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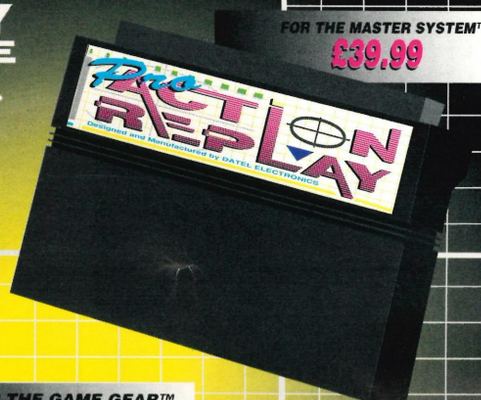

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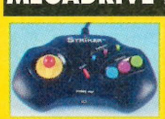

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POWER CONTENTS

CON

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GOODBYE, FAREWELL, SO LONG, *SEGA POWER*

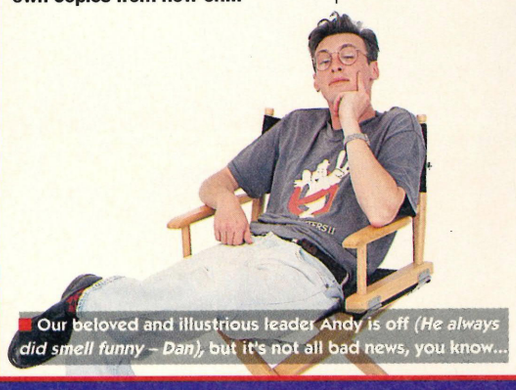
SOB, SOB! I'M OFF TO DO SOMETHING NEW, BUT that doesn't mean *Sega Power* is going to grind to a halt. Oh no. This magazine's much bigger than one person... And anyway, it's going to have a new Editor from next month – a chap called Mark Ramshaw (or Rammers as he's affectionately known) and he's really going to take *Sega Power* to even greater heights!

Mark's already got an impressive track record when it comes to magazines, and has spent the last few months in the office above *Sega Power*, sitting at the helm of one of our sister magazines – *Amiga Power*.

But enough of that, back to the important things. Sega have recently had a change of heart when it comes to their review policy (probably because no-one was buying the games until they'd read the review in *Sega Power!*).

Just the other day, a bod at Sega rang up to say he was sending *Sega Power* some *18* new games on chip for us to review – obviously the games won't arrive in time for this issue, but Mark will have his hands full of brand new Mega Drive, Master System and Game Gear games when he plonks his butt in my well-worn chair next month, believe you me! And if the games are as good as some of Sega's latest titles – like *Ecco* and *Streets Of Rage 2* – then it looks like this could be a great summer for all Sega gamers – it's just a shame I'll have to buy my own copies from now on...

Andy Smith



Our beloved and illustrious leader Andy is off *(He always did smell funny – Dan)*, but it's not all bad news, you know...

THE REGULARS

6 NEWS
There are all sorts of weird and wonderful new machines coming out over the next couple of years, so read all about 'em right here! Plus all the gossip from around the Sega world.

12 SHAPE OF THINGS TO COME
An exclusive look at *MiG 29* on the Mega Drive. Plus – we've hunted down every single new up-'n'-coming game for all three systems!

18 FUTURE ZONE
This handy device lets you keep track of all the major games coming out over the next few months – for all machines too!

22 POWER REVIEWS
Don't buy a game until you've read the *Sega Power* review, people – you can't afford to waste your money on crap, can you?

54 POWER TIPS
If you're stuck on a game then Dean Mortlock's the man to turn to because he can crack just about anything! You never know, he could well be your saviour!

72 MAIL ORDER
Get hold of those exclusive *Sega Power* endorsed fashion items at bargain prices! This month we've added some well nifty *Sonic* T-Shirts to the bundle too. Have a look...

74 THE HARD LINE
We've managed to review and rate over 500 Sega games, you know, so if you're a new Sega owner and you're not too sure of the old titles, then check 'em out here!

74 CHARTS
The Official Gallup Charts for all three systems – plus unofficial charts for a view from "the other side." Are the games you like at the top of the popularity charts?

84 SUBSCRIPTIONS AND BACK ISSUES
To make sure you never miss out on anything in the world of Sega games again, why not subscribe to *Sega Power* and save yourself a lot of time, money and effort? It's the best way!

91 GOODBYE, ED
Here's a special one-off page dedicated to our beloved Editor (and an excuse for us – no that we need one, of course – to print some really embarrassing pictures of Andy). The king is dead, long live the king (etc. etc.).

92 SMALL ADS
Buy, sell or swap carts and info in our very own Small Ads section. If you're very lucky you might even find yourself a penpal to, um, converse with... and, er, things...

93 SCRIBBLINGS
Come here to chat to 100,000 other *Sega Power* readers. These are your pages, folks, where *you* can air *your* views or have *your* problems solved (hopefully, that is).

96 THE GALLERY
Everyone appreciates good art (well, almost everyone) and here's where you can gawp at some good ol' Sega related pieces – plus a bit of "abstract" on the side (snigger).

98 BACK PAGE
Take a sneaky look behind the scenes at *Sega Power* (it's better than a TV soap round here – this is real life, you know). And see if you've won a prize too. Exciting stuff!

EXCLUSIVE *MiG 29* PREVIEW!

14 ELECTRONIC ARTS MAY HAVE brought the first flight sim to the Mega Drive in the shape of *F-22*, but *MiG 29* from Domark looks set to blow that title out of the skies and claim the crown as the first "real" flight simulator for the Mega Drive. Here's where you'll find the very first in-depth look at the game, so if you've been hankering to get your hands on some state-of-the-art east European aeroplane, then read on – and quick...

ARCADE FRENZY!

20 SEGA RECENTLY TOOK the dust covers off their latest coin-op machines and let us have a good look at them. We all know such machines have a pleasant habit of appearing on home systems after being in the arcades, so what better way to find out what you could soon be playing on your *own* Sega!

TENTS

Sega mag (probably) – this is the one for *real* game-players...

STREET FIGHTER II

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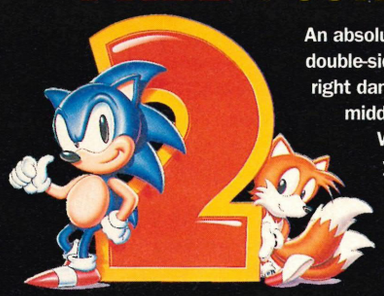
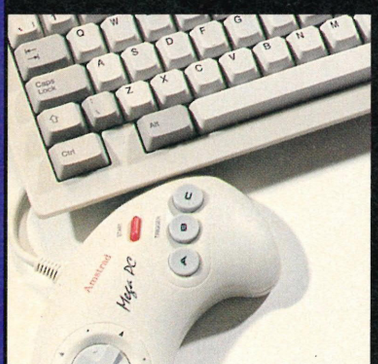


An absolutely excellent double-sided poster set right damn plum in the middle of the mag! Which side will you be putting up first?

MEGA PC REVIEWED!



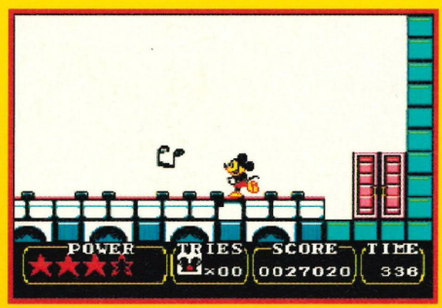
50 The last thing you'd expect to see running on a serious computer like a PC would be *Sonic*, right? Well, think again. The new Mega PC is a PC/Mega Drive all-in-one device that enables you to do just that – have fun and do serious things all on the same system. The question is, wouldn't you be better off buying separate machines? Paul Pettengale puts the Mega PC though its paces and tries to answer that question...

THE UNLIKELY ADVENTURES OF CAPTAIN AGES AND HIS PAL REWOP

86 CAPTAIN AGES and ol' Rewop are right in the thick of things at the moment, so rush here and see whether they manage to get out unscathed. My money's on the plot getting thicker, but you can never really tell with these modern cartoons, can you?

THE BIG REVIEWS

24 LAND OF ILLUSION
Here's the long awaited follow-up to Mickey Mouse's *Castle Of Illusion* on the Master System. Have the designers decided to stick to that original winning formula or have they decided to do something entirely different?



28 FOOTBRAWL
Here's a twist (though it's not a very original twist) on the standard 16-bit American Football theme. With all those E.A. American Footy games and Sega's *Joe Montana* out there, though, do we really need another?

30 STREETS OF RAGE 2
One of the best beat-'em-up's just got better – or so it seems. But with *Street Fighter 2* due out in a couple of months, haven't Sega shot themselves in the foot by releasing this game now? Do they expect us to buy both?

32 CHAMPIONSHIP PRO-AM
Here's a novel Mega Drive cart that enables you to race radio-controlled cars (just like *RC Grand Prix* on the Master System). Can the gameplay stand up? Find out here, folks...

34 POWER ATHLETE
Despite the name, this has nothing to do with athletics. It does, however, have a lot to do with a certain beat-'em-up that's set the arcades alight for the last few months. But is it just a pale imitation? Or is it actually any good?

36 SUPER BATTLETANK
There aren't too many tank simulations out on the Mega Drive at the moment, so here's one that's going to fill the gap – sort of. How do you fancy trundling around blasting large numbers of enemy tanks and helicopters?

38 GEORGE FOREMAN'S KO BOXING
Well, this game bombed on the Master System and was pretty awful on the Game Gear, so what's the Mega Drive version going to be like? There's only one way to find out...

40 TOXIC CRUSADERS
The central character of this American Mega Drive import has to be one of the unlikeliest superhero's going, but here he is nonetheless. Has he wasted his time in this game? (I dunno, what will they license next, eh?)

42 OUTLANDER
When you're at a loose end with your Mega Drive and don't know what to play next, one of the most satisfying genres has to be the driving game. That and the shoot-'em-up. Here's a game that kinda combines both.

44 CAPTAIN AMERICA
This American import game for the Mega Drive features one of the biggest superheroes of all time in a sort of platformy beat-'em-up affair. Can you help him?

46 CHAKAN
The people who come up with scenarios for these platform Mega Drive can be odd at times. In this game you're only playing a character who's fighting for the right to die!

48 PGA TOUR GOLF 2
Electronic Arts never shy away from a decent sequel, you know, so here's the updated version of a very popular Mega Drive golfing game. Worth getting both? Read on...

News

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

INTRODUCING THE SEGA LD...

QUESTION: HOW can Sega improve on the already immensely powerful Mega CD before it's even been released? Answer: announce plans for the **Sega LD** – yet again the latest in computer games technology – literally years before it's due to hit the streets.

The Mega CD has already made its mark over in the States – Sega are talking of 200,000 units being shifted since last November – so now they obviously need a vehicle to reassure people that new technology is still in the pipelines.

Just as E.A. have teamed up with Panasonic to produce the 3-DO (see this issue's Snippets), and Sega with JVC to develop the Wondermega, so Pioneer have teamed up with Sega for the Sega LD – and it's their technology, coupled with Sega's well spanky design, that makes the new multimedia system so powerful.

"It's not aimed exclusively at the game-player" says Pioneer's UK press officer Jason Doran. "It's an entertainment unit, offering something to everyone in the family."

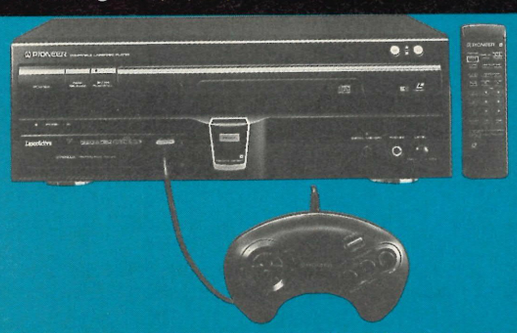
What this essentially means is that not only does it play Mega Drive cartridges, it also runs Mega CD titles like the incredible *Night Trap*, pumps out music CDs at extreme volume and will even, if asked nicely, play the forthcoming high-quality laser disc games and movie titles.

The system should be compatible with three interchangeable packs – one that enables you to use Sega software, one that plays Turbo Graphix titles – and, lastly, a Laser Karaoke pack (urgh).

You want to talk about power? Try a 504 Megabyte instant-access RAM area with separate laser disc analogue and FM audio storage. Put simply, this means that separate chips handle the sound and graphics routines, while the main memory can then get on with the serious business of gameplay.

This means faster games, no delay times and massively huge and powerful titles. Good, innit?

At the moment, only Sega and NEC (Turbo Graphix) have licences to produce carts and CDs for the Laser Active (as the Sega LD is also known), although sub-licences will become available for third party bods in the future. Neither Pioneer or Sega have given a price for the Sega LD as yet, but don't expect this sort of system to come for under £400. We'll bring you more info soon...



■ **The Sega LD or Laser Active from Pioneer is a machine at the very forefront of computer technology. It's a CD, cartridge, laser disc player and video games machine all in one unit. Powerful stuff – especially if it comes in at a reasonable price we can all afford...**

■ **Virtual VCR from Sega features the vocal talents of Prince, U2, Kroppingly Krotch, C & C Music Factory – oh and, well, loads more besides. Sewer Shark and Bram Stoker's "Dracula" are just two of the fully-digitised video titles on the way in the Spring.**

The device itself won't probably hit our shores until later on in the year though, so don't hold your breath

VIRTUALLY HERE!

VIRTUAL REALITY is obviously a squirrel down the front of Sega's boxers at the mo. Virtual, virtual, virtual... Only minutes after announcing the Virtual Reality peripheral for the 16-bit (see News on page 9), they start squealing on about a **Virtual VCR** for the Mega CD.

VVCR (as it's called), enables you to run – via the Mega CD – short films, music videos and cartoons. You can even splice up the footage and create your very own videos if you want.

So, no – VVCR isn't a gaming aid as such. Sega are currently marketing it as a novel way of fiddling around with CDs. It's the first commercially available system of its kind, but the main downer is that it only works with specific Mega CD Virtual VCR discs.

You can't run your own CDs through the system, save them to the memory, then recall and re-use them as you so desire. A definite bummer – especially when the music titles available are limited to Kross Krap, Clivelés and Cole (mind you, anyone behind the 1992 dance anthem of "Deeper Love" has got to be all right).

Prince devotees will find themselves catered for too, with a VCR disc featuring clips, videos and even music from the "Diamonds And Pearls" long player. And, apparently, Sega have also just signed a deal with U2 for a future CD release (the visuals from their Zoo TV tour should be pretty schmart).

On a different tack, there's also "March Of Time" coming – featuring excerpts of the real world from the American *Time* magazine. It's more of an educational title than anything else, but there you go.

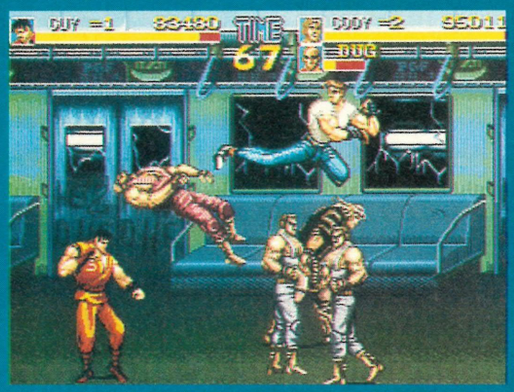
The best news about VVCR is that it requires no new hardware, other than the Mega CD itself. The menus, cursors and options all come from the software (which'll cost somewhere in the region of £27), so all you need now is the launch of the official CD system itself (how does March sound?).

Virtual VCR is to be released in the States in April and officially in the UK later on in the year.

■ **The American version of the Mega CD is called, cryptically enough, the Sega CD, and all software produced for this sucker is extremely unlikely to work on the (as yet unreleased) official UK model, so there!**

FINAL FIGHT – CD LATEST

The backdrops in *Final Fight* are dead funky. The traffic under this famous bridge, for example, even moves (which is something of a a revelation in the '90s!)



Each character has his or her own KO bar (à la *Streets Of Rage 2*), but overall the sprites are a lot larger and you've got more varied moves at your disposal in *Final Fight*

The one-player mode changes the gameplay accordingly – the levels are the same length but there are fewer nasties to deal with. As usual, it's the "urban nightmare" scenario...

THE MEGA CD version of *Final Fight* promises to be something pretty damn fine – as you can see from the screenshots above. The game is well old in the arcades and is a kinda cross between *Streets Of Rage 2* and *Street Fighter 2*, with you desperately trying to rescue Guy's girlfriend from the heinous clutches of a group of loons.

There's also a dearth of special moves available – hence the *Street Fighter 2* comparison – and something the Super NES version never had: a two-player mode.

Quite why the lunchbox version was unable to incorporate this simple addition is unclear, but it's been put back in for the Sega game, thankfully.

Obviously, 'cos it's on the Mega CD, you can boot up each stage from disc as you play (there are seven in total). And the backdrops, music and animation are, without doubt, the best we've seen on *any* beat-'em-up for an aeon. In fact, they're every bit as good as the original arcade version, if not a damn sight better. No kidding.

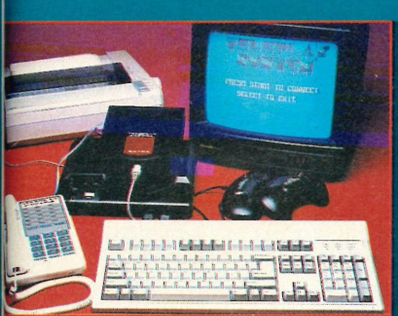
There's nothing startlingly new in the gameplay – you walk right, pick up knives and pipes and beat all hell out of anyone who comes near – but it's the manner in which it's executed that makes this disc a cut above the rest.

Expect to see import copies of *Final Fight* floating into the shops sometime around May or June, but beware of imported copies working on a UK Mega CD – they won't... If you're a smart cookie you'll wait and save yourself the hassle until the proper version hits the streets later in the year.

Sadly, Sega UK couldn't comment on when an official version of the game would be released over here, but it'll be well after *Street Fighter 2* on the Mega Drive (still scheduled for April...).

However, like *Street Fighter 2*, *Final Fight* will require a six-Button joypad for the execution of special moves and suchlike. The import version will set you back £45.

KILLER PHONEBILLS FROM OUTER SPACE!



The Teleplay System from Baton Technologies (who they?) looks a bit of a spaghetti nightmare – as indeed it is. If you're rich and can afford the phonebill, it could be a laugh and a half though

STRAIGHT FROM the States, a new and brilliant method to pump up your living costs to an unparalleled degree. It's called the **Teleplay System** and it enables two players to get on the line and play Mega Drive games down the phone.

Only *Terran Wars*, *Battle Storm* and *Combat Aces* are currently available, but the real trick up the system's sleeve is that it also enables you to play games together on *different* consoles formats... You can have a friend on one end of the line playing *Battle Storm* on his Mega Drive, for example, while his mate across town is playing the same game on an NES.

Until now, only PCs, Amigas and STs have been able to effectively talk to each other via a modem – but even some of these have been astoundingly slow. The lag between input and response at the other end of the line, for instance, often leaves a lot to be desired – especially if you're playing a game that depends on quick timing.

Baton Technologies, the company behind Teleplay, however, claim that their system is very fast – operating on a 2,400 baud (in other words, very big 'n' powerful) modem and having a connection system that ensures the most direct line possible.

Just slip the modem into the top of the Mega Drive (as you would a cart), stick the game in on top of that, dial your mate's phone number and the electronics take care of the rest.

You can also use any IBM-compatible keyboard and printer to connect yourself to Public Domain services such as CompuServe, though they take a little more accessing than a cross-block game of, say, *Star Control*. The games currently available for the system are kinda crude and clunky, though it's early days yet and Baton claim they have a whole batch of releases planned for launch before the end of the year.

Currently scheduled for a Stateside release at the US equivalent of around £70, Baton's Teleplay system is coming out this Spring, though there's no reason why import modems shouldn't work over here (at least, no reason I can think of, anyway...).

What everyone fails to mention, of course, is the cost to you in phonebill terms. Playing a game of *Star Control* across the lines may sound fun – until you get your phone disconnected when you fail to pay your bill, that is...

Star Control may be old, simple and graphically dull, but it's still a fair old blast in two-player mode. E.T phone home...

LOOK A PLONKER!

■ The cutting edge of Sega peripherals? We think not. A lively pony-tailed American Sega person does an impressive imitation of a complete idiot on the Activator. Marks out of ten please...

■ So how are you supposed to recreate this move on the Activator? Drop your left shoulder by six inches, tense your biceps and fling your arms wildly across the room...

SEGA AMERICA are bored. You can tell – 'cos that's when they start sanctioning the most ridiculous hardware add-ons for the Sega console range. Cue the **Activator.** Totally new in design and concept – and about as much use as whiskers on a sausage.

If you can tear yourself away from the ludicrous demonstration photo (Why do all Sega employees look like Curtis Stigers?), the idea behind the Activator is, apparently, one of "whole body intelligence."

Simply plug this octagonal thingy into your joypad ports – and then jump around like a raver to control your game characters.

Entertaining, isn't it? But, sadly, for all the wrong reasons. Come on, Sega – how are you supposed to play the game as intended if you're doing what this goon's doing? Surely it's more effective just to press Button C on your joypad? And, er, isn't it quite a good idea to see the screen while you're playing?

Yes, as if you didn't need telling already, the Activator stinks – but stick in a second device and things get much more interesting.

Place the second unit next to your mate's, power up – and then kick the crap out of him *for real.* Great fun!

Sega UK were unable to comment as to whether the Activator would be coming to British shores this year – but it is scheduled for a September release in the States and will cost something in the region of $75.

ECCO IS ALIVE!

ECCO, THAT MOST well-known of Sega dolphins, is real – and living in the Moray Firth in Scotland. Sega are doing their bit for the environment, y'see, by sponsoring the worthwhile Whale and Dolphin Conservation Society. In return, the WDCS have "given" them their very own dolphin, which they've called, appropriately enough, Ecco.

It's all part of the Society's new aptly named "adopt a dolphin" programme, whereby anyone can "own" a small part of a wild dolphin, receive regular news bulletins on how their adopted friend is doing, and be offered unique chances to see and do dolphiny things – all for just a rather paltry £12.50 fee.

Out of the 62 identified dolphins living off this part of Scotland, eight have been selected for adoption, and Ecco is just one of them.

Obviously, Sega have coughed up a little more than £12.50 for their catch – not everyone will be able to afford having a friendly cetacean named after them, after all, but as a method of promoting their new game and their ecologically right-on image, Sega couldn't have come up with a slinkier scheme if they'd tried.

"Sega could've stuck with giving away cuddly dolphin toys" says WDCS' dolphin expert Chris Vick. "But to their credit they've proved their genuine commitment to the welfare of these animals. Numerous companies use dolphin images to market their product but few, if any, do anything for their conservation."

■ Happily blatting round the Scottish coast, Ecco later told us that the water was "too cold" and that he was soon going to the east coast of Australia, "where the babes have incredible bodies and wear skimpy G-strings." Blimey, and I thought all those clicks and whistles were just sonar...

While we're on the subject of *Ecco,* it's interesting to note that the slippery cetacean has zipped straight to the number one slot in the 16-bit top ten. Could be that the public are getting just a little bit tired of supersonic platform heroes, especially when you consider *Ecco's* unique gameplay.

Did you know, for instance, that this game is the first of its kind to feature Sega's Dynamic Play Adjustment facility (which monitors how you're doing and changes the gameplay accordingly)? Also, according to Sega's marketing bod David Joseph, "girls are more drawn to a game like *Ecco* because it's non-violent and it deals with the environment." Right, Sega, right...

