it sounds – you will now be in the basement section.

Just walk along, punch the ghouls twice, and keep an eye out for the spikes (they do pop up rather quickly).

**Guardian:** stand still and face the boss. When it jumps, give it a good punch. It will then slide towards you. Now jump over it and turn around. Keep doing this until it dies.

Er, but now it turns into a spider! Okay, don't panic... Go near the thing and duck down. Old six-eyes will then jump over you and into the corner *(chicken! – Andy).* At this point, give it a nice sliding kick. Keep repeating this manoeuvre until it dies.

■ **These green things from level four are indestructible. Hit them once and then quickly jump over them while they are "indisposed." Easy when you know how, isn't it?**

■ **This arachnid from level four is a horrible beast – but don't let that put you off. The best way to defeat him is to use the sliding kick. Do it enough times and he'll be dead before you can say "blimey, mate!"**

# HOUSE 2 A COMPLETE SOLUTION...

## ● Level Five: EFH VEI RAG ORD

You meet more of the purple creatures – as well as hands – in the hall (and watch out for the stags' heads that drop slime on your head). Once you get to the library, you only have to fight hands though, so get ready to crouch and kick.

Next comes the room with **the glass cubicles** lining the walls. Go down the dark hole and repeat the underground method (as on level four).

Next, **the sewers.** All the creatures in here are made of Indestructible slime, so avoid 'em at all costs.

In **the lab** you'll find a complete nutter who throws a couple of bombs at you and then runs off. Just stay back until they die down and leg it after him.

**Guardian:** This one's easy. Just punch him in the head once and he dies (bet you wish they were all like that, eh?).

■ Don't miss this gun on level five. Press up on the joypad when you're in front of it to gain eight shots. Miss it and you'll just make life harder for yourself later on in the level. Now get after that mad prof person...

■ This old geezer from level five is madder than my famous Great Uncle Mad McMad. He'll lob chemical bombs at you and then retreat to the far right of the level. Corner him, hit him once and he'll splatter quite nicely. Smart!

■ Now hands that do dishes can seriously damage your face – with mild green, slimy liquid (or something like that). If you've got anything against hands, you'll love level six...

■ This is the end-of-level six guardian, so you'd expect him to be harder than Jimmy Nail, right? Well, luckily for you, he's easy meat. One hit and he's a gonner. Boooh!

## ● Level Six: ADE NAI WRA LKA

This level is basically just a guardian. First, move to the back of the screen and crouch down. When the hands come at you, kick them a few times. You should be able to get through with the minimum of effort.

Now some hands will come towards you at head height. Stand up, punch these, and keep repeating the moves until a head with a tail comes at you.

**Guardian:** now crouch down. When he starts moving up and down diagonally, stand up and punch once. Oh dear, suffering from easybossitis, he'll promptly crumple up and snuff it. Not much of a challenge, but there you go...

## ● Level Seven: EFH XOE IAL LDL

As you're falling through the portal, you'll come across some more of those delightful purple creatures. Try to stay towards one side, 'cos that way you'll be able to cover yourself.

**Guardian:** punch all the light balls around the boss and then punch the crystal. Stand between the light balls when the lightning stops. Repeat four more times to free yer woman.

■ Weird city, this one! Level seven – and here's our hero falling through the very fabric of space and time. Makes you kinda think, doesn't it?

■ Punch the lights as they float around the portal and then go for the portal itself. After a few hits, it will disappear, and you will have freed Jennifer from her torment. Hurrah! Hooray! Great!

### End-of-game guardian

Move to the right of the screen, crouch and kick the two heads that come towards you. Now move backwards and punch the big, er, "thing." Go to the other side of the screen, do the same and then repeat this two more times.

When the big creature comes at you, punch and it'll go back up. Repeat this procedure three more times. The boss explodes and a bat will start flying around.

It's very important to kill this quickly – or it will turn back into the previous monster. Hit the bat eight times and you've done it!

(I don't know... Whatever happened to those lovely little games where you could rescue loads of fluffy adorable creatures and then... *(SNIP! – Andy)*)

■ Kill the "thing" – apparently the ultimate in evil (well, I wouldn't argue with that...) – and then you've got to deal with this bat jobbie... Or face the "thing" again!

## ● Level Eight: EDK VEI IAL LDL

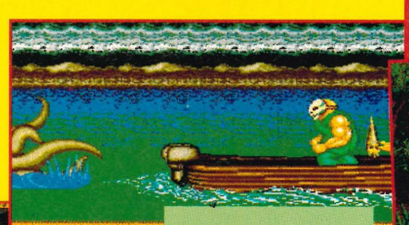
While in the elevator, stay in the middle until the fourth piece of wood drops down. Now move to the side.

Move back when two pieces of wood fall really close together. Move to one side, then back again when all the wood has fallen down. Now stay in the middle all the way up (and punch those zombies).

**Guardian:** when it fires the spikes at you, punch 'em and then pick 'em up. Now jump up and throw them into his eye.

Keep doing this, but don't forget to jump the middle and low level spikes.

■ (Below) The nasty zombies on level eight are indestructible, but still keep out of their way. Watch out for the falling wood and you'll be fine (um, honestly)



■ (Above) This slimy tentacled thing from the deep tries to throw spikes at you. Punch them into the boat and then lob 'em back at him. Always go for the eye, okay?

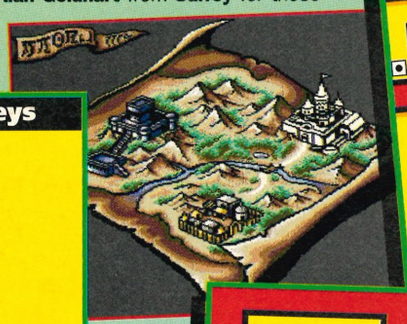
# SHINING IN T

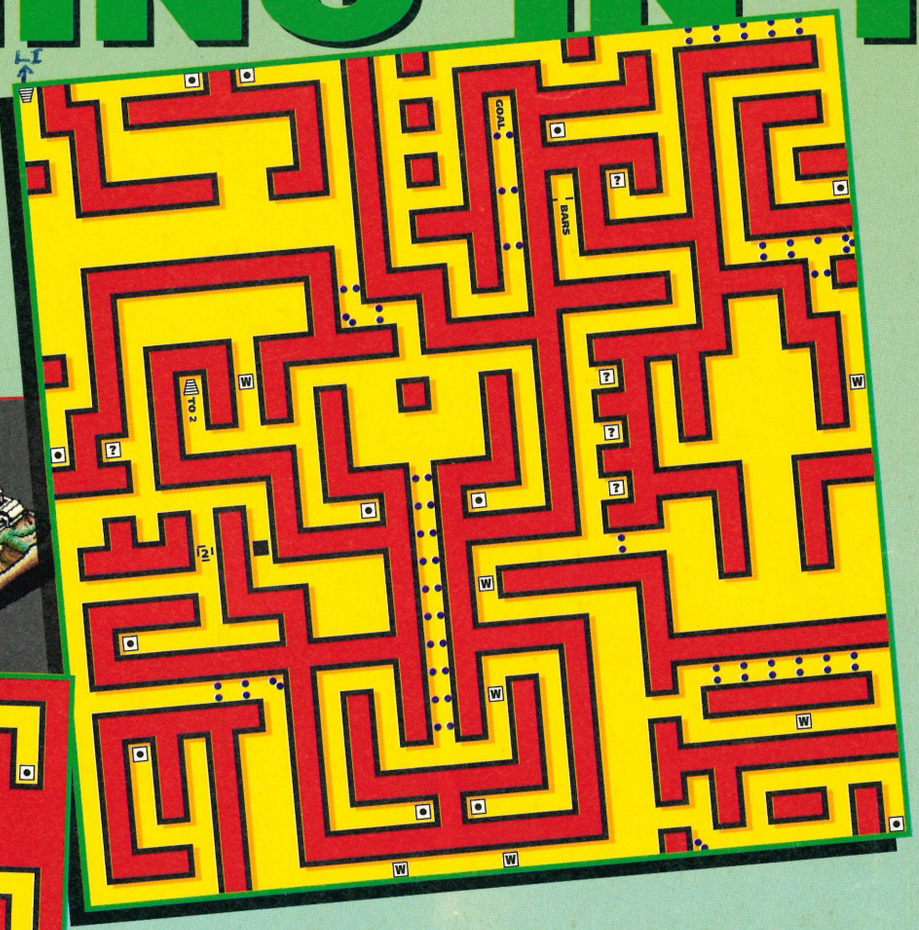
WELCOME TO THE SECOND PART OF OUR GUIDE TO this huge role-playing game *(Sega Power* 28: 92% Sega £44.99). Last time (in issue 33), we showed you the way through the whole of Level One, the Caves Of Truth and the Caves Of Wisdom.

This time, however, things are a lot harder. Luckily, you've got your mates PYRA and MILO to help you out. They're magic-users who can really kick butt when it comes to dealing with the various foul things you come across – and good job too.

Always keep on the move to minimise the risk of contact, and when fighting, try to knock out the more aggressive enemies first. Our thanks to **Alan Geldhart** from **Surrey** for these brilliant maps and tips.

Now on with the game...





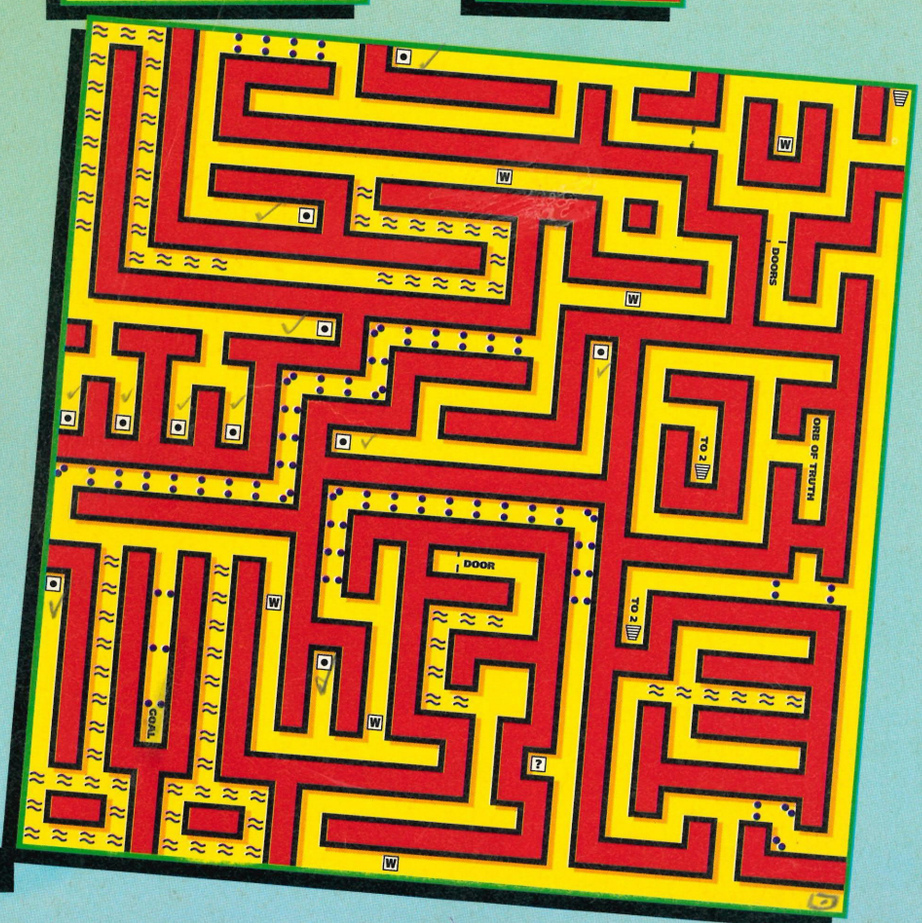

## Labyrinth keys

- Touch
- G Gold Fountain
- Chest
- W Water
- Slime (drains MP)
- ? Fountain
- Stairs (large step – up)
- Drop in point
- Level
- Turns you 3 turns right then forwards
- Hole in ceiling
- Hole in floor
- Turntable (moves you 3 turns forward)
- ??? 
- ?? Water spirits fountain
- Trap
- Wall appears

## CAVES OF STRENGTH

THE MAIN THINGS TO KEEP YOUR EYE OUT FOR ARE the MAD DWARFS who attack you in abundance. There are also various holes in the floor which deposit you unceremoniously into the level below. Use the mini map (on the left) to avoid them.

Watch out for CHESTBEAKS. These come tearing out of various locations to wreak hell on your hit points. Keep that armour topped up, and save up for decent weapons and shields whenever you can.



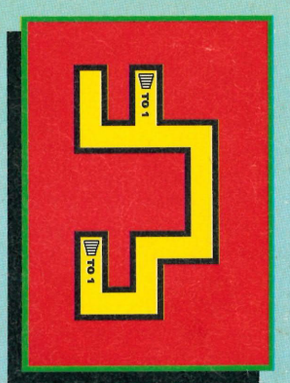

## CAVES OF COURAGE

THE MAIN THING TO WATCH OUT FOR ON THIS LEVEL IS THE thoroughly impolite TURTULYDE, a real belter to put away and holder of the ORB OF TRUTH. Once you've beaten him – and you need a strong combination of muscle and magic to do this – you can pick up the Orb (which opens GRIMWALLS) and then access completely new parts of the Labyrinth. Not bad – for an Orb...

There are no holes or traps in this level, but there are plenty of chests to check out and a set of stairs which will help you bypass sections of the maze (see the mini map on the right).

You'll be putting your DWARF'S key to good use here. There's also more energy-draining slime than you can shake a nun's habit at.

And nun's habit or not, these slimes can be irritating customers when it comes to adventuring...

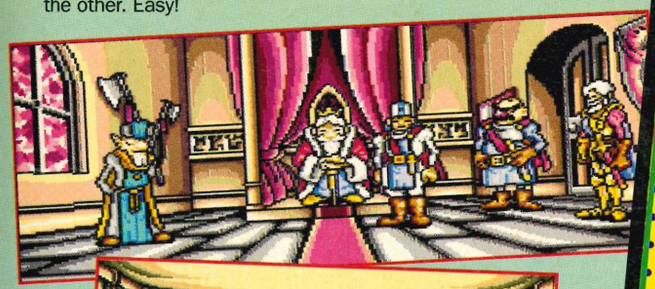


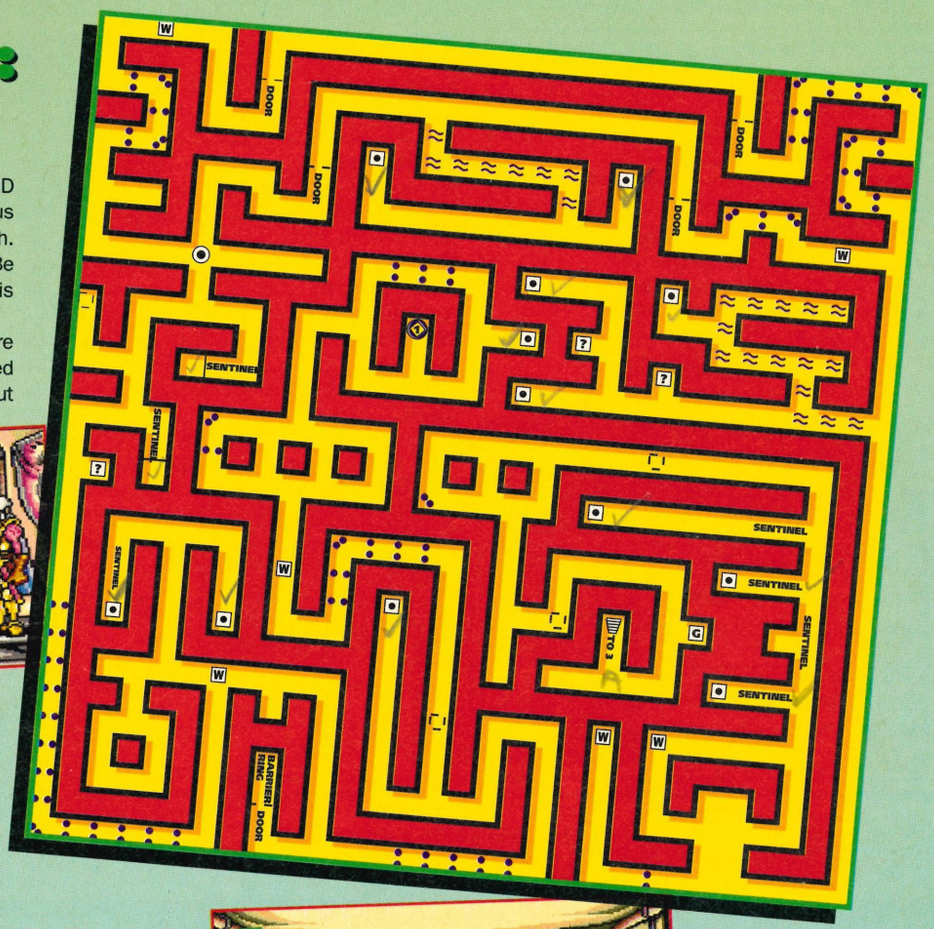
# HE DARKNESS

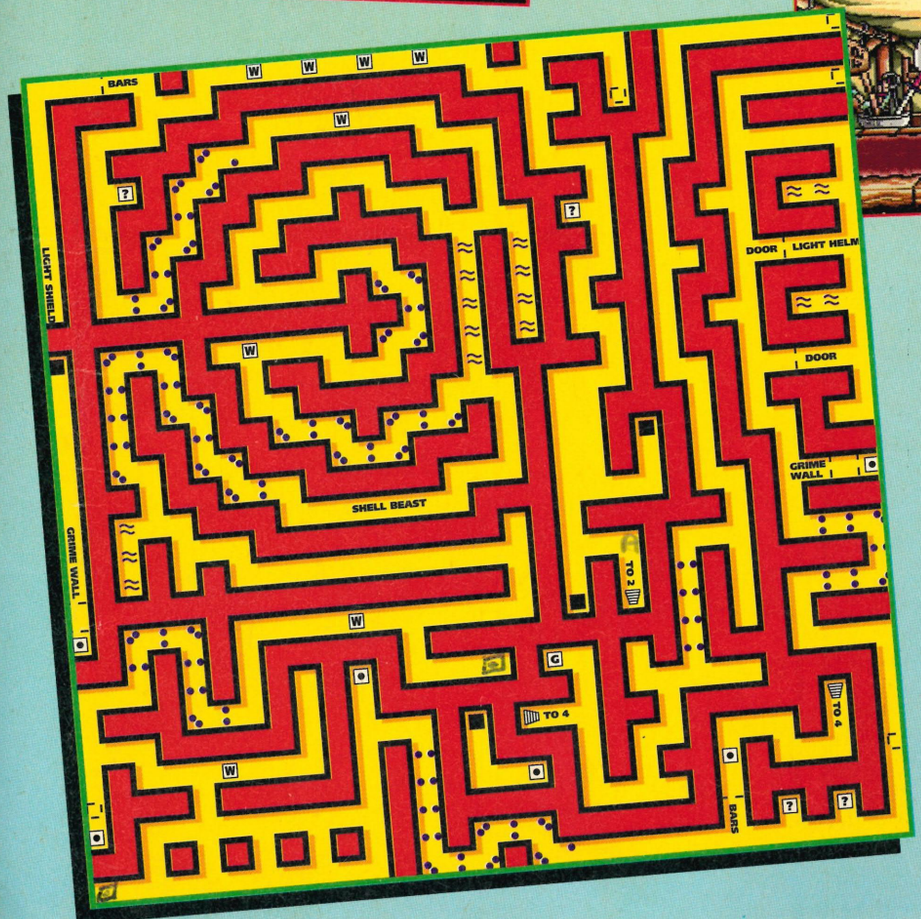
## THE LABYRINTH: LEVEL ONE

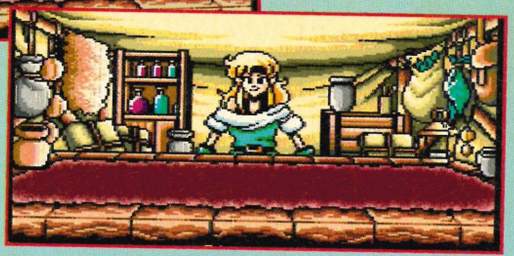
UP TO THIS POINT, YOU'VE JUST BEEN TEASED AND prodded about a bit – but now it's time to get serious and go right into the very heart of the Labyrinth. Ultimately, you must face the monstrous Dark Sol himself. Be wary of the knight statues which are scattered throughout this level. They come alive and and are very tough to crack.

Also be careful of overhead pits. The exterior walkways are useful for getting from A to B in a hurry – and don't get confused by the one-way doors at the top of the Labyrinth. In one way, out the other. Easy!







## LEVEL TWO

EXCELLENT! FREEBIES TIME. IF YOU CAN WORK YOUR WAY out of the confusing central maze in this level, you'll find the powerful LIGHTSHIELD (this is past the cell bars to the northwest). Grab this and scoot back to the other side to find the LIGHTHELM (this is through the one-way doors to the east). GOLD FOUNTAINS (not the same as BLUE FOUNTAINS!) are very useful for topping up supplies, but watch out for the SHELL BEAST and the BLACK BONE who'll do their level best to floor ya. As usual, try not to visit the downstairs bit via the holes.

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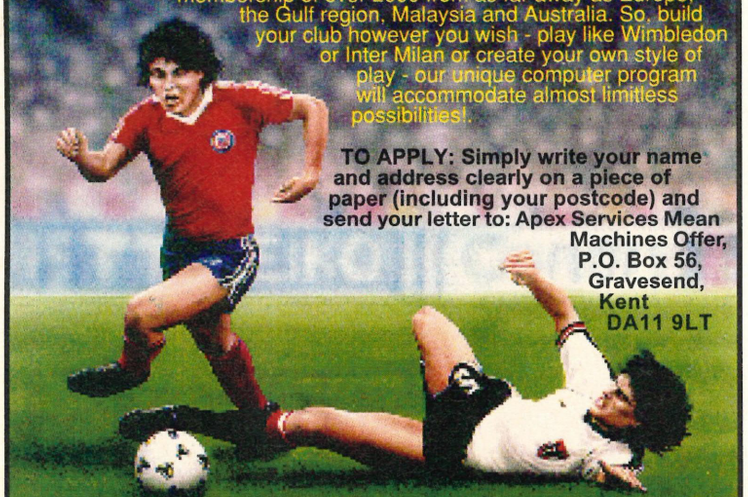

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# CONSOLETATION!

## Guess what? Yep, we've got a totally new section for you!

**John Cantlie has done such a brilliant job with the tips that we've taken him off them – and given the job to one Dean Mortlock instead!**

OKAY, I MAY WELL BE ONE sandwich short of a picnic, but I've still decided to try and take over John's mantle and brave the dreaded tips zone.

There's a strong possibility that the remaining strands of my sanity will soon break, but I'm going to risk it.

If you've got a problem, any problem at all, don't vegetate at home and cry into your soup, write to me and I may be able to help.

Write to: **Consoletation, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.** Now, on with the tips...

■ **Need a cheat for *Desert Strike* on the Mega Drive? Well, look no further, peeps**

### DESERT STRIKE

***(Sega Power* 29: 91%) E.A. £39.99**

■ Please can you give me a cheat for infinite lives on this Mega game?
**Joe Gartside, Cheshire**

Well, Joe, I'm afraid we don't have a cheat for infinite lives. The codes below, however, will all give you Jake as the co-pilot (and, as you already know, he's quite good really).

First, enter the code for the five lives on the password screen. Now return to the main menu and enter the following level codes.

| | |
|---|---|
| Level 2 | WQJROBZ |
| Level 3 | VLJKKTY |
| Level 4 | BTTIKLK |
| Five lives | TQQQLOM |

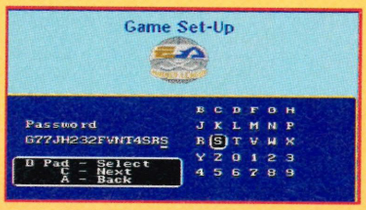
■ **If you can't find the secret room in *Taz Mania* on the Mega, then read on below...**

### TAZ MANIA

***(Sega Power* 33: 89%) Sega £39.99**

■ I've heard that there's a secret room on the ice level that's full of goodies. Could you tell me where to find it?
**Nick Douglas, Hammersmith**

*You've heard right, Nick. Towards the end of the level there is a small gap with a block of ice in the middle. Jump on the ice and wait. The ice will now sink, enabling you to fall through to a secret cavern. Here you'll find some fish, an extra life and 3 continues.*




■ **Fancy some codes for *E.A. Hockey* on the Mega Drive? You do? Good on ya!**

### E.A. HOCKEY

***(Sega Power* 22: 92%) E.A. £39.99**

■ Can I have some *E.A. Hockey* codes please – and some advice on scoring?
**David Mortimer, London**

*First, the codes. The first one will put you in the final with the USA playing the USSR and the second as Iceland versus the USSR.*

*G77JH232FVNT4SRS*
*G77H5Ø2GK9VHWDPO*

*On the subject of scoring, I suggest you visit some out-of-the-way club, find some likely woman and – oh! You mean goals? My unstoppable formula (ahem) is to skate down one side of the rink to just past the half-way line, then to cut across diagonally and smack the puck into the corner of the goal.*

*This isn't a perfect method, but it works (most of the time).*

### THUNDER BLADE

***(Sega Power* 11: 86%) Sega £29.99**

■ I am having bother with this Master System game. Have you got any extra lives, continues, passwords or other cheats to help me out?
**Stephen Proud, Peterborough**

*Press up, down, left, right and Button 1 any time during the game to become invincible. Howzat?*

■ **Some tips for that Mega smash *Gynoug* come your way – thanks to *Sega Power!***

### GYNOUG

***(Sega Power* 33: 59%) Sega £39.99**

■ Have you got any tips for this Mega Drive game?
**David McClure, Co. Antrim**

*Too easy, David. For a level select, highlight the Control menu option on the options screen, and then hold down Buttons A, B and C simultaneously. After about 15 seconds you should get a level select popping up.*

*Want another? Okay, when you lose your last life, hold down left, Buttons A and C, and then press Start. Infinite credits are now yours.*

■ **"Spider-man, spider-man, does whatever a spider can..." Yes, okay. Thanks, Dean...**

### SPIDER-MAN

***(Sega Power* 23: 57%) Sega £29.99**

■ Please can you give me some help on this Master System game? I'm stuck on Electro and I just can't kill him.
**Christopher Thompson, Redditch**

*No problemo. Just make sure you're well stocked up on the webs. As soon as you see him, let him have it! As long as you're webbing him, he can't attack.*

*If your webs are low after you've defeated him, remember to take a photo (you can then sell this to get some more webs).*

■ Could you please tell me how to get the key on level four of *Spider-man* on the Master System?
**Daniel Harris, Mid Glamorgan**

*After you've defeated Electro, you're sent to a section with electric power lines running across the screen.*

*Web straight up to land on the bottom platform and then wait for the long gap in the lines (watch them for a couple of minutes and you'll see a definite pattern emerging).*

*When it comes, web straight up and repeat until you can reach the key at the top of the screen.*

### SHOVE IT!

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■ Pleeeease help! I can nearly get to the end of this game, but try as I might, I just can't complete it. Can you help?
**James Rainburn, Glasgow**

*Your sleepless nights are over, James. Just enter !AYASAM! on the password screen. This will take you to the final level of the game. All you've got to do now is complete it.*

■ **Turn your beloved *Sonic* into a ring – who could think of doing such a thing?**

### SONIC

***(Sega Power* 22: 97%) Sega £34.99**

■ Is there a cheat mode for *Sonic* that enables you to turn the prickly hero into any of the characters in the game?
**John (Robotnic) Keighley, Crawley**

*Yes, press up, C, down, C, down, C, down, C and left on the title screen. Now press Button A and Start together.*

*If the cheat has worked okay, the score should display different characters. Pressing B will change* Sonic *into another character and pressing C will make that change permanent.*

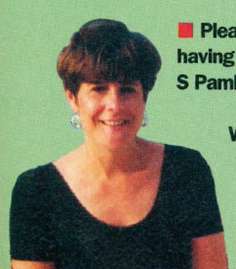
*Once you've done this, you can access a slow-motion mode. Simply pause the game and press C.*

*In reply to both **Michael Brown** from **Huddersfield** and **Gary Yeoell** from **Croydon**, no, I'm afraid that there aren't any cheats for either the Master System or Game Gear versions of* Sonic.

*If anybody can prove me wrong (go on, I dare ya!), then drop me a line at the usual address: **Consoletation, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW,** and I'll help as much as I can!*

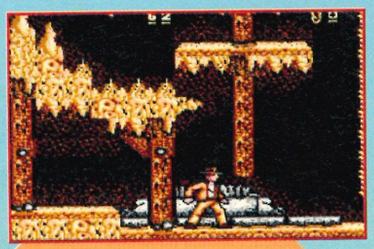
## MICHELE'S CRAP, ER, "TIP" CORNER

**After the amazing response to our first crap tip from Michele last month, we've decided to give the gal a regular column in the mag. Over to Michele...**



■ **Please, please, Michele, help me on *Desert Stike*. I am having problem finishing a level before I run out of fuel.**
**S Pamhead, Milton Keynes**

**Well, S, picking up the extra fuel pods that you find throughout the game will help out no end. Another good idea is to use the map. This will help you find the objects you need and it also prevents you from flying around aimlessly. Always a good idea, that.**



■ *Indiana Jones* on the Master System

Continued from page 61. (So much... It's amazing, isn't it?)

| | | | |
|---|---|---|---|
| QFM7 | 3OYW | FSYE | S7QW |

**Seven Crystals**

| | | | |
|---|---|---|---|
| J7VZ | HEQV | AWPJ | 42S8 |
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**JOE MONTANA FOOTBALL** £29.99
Use the "Pray For Rain" play against Minnesota – they always fall for it. What a bunch of thickies.

**KENSEIDEN** £29.99
Climb the Big Buddha and then press up on the joypad to find a secret room!

**KLAX** £24.99
Er, another brain transplant?

**LAST BATTLE** £29.99
After you've finished level one and when you see the "Legend of The Final Hero" (i.e: when you're dead), hold down all three Buttons, press the Start Button and you can continue on from where you left off.