■ The digitised piccy of the real thing is just as much fun to play with. In he cute!

SNIPPETS

APPARENTLY, there have been some faulty batches of E.A.'s *Road Rash 2* hitting the streets. Having played right through to the fifth and final level, you'll be given a code for the last race (where you face-off against all the cops you've encountered in earlier races).

Type this code in, and if you've got one of the dodgy carts, you'll jump back to level one with whatever bike you had on level five, only the Mega Drive'll crash repeatedly like a crazy thing.

E.A. are aware of the situation and are taking the necessary steps to curb the corrupted cartridges.

NOW THAT *Street Fighter 2* is dithering pathetically on the release schedule sidelines, the time is ripe for other fighting titles to make themselves known.

Both Sega and Acclaim have got major fighting releases planned for 1993 – namely, *Fatal Fury* (Sega) and *Mortal Kombat* (Acclaim).

Fatal Fury is, apparently, pretty marvellous and should be out in late Spring. It's much the same as *Street Fighter 2,* with loads of characters, KO bars and such like. *Mortal Kombat,* on the other hand, is kinda like *Pitfighter 2,* features fully-digitised graphics and is also causing something of a stir. That one's due out around September.

JUST GOT THE word from Sega Europe that the protective custom chips to prevent US and Japanese imported games running on UK Mega Drives is a definite goer. This means that all the really big titles won't have a snowball's chance in hell of working if you got them from an import shop.

On the current hit list are the *Teenage Turtles In The Hyperstone Heist, World of Illusions* and *Streets Of Rage 2.* Sega Europe are quick to point out that if you go to the States and buy a load of titles that don't work back here, you're on your own. No exchange is possible. You have, as they say, been warned...

COUPLE OF NEW CD-ROM titles in the pipeline are Bram Stoker's *Dracula* (the fully-digitised game of the Coppola movie) and Virgin's *Terminator,* this time round boasting all sorts of improvements over the original.

Everyone knows that the Mega CD can cope with fully-animated movie sequences, but for the programming of *Dracula,* Sony Imagesoft had virtually free access on the film's set to perfect their creation... Should be out in the States at $60 about now.

The *Terminator* CD remake, this time pumped up to eight full levels and featuring loads of additional "thingies," is also scheduled for a US Spring release at $60. Official UK releases of both titles should be sometime in the summer.

SNIPPETS

E.A.'S NEW 32-bit machine is called the 3-DO – and it's fairly awesome. Unveiled for the first time at the Las Vegas Consumer Electronics Show, the multi-media console is around 50 times more powerful than a Mega Drive. It was showcased alongside a 486 PC (a pretty powerful piece of kit, which was running through all types of graphic and speed demonstrations) – and the 3-DO was streets ahead.

There are now plans – thanks to the 3-DO – to bring "Jurassic Park" (Steven Spielberg's up-coming monster movie) and major flight simulations to life as never before.

The system plays music CDs, VHS video tapes – you can also plug it into a satellitle system (among other add-ons). The price of all this decadence is estimated to be around the £600 mark.

VIRGIN ARE IN bed with Sega. It's true – and it's all happening in America, where the two firms are so close that cynical observers have claimed "they're playing footsie under the table."

First, when it came to Sega's own awards ceremony, Virgin received best Mega Drive game of the year with *Mick And Mack – Global Gladiators*, and then, to top it all, received Best Handheld Game Of The Year for their *Super Off-Road Racer* on the Game Gear. Hmm.

Soon after, Sega ask Virgin if they can have the licence to *Cool Spot* (a highly funky scroller Virgin have been quietly developing for yonks) and, good grief, don'tcha know it? Virgin give it to 'em!

I mean, they've only been telling us how amazing this game is for months now, and then they give it to someone else (doubtless for a sizeable royalty). That's hardcore business for you.

HAVING RECEIVED rave reviews in nearly every Sega magazine known to man (and child), *Micro Machines* from Codemasters has had an injunction slapped on it by Sega to prevent it from going on sale in March.

It's all part of Sega's licensing and release laws – no game can go on sale from a third party software house without Sega's consent – and, as such, they're not prepared to let anyone, no matter how good the game, publish titles for the Mega Drive without healthy royalties flying overhead. The court case continues.

SEGA'S CLASSICS Range is about to be extended to incorporate some pretty decent titles. For just £19.99, for example, you can grab such Mega Drive carts as *Golden Axe* or *Revenge Of Shinobi*. Okay, they may not be *that* cheap, but for the price of an old Master System title?

The new games will be available at the new price sometime in late Spring, so get your coffers swelling...

MORE DOSH, BRIAN?

JUST WHEN you thought that Sega's annual marketing budget had been exhausted, the billion-dollar firm announce plans to sponsor the battle for the FA Cup on the BSkyB satellite channel.

Sega and world-class football are no strangers to each other. Sega's sponsorship of the European Football Championship back in June was a great success, remember.

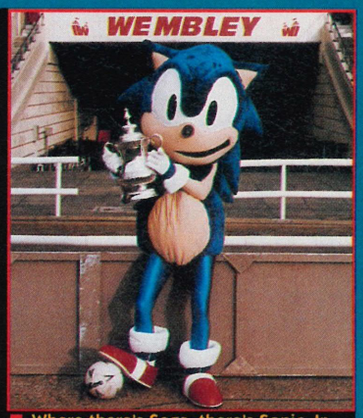
So now they've got the rights to plaster their name all over the ads during BSkyB's coverage of the qualifying rounds for the 1994 World Cup and during all the run-up matches to the FA Cup this year.

And while their earlier sponsorship deals included a "What happened next?" malarkey at the beginning and end of each ad break, this new deal will instead feature a selection of '"England's finest football jokes!"

The sequences promise to be a "footballing first," affirms Sega's Euro Marketing Director Phillip Ley.

The complete sponsorship deal – rumoured to be worth around £30 million – will be shared by four main backers, and Sega may well be the largest of the four. The deal covers all aspects of the FA Cup – the Charity Shield, FA Trophy, FA Vase and, of course, the FA Cup itself.

No one sponsor has ever supported the Cup as intensely as Sega intend to over the next four years. It should establish the company as one of *the* major brand-recognition names across the UK.



■ Where there's Sega, there's Sonic. In their most lucrative TV sponsorship deal yet, Sega are all set to blow Nintendo away in the recognition stakes. And, goodness me, if there ain't a luscious babe underneath that Sonic costume...

16-BIT VIRTUAL REALITY!

BLIMEY! AND I THOUGHT it was all a joke. Apparently not, as the latest news from the USA has an autumn launch pencilled in for **Virtua Sega,** a Virtual Reality peripheral for the smelly old Mega Drive. Quite how they're going to recreate subliminal worlds on just 16 Megabits is beyond us, but the peripheral plugs into the Mega Drive – as any current add-on does – through the joystick and exterior control ports.

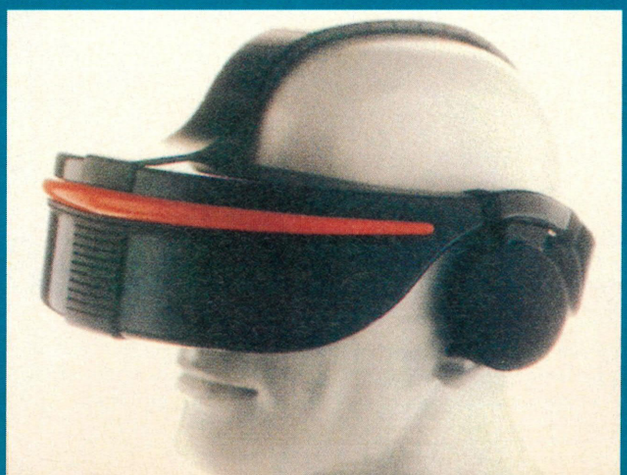
The system uses technology that, until now, has only been available to NASA and the military (it says here...). Although it also boasts relations with the 32-bit arcade racing title "Virtua Racing," the Formula One game with wraparound screens and 3D perspective (see our arcade feature on page 20 for more gen).

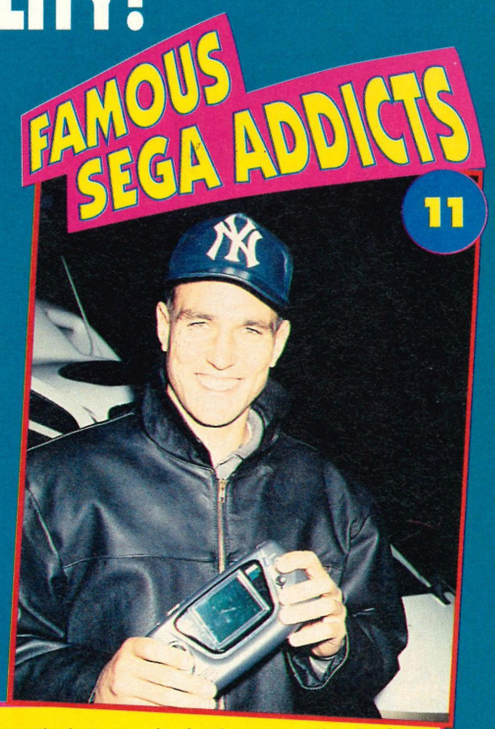
So how the hell will they re-create that on one standard telly with one standard Mega Drive? Well, sources point to a vision helmet as used in the arcades, though the price for that sort of luxury isn't going to be cheap.

"Virtua Sega delivers a feeling of total immersion into a completely realistic 360 degree gaming world, by utilizing three-dimensional, stereo-optic vision and depth perception" says the press release. The only way we know of getting that sort of effect on a home console is by using some sort of helmet/goggle device.

Virtua Sega is going to be released with just one game – but at this stage it's unknown exactly what it'll be. There are plans, however, to release at least four VR titles by Christmas 1994. Sega were, however, keeping quiet about what these tiles would be...

■ A VR helmet may not be the most attractive piece of headgear in the world but they can be fun for a while. Let's just hope the gameplay lasts a little longer than usual – VR machines still need a lot of work on 'em...





■ Vinnie Jones grins for the camera. Shortly after this photograph was taken, Andy Smith called him "a big girl's powder-puff" and was rushed quickly to hospital carrying something vital packed in ice

Famous for that picturesque crotch-grabbing incident involving Gazza, footballer Vinnie Jones isn't a mild man on the pitch.

He was, however, the ideal choice when Sega, in yet another astounding marketing ploy, were looking for a bloke to help them with their *Sonic 2* promotional campaign.

WE MADE A MISTAKE!

Yes, the mag that prides itself on accuracy, let slip last month. We (gulp) printed an incorrect contact number for the Ideal Games Exhibition. The correct number is ☎ (0895) 677677. Sorry to all concerned, won't happen again (etc.).

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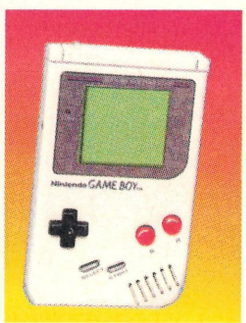

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SHAPE OF THINGS TO COME

• *Sega Power* look at the seaweed hanging outside the window – and tell you which way the wind's blowin'... •

DOMARK'S SHAKEN BUT NOT STIRRED... OUT ON BOTH THE 8-BITS!

■ Check out the scenery. It may not be quite in the 16-bit league, but it's not far off and it plays like a dream. 300 points for every man killed seems mercenary, but there you go

NOT QUITE AS SPECTACULAR as *MiG 29* (see pages 14-15), but still an important title for 8-bit owners, *James Bond – The Duel* is now fully converted and ready to roll on both the Master System and the Game Gear.

JAMES BOND THE DUEL

It's more of the same jump, grab and shoot action that made the Mega Drive version a fair romp to play – but this time it's different (and better).

You're still Bond, of course, on the prowl through four levels of pretty standard platforming fare, but this time the four levels are split up into three sub-levels, with a boss sequence to cap the end of each section. On my abacus that makes 16 full-size stages. Not bad – especially when you compare it to the Mega Drive's five.

The graphics, animation and gameplay are gobsmacking – nearly every bit as good as the 16-bit version. Even the little touches are all in there. Bond bangs fresh clips into his automatic, flips it from left to right, and even crosses his arms and taps his toes in the Bond pose if you leave him lying around for too long.

It's characterisations like this that saved the Mega Drive *Bond* from death by mediocrity, and when you've got near as dammit the same game, only harder and longer, on the Master System, then the quality's got to be good.

There's next to no sound, of course, but since you nearly always end up turning the sound completely off for extended bouts of console abuse anyway that's no great loss.

Some more convincing gun sounds would've been nice but, as a whole, the action and speed of animation blend together perfectly. There's a real sense of getting into the challenge as you scamper around killing things.

The reason behind all the death is one Professor Greypen, who slots neatly into the Bond portfolio of arch rivals by being insane and having a fiendish scheme to take over the world.

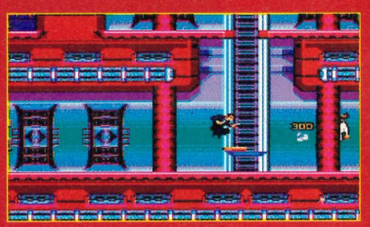
Along the way you'll meet Jaws, OddJob, Bones (!) and, finally ,the mad professor himself.

You'll be hard pushed to get the whole way in one hit though. Domark have listened to the cries of "Too easy, babes!" and turned the heat up in no uncertain manner.

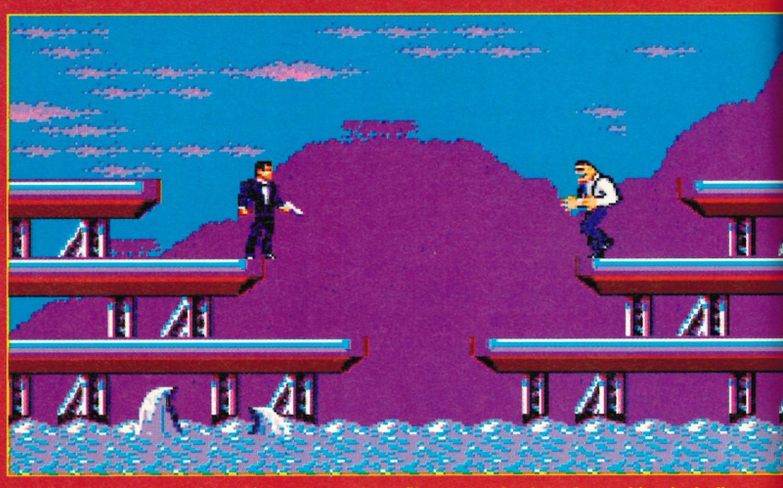
Talking of babes, it's got those too. Not as many as the Mega Drive version, sure, but curvacious babes nonetheless. To release 'em you must blast away the steel doors they're imprisoned behind.with your gun. Alternatively, (and this is something the 16-bit version never had) press pause on the console, select your missile launcher – and zap away with that instead!

The addition of more weapons, more continues and more missions in *James Bond* demonstrates that Domark seem to have the knack of producing top quality 8-bit titles.

This, of course, bodes extremely well for what might well be the most important conversion yet to hit the Master System or the Game Gear – *Desert Strike*. Time will reveal all, but in the meantime check out the full *Bond* review in next month's *Sega Power*.



■ The scenery and levels follow the Mega Drive version in virtually every detail. This is the last stage – and there's a load of mad scientists getting in your face. Typical, eh?

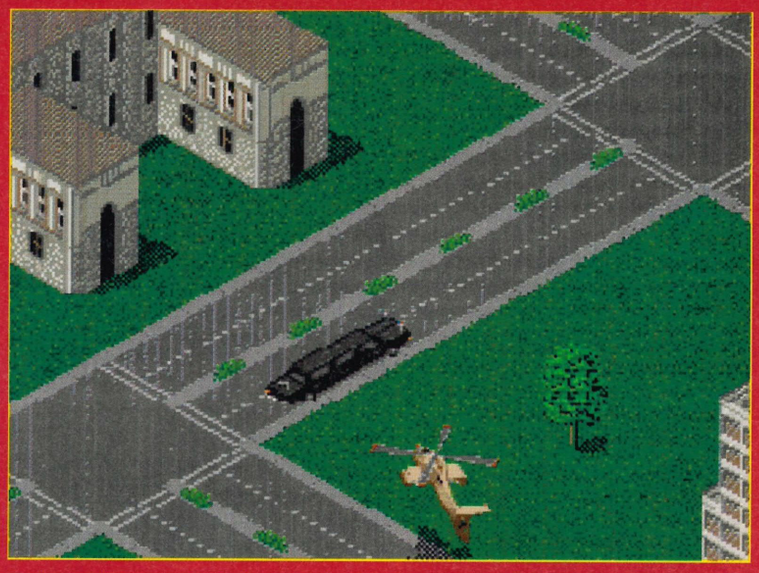


■ All the horrendous foes of Bond's previous films come back to haunt him, including Jaws and OddJob. And for a first level boss, believe me, Jaws is plenty tough enough

SOFTWARE HOUSE	DOMARK
FORMAT	BOTH THE 8-BITS
PRICE	£34.99
SCHEDULED RELEASE DATE	LATE MARCH
POWER PREVIEW RATING	"GREAT 16-BIT ACTION"
ALTERNATIVE GAME	MASTER OF DARKNESS

E.A.'S ACTION GAME TO END ALL ACTION GAMES

■ The best way to cripple the enemy forces is to cut off their supply lines. Take the bridge out with a salvo of Hydra missiles, then move on quick-fast to your next objective



■ More vehicle-guarding in *Jungle Strike*, this time escorting the President's limo to safety out of the way of Kilbaba's insane offspring. Think of his poor wife, eh?

ELECTRONIC ARTS HAVE BEEN shut away for the last six months secretly producing what will undoubtedly be the absolute mother of all action games: *Desert Strike 2 – Jungle Strike*.

JUNGLE STRIKE

The project's been surrounded by a fair degree of controversy. A few months back, E.A. Europe were even claiming the whole game had been scrapped (See *Sega Power* 36 – Snippets). But now it's back on for sure – and we've got the screenshots to prove it.

Currently entitled *Jungle Strike*, the game follows more or less the same format as the original but with a truck-load of added twists.

For a start, you're not just limited to the Comanché Attack Helicopter you kick off with (technology has moved on since the Apaché gunship ruled the skies). Nope, now there's a whole wild arsenal of Special Forces hardware for you to fly, drive, ride – and crash. There's the assault hovercraft, the rocket-firing motorcycle, and to finish up with, a full-Monty ass-kicking Stealth Fighter, complete with invisible radar skin and funky black cockpit.

You're going to need everything you've got too because, according to E.A.'s Dave Wilson, "Everything's much faster: the scrolling, the action and the enemies' responses. The helicopters are considerably more vicious and pursue you all over the place. The night time missions are kinda wild too."

MORE, MORE!

What that means is that instead of the bluey-purple splotch that passed as night time in the original *Desert Strike*, what we have now is an extremely black, shady, dark *night time* night time. Incoming tracers glow as they streak towards you, the lights of buildings are visible in the distance – and explosions are all the more vivid when you die.

STORY TIME

The general gist of the story is that Kilbaba's son, enraged after the brutal murder of his father by an elite strike force back in the Iranian Gulf, is now looking for revenge. The action begins with him on the rampage in the good ol' USA.

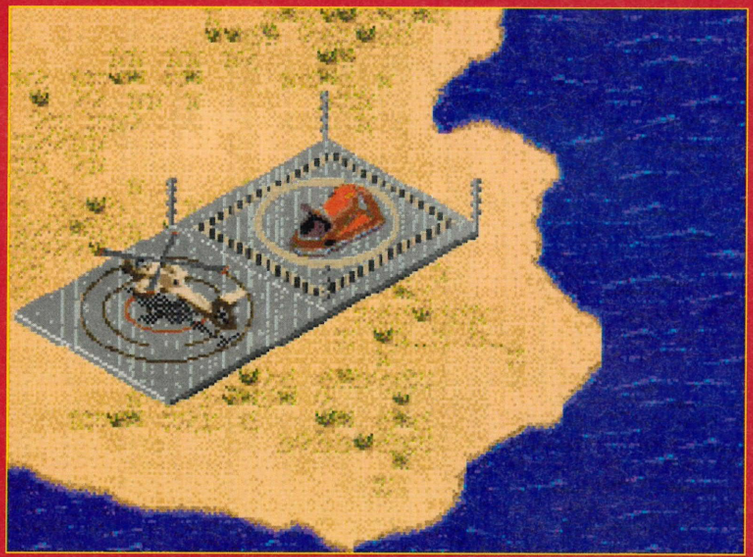
You are hauled out of an early, happy retirement as the only crack commando with the skill and experience to tackle and destroy this new threat to home territory.

The action starts in Washington DC, on the very steps of the Whitehouse itself, and progresses through a whole nine new campaigns (as opposed to the four in the original *Desert Strike*)– from the centre of political America right through to Columbia and the dangerous jungle territories of the world's foulest drug barons.

The attack craft changes are handled smoothly and logically. You land on a helipad at the end of the Washington mission, for example, and are then transferred into the hovercraft which you need for your next objective.

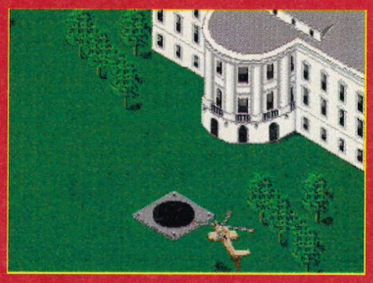
Kilbaba's son (who hasn't got a name yet) eventually gets holed up in some kinda super fortress in deepest Peru, where the only way of getting good penetration is with a multi-billion dollar Stealth Fighter. Pretty exciting stuff, eh? Especially with the promised digitised speech and sound effects being programmed in right now.

Jungle Strike is a whopping 16 Megabyte cart – and that means it ain't gonna be cheap. How does around the £45 to £50 mark sound? Expensive, we know, but, if this game lives up to the picture E.A. are creating, it'll be worth every single penny.



■ A new feature on *Jungle Strike* is the ability to chop and change your current attack weapon. This is the changeover point for the hovercraft, but there are plenty more

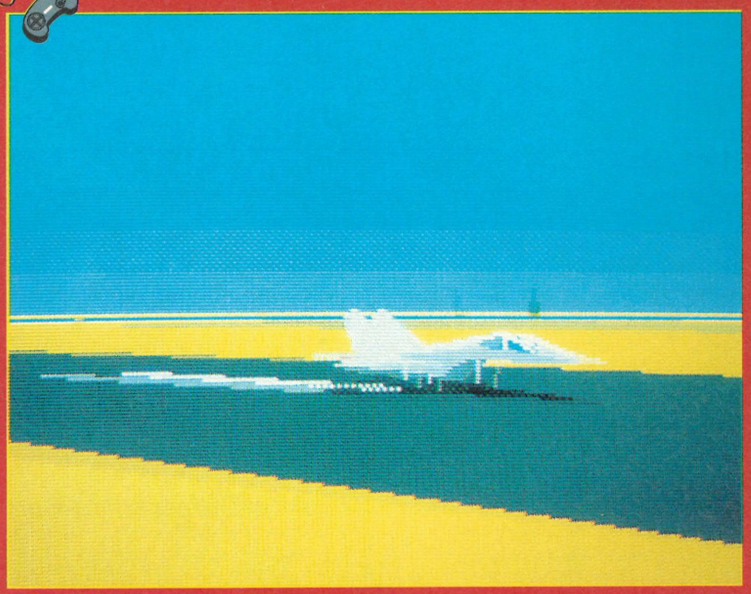
■ Both the gameplay and the equipment's been updated. You now fly a Comanché instead of an Apaché attack helicopter!