**LUCKY DIME CAPER (THE)** £29.99
Follow our advice and stick to the mallet. The frisbee's a complete waste of time.

**MARVEL LAND** £29.99
In normal mode, enter the code ARDE on the password screen to access a stage select screen.

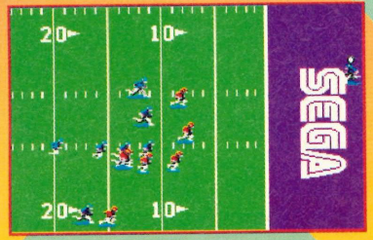
**MIRACLE WARRIORS** £32.99
To get the Guy character, go to the land of Marula where there is a place called Crytiga. At the bottom of the woods, you'll find a castle. Here you can trade for the king's axe, as long as you have 300 fangs. Go to Baton (where there is a town that's not shown on the map) and find the lady healer. Select the spell "Awake Giant" and before your very eyes, Guy will appear.

**MONOPOLY** £29.99
Buy Piccadilly Circus, Leicester Square and, er, the other yellow one. They offer the best cost/yield ratio of the lot.

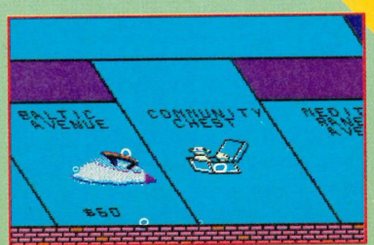
**MOONWALKER** £29.99
Although it may be tempting, avoid the super spin attack – it wastes too much energy.

**MY HERO** £17.99
At the end of the first level, trip up the three dogs, but jump over the last one. This should earn you an extra life.

**NINJA** £9.99
Try and get a hit ratio of 100%. It's worth 50,000 points! On level four, run through the whole level, stopping only to collect the scroll. When you get to the end, turn




■ *Joe Montana Football* on the Master




■ *Monopoly* on the Master System

■ *Out Run* on the Master System

round and fire for a huge points bonus. For all the hopeless rabble out there who can't find any of the scrolls, here is where you'll find them:

**Scroll one:**
Kill the ninja on the first round and there you'll find the first scroll.

**Scroll two:**
Shoot the statue on round four five times and whaddaya know? It's another scroll.

**Scroll three:**
You can find the third scroll on round six. Cross the last bridge on the left and the scroll is in the tree (above the first samurai home and next to the wall).

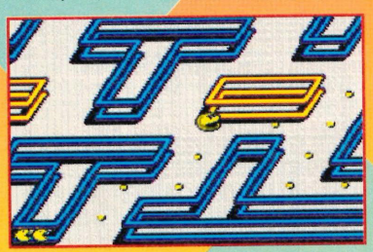
**Scroll four:**
On round eight, move to the top of the last garden on the right and repeat the process you used to get the last scroll *(that be number three then... – Andy).*

**Scroll five:**
In round nine, get to the top of the wall, but don't kill the ninja yet. Just wait. The last scroll should now appear. You will then get instructions on how to enter the temple.

**OUT RUN** £29.99
When you get a choice of route, always take the right-hand turn – you'll find the going a lot easier and you'll have more time to complete each stage.

To access the secret sound test, start the game and wait for the radio to appear. Instead of selecting which soundtrack you want to accompany your drive, press right, left, down and then up to access the hidden sound test.

**OUT RUN EUROPA** £29.99
Collect all the nitros and turbos, even if it means having to sacrifice your speed.



■ *Pac-Mania* on the Master System

**PAC-MANIA** £29.99
On level one, eat all of the pills (except the power pills) and then collect the special bonus object in the centre of the maze. Teleport time!

**PAPERBOY** £29.99
There is a US Gold helpline for all US Gold's games, including this one. If you need help then ring ☎ (0839) 654274. This line is for US Gold games only. They're pretty feeble tips though (and they cost a lot of money), so use as a last resort only.

**POPULOUS** £34.99

| | |
|---|---|
| Level 15 | ALPOUTOND |
| Level 37 | SCOWILDOR |
| Level 399 | ALPOCON |
| Level 1750 | BINTLOW |

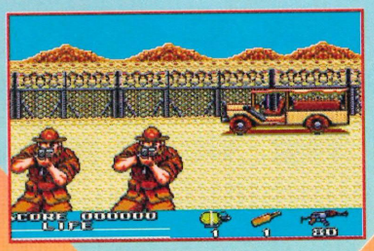
**POSEIDON WARS 3D** £19.99
You've died? Then press: down, down, down, down, right, right, right, up, up and then left. You'll continue your old game from where you met your nemesis.

**POWER STRIKE** £24.99
On the intro screen, press down, right, down, down, left, right, up, right, and then Button 1 twice. Ten ol' lives will now be yours.

**PSYCHO FOX** £29.99
At the end of level 1-3, jump on all the springs until you get to the very top of the highest spring. Release the crow, and it should make a crack in the background. Do this three times and a warp will open up. Jump into the gap and walk as far as the first pot. Jump on to the pot, press down on the joypad and you'll be warped to world four.

**QUARTET** £24.99
On the intro screen, press up on pad 2 and then pause 12 times on the same pad. Now press Button 1

■ *Quartet* on the Master System




■ *Rambo 3* on the Master System

and you can choose your start level. If you fancy arming yourself with some bigger bullets, then just press pause 14 times while on the title screen.

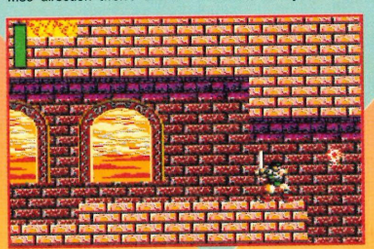
**RAMBO 3** £29.99
It's worth having a Sega Rapid Fire Unit for this one – it'll give you infinite rounds and awesome firepower.

**RAMPAGE** £29.99
When game over appears, press Buttons 1 and 2 to restart at the beginning of the level on which you died. For extra lives, move the joypad clockwise and press Buttons 1 and 2 simultaneously.

**RASTAN** £29.99
Press Reset, then Buttons 1 and 2 and down-left on the joypad – all at the same time, of course. The Rastan logo should turn blue – and now you've got infinite continues.

**ROCKY** £29.99
If you're sick of training before bouts, press up, down, left, right and Button 2 both before and after a fight. You'll then go straight to the next round.

**R-TYPE** £29.99
At the very end of the game, after you've died and the restart option is counting down, rotate the joypad (press up, up-right, right, down-right, down and so on) in a clockwise direction twelve times. You should see your credit



■ *Rastan* on the Master System

rating increase as you do this – up to a maximum of twelve. Not bad really.

Bored with the levels? Need a new challenge? On level four you'll find a screen full of green dots (exciting). There should be a gap in the top of the screen. Fly through this to access a secret level.

**SECRET COMMANDO** £12.99
If you've got beyond level three in a two-player game, hold down both Buttons and keep pressing left and right on both pads to get a continues option.

**SHADOW OF THE BEAST** £29.99
Drop a coin down the well for an extra life

**SHINOBI** £29.99
For a level select option, press the joypad down, and then left with Button 2.

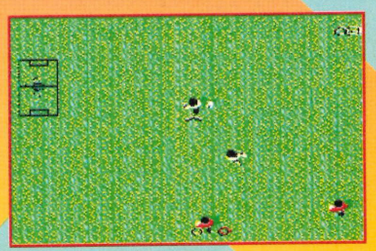
**SONIC THE HEDGEHOG** £29.99
On the final "airship" level, don't walk straight on when you arrive. Fall off the airship to your left and you should land on a moving platform. This takes you to a ladder with an extra life on top of it. Now jump off the ladder to the right and you should find a Chaos Emerald.

**SPACE HARRIER** £29.99
For unlimited lives, enter XXXXXXXXXX (that's 11 Xs) on the game over screen when asked to enter your name. A nice and simple code for a change.

■ *Space Harrier* on the Master System

■ *Sonic The Hedgehog* on the Master

■ *Spider-Man* on the Master System



■ *Super Kick Off* on the Master System

**SPEEDBALL** £29.99
Practise shooting off the walls – with a bit of training you'll be lethal.

**SPELLCASTER** £29.99
To get near the end of your quest (and thus ruin it totally) enter this password: p1jDjZK09mZpeEljioxoGUHC.

**SPIDER-MAN** £29.99
At the end of the game, when you're on the trail of the lizard's key, go to the bottom right-hand corner of the screen and enter the goo. Pull down and jump. When you emerge, you'll automatically have Venom's suit.

**SPY VS SPY** £17.99
Get to the airport room and wire the joint with booby traps. Wait for your opponent to do all the work and walk into your trap. You then grab the goodies and fly off to victory.

**SUPER KICK OFF** £29.99
Tip of the month here! Score more goals than your opponent and you can win the game. Also, if you're bored with English team names, choose a different language on the title screen. Select Italy, for instance, and you'll be able to play against teams like Milan.

**SUPER TENNIS** £9.99
For one of those Boris Becker-type serves, go to the bottom corner and hold down Button 1. This will only work as long as you're on level one or two.

**TEDDY BOY** £9.99
On the intro screen, move the joypad up, down, left and right. Another screen will appear. Now press up and down nine times and press Button 1. Say hello to a nice level select.

**THUNDER BLADE** £29.99
For an indestructible chopper, press up, down, left, right and Button 1 in this order.

**TRANSBOT** £9.99
Every time you meet a Hilun spaceship, hit it with a D weapon and you'll be warped to the next level.

**VIGILANTE** £29.99
Press the joypad up and left diagonals and both Fire Buttons to select your own level.

**WANTED** £24.99
Shoot the title screen and then press Pause. Shoot one of the exclamation marks at the bottom-right of the screen and now you should have a level select option. Simply shoot to choose a level.

**WIMBLEDON** £29.99
In Tour mode, if you type in either JJI AAH FHI or EFJ DER XHA, you'll be able to allocate a huge 52 points to your player and win all of the four major titles.

**WONDERBOY 3** £29.99
Want to get ahead of the rest of the field? Then start your game by entering either of the following codes:

| | | | |
|---|---|---|---|
| MKWH | WC1 | TY2K | 5H4 |
| 9JC5 | YHX | XN4U | HT2 |
| WE5T | ONE | OOOO | OOO |

Alternatively, enter all blanks on the password screen and you'll start the game with everything – all the available armour, weapons and stones.

**XENON 2** £24.99
You can zap both of the bosses in the centre of the screen. Keep hiding in the top-left corner (you'll be safe from all the bullets here) and then pop down to strike when the time's right.

**ZILLION** £24.99
Press Buttons 1, 2 and up on the joypad after you've died. You can now continue on from where you left off.

**ZILLION 2 TRI FORMATION** £24.99
If you die and fancy continuing from where you left off then simply press Buttons 1, 2 and up on the game over screen. No problemo – now go and play your demo...

**Send your gaming queries to the bods who know what they're talking about – *Sega Power*. The address is... *Power* Play, *Sega Power*, 30 Monmouth St., Bath, Avon BA1 2BW.**

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# HONEST WARREN'S CHARTER:

Hello, Sega dudes. Honest Warren here. Now, as you can see, this month I've got a whole load of top deals and bargains for you to feast your eyes on.

These pages have got some ads from a few of my carefully nurtured contacts in the biz whose only aim in life is to sell you – The Cart Buying Public – top quality cartridge kit at the best possible prices.

If it's a deal, you want to give them a bell and see what they've got to offer. There's no room for crooks in this game, so each and every one of these people is handpicked by yours truly.

They know what they're doing – if you know what I mean and I think you do.

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# CURLY'S QUIZ

## • Not only am I the best at games, I know more than you too! •

**As well as being an ace game-player and all-round wonderful person (Not everyone gets to be the UK Sega Champ two years running, you know), I'm also good at using my noddle. So this month, instead of testing you all with a new series of challenges, I've decided to test your grey matter in a special one-off super quiz!**

NEXT MONTH SEES THE BIG play-off between me, one of you reader type people and a member of the *Sega Power* crew – and I'm quite looking forward to wiping the floor with whoever wins.

Meanwhile, answer as many of these dead easy questions as you possibly can, complete the tie-breaker and a slightly soiled £20 note could be on its way to your pocket!

If you're desperately stuck on any of the questions then check out your back issues of *Sega Power* – all the answers should be in there (well, most of 'em anyway).

### Round One: games on the Master

1. What's the lowest rated Master System game ever to be reviewed in an issue of *Sega Power?*
2. Name all four *Alex Kidd* games.
3. What game does the evil King Lassic star in?
4. Name three third party software companies that currently produce Master System games.
5. What is the title of the game that stars Sylvester Stallone?

1) .....
2) .....
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3) .....
4) .....
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5) .....

### Round Two: games on the Mega Drive

1. Name the three games on which *Sega Power* based their books.
2. Complete this title: *Sword Of...?*
3. List, in order, every single zone in *Sonic The Hedgehog.*
4. How many football teams (including All Madden) are in the game *John Madden American Football?*
5. How many different "helmets" can Kid Chameleon pick up?

1) .....
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2) .....
3) .....
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4) .....
5) .....

### Round Three: a few technical questions

1. In memory terms, how many K make up an 8 Megabit cart?
2. What does CPU stand for? (And no, it's not short for ComPUter, so don't even think about that one...)
3. What does ROM stand for?
4. What's a sprite?
5. What is parallax scrolling?

1) .....
2) .....
3) .....
4) .....
.....
.....
5) .....
.....

### Round Four: general knowledge time...

1. What new add-on is coming for the Mega Drive? (The obvious answer!)
2. What's the name of the new gizmo coming from Sega that's rumoured to be a 32-bit machine?
3. Where exactly in Europe was the Game Gear launched?
4. What countries were represented in the European Sega Challenge Final last year?
5. How much do Master System carts from the cheapest range cost? Name three of the games in the range.

1) .....
2) .....
3) .....
4) .....
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5) .....
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.....

### Round Five: now, for the real experts...

1. What speed (in MHz) does the Mega Drive's main processor run at?
2. What's the screen resolution of the Game Gear?
3. In what year and in what city is *Shadow Dancer* on the Mega set?
4. What's *Strider's* real name?
5. Name all four courses in *World Class Leaderboard?*
6. How long does a battery last in a battery-backed cart?
7. Name all of the seven events in US Gold's *Olympic Gold.*
8. What technical limitation makes Master System graphics flicker?
9. In the *Phantasy Star* saga, who is the main nasty you're fighting against and how often does he (or it) arrive to cause death and destruction? (No, it isn't Andy Smith...)
10. What's the name of the fifth hole in the outrageous *Zany Golf?*

1) .....
2) .....
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8) .....
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9) .....
10) .....

### And, finally, as a special tie-breaker

Simply write down your fave games in the following eight categories and, in the case of a tie-breaker, the bod with the closest answers to mine will win the prize! (Don't forget to mark down whether the games you've chosen are Mega, Master or Gear titles though).

1. Best racing game
2. Best shoot-'em-up game
3. Best RPG/adventure game
4. Best platform game
5. Best beat-'em-up game
6. Best sports sim
7. Best type of game
8. Your best video game of all time

Right, I'll study all the correct entries and, remember, the person whose tie-breaker answers are closest to mine will then win the £20.

Send your entries to: **Curly's Quiz, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.** Okay? Good. Now get to it, people – the Quiz closes on **Saturday 10 October 1992!**

1) .....
2) .....
3) .....
4) .....
5) .....
6) .....
7) .....
8) .....

**Name:** .....**Age:**.....

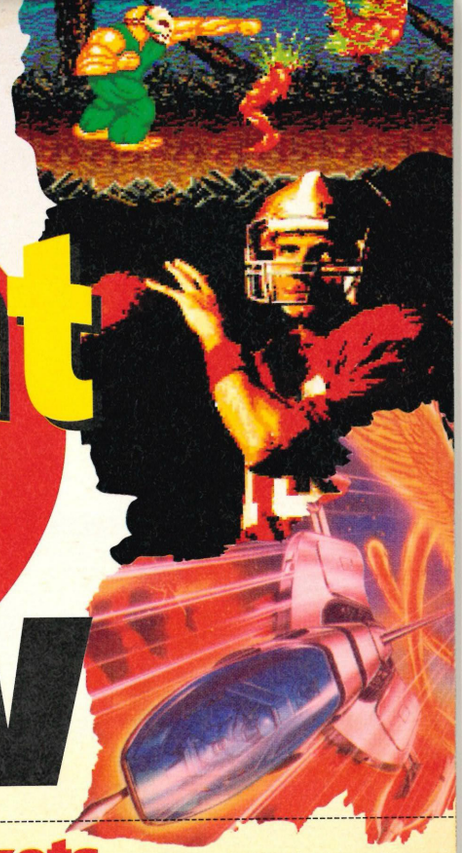
**Address:**.....

.....**Post Code:**.....

**If you don't want details of any special offers in the future tick this box** ☐

# Get your head round this!

# The Future Entertainment Show



## Quids in

Get smart. Getting on for 100,000 people are expected to attend the **Future Entertainment Show.** You know what that means: Queue City. So avoid all the foot-shuffling, hanging-around-for-ages start to the Show by booking your tickets early.
And you'll even **save money**! Bit of a barg, really. Do it now, otherwise you'll only forget and then regret it later when you're really cold and – *(Snip! - Ed)*

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**Sega Power is doing all this and a ridiculous amount more at the Future Entertainment Show.**

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## What's what

**When?** November 5-8, 9.30am-5pm (4pm Sunday)
**Where?** Earls Court, heart of London
**What?** Sega, Nintendo, Amiga, PC, ST games
**How much?** £7 adults, £5 Under 14s (but see Quids In bit)
**Why?** Just why not?

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**It's the Sega event of the year!**

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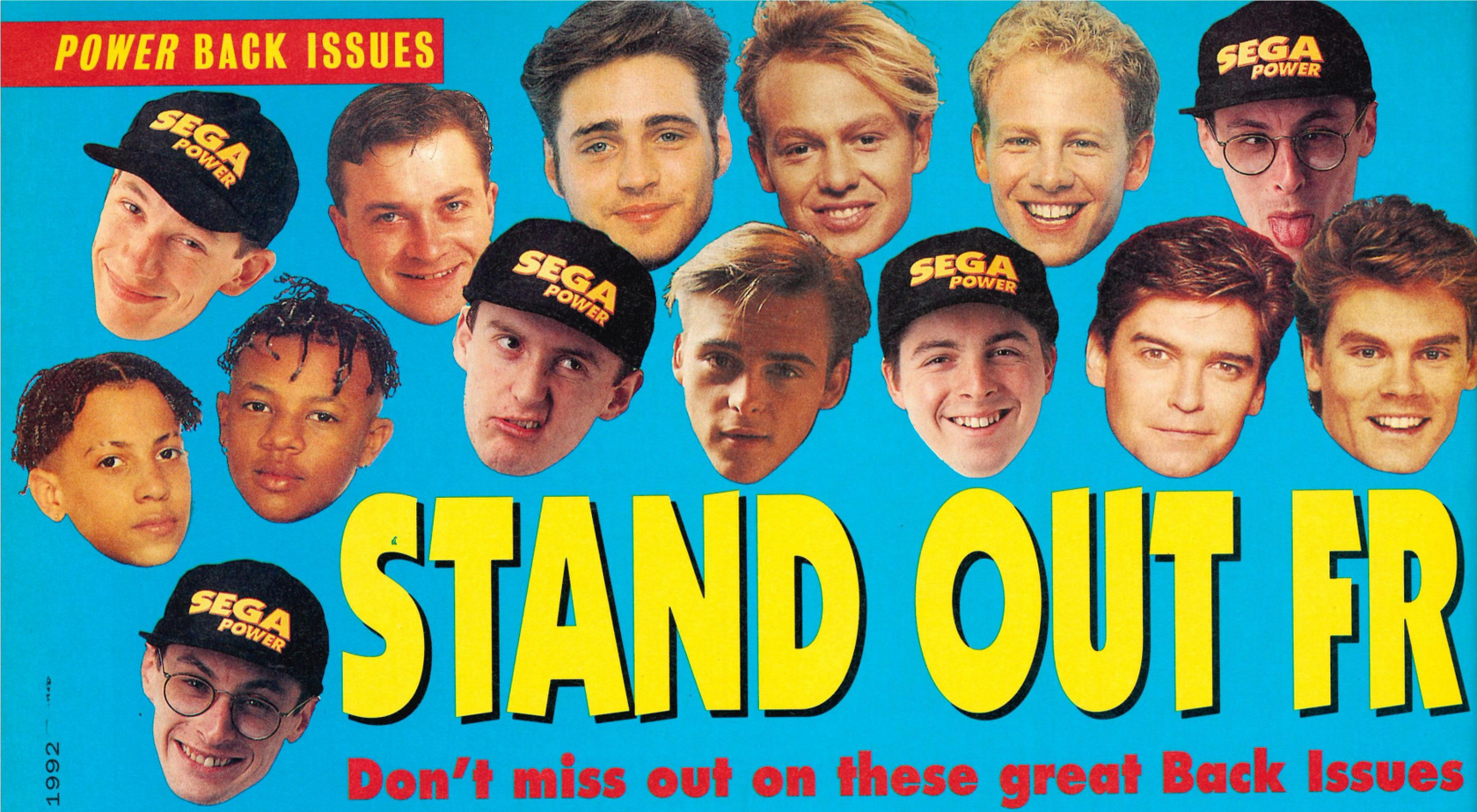
- Be stunned by giant video walls!
- Buy carrier bags full of cheap games!
- Get seen & heard on TV broadcasts & live radio!
- Win competitions &, er, "do" virtual reality!
- Meet Andy Smith and his burning team!

**It's the event of a lifetime!**

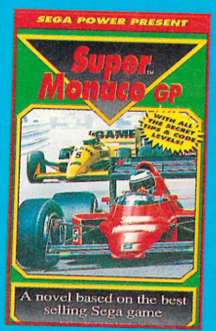



# STAND OUT FR

## Don't miss out on these great Back Issues

**31** Look at what we got into this one! A feature on why *Sonic* knocks *Mario* into a cocked hat, how our Curly won the Sega UK Championships yet again, and tons of reviews: *Euro Club Soccer* on the Mega, *Pengo*, *Joe Montana* and *Spider-Man* on the Gear – plus loads more. 40 titles tipped in our whacking *Power* Play... and stereo earphones on the cover.

**32** Read the FREE *Super Monaco G.P.* book on the cover and enjoy over 200 tips in *Power* Play. And, oh my God, just look at all those reviews: *Chuck Rock*, *Terminator* and *Super Monaco G.P. 2* on the Mega Drive and Master System, *Prince Of Persia* on the Master, and *Halley Wars* and *Chessmaster* on the ace Game Gear. There's also a neat round-up of basketball sims and a feature on Sega's exciting new coin-ops...



**33** An Olympic special – complete with a free *Sonic* tips poster. Games reviewed include: *Olympic Gold* on the Mega and Master, *Taz Mania* and *Corporation* on the Mega and *Crystal Warriors* on the Gear. Plus loads of tips for *Desert Strike*, *The Lucky Dime Caper* and *Shining In The Darkness*. And don't miss our Radio FM feature!

**34** Keep the sun out of your eyes with our amazing E.A. shades – and then gawp at our issue: we interview the ace development house Probe, find out the most up-to-date US Sega news from Tom Kalinske – and review all the latest titles: *Alien 3* on the Mega and Master, *Dragon's Fury* on the Mega, *Olympic Gold* and *Marble Madness* on the Gear – and loads more. PLUS!! 9 pages packed solid with tried and tested game tips!

# OM THE CROWD

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# THE HARD LINE

## Around 400 games reviewed 'n' rated for your Sega love machine – plus all those add-ons and strap-on thingies that we know you just love to hear about. It's big, it's bad, it's mean – and it's here

**Hey, you want a review of every Sega game under the sun (almost)? Well, this is the section for you. Every game that we've ever come across is here ruthlessly dissected and analysed to bring you the finest 8 pages of text known to mankind!**

WHEN ANDY ASKED ME, "Do you want this job?" I nodded so much my head nearly fell off. Next thing I knew, the team shoved me into the basement and got me working on this really wild and untameable beast.

It's bigger than Michael Jackson's make-up bill, and it's most certainly better for you than wearing yer trousers back-to-front (I wonder what their mums think about that?).

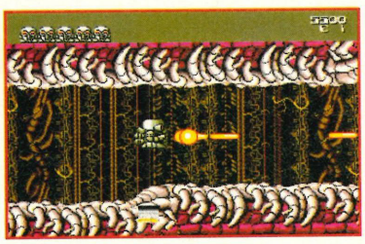
Every game that's been reviewed in *Sega Power* – and quite a few that haven't – are here for your pleasure.

These pages are written just for you – and I mean that most sincerly, folks...

MEGA DRIVE

**Please note that Import prices will vary from company to company. The prices quoted are typical but only use them as a guide.**

**AERO BLASTERS (Import) £30**
A very fast horizontally-scrolling shoot-'em-up, notable for its superfast tunnel sequence and major end-of-level guardians. Fierce and frantic action, but it's still one of the best shooters ever. ★★★★★



■ *Atomic Robokid* is a competent blaster for your Mega, but the controls are dodgy

**AFTER BURNER 2 SEGA £34.99**
The *After Burner* coin-op is a case of "nice graphics shame about the game" and while this version follows suit, it is a thrilling blast. Rapid 3D and meaty explosions guarantee a good ride – even if it is shortlived. ★★★★

**AIR DIVER (Import) £30**
First person perspective shoot-'em-up. Nice 3D update with large enemies and some frantic blasting. Not too hot on lastability though. ★★★

**ALEX KIDD IN THE ENCHANTED CASTLE SEGA £29.99**
Alex goes 16-bit in this colourful platform exploration romp. As with previous *Alex Kidd* games, the jolly atmosphere belies the testing gameplay. Fun and very polished, but still one for the kids... ★★★

**ALIEN 3 FLYING EDGE £34.99**
Well, what can you say? It's good, but not earth-shattering. The graphics are excellent, but it's still a standard, run-of-the-mill platformer. ★★★★

**ALIEN STORM SEGA £35**
Horizontally-scrolling blast-'em-up in the vein of a high-tech *Golden Axe*. Great 3D shooting sections and ultra-high-speed scroll, but crippled by easy gameplay. ★★★

**ALISIA DRAGOON SEGA £39.99**
A slick and professional platform dragon-'em-up with you as the lusty Alisia (she's well tasty). You must rely on five different dragons to help you get through the incredibly hectic gameplay. ★★★★

**ALTERED BEAST SEGA £34.99**
Once this came free with the Mega Drive, and even then they couldn't get rid of it. However much you enjoyed the coin-op, give this conversion a wide berth. Buy it and you can expect poor scrolling, jerky animation and pretty limited gameplay. ★★

**AMBITION OF CAESAR (Import) £35**
A typical wargame with plain graphics and grey-matter gaming. Aimed at strategy buffs, but with plenty of difficulty levels for both the beginner and the seasoned campaigner alike. An average game. ★★★

**ARCH RIVALS FLYING EDGE £39.99**
NIce idea, shame about the execution. There are some good touches and fair gameplay – you can beat up your opponents, for example – but after a hard session you begin to wonder if that's it. Yes, it is. ★★★

**ARNOLD PALMER TOURNAMENT GOLF SEGA £34.99**
Impressive-looking game with convincing 3D courses, good player animation and a hidden *Fantasy Zone* game! Simple play-style grows dull so seasoned golfers should go for *PGA Tour Golf* instead. ★★★

**ARROW FLASH (Import) £20**
Mundane horizontal blaster with overly fancy backdrops and a change-into-a-robot mode. Just pick up icons, blast a few aliens and that's yer lot. ★★★

**ASSAULT SUIT LEYNOS (Import) £20**
Known as *Target Earth* in the US of A. Eight-stage scrolly shooter. Tricky control and very hard. Persevere and you might just enjoy it. ★★★

**ATOMIC ROBOKID (Import) £25**
Pretty, multi-directionally scrolling shoot-'em-up. Frustrating gameplay (beaten baddies reappear if you move backwards) and an unreliable control method. ★★★

**AXIS FZ (Import) £30**
Blaster viewed from nearly overhead. Control is a bit sticky and the disorientating graphics just don't look right on the screen. Add some rather stale gameplay and, well, it's not something you'd be proud of. ★★★

**688 ATTACK SUB SEGA £35**
Detailed submarine simulation with enough arcade action for blasters, lots of missions, smart visuals and even some decent sampled speech (makes a nice change). Play in the bath for added realism (only joking, missus, only joking!). ★★★★

**BACK TO THE FUTURE 3 IMAGE WORKS £34.99**
Third in the trilogy, not quite as bad as its predecessors, but still pretty dire. Too few stages (only four) and totally unsatisfying. Dull, dull, dull! ★★

**BATMAN (Import) £35**
Sunsoft play it safe with a platform stroll around and beat-'em-up. Plenty of fisticuffs with end-of-level Penguins and Jokers. Doesn't push the MD or you. ★★★

**BATTLE GOLFER (Import) £30**
Weird title, eh? It's a golfing arcade adventure, believe it or not. Hit your ball into the hole and enter the next location. Well weird, but you'll have to know a bit of Japanese to follow what's going on. ★★★

## THE NEW OFFICIAL 'N' UNOFFICIAL CHARTS

**Charts? You want 'em and, boy, have we got them! We now have two types of Charts for you to gaze over at your leisure: the official ones from GALLUP, and a newly compiled and independent Chart produced by none other than Whizz Kid Games (in association with Console Concepts).**

**We really didn't think you'd be happy with just one measly set of Charts a month, so this month (and for every month from now on until eternity – or until Andy gets bored at any rate), we've gone chart-flippin'-crazy.**

**The GALLUP Chart enables you to find out for yourself just what's going on in the "official" Sega world.**

**The independent Chart will give you the run-down on what's happening in the import world, and just how that compares to the official releases.**