■ *Desert Strike* ended at the White House. *Jungle Strike* starts there, as you park on Clinton's front porch to save the free world

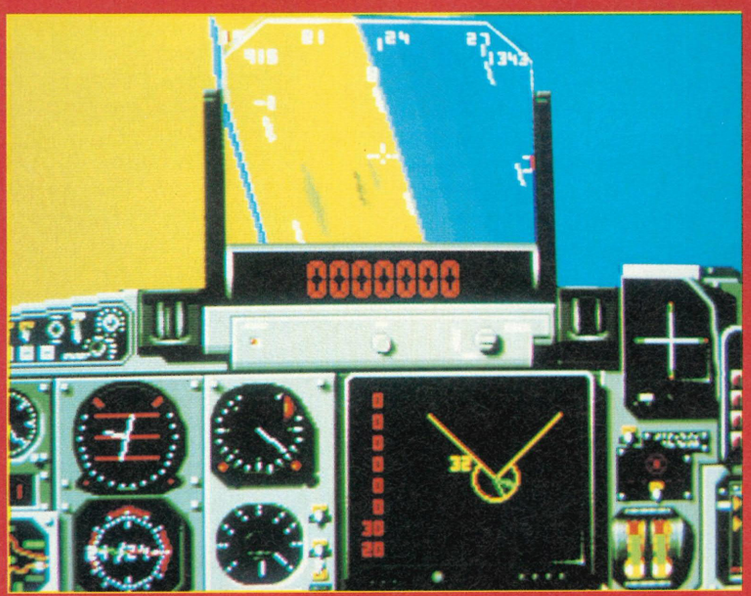
SOFTWARE HOUSE	E.A.
FORMAT	MEGA DRIVE
PRICE	£45 TO £50
SCHEDULED RELEASE DATE	JUNE
POWER PREVIEW RATING	"UTTERLY WILD!"
ALTERNATIVE GAME	DESERT STRIKE

DOMARK'S STATE-OF-THE-ART SIM IS NEARLY WITH US!



■ Some of the runways are set right at the edge of islands, so cock up your takeoff or landing procedures and you won't really have much time to do anything about it

■ Yowser! That blurred speed blob to the right is an incoming missile. If you're out of diversionary weapons a good tug on the joystick is the only way to save yourself



■ You'll spend most of your time here – in the cockpit display – using the radar and map
■ That's flak bursting overhead as you belt earthwards in pursuit of some ground target.

■ Long, low, squat and sexy, the MiG 29 sits alluringly on the strip *(Steady on John – Karen)*. The ultimate takeoff stunt is to power her up vertically on full afterburn, loop straight over, hit the airbrakes and then land her again – all on the very same strip of runway. Simple, really...

DOMARK

AFTER RECENTLY RELEASING what is arguably the best flight sim of all time – *AV-8B Harrier Assault* – on the IBM PC systems, Domark are now all set to storm the Mega Drive with their 16-bit version of *MiG 29*...

E.A. have had a couple of stabs at the simulation side of things with *F-22 Interceptor (Sega Power* 26: 68%) and *LHX Attack Chopper (Sega Power* 35: 73%), but now with Domark's brand new release (and sim veterans Microprose's own Sega project about to roll) times couldn't be better for impatient would-be flightsters.

MiG 29 Fulcrum is certainly not anything new – it first appeared on the PC over three years ago – but as a first time, full-on simulation for the Mega Drive, it's perfect.

When we first heard about the conversion, we were a bit doubtful whether Domark could successfully translate all of the original's high-speed animation and polygonal graphics onto the Sega system. But translate it they have. And very slickly too – the only gripe being a slight sacrifice in smoothness when the action gets really frenetic.

But as the very first "proper" flight-'n'-fight title for the Mega Drive, *MiG 29* is looking good.

"The plan was to make it a more playable and less complicated simulator" says *MiG 29's* graphic programmer Alan Tompkin.

All the fiddly bits are in there for the more technically minded, however, so the purists among you will still be able to fly it like the real thing.

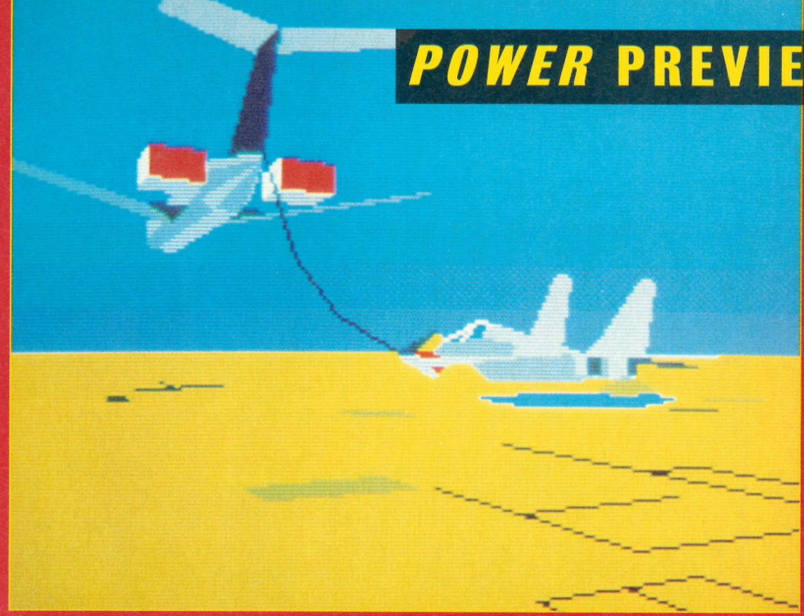
There's still a load more graphic detailing to go into the finished cart, but even at this level it's already looking pretty polished.

IN CONTROL!

Like any plane, the MiG 29's got more than its share of controls, but Domark

SOFTWARE HOUSE	DOMARK
FORMAT	MEGA DRIVE
PRICE	£39.99
SCHEDULED RELEASE DATE	LATE APRIL
POWER PREVIEW RATING	"UNIQUE AND GROOVY"
ALTERNATIVE GAME	LHX ATTACK CHOPPER

■ In-flight refuelling isn't so tough – as long as you keep your trajectory and throttle just right. Too fast and you'll overshoot. And if the angle's wrong something horrible'll happen



■ Successful docking is just a matter of keeping the cone in your HUD crosshairs, schlooping up the gas and then hightailing it outta there before the bandits arrive

have got over the "look, no keyboard!" problem by using pull-down menus to access the air brakes, wing flaps and so on.

There are also plenty of exterior views to choose from. You can see back over your wings to scope what's behind you, view your own aircraft from a number of strategic viewpoints (especially useful when coming in to land or when refuelling in mid-air with the converted KC-135 gas tankers) – even see yourself from the enemy's vantage point (just so you know what *not* to do!).

There's a real sense of being there, and the action, which all takes place in frenzied, stomach churning real time, alternates madly between steady transit flight and insane dogfighting.

THE REAL THING

Apart from having a load more yellow (which passes as desert) and a slightly cruder graphical engine, the Sega version really isn't that much different to the PC original.

In fact, amazing as it may seem, the Mega Drive conversion features vastly superior introductory and digitised graphic screens – and, get this, far, far superior sound too (something that the IBM copy, for all it's extra memory capacity, fell horribly short on).

THE STORY...

The scenario is thus... Tyrannical dictator General Hasouz (no relation to mad-as-a-sausage-baguette General Kilbaba) is doing foul things in the Middle East.

He already controls 25% of the world's total oil, so it's up to the Commonwealth and the Soviet States forces to kill all his children and kick him out of, er, wherever...

So while the plot is nothing new, the action that follows most certainly is.

The resounding boom as you charge through the sound barrier, the ricochet of canon shells off your fuselage, the howl of Maverick AA missiles as they streak away from their wing pods – it's all kinda a first on the Mega Drive.

STICK PROBS

One irritating problem Domark encountered while converting the game onto the Mega Drive was with the digital joystick ports.

Other computers use analogue sticks, y'see, which are ideal for flight sims because they react progressively to input – the more you tug on 'em, the harder you bank to the left or whatever. Sega's joypads, on the other hand, are either on or off. Fortunately, Domark got over this pretty simply by using a delay technique on the pads.

Believe us, the gameplay doesn't suffer at all for it (although an upright joystick is really still a must for this kinda game, pulling back on a pad just isn't the same, now is it?).

WHAT'S IT LIKE?

It's weird that it's taken so long for games of this sort to come through onto the Mega Drive. Hopefully, the advent of the CD-ROM system should open up something of a floodgate.

If you're looking for a way-out, techno trip of a flight simulator, with every single weenie control and ism you could imagine, you won't be finding it in *MiG 29* from what we've seen.

But as a heck of a fun game with intense bouts of dogfighting and ground attack action, *MiG 29* is certainly a groundbreaker on the Mega Drive.

It's going to appeal to everyone – and it's going to be a big hit too. Check our exclusive review in next month's ish for the complete lowdown. Remember you heard about it here first.

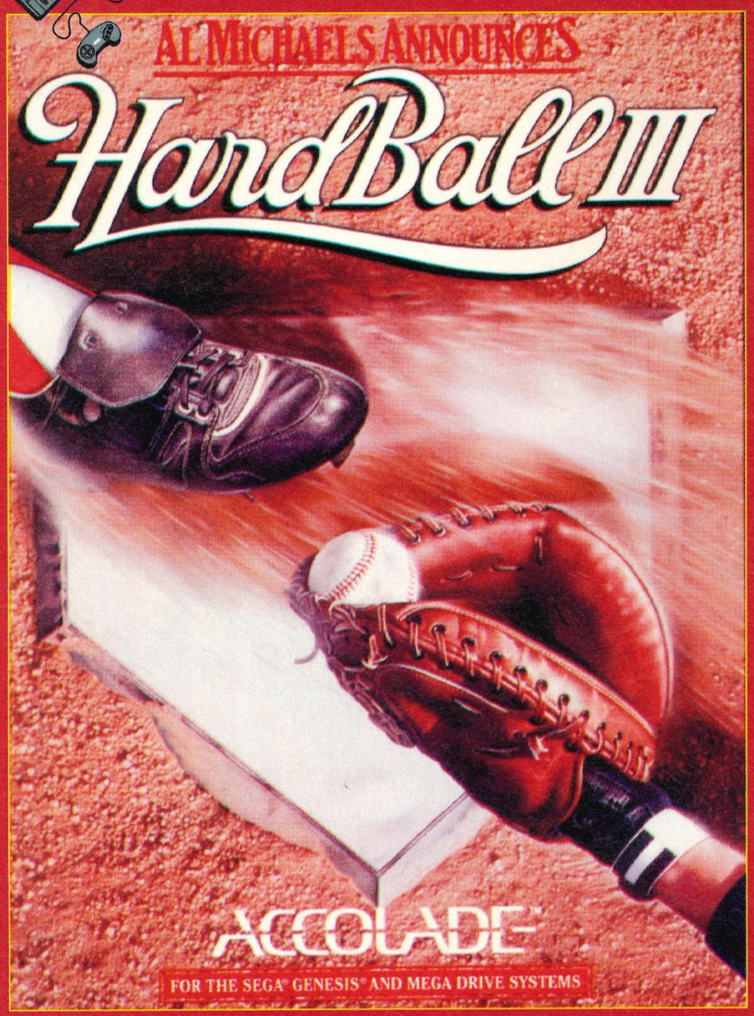
■ Victory roll! There's a grey shape far off on the horizon that's all too soon going to become an enemy fighter. Best to get back to cockpit view and hustle down for some serious dogfighting...

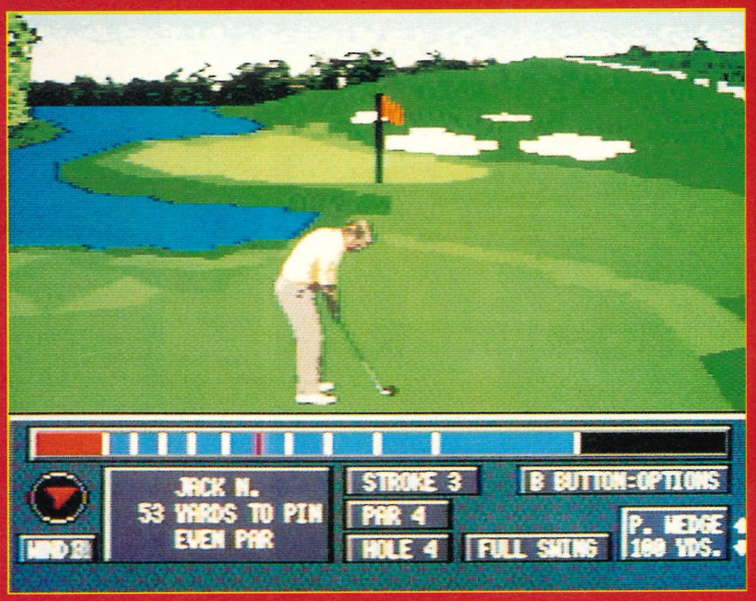
This is what it's all about; pounding along at Mach Two, afterburners blazing, 40 feet above the ground. Yeesss!

■ This bridge enables hundreds of troops to cross into the battlefield every day. After a couple of well-aimed "Kerry" ground attack missiles though, it's in smithereens

■ The arming screen gives you an idea of what's currently available. If you figure on taking on more airplanes than ground targets then stock up on the devastating AA weapons

ACCOLADE GET ON THE SPORT SIM BANDWAGON





■ It's the man himself, teeing off on the first round of the game. The graphics and backdrops are certainly better than *PGA 2*, but what about the gameplay? Hmm...

■ Putting involves little more than bending at a questionable angle and thwacking the little blighter as hard as possible. At least, that's how I've always understood it

ACCOLADE

ACCOLADE ARE BEGINNING to make a few rumbles in the Sega world. They've had more than their fair share of hassles, but what with the 16 Megabyte platformer *Bubsy* (previewed in issue 39) set for a big release, and now a dearth of what appear to be top-quality sporting sims in the offing, are the London-based company finally getting on the right track?

JACK NICKLAUS POWER CHALLENGE GOLF

Golf's a real solid favourite when it comes to 16-bit sims and you can be sure this slick-looking and graphically superb title won't let the side down.

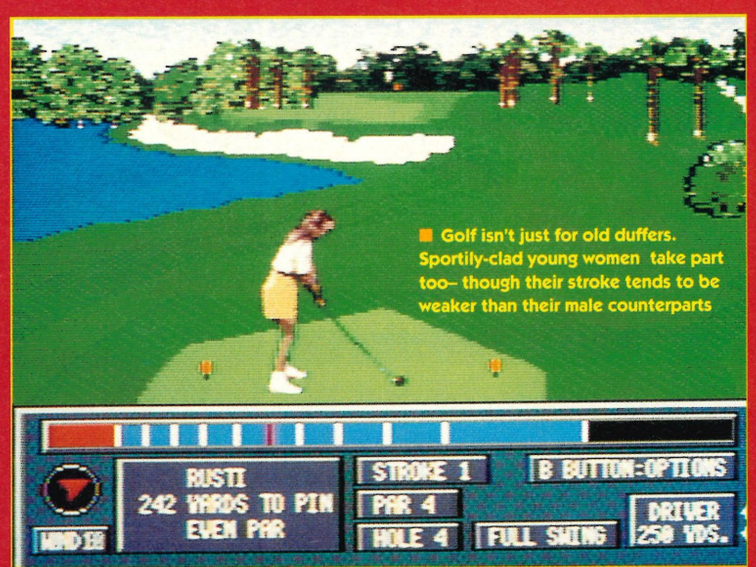
Like so many new titles on the Mega Drive, it's a straight conversion from an original PC game. It was damn fine then, but will it work just as well on the Sega 16-bit?

Accolade claim that two of the courses in the game were designed by Nicklaus himself and that the digitised graphics of the golfers were based on the real thing. Certainly, the stills we've seen are very impressive, but whether they move as good as they look remains to be seen.

Individual players have their stats updated every round, and the courses feature well varied terrain. The control method is, apparently, real easy to pick up. There's multi-play options, various types of matchesand a practice mode.

You can customise your computer-controlled opponents for skill, strength and other golfing variables. There are also "fully digitised" sound FX of the ball landing on the green or in the water, and the spectators get in on the sound act too.

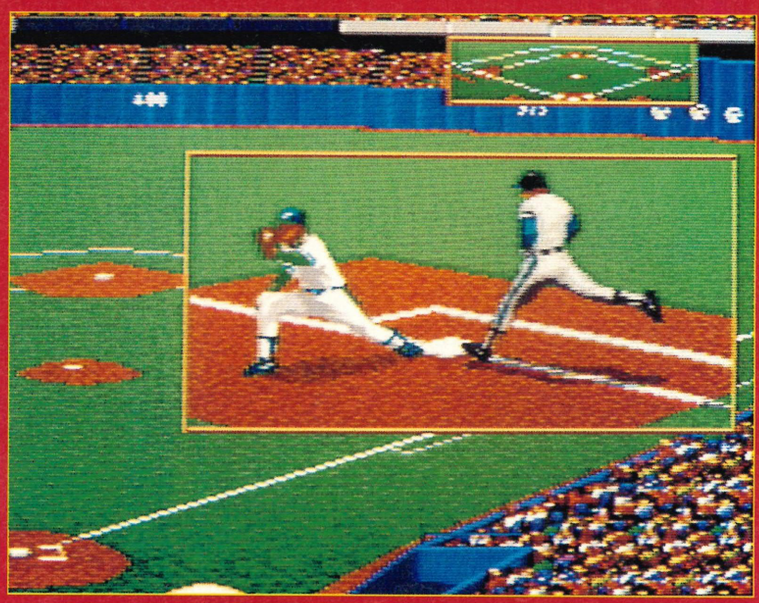
The best golfing game to date is E.A's *PGA Tour Golf 2*, but I found the garish colours and crude graphics something of a downer on that title. Still, simpler equates to faster, so if Accolade have somehow managed to incorporate superior graphics and a good injection of speed into *Jack Nicklaus Power Challenge Golf*, they could certainly be onto a winner.



■ Golf isn't just for old duffers. Sportily-clad young women take part too– though their stroke tends to be weaker than their male counterparts

SOFTWARE HOUSE	ACCOLADE
FORMAT	MEGA DRIVE
PRICE	£39.99
SCHEDULED RELEASE DATE	MARCH
POWER PREVIEW RATING	"SERIOUS STUFF"
ALTERNATIVE GAME	PGA TOUR GOLF 2

■ Check out the quality as the Baltimore Orioles pitch to the San Francisco Giants. Baseball might not be everyone's game, but this is as close to the real thing as you're



■ Arguments ahoy. The instant replay is just what you need for these sort of situations – though in the end it's all down to the computer anyway (if that's the way you want it...)

ACCOLADE

AL MICHAEL'S HARDBALL 3

Yet more graphical excellence from Accolade, this time in the shape of (yawn) another baseball title. Called *Al Michael's Hardball 3*, which features some of the strongest animated playing sequences we've yet seen in a baseball sim, and it's another PC conversion.

The fact that it's got a number "3" after the title means that they've had plenty of time to iron out all the bugs. Now it's just up to Accolade to convert it properly onto the 16-bit.

"In creating the Mega Drive version of *Hardball 3*, we looked at what other baseball video games offered, as well as what our customers have asked for in a baseball title" claims Pam Levins, producer of the game.

With its play-by-play commentary and special "team-effort" option *Hardball 3* could be just another "baseball" version of *Sportstalk Football*, right?

Well, maybe and maybe not. One thing's for sure, With the current number of baseball titles, it'll have to be good to stand out from the crowd.

■ Arrgh! It's *that* screen. The one with so many options it'll make you cry. After all you only wanted to stand on top of the pitcher's mound, run the diamond and play ball...

There are a whopping 162 league teams included in *Hardball 3*, each one with specific players with their own strengths and weaknesses. You can either face-off against a mate or the Mega Drive, go for an exhibition match – or go the whole distance and battle your way through a 162 game season.

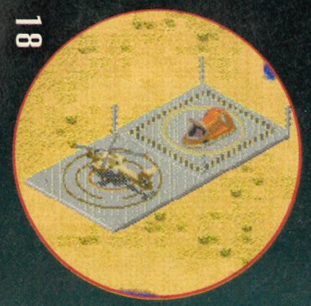
The cartridge comes complete with a battery-backed memory, so you can save individual games, a full season in progress or customised teams. Useful.

Another very funky feature is the savable Instant Replay function – just like the one available in *John Madden American Football*, only with this one you can save the best and relive all those great moments wherever you like.

In fact, *Hardball 3's* got so many options you won't know where to begin. The ballparks have been accurately recreated, for a start, but then you can also change your team's logo, their uniform, their cap colours – even the way individual players look.

Quite ridiculous, but as a full-on baseball sim with all the trimmings, this could be the one to blow 'em all away. Out in March – and for fans of the game it won't be a moment too soon.

SOFTWARE HOUSE	ACCOLADE
FORMAT	MEGA DRIVE
PRICE	£39.99
SCHEDULED RELEASE DATE	MARCH
POWER PREVIEW RATING	"BEST IN ITS CLASS?"
ALTERNATIVE GAME	RBI 4 BASEBALL



T2 JUDGEMENT DAY
ACCLAIM

COOL SPOT
VIRGIN

93 MARCH

STREET FIGHTER 2
SEGA

FATAL FURY
SEGA

MIG 29
DOMARK

APRIL

MAY

JUNE

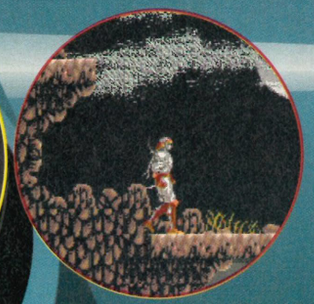
JULY

AUGUST

SEPTEMBER

HUMANS
GAMETEK

HOOK
SEGA



MORTAL KOMBAT
ACCLAIM

JUNGLE STRIKE
ELECTRONIC ARTS

SHINOBI 3
SEGA

FUTURE ZONE

Welcome to the new *Sega Power* Future Zone, which aims to bring you the most up-to-date news on the up-'n'-coming carts scheduled to hit the shelves during the next six months. It's a cinch to use!

FUTURE ZONE

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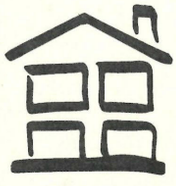

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ARCADE

• *Sega Power* give the latest Sega coin-ops a look-in! •

The Amusement Trades Exhibition Internation (ATEI) Show takes place in London every year – and it's always a veritable hotbed of ideas for new and exciting coin-op conversions! *Sega Power* sent Jeff Davy off to see what new goodies Sega had on show... Let the games begin!

■ Plumes of smoke pour out of the giant skull's mouth in the new arcade version of *Golden Axe*. Mind those zombies now...

HOW WOULD YOU FANCY going into a hall packed with the very latest in Sega video game machines? A game-player's paradise? Well, no, not quite. This Show's basically an excuse for lots of serious, besuited business people to wander around and play arcade games all day – claiming, naturally, that they're simply researching the "market," testing profitability and so on (ahem).

Whatever the reason, you can bet your bottom dollar that a Sega arcade game one week is going to be a Sega Mega Drive game the next.

Have a rummage through the cracking games here and you could be looking at the next 16-bit title to upset *Sonic The Hedgehog 2* and *Ecco!*

GET IN THERE!

Ignoring the rows of pinball machines, water-shooting extravaganzas, remote-controlled trucks and highly embarrassing mole-hitting machines on display, I headed straight for the Sega stand.

Of course, it was packed with *Sonic* coin-ops, *Sonic* "grabbing" machines (those things with the hooks that always manage to drop what they've picked up before getting to the chute), *Sonic* posters... At long last, though, I found some real arcade machines!

HOLOSSEUM

A while back, Sega unveiled their first "holographic" 3D coin-op – *Time Traveler*. The images were projected onto a barely visible dome-shaped screen which made the visuals sorta "stand" out of the display and appear in a kinda 3D...

Holosseum is the sequel to *Time Traveler* but, sadly, it's also a bit of a step backwards (or sideways, at least).

This time around, the graphics are just traditional arcade sprites (rather that digitised people) and the game is merely a standard two-player beat-'em-up with a bit of Kung Fu and boxing thrown in for good measure.

The display is very nice, but I'm still not gonna pump my 50ps into the slot when there are other new games of the same genre available.

Namely, the excellent ***Mortal Kombat*** (a descendent of the smashing *Pit-Fighter* coin-op), which easily blows *Holosseum* into a cocked hat..

Mortal Kombat, you'll be excited to hear, features two finely digitised human characters who must smack, punch and kick their way out of trouble to the fine accompaniment of nasty crunching sound effects and huge plumes of blood (yum). Sega may well get most of it right, but *Holosseum* isn't one of 'em! Time to move on, methinks...

GOLDEN AXE

Fully subtitled ***The Revenge Of Death Adder,*** this classic coin-op was here on display in one of Sega's new "futuristic" swing arcade cabinets (which featured four sets of controls and a completely new space-age look).

After I'd got over the (admittedly daft) idea that this might be based on a certain very successful comedy series starring Rowan Atkinson, Tony Robinson and Miranda Richardson (among others), I then realised, in fact, what it actually was – a brand new all-singing, all-carnage addition to the *Golden Axe* saga.

Four characters are charged with the task of liberating the land from the evil will of nasty Death Adder. This fiend has imprisoned villagers and, er, well, done lots of terrible things.

- **Sternblade** is, apparently, "a young man with a suppressed combative spirit who uses his trusty sword to defeat the enemy." In other words, he's a large and muscular barbarian with an unfeasibly large and pointy weapon.
- **Dora,** however, is "a female Centaur tribe fighter who has an extremely powerful kicking technique." Basically, she's half-woman, half-horse who can, indeed, deliver a good kicking. She's also got a "Gladiators"-style stick with knobs at both ends with which to inflict damage on the baddies.
- **Goah** is "a giant tribe warrior who engages in battle with Gilius on his back." Gilius, you'll remember, is the dwarf from the original *Golden Axe* game. Goah's got a big axe himself and it's not too wise to get in his way when he's angry.
- Finally, **Little Trix** (did something get lost in the translation of these names, or what?) has "a three pronged fork weapon" and "moves in an agile manner to destroy the opposing forces."

A fork weapon? Are the opposing forces fish fingers or something?

PLAYING IT

The screen scrolls, not unusually, from left to right, with you dealing the agents of Death Adder instant death courtesy of some sharp weapon-work.

Rescue the prisoners in the villages, pick up potions for some smart magic – and mount spooky-looking insect things to get an advantage over the enemy.

Golden Axe has, funnily enough, also pinched a couple of ideas from *Out Run*. You can choose which way to go at certain junctions, for example, so you can vary what you encounter every time you play the game. Pretty neat.

Golden Axe – The Revenge of Death Adder is a winner. Mythological beat-

frenzy!

'em-up fans will love it. Definitely coming to a Mega Drive near you soon.

TITLE FIGHT

This one's a bruising boxing game which has two players up against each other via a dual two-screen affair. Each player has two joysticks (one for each hand, naturally) which also have hand guards on 'em (like the tops of cutlasses). Waggle the sticks and knock your mate to the floor. It's as simple as that. None of this button nonsense with ***Title Fight,*** just sheer unadulterated brutality.

You see the other player on-screen through a green, animated outline of your own character. This enables you to see your opponent grimace and jerk backwards every time your punch hits home. Lovely!

When you get knocked out you get to see a view of the referee counting you out. The worse you get trashed, the more woozy your view of the lights and referee becomes!

Brisk waggling of the sticks restores you to the ring, but it gets ever harder to get on your feet the more times you've been knocked down.

Title Fight is a successful attempt at resurrecting the boxing genre in the arcade – and dead exciting in the head-to-head two-player mode.

VIRTUA RACING

Now this *is* good – an eight-player cabinet version of the stunning 3D racing game, ***Virtua Racing.*** Imagine it: eight bods all lined up, playing against each other – at the same time – with two screens above them showing all the race highlights, and a Max Headroom-style commentator (Mr Virt McPolygon – strange name, but there you go).

VITAL STATISTICS

There are three different courses to race through: **Big Forest** (Beginner – bridges and trees), **Bay Bridge** (Medium – bridges, underpasses and cuttings) and **Acropolis** (Expert – you think I saw much of it while I was busy crashing?) and four views of the action: (in the car, just behind the car, slightly above the car and an aerial view).

Then, of course, there's room for all eight players – and computer drone cars as well – with the entire game time determined by the expertise of the leading player.

Make it through the checkpoints in the time you're given and you get an extension on your next time target.

The handling is mighty smooth, the steering wheel jiggles and grates when the terrain gets harsh and the by-track scenery is brilliant (fairgrounds, water, cows (!) and so on).

The competitive element is its major strong point. Make one wrong move and you can slip from first to eight in a flash (normally just moments from the finishing line too).

You haven't lived until you've tackled the chicane on the first course. And you haven't played a real racing game until you play *Virtua Racing*. It's superb.

Let's hope Sega knuckle down and give us a luscious 16-bit conversion (in whatever form) as soon as possible!

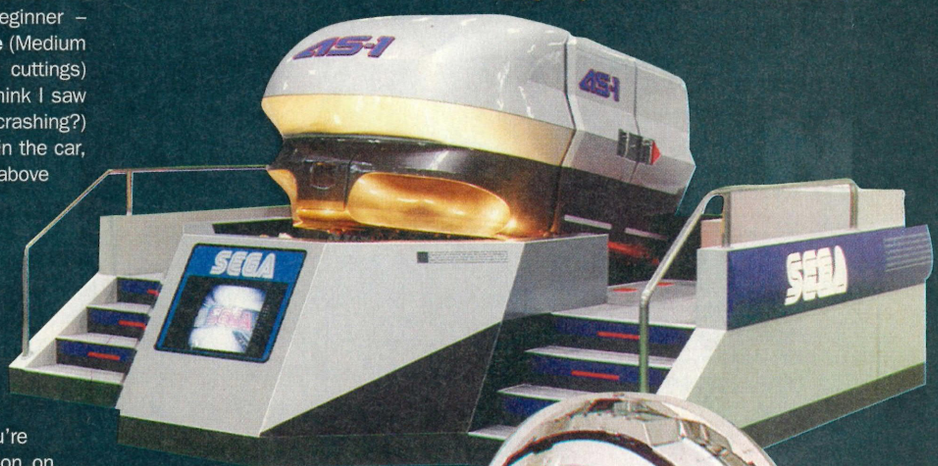
SEGA POWER

■ *Virtua Racing* boasts state-of-the-art 3D polygon graphics and storming gameplay. Here's an excerpt from the Big Forest level

■ Another shot from *Virtua Racing* – and you've just wrecked your machine on the Bay Bridge (medium) course. That hurt!

■ Come in number six? What d'ya mean we haven't got a number six? Quick, come in number nine – looks like you're in trouble! Plenty of laffs to be had with the CCD...

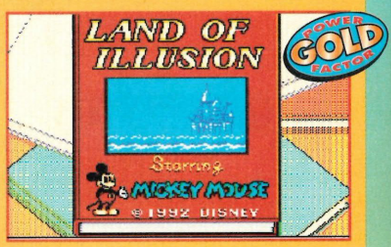
■ All aboard the skylark! Or is it the AS-1? Plenty of up 'n' over thrills to be had here...



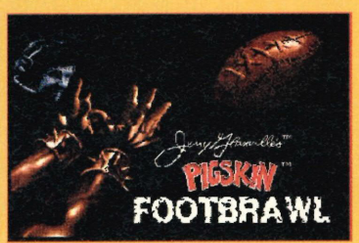
■ (Below) The R360: perfect for that all over 360 degree feel. Where's me sickbag, mam?

POWER REVIEWS

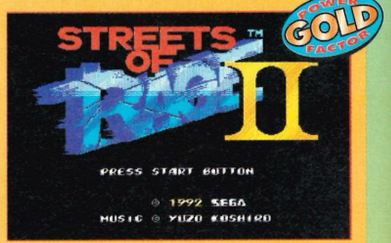
24 LAND OF ILLUSION
Mickey Mouse's first outing on the Master System redefined standards of gameplay for that machine. Let's see what the sequel can do...



28 PIGSKIN FOOTBRAWL
There are loads of good US Football games out on the Mega Drive at the moment, but here's one that's very tongue-in-cheek. Check the review!



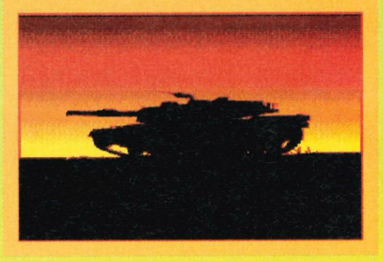
30 STREETS OF RAGE 2
The best beat-'em-up on the Mega Drive has just got better. But will you buy this cart or save your money for *Street Fighter 2* later on?

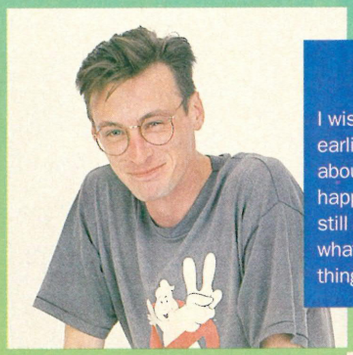


32 CHAMPIONSHIP PRO-AM
Radio controlled cars can be excellent fun – especially if it's very wet outdoors. And now you can recreate the pastime on your Mega Drive. Yes!

34 POWER ATHLETE
You can bet your bottom dollar that once a game hits big, the clones will start coming out thick and fast. Here's a beat'-em-up for the Mega Drive that might be a bit like *SF 2*.

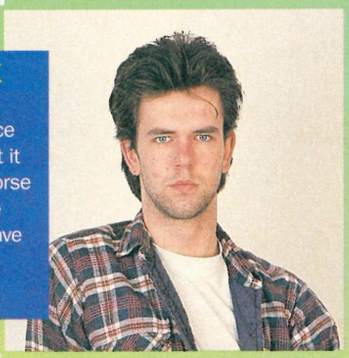
36 SUPER BATTLETANK
You can have loads of fun trundling around the countryside in a tank – especially when there's a war on and you can shoot people legitimately!





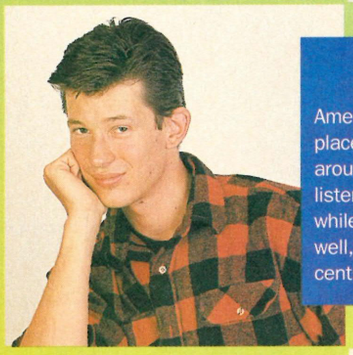
ANDY SMITH

I wish I'd been born about five years earlier – because then I'd have been about 18 when the new punk thing happened, instead of a pathetic 13! I still loved it all but didn't really know what it was all about until the whole thing had finished. Shame that.



DEAN MORTLOCK

Victorian London is the time and place for me. There's just something about it that really appeals – all the smog, horse drawn carriages, gas lights, Jack The Ripper and stuff. I reckon it would have been really neat to be an incredibly wealthy dude during those days...

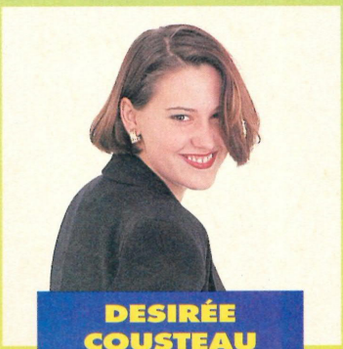


JOHN CANTLIE

America during the '50s would be the place for me because then I'd get to ride around in some huge American hot-rod, listening to some good ol rock 'n' roll while scoping for babes on the strip. Oh well, I'll just have to be happy with Bath centre on a Saturday night, I suppose.

PAUL PETTENGALE

I'd have loved to have been in my 20s in the '60s so that I could have gone to India during the hippy period – I know it makes me sound like a hippy, but I'm a very spiritual person and India was the place to go then – it isn't really any more, but I still fancy a trip there.

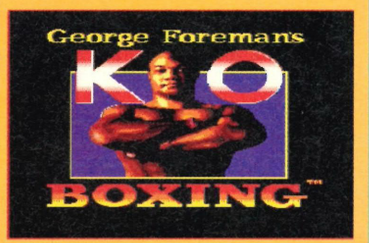


DESIRÉE COUSTEAU

I'd love to have been an aristocrat in France before the revolution – but, of course, I'd very much like to escape with my head still attached to my body. It's the dresses I like the most – that and the crowds of handmaidens who'd look after me!

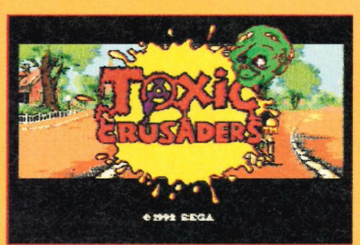
38 GEORGE FOREMAN'S KO BOXING

Surely this Mega Drive version has to be better that the crap Master System and Game Gear incarnations? Erm...



40 TOXIC CRUSADERS

"If it moves, license it" seems to be the motto of software houses these days, hence this 16-bit game based on the popular TV cartoon.

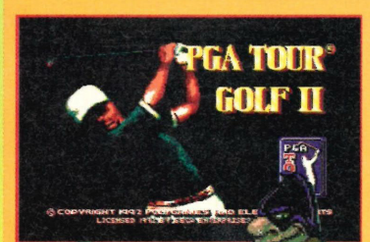


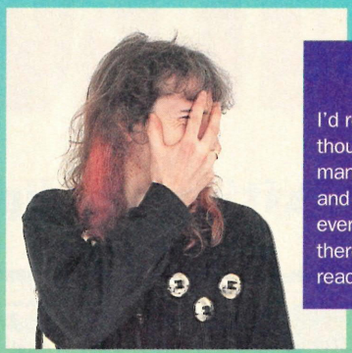
44 CAPTAIN AMERICA

When life looks grim, the thing you need to help you out is a fictitious superhero! Oh well, at least you get to play one on the Mega Drive, anyway...

48 PGA TOUR GOLF 2

If you don't have your own golf sim then you'll want to check this one out – and if you have got one, how d'ya know this ain't gonna be miles better?



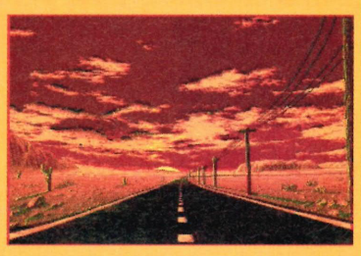


LES ELLIS

I'd really like to have been born a few thousand years into the future – when mankind is out there among the stars and we know what black holes are and everyone can travel faster than light and there are no wars and, yes, okay, I read a lot of sci-fi, but so what?

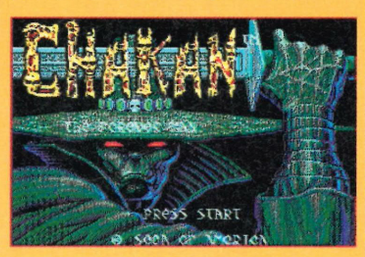
42 OUTLANDER

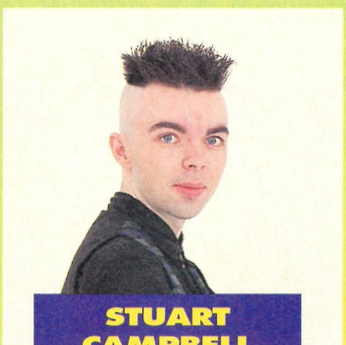
What a barrel of laffs, eh? Driving along and shooting at other road users with an old sawn-off shotgun! Still, remember it's only a game, folks, so don't try it at home!



46 CHAKAN

Here's a decent platform game that combines a bit of the old hack'n'slash with the novel idea that you're battling for the right to die! (Look, that's what it says here...)





STUART CAMPBELL

I wish I'd lived during the Roman times because I'd have loved to get stuck into a good scrap against the Romans when they tried to invade Scotland. I'd quite like to be covered in blue woad as well, or was that someone else? Oh I forget...

WHAT DOES IT ALL MEAN?

GRAPHICS:
How good are both 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?

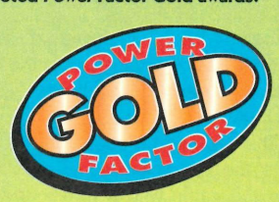
ADDICTION:
Once you've started a game, how long is it going to be before you stop?

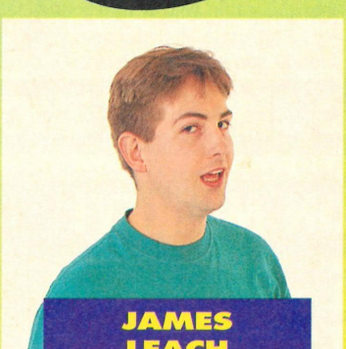
BRAINPOWER:
How hard are you going to have to think when you're playing?

TIME TO COMPLETE:
So how long will it take for your average gamer to finish the game?

FRUSTRATION:
Will you want to pull your hair out when playing this game or is it so simple your gran could play it with her eyes closed?

***POWER* FACTOR GOLD**
If a title's really worth shelling out the dosh for we'll give it one of these highly coveted *Power* Factor Gold awards!





JAMES LEACH

I wish I hadn't been born yet because I love technology – especially when it comes to military hardware and I'm sure some really sexy weapons and vehicles and stuff are going to appear over the next hundred years or so and I won't be around!

ALTERNATIVES

■ Here we compare similar games

This box gives you alternatives to look out for. We'll pick out a better game, a far worse game and one that's about the same (where we can), so you can tell right away how the new game rates against titles that are already available. No alternatives, no box, okay?

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 the better.

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

LIVES **6**
How often are you going to be dying?

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?

NAME OF THE GAME

Machine Type • Company • • Price • Release Type •

■ These little red squares tell you
■ about the game's good points.
■ All those things that make
■ it stand out from the crowd. The
■ more red squares the better.
■ These little white squares
■ show you all the bad points. All
■ the things that make you want
■ to scream in frustration and
■ throw the cart across the room!

GRAPHICS

SOUND

ADDICTION

BRAINPOWER

TIME TO COMPLETE
Two to three weeks

FRUSTRATION
LOW **MEDIUM** HIGH

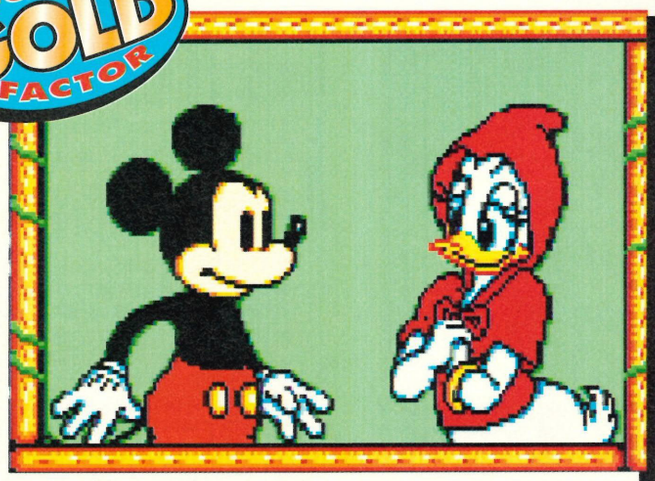
SEGA POWER SAYS
"If you're impatient and want to get to the meat of the review then read this bit first. This is a summing up of what we thought of the title overall. Simple but effective."

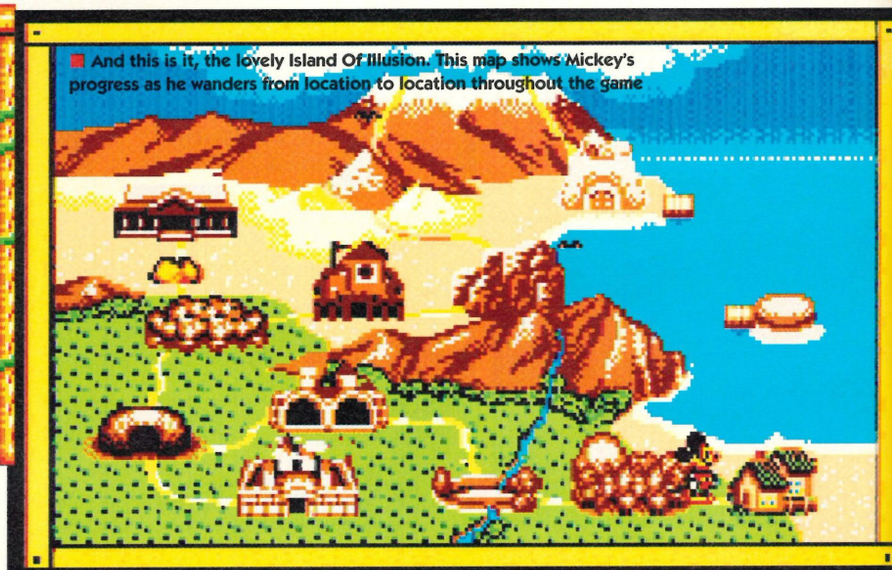
FINAL VERDICT
99%

LAND OF ILLUSION

• Mickey Mouse is back, but it's no holiday on this island! •

POWER GOLD FACTOR





■ And this is it, the lovely Island Of Illusion. This map shows Mickey's progress as he wanders from location to location throughout the game

Everybody's fave Disney character returns to the Master System at long last! And this time he's got to rescue a whole host of his friends! Paul Pettengale joins Mickey Mouse for an enjoyable stroll around the *Land Of Illusion*.

MICKEY MOUSE'S FIRST outing on the Master System, the stunning *Castle Of Illusion*, was one of the most well received carts on the 8-bit ever. Its great graphics, compulsive gameplay and fantastic cartoon-like atmosphere, made it a must in most collections.

And the latest addition to the series totally lives up to the original. In fact, it surpasses it as far as the graphics are concerned. Although the actual style of gameplay hasn't changed at all, you won't fail to be impressed by the overall feel of the game the moment you first try it out.

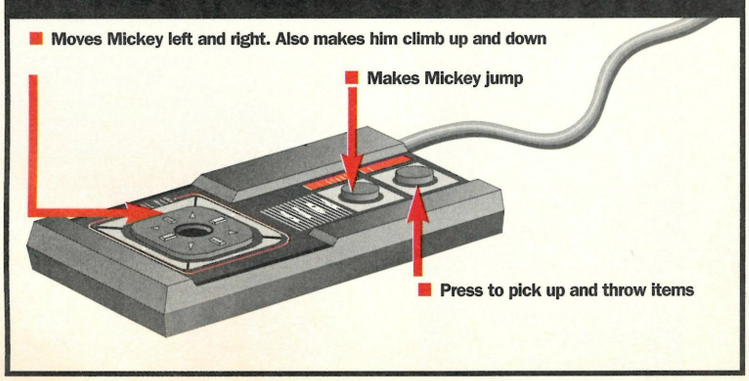
The animated introductory sequence sets the scene perfectly, drawing you into the game with a traditionally fashioned fairy tale plot. You see, all of your friends who live on the Island Of Illusion – Goofy and the other famous Disney characters – have been enslaved by a source of evil magic and imprisoned in their homes. And, yep, it's up to ol' Mickey to help them out...