**We think it's a good idea, but if you think it stinks be sure to let us know.**

**One thing you can be damn sure of though is this – if a game's making waves, it'll be in these Charts.**

**Now get down and read the things!**

CHARTS
COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS
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## SEGA POWER'S STAR RATING

| | |
|---|---|
| ★★★★★ | The programmers should be knighted |
| ★★★★ | The programmers deserve a rise |
| ★★★ | The programmers are still pretty nice |
| ★★ | The programmers deserve a good telling off |
| ★ | The programmers deserve to be shot |

## OFFICIAL MEGA DRIVE TOP 20

| | | | |
|---|---|---|---|
| 1 | TAZ MANIA | ↑ 33 : | 89% |
| 2 | Olympic Gold | ↑ 33 : | 77% |
| 3 | Desert Strike | ↑ 29 : | 91% |
| 4 | Super Monaco G.P. 2 | ↑ 32 : | 93% |
| 5 | Road Rash | ↑ 23 : | 93% |
| 6 | Streets Of Rage | ↑ 26 : | 91% |
| 7 | Kid Chameleon | ↑ 30 : | 80% |
| 8 | James Pond 2 – Robocod | ↑ 26 : | 90% |
| 9 | E.A. Hockey | ↑ 22 : | 92% |
| 10 | The Immortal | ★★★★ | |
| 11 | Quackshot | ↑ 28 : | 92% |
| 12 | PGA Tour Golf | ↑ 19 : | 90% |
| 13 | Super Hang On | ↑ 12 : | 95% |
| 14 | World Cup Italia '90 | ↑ 16 : | 45% |
| 15 | John Madden Football '92 | ↑ 26 : | 93% |
| 16 | Alien Storm | ↑ 23 : | 69% |
| 17 | Mickey Mouse | ↑ 18 : | 94% |
| 18 | Shining In The Darkness | ↑ 28: | 92% |
| 19 | Alex Kidd Enchanted Castle | ★★★ | |
| 20 | Hellfire | ↑ 31 : | 84% |

■ **Hero-rescuing-beautiful-spacemaiden-type fun from *Buck Rogers* on the Mega**

**BATTLE SQUADRON** **E.A. £39.99**
This is one classy vertical scroller. The snazzy graphics can't disguise some serious flaws in the gameplay, like the high difficulty level and puny power-ups, but it's still hotter than the summer of '76. ★★★★

**BIMINI RUN** **(Import) £30**
Smooth and convincing 3D in this speedboat shoot-'em-up with rolling waves and some whizzy craft. Jolly fun but nothing to get overexcited about. ★★★

**BLOCK OUT** **E.A. £34.99**
Take the classic, block-shifting *Tetris*, add a new dimension along with a different perspective and voila! Easily as addictive as *Tetris*, especially in head-to-head mode, but suffers from a high price. ★★★★★

**BONANZA BROTHERS** **SEGA £34.99**
Cult coin-op caper on your MD. Faithful conversion (two-player mode is included), but game is still flawed. ★★★

**BUCK ROGERS** **E.A. £49.99**
Subtitled "Countdown To Doomsday," this role-playing game is yet another classy title from E.A. Stop the RAM organization from corrupting the Earth with your team of adventurers. Investigate, explore and enjoy. ★★★★

**BUDOKAN** **E.A. £39.99**
Straightforward martial arts: learn the kendo, nunchaku, karate and bo disciplines, hone your skills and enter the tournament *(then lose! – Andy)*. Lovely animation and a right tactical beat-'em-up. ★★★★

**BURNING FORCE** **NAMCO £34.95**
*Space Harrier* with different scenery. Similar faults too: repetitive, tricky targetting and perennial collision faults. Some variety, but still dull. Jeez! I dunno – games these days... *(Oi, shut it! – Andy.)* ★★

**CADASH** **TAITO (Import)£36**
A good attempt at trying to mix arcade action with a role-playing game. Good graphics and animation, but it's still far too easy. Quite a big problem really. ★★★

**CALIFORNIA GAMES** **SEGA £39.95**
The ancient multi-event sports game proves itself a competent title. Events include: Roller Skating, Foot Bag, Surfing, BMX Riding and Skateboarding. Okay graphics, but the gameplay's a bit old hat. ★★★

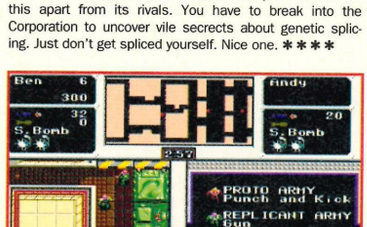
**CASTLE OF ILLUSION** **SEGA £39.99**
Mickey Mouse himself stars in this classic platformer. Everything is groovily portrayed using subtle shading and some beautiful parallax effects. The scrolling platform play is great too. ★★★★★

**CENTURION** **E.A. £39.99**
A strategy game in which you plan your campaign, order your Roman legions into battle and determine your own tactics. Far too shallow for thinkers and too samey for arcaders. Dull. ★★

**CHUCK ROCK** **VIRGIN £TBA**
Groovy goings-on 100 million years B.C. *Chuck Rock*, features some wild sonics and kicking graphics as he rescues his wife from the evil Gary Gritter. I bet she's got hairy armpits and smells of goat... ★★★★★

**COLUMNS** **SEGA £29.99**
A *Tetris* clone (a dropping tiles into a pit kinda thing) with a superb one-on-one challenge mode. More of an end-of-blast relaxer than a main game. Simple and addictive, but expensive for what it is really. ★★★★

**CORPORATION** **VIRGIN £TBA**
Sacks of atmosphere and excellent first-person view set this apart from its rivals. You have to break into the Corporation to uncover vile secrects about genetic splicing. Just don't get spliced yourself. Nice one. ★★★★




■ **Good graphics and hot gameplay make *Crack Down* a winner on the Mega Drive**

**CURSE** **(Import) £25**
Vile visuals, appalling animation, sour sounds and limited levels. Horizontal shoot-'em-ups are ten a penny on the Mega Drive and with such a great choice who needs this horrific tripe? ★★

**CRACK DOWN** **SEGA £34.99**
Two-player split-screen scroller where you guide agents around, plant bombs and zap the enemy before they zap you. Map graphics are tidy and the *Gauntlet*-style gameplay is addictive. ★★★★

**DANGEROUS SEED** **(Import) £30**
Vertical shooter offering nothing new. All the normal features, but tiny visuals make the action messy and confusing. More like dangerous weed really. ★★

**DARIUS 2** **(Import) £30**
Also known as *Sagaia*, this huge horizontally-scrolling blaster has 26 levels. Ordinary gameplay, but it's still challenging and has seven different endings. ★★★★

**DARK CASTLE** **E.A. £34.99**
Overly frustrating platform-cum-puzzle gothic adventure. Get rid of the Black Knight and save the castle. The poor graphics and gameplay let this one down, but the rest of it is quite interesting. ★★★

**DARWIN 4081** **(Import) £30**
Attractive vertical scroller with intriguing power-ups: your ship evolves with DNA! Nicely animated missiles and different arms help this stand out from the crowd. ★★★★

**DAVID ROBINSON SUPREME COURT BASKETBALL** **SEGA £39.99**
Fast, smooth and great fun. Sexy scrolling with 180 degree view changes. Nice "sneakers on the gym floor" sound effects, but can get a bit messy when things get frantic – and, as always in basketball, that happens quite a lot. Still worth it though. ★★★★

**DECAP ATTACK** **SEGA £34.99**
A hilariously funny platform game with great visuals. As Chuck D. Head, you must bash in the enemies, reach the evil Max D Cap and save the world from a fate worse than death. Not as daft or as easy as it sounds. Nice one. ★★★★★

**DESERT STRIKE** **E.A. £39.99**
Without doubt one of the best games of all time. Pilot your Apache Gunship through five complex scenarios and repel the evil dictator General Kilbaba. This really is most excellent. ★★★★★

**DEVILISH** **(Import) £34**
Grooved-up and re-hyped release of the age old *Breakout* game. Excellent backdrops and end-of-level bosses lift this above your humdrum bat 'n' balling fare. And it's fast and funky too. Worth a look. ★★★

**DICK TRACY** **SEGA £39.99**
Major improvement over the Master System version, but still suffers from the routine gameplay of its counterpart. It's a horizontal scroller with bonus rounds and comic-book intermission screens. ★★★★

**DJ BOY** **SEGA £34.99**
A beat-'em-up on roller skates (yes, we did say roller skates). Baddies whisk away our beloved, so you set off in pursuit of Mr Big and his cronies. Disastrous sound and routine action. ★

**DOUBLE DRAGON** **BALLISTIC £29.99**
God help us all. A tacky conversion of an ancient game is not a recipe for success. One of the lowest scoring Mega Drive carts of all time and well deserved too. Absolutely dire. You have been warned... ★

**DRAGON'S FURY** **DOMARK £39.99**
Destined to become a Mega classic. Smooth graphics and addictive gameplay make this cartridge one of the essential purchases of the year so far. ★★★★★

**DYNAMITE DUKE** **SEGA £34.99**
Unusual *Operation Wolf* clone featuring Duke, the man with the transparent chest (so you can see what's coming). End-of-level punch-ups, but it's limited. ★★★

**E.A. HOCKEY** **E.A. £39.99**
Detailed ice hockey sim with smooth visuals and plenty of riproaring ice action. The two-player option is good and there's even a punch-up sequence if you're feeling violent! Fast and playable. ★★★★★

**ELEMENTAL MASTER** **(Import) £25**
After a fabulous introductory sequence, this is just another one of your vertically-scrolling shoot-'em-ups. You're on foot and the enemy lob rocks at you. Beautiful visuals, but little depth and too easy. ★★★

**EMPIRE OF STEEL** **FLYING EDGE £34.99**
Different graphics, different aliens, different noises – but everything else is exactly the same as every other shoot-'em-up ever done for the Mega Drive. Dull, dull, and most of all, dull again. ★★

**E.S.W.A.T.**
**CITY UNDER SIEGE** **SEGA £34.99**
At first, this armoured *Shinobi*-style shooter isn't too hot. Later on though, it displays some really moody scenes. Tried and trusted gameplay, plus a few shocks! ★★★★

**EUROPEAN CLUB SOCCER** **VIRGIN £34.99**
Nice intro and options, but the whole thing is let down by poorish gameplay and is simply far too easy to beat in one-player mode. But the password facility is a God send and the two-player mode is sharp enough. Miles better than *World Cup Italia '90*. ★★★

**FAERY TALE ADVENTURE** **E.A. £39.99**
Jolly role-playing game, whose computer game ancestry is just a bit too obvious. Puny characters, weedy combat and generally dated gameplay. Big adventure, but not worth the effort. ★★★

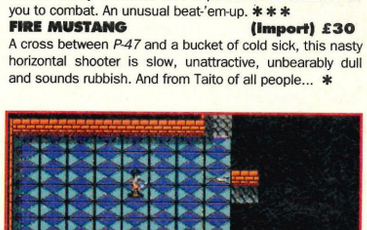
**FANTASIA** **SEGA £29.99**
Spectacular animation, gorgeous scenery and an amazing classical soundtrack – but *Mickey* fans will be disappointed with the gameplay. A repetitive shoot-'n'-collect-'em-up with tricky controls. ★★★

**FATAL LABYRINTH** **SEGA £34.99**
Addictive roam around the labyrinth and collect the goodies RPG. Overhead graphics reveal themselves as you enter each room, which is nice, but the game itself is just too easy. ★★

**FATAL REWIND** **E.A. £39.99**
Novel rewind feature lifts this up from a humdrum platformer, and lets you see where you went wrong. Loads of keys and explore-'em-up action, but still very frustrating – even for skilled game-players like us (ahem). ★★★★

**FATMAN** **(Import) £30**
Enter the arena to fight for riches – and your life! There are several nicely animated but unpalatable adversaries for you to combat. An unusual beat-'em-up. ★★★

**FIRE MUSTANG** **(Import) £30**
A cross between *P-47* and a bucket of cold sick, this nasty horizontal shooter is slow, unattractive, unbearably dull and sounds rubbish. And from Taito of all people... ★



■ **Good fun abounds in *Fatal Labyrinth* on the Mega. Shame it's so simple though**

## OFFICIAL MASTER SYSTEM TOP TEN

| | | | |
|---|---|---|---|
| 1 | OLYMPIC GOLD | 33 | 69% |
| 2 | Sonic The Hedgehog | 27 | 96% |
| 3 | Asterix | 30 | 92% |
| 4 | Wimbledon Tennis | 30 | 92% |
| 5 | Enduro Racer | 8 | 61% |
| 6 | Teddy Boy | 8 | 73% |
| 7 | Super Kick Off | 26 | 92% |
| 8 | The Lucky Dime Caper | 29 | 95% |
| 9 | World Grand Prix | 8 | 82% |
| 10 | Mickey Mouse | 17 | 96% |

## UNOFFICIAL MEGA DRIVE TOP TEN

| | | | |
|---|---|---|---|
| 1 | TAZ MANIA | 33 | 89% |
| 2 | Terminator | 32 | 87% |
| 3 | Chuck Rock | 32 | 87% |
| 4 | Super Monaco G.P. 2 | 32 | 93% |
| 5 | Olympic Gold | 33 | 77% |
| 6 | Splatterhouse2 | 34 | 47% |
| 7 | Krusty's Super Fun House | 35 | 76% |
| 8 | Dungeons & Dragons | Just Released | |
| 9 | Grand Slam | 34 | 70% |
| 10 | Evander Holyfield Boxing | Just Released | |

## OFFICIAL GAME GEAR TOP TEN

| | | | |
|---|---|---|---|
| 1 | OLYMPIC GOLD | 34 | 58% |
| 2 | Super Kick Off | 26 | 91% |
| 3 | Mickey Mouse | 23 | 78% |
| 4 | Sonic The Hedgehog | 29 | 94% |
| 5 | The Lucky Dime Caper | 30 | 92% |
| 6 | Shinobi | 22 | 73% |
| 7 | Super Monaco G.P. | ★★ | |
| 8 | Wonderboy (Dragon Trap) | Just Released | |
| 9 | Wonderboy | ★★ | |
| 10 | G-LOC | 23 | 51% |

## UNOFFICIAL GAME GEAR TOP TEN

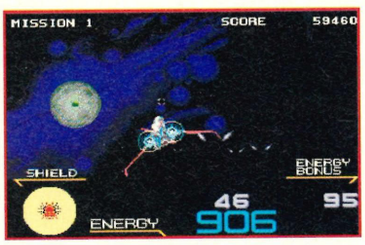
| | | | |
|---|---|---|---|
| 1 | SPIDER-MAN | 31 | 84% |
| 2 | Olympic Gold | 34 | 58% |
| 3 | Wonderboy (Dragon Trap) | Just Released | |
| 4 | Super Kick Off | 26 | 91% |
| 5 | Out Run Europa | 33 | 81% |
| 6 | George Foreman Boxing | Just Released | |
| 7 | Leaderboard Golf | 26 | 91% |
| 8 | Sonic The Hedgehog | 29 | 94% |
| 9 | Alien Syndrome | Just Released | |
| 10 | Crystal Warriors | 33 | 93% |

**FLICKY** **SEGA £20**
Cheap maze-chaser with 99 levels of moderately addictive platform action. Cute, and definitely aimed at younger players, but fun for old 'uns too! ★★★

**FORGOTTEN WORLDS** **SEGA £34.99**
Two-player shoot-'em-up with an unusual firing method. Beautiful backdrops and loads of enemies! There are unlimited two-player lives so you can complete it in one go if you want. Great solo, though. ★★★★

**F-22 INTERCEPTOR** **E.A. £39.99**
The first ever flight simulation for the Mega Drive, but slightly lacking in the gameplay department, Mrs Jones. Great graphics and sound effects,and some wild head-to-head confrontations, but a tad samey after a while – and that's the killer. ★★★★

**GAIN GROUND** **SEGA £34.99**
Choose the right soldiers in this intriguing flick-screen combat game. Heavy on the strategy, its slower pace might make a change from mindless alien slaughter. Unusual two-player mode enables you and a mate to help each other out. ★★★




■ *Galaxy Force 2* on the Mega Drive. Good graphics, but not heavy on lasting appeal

**GALAXY FORCE 2** **SEGA £39.95**
An excellent conversion of the 360° spinning coin-op. Fast and furious action all shown from a 3D angle, but the view from behind your afterburners gets tiresome after a while. Could have been better. ★★★

**GAMES (THE) WINTER CHALLENGE** **SEGA £39.99**
Eight event sports game that really comes into its own when you play with a group of friends – be prepared for mucho aggro as the pace hots up... Get ready to eat snow and ice in the Ski Jump, Luge, Bobsleigh and Biathlon (among others). Not half as much fun when you play on your own though. ★★★★

**GHOSTBUSTERS** **SEGA £34.99**
Platform shooter with characters from the movie. Plain backdrops but great sprites and a few nice effects. Simple gameplay. Highly mediocre, but better than the cartoon anyway... ★★★

**GHOULS 'N' GHOSTS** **SEGA £44.99**
Tricky rendition of the coin-op with ghouls, spirits and all manner of creepy nasties. However, with unlimited lives you won't let it go. Amazing visuals and some superb stereo sound. Unmissable! ★★★★★

**GOLDEN AXE** **SEGA £34.99**
Hack-'n'-slash with all the frills of the classic coin-op. Two-player mode isn't as smooth as expected and for one player it's too easy to finish – a major downer. Still, this is classic, hugely playable and addictive monster-dismembering mayhem. ★★★★

**GOLDEN AXE 2** **SEGA £34.99**
Okay if you haven't seen the original, but don't expect anything radically different. It's fun to play, but you can easily finish it in only a few hours. Get it if you haven't got the original, but don't bother otherwise. ★★★★

**GRANADA** **(Import) £35**
Overhead multi-directional scroller where you use the "Granada" vehicle to defeat enemies and destroy booby-trapped power stations. Only four levels but fun. ★★★★

**GRAND SLAM** **TELENET (Import) £35**
A graphically good tennis game – but with the usual problems: it's just too easy. You'll probably complete it in a day or two. And with no other tennis sims on the market (yet!), this is your only choice. Not bad. ★★★

**GYNOUG** **SEGA £39.99**
Unimaginative horizontal scroller with a range of weapons and tedious enemies to conquer. It's difficult, samey and a pain in the backside.★★

**HARD BALL** **SEGA £39.99**
Baseball is an easy sport to simulate, but tricky to make addictive. This is a fine reproduction though, with quality graphics and sound. Best with a pal. ★★★★

**HARD DRIVIN'** **TENGEN £25**
Remove the steering wheel, sit-in cockpit and FM stereo sound, and you've got a competent 3D driving simulation with a good few hours play inside it. Sorry, fans, the cash is better put in the slot. ★★

**HEAVY UNIT** **(Import) £30**
Multi-directional scrolling blaster with loadsa power-ups, guardians and bland scenery (yawn). It's also incredibly tough. There are a million other far better Mega Drive shoot-'em-ups to go for. ★★★

**HELLFIRE** **SEGA £34.99**
Improves upon the Toaplan arcade coin-op with extra weaponry and difficulty levels. This is a tense horizontal scroller with nice attack waves and decent power-ups too. A great one-player blaster! ★★★★

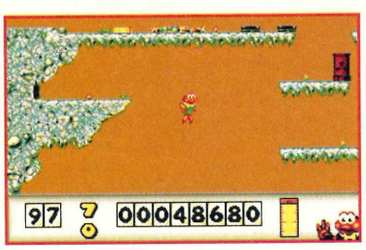
**HERZOG ZWEI** **SEGA £34.99**
You command a range of armoured weaponry, and have to handle battle plans and juggle with logistics in real time (keep calm!). A mix of action and strategy – tough but very rewarding. ★★★★

**IMMORTAL, THE** **E.A. £39.99**
A highly polished arcade adventure with some gory graphics – see your wizard crack goblins' heads in two and turn others to stone. Shame they're just a tad too fuzzy though. Nice blend of arcade and adventuring action, but £40 is a lot of dosh to fork out – even for this. ★★★★

**INSECTOR X** **(Import) £25**
Giant insects are your target in this horizontally-scrolling spray-'em-up. Stunning scenery and some beautiful bug baddies complement the above-standard action. ★★★★

**ISHIDO: THE WAY OF THE STONES** **(Import) £25**
Ishido is an ancient tile board game that was rediscovered by a Taoist priest(!) some time ago. This is a puzzle game that offers tactical gameplay similar to a kind of reverse Shanghai (of course, if you haven't a clue what Shanghai is all about you're stuffed.). For fans only. ★★★★

**JAMES "BUSTER" DOUGLAS BOXING** **SEGA £34.99**
Almost the same as *Final Blow*, this awful boxing simulation is unintentionally funny. With few moves and limited play options, this lasts about as long as Douglas did. ★★




■ *James Pond* on the Mega. The original quest is still good fun, but shows its age

**JAMES POND** **E.A. £39.99**
A fishy tale under the waves. Guide James around 12 levels, collect icons and fend off loads of finny fiends. Simple, but lacks variety. ★★★

**JAMES POND 2** **E.A. £39.99**
Thwart Dr Maybe's evil plans to take over Santa's Toy Factory in James's second outing on the Mega Drive. Fun, even if Dr Maybe does take over the Factory in the end. Oh well, we all start somewhere... ★★★★★

**JEWEL MASTER** **SEGA £34.99**
A run-of-the-mill platform beat-'em-up with a novel ring feature. Swap rings and you can alter the kinds of magical weapons you use. Dull as ditchwater... ★★★

**JOE MONTANA FOOTBALL** **SEGA £34.99**
With *John Madden* about, *Joe Montana* has to offer something really special to drag you away – but doesn't. The visuals are less polished, the gameplay is less tactical and it's a pushover for one player. You know what we're gonna say now, don't you? Get *John Madden*. ★★★

**JOE MONTANA 2** **SEGA £34.99**
Much better than the original and provides a nice change to the *John Madden* series. The big plus feature is the high-quality speech that commentates throughout the game. It really is unbelievable. ★★★★

**JOHN MADDEN AMERICAN FOOTBALL** **E.A. £39.99**
All the thrills of the grid-iron without the pain. Heaps of tactical play, amazing 3D perspective and sampled sound. (If you haven't got this already though, go for *John Madden Football '92* instead.) ★★★★★

**JOHN MADDEN FOOTBALL '92** **E.A. £39.99**
A new and improved version of the original game with lots of new features (mainly in the gameplay: new passes, formations and so on). Better than the original, but at first sight it seems very similar. Don't be fooled! (If you've got the original though – think before buying. It's not *radically* different.) ★★★★★

**JORDAN VS BIRD** **E.A. £34.99**
Dire, boring, inane, small-minded, shallow, useless, fat, git, bog, nob, tedious, repetitive, contninual, utter, rubbishness. Graphics are nice though. ★★

**JUNCTION** **(Import) £30**
Based on the coin-op *Q-Brix*, this puzzler has you switching grooved blocks to alter the pathways of various rolling marbles. Tidy graphics and typically addictive arcade puzzle action. A marble trap par excellence. ★★★★

**KA-GE-KI** **(Import) £35**
Fight your way up an eight level building in this no-holds-barred oriental boxing game. Great graphics, comic characters, cool tunes and Japanese speech! What more could you ask for? Lots of fun. ★★★★

**KID CHAMELEON** **SEGA £39.99**
A great platformer, but the gameplay is lacking. Help the Kid rescue kiddies, using magic helmets to transform him into a wall-climbing expert or a block-smashing maniac (among others). Far too easy. ★★★★

**KING'S BOUNTY** **E.A. £39.99**
Role-playing games are renowned for being long on play and short on prettiness and this is typical: loads and loads of adventure, but not much to see or hear. RPGers only need apply. ★★★★

**KLAX** **TENGEN £34.99**
This tumbling-tile cross between *Columns* and *Tetris* was all the rage when it first appeared. Heaven knows why: after an hour this mediocre puzzler is back in its box. ★★

**LAKERS VS CELTIC** **(Import) £35**
From the same team that brought you *John Madden*, this basketball sim has impressive graphics, fast play and heaps of options. Not fantastic by any means, but it's still great for two players. ★★★★

**LAST BATTLE** **SEGA £34.99**
Violent martial arts beat-'em-up with unimaginative gameplay. Defeat an opponent, walk along, defeat an opponent... Dull. ★

**MARVEL LAND** **(Import) £40**
*Sonic* meets *Wonderboy* in this colourful scrolling platform game. Great visuals, stunning parallax, cute characters, a vast amount of collectables and novel power-ups make this one a winner. ★★★★

**M1 – ABRAMS BATTLE TANK** **SEGA £38**
3D filled vector graphic tank sim. Scenery isn't very detailed but it's fast. Pull-down menus provide info and there are plenty of high-tech missions. ★★★★

**MAGICAL FLYING HAT TURBO ADVENTURE** **(Import) £30**
The Mega Drive equivalent of *Psycho Fox* with superb multi-directional scrolling and devious platform action. Huge, loadsa bonuses, plenty of tactical play and cute "I lurve you" graphics. ★★★★★

**MARBLE MADNESS** **E.A. £39.99**
Guide your vulnerable marble through the 3D courses and avoid all manner of traps, machinery and bizarre marble-gobbling monsters. Better in two-player mode, but still a damn fine conversion. ★★★★

**MARIO LEMIEUX HOCKEY** **SEGA £39.99**
Not as good as *E.A Hockey*, but pretty good nonetheless. The tournament mode will keep you playing for weeks and there are enough options for even the most fickle player. Could do with some decent sound effects. ★★★

**MEGAPANEL** **(Import) £30**
Sliding tile puzzler in the same vein as *Tetris* – but upside-down. Panicky action with a fab two-player mode. ★★★★

**MERCS** **SEGA £40**
Tedious and repetitive shoot-'em-up action. Awful control system ruins what little gameplay there is. This really is a bag of tosh... ★★

**MIDNIGHT RESISTANCE** **(Import) £38**
Your Rambo-style character faces up to some impressive hardware in this scrolly blaster. The unusual controls are tricky, but the arcade action is good enough. ★★★

**MIGHT AND MAGIC: GATES TO ANOTHER WORLD** **E.A. £49.99**
Incredibly deep RPG, but slightly marred by an out-of-date combat method and very basic visuals. The high price is also off-putting. Not for beginners either. ★★★★

**MIKE DITKA POWER FOOTBALL** **BALLISTIC £39.95**
Ballistic try to steal the American Football crown from *John Madden* and fail. While it's fun in two-player mode, it just doesn't compare. *John Madden* still has the edge with its ace gameplay, graphics and sound. ★★★★

**MONDU'S FIGHT PALACE** **(Import) £25**
Pathetic Kung Fu-cum-wrestling game. It looks all right, sounds awful and plays like a bag of pebbles. There are plenty of better fighters out there. ★★

**MOONWALKER** **SEGA £34.99**
Platform dance-'em-to-death (!) starring the famous Wacko Jacko. Ludicrous design is carried off by the gorgeous animation and toe-tapping tracks. More variety would have made it a classic. ★★★★

**MUSHA ALESTE** **(Import) £30**
Also known as *MUSHA*, this is a vertical scroller with standard power-ups and an easy mission for you to complete. Okay graphics but nothing great. ★★★

**MYSTIC DEFENDER** **SEGA £34.99**
Looking for all the world like *Spellcaster* on the Master System, this curious beat-'em-up is quite a good game once you get into it. The visuals are atmospheric and the gameplay is moderately appealing too. ★★★

**NEW ZEALAND STORY** **(Import) £35**
Some seem disturbed by the layout. Why? It's just as good as the coin-op and the gameplay is unharmed. Cute-'n'-cuddly platformer with oodles and oodles of playability. Awesome. ★★★★★

**ONSLAUGHT** **BALLISTIC £39.99**
Join Balthusar – wasn't he one of the three wise men? *(Er, no I don't think so – Andy)* – and his cronies in this thoroughly mindless blast-'em-up. Good parallax scrolling, but the graphics aren't very good and the battles almost identical. ★★

**OLYMPIC GOLD** **US GOLD £39.99**
Joystick bashing is back with this full-on sports sim for the '90s. Compete in seven olympic events and get whipped up into a fervour of Barcelona-related activities (okay, so it's all over now, but when has that ever stopped you?). Just don't expect it to last too long, thas 'all. Decent enough, but could've offered more. ★★★★

**OUT RUN** **SEGA £35**
Drive through five varied stages in this 3D racing game. The Mega Drive version of this classic (if dull) coin-op fails

■ *Olympic Gold* on the Mega Drive. Flashy presentation. Short on lastability though

## EXTRAS FOR THE MEGA DRIVE

**ACTION REPLAY CARTRIDGE** **DATEL ELECTRONICS** **£49.99**
Plug this straight into your Mega Drive, insert your favourite cartridge into the slot and yes! Infinite lives, energy and what have you with this handy device that lets you change some of the data inside a game. Beat everyone and they won't even know what hit them. ★★★★

**ACTION CHAIR** **SEGA £109.99**
Oh dear. Basically an oversized and overly expensive joystick which plugs into your Mega Drive. It simply doesn't work. Stinkin' awful. ★

**ARCADE POWER STICK** **SEGA £34.99**
Blimey, this is a well hard piece of kit and no mistake. It's built to last and all those Buttons are pretty damn fine, actually. The work too, which is a nice change. Shame the stick itself is a tad too spongy. ★★★★

**CARRY BAGS** **£19.95 (LARGE)**
**CONSOLE CONCEPTS** **£9.95 (SMALL)**
Are you always popping off down your mates' place with your Gear under one arm and a Sainsbury's shopper in the other? Want more cred? Want to be def? Want to be day-glo-colour-bomb man himself? Get yourself one of these handy li'l numbers. Pretty good really. ★★★★

**CARTRIDGE CADDY** **SEGA £4.99**
Basically a plastic tray designed to hold up to eight of your precious Mega Drive carts (including the boxes). Er, and it holds them sort of upright. That's it really. Neatness freaks will love it, but you couldn't call it spunky. ★★★★

**CARRY CASE** **I.S.M. £49.99**
A sturdy custom-designed plastic carry case for your Mega Drive and kit. This can hold your Mega Drive, Powerbase Converter, two joypads, up to five games and an AC Adapter. But look at the price-tag! At £20, I.S.M. must be stark raving bonkers. ★

**CONTROL PAD** **SEGA £14.99**
An excellent if basic joypad. No Rapid Fire gimmicky bits, just looks, responsive controls and a lifespan that would put a tortoise to shame. ★★★★

**EXPLORER** **A DAN LTD. £29.99**
Microswitched tabletop stick with two-speed turbo fire and a slow motion. Okay, It's not an oil painting, but it still performs well and there aren't revolting pink or green bits to make you sick. ★★★★

**QS AVIATOR** **QUICKSHOT £29.99**
This hairy great yoke-plane-joystick-flight thing is a bit Over The Top, but it's still an excellent stick for the likes of *F-22 Interceptor* and *Super Monaco G.P.* In fact, John swears by it for some titles, so there. ★★★

**GIZMO** **BEESHU £49.95**
This is what you might call a designer's worstest nightmare. It may be strong, but with too much stick travel, useless gimmicks and an extortionate price, it's a toad. And a toad with warts at that. ★★

**MEGA DRIVE JOYPAD** **HONEST £19.99**
Looks like the joypad, but comes with three extra Buttons (steady on now, girls, don't get too excited!). Feels a load cheaper, but don't be fooled. The turbo buttons really are an excellent addition to a brilliant design shape. ★★★★

**MEGA STAND** **KMA LTD (AROUND £60)**
The Mega Stand is KMA's answer to the hi-fi, video and TV stand (what was the question again...). Your Mega Drive sits on top and there's room for sticks, pads and up to 11 games in the "roomy interior."