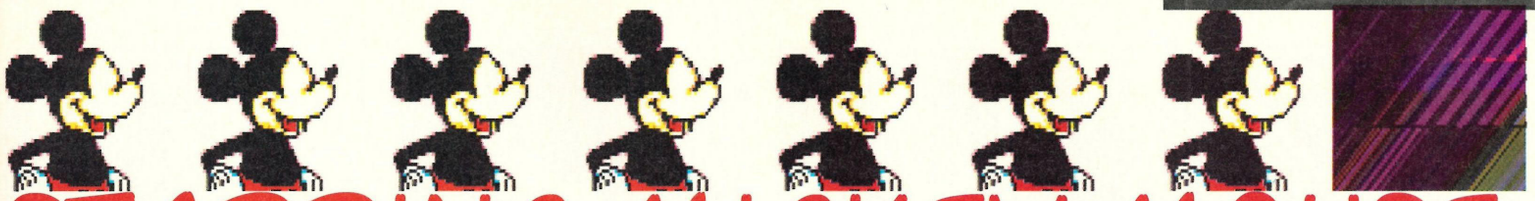
Actually the task is more complex than it sounds. Mickey falls asleep while reading a book of fairy tales and wakes up to find himself in a very gloomy village on a distant isle.

A passing duck (!) informs him that an evil phantom has taken the magic crystal from the village and this has resulted in all the good magic being replaced by bad magic. Needless to say, everyone's lives have been made a misery and the village is now a pretty sad place to live. If Mickey can travel to the evil phantom's castle in the clouds and get the crystal back then the good magic will return and everyone will be

> ***"Far too many continues mar what is otherwise a beautiful game!"***

GET A GRIP ON MICKEY!

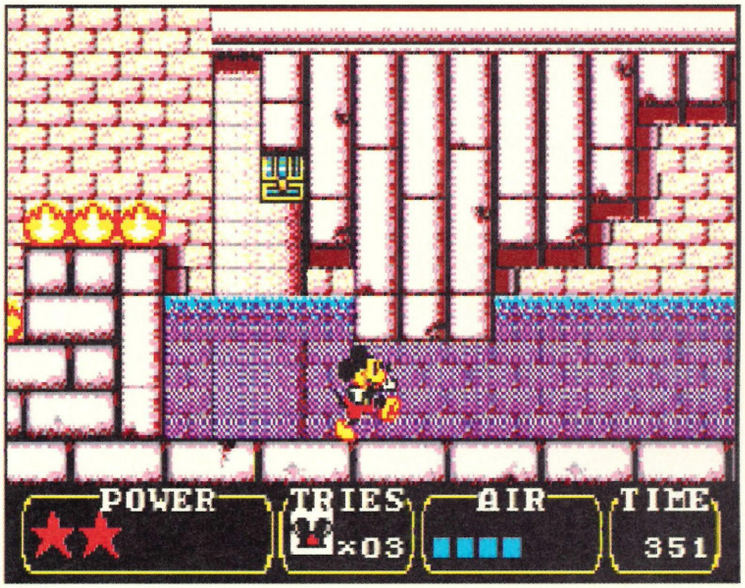




STARRING MICKEY MOUSE

Master System • Sega • £29.99 • UK Official Release •

■ Anyone for a portion of roasted rodent? It's essential to take this part pretty slowly. Misjudge a jump and you'll land in a pool of fire below. And guess what that means...



■ ...phew! What a relief! Mickey makes it to the water before having his buttons barbecued by the ol' fiery thing. There's still the chance of drowning though. Jeez! What a life...

well happy. The trouble is, as usual, things just aren't that easy...

You start off at the village, near the east coast, from here you must travel to the first stage in the game: the forest level. Every time you complete a stage, you see a map of the island, showing the various places you must visit on your quest. It also gives you an impression of the sheer scale of things ahead.

The game is split into 12 levels, some of which are very big and some of which are quite small. A big challenge then? Er, well, no. Unfortunately, Sega have committed what must surely be the ultimate crime by adding infinite continues – thus reducing the longevity of the game to a disappointing level.

Sure, you could be firm with yourself and resist the temptation to have just one more go – but, come on, who are you trying to kid? You see, this game is so compulsive that you simply must see the next level. Sega have given you the means to do just that.

It's a great shame really because if there had been a sensible number of continues, like three or thereabouts, the game would have lifted itself above the "finish in a couple of days'" category. As it is, you're going to finish this way too soon and your ultimate enjoyment will suffer as a result.

> "*Just like* **Castle Of Illusion,** *but smarter and a bit more polished...*"

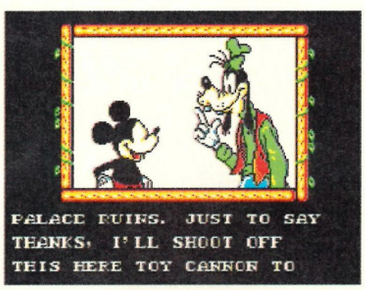
But however short on the challenge side of

TURN OVER

DAISY, GOOFY, MINNIE AND THE ONE NO-ONE CAN REMEMBER!

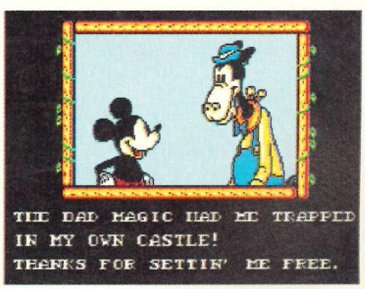
Lucky for ol' Mickey he's got more than a few friends to help him out when the going gets tough. You'll come across a number of 'em during the game. All have an important role to play because they each have vital clues and items that our hero, Mickey needs if he's gonna complete his quest and save the islanders.

■ This perky little duck is most helpful. She's the first person (?) Mickey comes across in the *Land Of Illusion* and she fills him in on the plot, so listen up, right

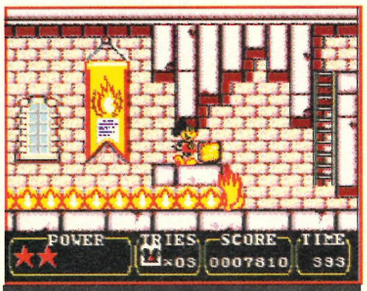


■ Goofy's another fave who appears in this game. True to form, he fulfills his role as Mickey's best friend by firing his cannon and clearing a way for his ol' buddy

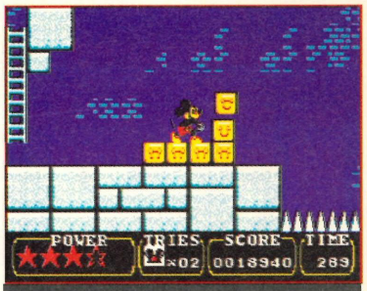
■ The beautiful princess promises to reward Mickey with a kiss should he complete his quest. Call me unromantic if you like, but I'd prefer a steady wage really



■ This is the blacksmith who lives in a castle. He is very willing to give Mickey vital information to thank him for setting him free from the evil magic. Ain't that sweet?

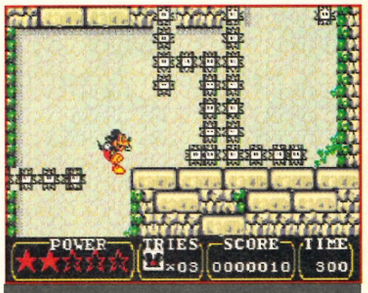


Better hurry, Mickey – or you're toast! The fire blob chases you through this section of the game and he certainly ain't backwards in coming forward



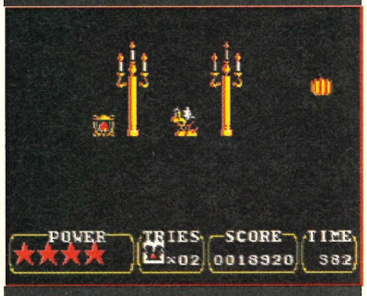
This is a tricky part of the game. You've gotta use all these blocks to build bridges across a spike-filled chasm that's filled with pumpkin heads...

...hardly scary, are they? Pumpkin heads litter this level and, believe me, they're dead handy for helping you get across some of the trickier gaps



Speed is of the essence here. The barbed wire blocks off areas of escape so you'll have to whip through as fast as you can in order to get out alive

These rocks explode when you get near them, so don't get too close. They're handy for blowing holes in the walls and aiding your progress, however

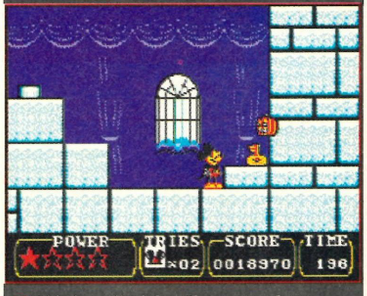


Oh dear, who turned out the lights? Mickey's not going to last long alone in the dark unless he can grab a lantern, but where do you find 'em? Oooh, I wish I'd eaten more carrots as a kid!

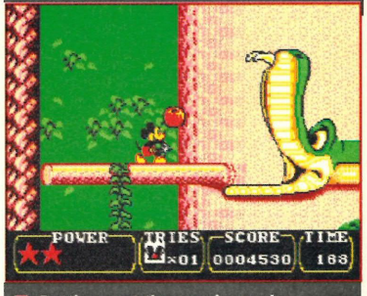
Even though they don't exactly look like venus flytraps, these nasty yellow tulips below are absolutely deadly, so it looks like it's a case of using floating rose petals as platforms. How nice

Whoops! Mickey's mistaken a mutant killer caterpillar for a mere maggot – and has paid the price. Ah, well! He'll know better next time, I suppose...

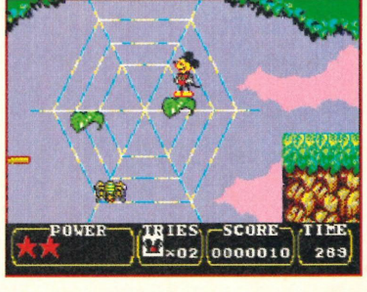
Yippee! Mickey's well over half way through the game and he's reached the desert stage! Notice the lack of pyramids though. What a missed opportunity!



This is well tricky. The screen has a forced scroll which squishes you if you're too slow. You have no choice but to keep moving. One false move and Mickey's gonna be strawberry jam!



Getting past the massive snake doesn't pose too many problems. Being a thoroughly modern individual it is, of course, a vegetarian and you can easily bribe him with an apple or two



The forest level will already be familiar to anybody who's ever played Castle Of Illusion. Here Mickey's traversing the tricky ol' spider's web. Look out, Mickey!

things *Land Of Illusion* happens to be, you simply can't help but enjoy the game immensely. The original *Castle Of Illusion* was noted for its superb graphics, but *Land Of Illusion* is remarkably even better.

The animation on Mickey, and indeed all of the sprites, is very impressive, especially when you consider the limitations of the Master System. What's more, the background visuals are truly excellent, evoking the exactly the right atmosphere for the game, and giving the impression that somebody has been putting real effort into producing a class cart.

The sonics don't disappoint either. We all know that the ol' 8-bit has trouble cutting the mustard when it comes to sound, but the simple and effective tunes plus the adequate spot FX fit the bill just fine for this kind of game.

Of course, as you might have gathered by this time, there's not a great deal that will shock you as far as the title's gameplay is concerned. *Land Of Illusion* is a platform romp much like *Castle Of Illusion,* with a similar mix of running around dodging things, bouncing your bum on bizarre creatures' heads and solving fairly simple puzzles. It is, in short, an excellent game – but there's nothing new here.

There are a few taxing sequences in the game. In one level, for example, you must race through a maze of platforms while being chased by a squat little being made of fire who ignites everything in his path. Slow down and you're toast, literally.

Another pulse raising section has you leaping down a whole series of pits while something like barbed wire rushes around sectioning areas off, you have to try and make your escape before you are completely fenced in, this is not as easy as it sounds, believe me. What Mickey is willing to put himself through just to help out his friends, eh?

If you fancy yourself as a competent game-player, these few sections will really put you through your paces. They also give that weak challenge element a bit of a boost.

Overall, certainly nothing new or particularly staggering on the gameplay front, but if you liked the first game this will probably be right up your street.

So, is there really enough here to make it worth buying if you have the original game? Well, in this case, the answer's got to be yes.

While it's obviously pretty much more of the same, *Land Of Illusion* has more features and a more arcade adventurey feel to it. It's just altogether far classier and more involving.

Sure, the plot isn't the strongest in the world, indeed you could well describe it as being pretty cheesy, but, let's face it, most fairy tale type plots usually are a bit ropy, aren't they?

Land Of Illusion is a must for all Master System owners. Although the cart won't surprise anybody, it's definitely good solid fun – and at the end of the day that's what gaming's all about, right?

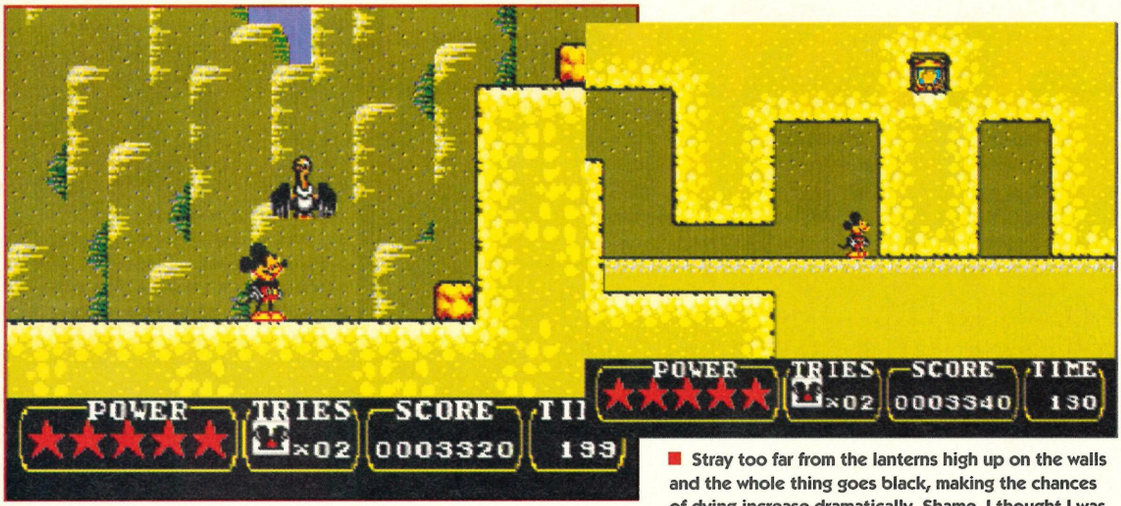
Even though the cart lacks overall challenge, there are still a few difficult sections tucked in there which should take you a while to master.

If you're the kind of person who can resist the temptation to use the infinite number of continues (fat chance, matey) this game will last you a while. It's just so big. The graphics and sound are really a joy to experience – and that's no exaggeration.

For fans of the original – and of Disney characters in general – this one's an absolutely essential buy. Nice one, Sega!

SEGA POWER

For more info, contact Sega on ☎ (071) 727 8070

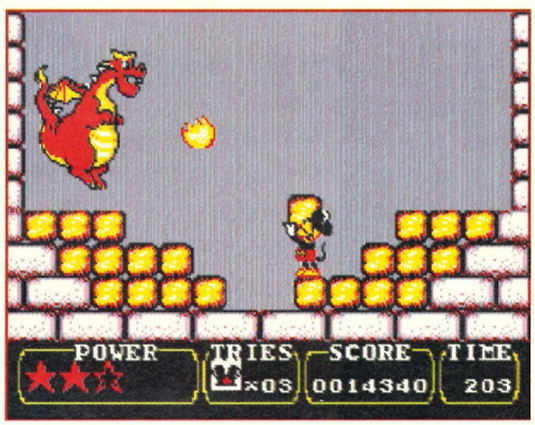


■ By this stage, you should have found a rope that helps you scale the walls. Otherwise Mickey's going to be stuck, for sure. Hmm, perhaps that's why that vulture is hanging around? Very suspicious, don't you agree?

■ Stray too far from the lanterns high up on the walls and the whole thing goes black, making the chances of dying increase dramatically. Shame, I thought I was doing so well. Just goes to show you never can tell...

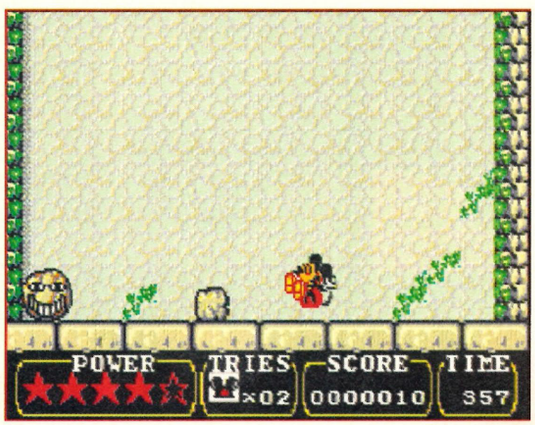
DEFEATING THOSE DASTERDLY MINIONS OF EVIL

After his experiences in *Castle Of Illusion*, Mickey is pretty familiar with bosses and how to deal with them. But I have to admit it, he's really got his work cut out for him in this game. Some of the guardians which are employed to assist the evil forces are particularly tricky to handle. Still, given enough practice Mickey should be able to cope with 'em

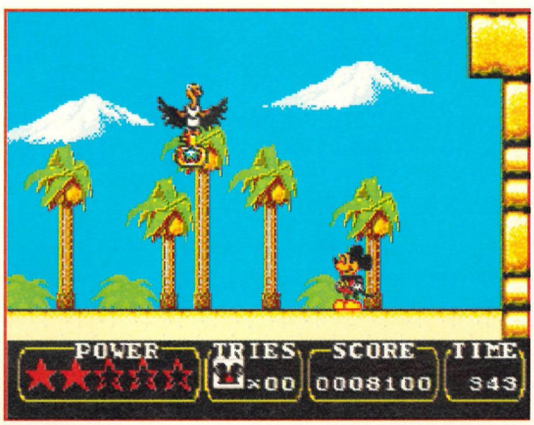


■ Recognise this particular flying reptile? I'm sure he was quite a jovial, sociable kinda chap when he was in "Pete's Dragon," and I'm positive that he didn't go spitting fire all over the place!

■ This 'ere ghost is a bad 'un and a particular skill is required to defeat him. Bouncing on his head with your bum is just the only way, I'm afraid. Still, imagine the fun to be had in training



■ Rock 'ard, this one! Jump over him when he rolls about and dodge the stones that fall from the ceiling. Now grab a few and chuck 'em at the boss's head while he's immobile. Simple, eh?



■ This one's dead easy – one hit is all it takes. Another case for a well-timed bottom attack, methinks. If only I could defeat all my enemies in life simply by using 'em as an armchair...

ALTERNATIVES

■ It's gotta be *Castle Of Illusion*

Castle Of Illusion (*Sega Power* 18: 94%) is the closest game to this, despite its age. You couldn't go far wrong with that other famous Disney tie-in: *The Lucky Dime Caper* (*Sega Power* 30: 92%) either. *Land Of Illusion* is ultimately better than both of these though...

POWER POINTS

PLAYERS 1
Shame there's no two-player option.

LEVELS 12
Many of which have sub-levels too.

SAVE GAME NO
But there are infinite continues.

LIVES 3
You can pick up more en route.

SKILL LEVELS 1
Just the one.

OPTIONS
Er, like, none.

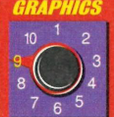
IDEAL GAME-PLAYER
Ever watched a Disney movie? Did you like it? Then you'll love this. In fact, even if you hate 'em you'll still love this. Erm, everybody then really...

LAND OF ILLUSION

• Master System • Sega •
• £29.99 • UK Official Release •

- Large and challenging levels
- Totally compulsive gameplay
- Great animation on all sprites
- Colourful backdrops
- Music fits the game perfectly
- Very Disneyesque atmosphere
- Good introductory...
- ...and in-game break sequences
- Exhilarating "chase" sections!
- You'll keep coming back to it

GRAPHICS



SOUND

ADDICTION

BRAINPOWER

TIME TO COMPLETE
Three to four days

FRUSTRATION
LOW **MEDIUM** HIGH

SEGA POWER SAYS
"Everything a platform game's supposed to be, with fantastic graphics, captivating gameplay and a terrific atmosphere. Definitely a cart to put at the very top of your list."

FINAL VERDICT
93%

JERRY GLA

• About as dangerous as a late-night Smarties' disco for young

■ The reds are chasing hard but the blue player is running away with it. He shoots – and scores. Yeesss! (Okay, so he just sort of carried the ball into the end zone. So what?)

■ If any of your men step into the pools dotted about the pitch, it'll take several seconds for them to get out again... The arrow shows which player you're currently controlling

Armed with a healthy sprinkling of spikes, leather and handcuffs (?), Les Ellis hacks his way through this full contact US Football game.

IN DAYS OF OLD, when knights were bold, and *John Madden* hadn't been invented – there was *Footbrawl.* A sport so violent and utterly lawless that only the toughest (not to mention the dumbest) dared to play.

As the Royal Commissioner for the Pigskin matches and captain of the king's team, it's your job to ensure that this anarchic sport lives up to its dirty (and deadly) reputation. And, boy, what a job you're going to have!

There are no rules, for a start, and weapons are littered across the playing field. Yep, this has the potential to be one of the best sports games ever. Just imagine it – running down the centrefield, you see the opposition comin' toward you. Their biggest defender is about to tackle, so you draw your sword out of your belt and gently shove it straight into his guts.

And then there are other weapons – like nooses, knives and razor blades – scattered about the pitch for you to pick up and maim someone with too. What potential, eh?

Add to all this the natural hazards liberally plonked around the playing field: trap doors, acid pools, heavy slabs of concrete, tables, benches and trees. And you can't help but think this is gonna be great...

...but, and this is a big but, there's a problem. How can I be subtle about this – I'm sorry, I can't. *Pigskin Footbrawl* is complete rubbish.

It takes a fair amount of talent to cock up something this badly so just how it was achieved obviously deserves closer inspection. Follow me...

As far as I've been able to work out the recipe for a disastrous game like this is as follows: first, take one brilliant idea, then add a programmer (who obviously has very little time for the project). Put in some nice gameplay touches and a few okay bone-crunching sound effects.

Now make sure that there is only ever one player under control at any one time. Also ensure you can always win the game easily by simply pressing one Button repeatedly.

For extra flavouring make it feel as though you're never really in control of the action and that the game is ludicrously easy with no long-term interest whatsoever. This obviously includes having no League or Cup tournaments.