(But what about the speakers? I suppose they think you can sellotape them to the sides, eh?) There are even cable tidies. Nice, but expensive for what it is (still, if you've got the money...). ★★★★

**POWERBASE CONVERTER** **SEGA £29.99**
Well, what can I say? For only 30 quid, you can redesign your Mega Drive and use all those classic (or not so classic) Master System carts. Two consoles for the price of one-and-a-bit can't be too bad really. If you haven't got one of these already then you have a problem (or perhaps you're broke?). No excuses – get one right away. ★★★★★

**POWARCADE ACTIVE CONSOLE** **£299.99**
An arcade cabinet with sticks and buttons. Plug in your Mega Drive, add a monitor and watch your mates fly into a jealous rage now you've got your own coin-op in yer living room. ★★★

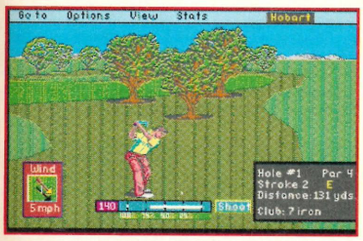
**QS 13 PYTHON STICK QUICKSHOT** **£12.99**
'Ere, this is a bit of all right, innit? Sturdy, good-looking stick with a brilliant turbo option. The absolute business for *Desert Strike* and carts of that ilk. And cheap at the price. Get one. ★★★★

**QUICK GUN TURBO** **JONG RICH £16.95**
Smart grey stick with nice clicky Buttons and a firm shaft. Feels rugged and it's responsive too. ★★★★

**SG FIGHTER** **QUICKJOY £14.95**
Posey beyond belief, this is a responsive but weak stick. Fire Button and Start are small and too close together (not good if you're shortsighted). Over the top. ★★★

to deliver half the fun of the Master System version, so get that instead and use the Converter. ★★★

**PAC-MANIA** **DOMARK £34.99**
A slick 3D interpretation of the oldie, complete with lemon and ghosts. Effective, but nothing new... ★★★




■ *PGA Tour Golf* on the Mega. The best golf game around. What more can I say?

**PAPERBOY** **DOMARK £34.99**
Deliver papers on a street that's more of an assault course than a quiet suburb. Avoid lawnmowers, reckless drivers, drunkards and so on. The original was okay, but come on, guys! Things have moved on since then. ★★★

**PGA TOUR GOLF** **E.A. £39.99**
Possibly the best golf game to appear on the Mega Drive. Good 3D views, loads of options and a multi-player mode too. Classic golfing play and a must for all golfers. Just don't wear the trousers... ★★★★★

**PHANTASY SOLDIER 3** **(Import) £35**
*Strider* but without the knobs on. The action is just as enthralling and the smooth visuals are very atmospheric – with even more detail. And with its fabulous cartoon sequences, this is another undoubted winner, so what are you reading this for? Play it! ★★★★★

**PHANTASY STAR 2** **SEGA £59.99**
Long-awaited sequel to the Master System role-playing game. With a massive quest set over different worlds and four characters to control, you should be thankful for the handy battery back-up! ★★★★★

**PHANTASY STAR 3** **SEGA £49.99**
Another in this great RPG series. Beautiful visuals, a whole gameworld to explore and a veritable mountain of quests, this has got to be the most engrossing RPG game ever! Well, until *PS 4* anyway... ★★★★★

**PHELIOS** **SEGA £34.99**
Colourful vertical scroller which looks like a Master System title – but that's no bad thing. There's some neat gameplay, but the level select option means no surprises after the first day. ★★★

**PIT-FIGHTER** **DOMARK £39.99**
Elements of wrestlin' and street-fightin' combine in this above average fighting game. There's plenty of action to be had, but it's more fun playing against a mate than playing on your own against the Mega... ★★★

**POPULOUS** **E.A. £39.99**
Play none other than God Himself in this novel strategy game. Destroy your enemy's people with natural disasters (earthquakes, floods and so on) and take control of the land. Incredible 3D visuals and curiously addictive gameplay. ★★★★★

**POWERBALL** **(Import) £35**
Violent future sport in this *Speedball* clone. Sleek graphics and fast-paced action (with loads of aggro, of course) make it one for those who can't get hold of the much preferred *Speedball 2*. ★★★★

**QUACKSHOT** **SEGA £39.99**
A nine-levelled running, shooting (and everything) arcade adventure with def graphics and Donald Duck. Old Mickey better watch his back! ★★★★★

**RAIDEN TRAD** **(Import) £40**
Detailed vertical scroller, with neat background touches and mean parallax scrolling. Trains, planes, and aliens do battle over earthy scenery. Hefty power-ups and decent coin-op action. ★★★★

**RAINBOW ISLANDS** **(Import) £38**
The sequel to *Bubble Bobble* has Bub and Bob back on the platform trail, this time throwing colourful rainbows instead of bubbles. This boasts all the very cutey features of the coin-op original, plus a second and harder game. Gorgeous! ★★★★★

**RAMBO 3** **SEGA £29.99**
Rambo infiltrates an enemy camp on a rescue mission. Overhead stroll-around-'n'-shoot views plus smart head-on boss stages. Good sound and explosive action. ★★★★
**RASTAN SAGA 2** **SEGA £30**
Sword swingin', rope climbin' barbarian action. The subtle MS game is replaced by coarse graphics, big characters, and overkill. For hack-'n'-slash fans only. ★★★

**THE REVENGE OF SHINOBI** **SEGA £34.99**
Arcade quality *Shinobi* sequel with stunning backdrops: parallax scrolling, colour fades and tons of special effects. Compelling martial arts action with some rad thumpin' soundtracks. ★★★★★

**RINGSIDE ANGEL** **(Import) £30**
Dubious or what? Scantily clad girlies grappling with each other in the wrestling ring in a game that lacks depth and quality. Apart from the titillating graphics, this is poor. ★★
**RINGS OF POWER** **E.A. £49.99**
A disappointing RPG with nice scenario and character development, but a dreadful control method. The graphics are jerky too. ★★

**ROAD RASH** **E.A. £39.99**
Terrific two-wheeler with brilliant 3D graphics and great animation (remount your bike and see!). Win races, earn cash and update your wheels. You can evensmack your opponents off their bikes. A stunner. ★★★★★

**ROLLING THUNDER 2** **(Import) £38**
One on grey import from the US and worth sniffing down if secret agents are your thing. Huge levels, excellently evil henchmen to waste and loads of weapons to find and use. You'll keep you coming back for more, but the game suffers in the animation department. ★★★★

**SAINT SWORD** **(Import) £35**
Multi-directionally scrolling hack-'n'-slice with eerie backdrops but naff animation. Explore seven levels and collect bolt-on limbs. Okay, I suppose. ★★★

■ *Shadow Dancer* on the Mega. Standard ninja game (funny old dog though, innit?)

**SHADOW BLASTERS** **(Import) £30**
Multi-character scrolling beat-'em-up in the *Mystic Defender* mould. Poor control, limp gameplay and very little excitement. ★★
**SHADOW DANCER** **SEGA £34.99**
This sequel to *Shinobi* is a one Ninja and his dog affair as the martial artist brings his pooch into the fray. Not as good as *The Revenge Of Shinobi*, but a pretty damn fine game anyway. ★★★★
**SHADOW OF THE BEAST** **E.A. £39.99**
A visually stunning game that puts other Mega Drive titles to shame. Sadly, that can't be said of the gameplay – there's just too much tedious wandering about involved. The action bits are good when you can find 'em. ★★★

**SHINING IN THE DARKNESS** **SEGA £44.99**
From the makers of *Dragonquest 3* and *4* comes this fabulous RPG adventure. Startling graphics, super-smooth animation and complex labyrinths to explore. A true classic. But crap if you hate RPGs. ★★★★★

**SHOVE IT! THE WAREHOUSE GAME** **(Import) £30**
Known as *Boxxle* or *Soko-Ban*, this block-sliding puzzle game doesn't boast special sound or graphics, but the gameplay is wonderfully addictive. A real thinkers' game (so that leaves us lot out of it). ★★★★
**THE SIMPSONS** **FLYING EDGE £39.99**
Bart versus the space mutants and all hell's breaking loose in Springfield. Not that you'll care, the sprites are too small and gameplay too dull to get you even remotely interested in this garish platformer. ★★★
**SKY SHARK** **(Import) £30**
Also known as *Fire Shark*, you pilot a bi-plane in this vertical scroller with all the usuals: bolt-on weaponry, power-ups and huge end-of-level guardians. Too easy in "easy" mode though. ★★★

**SONIC THE HEDGEHOG** **SEGA £34.99**
Totally rubbish old scroller. Dead slow, dead boring and about as addictive as having sex with Nora Battey on a wet Wednesday afternoon. Bleeurchh! ★★★★★

**SPACE HARRIER 2** **SEGA £34.99**
Suffers from coin-op-tis: good for a quick blast, but the pump doesn't last. Amazing to look at and listen to, but repetitive action swiftly kills the fun. ★★★
**SPACE INVADERS '90** **(Import) £30**
Classic *Invaders* brought up to date (nearly). Ancient but addictive gameplay gets an injection of variety with power-ups and colourful visuals. Very playable. ★★★★

**SPEEDBALL 2** **VIRGIN £39.99**
A future sports simulation with all the violence of the original – and loads more features! Great in two-player mode and "sporting" some great action sequences. Plenty of body-mangling fun to be had too. ★★★★★

**SPIDER-MAN** **FLYING EDGE £29.99**
Very addictive and tricky version of ol' Spidey. The animation is great and very cartoon-like – helped along by the tremendously moody soundtrack. This one's web-slingin'-tabulous, mate. ★★★★
**SPLATTERHOUSE 2** **NAMCO (Import) £38**
For a title whose main selling point is its over-the-top gory graphics, *Splatterhouse 2* is a major disappointment. The graphics aren't that gory anyway. ★★
**STAR CONTROL** **BALLISTIC £34.99**
A truly huge game squeezed onto a Mega Drive cart. Stunning presentation graphics disguise a simple strategy game with arcade elements. Great in two-player mode – not for Han Solos though. ★★★★
**STAR CRUISER** **(Import) £35**
An unplayable vertical space shooter because of the heavy Japanese "question and response" end-of-level sequence. Great if you like the first level (and can speak the odd bit of Japanese)... ★
**STARFLIGHT** **E.A. £39.99**
A curious blend of trading, shoot-'em-up and adventure. Plenty of quests and subquests, but the interesting parts of the game are too few and far between. ★★★
**STORMLORD** **(Import) £35**
Gorgeous fairies-'n'-goblins-style beat-'em-up which is difficult to categorise. The tricky gameplay involves puzzle solving, exploring and shooting. Great sound effects and piccies add that extra something. ★★★★
**STREET SMART** **(Import) £30**
A totally limp-wristed version of the famous *Fighting Street* coin-op. Standard slug-it-out fare with pretty poor animation, an awful control method, repetitive action and win-in-one-go difficulty. *(That good, eh? – Andy).* ★★

**STREETS OF RAGE** **SEGA £34.99**
*Double Dragon*-style street fighter with a range of 40 combat moves! Loads of enemies, frenzied activity and brilliant soundtracks. This sets new standards for urban guerrilla warfare. ★★★★
**STRIDER** **SEGA £44.99**
A huge and multi-directionally scrolling hack-'em-up with beautiful scenic graphics and totally bostin' sonics. Brilliant gameplay too! ★★★★★

**SUPER AIRWOLF** **(Import) £35**
Neat mix of vertical scroller, *Alien Syndrome* and a stroll-'n'-shoot-'em-up. Thumping soundtrack and very nice visuals with earthy detail and fine parallax effects. ★★★★

**SUPER HANG ON** **SEGA £34.99**
Get on your bike and go for it in this brilliant biking coin-op conversion. Terrific sensation of speed and movement, with some good graphics and smooth 3D update. Thrilling to play and lasts absolutely ages – what more can you ask for? ★★★★★

**SUPER HYDLIDE** **SEGA £30**
*Phantasy Star*-style fantasy adventure sporting drab visuals and weak plot. However, the depth and length of quest make up the deficit. For RPG fans only. ★★★
**SUPER LEAGUE BASEBALL** **SEGA £34.99**
As a 16-bit rendition of American Baseball, this is decent enough, it's just that it doesn't hold much interest for UK players. Go for *Hard Ball* instead. ★★★

**SUPER MONACO G.P.** **SEGA £34.99**
Conversion of the coin-op which only sacrifices visuals. There are options to improve your car, controls and play modes though. Sound is a tad disappointing, but play is fast and gripping. ★★★★★
**SUPER MONACO G.P. 2** **SEGA £34.99**
Bigger and badder sequel to the original game, this time with the golden touch of Ayrton Senna himself. Beautiful intro screens, more varied circuits and loads of trackside scenery make it much better than the first game. Groovy! ★★★★★

**SUPER OFF ROAD** **ACCOLADE £29.99**
Decent enough coin-op conversion let down by tiny graphics and lack of control options. Gameplay and graphics are good though, as is the two-player version. ★★★
**SUPER REAL BASKETBALL** **SEGA £34.99**
Boasting detailed close-ups of the action, realistic court views and decent sound, this is an okay sport sim. Much better in the two-player mode though. ★★★
**SUPER REAL VOLLEYBALL** **(Import) £37**
Surprising choice of 2D graphics plus lame animation make the game look flat. Dull gameplay makes it even flatter (who likes volleyball anyway?). ★★
**SUPER THUNDERBLADE** **SEGA £34.99**
A spruced-up version, but not very super. The 3D is too ambitious and the scrolling scenes too average to make you want to pant with excitement. ★
**SWORD OF SODAN** **E.A. £39.99**
This is a direct (and admittedly not very good) Amiga port-over. Technically ambitious hack 'em up with amazing stills but dead ropey animation. Weak gameplay grows all too rapidly too. Spend your 40 squid on something less boring instead. ★★
**SWORD OF VERMILLION** **SEGA £49.99**
Role-players take heed because this is one of the better RPGs you can get for the Mega Drive. Typical arcade adventuring with scrolly maps, boss sequences and menu screens. But beware the price tag! As with other RPGs, it's not on the cheap side... ★★★★

**TAZ MANIA** **SEGA £39.99**
Totally convincing cartoon action with Taz, the insatiable Devil from Down-under (Australians will hate me for saying that). Looks good, sounds great, superlative animation, all spoiled by lack of any depth in the gameplay. Still, a fly title. ★★★★
**TECHNOCOP** **(Import) £30**
Interesting mix of racing and almost *Impossible Mission*-style shooting and searching action. Very violent but lacking the gameplay extra which made *Impossible Mission* such a classic. ★★★

■ *Technocop* on the Mega has some good ideas, but there's still something lacking...

## EXTRAS FOR THE MASTER SYSTEM

**STARCURSOR MICROLEISURE** **(AROUND £25)**
A sturdy Scottish joystick (hoots, mon), but you can't redefine the Fire Buttons which is a major bummer. ★★★★

**STING-RAY** **LOGIC 3 £13.99**
This is a well vile and vaguely gun–shaped joystick with awkward Buttons, a very poor trigger and an unbelievably inaccurate stick – after all that, sounds good enough to eat, doesn't it? ★

**STRIKER** **BEESHU £19.95**
Buttons are garish, with little feedback and the joypad is vile – it's too easy to accidentally select the diagonals (a total nightmare when it comes to games that require a smattering of precision). It also has a useless headphone extension socket. I mean, really... ★★

**THUNDERSTICK** **KRAFT £39.99**
Aargh! The stick travels about three inches in every single direction. Makes you look like you're doing the hokey-cokey and is hideously unresponsive. ★

**ZY-FI SPEAKERS EVESHAM MICROS £39.99**
Output your Mega Drive's high-quality stereo sound straight into these babies and enjoy the music!
Just up-graded for maximum noise, they're better than 99% of telly speakers (honest). The output is crisp and the basslines slamming (for a console). They work great with your Walkman too. ★★★★

**THE BUG** **CHEETAH £14.99**
Shaped like an oversized beetle with two Fire Buttons for "eyes," this novel micro-switched joystick for the fab Master System is suitable for both left and right-handers. Styled on sumfin' rude though. ★★★★

**CAMERICA FREEDOM STICK £39.99**
A very large tabletop, infrared jobby. A bit unresponsive though. The stiff joystick is tiring on the hands and the weedy base will probably collapse after a heavy petting session (eh?). ★★

**CONTROL STICK** **SEGA £14.95**
There's nowt much wrong with this little beauty apart from its grim business-like looks. Still, in a world of over-funked designs and overly gawdy colour schemes this could be construed as a breath of fresh air. This is a strong and responsive stick. Go for it! ★★★★

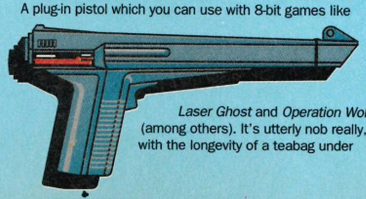
**CHEETAH 125+** **CHEETAH £9.99**
Nice Fire Buttons and auto-fire switch, but the whole thing just feels cheap, tacky and built to bust. They should take notes from Quickshot. ★

**QUICKSHOT DELUXE DIGITAL** **QUICKSHOT £9.99**
A tough, good-looking stick, but a few Buttons on the base would have been a real boon – especially when you get tired. But then, if you get tired playing games, I'd hate to think what your girlfriend or boyfriend might say. ★★★★

**INTRUDER (QUICKSHOT)** **£24.99**
This thing is straight out of a *Huey* chopper, with turbo controls and flip-up trigger guards. Some use with *After Burner* and carts of that sort, but just too big for games needing any fine control. Nice idea though. ★★★

**FREEDOM CONNECTION SPECTRAVIDEO** **£19.99**
Not a joystick as such but a device that transforms your joystick into a totally wicked infrared "remote" controller. Now you needn't be tied down by the length of your leads ever again. Think about it. ★★★★

**LIGHT PHASER** **SEGA £29.99**
A plug-in pistol which you can use with 8-bit games like



*Laser Ghost* and *Operation Wolf* (among others). It's utterly nob really, with the longevity of a teabag under high pressure. Young 'uns could find it fun though. ★★

**POWERPLAY CRYSTAL POWERPLAY** **£12.99**
Awkward Fire Buttons make good gaming with this stick virtually impossible (as in *totally* impossible) – and its strength could be a problem too. ★

**QUICKSHOT GAME CONTROLLER** **QUICKSHOT £8.99**

Weird-looking gadget that looks like the handlebars on a bike. It's a useful shape though and can withstand a pretty intense bout of gameplaying. The novel design also means you can snap it in two if you get really hot under the collar – a very thoughtful design feature. Thanks, Quickshot! (Of course, we at *Sega Power* take no responsibility for folk who go around mercilessly destroying other people's sticks...) ★★★★★

**RAPID FIRE UNIT** **SEGA £5.99**
A handy unit that you can plug directly into your joystick. So what does it do? Well, it gives both Fire Buttons the

**TERMINATOR** **VIRGIN £34.99**
Arnie's debut on the Mega Drive is not all it could have been really. Stunning graphics and excellent gameplay are negated by the four short levels. And it could've been such a classic too. Ne'er mind. It's still fun. ★★★★

**TEST DRIVE 2: THE DUEL** **BALLISTIC £34.99**
Live out your fantasies (no, not *those* fantasies...) by driving a Ferrari F40, a Porsche or a Lamborghini in this thrilling 3D driving game. No two-player option, but the graphics are okay and the game is challenging. ★★★★

**TETRIS** **(Import) £30**
No introduction needed really! The Russian falling block puzzle game fares well on the Mega Drive and is colourful and smooth. The two-player options just slap icing on this delicious cake. ★★★★★

**THUNDERFORCE 2** **TECHNOSOFT £34.99**
Alternate eight-way and horizontally-scrolling blaster with tons of power-ups. Shocking parallax and stonking sounds and enemies. Useful level select reduces the lasting interest though. ★★★★

**THUNDERFORCE 3** **TECHNOSOFT £30**
Show-offy horizontal scroller with huge enemies and stunning visual trickery. It really shows what the MD can do. Damn good blast, but it won't last forever. ★★★★

**TIGER HELI** **(Import) £35**
Vertically-scrolling coin-op conversion, with loadsa choppers, planes and tanks. Good visuals and that indefinable something which makes it more enjoyable than its relatives. Try it out. ★★★★

**TOEJAM AND EARL** **SEGA £39.99**
Help the two slammin' aliens rebuild their spaceship so they can escape from the most funked out planet in the galaxy – Earth! It's the crazy two-player action that lifts this game up into the stratosphere. ★★★★★

**TOKI** **SEGA £34.99**
Go ape-spit (shome mishtake shurely) with this decent enough platformer from Sega. It's quite nice to look at, but nothing truly ball crunching and why is there no password system? ★★★

**TORA! TORA!** **(Import) £35**
*Flying Shark* play-a-like, with all the trimmings (plus a great sweep laser!). Vertical scroll your way through all ten levels in a few goes. One for beginners maybe. ★★★

**TURBO OUT RUN** **SEGA £34.99**
A truly nob 3D driving game with boring gameplay, little challenge and no two-player option. Driving games can be fun. This one isn't. ★

**TRAMPOLINE TERROR!** **(Import) £30**
*Bombuzal*-style overhead scrolly puzzler. Bounce on tiles, set bombs, teleport – nice and cartoony for younger players and tough enough for dedicated gamers too. It's a good idea to try before you buy though. ★★★

**TROUBLE SHOOTER** **(Import) £29.99**
One of the slickest shoot-'em-ups we've yet seen, starring the two luscious babes Crystal and Madison. Four different super weapons – and the terrible "Ha, ha" monster is in there too. Great graphic and sonic effects. ★★★★

**TRUXTON** **SEGA £34.99**
Bright, bold and brassy vertical shoot-'em-up. Wild weaponry with aurals to match. A tad too easy to complete but good to relieve the tension between bouts of serious fighting. Called *Tatsujin* in the Orient. ★★★★

**TWIN COBRA** **(Import) £30**
Fly a chopper in this vertical scroller. Modern day action with warplanes, ack-ack, warships and so on. Sluggish controls, standard backdrops but impressive smart bombs mark this one out from the crowd. ★★★

**TWIN HAWK** **SEGA £34.99**
The only original thing in this vertical scroller is that you can pilot a squadron of planes at the same time. Everything else – power-ups and so on – you'll have seen loads of times before. ★★★

**ULTIMATE TIGER** **(Import) £37**
Swap spaceship for helicopter and aliens for aircraft in this vertical scroller and you'll know with your eyes shut what to expect. Playability isn't up to much and the sound does little to persuade. Oblivion, here it comes... ★★★

**VALIS 3** **(Import) £30**
Swords and sorcery scroller with excellent visuals, some smart intermission screens and astounding music and sound effects. Characters join you as you go along and help out when things get dodgy. This is one hell of a quality slash-'em-up. ★★★★

**VERYTEX** **(Import) £35**
Visually impressive scrolling shoot-'em-up with massive end-of-level guardians and unusual parallax scrolling. There's little else to do but survive once you've powered yourself up. Above average. ★★★★

**VOLFIED** **(Import) £25**
Version of *Qix* with stylised backdrops and tweaked gameplay. Gradually close off 80% of the screen to reveal the next level. Slick and very playable but not for everyone – especially if you prefer a totally insane blast-'em-up to this kind of cerebral action. ★★★★

**WARDNER** **(Import) £35**
A ho-hum *Alex Kidd* like platformer which has some very nice tunes but no real spark of originality in either the graphics or the gameplay. ★★★

■ *Wardner* on the Mega Drive. One of the better Jap cutey titles. Still yawn-inducing

**WARDNER SPECIAL** **(Import) £35**
Mega platform shoot-'em-up conversion, with plenty of extra levels and features to liven things up. Coin-op quality graphics and some good tunes, but beware of the numerous continues working against longevity. ★★★★

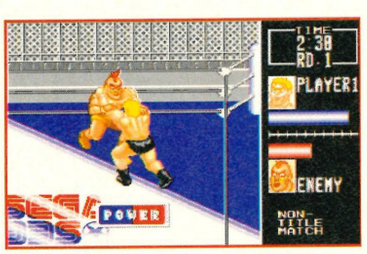
**WARRIOR OF ROME** **(Import) £40**
Repulse pirates and storm Cleopatra's Palace in this wargame set in ancient Rome (whenever is Rome not ancient?). Sadly, there are only four scenarios, the graphics are crap and the control system is poor. ★★★

**WHERE IN TIME IS CARMEN SANDIEGO?** **E.A. £49.99**
Expensive (you get a New American Desk Encyclopaedia for your dosh too), but this is a novel concept – the first of E.A.'s "Edutainment" series. Chase after the head honcho of the title by gathering clues and nabbing elements of her V.I.L.E. henchmen. Learn as you play – maybe... ★★★

**WHIPRUSH** **(Import) £15**
Shoot-'em-up which scrolls in a variety of directions – often changing its mind mid-level. Collectable weaponry, tough nasties and long levels. Nice, but not the best... ★★★★

**WONDERBOY 3 MONSTER LAIR** **SEGA £34.99**
*Wonderboy,* of Master System fame, dips to an all-time low in this scrolling collect-'em-up. Gamestyle is very 8-bit – you'd be better off with the MS version of *Wonderboy 3* and the Converter. ★★

**WORLD CLASS LEADERBOARD** **US GOLD £37.99**
One second your opponent's Nick Faldo, the next he's Stevie Wonder in this (to put it mildly...) slightly erratic, but nonetheless quite splendid, golfing sim. Better played against a friend, because against the console it's just far too frustrating. ★★★★




■ *Wrestle War* on the Mega. It looks and plays well – shame it's such a crap "sport!"

**WORLD CUP ITALIA '90** **VIRGIN £29.99**
Coming from Virgin, who have plenty of coding experience, this soccer game is, to put it mildly, very poor. Tired old gameplay and average graphics make this a soccer fan game only. Go for *Super Kick Off* instead if you're looking for a quality sim. ★★

**WRESTLE WAR** **SEGA £34.99**
With loads of moves, some nicely detailed characters and lots of dynamic animation, *Wrestle War* is the best of its type and recommended to fans of the, er, sport. Other people should steer well clear ★★★

**XENON 2** **VIRGIN £34.99**
Sequel to the very successful *Xenon,* a vertically-scrolling shoot-'em-up in the classic tradition. Not as good as the Master System version and the gameplay has some serious flaws... ★★★

**XDR** **(Import) £35**
*X-Dazedly-Ray* believe it or not. Horizontal scroller with gaudy backdrops and insipid blasting. Simple gamestyle with dodgy collision detection and nothing new. ★★

**ZANY GOLF** **E.A. £39.99**
Crazy golf? Well, it's a good idea all right, but while it plays quite nicely, there's just not enough depth or courses to make it worth the money. ★★

**ZERO WING** **SEGA £39.95**
Toaplan provide their most polished horizontal blaster to date with *Zero Wing.* Tight scenics and lovely sprites make it a visual treat and the sonics are great too. Not a *Hellfire* beater, but close! ★★★★★

**ZOOM** **£29.99**
Quite simply a spiced up version of the ancient *Painter* coin-op. Fiddly controls and mediocre gameplay guarantee this one stays on the shelves. ★★

**1943** **(Import) £20**
Known as *Dai Senpu,* this is the latest in the *1940* line of vertical, side-sliding shoot-'em-ups. Nicely detailed graphics with plenty of planes and ships to destroy, but still nothing special. ★★★

**ACE OF ACES** **SEGA £32.99**
Load of trash that falls short between a simulation and an arcade. Ghastly graphics and crap gameplay make this nastier than Kelly Le Brock's taste in aftershave. ★

**ACTION FIGHTER** **SEGA £12.99**
There are loads of excellent vertical scrollers, and this isn't one of them. Put it near the bottom of the list for its dull graphics and duller gameplay. ★★

**AERIAL ASSAULT** **SEGA £29.99**
*P-47* rip-off which has you flying a sortie against an enemy airforce. You know the score: attack waves, power-up pods, end-of-level mothers – it's all here. Unoriginal but good looking. ★★★★

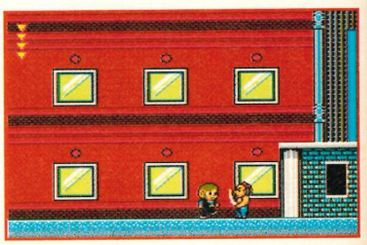
**AFTER BURNER** **SEGA £29.99**
An okay conversion of a rather dull coin-op. Surprisingly good to look at, with speedy visuals and plenty of movement. It just goes on a bit, that's all. ★★

**ALEX KIDD IN HIGH-TECH WORLD** **SEGA £29.99**
This three-stage arcade adventure has some nice features but it's slow and far too easy. Recommended for youngsters only. ★★

**ALEX KIDD AND THE LOST STARS** **SEGA £29.99**
Worst of the series because of its tame platform action. Might keep your youngest cousin happy for a wet Monday afternoon – perhaps. ★★

**ALEX KIDD IN MIRACLE WORLD** **SEGA £24.99**
Alex's first outing is now the standard built-in Master System game – and it's not a bad one to start off with either. Colourful arcade adventuring with tough puzzles and loads of variety. ★★★★

**ALEX KIDD IN SHINOBI WORLD** **SEGA £29.99**
Novel twist to the *Alex Kidd* line-up – it's really a very slick, *Shinobi* meets *Super Mario Bros.* Possibly too easy to complete but you get plenty of laughs along the way – and in games that's a blessing. ★★★★



■ *Alex Kidd In Shinobi World* on the Master. One of his better adventures...

**ALF** **SEGA £30**
I actually quite like the character on telly (okay, okay, only sometimes), but this? This is pure, undiluted swill. And 30 quid?? Do me a favour... ★

**ALIEN 3** **FLYING EDGE £34.99**
An okay version of the Mega Drive game, but still lacking in the graphic and sound departments. It's also a lot easier than its 16-bit rival. ★★★

**ALIEN STORM** **SEGA £29.99**
Meet great gobs of slime and hideously deformed mutants in this mix of horizontally-scrolling shoot-'em-up and 3D target practice. Okay, but no long-lasting challenge. ★★★

**ALIEN SYNDROME** **SEGA £29.99**
Even without the graphic frills and the two-player mode, this title is still a classic coin-op conversion – and it's on the Master System too. Tough, but easily throws down the gauntlet to die-hard blasting fans. ★★★★

**ALTERED BEAST** **SEGA £29.99**
Sega's coin-op goes 8-bit and suffers horribly. Four levels of monstrous beat-'em-up with jerky scrolling, unresponsive controls, messy visuals and tired old gameplay. ★★

**AMERICAN BASEBALL** **SEGA £29.99**
Competent translation of America's favourite sport with standard behind-the-player and overhead views – plus neat zoom-ins on close calls. Two-player head-to-head is the preferred play option. ★★★

**AMERICAN PRO FOOTBALL** **SEGA £29.99**
Here's one for all you grid-iron fans out there. Nice mix of tactics and hands-on action, and the ever popular two-player mode really delivers. Shame about the scratchy sampled play calls though. ★★★★

**ARCADE SMASH HITS** **VIRGIN £TBA**
Good grief! Another quantum leap backwards for ideas, this time from Virgin. 3 games – *Missile Command, Space Invaders* and *Centipede* – on one cart offer good Value For Money, but I doubt they'll last you that long. Arcade freaks'll love it though. ★★★

**ASSAULT CITY** **SEGA £29.99**
Horizontally-scrolling shoot-'em-up in the style of *Operation Wolf.* Two versions: one with the Light Phaser, one without. Guide the cursor and waste those robots. It's nice and colourful, but the graphics are flat and the bosses far too easy. ★★★

**ASTERIX** **SEGA £29.99**
As Asterix and Obelix, you must negotiate Romans and other perils to rescue druid Getafix from the enemy. A platform adventure with truly awesome graphics and great Gallic gameplay. ★★★★★

**ASTRO WARRIOR/PIT POT COMBO CARTRIDGE** **SEGA £29.99**
Neat little dual game cart with vertically-scrolling shoot-



kind of firepower that would put even an Uzi 9mm to shame. Of course, if you've already got a turbo option on your joystick then it's not necessary, but a great piece of kit nonetheless and it's dead cheap too. ★★★★★

**SEGA CONTROL PAD** **SEGA £6.95**

A durable but piggin' ugly stick with a wobbly joypad and good Fire Buttons. A fine meat-'n'-potatoes stick but with absolutely no street credibility whatsoever. If you can live with the deficiencies, not too bad really. ★★

**SEGA HANDLE CONTROLLER** **SEGA £39.99**
Basically this joystick mimics an aircraft yoke. Sadly, it looks tacky and feels weak. ★★★

**SG COMMANDER** **SEGA £9.95**
Much much better than the Control Pad. It's good to see the Rapid Fire switches too, but how long they'll last is another matter – gaming can be violent, after all. Overall, brilliant value for money and quite cool. ★★★★

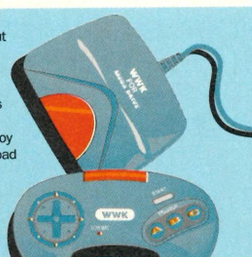
**SPEEDKING KONIX £12.99**
A strong and very responsive stick. But the weird design may not be everyone's cup of tea. Hang on, this all sounds very familiar. Maybe all you lot have an appetite for weird things. I mean, *The Bug, The Intruder, Andy Smith* – where does it all end? ★★★

**ULTIMATE SUPERSTICK** **BEESHU £25.99**
Caters for left and right-handers, has okay dial-a-speed and auto-fire facilities. It feels horribly weak though and looks a sight. Not responsive either. ★★

**ZOOMER** **BEESHU £39.95**
Another "yoke" stick. Sorry, this one's an unresponsive pile of plastic poo. ★

## FOR BOTH MACHINES...

**INFRARED JOYPADS** **SEGA £34.99**
Plug this infrared receiver into your Mega Drive and you can use the joypads at a distance of up to four metres from the receiver, but unless you've got a massive television set, you might as well play your games on a stamp seen through a reversed toy telescope. Each joypad requires four HP 16 batteries. ★★★★



**CARTRIDGE SOFT PAK SEGA £7.99**
For the discerning gameplayer about town comes this acme of fashion accessories. The Cartridge Soft Pak is made of a tasteful blue and black material and has a sturdy velcro strip to hold your cartridges in place. It's all right really. ★★★★

**3D GOGGLES** **SEGA £49.99**
Plug-in goggles to give you that extra poise at parties. The effect isn't brilliant but they're quite a novel add-on. Just don't be seen in public. Ray-Bans they ain't. ★★★

## GAME GEAR STUFF

**AC ADAPTER** **SEGA £9.99**
These don't come with the Game Gear, and since batteries last about as long as a British summer, you'd be well advised to get one.

**BATTERY PACK** **SEGA £29.99**
Say goodbye to battery blues with this very nifty rechargeable Battery Pack. You need the AC or Car Adapter to charge it up, but once powered, it can provide you with a full day's worth of solid gameplaying – er, and that's quite a bit. ★

**CAR ADAPTER** **SEGA £17.99**
One end of this 1.5m long lead plugs into the Game Gear, the other into a car's lighter socket. It's great if you're on a long journey in the old motor – and saves on the cost of your normal batteries too (always a problem with the Gear, we know). ★★★★

'em-up and platform puzzler. *Pit Pot* is nothing to shout about, but *Astro Warrior* is still one of the better blasters on the Master System. ★★★

**AZTEC ADVENTURE** **SEGA £12.99**
A strange little stroll-around-and-shoot-'em-up with Latin American overtones. Not terribly exciting but if you're looking for a lasting challenge, this bargain arcade adventure could fit the bill. ★★★

**BANK PANIC** **SEGA £17.99**
Wild West antics as you try to defeat crowds of gun-toting baddies. Watch the doors and windows, but make sure you don't hit the good guys! Nice quick-draw gameplay with bright and jolly visuals. ★★★

■ *Basketball Nightmare* on the Master. Er, interesting idea. Bad sprite clash though

**BASKETBALL NIGHTMARE** **SEGA £29.99**
Well, it's basketball played by monsters, of course. What else did you think it was about? Good close-ups of shots and very enjoyable in two-player mode. Nightmare league is too easy for solo players though. ★★★

**BATTLE OUT RUN** **SEGA £29.99**
Goes up against Taito's *Chase H.Q.* and wins by a bumper. (Very) fast road racing with some demolition derbying thrown in for good measure. Adrenalin glands at the ready, folks, this is it! ★★★★

**BACK TO THE FUTURE 2** **IMAGE WORKS £29.99**
Oh please, this really isn't worth wasting space, time and energy on. Suffice to say, it's even worse than the sequel, which is, obviously... ★

**BACK TO THE FUTURE 3** **IMAGE WORKS £29.99**
...Pretty junk in itself. In fact, I would rather watch "Lawnmower Man" 20 times on the toilet than play any one of these games for too long. And that's about as damning as you can get, I think. ★

**BLADE EAGLE 3D** **SEGA £19.99**
Vertically-scrolling shoot-'em-up viewed from "overhead." You have to guide your ship "into" and "out of" the screen to target baddies. This is the only innovative feature in the whole game. ★★★

**BOMBER RAID** **SEGA £29.99**
Another vertically-scrolling Fire Button frenzy, with planes, tanks and guns. Nice range of power-ups, heavy-duty zapping, but suffers from being a tad too easy. ★★★

**BUBBLE BOBBLE** **SEGA £29.99**
Blow bubbles, trap monsters, burst 'em and then gather up all those bonuses as you try to rescue your girlies, Betty and Patty, from an evil witch. A very hectic but enjoyable conversion of the arcade hit with a fun simultaneous two-player mode. ★★★★

**CALIFORNIA GAMES** **SEGA £29.99**
The first and still the best *Games* game of the series, featuring all the usual beach-bum pastimes: skateboard, roller skate, foot bag, surfing, frisbee and BMX riding. All events are beautifully portrayed, especially the stunning surf-up! ★★★★★

**CAPTAIN SILVER** **SEGA £29.99**
Scrolling piratey beat-'em-up which looks like a pile of old grog at first glance, but can be surprisingly addictive. A tad ho-hum but fine if you can pick it up on the cheap. ★★

**CASINO GAMES** **SEGA £29.99**
A selection of wheelin' and dealin' in Las Vegas has you playing Blackjack, pinball, poker and one-armed bandits (eh?) in the quest for more money. Decent enough but very uninspired. ★★★

**CASTLE OF ILLUSION** **SEGA £29.99**
Mickey is well animated, the backdrops are stunning and the gameplay brilliant – this game works beautifully on the 8-bit. There's a mammoth task ahead too, so get on it – now! ★★★★★

**CHAMPIONS OF EUROPE** **TECMAGIK £29.99**
In "steaming piles of poo" terms, this footy game is somewhere at the top... ★

**CHOPLIFTER** **SEGA £24.99**
Pilot your sophisticated chopper into enemy territory, rescue your chums and high-tail it home in this cult game. Superb horizontal scrolling with some lovely parallax, great controls and fabulous detail. ★★★★

**CHUCK ROCK** **VIRGIN £29.99**
S'not as exciting as other platformers of this ilk. Too much progress relies on learning from your mistakes instead of forward planning. And Chuck seems to have lost some weight in this version. It's good, but not *that* good. ★★★

**CLOUD MASTER** **SEGA £24.99**
Known as *Chuka Taisen* in Japan, this oriental horizontal scroller replaces spaceships with kids on clouds and aliens with wizards, monkeys and pigs (er, yes...). Cute but still as tough as nails. ★★★

**COLUMNS** **SEGA £24.99**
Nintendo practically own *Tetris*, so Sega got their own back and came up with *Columns* instead. Similar gameplay, but success is a bit too random. The simultaneous two-player option is superb though. ★★★★

**CYBER SHINOBI** **SEGA £29.99**
*Shinobi 2*, more or less, but not a patch on the first game. Unwieldy controls, poor collision detection, jerky scrolling, drab graphics and unlimited continues mar the challenge. You'd be better off with the original! ★★

**CYBORG HUNTER** **SEGA £24.99**
Unusual horizontally-scrolling mazy beat-'em-up. Ride on lifts, patrol the corridors, duff up some aliens and collect the goodies. Neat, but repetitive. ★★★

**DANAN THE JUNGLE FIGHTER** **SEGA £29.99**
Take *Rastan*, throw in some Dr Dolittle and you might get this detailed but unvarying scrolling beat-'em-up. Your hero swaps smart bombs for smart animals when the action gets a little hairy (groan!). ★★★

**DEAD ANGLE** **SEGA £29.99**
*Operation Wolf* meets the mafia in this scrolling Light Phaser coin-op conversion. Six levels of smart '20s-style backdrops plus a high body count make this one worth oiling your trigger finger for. ★★★

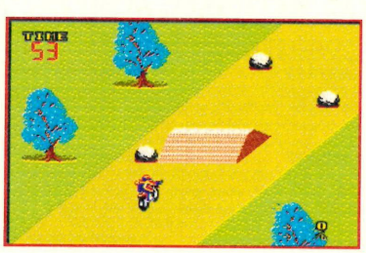
**DOUBLE DRAGON** **SEGA £29.99**
The famous Lee brothers come to the Sega in this two-player scrolling beat-'em-up. Simple gameplay, horribly flickery (especially in two-player mode) and scenically unimpressive. ★★★

**DYNAMITE DUKE** **SEGA £29.99**
A mindless *Operation Wolf*-style shooter. There's an end-of-level punch-out between Duke and baddie for a change, but it all sounds a tad familiar. ★★★

**DYNAMITE DUX** **SEGA £29.99**
As close to the coin-op as you're ever gonna get. Guide your cutesy duck through six big levels of danger while lobbing bombs and dousing fire demons. For all its good points though, it's still far too easy! ★★★

**ENDURO RACER** **SEGA £9.99**
Definitely not the coin-op, this one. For a start, the course scrolls diagonally as you steer your bike across a tortuous dirt track, there are five different courses (played twice), and you can finish it in a week. ★★

**E.S.W.A.T.** **SEGA £29.99**
Poorly animated and with dead pathetic graphics, this multi-level platformer really has nothing to offer anyone over the age of seven. There's a good few hours play in it, but that's all. ★★




■ *Enduro Racer* on the Master. Starting to show its age. In other words, it's total poo

**FANTASY ZONE** **SEGA £12.99**
Simply the best *Defender*-style horizontal scroller on the Master System to date. Bright, colourful, tense and very unusual, with great end-of-level guardians and valuable power-up shops. At the price, this is simply great value for money. ★★★★★

**FANTASY ZONE 2** **SEGA £24.99**
Similar to the original *Fantasy Zone* but beefed up with loads of zippier aliens, meatier weaponry and tougher end-of-level bosses. Just as tight, just as energetic and just as playable as the original. What the hell, get 'em both and have a good time. ★★★★★

**FANTASY ZONE 3 THE MAZE** **SEGA £24.99**
*Pac Man* meets *Fantasy Zone* in this peculiar labyrinthine shoot-'em-up. There are few games like it on the Master System so it may appeal to fans of the genre. Blasting addicts should steer well clear though. ★★★

**FIRE AND FORGET 2** **SEGA £29.99**
Copied from the tedious computer versions, this is easily the best of the bunch. It's a speedy drive-'n'-fly with plenty of vehicles to blast and icons to collect. Flash – and plays well too. ★★★★

**FORGOTTEN WORLDS** **SEGA £34.99**
Stunning shoot-'em-up conversion totally ruined by the lack of a two-player option and a mission that's too easy. Suitable for newcomers to video gaming, perhaps, but otherwise steer well clear... ★★★

**GAIN GROUND** **SEGA £29.99**
Innovative combat game set over a series of static screens. Choose a team member and clear each area (from the bottom to the top). Interesting strategy element but average visuals. ★★★

■ *Gain Ground* on the Master System. Not too bad, not earth-shattering either

**GALAXY FORCE** **SEGA £29.99**
Stunning 3D shoot-'em-up with some amazing visual effects. It's not the coin-op machine by any means, but it's still a damn fine attempt nonetheless. ★★★★

**GANGSTER TOWN** **SEGA £24.99**
Two-player Light Phaser title where you're combating '20s hoodlums. Each level depicts a different scene (like a 3D car chase) and you have to maintain a high hit ratio/score to progress. Standard Phaser fare. ★★★

**GAUNTLET** **SEGA £29.99**
Almost perfect conversion of the golden oldie coin-op. This two-player mazy monster masher boasts a smooth eight-way scroll and beautiful visuals. Bit samey after a while, but still one hell of a beautiful game! ★★★★

**GHOSTBUSTERS** **SEGA £29.99**
Pot-pourri of driving, trapping, climbing, and shooting make *Ghostbusters* not half bad. Activision's prehistoric title could do with tarting up a bit though – especially the cringeworthy soundtrack! ★★★★

**GHOST HOUSE** **SEGA £17.99**
Spooky little platform romp with ghosts, ghouls and a big Dracula baddie to deal with. The ladder climbing, shooting and punching gets a bit dull after a while, but this is still a playable game – and cheap too! Previously available on card as well (and that really tells you its age!). ★★★

**GHOULS 'N' GHOSTS** **SEGA £29.99**
Medieval hack-'n'-slash boasts dragons and demons, with a long and varied quest. Easier than it should be but a terrific game nonetheless. ★★★★

**G-LOC** **SEGA £29.99**
This is a poor man's *After Burner*, but with a few more extra features to liven up the dull gameplay. A bit unfair to expect the Master System to cope with the superfast graphics really. Only average. ★★★

**GLOBAL DEFENCE** **SEGA £12.99**
Take the Strategic Defence Initiative with this version of Sega's slottie. A sort of *Operation Wolf* meets *Missile Command* with some very pretty graphics thrown into the odd mixture. Different, so worth a look. ★★★★

**GOLDEN AXE** **SEGA £29.99**
Technically impressive version of the Sega game. Two-player option is missing and it's a bit easy but the enjoyable hack-'n'-slay action remains intact. ★★★★

**GOLDEN AXE WARRIOR** **SEGA £32.99**
An arcade adventure based on the *Golden Axe* characters. Akin to *Golvellius*, this is a flick-screen quest for magic and monsters. Pretty, but too tame for true RPGers. ★★

**GOLFAMANIA** **SEGA £32.99**
Tidy golf sim which features overhead rather than 3D views of the course. Fast and unfussy too. The soundtrack is appalling though so get yer Walkman out. ★★★★

**GOLVELLIUS** **SEGA £29.99**
There's a fair amount of fumpin' and frettin' in this arcade role-playing game. A good intro to the world of fantasy adventure (if you don't know your way around RPG's yet) which tests your powers of reason and reaction. ★★★★

**GREAT BASEBALL** **SEGA £24.99**
This baseball simulation has been superseded by *American Baseball*, but there's little to choose between the two. This one lacks the graphical frills of its rival, but it's a fiver cheaper. ★★★

**GREAT BASKETBALL** **SEGA £24.99**
Old sport sim with titchy sprites and overly colourful pitch graphics. Pass, shoot, tackle and that's yer lot. Fine for the odd head-to-head battle, but don't depend on it for any big-time thrills. ★★

**GREAT FOOTBALL** **SEGA £24.99**
No, this isn't soccer from old Blighty – this is American Football. Tough competition from *American Pro Football*, and this is left wanting: few tactical plays, heavy sprite glitch and a poor one-player mode. ★★★

**GREAT GOLF** **SEGA £24.99**
*Leaderboard*-style 3D golf simulation with the emphasis on simplicity rather than golfing realism. Neat scenes but animation and ball movement are rubbish. It's a little bit on the tough side too. ★★★

**GREAT ICE HOCKEY** **SEGA Deleted**
Wonderfully whizzy ice hockey sim which uses the now-defunct Sega Sports Pad. Great, but totally useless if you can't get the Sports Pad and game together. ★★★★

**GREAT VOLLEYBALL** **SEGA £24.99**
A simulation which doesn't work too well. Odd pitch perspective and fiddly controls make it difficult to get to grips with, while dull gameplay and a lack of options ensure a short shelf life. ★★

**HANG ON** **SEGA £9.99**
Coin-op two-wheeler affair, but without the handlebars! Fast road racer, lacking in visuals but making up for the deficit with sheer speed – it's quite spectacular to play. Entertaining and pretty much timeless. Previously available on card. ★★★★

**HANG ON/ASTRO WARRIOR COMBO CARTRIDGE** **SEGA (Not applicable)**
New Sega owners could do well to pick this up on the cheap because it originally came free with the Base System. Two titles for your money here: a fine racer and a very playable vertical scroller. ★★★★

**HANG ON/SAFARI HUNT COMBO CARTRIDGE** **SEGA (Not applicable)**
This game came bundled free with early Master System bundles. You've got a choice between a tense road racer or one of the better Light Phaser pot-shotters. If you're a new owner, you could do worse than try your luck with this bargain cart. ★★★★

**HEAVYWEIGHT CHAMPIONSHIP BOXING** **SEGA £24.99**
Fisticuffs à la *Final Blow* (also known as *Buster Douglas Boxing* in the States). Big, meaty sprites but lacking good animation. Fine for two players – but it's far too easy if you're playing on your own. ★★★

**GEAR-TO-GEAR CABLE** **SEGA £4.99**
Use this lead to join together two Game Gears. This enables you to play against a friend in games with a simultaneous two-player mode. Remember that the cable only works when *both* players have a version of the same game. Daft, but that's the way it is, I'm afraid. ★★★★★

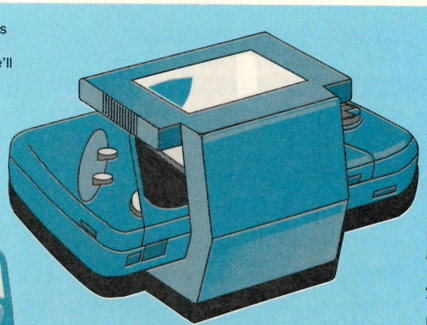
**MAGNIGEAR** **EUROMAX £11.99**
Not as good as the Wide Gear (see the huge piccy on the far right), but it does enlarge the handheld's tiny display, *reasonably* well. ★★★

**MASTER SYSTEM ADAPTER** **£34.99**
Play any Master System game on your own handheld with this great add-on. For the price it's a real bargain! Check out your local Sega dealer for more detailed info about the machine. ★★★★★

**TV TUNER** **SEGA £74.99**
Small oblong doobrie that plugs into the cart slot and enables you to pick up any TV channel and use the Game Gear as a portable mini TV. Eastenders? Home And Away? Well, you'll never have to miss your favourite programmes ever again with one of these...

Our advice though is to wait, 'cos it's very likely there'll be a price cut sometime in the summer. We'll give you more news when we hear more. ★★★

**WIDE GEAR** **SEGA £14.99**
This fixes directly onto your Game Gear and attempts to improve the quality of the screen by magnifying the titchy display. Now you can say good-bye to that painful old eye-strain (a common complaint made by Game Gear owners) and play your handheld 'til you drop! ★★★★



**STRANGER THINGS HAVE HAPPENED**

**GAME GENIE** **CODE MASTERS £44.99**
Planned for release sometime in the summer, this plug-in gadget is Code Masters' answer to Datel's Action Replay Cart (see Mega Drive Extras).

It's a similar cheating device which aims to help you get the most out of your current stock of games by providing infinite lives, energy and what have you.

**GRAVIS** **SPECTRAVIDEO, AROUND £40**
This tabletop stick looks well impressive. It boasts adjustable stick tension, three independent Fire Buttons, a foam-covered stick and comes in either a black or a transparent casing.

We can't wait to see it – it looks stunning and has been consistently voted Number One in the US. We'll be giving you the low-down as soon as we can.

**JET RANGE** **PRODUCT 2000 LTD**
There are going to be two Sega compatible models in this new range of joysticks from Product 2000 Ltd: the Megajet and the Superjet. We'll be reviewing them as soon as we get our mitts on the pair. Until then, you'll just have to save up your dosh.

**MEGAPLAY** **TO BE ANNOUNCED**
An adapter that enables you to plug 12 games into your Mega Drive at once then instantly access any one of them at the flick of a switch.

Could be good, but there's no release date as yet, so don't hold your breath (unless you intend waiting for it underwater, of course). That was a joke by the way.

**INDIANA JONES AND THE LAST CRUSADE** **US GOLD £29.99**
Last movie in the trilogy sets the scene for this multi-level platform beat-'em-up. Help Indy get to the Holy Grail in time – and before an insane Nazi archaeologist can realise his dreams of world domination *(I loved the film – shame the game's not so hot – Andy)*. One of the neatest looking Master System titles available, but marred, unfortunately, by the finickity gameplay. ★★★

**IMPOSSIBLE MISSION** **US GOLD £29.99**
This classic platform-leaper is brilliant. Jump the robots and prevent the Mad Scientist from causing global nuclear destruction. They never seem to learn, these megalomaniacal types... ★★★★★

**JOE MONTANA FOOTBALL** **SEGA £29.99**
A lacklustre sports sim overshadowed by *American Pro Football* in all departments. Heavily flawed by the lack of varied play calls, especially in defence. ★★★

**KENSEIDEN** **SEGA £29.99**
Scrolling oriental slice-'em-up with very pretty backdrops. Main character is slow and unresponsive but if you can master that, there's a lot of game here. ★★★★
**KLAX** **SEGA £24.99**
Become what amounts to a 3D brickie with this puzzler from Domark. Coloured tiles come along a belt and you must arrange them correctly in order to earn megapoints. Braintaxing fun, but nothing spectacular. ★★★
**KUNG FU KID** **SEGA £24.99**
Flying kicks aplenty in this scrolly *Kung Fu Master* variant. The mission is a tad more interesting than *Black Belt* and the visuals a lot more appealing. Good. ★★★★

**LINE OF FIRE** **SEGA £29.99**
Don't expect the 3D visuals of the coin-op – this is just another vertically-scrolling shoot-'em-up with loads of baddies to dis'. Graphics are nice but poorly animated. Gameplay is nuffin' special. ★★★
**LORD OF THE SWORD** **SEGA £29.99**
This arcade adventure with RPG overtones tries both elements and does neither. Too shallow for puzzlers, and too joysticky for thinkers. Pretty though. ★★★

**THE LUCKY DIME CAPER** **SEGA £29.99**
This platform adventure romp has it all: superlative graphics and literally tons to see and do. With seven huge levels to explore you really have your work cut out for you too. Piggin'! ★★★★★

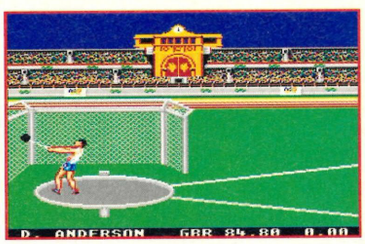
**MARBLE MADNESS** **DOMARK £29.99**
Classic rolling game that stands up on its own on the Master System. Not much lasting appeal and no two-player mode, but pretty tough and fun to play. ★★★
**MARKSMAN SHOOTING/TRAP SHOOTING COMBO CART** **SEGA Deleted**
Ancient pack containing two Light Phaser games. An okay combo cart, but why bother with this when you can have *Safari Hunt* as well if you go for the *Marksman Shooting, Trap Shooting, Safari Hunt* cart below? ★★
**MARKSMAN SHOOTING/TRAP SHOOTING/SAFARI HUNT COMBO CART** **SEGA Not applicable**
Free with the Light Phaser, this packs three shooting games – the best thing being *Safari Hunt*. Loadsa nicely animated targets too. ★★★

**MASTER CHESS** **SEGA £29.99**
Chess – it's as simple as that. If you can't play, it won't teach you, but lonely chess lovers will love this version. 3D and 2D views, plus loads of options: set up moves and so on. A superb cart. ★★★★★

**MAZE HUNTER 3D** **SEGA £19.99**
Grab those 3D goggles for some real depth! For once the 3D works really well, but (as expected) the game itself is disappointing – a slow multi-maze search-'n'-destroy with only a few collectables to liven things up. ★★
**MIRACLE WARRIORS** **SEGA £32.99**
Control four brave heroes in this Japanese fantasy role-playing game. With spells to cast, monstrous creatures to kill and a huge quest to complete, you'll be thankful for the battery back-up. ★★★★
**MISSILE DEFENCE 3D** **SEGA £19.99**
Master owners with Light Phaser and 3D glasses will be overjoyed to see a game which uses both. However, they'll be underjoyed that it's a simple blaster with a couple of levels which cycle over and over... ★★
**MONOPOLY** **SEGA £29.99**
Classic boardgaming on your Master System. Includes an option for up to ten players to participate – plus battery back-up. The graphics and sound are below par, but the gameplay is where it's at. ★★★★
**MOONWALKER** **SEGA £29.99**
Old Wacko Jacko gets pixelised for this oddball platform beat-'em-up, where you defeat baddies with fatal dance moves. Weird, or what? Hmm, that's exactly what we thought too. Michael looks better than he sounds in this rather repetitive title though. ★★★
**MS PAC-MAN** **SEGA £29.99**
Stone Age gameplay, but this is still a faithful conversion of the coin-op. What's more, you can get Pac-Man to join in with the excellent two-player mode. Lots of fun and the girlie side provides an interesting slant. ★★★★
**MY HERO** **SEGA £17.99**
Knife-throwing, gut-punching horizontal scroller. Plain, cartoon graphics are an eyesore, but the ninja action's pretty decent. Bit pricey in its current cart format. Previously available on card. ★★★

**NINJA** **SEGA £9.99**
*Commando*-style vertical scroller set in medieval Japan. Plenty of combat, a bit of magic, the occasional puzzle, a few surprises and it's under a tenner! ★★★★
**NINJA GAIDEN** **SEGA £32.99**
An above-average ninja platform game with good graphics, – even if they are a tad on the small side. Unfortunately, a bit too similar to other platformers. ★★★

**OLYMPIC GOLD** **US GOLD £34.99**
Sporting sims like this are often regarded as dull, boring and repetitive. *Olympic Gold* rises above this level by a fair amount, but after a while it's bound to become dull, boring and repetitive. ★★★




■ *Olympic Gold* on the Master. A good conversion of an okay Mega Drive game

**OPERATION WOLF** **SEGA £29.99**
Classic coin-op carnage. Blast all the guerrillas as the scene scrolls past – and don't forget to rescue the hostages as well. Play with the joystick or Light Phaser – but play it till you drop with exhaustion! ★★★★★
**OUT RUN** **SEGA £29.99**
Take away the steering wheel and snazzy graphics you get with the coin-op and what's left? A competent road racer. The road junctions don't work very well and the action is a bit lacklustre, but it's good fun. ★★★
**OUT RUN EUROPA** **SEGA £29.99**
The series continues with yet another spiced up version of *Out Run*. Race across Europe for stolen secrets in this, the best Master System driving game to date. ★★★★
**OUT RUN 3D** **SEGA £29.99**
Asking the Master System to run a detailed racer and do it in 3D is hoping for a bit much really. Effective visuals, but the gameplay suffers because of them: everything is less smooth and less pacy. ★★★