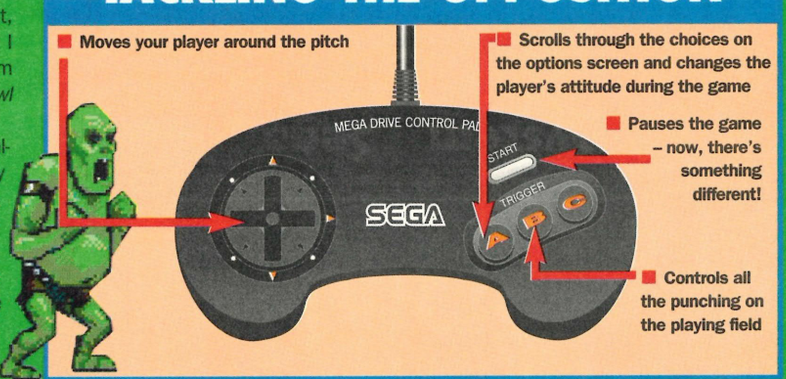
You should now have a title where you play one match – and then have to begin all over again. Finally, mix it all together and leave it in a dark cupboard to develop for several months.

Once completed, lightly decorate with an excessive price tag – and there you have it. A genuinely bad game at a very genuine high price.

If it wasn't for the fact that *Pigskin Footbrawl* contains a few admittedly mildly amusing touches it would be getting an even lower rating. *Pigskin*? It's far more like pigswill if you ask me. SEGA POWER

Special *Power* thanx to Gamesville for the loan of the cart ☎ (0293) 541953

TACKLING THE OPPOSITION

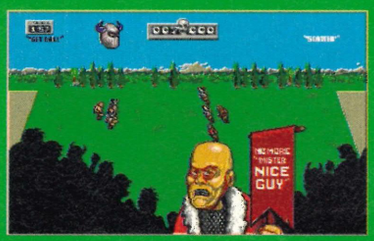


PIGSKIN FO

NVILLE'S

uns! • Mega Drive • Razorsoft • £40 • US Import •

The red team are about to run away with the ball. There's only one thing the blue team can do: "Oi, ref! He punched me!" Er, what do you mean there's no referee?



Meet your scorekeeper for the day. He may be cheating but would you argue with him? Let's face it, he makes Lennox Lewis look like John Inman after a hard day...

It's rumble time! That cloud of smoke means a fight's on. The team with the most players in the rumble wins both the fight and possession of the ball afterwards...

Your half-time stats. Hang on a mo, that doesn't sound right. I understand about the hangings, stabbings, points – but sightings of Elvis? Hmm, not the most serious of carts

These trap doors are a pain. When one of your players falls down 'em he has to negotiate a series of underground tunnels before he can get back into the game again

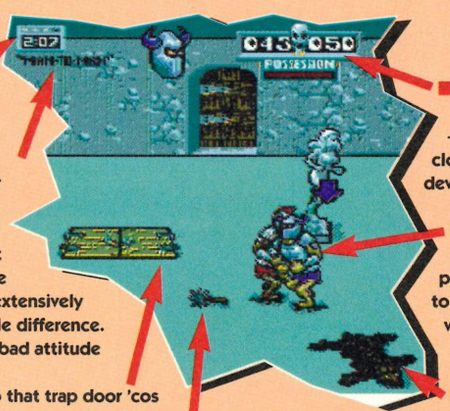
Oh, baby! When the nice lady gives you advice like this how could you ignore her? Well, quite easily really. In *Pigskin* there's an easier way to win all your matches...

The action moves inside now as the local arena plays host to the footbrawl match

At the end of your single game – and that's all you get, remember – you're given a brief summary of what happened and who did what to who. Not very rewarding really

HACKING THE QUARTERBACK!

There might not be any rules but you're still gonna need all the information on the screen explaining, aren't you? Check out what makes the game tick here.



This meter shows how much time you've got left

The current attitude of your players. This is supposed to be an important part of the game but we played extensively and it made little difference. Just leave it on bad attitude

Don't go into that trap door 'cos there's something down there. Anyone remember that? *(Yes, Les, yes – Andy)*

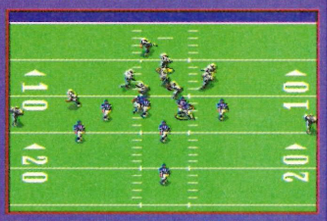
Aha! A weapon. Only the captains of each team can carry a hidden weapon. You probably won't see 'em use it tho'

The very important bit – the score. A close match is developing here!

Two opposing players go head to head to try and win possession

This bear rug is just one of the many obstacles that are littered all over the place to stop, slow down or kill players as they flit to and fro across the pitch *(Flit? I thought these players were animals with killer instincts? – Andy)*

ALTERNATIVES



Joe Montana 3 is much better

Jerry Glanville's Pigskin Footbrawl is nowhere near as good as the excellent *John Madden '92 (Sega Power* 26: 93%).

If you're into American Football then go for this. Or why not try out *Joe Montana 3 (Sega Power* 38: 89%). That's good too...

POWER POINTS

PLAYERS 1–2
You won't have any mates after this.

LEVELS 1
No League or Cup competitions.

SAVE GAME NO
There's no need.

LIVES NONE
It's a sports sim not a shoot-'em-up.

SKILL LEVELS 2
Pros for the pros and beginners for – well, you work it out.

OPTIONS
Alter game speed, number of players and joypad controls.

IDEAL GAME–PLAYER
A bod who can't understand a game like *John Madden '93.*

PIGSKIN FOOTBRAWL

Mega Drive • Razorsoft • • £40 • US Import •

- Very easy to get into
- Amusing graphics
- Bone crunching sound FX
- Young people will like it
- Two-player mode is quite fun
- Complete lack of gameplay
- No plays to speak of
- Little variety in action
- Too boring, too soon
- There's simply not enough to it

GRAPHICS

SOUND

ADDICTION

BRAINPOWER

TIME TO COMPLETE
A day at the most

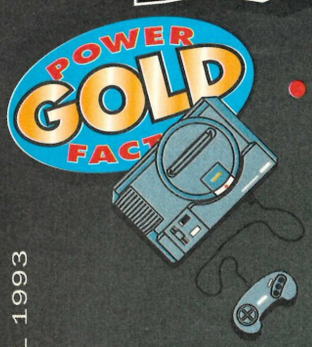
FRUSTRATION
LOW MEDIUM HIGH

SEGA POWER SAYS
"At first sight, *Pigskin Footbrawl* seems pretty good – but then you realise there's just not enough to do... The added violence doesn't hide what is basically a very poor game..."

FINAL VERDICT
44%

OTBRAWL

STREETS OF RAGE



• Kick some butt – and then kick it some more! • Mega Drive • • Sega • £44.99 • • UK Official Release •

The best beat-'em-up just gets better – and this time around there are even more streets filled with scum just waiting to be bashed into oblivion. Our Paul Pettengale throws the soiled gloves away and gets set for some violent bare knuckle action...

TWELVE MONTHS AFTER THE original confrontation and crime boss Mr X is back – and bent on revenge! He's kidnapped Adam in the hope that he can lure the man's friends, Axel and Blaze, into a trap. In other words, streets packed to the lampposts with trillions of death-dealing minions. So it's biff, bang and crunch as the heroes fight to save their buddy and clean up the streets once again.

This is *Streets Of Rage 2*. No doubt about it. Bigger, badder and even sexier than before, the essential beat-'em-up on the Mega Drive has been given the deluxe treatment and, more importantly, 16 Megs' worth of cart to impress you with too. And, boy, does it show!

Get ready for some huge sprites, seriously pumping music and arcade quality action. Anyone who fancies smashing their way through level after level of well 'ard punks, bikers and whip-wielding, leather clad babes will just love this.

Closely following the original game's format, *Streets Of Rage 2* sees the welcome return of both Axel and Blaze, and introduces two new characters – Adam's younger brother Skate and Axel's huge wrestler friend Max.

There are also now more moves to make use of – many of which depend crucially on the particular character you've selected during play. The more

OUT ON THE DIRTY STREETS

(Below) In the pursuit of world happiness and to further his brother's cause, Skate picks on a few innocent video game-players and lays into them. You just hope they can laugh it off afterwards. 12 years old, eh?

(Above) What's this? Skate in a bar? He's only supposed to be 12 for gawd's sake! At least he's only kneeing some lowlife punk in the mush as opposed to drowning his sorrows in alcohol, I suppose...

ALTERNATIVES

The original *Streets Of Rage*

The original *Streets Of Rage (Sega Power* 26: 91%) has to be the closest contender – and well good it is too. The sequel, however, just blows it away on all counts. Also check out *Golden Axe 2 (Sega Power* 27: 81%), but don't expect too much compared to this.

E2

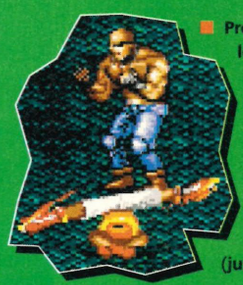
KICK, PUNCH AND CHARGE YOUR WAY OUT!

The four characters in *Streets Of Rage 2* all have a couple of special moves at their disposal for when things get desperate. Not only are they great to watch (especially Blaze's), but they're also blimmin' effective too!

■ Hit Button A – plus either left or right – to make Axel unleash a volley of punches. Hit it on its own, however, to make him release a dead powerful dragon punch in the direction he's facing!

■ Hulking Max will perform a fast-paced shoulder charge if you use Button A (again with either left or right). On its own, Button A makes Max clench his fist and spin on the spot, throwing all near him to the ground!

■ Use Button A with left or right to make Blaze launch a fireball at her opponents. Alternatively, hit Button A on its own and get her to perform one of her flying somersault attacks instead



■ Press Button A (plus left or right) to make Skate leap onto the chosen enemy and mince them with his footblades. Using Button A on its own, however, will make him perform his breakdance attack (just watch him spin!)

POWER POINTS

PLAYERS 1–2
Play with or against your mates.

LEVELS 8
Plus a fantastic dual option.

SAVE GAME NO
Fight the whole way through.

LIVES 3–5
Plus the occasional 1-Up too.

SKILL LEVELS 4
Easy, Normal, Hard and Hardest.

OPTIONS
Skill levels, duel option – and you can choose which character to play with.

IDEAL GAME-PLAYER
Absolutely anyone who wants a game with great gameplay, great graphics, fantastic sound and loadsa violence!

■ And this it it, the final confrontation with Mr X and his right-hand man. At the moment, the big boss is reclining in his comfy chair, watching the boys do the dirty work, but any minute now he'll stand up and let rip with his machine gun!

difficult the move to master, the more damaging the blow once it's successfully been made – whether it be Axel's super headbutt or Blaze's spinning kick attack. And be warned: unlike the first game, the heroes can't call for a police back-up when the going gets a little too rough. Fortunately, the four characters haven't been left completely in the dark – thanks to their special moves (see the box-out above). These give the game real spark and improve the gameplay no end. They drain your energy so much you're forced to use 'em sparingly – and that calls for a smidgen of planning.

The graphics and music in *Streets Of Rage 2* look and sound brilliant – even compared to the original. The sprites are all massive, and there is a huge variety of enemies to mangle too.

The backdrops are amazing – and some of the levels boast very effective parallax scrolling The non-stop violence and frantic action storms along at a pace matched only by the music.

Every track of the hardcore rave sounds gets the blood pumping! The sound FX don't disappoint either. The "crack!" as you smack the closest punk or ninja with your fist is most convincing, as are the screams of the unfortunate blighters who bite the dust!

There are eight huge levels in all and you'll love every one of them. Okay, so it's a bit too easy to complete on the Easy setting, especially when you and a buddy team up, but try the Hard or Hardest skill levels and you'll be pushed to the limit.

Even after you've fought all the way through and toasted Mr X, you'll still be coming back for more... The game is so addictive you won't wanna stop once you've started playing.

And then, of course, there's the duel option. Here you can pit any of the main characters against each other – even get a friend involved and pummel heads together in a fight to the death!

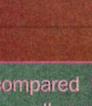
If I've got any qualms about this game it would have to be that it's still pretty similar to the original (although a zillion times better) – and it's gonna set you back £45.

Having said that, if you fancy stepping into the shoes of a mean dude with a bad attitude and kicking some serious butt then this is an essential buy. Move over, *Streets Of Rage*, big brother's here!

SEGA POWER

■ What a great trick! This ninja chap has perfected the art of floating ten feet up in the air without any means of visible support. There must be hidden wires somewhere, I reckon

For more info, contact Sega on ☎ (081) 727 8070



STREETS OF RAGE 2

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

- Superb and huge sprites
- Excellently drawn backdrops
- Best music on the 16-bit yet
- Sound FX are great too
- Fantastic, violent gameplay
- So many moves to find
- Entertaining duel option
- Large variety of enemies
- Long and challenging levels
- Fun two-player option

GRAPHICS

TIME TO COMPLETE
One week

FRUSTRATION
LOW MEDIUM HIGH

SOUND

ADDICTION

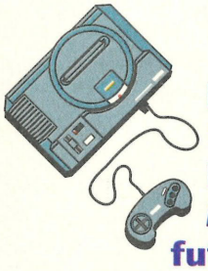
BRAINPOWER

SEGA POWER SAYS
"The best scrolling beat-'em-up around – and a big improvement on the original. Time will tell whether it's the best yet though (*Street Fighter 2* is on its way, after all)!"

FINAL VERDICT
92%

CHAMPIONSHIP PRO-AM

• Mega Drive • Trade West • £35 • US Import •



It's been out on the Master System and it's been out on the Mega Drive in the shape of *Micro Machines*. John Cantlie asks: what future is left for *Pro-Am* then?

NOT MUCH, I'M AFRAID. IT looks nice, it plays well and the sound FX and extra extras are just fine, but underneath it all, this game's as grey as Bognor in February. It's one of those titles that when you first pick it up, you think "Ooh, this is a fun little game." And then, 20 minutes later, it dawns on you that you are, in fact, utterly bored and can't bring yourself to play it again.

And it's all because there's no two-player option. Even Codemaster's *Micro Machines*, which has become the Sega benchmark for this sort of thing, gets horribly samey in one-player mode. Racing round and round a circuit, you see, is inherently dull unless a) you're doing it for real, where the prospect of highsiding at 120 mph rubs out the very last vestige of boredom, or b) you can burn rubber against a friend on your console system.

We all know what an unemotional playing partner the Mega Drive is. The skill levels of the the five other drivers on the track gradually increase, forcing you to upgrade your truck's speed, turbo and grip performance, as well as your own driving skill, until you are so completely brilliant that no-one can beat you. Yup, this is one of those games that gets more boring the better you get at it. In the end, all you are left with is the challenge of beating your own lap records over the nine tracks. Snoresville or what?

It isn't all bad though. To liven things up, you can pick up bombs and missiles which you can chuck out the back or launch up front to demolish the opposition and improve your chances of coming first. There's also all the usual plethora of racing game hazards such as water, oil, nasty hairpins and cruel, bonnet crunching hedges. The tracks change in length and direction nearly every race. So, for a while at least, there should be enough juice to keep you in there.

It doesn't last long though. Despite all the plus sides of the game: the speed of the action, the smoothness of the scrolling and the innumerable power ups, this game is fun for a day but after that you'll be totally bored, so there!

SEGA POWER

■ Your position can change five times a lap in tight traffic like this. Secret is to use the zip bars to power you to the front of the pack. Or you could ram your way out of trouble

■ Six cars on the grid, and "Dracula's" crap. It's true. Anyone who says otherwise is either a) being paid off by Coppola or b) a liar

ALTERNATIVES

■ *Micro Machines*: simply the best?

Micro Machines (*Sega Power* 40: 82%) is simply the ultimate in addictive two-player racing blasts. It's also way superior in one-player mode. *Pro-Am* is on a par with *Super Off-Road Racer* (*Sega Power* 31: 60%) which also has loads of trucks, tracks and yummy nitros.

Thanks to Gamesville for the loan of the cart ☎ (0293) 541953

DRIVE YOURSELF MAD!

POWER POINTS

PLAYERS 1
This is criminal! Totally outrageous.

LEVELS 24
Blimey, extremely impressive.

SAVE GAME NO
Ho hum! Could've been useful.

LIVES 1
Come last and it's all over. There's loadsa continues though.

SKILL LEVELS NO
Absolutely no options, which sort of nullifies things.

OPTIONS
As above.

IDEAL GAME–PLAYER
Someone else. If a mate's got it then borrow it. Otherwise, don't bother.

PRO-AM

Mega Drive • Trade West • • £35 • US Import •

- Colourful, slick graphics
- Smooth 'n' dreamy gameplay
- Loads of additional thingies
- Gets gradually harder
- Swift and easy to get into
- Courses are varied and tough
- You can blow things up
- Same, same it's all the same
- Repetitive sameness
- Similar samey sameness

GRAPHICS 10

SOUND 10

ADDICTION 10

BRAINPOWER 10

TIME TO COMPLETE
A week

FRUSTRATION
LOW MEDIUM HIGH

SEGA POWER SAYS
"Nice to look at and nice to play – for about an hour. The speed and fluidity of the gameplay is without fault, but the whole thing's just too repetitive after a short time. Shame."

FINAL VERDICT
63%

A Super Nintendo magazine the way you want it!

menu

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- THE BEST PLAYER'S GUIDES, TIPS AND CHEATS EVERY MONTH?
- ACCURATE, DETAILED, AUTHORITATIVE REVIEWS?
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April issue out Thursday 4 March

YOUR ESSENTIAL SUPER NINTENDO GAME GUIDE!

INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

Because the world's best games machine deserves the world's best games magazine.

This is Baraki, friend of Blanka, and assertive green person. He rolls, he throws fireballs and he jumps a bit. That's yer lot. Baraki's interests include origami and birdwatching on Sundays

Buoh was going to be named Martin, but the local vicar tripped on his cassock during the christening. Buoh was bullied at school, where he had the sad nick-name "Girder Shanks"

Gaoluon is the product of a top secret military genetic programme. He is a trained killer, and is known to be very abrasive when shopping down at his local Tesco's. Not to be trifled with

Joe is great. Joe is Fab. Joe is all-American and the answer to every woman's prayers. He's also the character that you control in the quest for ultimate power. Joe chews tobacco and shouts a lot

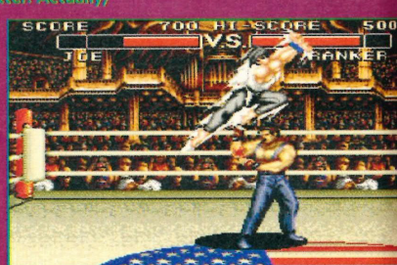
POWER

• Power Athlete's foot, I'm afraid • Mega

This fellow's called Blouh or Bleurch or summat, and he has a very nasty habit of flicking his stainless steel quiff straight into your line of flight. Very nasty! On this occasion, however, they're both down

As you roll nearer the top of the elevator, so the action from Nick gets hotter and hotter. Actually, that's a lie. His skill rating stays the same but it was a nice idea

(Below) This is Ranker. He resides on the very last level and is one helluva tough bare-chested fellow. Ranker isn't impressed with the ol' Fire leap moves, I can tell you...



Okay, so it's a *Street Fighter 2* rip-off – the characters and actions are so plagairised it's really surprising that Capcom haven't prosecuted. John Cantlie investigates...

DON'T EVEN THINK IT. THE comparisons with *Street Fighter 2* are there to give you an idea of the game-type – but apart from that they simply don't apply.

Power Athlete is a remarkably sloppy head-to-head beat-'em-up which features – big surprise here – eight masters of the arts martial. You must vanquish these before you have a crack at the final dude, Ranker.

There are special moves, different fighting zones – and each character has his or her own martial technique. But, believe me, it really does add up to a very average game.

The 8 Megabit cartridge just can't deliver enough oomph to make *Power Athlete* a playable fighting title. Instead you're given a slow, awkward and hugely unaddictive head-to-head beat-'em-up which is so weak in the gameplay department that it's void after a day.

Once you come to grips with all the special moves (there are two for each

BOMBING THRU BONUS STAGES

During the second bonus section you have to kick out the bombs before the shrapnel lacerates yer ankles. Talk about being caught on the hop...

Every so often you'll be invited into a bonus area where you can rack up your points. The first one features pummel pads which you have to strike, but in this one bombs are tossed in...

...and it's up to you to kick 'em out again before they get a chance to shatter your ankles. You get 30 chances to go for the big 100%

SAJO JIRUGI NUMBER ONE!

Moves your fighter around the screen, also initiates special moves

Punch. Use with jump to deliver a flying head punch

Kick. Deliver a flying kick by using jump as well

Jump. The more performance power you've got the higher you can jump

Use with away/towards (your opponent) on the D-Pad to unleash the special moves

POWER POINTS

PLAYERS 1–2
Take on the Mega Drive or a mate.

LEVELS 8
Eight opponents, eight scenarios.

SAVE GAME YES
Comprehensive password system.

LIVES 1
Start with five continues, though.

SKILL LEVELS 8
It's true, level 8 is *tough*.

OPTIONS
joypad configuration, sound FX and a couple of others.

IDEAL GAME–PLAYER
Some anxious, stupid and rich little git who just can't wait for the far superior *Street Fighter 2* to appear.

ATHLETE

Drive • Kaneko • £40 • Jap Import •

Thanx to Dream Machines for the loan of the cart ☎ (0429) 869459

■ Warren the Harmless Hawaiian gets a lift – all the way to the meat wagon. Body throws are the most powerful of the standard moves. Stand on the victim and press punch

character) and built up your performance bars, there's little to stop your ascent to the arena and the final showdown with ol' Mr Mysterious. So in 45 minutes you've finished the game and are wondering what to do next.

Well, you can always play it through from start to finish again, and again, increasing the difficulty level each time. Yes, you could do that, but the odds are you won't.

Once you reach the end you realise you've been done for 40 quid and no doubt you'll feel like taking your anger out on something more substantial than a computer controlled sprite. So, grab a passing friend and challenge them to a two-player game. It's nothing startling, but as usual the dual play mode is much more fun than facing off against the Mega Drive.

The versus option enables you to choose any character you want, whereas in one-player mode you get no choice – you're lumped with Joe whether you like it or not.

This is a mite ridiculous, but not as daft as the bizarre quirk which enables you to repeatedly beat the same opponent over and over until you've maxed out your performance bars. So instead of taking on tougher and tougher opponents you can simply keep returning to the weakest target until you have enough power to continue.

And that's your lot. Average graphics, crap gameplay and zero challenge mean this one's an under-performer. I know you'll rush out and buy it anyway, but you shouldn't because *Street Fighter 2* is just around the corner. Honest...

SEGA POWER

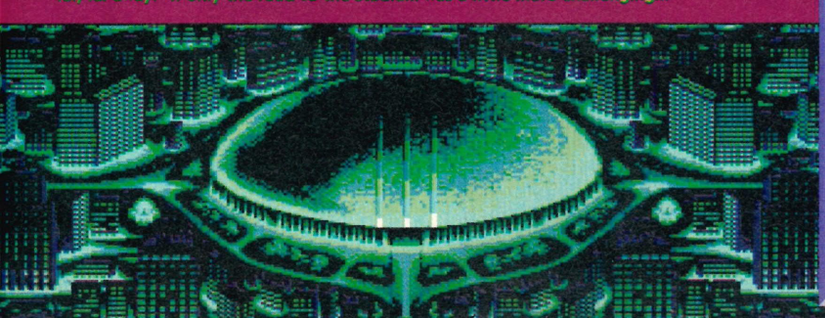
ALTERNATIVES

■ *Streets Of Rage 2*: infinitely better

What else? It's got to be *Streets Of Rage 2* (*Sega Power* 41: 92%) especially in the two-player option. It's the best example of this head-to-head fighting business currently available on the Mega Drive.

■ Baraki has a rolling attack too, much to everyone's surprise. He's also a vaguely green colour, hugely overmuscled and has reddish hair. Stereotyped? Nah!