**PAC-MANIA** **TECMAGIK £29.99**
Blimey, this one's well ancient – remember the original *Pac Man?* This a four-way scrolling isometric version, except that now you can get Paccy to jump *over* ghosts! Smooth, slick and *very* playable. ★★★★
**PAPERBOY** **SEGA £29.99**
Guide your paperboy through diagonally scrolling suburbia and hurl newspapers into the correct houses. Beautifully converted, but you're really going back a bit... ★★★★
**PARLOUR GAMES** **SEGA £17.99**
What an odd program! It offers you pool, darts and "world bingo," and has been available in the US for yonks. Entertaining and a break from blasting. One you can keep coming back to. ★★★
**PENGUIN LAND** **SEGA £29.99**
Vertical platform puzzler and a cross between *Pengo* and the everso everso famous *Boulderdash*. Guide penguin and egg through each infested level, avoiding monsters and keeping the egg in one piece. Brilliantly designed and very addictive. ★★★★

**PHANTASY STAR** **SEGA £39.99**
If you're into RPG adventures this is the one to go for. Explore stunning 3D labyrinths and solve a quest big enough to last for months and months. Astounding and huge. Get it. ★★★★★
**POPULOUS** **TECMAGIK £34.99**
Unbelievably good rendition of the God game that launched a thousand clones. Wreak havoc (floods and so on) upon the enemy population in order to defeat him. Oddly addictive and lasts an age. ★★★★★
**POSEIDON WARS 3D** **SEGA £19.99**
Sea combat pre-dating *Operation Wolf*, but similar in style. Smart static 3D pictures, although the effect is somewhat lost during play. Timid and lacking in depth. ★★
**POWER STRIKE** **SEGA £24.99**
Frantic vertical shoot-'em-up with stonking power-ups, ultra-fast scrolling and brain-burstin' energy to rival the best of 'em. A real test for even the most battle-hardened of blasting fans. ★★★★★
**PRINCE OF PERSIA** **DOMARK £29.99**
This has got to be one of the best animated carts on the Master ever. Huge dungeon area to explore and diverse ways to die keep you on your toes all the way to the end. A milestone in 8-bit graphics. ★★★★★
**PRO WRESTLING** **SEGA £24.99**
Have a solo bout or join a chum in a team. Wrestling is better than boxing (it offers you more moves) but this sim falls short on lastability. Briefly entertaining. ★★★
**PSYCHIC WORLD** **SEGA £29.99**
Scrolling platform arcade adventure across five stages with mid and end-of-level bosses. The "psychic" bit involves telekinetic powers. Nothing special, but worth a look if you're feeling frisky. ★★★
**PSYCHO FOX** **SEGA £29.99**
With some of the fastest, smoothest eight-way scrolling on the Master System and some massive levels, this was almost the perfect platformer. Shame they made it too easy though... ★★★★
**PUTT AND PUTTER GOLF** **SEGA £29.99**
Uncomplicated and bland looking title, but it has everything to offer in the two-player addictiveness stakes. Bash, paddle and even putt your way through 36 weird courses. Lasting ability and fun in one-player mode are highly questionable though. ★★★★

**QUARTET** **SEGA £24.99**
Originally a four-player coin-op, this version should be called *Duet*. The two-player scrolling platform blaster has all the ingredients, but only half bakes them. Playable, but lacks the vital spark that made the original so much fun to play. Buy only if you're a big fan... ★★★

**RAMBO 3** **SEGA £29.99**
This visually impressive Light Phaser blaster borrows heavily from *Operation Wolf* – but that's no bad thing. Tough, gritty and very challenging. Certainly a rare Phaser game – one of quality. ★★★★
**RAMPAGE** **SEGA £29.99**
Want to star in a Japanese monster movie? Well, now's your chance. You and a buddy control a giant werewolf, ape or lizard and must smash up all the buildings. Strictly for fun – and a laff it is too! ★★★★
**RAMPART** **DOMARK £29.99**
A novel puzzle and arcade mix in which you must build walls, claim land, shoot ships and generally stop your opponent from doing the same. Fun for two. ★★★

**RASTAN** **SEGA £29.99**
The Barbaric conversion from the Taito coin-op. Moody, atmospheric, action-packed and very playable, this is probably the best sounding game you can get on the

■ *Rocky* on the Master System. Not bad. Strength-building subgames add variety

Master System to date – that's the truth. ★★★★★

**R.C. GRAND PRIX** **SEGA £29.99**
Fast multi-directional scroller has you steering your little car against three opponents. Technically impressive, but dull as ditchwater and just too easy. A no-no. ★★
**RESCUE MISSION** **SEGA £9.99**
As your medics attempt to reach injured G.I.s by rail, you have to shoot the enemy troops' bombs with your Light Phaser. Unusual approach, but really needs more variety if you're going to stick with it. ★★
**ROCKY** **SEGA £29.99**
A boxing simulation. Train your boxer in the gym and prepare to fight for the title. Impressively animated but you won't be at it for long and it's no good for would-be solo Rockys either. ★★★

**R-TYPE** **SEGA £29.99**
Irem's coin-op in all its glory. If you enjoy the odd blast, they don't come any odder or blastier (er?) than this. Squirmy aliens, luscious levels and some of the meanest blasting you can find on the Master System anywhere. BUY IT! ★★★★★

**SAGAIA** **SEGA £32.99**
One of the better shoot-'em-ups for the 8-bit. Colourful, well-defined graphics and some of the most original guardians this side of the fourth dimension (!). Not too easy, so you're not going to complete it in a day either. Naff sounds though. ★★★★
**SCRAMBLE SPIRITS** **SEGA £29.99**
A bit too close to Sega's coin-op original, this one. This mediocre vertical shoot-'em-up doesn't really set the pulse racing. Guardian sequences are drab and the action is unenthralling too. ★★
**SECRET COMMAND** **SEGA £12.99**
Two-player vertical scroller in the true tradition of *Ikari Warriors*. Jungle graphics are fine and the action heavy enough. Known as *Rambo* in the US of A, and *Secret Command* on the title screen! ★★★★
**SHADOW OF THE BEAST** **TECMAGIK £29.99**
Beneath the supersmooth graphics and animation in this horizontal scroller lies very little in the gameplay department. Such a shame – good to look at though. Oh well, better luck next time, Tecmagik... ★★★★

**SHANGHAI** **SEGA £24.99**
Curious Chinese puzzle game: pair up tiles to remove them from the pile of assorted ones on-screen. All you've got to do is clear the pile to win. Quietly entertaining for one or two players, several game options and boasting a stunning end sequence! You should play it just to see it! ★★★★★
**SHINOBI** **SEGA £29.99**
This aged ninja-'em-up is still the best of its kind on the Master System. Long varied levels, smart bonus rounds, good graphics and captivating moments that'll have you grippin yer stick. ★★★★★
**SHOOTING GALLERY** **SEGA £24.99**
Strictly for Light Phaser owners, this game presents a series of animated targets just asking to be plugged! Plenty of variety in the visuals and victims – and a few nice effects (like the backdrops falling apart when you stuff 'em full of bullets!). ★★★★
**SLAP SHOT** **SEGA £29.99**
Ice hockey with slippery players and a hands-on punch-up option just to liven things up a bit! A good two-player sim but lacking in long-term interest. ★★★★

## RING THEIR VERY LARGE BELLS ON...

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## MY BLIMMIN CAR'S CLAPPED OUT!!!

**News is slowly filtering back from our secret source in Hollywood that *Sonic* (the oh-so-lovable hedgehog) is about to star in his own film.**

**Tim Burton (of "Batman" fame) has a script and is also directing. It's believed filming will start sometime in November. The cast has yet to be finalised.**

**The role of the most evil Dr. Robotnik is said to have been filled by none other than our own Andy Smith. In preparation for this role, Andy has already stomped around the office, sat alone in corners and been cruel to small animals.**

**STOP PRESS!! We have just managed to crawl through shark-infested waters and climb sheer rock-faces to bring you, what? Well, the startling news that *Sonic 2* isn't quite going to be what everyone is expecting...**

**The game will be with us sometime in the next millennium (probably), feature 984 levels with simultaneous 24-player action (the Mega CD version will sport special film "cuts" – with ol' Arnie taking on the role of everyone's fave hog), cost about as much as a small EEC country and have more new colours on-screen than an omnibus edition of Dulux commercials.**

**True? Well, put it this way. It's about as likely as me getting my car back – repaired – inside the next century... Oh, er, gotta dash. See ya next month...**

***(I think it's time I found out where my source gets his facts from. Now where'd I put that revolver again? – Andy)***

**SONIC THE HEDGEHOG** **SEGA £29.99**
The quickly prickly out on the Master. Supersmooth graphics and totally dreamy gameplay – all on the 8-bit machine. You really have to see it to believe it – it's the best there is. ★★★★★

**SPACE HARRIER** **SEGA £29.99**
Old coin-op conversion (with a ridiculous plot) which still looks good, despite its age. It's a 3D shooter with massive enemies and stunning perspective effects. Good for a meaty blast any day. ★★★★
**SPACE HARRIER 3D** **SEGA £19.99**
Impressive arcade action, and the 3D visuals really add depth to the game. Sufficiently different from *Space Harrier* to warrant a second purchase if you're a fan (and have the goggles, of course). ★★★★
**SPEEDBALL** **SEGA £29.99**
Violent future sports are all the rage at the moment and this very attractive game started it all off. A cross between rugby and rollerball, the gameplay is superb for two players, with a league providing the challenge for the solitary gamer. Definitely worth every penny.. ★★★★

**SPELLCASTER** **SEGA £29.99**
Intriguing arcade-cum-adventure game with a great mix of action and puzzle elements. Stunning graphics and addictive too – thank heavens for the save game feature though. You'd be in the soup without it. ★★★★★

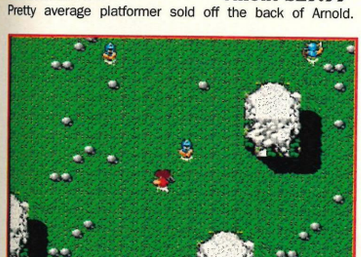
**SPIDER-MAN** **FLYING EDGE £29.99**
Yet another *Shinobi*-style scrolling platformer. Plain backdrops, tedious gameplay and a yucky control method are good reasons to steer clear of this rather lame web-'em-up. Only for real Spidey fans – are there any of you left out there, that's what I want to know? ★★
**SPORTS PAD FOOTBALL** **SEGA Deleted**
Great football but requires the Sega Sports Pad. Faster and more responsive than the normal joypad, it would be great – if only you could get hold of the thing! ★★★★
**SPY VS SPY** **SEGA £17.99**
Zany spies do battle as you collect booby traps, outwit your adversary and head for the airport. The split screen is great fun in two-player mode – not so hot alone. Previously available on card. ★★★
**STRIDER** **SEGA £29.99**
As acrobatic hero, Hiryu, you must save the world (again) in this scrolling platform-cum-beat-'em-up game. It looks good but fails to offer any long-term challenge. ★★★★
**SUBMARINE ATTACK** **SEGA £29.99**
This aquatic, horizontally-scrolling shoot-'em-up is a colourful affair with power-ups and guardians. Unoriginal and sadly easy, the end is just a little bit *too* nigh... ★★★
**SUMMER GAMES** **SEGA £29.99**
Multi-player sequel to *World Games*. Nicely animated sports featuring pole vault, high diving, gymnastics, swimming and sprinting. Limited action relies heavily on strict joystick moves and the novelty soon wears off. ★★

**SUPER KICK OFF** **US GOLD £34.99**
At last! A footy game for the Master System which has every feature you could ask for. Overhead views of the pitch, great graphics and intelligent gameplay (referees and so on). This is a right scorcher. ★★★★★

**SUPER MONACO G.P.** **SEGA £29.99**
With dual viewscreens, two players can race head-to-head in this quality conversion for the Master System. It's fun, but the cars don't handle very well, and you won't see much in the way of scenery as you're pegging it around the course. Shame. ★★★
**SUPER MONACO G.P. 2** **SEGA £29.99**
Slow, slow, and slower still. *Super Monaco G.P. 2* grinds to a halt before it's even begun. Improvements to graphics and sound have been made, but it's still vague. ★★
**SUPER REAL BASKETBALL** **SEGA £24.99**
A marked improvement over *Great Basketball* and *Basketball Nightmare*, but still left wanting in the lastability stakes. We think it's more the fault of the sport than the game itself though. ★★★

**SUPER SPACE INVADERS** **DOMARK £29.99**
The game that started it all off is now available on your Master System – and it's even better than the original too. Plan your route to the big end-of-level boss and enjoy all the Invader novelties (splitting Invaders, for instance) and handy power-ups. ★★★★★

**TEDDY BOY** **SEGA £9.99**
Weird, multi-directionally-scrolling platform game with just about the oddest enemies in existence. Very cute, addictive and ridiculously cheap. Whatever you do though, don't play it late at night – it'll drive you nutty. Previously available on card. ★★★
**TENNIS ACE** **SEGA £29.99**
Simply the best tennis game you can get for the Master System. Two-player modes, singles, doubles, tournaments – the lot. Recommended to everyone – whether you're a tennis fan or not. ★★★★
**TERMINATOR** **VIRGIN £29.99**
Pretty average platformer sold off the back of Arnold.



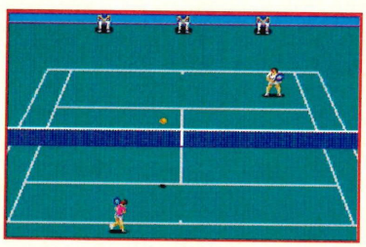
*Time Soldiers* **on the Master. A good *Commando* variant. Not that new though...**

There's enough action for diehards and good gameplay too, but the sound's awful and there aren't enough levels. Too shallow. ★★★
**THUNDER BLADE** **SEGA £29.99**
This was a bold attempt to convert the Sega coin-op onto the Master System. The scrolling blast-'em-up sections work well, but the 3D effects suffers quite badly. Saved by hectic action, pleasant graphics and a very long and challenging mission. ★★★
**TIME SOLDIERS** **SEGA £29.99**
Multi-directionally scrolling *Commando* variant (with end-of-level guardians) for two players. Nice backdrops and some meaty power-ups make it worth a look – just. A below-average coin-op conversion. ★★★

**ULTIMA 4** **SEGA £39.99**
First of the *Ultima* series of role-playing game adventures available for the Master System. With more depth than the Caymen Trough, more strategy than Stormin' Norman and enough spells to fill an Oxford Dictionary, this is one astounding game. Buy it – you won't believe how good it is. ★★★★★

**VIGILANTE** **SEGA £29.99**
Another Irem coin-op: a horizontally-scrolling street beat-'em-up with a highly distinctive oriental flavour. Fists and feet all start flying as the battle heats up. Grows tepid all too soon though. ★★★

**WANTED** **SEGA £24.99**
One of the better Light Phaser games which has you battling against Wild West outlaws. You know the kind of thing: baddies appear in doorways and windows, and you've got to blast 'em and earn yourself loads of points! Bonus screens and scrolling stages provide variety but it still needs more levels. ★★★



***Wimbledon* on the Master. Is this the best tennis sim for the 8-bit? Very arguably...**

**WIMBLEDON** **SEGA £29.99**
Not the best sport in the world (Andy prefers American Football), but this is a brilliant sim nonetheless. Loads of different play options (singles, doubles, tournaments, clay or lawn courts...). Good fun too. ★★★★
**WONDERBOY** **SEGA £24.99**
Archaic scrolling jump-'n'-shoot game. Terrific conversion with lots of playability, but getting a bit long in the tooth: few frills, not many thrills and takes too long to get to the meat of the action. ★★★
**WONDERBOY IN MONSTERLAND** **SEGA £29.99**
The original's action is exchanged in favour of an arcade adventure with lots of places to visit, enemies to destroy and hidden items to find and use. Captivating and very entertaining gameplay. ★★★★

**WONDERBOY 3** **SEGA £29.99**
*Wonderboy* comes of age in this astonishing arcade adventure. Gorgeous graphics, brilliant puzzles, hidden rooms and a huge playing area. The best of the series and definitely a must buy. ★★★★★

**WOODY POP** **Deleted**
Ancient *Arkanoid* clone which has just resurfaced on the Game Gear. Cutesy characters, piles of power-ups and nicely designed screens. The only game made for Sega's ill-fated Paddle Control. Available on card only. ★★★★
**WORLD CLASS LEADERBOARD** **US GOLD £29.99**
This old 3D golf game looks dated but the course view works well – and there are plenty of trees, bunkers, ponds and other hazards to look out for. It lacks options, but in multi-player mode it's heaps of fun thrashing your opponent to bits! ★★★★
**WORLD CUP ITALIA '90** **SEGA £24.99**
This soccer simulation viewed from above just missed the whole competition when released. And it was a good job! This is best viewed from a very long way away. It isn't dire, but it's on its way there. ★★
**WORLD GRAND PRIX** **SEGA £12.99**
Now five years old, this first class racer is still as good as ever – and stands up well to its more recent racing competitors too. Standard 3D road update and view-behind-the-car visuals, but it can still get the pulse pounding when the chips are down! ★★★★
**WORLD SOCCER** **SEGA £24.99**
Tidy scrolling soccer simulation, viewed from the stands. Unusual gameplay could be a lot faster, but its nice range of options gives the newer *Italia '90* a good tackling for your money. (Of course, *Super Kick Off* is the best of the lot, naturally.) ★★★

**XENON 2** **VIRGIN £24.99**
Tricky and tough aliens make for a real challenge in this fab vertically-scrolling shoot-'em-up. It's not quite a "classic" game, but it still manages to offer plenty of engaging action. ★★★★

**Y'S THE VANISHED OMENS** **SEGA £32.99**
This role-playing game boasts large scrolling maps and a variety of puzzles and plots to keep you glued to your screens. If you've finished any of the games in the *Phantasy Star* series, check it out. ★★★★

**ZILLION** **SEGA £24.99**
Expansive *Impossible Mission*-style explore-'n'-shoot. Lots to do and nice looking, but awful to control. ★★★★
**ZILLION 2 TRI FORMATION** **SEGA £24.99**
Sequel to *Zillion* which misses the point entirely. This drab scrolling shoot-'em-up is very repetitive and ultimately very unrewarding too. ★★

**BATTER UP** **(Import) £20**
This baseball sim works well and has a great head-to-head option, good graphics and neat sound effects. There's still room for improvement in the gameplay though and the strange display doesn't help much. ★★★
**CASTLE OF ILLUSION** **SEGA £24.99**
Mickey in all his glory, with superb gameplay, pretty backdrops and a cracking soundtrack. There is a major problem though: the tiny display makes this fiddly game all the more tricky to play on the handheld! ★★★★

**THE CHESSMASTER** **SEGA £24.99**
Well, what did you expect? You can't go wrong with a version as good as this. Excellent graphics, some decent digitised speech and loads and loads of chess. Er, yes. ★★★★★

**COLUMNS** **SEGA £19.99**
*Tetris* gamestyle and *Dr Mario* gameplay. Drop the columns of coloured jewels and get three-in-a-row. Mindlessly addictive and with a great Gear-to-Gear two-player option so you can challenge a friend. ★★★★

**CRYSTAL WARRIORS** **SEGA £29.99**
Tactix and action cross paths in this absolute killer of a game. Gets you addicted early on and then pulls you right into the action. Lovely graphics and animation too. This is definitely one to go for. ★★★★★

**DRAGON CRYSTAL** **SEGA £24.99**
Role-playing arcade adventure featuring mazy pathways revealed only upon exploration. Good idea but continual dead ends and retracing of steps grows tiresome. Poor "statistical" combat puts the final nail in the coffin. ★★
**FACTORY PANIC** **SEGA £24.99**
A novel puzzle-'em-up which has you changing switches on a complex system of conveyor belts in order to guide various goodies to your hungry customers. Sadly, the security guards get in your way and mar the otherwise enjoyable puzzlin' gameplay. ★★
**FANTASY ZONE** **SEGA £24.99**
Brilliant presentation let down by sluggish controls and repetitiveness, though colours and graphics are every bit as good the Master version. Untapped potential. ★★
**G-LOC** **SEGA £24.99**
Superb introduction sequence followed by some not-very-superb gameplay. Fast, *After Burner*-like, but with all the bad aspects of that game: repetitive, undemanding and unfulfilling. Certainly not to be confused with the coin-op which gives you better value for money. ★★
**HALLEY WARS** **SEGA £24.99**
Taito's vertically-scrolling shoot-'em-up isn't anything really innovative, but in the vein of the coin-op, it's still a damn good blast. Enough variety to stifle yawns and more than enough action. ★★★★
**HASTLE GOLBY** **(Import) £25**
Conveyor-belt-switching reaction puzzler in which you must direct the various goodies to the right places. This is simple arcadey fun, and has great sound, but unfortunately the gameplay is repetitive. ★★★
**JOE MONTANA FOOTBALL** **SEGA £24.99**
Loads of intro and outro screens plus the whole of the NFL, all ruined by over-easy gameplay and lack of options. Choose tails every time on the toss to win and throw the ball and you can't go wrong. ★★★

**THE LUCKY DIME CAPER** **SEGA £24.99**
Mickey and Sonic now have a true rival... As good as the Master System version: massive cartoon sprites, great animation and some frustratingly addictive gameplay. Walt would've been proud... ★★★★★

**MARBLE MADNESS** **DOMARK £27.99**
Does the idea of rolling a marble around a seemingly endless amount of ramps interest you? If so, then you'll love this conversion 'cos it's pretty damn close to the original. Not a game for everybody though. ★★★★
**NINJA GAIDEN** **SEGA £24.99**
A fun walk, jump and hack-'em-up with fiddly graphics but six levels of frantic ninja action. If you liked *GG Shinobi* then you'll love this (even if it is a tad too easy). ★★★★
**OLYMPIC GOLD** **US GOLD £27.99**
A balanced series of events, well animated graphics and nicely presented. The Gear is a bit small for the frantic Button-bashing that's needed, however, and the gameplay is a bit old hat. ★★★
**OUT RUN** **SEGA £24.99**
Play this classic 3D racing game on your own or with a mate via the Gear-to-Gear option. Nice graphics and a good impression of speed. More courses would have been nice, but it's still a lot of fun. ★★★★
**OUT RUN EUROPA** **SEGA £19.99**
This action cum driving game is definitely worth checking out. Plenty of levels and some of the sexiest graphics we've yet seen on the Game Gear – plus action and gameplay to go with it. It's the only decent driving title available on the handheld at present. ★★★★

**PAC-MAN** **(Import) £20**
The famous lemon chomps his way through the blue maze while avoiding the colourful ghosts (yet again). Love it or loathe it, this still remains a brilliant conversion of the coin-op, with graphics and sound effects straight from the original. ★★★★★

**PENGO** **SEGA £19.99**
Remember this one? Ancient gameplay but it's still decent enough. Slide the ice blocks to squash your enemies and make with the strategic thinking. Simple, fairly dull and with no longevity. ★★★

**POPILS** **(Import) £20**
Rescue your gorgeous chick from Popils the sorceror (ho hum). A puzzler head and shoulders above the rest with 100 levels and a fun Gear-to-Gear option. There's also an edit facility and memory back-up. ★★★★★

**PSYCHIC WORLD** **SEGA £19.99**
Scrolly platform beat-'em-up with telekinetic power-ups thrown in for good measure – just to spice things up. Not meaty enough for discerning game-players, but neat and certainly very playable. ★★★
**PUTT AND PUTTER** **SEGA £25.99**
Crazy golf – but wait! Don't let that put you off. It's quite fun really. Impressive graphics and a neat two-player option, but the lack of variety makes it very boring in the long run. ★★★

**GG SHINOBI** **SEGA £24.99**
First dedicated Game Gear title, and what a right stonker it is too. This beautiful *Shinobi* game has level select, gorgeous graphics, and superluvverly sonics – but hell's teeth, is it tough. This is a lasting challenge for mobile gamers everywhere. ★★★★★

**SLIDER** **SEGA £24.99**
99 levels of monsters, mazes and mayhem as you try to clear up the polluted labyrinths of the ecologically unsound planet of Rozen. Plenty of neat little extras (bonuses and so on), but there's no two-player mode and far too many continue/password options. ★★★★
**SOLITAIRE POKER** **SEGA £25.99**
This blend of solitaire and poker (yeah, yeah, we know it sounds a bit odd) will severely test your mental abilities. Pluck cards from "shoes" (not that kind of shoe...) on the left and slide 'em into the card grid on the right. Good fun, but not really something shoot-'em-up buffs have been waiting for. ★★★

**SONIC THE HEDGEHOG** **SEGA £29.99**
Just as juicy as the Master System version, this classic game has all the features of the original. The action's even been enlarged to cope with the Game Gear's smaller display. 'Kin superb. ★★★★★

**SPACE HARRIER** **SEGA £24.99**
Ignore the scenario, it's a load of tosh. Just play the game. 3D action as you pilot your jetbike into enemy territory, destroying all manner of huge and segmented nasties. Fun but too tough on the thumbs! ★★★★
**SPIDER-MAN** **SEGA £24.99**
Brilliant conversion for the handheld. Slick animation, stunning graphics and great soundtrack combine to make this a classic cart. The next best thing after *Sonic* and very hard to crack. Perfect. ★★★★

**SUPER KICK OFF** **US GOLD £27.99**
This Master System classic works brilliantly on the Game Gear and has all the features of its bigger counterpart. Excellent footy gameplay and loads of definable options. Great graphics too. A must buy! ★★★★★

**SUPER MONACO G.P.** **SEGA £19.99**
Compromised graphics and unrealistic handling make this a game for racing freaks only – so that's Andy out then. He can't even drive. Okay, so it's saved to a great extent by the head-to-head option, but don't expect a mini coin-op crammed onto your handheld... ★★
**WONDERBOY** **SEGA £19.99**
Old scrolling jump-'n'-shoot with plain visuals but a typical cute 'n' cuddly hero to save the world with. It takes a long time to get into the action, and even when you get that far, it's undercooked. Okay, but there are plenty of better handheld titles around – just look at 'em. ★★
**WOODY POP** **SEGA £19.99**
Remember those early video games of the '70s which had in-built versions of *Breakout* – the game where you had to destroy a wall of bricks by bouncing a ball against them? Well, this is more of the same, but updated. A cute clone with its own very unique style. Limited level select, piles of power-ups and distinctive graphics make this the best of its type so far. Very difficult but worth it. ★★★★
**WORLD CLASS LEADERBOARD** **SEGA £24.99**
Wonderfully playable golf simulation boasting four courses and 72 holes. Realistic 3D graphics, good ball movement and some great animation of your player. Pick your clubs, check the wind and away you go. Your stats are displayed en route as you attempt to get around in as few strokes as possible. Fun for golfers and non-golfers alike, but a Save Game feature would have been nice. ★★★★

**Thanks to Mark for picking us up and me mam for her support. Thanks to Natasha for the storage space and the Swan Inn at Nibley for putting up with us. "Day do doe don day?"**

# With so much good stuff in it, how can you possibly afford to miss the November issue of *Sega Power*?

POWER REVIEW

SAGAIA

Let 'em ave it, son! Go at 'em with all guns blazing! Master System Sega £32.99 UK Official Release

POWER POINTS

TAKE CONTROL OF SAGAIA!

BOSSES WITHIN BOSSES THAT NEVER EVER DIE...

ALTERNATIVE

POWER REVIEW

PINBALL WIZARDRY: TAKE IT FROM THE TOP!

TWO-FACED BITCH!

BONUS! GOOD CALL! WAY!

TAKE CONTROL OF DRAGON'S FURY!

POWER POINTS

DRAGON'S FURY

Boy, this sure plays a mean pinball! Mega Drive Domark

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90%

ALTERNATIVES

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POWER REVIEW

OPTIONAL EXTRAS: GRIM WEAPONS FOR A GRIM

THE HARD LINE

Some 400 titles rammed and slammed on the Mega, Master and the Game Gear: Plus the word on peripherals good and bad, lies, rumours, more damn lies – and a consumer guide to Tesco's...

SPLATTER HOUSE

Makes the "Evil Dead" films look... well, quite good actually

Mega Drive Namco £38

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UNDERGROUND, OVERGROUND, SP

TAKE CONTROL OF SPLATTERHOUSE 2!

SCRIBBLING

When there are games to be played, maps to be made and car to be laid the last thing you want is to be bothered by a niggly Sega problem. Get it off your chest here – but don't forget, we give away a NEW *Sega Pow* T-Shirt to the author of our Star Letter.

OUTTA YER TREE

NEW AND IMPROVED

MEGA DRIVE TOP

SEGA POWER'S STAR RATING

GAME GEAR TOP TEN CHART

POWER PLAY

PHANTASY STAR 3 A GUIDE SECOND G

TOWER OF POWER

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SATELLITE

KEY

STAIRS UP
STAIRS DOWN
TREASURE
TRAP

POWER REVIEW

TAZ MA

TAKE CONTROL OF TAZ MANI

IT CAN BE TOUG

ON SALE THURSDAY 1 OCT

# Whatever happened to Neil West?

# The guy who used to b
# hasn't been seen for o
# Rumour has it, he's b
# his Mega Drive. *You*
# Thursday 17 Septemb

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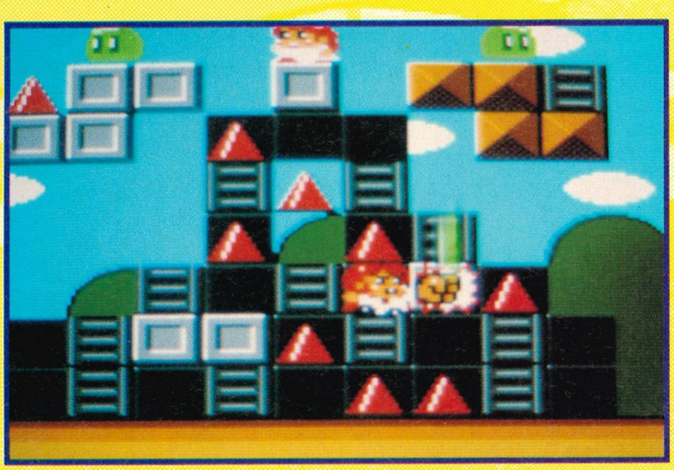

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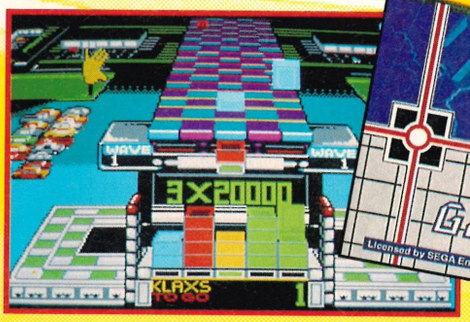
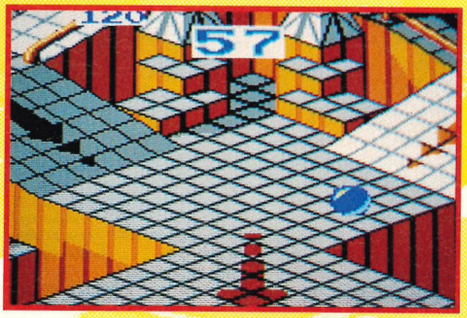
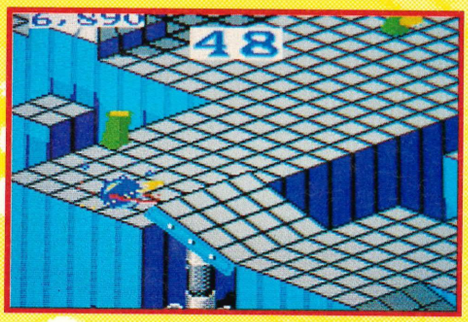


## MARBLE MADNESS





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# SMALL ADS

**If you want to place a Small Ad in the mag (it only costs a quid, after all), fill in the form on the facing page and send it in to: Small Ads, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.**

## FOR SALE

Mega Drive games for sale! All boxed with instructions and in excellent condition E.A. Hockey £23, John Madden '92 £23, Quackshot £25, James Pond 2 £23, Tecmo W.C. (MS) £25, Winter Challenge £23, Super Kick Off £23 and Powerbase Converter £20.
**Tel: (0689) 859048**

IBM Lemmings for sale – plus free codes! Less than a month old, hardly used and a right bargain at £25. Worth £40.
**Tel: (0302) 535326**

Spectrum +2 and £150 worth of games (plus carry case for the games). £95 o.n.o.
**Tel: (0256) 59977**

Mega Drive, PSU, joypad and Road Rash. All boxed with warranty. £120.
**Tel: (0993) 883771 in the evenings**

Master System Plus, including joystick, joypad and Light Phaser. Titles include Double Dragon, Rescue Mission, Rocky and Aztec Adventure. Everything in good condition. £120 o.n.o.
**Tel: (0763) 241252**

Will sell Bubble Bobble for £20 o.n.o. Boxed with instructions – almost new. Also Super Tennis for £5.
**Tel: (0222) 553046**

Master System, two joypads, control stick and 16 games, including Sonic, Altered Beast and so on. All boxed with instructions and in excellent condition. A bargain at £225 o.n.o.
**Tel: (0793) 822587 after 6pm**

Game Gear plus 7 games, including Sonic, Shinobi and Mickey Mouse for sale. Adapter and carry case included. Cost £280, but will sell for £200. Boxed and as new. Only 3 months old.
**Tel: (0706) 824164**

**Mega Drive for sale with 4 games plus SCART lead and Arcade Power Stick. Sell for around £210 o.n.o. In good condition too.
Tel: (081) 902 7153 before 6.30pm**

I've got Ghouls 'n' Ghosts, Sonic The Hedgehog, Shinobi, Quackshot and Super Monaco G.P. Will swap for similar quality games, boxed with instructions (like mine). Will also sell the above games at the right price.
**Tel: (081) 366 6443 after 6pm**

Master System with five games, two joypads and a Light Phaser. Worth £200, but will sell for £130.
**Tel: (021) 777 4355 after 5pm**

Amstrad 6128 CPC, colour monitor, 2 joysticks, disc, cassette and 60 games for just £250 o.n.o.
**Tel: (0359) 42457**

Moonwalker for the Mega Drive. Brand new and never been used. Chinese version. £20 o.n.o.
**Tel: (091) 417 5844**

Mega Drive plus 6 carts, including F-22 Interceptor, Phantasy Star 3, Might And Magic. A mega bargain at £250 o.n.o. **Please write to: 91 Uttoxeter Old Road, Derby, DE1 1NG.**

Gameboy games for sale: World Cup and Super Mario Land. Between £10 and £15.
**Tel: (0702) 76120 after 5pm**

Mega Drive for sale. 3 months old, and comes with 2 new controls and 6 games: Toejam And Earl, John Madden '92, Sonic, Streets Of Rage, World Cup '90 and Altered Beast. Worth £350, but will sell for a well reasonable £250.
**Tel: (0843) 596348**

Atari STFM, 50 top games (Robocod, Lemmings and so on), mouse, 2 joysticks, dust cover, disk box, mouse mat and lots and lots of extras for sale. Will sell for £250 o.n.o.
**Tel: (0994) 230489**

Master System with 10 games (including Double Dragon, Spider-Man and Psycho Fox), 2 control pads and Light Phaser. All games boxed with instructions and 2 games built-in. Worth £300, but a right bargain at £200 o.n.o.
**Tel: (0985) 212679**

Master System, boxed with instructions, plus 8 carts, including Sonic The Hedgehog, Donald Duck, Alien Storm, Quartet and Action Fighter. In top condition. Will sell for £100.
**Tel: (081) 504 3987**

Japanese Mega Drive for sale with control pad, Power Stick, PSU, Mercs, Streets Of Rage, Mickey Mouse and Robocod. Only £10! *(Well, er, that's just what it says here... – John.)*
**Tel: (081) 570 9966 after 4.30pm weekdays**

Master Gear Converter for Game Gear (new) £20.
**Tel (0298) 24451 after 6pm**

Game Gear with TV Tuner, Wide Gear, Sonic, Out Run, Halley Wars, Leaderboard and G-LOC. All boxed. £220 the lot, or will split.
**Tel: (0532) 673959**

*Sega Power* issues for sale: 3-4 and 8 to 31. **Write to: 145 Malvern Rd, Beeston, Leeds, LS11 8PH.**

Master System Plus, joypad, Light Phaser and 20 games, including Asterix, Sonic, Super Kick Off, Populous, Impossible Mission, Shinobi, California Games, Ultima 4 and Golfamania. All boxed.
**Tel: (041) 886 6289**

Amstrad 6128 with monitor, 27 games, compilation, blank discs, joysticks, and tape recorder leads. £250 and all boxed.
**Tel: (0706) 85250**

Sega Game Gear for sale, complete with Sonic The Hedgehog. Boxed as new. £85.
**Tel: (0900) 824782**

**Sega Mega Drive for sale. Made in Japan and comes with 9 games (including Quackshot and Mercs), an Action Replay cart and loads more. All boxed, and comes with one joypad and a carry case. £325 o.n.o.
Tel: (0286) 870372**

Master System for sale or will swap for 2 Mega Drive games. Or will sell – £60 (comes with 7 games, including Super Kick Off).
**Tel: (0293) 772628**

Japanese Mega Drive with 2 joypads and 8 games, including Sonic, Desert Strike and Starflight. Boxed as new – £250 (buyer collects).
**Tel: (081) 647 7784**

Arcade enthusiast has original Atari Asteroids Deluxe mini (21" by 24" by 55") arcade machine. Also Missile Command mini arcade game. Open to offers, so give me a ring!
**Tel: (0634) 845734**

Master System two control pads, joystick, Light Phaser and 13 carts (including Sonic and many other top titles) for sale. Worth almost £500, but will sell for £250 o.n.o. for quick sale.
**Tel: (021) 475 6455**

Mega Drive games for sale: titles include Desert Strike, Shining, Phantasy Star 3, Vermillion, Streets, Illusion, Populous, Road Rash, Hellfire etc. etc.
**Tel: (0775) 760638**

Master System for sale with six games, including Sonic, Asterix, Mickey Mouse, Super Monaco G.P., After Burner and Alex Kidd. £180.
**Tel: (0793) 848342**

Sega Master System 2 for sale, including 6 games and 2 joypads. Games include: Sonic, Asterix, and Shadow Of The Beast. Excellent condition and will sell for £100.
**Tel: (0724) 848622**

Mega Drive, plus loads of games, for sale. Will split, and very cheap. I also have some Game Gear titles for sale too.
**Tel: (083) 676 8164 after 4pm**

Gear for sale (with G-LOC and Sonic). Also comes with a Master Gear Converter (which enables you to use Master System games), Wide Gear, Adapter and carry case. All boxed as new. Will sell for £120.
**Tel: (081) 536 1315 after 6pm**

For sale, Master System and 8 games, including; Golden Axe, Golfamania, Super Kick Off, Wonderboy 3 and Castle of Illusion. Together worth £250, but I will sell for £150.
**Tel: (0635) 248828**

Master with 2 joypads, control stick, Rapid Fire Unit and 5 games (including; World Soccer, Super Monaco G.P., and American Pro Football) for sale. All for £55.
**Tel: (0442) 211410**

Master System, plus 2 joypads, 2 Quickshot joypads, Sega joystick, Light Phaser and 21 games for sale. Games include: Slap Shot, Alien Syndrome, Golden Axe, Pro Wrestling and Space Harrier. £225 o.n.o.
**Tel: (0474) 873818**

*Sega Power* numbers 1-33 £60. Mean Machines 5-22 £36, no splits. Free copies of C+VG & Sega Pro, 'cos they're rubbish (his words, not mine!).
**Tel: (081) 504 1106**

Light Phaser for the Master System for sale. Comes with Wanted game, hardly used. £25.
**Tel: (0342) 712389**

Mickey Mouse, Sonic and Golden Axe for sale on the Master System. Boxed, in good condition, and with instructions. Only £20 each.
**Tel: (0203) 542187**

James Pond 2 – Robocod on the Mega Drive for sale. Unwanted gift. Only used once. A bargain at £25, boxed with instructions.
**Tel: (0288) 356374**

Master System 2, including nine games and one controller. The games include: Alex Kidd, Sonic, Mickey Mouse, Ghostbusters, Operation Wolf, Transbot, Basketball Nightmare, Shinobi and Super Kick Off. All boxed and a steal at £150 o.n.o.
**Tel: (0638) 668964**

Master System games for sale, all boxed: Sonic, Mickey, Y's, Ultima 4, Phantasy Star, Fantasy Zone 2, Impossible Mission and Spellcaster. Various prices.
**Tel: (0503) 220536**

UK Mega Drive, plus 8 games, including Mercs, PGA Tour Golf, Road Rash etc. etc. Worth £400, but will sell for £220 o.n.o. **Write with your offer to: 41 Marian Court, Link Street, London E9 6DT.**

Master System and 13 games for sale. Worth £440, but will sell for £220. One year old, includes Sonic, Asterix, Mickey, Golfamania, Donald Duck. Control pads, joystick and Phaser all included.
**Tel: (031) 657 1019**

Master System, two joypads and 6 games for sale, including Sonic, Donald Duck, Ghouls 'n' Ghosts and Italia '90. All boxed as new. Just £120 o.n.o.
**Tel: Hudds (0484) 656002**

Game Gear and five top games: Sonic, Leaderboard, Columns, Castle Of Illusion and Super Kick Off for sale. Storage case also included. Everything boxed and in excellent condition. Only £150.
**Tel: (0284) 769112**

**Game Gear plus 7 games for sale. Games include Sonic, Shinobi, Wonderboy and so on. Also comes with AC Adapter, Wide Gear, and headphones. Worth over £260, but will sell for £180 o.n.o.
Tel: (05512) 2778**

Game Gear games for sale: Sonic, Shinobi, Mickey Mouse and five more. £12 each – or £80 the lot. Magnigear also for sale at only £5.
**Tel: (08206) 27485**

7 Sega Master System games for sale, £20 each. All in very good condition. Konix Speedking joystick, £10, hardly used, unwanted prize.
**Tel: (0427) 617931**

Master System 2 for sale with one control pad and 9 games, including Alex Kidd, Sonic, Mickey Mouse, Ghostbusters, Operation Wolf, Transbot, Basketball Nightmare, Shinobi and Super Kick Off. All boxed and only £150 o.n.o.
**Tel: (0638) 668964**

Sega Master System games, all boxed, for sale: Sonic, Mickey Mouse, Y's, Ultima 4, Phantasy Star, Fantasy Zone 2, Impossible Mission, Spellcaster and World Grand Prix. Various prices.
**Tel: Lanreath (0503) 220536**

UK Mega Drive, plus 8 games, including Mercs, PGA Tour Golf, Road Rash and so on. Worth £400, but will sell for £220 o.n.o. **Write with an offer to: 41 Marian Court, Link Street, London E9 6DT.**

**Master System Phaser, 3D glasses, 2 infra-red sticks worth £40 and 12 games, including Mickey Mouse, Donald Duck, Populous, Ultima 4 and R-Type. Worth well over £500, but will sell for £450 o.n.o.
Tel: (0442) 219 814**

Sega Master System for sale with two control pads and games, including Chase H.Q., Alien Storm and Wonderboy in Monster Land. Only five months old, with box and manual – just £60.
**Tel: (0873) 830727**

For sale: Sonic, Shinobi, Mickey Mouse and 5 other Game Gear titles. £12 each or the lot for £80. Plus the Magnigear for £5.
**Tel: (08206) 27485**

Atari STFM with 2 joypads, mouse, mouse mat, plus 29 top games. Worth £900, but will sell the whole lot for £200 o.n.o.
**Tel: (0303) 276539**

Master System 2 with control pad and 6 games: Sonic, Wonderboy 3, Alex Kidd, Moonwalker, Strider and Double Dragon for £135.
**Tel: (081) 299 3380**

Master System, 9 games (including Champions Of Europe, Sonic, Donald Duck and Wonderboy 3), 3 joypads and a joystick. Worth about £350, but will sell for around £220 o.n.o.
**Tel: (0225) 429015**

**Mega Drive with 3 games, including Altered Beast, E.S.W.A.T. and Road Rash. Also comes with joystick. All boxed for £130.
Tel: (0722) 320 463**

UK Mega Drive for sale with Sonic, Two Crude Dudes and 2 joypads. London area only. Will sell for £100.
**Tel: (071) 253 3839 between 12-3 and 6-10pm**

## SWAPS

I will swap my Moonwalker for Streets Of Rage or Populous (or will sell it for £35).
**Tel: (0226) 744314**

Will swap Mega and Master games in or around the Basildon Area. All games considered. I have Strider, The Immortal, Golden Axe, Phantasy Star 2, and many others.
**Tel: (0268) 531884**

I want to swap my Altered Beast for someone's copy of Shinobi.
**Tel: (Bristol) 697322**

I will swap My Hero for Enduro Racer, or Spy Vs Spy for any Alex Kidd games.
**Tel: (0865) 890174**

I will swap my Altered Beast for any other good Mega Drive game.
**Tel: (Sheffield) 653421**

Will swap my Spider-Man, Transbot, Enduro Racer or Rampage for Pro Wrestling, Altered Beast, Sonic or any other good game on the Master System. All games in good condition.
**Tel: (0485) 23709**

Will swap World Soccer (boxed) for Forgotten Worlds, Cloud Master or Moonwalker. All games must be boxed and come with Instructions. **Write to: 1 Treport Street, Wandsworth, London SW 18 2BW.**

I will swap my Mickey Mouse for either World Class Leaderboard or Golfamania. I will also swap Double Dragon for Speedball or Tennis Ace.
**Tel: (0733) 348006**

Mega Drive games. Will swap James Pond 2, Fantasia, World Cup '90 for either Blockout, Zoom, Super Hang On, Strider, Phantasy 3, Super Monaco Grand Prix or Thunderforce 3.
**Tel: (0795) 471964**

I'll swap Mickey Mouse and Rastan Saga for Fantasy Zone and Out Run. Suggest other games you have for Sega Game Gear *(eh?)*.
**Tel: (025125) 3068**

Mega Drive games: Bare Knuckle, Street Smart for E.A Ice Hockey or Road Rash, or Street Smart for other good games.
**Tel: (081) 906 0776**

I will swap my Global Defence with Dynamite Dux or with Double Dragon.
**Tel: (071) 514 8449**

Mega Drive swaps wanted. Revenge Of Shinobi, Mickey Mouse, Super Monaco G.P. and Tetris for Moonwalker, Budokan, Populous, Battle Squadron and World Cup.
**Tel: (0483) 576246**

I will swap Mickey Mouse or Golden Axe for Paperboy, Wonderboy 3, Populous or Fire and Forget 2.
**Tel: (0244) 675067**

Will swap 20 top Amiga games (boxed originals) – including Manchester Utd Europe, Monkey Island and Prince Of Persia, worth over £360 – for Mega Drive or Master System with some games.
**Tel: (021) 427 7431**

I will swap my Sonic for Golfamania, Fire And Forget 2, Super Kick Off, Speedball and Wanted. Desperate.
**Tel: (0292) 45664**

I will swap my Altered Beast plus cash Truxton or Golden Axe for Mickey Mouse, Populous or Tetris.
**Tel: (0922) 725909**

I've finished Quackshot and I would like to swap it for Decap Attack, Toejam And Earl, Revenge Of Shinobi, Ghouls 'n' Ghosts, Strider, Streets Of Rage or any other decent game.
**Tel: (061) 903 9354**

I will swap my Gameboy with 4 games and cables for your Game Gear with games and accessories if possi-

ble. Gameboy has Gamelight and case.
**Tel: (0254) 208571**

I want to swap Mega Drive, two pads, 9 great carts, PGA Tour, Streets Of Rage, Sonic, Strider, Dick Tracy and Hardball for Amiga minus games.
**Tel: (0742) 478181 after 6pm**

**Sega Master System and 3 games for sale. Titles include Dynamite Dux, Chase H.Q. and Action Fighter. £50 o.n.o.**
**Tel: (081) 569 4791 after 5pm**

Mega Drive swaps: Ghouls 'n' Ghosts, Wrestle War, Strider and After Burner, for your E.A. Hockey, Lakers Vs Celtics, PGA Tour Golf, Joe Montana Football 2 and Speedball 2.
MS swaps: World G.P., Golvellius, Time Soldiers for any decent cart (especially American Pro Football).
**Tel: (0582) 595463**

I will swap my California Games or Shinobi for Golden Axe (MS).
**Tel: (0707) 47500**

Mega Drive games for swap. I will swap John Madden '92 or Sonic for Streets Of Rage, Quackshot or Speedball 2.
**Tel: (091) 488 2338**

Will swap Kenseiden, Aerial Assault, World Soccer, Kung Fu Kid, Vigilante or Alex Kidd in High-Tech World for Populous, Master Chess, Monopoly, Sonic, Golden Axe or Fantasy Zone on the Master System.
**Tel: (051) 548 3921**

I want to swap my Super Hang On or Sonic for English E.A. Hockey on the Mega Drive.
**Tel: (0908) 569925**

Tetris! Tetris! Tetris! Has anyone out there got this game for the Mega Drive. I will pay cash or swap my Axis Centurion or Road Rash for it.
**Tel: (0274) 488483**

Various Mega Drive carts available for swaps – all boxed and with instructions. Will consider any good titles, especially RPGs or shoot-'em-ups.
**Tel: (0522) 533976 after 6pm**

I will swap my Game Gear, Mains Adapter, Sonic, Donald Duck and Fantasy Zone, for a Mega Drive with at least two games.
**Tel: (081) 390 0046**

Shinobi on the Master System for your Rampage, R-Type or Strider. Will also sell it for £15.
**Tel: (081) 366 3400**

Will swap Revenge of Shinobi or Sonic for Road Rash, E.A. Hockey or any other good games.
**Tel: (071) 431 2348**

Will swap Sonic for The Lucky Dime Caper, Castles Of Illusion or Shadow Dancer (MS).
**Tel: (0604) 32879 evenings please**

I will swap my Master System (with 6 games) for your Mega Drive with Test Drive 2 or Road Rash and Super Monaco G.P. 2. See, I'm a bit road mad!!
**Tel: (0636) 821817**

I will swap Chase H.Q., Psycho Fox, and Alex Kidd (The Lost Stars) for Wonderboy 2, Pacmania, Klax, Paperboy, Bank Panic, Penguin Land, R.C. Grand Prix, and Alex Kidd in High-Tech World (MS).
**Tel: (0223) 891972**

I will swap my Shining In The Darkness, for Phantasy Star 3 (will consider other RPGs). I will also sell for £38 o.n.o.
**Tel: 0886 880536**

I will swap my Gameboy, Magnigear, and three hot games in top condition for a Game Gear with three games in good condition.
**Tel: (0642) 471266**

I will swap my Chase H.Q. for Sonic or Parlour Games, or any other good MS games (boxed and with instructions please).
**Tel: (0672) 810257**

Hi, Sega dudes! I'll swap Moonwalker and Double Dragon for any good Sega games. All games boxed and with instructions. PLEASE HURRY !!!
**Tel: (0452) 864973**

I want to swap my Psycho Fox or Assault City for your Ghouls 'n' Ghosts or Shinobi. You must live in the Bransholme/Hull area. Other games considered.
**Tel: (0482) 213183 after 4pm**

Swap any of your games for any of mine! Fast, friendly and reliable people. Send your SAEs for a big list to: **13 Boumville Lane, Birmingham B30 2JY.**

I will swap my Basketball Nightmare for any game. Only 2 months old, and with instructions.
**Tel: (041) 647 2634**

I will swap Paperboy for any other Master System game, or will swap my own control pad for a Master System 2 joystick.
**Tel: (0624) 897420**

**Master System, 2 control pads, joystick, Light Phaser, 3D Glasses and seven good games. Excellent condition, boxed, and all for £140. Brilliant buy (will discuss any other prices).**
**Tel: (0372) 465 798**

Will swap Altered Beast, Powerbase Converter (MD), Mickey Mouse, Pac-Mania, Psycho Fox (MS) and Turbo joypad for good MD games. Must be UK titles and in good condition though.
**Tel: (0420) 474385 after 6pm**

I will swap my John Madden Football '92 for any one of the following: Sonic, Quackshot, Robocod, Castle Oof Illusion, Phantasy Star 2 or 3, The New Zealand Story or Rainbow Islands.
**Tel: (061) 231 6267**

I want to swap three Mega Drive games: Sonic, Quackshot and Taz Mania.
**Tel: (0793) 848342**

I will swap F-22 Interceptor or Super Monaco G.P. for Mickey Mouse, E.A. Hockey, Pit-Fighter, Toejam And Earl, Bulls Vs Lakers, Chuck Rock or Taz Mania. Must be UK carts.
**Tel: (0226) 722527**

Will swap my Golden Axe 1 and 2 for your PGA Tour Golf and Super Kick Off (MD).
**Tel: (051) 733 1289**

I will swap Vigilante, Rastan and Alex Kidd in Shinobi World for Flintstones, Asterix, Rocky or Thunderblade, Pro Wrestling, Shinobi, Wimbledon and Penguin Land.
**Tel: (051) 327 7782**

Will swap my Strider for your Olympic Gold (both MD titles). Must have booklet.
**Tel: (0423) 531146 after 6pm**

I will swap my Kung-Fu Kid (The Hard Line ****), for Sonic, Paperboy or After Burner (all MS). Must be boxed with instructions, like mine.
**Tel: (0369) 4597 after 6pm**

Will swap PGA Tour Golf, Taz Mania and Super Court Basketball for Strider, Hellfire, Revenge Of Shinobi, or Shining In The Darkness. Will also swap Crackdown for almost anything.
**Tel: (0534) 35037**

I will swap my Moonwalker for your Ghouls 'n' Ghosts or Decap Attack. UK MD games only please.
**Tel: (041) 848 9331**

I will swap Revenge Of Shinobi (brand new), for PGA Tour Golf or Streets Of Rage. **Write to: 111 Mortimer Road, Itchen, Southampton SO2 7HJ.**

30 Sega magazines to swap, includes issues of *Sega Power,* Sega Pro (who?), Megatech, and Sega Force. Will swap for joypads and Mega Drive games. Phone with offers please.
**Tel: (0203) 621684 or (0203) 615630**

Will swap Ferrari Grand Prix Challenge (brand new out) and After Burner 2, for Out Run and Castle Of Illusion. Must be boxed with instructions (will swap separately if necessary).
**Tel: (0600) 714582**

2 for 1: will swap my Kung-Fu Kid (no instructions) and Dynamite Dux (cart only), for Tennis Ace or Pro Wrestling (MS).
**Tel: (0360) 311308**

Will swap Choplifter for World Cup Italia '90, or Slap Shot for the Master System 2.
**Tel: (031) 334 9382**

I will swap my Atari Lynx with 4 games and mains AC Adapter, for a Game Gear with 1 game and Mains Adapter.
**Tel: (0268) 773472**

Sega Master System 2 with control pad, Sonic, Light Phaser, and 5 other games. All boxed. £116, or will swap for Mega Drive and one game.
**Tel: (0924) 280723**

UK Mega Drive owners! I will swap my John Madden Football '92 for your E.A. Hockey, European Club Soccer or Olympic Gold.
**Tel: (051) 489 4981**

## GOODS WANTED

Wanted: Mega Drive games with boxes and instructions (English only). I will pay up to £20. **Send list to: 33 Mayfield Road, Newquay, Cornwall TR7 2DG.**

Wanted, urgent! Shove It! The Warehouse game for the Mega Drive (Dagenham area).
**Tel: (081) 597 9499**

**I'll swap my Centurion, After Burner 2, Wrestle War, Altered Beast (MD) and Strider (MS) for any good carts, preferably Desert Storm, Super Monaco G.P. or Darius 2.**
**Tel: (0582) 36168**

Help! Master System games wanted for new player who's fed-up with only Alex Kidd for company. I will pay £10 for each game (with instructions).
**Tel: (081) 854 7765**

Wanted: Sega Mega Drive with a large collection of games or just games only. I will pay between £10 and £17.50 for games.
**Tel: (0527) 32230**

Super Famicom, brand new, only used once. Still boxed and with one good game. £200. Will also swap Gameboy with 5 games for Game Gear.
**Tel: (081) 577 5901**

**Peterborough Mega Drive owners! Sell your games or swap them for others. Telephone for free advice and monthly newsletter.**
**Tel: (0733) 333692**

Top quality UK/USA Mega Drive games wanted. Must be boxed with instructions – fair price paid – any game considered.
**Tel: (0522) 510967**

Wanted: Double Dragon or Monopoly. Will buy or swap – I don't care.
**Tel: (0202) 522995**

Wanted: Mega Drive games. Please send list, prices and your address to the following: **110 Flintmill Cresent, Kidbrooke, London SE3 8LZ.**

I want to buy Rambo 3 on the Mega Drive for £10 or swap for Wonderboy 3 on the Master System.
**Tel: (0532) 538240**

I'm looking for Shinobi, Speedball, Super Monaco G.P. and Rambo 3 for the Master System. Will pay out between £10 and £12. Must be in good condition with both box and instructions.
**Tel: (0504) 762 600**

I need Desert Strike, Populous, F-22, 688 Attack Sub, E.A. Hockey, The Immortal, PGA Tour Golf, Decap Attack, Ghouls 'n' Ghosts and Quackshot. I'll pay between £10 and £15, but all games must be boxed and come with instructions.
**Tel: (0602) 335857**

## HELP WANTED

Can anyone give me a code for Road Rash? I've only got one race to go and then I can finish the game! It's killing me. Thanks.
**Tel: (061) 799 8468**

**Wanted: Mega Drive games Road Rash, Super Monaco G.P., Desert Strike, PGA Tour Golf, Buck Rogers, Two Crude Dudes, Devil's Crash, E.A. Hockey and any other good games. Will pay up to £20 for each title.**
**Tel: (0782) 826602**

Need any cheats for Wonderboy 3 on the Master System? Well, write to: **125 Seaview Terrace, Edinburgh, Scotland EH15 2HQ.**

## PENPALS

Male, 12, into Sega, drawing and painting, seeks male or female 11 plus. **Write to: 5 Rokewood Mews, Ware, Herts. SG12 9DS.**

Hi, I'm a guy aged 18. I love writing and receiving letters, music and Sega. **Write, with photo, to: DJ Mega Drive, 247g Junction Road, London 5QJ.**

Are you weird, uncanny and strange? I'm 16, female and into gigs and sport. **Write to: Jens, 26 Elmgrove Road East, Hardwicke, Gloucester GL2 6PY.**

# READER AD ORDER FORM

**Name** (We *never* print names – unless they're outrageously daft...)

.....

**Address** .....

.....

.....

..... **Postcode** .....

**Telephone** .....

**Please tick the category your ad should appear in:**

☐ For Sale ☐ Swaps
☐ Goods Wanted
☐ Help Wanted ☐ Penpals

If you want your Small Ad to be bright, bold and unmissable – and you don't mind flinging a £5 cheque or P.O. to us here at *Sega Power* – then put a tick...

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☐ ...in this box on the left!

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**Write your ad (maximum 30 words) below, ticking the appropriate box and make your cheque or P.O. payable to Future Publishing Ltd. Stuff it all in an envelope and send it to: Small Ads, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW.**

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**Help, they're all over me! Get 'em off!**

1. **Trade ads**? More like "look at 'em fly straight into the bin!" ads.
2. We cannot vouch for the quality of these ads, so don't forget to pack your snorkel...
3. **Make your Small Ad legible.** If you can't write, get someone who can to do your ad...
4. We **cannot** guarantee the positions of your adverts. Or that they will appear in specific issues of ***Sega Power.*** Sign the date and we'll try our best (Um, how does six months' leeway sound?)

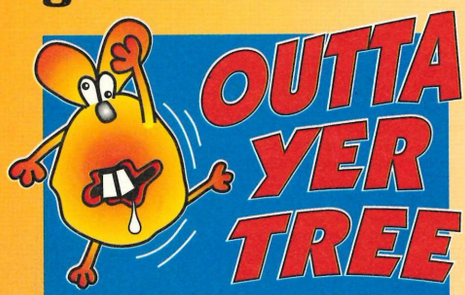
5. Sign the following declaration (but get your parent or guardian to sign if you're under 16). All it means is that we may actually get round to printing the sucker in the next millennium.