■ (Below) This is where it all ends – some cyberpunk arena in the heart of some metropolis "far, far away." If only the road to the stadium was a little more challenging...



POWER ATHLETE

• Mega Drive • Kaneko • • £40 • Jap Import •

- It's a *Street Fighter 2* clone
- Big graphics, nice backgrounds
- Two-player mode is quite fun
- Varying characters
- Best of its kind – so far
- Easy to get into
- Under an hour to complete
- Gameplay is fairly nasty
- Addiction is severely lacking
- Not enough moves

GRAPHICS

TIME TO COMPLETE
A day or so

FRUSTRATION
LOW MEDIUM HIGH

SOUND

ADDICTION

BRAINPOWER

SEGA POWER SAYS
"Ho hum. Visuals are nice and big and there are some decent enough touches, but there's a lack of moves and finesse. Fun with two players, but then, everything is. Bland."

FINAL VERDICT

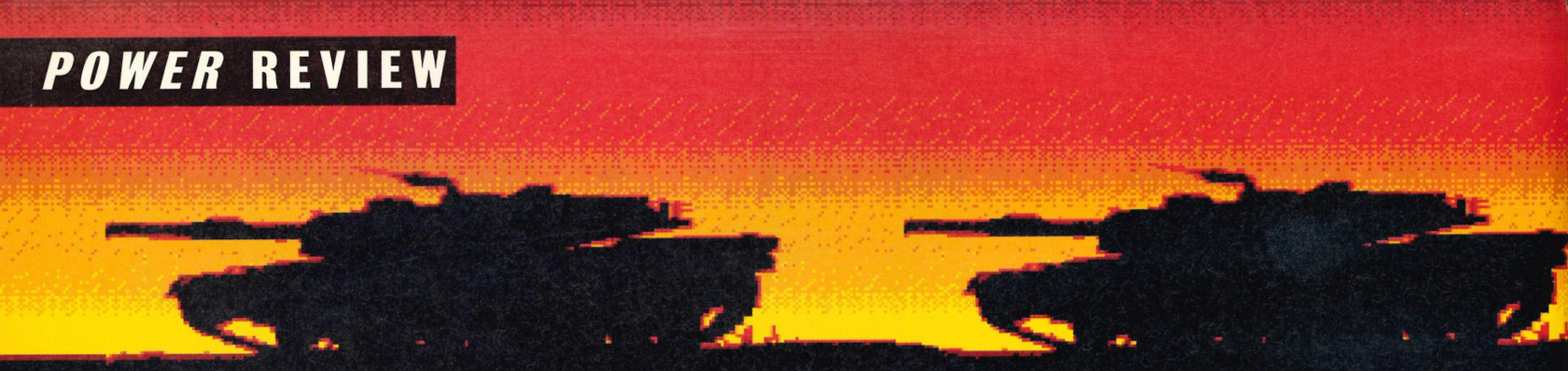
54%

■ Nick used to be a railroad worker, until he was spotted by Rudolf Nureyev who immediately signed him to his street performers label. Nick's now a bit crap, as he tries to mix his two backgrounds

■ This is the main dude. He's very large and very muscular. He eats four and a half pounds of raw Ox liver everyday. Hit him hard in the happy sacks, however, and down he goes like any man

■ Reayon is something of a fishwife. She might have the look, but her breath stinks of kippers and she doesn't do her laundry often enough. She takes valium and jumps wildly

■ Poor, poor Warren. He used to have a steady career as a comedy juggler, until his friends told him he should go for WWF Wrestling. He's now the butt of every joke made about lycra



SUPER BATTLETANK:

• Ready to teach the enemy a lesson – again? • Mega Drive • • Absolute Entertainment • £34.99 • US Import •

It weighs 63 tons, it has a whopping 1,500 horsepower engine and it can fire five-inch shells over a distance of two-and-a-half miles! So what's the problem? Well, appearances can be deceptive, says Desirée Cousteau...

AT FIRST GLANCE, *Super Battletank* looks like a seriously heavyweight strategy game in the style of *Abrams M-1 Battle Tank*.

You must guide your tank (which boasts six different weapons, lots of dials and lights, a short-range radar and a long-range map) through ten different missions, destroying Iraqi T-72s, Hinds, minefields, chemical dumps and fortified strongholds as you go. And before each sojourn you're briefed by a guy who bears a striking resemblance to Stormin' Norman...

It's about halfway through the first mission that you begin to think something might be wrong.

For a start, that large-scale map makes you think your battlefield covers most of the Middle East. Not so. Try driving across it flat out (42mph according to the specs) and you cross it in no time (it wraps round when you reach the other side). Your "huge" mission area is, in fact, about the size of a large car park. Seriously.

And then there's the combat itself. You aim by rotating the turret and swinging the gun up and down. In theory, you should have to raise it to maximum elevation to hit a ground-based enemy in the distance (say a T-72 tank) and then lower it when you close in. Mmm, possibly. It doesn't seem to make a lot of difference in practice. And neither do any of the other tactics you might try.

About the most successful ploy is just to steam in there shooting. Unless you're *seriously* crap, you can easily blow the enemy tanks to bits before they do the same to you.

The enemy commanders seem pretty thick and dither about far too much, which makes them pretty easy meat.

Of course, they can still hit you – if they're quick. Tough as your tank is, it can only take five hits before – blooey!

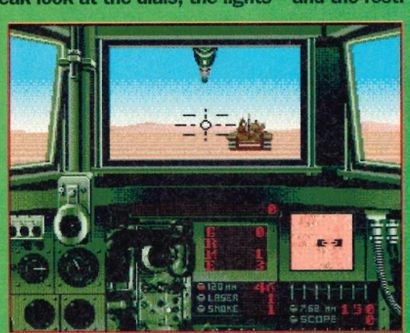
Fortunately, if you're feeling cowardly (or if your tank is severely knackered and you've got no other choice), you can lay down a smokescreen. This makes it harder for your enemy to hit you (and for you to see him).

The T-72s are one thing, but the Hind Attack 'copters are quite another. These

TANKS FOR THE MEMORY

CHOOSE YOUR WEAPONS!

So much to choose from (and so little time to get it right with a T-72 breathing down your neck...). Here's a sneak look at the dials, the lights – and the rest.



120mm: your main gun. Three or four hits from this can wipe out a T-72. One hit destroys a fortified enemy position. A pretty mean tool then really

Laser-guided shells: you don't get many of these to the pound, but they're great for dealing with Hinds. Lock on, let 'em go – and that's it!

Smoke: if things are getting too hot, you can always lay down a smokescreen for a bit of valuable cover (good against fortified positions...)

Machine-gun: this is handy against the Hinds when you've used up all those laser-guided shells. It can take a while to knock 'em out tho'

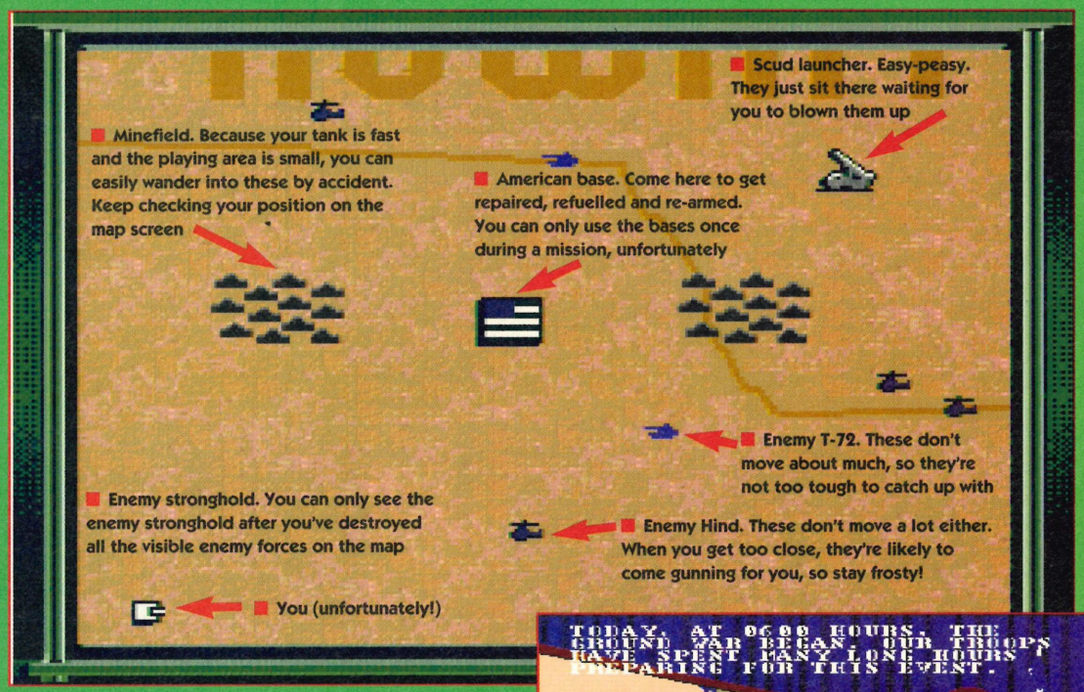
Night Scope: wow! Really useful. Helps you see in the dark when you can see in the dark already. Limited duration (not that it matters much)

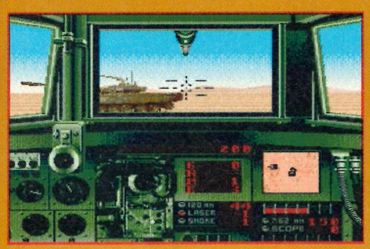
(Left) Bang, bang – you're dead! Oh dear, the enemy appears to have fired a shell at me too... Mmm, let's hope my tank can take more hits than his. Fingers crossed!

(Right) Using your special Night Scope, you can see a missile launcher in the distance. (Your map told you that there was one there anyway tho'!)

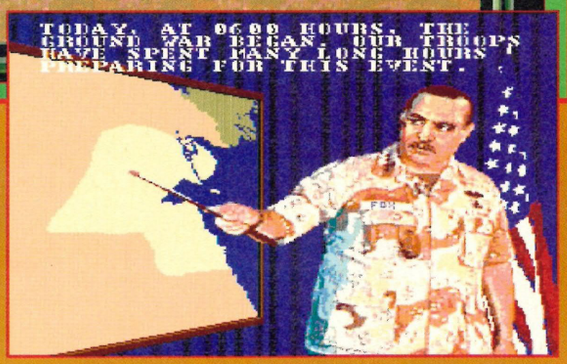
GETTING THE LOWDOWN ON THE LOWLIFE

This is your large-scale map (use Button C to switch between this and your normal view) which shows you the things you've got to watch out for in your current mission. Here's a screenshot taken from mission three to give you an idea...





The enemy obligingly drives a few yards away and parks with his back towards you



This blimp in battledress fills you in on your next mission, rolling his eyeballs now and then to add a bit of emphasis. (He also "covers up" when you get blasted!)

move a bit faster for a start – which doesn't make a practical difference in combat but does enable them to intercept you more easily.

Once they've locked on, they just hang around in the sky taking pot-shots at you, waiting for you to die. Your laser-guided shells come in handy in these situations (shame they're in strictly limited supply). Or, of course, you can just blast away with your machine guns if you prefer.

Now to the fortified enemy positions you have to take on periodically. In these phases, all you have to do is shoot at half-a-dozen gun emplacements (again, avoiding as much enemy fire as you can).

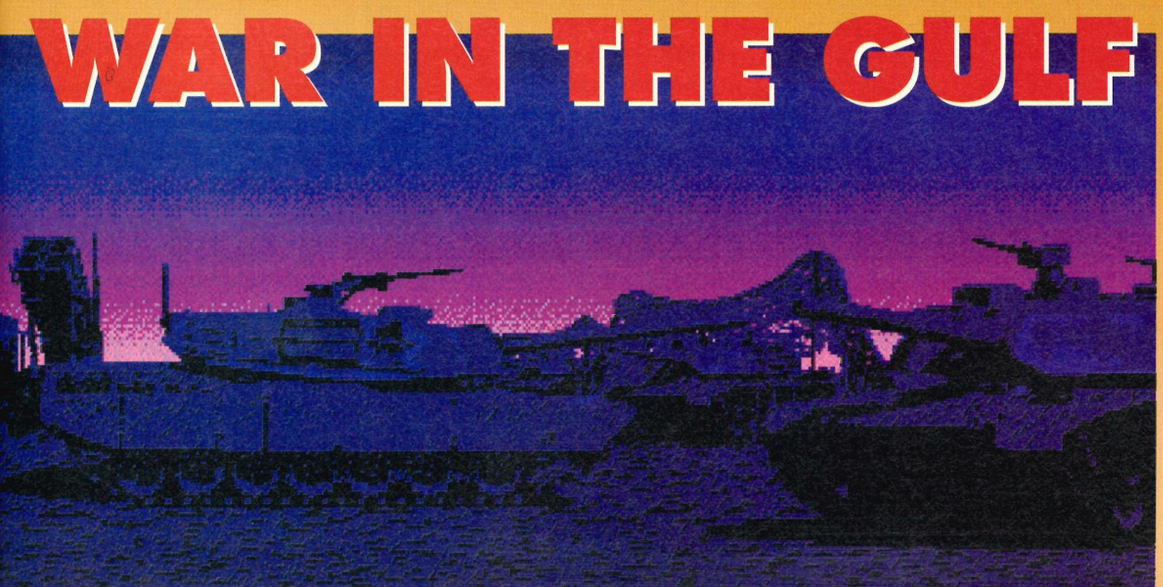
Serious strategy this is not. On later missions, you get a chance to take a breather mid-mission by popping into an American base to refuel, re-arm and get your tank fixed up. Even that, however, fails to improve the gameplay.

In short, *Super Battletank* is *not* a strategy game. It's hardly even an arcade game – the combat sequences are indistinguishable from one another and they're far too easy. The only real challenge is keeping your tank fit while facing growing numbers of stupid enemies.

SEGA POWER

For more information, contact Gamesville on ☎ (0293) 541953

WAR IN THE GULF



ALTERNATIVES

M-1 Abrams Battle Tank: superior

M-1 Abrams Battle Tank (Sega Power 25: 84%) is still the best. It's set in a "real" 3D world, for a start, and is a much greater test of your tank-driving/gunnery skills.

And the sound is stunning. By comparison, *Super Battletank* is too easy, shallow and uninvolving.

POWER POINTS

PLAYERS 1
It's just you against Iraq!

LEVELS 10
"Missions" rather than levels...

SAVE GAME NO
Not much to save really.

LIVES 1
Lose it altogether and you have to restart the mission from scratch.

SKILL LEVELS 1
You've gotta have deft fingers.

OPTIONS
You can redefine the joypad controls.

IDEAL GAME-PLAYER
Someone who's never ever played a strategy title (or an arcade game) in their life before.

SUPER BATTLETANK

• Mega Drive • Absolute Entertainment • £34.99 • US Import •

- Some sexy animated sequences
- Nice atmospheric graphics
- Lots of weapons to play with
- Ten different missions
- Easy to understand
- No strategy
- Feeble combat sequences
- Small playing area
- Limited enemies
- Not much variety

GRAPHICS

TIME TO COMPLETE A week

FRUSTRATION LOW MEDIUM HIGH

SOUND

ADDICTION

BRAINPOWER

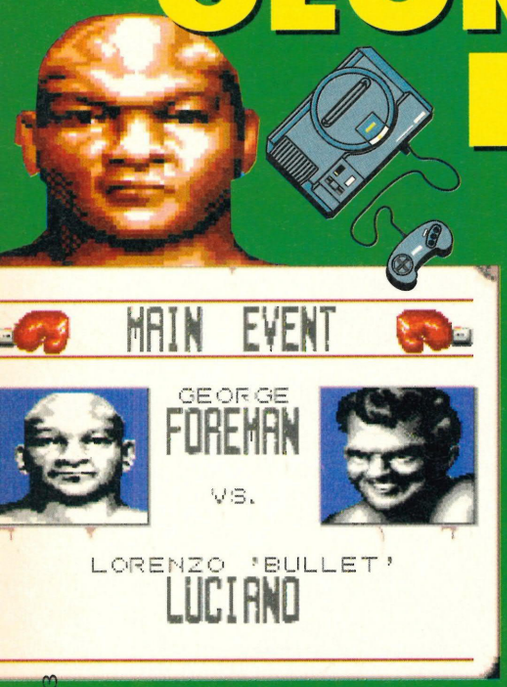
SEGA POWER SAYS
"Okay, it looks like a strategy wargame – but it's not. In fact, it's a pretty limited arcade game dressed up to look like a wargame. Don't be fooled by the surface gloss!"

FINAL VERDICT

47%

GEORGE FOREMAN'S KO BOXING

• Mega Drive • Flying Edge • £35 • US Import •



The man's back – and he's on the Mega Drive. Les Ellis steps into the ring to get his head smashed to a pulp – and wonders why he really bothered in the first place...

MOVE OVER, OLD MAN!

POWER POINTS

PLAYERS 1–2
Take on your Mega Drive or give your mate a good slapping in two-player.

LEVELS 15
Climb to the top of the ladder.

SAVE GAME YES
Passwords enable you to bypass the guys you've already beaten.

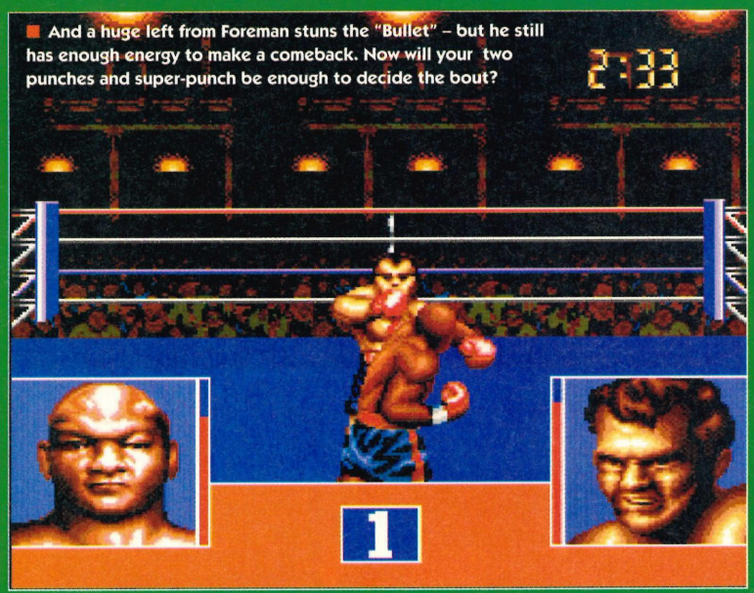
LIVES 1 (?)
More like get a life if you ask me...

SKILL LEVELS 1
Er, skill, did you say?

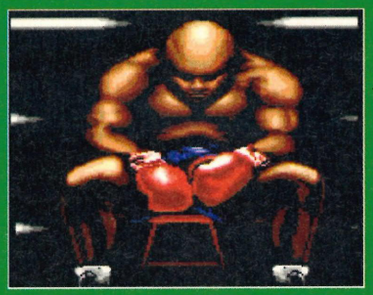
OPTIONS
None at all.

IDEAL GAME-PLAYER
A sad person who thinks a 40 year old could win the world championship!

Read all about it! Old fat git to fight young fit git. And what kind of a name is "Bullet" anyway? And do we really care? This kind of lowlife is the norm in boxing...



And a huge left from Foreman stuns the "Bullet" – but he still has enough energy to make a comeback. Now will your two punches and super-punch be enough to decide the bout?



Never mind, George. Go down to the burger bar and order yourself a dogburger. (It's not a bad life when you can make millions by losing a boxing match!)

Thanks to Gamesville ☎ (0293) 541953 for the loan of the cart

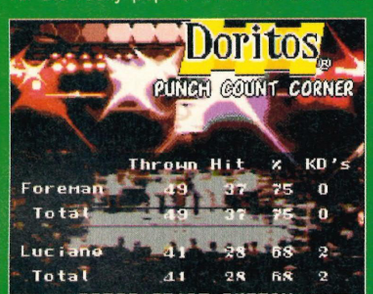
WHAT IS IT ABOUT THE world of heavyweight boxing that makes it seem so far away from the real world? All the really popular matches seem to pit young musclebound hulks against 40 year old has-beens who've got guts the size of a boxing ring and who are only making comebacks because they can't make money any other way.

George Foreman is one such 40 year old has-been. He failed to snatch the world title but made so much money and proved so popular with the fans that Flying Edge just couldn't resist signing him up for their new boxing game. Unfortunately, it's as bad as he was.

George Foreman's KO Boxing offers only three offensive moves (and two of those are the same) to master, so you don't need much skill or brainpower to hammer the other guy into the ropes.

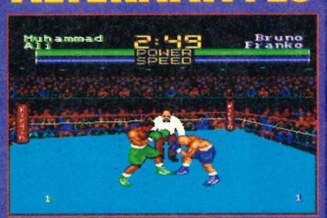
The screen doesn't even scroll – as in *Muhammad Ali's Heavyweight Boxing*. You can just stand still and pound the stuffing out of your opponent until either a) he falls over or b) you do. The only saving grace is the sound. The nice sampled speech will keep you quietly amused for a few milliseconds. The rest of the game won't, that's for sure.

If you're going to give someone a real good kicking, do it in style with a cart like *Streets Of Rage 2* (see page 30), not a sorry excuse for a beat-'em-up like this. SEGA POWER



Between rounds you get to find out how well you're doing. These stats are important because the guy with the best vitals always wins if there's no knockout at the end of the three rounds. So how've you done?

ALTERNATIVES



Muhammad Ali's Heavyweight stuff

The far superior *Muhammed Ali's Heavyweight Boxing* (Sega Power 39: 89%). Of course, if you want a really crap boxing game then try out *James Buster Douglas Boxing* (Sega Power 24: 32%) instead.

GEORGE FOREMAN'S KO BOXING

Mega Drive • Flying Edge • • £35 • US Import •

- Attractive static/intro screens
- A few crunchy sound effects
- Heaps of nice speech samples
- 15 opponents to mangle
- Too few moves available
- Very boring as a result
- No scrolling
- Very little speed
- Dull punch 'n' dodge action
- God, it gets tedious...

GRAPHICS 6

TIME TO COMPLETE Two weeks

FRUSTRATION LOW MEDIUM HIGH

SOUND 8

ADDICTION 5

BRAINPOWER 4

SEGA POWER SAYS
"Boxing is a sport that just doesn't adapt well to the video game format. How much punch, dodge, punch, dodge can you take? Give this a miss and get a life instead."

FINAL VERDICT
39%

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Toxic Crusaders™

Let's get this scummy place cleaned up!

Mega Drive • Sega • £39.99 • US Import

The ozone layer has finally given up the ghost. – and if that wasn't bad enough, evil, smelly and disgusting Smogulans are now rapidly pouring through the hole. Can James Leach stop the slime in time?

POWER POINTS

PLAYERS 1–2
But one of you has to be Toxie. Weird!

LEVELS 6
And they all look different too!

SAVE GAME NO
It's not that sort of game. You've just got to play it from start to finish.

LIVES 3
Up to five continues though.

SKILL LEVELS 3
Easy, Medium and Hard.

OPTIONS
None. You just sort of get on with it!

IDEAL GAME–PLAYER
Someone who just loves the Saturday morning cartoon – and who isn't that good at platform games.

ONCE UPON A TIME, ALIENS were clean creatures who had spotless white spacecraft and wore lycra bodystockings. But things change, and in *Toxic Crusaders* the baddies are filthy, poo-caked monsters intent on making the world as messy a place as possible.