**Signed** **Date**

.....

# SCRIBBLINGS

**Sega gamers aren't just the best in the world, most of 'em have got more rabbit than a well-stocked fridge in Sainsbury's too. So this is where you can let it all hang out! (We even give away a new *Sega Power* T-Shirt to the author of the month's Star Letter.)**




THE TRULY SAD THING ABOUT THIS section, dear readers, is that the letters inside are all completely genuine. I would suggest you think about what you're going to say before you say it, but then, we'd have nothing to put in here if you did. Anyway, here are some of this month's gems...

■ ...In the Green Hill Zone Act 1, you get a free life in one of the palm trees. Well, at the palm tree you get the free life at, you go behind the palm tree not like the other palm trees, but further on you go behind the tree but there is not anything...

*And you are well and truly out of yours, matey! Sad, isn't it?* Andy

■ ...If it takes so much time to draw a piccy for The *Sega Power* Gallery, what's the point of having a Sega?

*Erm, so you can play games?* Andy

■ ...I've only got one word to say about your magazine: it's an excellent magazine!

*Only one word?* Andy

■ ...I am brilliant at solving all games as well as being literate and able to spell.

*Er, good on you. I'm toilet trained (nearly) as well.* Andy

■ ...I look forward to your relieving my frustration soon.

*Steady on there!* Andy

■ To *Sonic the Heghog* (sic),
Will you send me every Sega Master System 2 games and then tell me how to complete all of them.

If there are cheats on them tell me all of them. Please don't charge, please don't send me *Sonic the Heghog* or *Alex kidd in Miracle World.*

Only charge me one pound...

*What is he like?* Andy

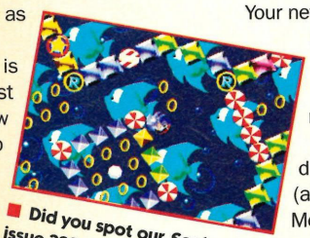
SEGA POWER

WHATEVER YOU WANT TO SAY, WE WANT to hear it. Get all your thoughts, problems and observations down on a piece of paper and then send it in to: **Scribblings, *Sega Power,* 30 Monmouth Street, Bath, Avon BA1 2BW.**

## PEARLS BEFORE SWINE

Dear *Sega Power,*
While I was looking through *Sega Power* 33 I noticed in The Hard Line that the Mega Drive entry for *Sonic* said: "Totally rubbish old scroller. Dead slow, dead boring and as addictive as having sex with Nora Batty..."

Is this an attempt at a joke or is this a genuine mistake? I just thought I'd tell you in case a new reader saw this and decided not to buy such a good game.
**Matthew Bailey, Kempston**



■ Did you spot our *Sonic* gag in issue 33? Pearls Before Swine...

*Oh dear, oh dear. Well, it was an attempt at humour, Matthew. We're just sorry it went way over your head. Oh well.* **Andy**

## MISSING PERSONS

Dear *Sega Power,*
My son Robert has been a fan of Sega games for a long time now and for Christmas we bought him a Game Gear. We bought the machine locally, wanting to support local enterprise rather than go to a large retailer in the city.

■ Person wanted in connection with unmended Bridlington Game Gear...

Sadly, after a few weeks, the Game Gear broke, so we took it back to the retailer who said he'd have to send it back to his supplier for repair. We left it with him and waited...

In the meantime, we asked what one of the large chain stores would have done in similar circumstances. They said they would have replaced it.

Anyway, when we went back to our local retailer we discovered he'd gone. In the back room was our Game Gear, just as we'd left it.

Can anyone help by either telling us where we can get the Game Gear repaired or where the owner of The Computer Centre, Quay Road, Bridlington went?
**P Bernard, North Frodingham**

*What a rum to-do! Try contacting Sega Europe (☎ 071 727 8070) and ask them what you should do to get your Game Gear fixed. If we ever find out what happened to the owner of the shop we'll pass it on to you.* **Andy**

## STILL NO GO...

Dear *Sega Power,*
If you have a Mega Drive, Datel's Action Replay Cartridge and a Powerbase Converter can you then cheat on Master System games? Who thought up Dan's Crap Corner? Why don't Sega make a bit more effort with their cart titles (why do they just have black lines on a red background)?
**Joe Smith, York**

*Nice idea, Joe, but sadly the answer's no. Dan came up with his very own section in The Gallery. I think Sega are doing a fine job with their carts – after all, it's the game that's important and not the packaging, surely?* **Andy**

## BIGGER, BETTER, MORE

Dear *Sega Power,*
Your new look mag is brill and the reviews are tremendous. My games collection consists entirely of games I've checked out in either your reviews or in The Hard Line section, and you're spot on. The games are all reviewed honestly and carefully.

I used to get a Mega Drive specific mag but they didn't seem to know a good game from a bad game (and there's so much more to Sega than just playing Mega Drive games anyway). I was also wondering if you had ever thought about a high-scores section?
**Rich Scales, Sheffield**

*Thanks for the compliments, Rich. We try our best and we know how important an accurate review is when you're thinking about buying a new cart.*

*That's why we'll always let other mags do the so-called "exclusive" review of unfinished games. We're only interested in telling you the truth here at* Sega Power *– and how the hell can we do that if we try and review a game that hasn't even been finished yet?*

*As for high-scores, well, we tried it a long while back, but, frankly, it was impossible to police and I got fed up with people lying all the time.*

*So no, we're not going to do that kind of thing again in the future.* **Andy**

■ Can you use the Action Replay Cart with Master System games (via the Converter)? See Still No Go...

## PIRATES AHOY!

Dear *Sega Power,*
I recently went to Hong Kong and bought myself a load of multi-game carts. They're miles cheaper, but don't contain instructions, so I think they're pirated.
**Geoff St George, Manchester**

*Yup, they look like pirated carts to me. I've spoken to Sega and they are "on the case," as people say, even as we speak, so we'll let you know how things develop. If anyone else is heading off to the Far East though, be warned. Don't buy these combo carts.*

*The temptation is high, I know, because you get a load of games on the cheap, but the long-term effect isn't so good. You'll just be helping to push up the price of Sega software in the future.*

*These pirates are making profits at our expense – and the only way Sega can recoup the money is by making the rest of us fork out for the difference. Think about it. Why*

## IMPORT BUYERS LEFT OUT IN THE COLD...

STAR LETTER

Dear *Sega Power*,
I have heard that Sega are introducing chips into their carts which will stop you from playing games designed for one country's machine on a Mega Drive designed for another.

I own a Japanese Mega Drive and was devastated to hear that soon I will not be able to play some of the new upcoming titles (like *Sonic 2*, *Terminator 2* – and so on) on my machine. Can you please throw some light on this subject?
Sam Forc, Doncaster

■ *Super Monaco G.P. 2*. The first cart to contain the new "security chip." The game still runs on a Japanese Mega Drive though. Odd, innit?

Sad news, Sam. You're right. In the near future, people owning Mega Drives that haven't been designed specifically for use in the UK will find using the brand new "security chip" games very difficult. *Super Monaco G.P. 2* is the first title to have these chips installed, but, curiously, this game runs fine on a Japanese Mega Drive.

Sadly, this doesn't mean a thing. You still probably won't be able to run all the games that are currently in development, so you're just going to have to be careful about what games you buy in the future. To be brutally honest, Sam, you really shouldn't have bought an imported machine. As the French say, "That's life, monsieur." Andy

■ A selection of illegal "multi-game" Game Gear carts packed to the plastic hilt with pirated titles. Illegal, downright rotten (etc. etc.) – you have to pick up the bill in the end. See Pirates Ahoy!

*should Sega make games if they're only going to get ripped off by other people afterwards?*

*If anyone comes across pirated games in the UK (or anywhere else for that matter), they should get in touch with the Federation Against Software Theft (FAST on ☎ 0628 660377) immediately.* **Andy**

## LIGHT AT THE END...

Dear *Sega Power*,
Call it fate, call it karma, call it what you will, but Mr Sega must have read my letter and thought "Hey, that sounds like a good idea." If you're wondering what I'm going on about, I'm talking about the Menacer light gun.

Back in *Sega Power* 24, I wrote a letter asking why there was no Light Phaser for the Mega Drive. My last letter (back in *Sega Power* 33) raised some interesting points about *Toejam And Earl*, T-Shirts and other stuff but you only printed the bit about soft toys and I got lots of ribbing from my mates. But I forgive you – especially as Sega have now brought out the Menacer!
**Adam Welbourn, New Romney**

*Well, maybe Mr Sega did read your original letter, but methinks he'd probably thought of it already. Still, now you're happy, I'm happy. Have a* Sega Power *Enamel Badge.* **Andy**

## CAN'T DO IT...

Dear *Sega Power*,
As a new Mega Drive owner I was thrilled to get your mag, especially when I saw it had that free *Sonic* tips poster on the cover. I was even more excited when I came across the Level Start cheat.

But did you forget to include further instructions (such as standing precariously on one foot, blowing bubbles or singing the National Anthem backwards)? No matter what I do, I can't get the damn thing to work! Please can you tell me why?
**Gary Daggers, Hillingdon**

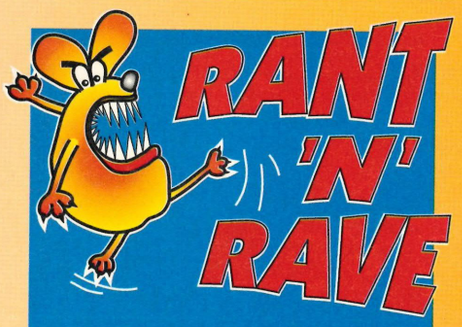
■ The level select screen from the Mega Drive version of *Sonic*. See Can't Do It to find out how to do it!

*I could be facetious now and say, "because you're not doing it right," but I'm not like that (er, well, not always). I don't see how we can be any clearer though.*

*Get the cheat to work by waiting until Sonic's waggling his finger on the intro screen – then press up, down, left and right on the joypad and then Buttons A and Start together. Got that?* **Andy**

■ Sega's new Light Phaser for the Mega Drive – the Menacer. See Light At The End... to find out what one reader thinks of it all

You've forgotten the address already? Here it is: Scribblings, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Fancy winning a coveted *Sega Power* T-Shirt or Badge? Then get writing!




EVEN WHEN LIFE IS GREAT, THERE can be times when things get right up your nose (ask John about his bike...). Well, instead of becoming all bitter and twisted, vent your anger through the *Sega Power* Rant 'N' Rave column. The address is: Rant 'N' Rave, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

■ ...I would just like to point out that the Master System still exists. In all your mags, the Mega Drive takes control and that really annoys me.
David Falp, Coventry

■ ...I am a very annoyed Master System 2 owner and nearly all my friends own a Mega Drive or a Mega CD. Every day they yap on about every single game, joystick, piece of software (etc. etc.) out and it's really getting on my nerves.

I don't care how many squillions of colours it's got or how many bytes it has – I couldn't give a Castlemaine XXXX! I'm happy with my 8-bit!
Matthew Tollett (and please don't call me "toilet"), Addlestone

■ ...I am totally cheesed off that you still have the gall to print Dan's Crap Corner. I've read all the responses and while I admit it gives me a laff I can't help but feel a tad sorry for the poor little souls whose pictures have ended up in the Crap Corner.

Come on, *Sega Power*, you're a star magazine and I don't like it when you do insensitive things like this.
Mary Macey, Somerton

■ ...I think it's a real shame that I don't get my own whole page of tips in every issue of *Sega Power*.

After all, I can get to level four of *Sonic* and I'm a bit of star when it comes to *Moonwalker* and *Castle Of Illusion* too. And my tips are rather good, everyone says so – especially my best friend Tamara.
Michele Harris, Stockport

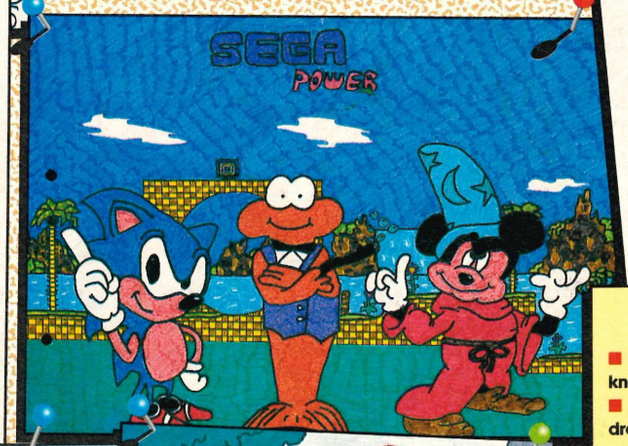
■ ...I want to complain about some of Sega's new releases. Electronic Arts make superior games and when they're released, Sega then release a game of the same genre but not of the same quality.

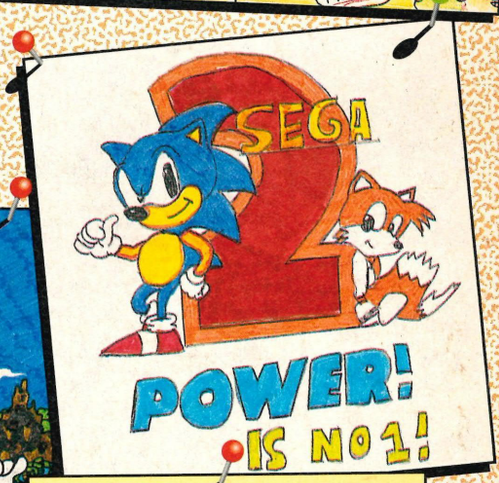
Come on, Sega! Get your act together, follow E.A.'s lead and release some proper games – games that take more than just a week to finish – even if they have got lovely graphics. It's the superior gameplay we want, not pretty pictures (if we'd wanted that, we'd have bought *Art Alive!*).
Danny Wallace, Bath

# THE SEGA POWER GALLERY

One of the great things about art is that no matter how awful it is, it isn't really ever "wrong." Everything is in the eye of the beholder, so cast your eyes over these masterpieces and decide for yourself which ones are the best. And if you have any pictures you'd like to see on these pages, get them in to: The Gallery, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Groovy...

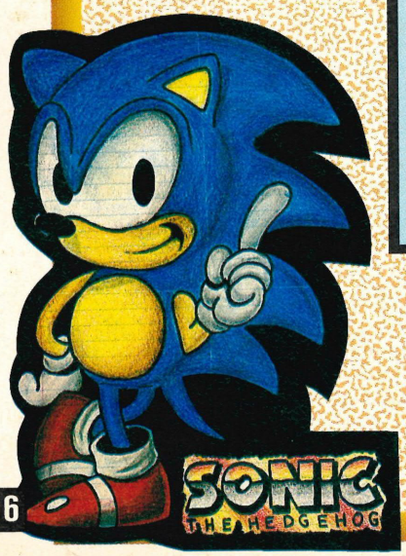
■ (Right) Well, Alex Beardshaw from Sheffield knows the real *Sega Power!*
■ (Below) Mario on the run – by an anonymous artist. Go get 'im, Sonic!



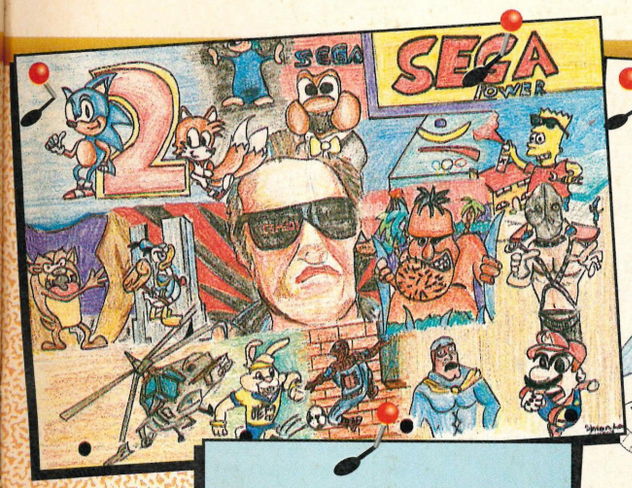



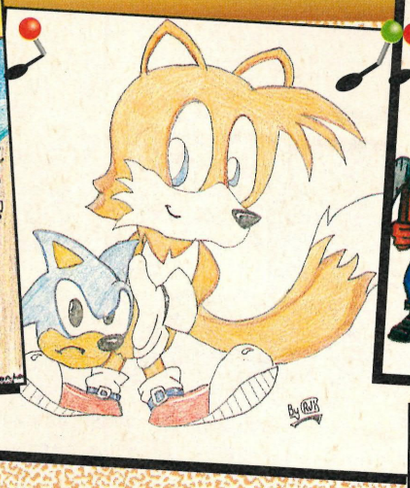

■ (Above) Simon Lipscombe from Belvedere knows what Sonic and Tails are really like...
■ (Left) Andrew Terry from Wolverhampton drew this colourful pic of his fave characters

■ (Top left) Mario finally gets his just desserts... Yeah! Anonymous artist
■ (Middle left) A fab basketball Sonic by Jason Noble from Nottingham. Smart!
■ (Bottom left) this excellent Sonic is by Gazza Pithington from Farnborough!

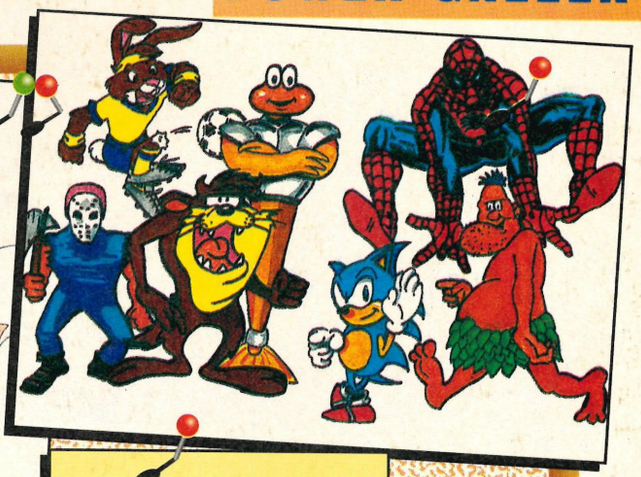


■ (Left) Julie in Cambridgeshire is the artist responsible for this piccy of Taz
■ (Right) Even Sonic can't avoid speeding cars – according to the artist Ho Yan Li!



■ (Above) Simon Lee from Gwent captures the flavour of *Sega Power* rather well, I think



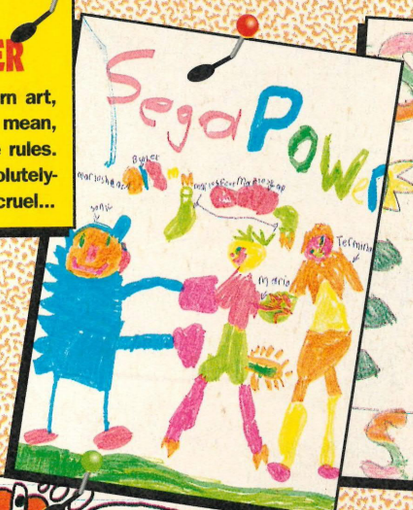
■ (Above) These are R Mukhairis's fave Sega characters. And why not?
■ (Left) Surely Ross Kingsford can't think Tails is better than Sonic?

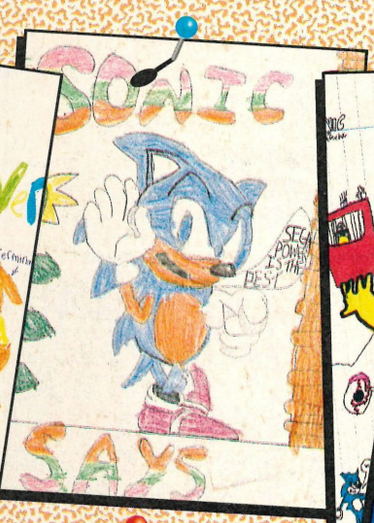
■ (Above) Dave Rhodes of Lowdham is a very gruesome chap. Ouch, that smarts!
■ (Right) One Leon Lancaster from Runcorn did this sunburnt (but very good) Chuck Rock!

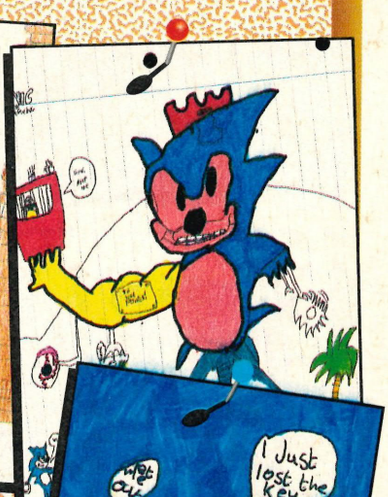
■ John Disley from Wolverhampton has obviously played this game before!

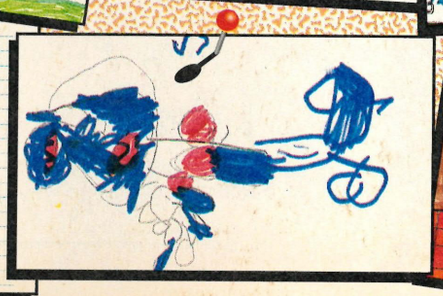
## DAN'S "EXPERI-MENTAL" CORNER

Although there are supposed to be "rules" that govern art, some of you obviously don't know them (ahem). Er, I mean, some of you are "experimenting" with breaking those rules. Check out this month's batch from some experi-absolutely-mental artists! Just don't laugh though, 'cos that'd be cruel...





# THE BACK PAGE

**• A new Fish Question, and news about our next issue – it's awesome! •**

## FISHTASTIC SEPTEMBER QUESTION

**THIS MONTH'S FISH IS AN OPAH. Now, those of you up on your Master System games will know that all of Sega's *Fantasy Zone* titles feature fishy things called opah opahs. Strange, innit? Anyway, on with this month's Question...**

**1. The opah (wonderful fish, wonderful fish) is laterally flattened. Explain in an essay of 10,000 words why? Only joking (hah, scared ya!). Actually, all we want is the fish's more popular name. Is it:**

**A. The kingfish?**

**B. The thinfish?**

**C. The slimfish?**

**Stick the answer to this easy question (and the name of the Mega Drive E.A. cart you'd like if you win) on a postcard and send it straight in to: The Fishtastic September Question, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Make sure you get your entry in by Saturday 10 October 1992. The first five correct answers pulled will win the senders an E.A. Mega Drive cart of their choice.**

**And don't forget to cut out the picture of the opah and stick it on the relevant piccy on your 1992 Robocod Calendar. Then, when you send in your completed Calendar at the end of the year (with all the Fish pix already stuck firmly on, of course), you could be one of 20 winners who'll have earned themselves two smart E.A. Mega Drive carts for all their sticky efforts.**

**RULES: No employees of Future Publishing or Electronic Arts may enter this compo. Multiple entries will be binned. We are hard...**

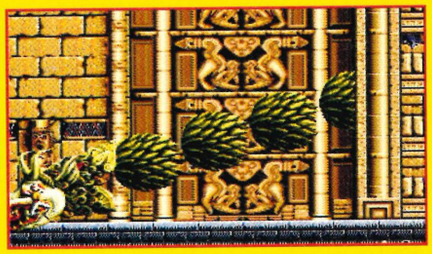
**The opah. Now I don't know about you, but I don't particularly fancy the idea of being, um, laterally flattened, meeself. He doesn't seem any the worse for wear though. In fact, he actually... *(Snip! -Andy)***

NEXT MONTH'S ISH OF *SEGA POWER* is bursting at the gills with good things. For a start, we've got some big games lined up – how'd you like to read the definitive review of *Atomic Runner,* for instance?

And that's not the only game we're going to have – oh no, siree Bob! We'll also be reviewing all the latest software from around the world for all three machines – just to keep you bang up-to-date with exactly what's happening on the global games front.

Then ,of course, we'll have masses of tips to help you get the most out of the games you've got already – nice people that we are! And we won't stop there because we'll also be packing the issue with the latest news from the heady world of Sega. We'll also be previewing all the games that are currently "in the pipeline" in our Shape Of Things To Come.

All this and we still manage to squeeze in your other regular faves like The Gallery and Captain Ages. But if you're still not convinced, then just remember the freebie you always get on the cover – *every month.* I don't know about you, but I'm getting all excited and nervous already!



**Oh no! It's the spooky pinecones of death!**

**We'll be reviewing *Atomic Runner* next month!**

## MORE DEAD LUCKY COMPO WINNERS!

**SICK COMPO!**

Back in issue 33, we ran this nasty compo in which you had to send us a piccy of yourself after having undergone some horrid accident. Well, the winner has to be poor old **Jason Parrott** from **Clifton** in **Bristol** who lost most of the front of his mouth in a skating accident.

Jason writes "The really sick thing about it is that, when I went back to hospital the day after this *(he sent in the photo, but it was just too horrible to print – Andy)* was taken, they took another X-ray and found that one of my missing teeth was still inside my nose..."

Never mind, Jason, there's a Game Gear on its way to cheer you up. The ten runners-up who each receive a *Pit-Fighter* T-Shirt and signed photos of the Masked Warrior (!) are: **Matthew Leach** from **Lancaster, Simon Giles** from **Bolton, Matthew Ward** from **Doncaster, Scott Wright** from **Croydon, John Johnson** from **Cambridge, Sarah Murphy** from **Sheffield, Ralph Williams** from **Colwyn Bay, Stephen Shepherd** from **Swindon, Mike Burgess** from **Blackpool** and **Simon Massey** from **Lincoln.**

**THE FISHTASTIC JULY QUESTION**

We asked you what kind of skeleton a shark has? The answer is, of course, a cartilaginous skeleton! The five mega lucky winners are: **A Koturagz** from **Oldham, Alan Ockenden** from lovely **Okehampton, Garry Kane** from **Motherwell, Christopher Stanton** from **Salmonby** and **Jonathan Mollot** from **Stoke-oOn-Trent.**

**HOW BIG COMPO?**

Back in issue 32 we offered to give away a unique framed Paul Kidby piece of artwork depicting Chuck Rock and a few of his dinosaur pals. All you had to do was tell us Raquel Welch's vital statistics. The answer? Well, that would be telling, but the closest entry came from **William Stock** who lives in **Reigate, Surrey.** Well done, William. The pix on its way!

**GIVING THE GAME AWAY!**

In issue 32 we asked you where the 1980 Olympic Games were held? The answer was Moscow, Russia.

The first five lucky winners who each win themselves a spiffy pair of new trainers are: **Jonathan Bayly** from **Barrow, John McNulty** from **Warminster, Stephanie Reid** from **Banffshire, Dylan Carter** from **LLantrisant** and **Jamie Sulway** from **Pontypool.**

The next 30 winners all receive a copy of *Olympic Gold* for their machine: **J Raine** from **Darlington, Gareth Fordham** from **Pershore, Peter Moore** from **Dogsthorpe, Sachdev Vohra** from **London, David Anderson** from **Swindon, Andrew Tompkins** from **Weybridge, Jake Forshaw,** from **Ramsbottom, Jonathan Mudford** from **Plymouth, Neil Schofield** from **Boston. Patrick Rowland** from **Newcastle, Christopher Shenton** from **Newcastle, Robert Langridge** from **Croydon, K Bond** from **Nottingham, James Munro,** from **Evanton, Jeremy Barlow** from **Swindon, Ashley Adams** from **Horsham, Scott Taylor** from **Gorebridge, Ben Grant** from **West Wickham, Robert Smith,** from **Launton, Ed Lomas** from **Rochester, John Walker** from **Bishop Auckland, Thomas Pybus** from **Warrington, Graham Farr** from **Carmarthen, David Spawart** from **Great Kingshill, Steven Lee** from **Leicester, Scott Toon** from **Leicester, Joseph Mikhail** from **Reading, Kevin Ashcroft** from **Wigan, Chris Bridge** from **Birchington** and **Paul Meyern** from **London.**

The next 100 have won *Olympic Gold* posters, and the next 1,000 will all receive groovy *Olympic Gold* pin-badges. Because of lack of space, we can't print the names of the posters and badge winners here, but rest assured, if you've won anything at all, it'll be popping through your letterbox in the next couple of days!

**Into mountain biking? Get into MBUK**

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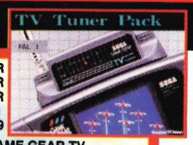


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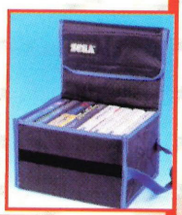

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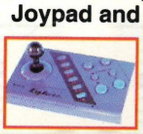

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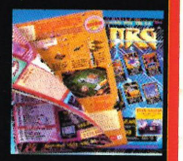

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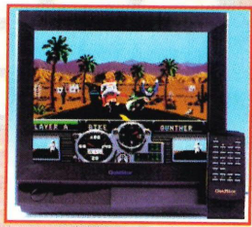

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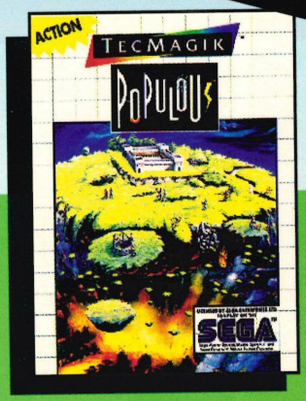


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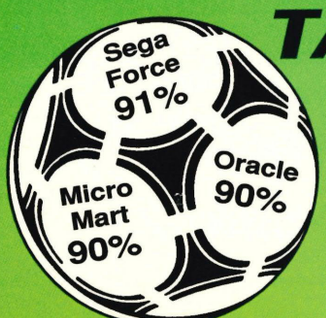


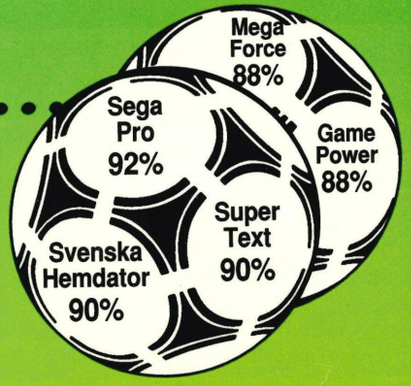


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