This calls for a new breed of superhero. One who doesn't mind getting his hands dirty. Cue Toxie, the Toxic Crusader – a self-confessed clean-freak. He must travel through the six levels, clearing up all the filth, slime and mess that these galactic tramps are liberally sloshing around the globe with some sort of laser weapon.

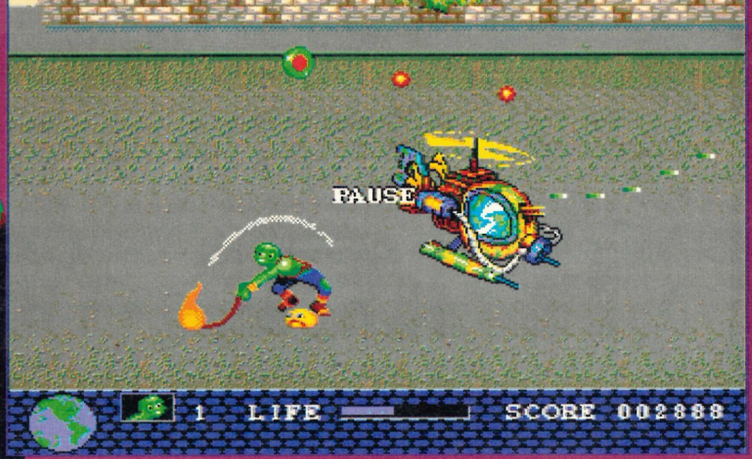
"Wait!" I hear you yell, "this sounds like a platform game about sewage and all that!" Well, you'd be right. *Toxic Crusaders* is just that – a pretty standard platform game with power-ups, better weapons, relatively unintelligent baddies and lots of squelchy killing.

But then, what else could Sega do with an idea like this? I mean, it's just made for a bog-standard *(Groan – Andy)* platform setting really.

Sure, having a co-operative two-player mode is nice – the collectibles polish things up a bit too – but, ultimately, *Toxic Crusaders* is just another platform game with some nicely-drawn but utterly revolting graphics.

So just how good is it? Well, it's not a tricky game, nor is it impressively massive, but there are some nice little touches – like being able to steal helicopters and use skateboards when things require that extra burst of firepower or speed, for example. Each character also has more than one weapon at his or her disposal, which makes matters a bit more varied as well.

Overall, *Toxic Crusaders* is a colourful game and one with lots of neat little



Toxie is now in the chopper. Just watch him as he smacks in some eco-unfriendlies from the comfort of the pilot's seat. Die, you coagulated carcass of putrescence...

The cars are the most annoying things in the game (well, on the first level anyway) – and they're determined to hit you, so get ready for some concussion

EAT LASER DEATH, SMOGULAN!

Moves your character around the levels

Press to perform your short-range attacks. Toxie can hurl enemies around his head, for example

Makes your character jump. Press it twice to perform a massive spinning leap thing

Press to perform your long-range attacks. Shoots the machine gun when you're in the helicopter or on the skateboard, for instance

TOXIE IN FOUR MOVEMENTS!

Toxie has some neat moves up his sleeve. Here are some of the best.

The mop whack.: Toxie whacks the evil pollutants on the head with his mop. Stupid but effective

The scything sweep: Toxie swings his mop around in a sort of mean sweeping fashion. Very smart!

The rolling leap: doesn't really count as an offensive move, but gets Toxie around the screen quickly

The upward swing: bashes in the scum as they parachute in from the sky. Jolly good stuff, this!

The fight is taken to, erm, a blue warehouse. Obviously, this is a symbolic expression, representing the socio-economic condition of a world besieged by "unsound" forces...

If Toxie falls in the pond, he loses a life instantly. The paths are very thin, so exercise caution while walking, especially under fire

touches, but the gameplay isn't quite as good as you'd think at first sight.

Okay, it's playable and fun, but it doesn't quite have that all important "catchiness" that'll keep you slumped, wide eyed in front your telly 'til three in the morning.

Oh, and one final thing. Don't be persuaded to fork out for this one because it's got a so-called "ecological" theme. If that's really where your head is at, wear organic sandals, grow a weird beard face-fungus, buy yourself *Ecco* the bleedin' dolphin and be done with it.

SEGA POWER

THE SCUM BUSTERS!

There are three characters you can take control of in *Toxic Crusaders*. Each has comparable powers but approaches the cleaning up process in a different way.

By some weird twist of programming fate, you can choose any of the three characters when playing a one-player game, but if you play a two-player version, one of you must be Toxie. Only your mate can be whoever he or she chooses.

Armed with a mop, Toxie throws his enemies – and occasionally slams the mop down on their heads. It might not sound much but it does the trick

Armed with nothing (at first), Nozone – Spitoon Champion of Bognor 1989 – gobs great distances and kills everything he hits

Apparently, Junkyard thinks he's a dog. This doesn't hinder him from punching folk whenever he can though

Bloobie follows the Crusaders around, eating the remains of whatever they've just killed. It's quite gross, but explains what happens to the puddles of goo that you leave lying around

(Below) Occasionally, everybody appears at once and leaps on your character. It's quite an exciting moment really, no honest, it is...

Thanks to Telegames ☎ (0533) 516861 for the loan of the cart

TOXIC CRUSADERS

• Mega Drive • Sega •
• £39.99 • US Import •

- Very colourful (nice greens)
- Three bods to choose from
- Virtually non-stop action
- Easy to get into (on Easy!)
- Large variety of baddies
- Plenty of weapons to grab
- Varied levels
- Smooth and fast
- Not gripping enough
- Yet another platformer...

GRAPHICS 10

SOUND 10

ADDICTION 10

BRAINPOWER 10

TIME TO COMPLETE
One week

FRUSTRATION
LOW MEDIUM HIGH

SEGA POWER SAYS
"The cartoon isn't that amazing – and neither is this! It's packed with baddies and weapons, but still lacks that addictive spark. It's also just a tad too easy..."

FINAL VERDICT
72%

The fight continues on top of a passing train. This is where any bullet or missile-firing weapons come in very handy indeed (just make sure there're no leaves on the line)

ALTERNATIVES

Mick And Mack: better all round...

For plot, the obvious one has to be *Mick And Mack (Sega Power* 40: 88% Virgin £39.99). It's smoother, more stylish and the gameplay will draw you in until your eyes get knackered. A lot better really.

OUTLAN

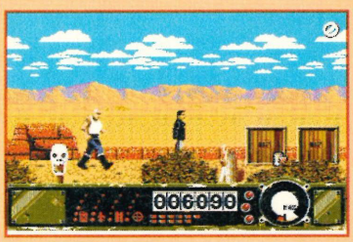
• Driving and fighting – what more could life offer? •
• Mega Drive • Mindscape • £34.95 • US Import •

UP THE CREEK!

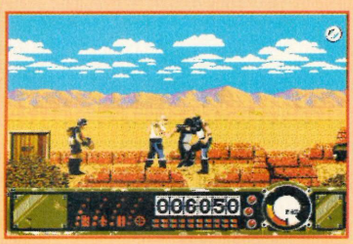
Snake Creek is a very nasty place. It's populated by fat thugs, biker girls with shotguns and chemical waste. Sadly, it's also the last place where you can stock up on food and fuel!

■ 1: Mmm, looks peaceful enough as you get out of your car. But appearances can be deceptive, as you'll soon find out...

■ 2: Oi, that's not very nice! You duck just too late to miss the blast from this babe's shotgun. Bad news for your lives



■ 3: There's some food up ahead, but is it poisoned? And will you be able to reach it with that brutish thug closing in?



■ 4: You found some food, but on the way back to your car you got jumped – and now you're *really* being done over!

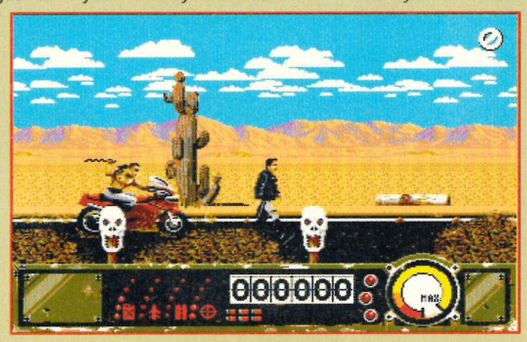
Wanna save the world? Nah – leave that to some other do-gooder. Desirée Cousteau just wants to get ahead of the pack (and she'll fight anyone who stands in her way...)

HMMMMM, *OUTLANDER* ISN'T the best driving game in the world – nor is it the best beat-'em-up – but it still manages to blend the two genres together to create a novel arcade game with a *real* difference.

The time is just a few decades from now, the place is our own planet – and things have changed a bit since the '90s.

This is a planet decimated by nuclear war and inhabited by roaming gangs of evil cut-throat motorcyclists. If you've ever seen "Mad Max," you'll get the picture.

You are the mysterious *(And eponymous – I thought I'd never get that one in! – Dan)* Outlander – a mercenary hired by the terribly tattered remnants of the United Nations to rescue the brilliant Dr Beaumont, a scientist who has invented a water synthesiser that could save the world. Sadly, your deadly arch-rival and motorcycle gang leader, Duster, wants to save the world too – but only for himself. If he gets to Dr Beaumont first, his megalomaniacal dreams will be realised (and you'll be out of a job).



■ He's behind you! If you duck quickly you can avoid getting a chain wrapped around your neck. Kind of makes sense, that

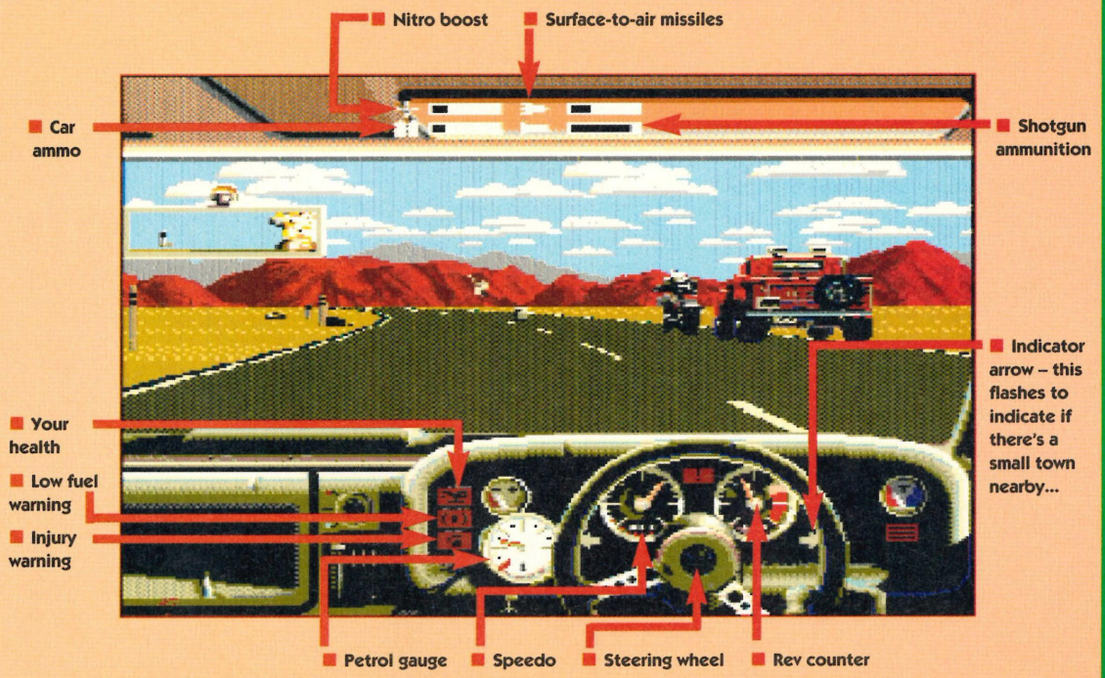
Duster has got a load of mates with motorbikes, y'see. Lots and lots and lots of them, in fact. And while you're peacefully driving along the highway at about a 160 miles an hour (give or take a few seconds), they're lobbing bombs, shooting, ramming you and generally being a complete pain in the butt and bumper.

Fortunately, your car is built like a tank and can soak up a fair amount of punishment. It also guzzles gas, which means you've got to keep a close eye on the fuel gauge as well as the damage (or health) meter. If the fuel gauge reaches nought you stop. If your health meter gets to zero you crash and burn. Life's hard in the Outback.

So where do you go to get more food and fuel, eh? Well, your route takes you through 28 different stages and at the end of each stage

GET OUTTA MY WAY, YOU CRAPPY ROAD HOG!

Look at all those dials, indicators, gauges and knobs! A few more than on your average Sierra, that's for sure. But what do they actually *do*, that's the question? Well, here's the answer. Most of it's pretty self-explanatory (as always).



DER

there's always a town... Of course, if you're a bit unsure where you are, you can always press Start (while you're driving along) to bring up a map screen.

It's still a good idea to look out for the town signs, though, because you can easily drive straight past 'em if you're not careful. This is real bad news because the towns contain all the fuel, food and ammunition you could possibly dream of. Shame you have to fight for it then, isn't it?

To visit a town, wait until you see the sign on the lefthand side of the road. An arrow should start flashing on your dashboard. When this happens pull in on the left and park. After a couple of seconds the scene will change to a side-on scrolling view. Now you're out of your car and walking towards the town.

It's here, among the broken down, ramshackle huts, that you'll encounter the friendly members of the town's population: fat thugs and biker girls with sawn-off shotguns for the most part.

The thugs are easy to deal with. Just crouch down and punch 'em in the guts a couple of times. The girls are harder, however. You'll need to employ some pretty sharp shoot and duck tactics to deal with these gals...

Occasionally, when you kill a baddie they leave a power-up behind. You can also find more goodies lying about the scenery. A tip to bear in mind here... Always collect everything for the next stage of the journey. However tough it's been so far, you just know it's going to get worse before it gets any better.

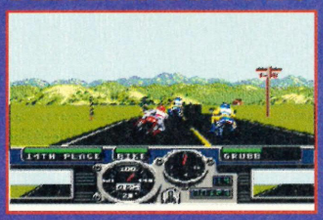
Outlander, in fact, is so tough that it'll take you a long time to finish all of the whopping 28 stages.

So is there enough here to make you stay the course? Well, probably... The driving sections are done pretty well – with loads of baddies, a cannonfull of explosions and a good impression of speed. But, sadly, it's all a bit samey.

There's no way you can avoid taking hits and driving skill doesn't really count for much providing you can keep your car together long enough to reach the next town. And while the scrolling beat-'em-up sections are good, they're fairly simplistic. Overall, though, *Outlander* is an interesting game. The different playing modes virtually give you two titles in one. Not a classic, but certainly a very good cart to have in your collection.

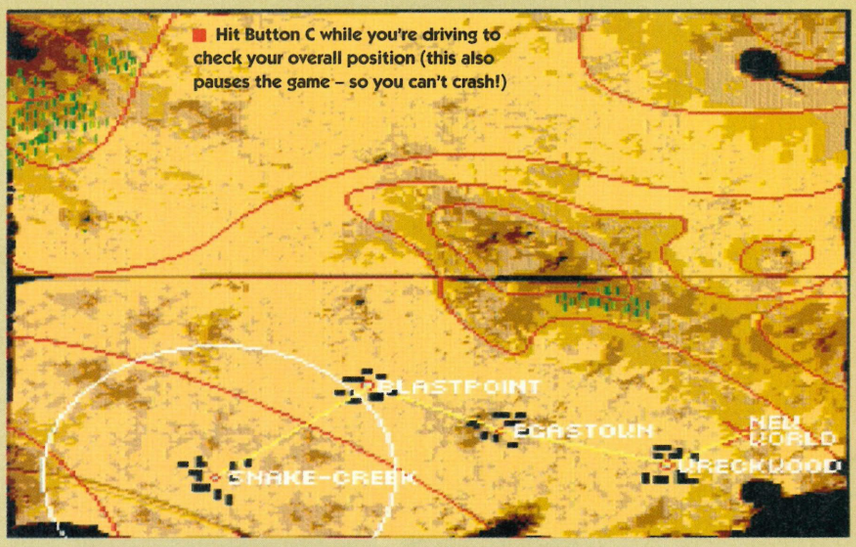
SEGA POWER

ALTERNATIVES



■ *Road Rash:* a far better blast?

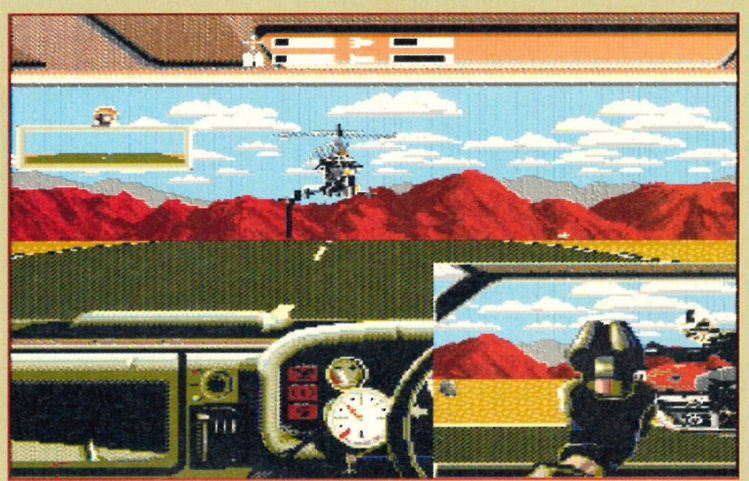
Road Rash (_Sega Power_ 23: 93%) and _Road Rash 2_ (_Sega Power_ 38: 94%) are about the closest carts. Both combine racing with fisticuffs – but they're basically much better racing titles. _Outlander_ isn't really a match for these two – even with its beat-'em-up mode.



■ Hit Button C while you're driving to check your overall position (this also pauses the game – so you can't crash!)

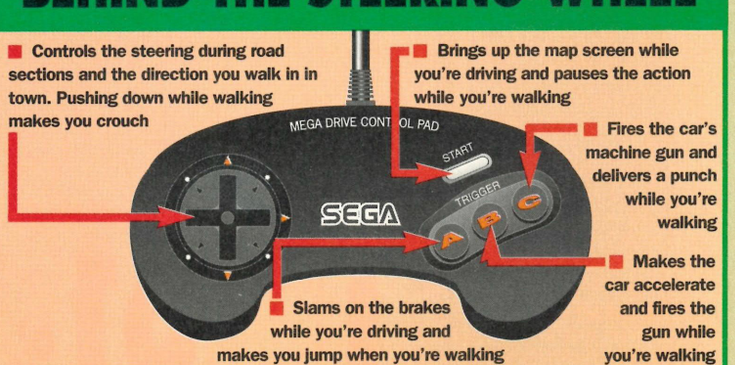
■ Oh, you can alter the controls, right? Well, actually you can't. This screen is solely for demonstration purposes. Grrr...

■ Every few towns you get a password for the next stage. This saves you having to replay sections over and over again...



■ These choppers are a real pain. Still, you picked up that SAM in Snake Creek, didn't you? You didn't? Ooh, you're in trouble then... Anyone for a peppermint chew?

BEHIND THE STEERING WHEEL



Thanks to Gamesville for the loan of the cart ☎ (0293) 541953

POWER POINTS

PLAYERS 1
Only you can save the world!

LEVELS 28
Well, the world is a darn big place.

SAVE GAME NO
But you do get passwords.

LIVES 1
Some continues are available...

SKILL LEVELS 1
Only one but it's just right.

OPTIONS
Switch the music, sound FX on and off. Enter passwords.

IDEAL GAME-PLAYER
An arcade fan who likes variety, a change of pace and can't get hold of either of the two *Road Rash* titles.

OUTLANDER

Mega Drive • Mindscape • £34.95 • US Import •

- Two games in one (almost)
- The racing is slick – and violent
- Scavenging makes a change...
- Lots of stuff to collect
- 28 long (and hard) levels
- Handy password system
- Nice visuals and backgrounds
- Map feature is useful
- It can be hard work
- Indifferent music and effects

GRAPHICS

TIME TO COMPLETE A month

FRUSTRATION LOW MEDIUM HIGH

SOUND

ADDICTION

BRAINPOWER

SEGA POWER SAYS
"It's rare for two such different gamestyles to combine so well. The game itself is fresh and challenging, but the elements aren't that state-of-the-art. it's no classic, I'm afraid."

FINAL VERDICT
74%

Hawkeye

CAPTAIN AMERICA

• Mega Drive • Data East • £40 • US Import •

It was a humid, sultry night in the city, and the crime wave was about to hit. John Cantlie gritted his teeth. "It ain't easy being a superhero," he thought...

Cap'n Bob

MEGA DRIVE GAMES THAT are based around the antics of superheroes tend to be stunningly average – *Batman, Superman, Toxic Avenger*. Stepping into this arena of mediocrity comes *Cap'n America And The Avengers* in a pleasingly silly scrolling platformer with loads of speech synthesis and more character than many of the "big name" titles.

Maybe I'm getting soft in my old age, but I love mid-range titles like this. Everything's so unpretentious, so haphazard, that playing the finished game is utter entertainment. Some of the speech is so sloppy that "See my power!" sounds exactly like "Seymour's Flowers." Hmm, not at all like Captain America, but subliminal messages aside it still adds to the gameplay.

Having said that, there isn't exactly a huge amount of gameplay here. The whole thing takes place across five largish levels, and is a last ditch struggle by The Avengers to plaster Red Skull all over some distant American city.

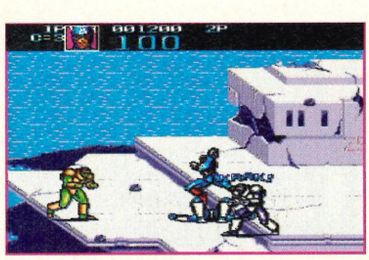
There are a couple of nice touches – a second player can join in at any time, and when you lose a credit you can choose to return as any one of the four Avenging characters.

Unfortunately, this is all off-set by the awkward, clumsy gameplay. It's gut-wrenchingly simple to complete, and the action lacks any kind of momentum. Taking out bosses invloves no skill, just a lot of jumping and kicking (or alternatively hitting the turbo button on your joypad and letting it do the work for you). The animation's nothing wild either.

Still, the background soundtracks are truly stirring and the whole thing is highly entertaining – so what the hell! Hopelessly overpriced for what it is, but still a damn sight more fun than half the stuff that comes out on official release.

SEGA POWER

Iron Man



■ Tearing across some battered old aircraft carrier, the Captain indulges himself in a light skirmish. Each time you manage to hit your target you get a corresponding "thwack" on-screen. Very drole, I must say...

ALTERNATIVES

■ *Batman*: more superhero antics...

If you're after a scrolling beat-'em-up then look no further than *Streets Of Rage 2* (*Sega Power* 41: 92%). If you want superheroes as well there's *Batman* (*Sega Power* 38: 52%). But if you want humour, superheroes and punch-ups, then the Captain's yer man.

Thanx to Dream Machines for the loan of the cart ☎ (0429) 869459

THE AMERICAN DREAM!

Here Cap'n Bob, lucky chappy that he is, gets to meet and greet Mr and Mrs Average America. Gee! They sure look like swell kinda people to me, Bob...

■ Fresh from collecting his weekly groceries, Cap'n Bob stumbles across a plot to rid the world of Take That pictures in *Smash Hits* magazine. Little does he realise...

■ ...that he himself is the subject of adoration by well-endowed American men and women. "Cripes, where's me bottle-stop?" thought the Cap'n as they descended...

■ The gent sporting the red little number is, erm, Iron Man, demonstrating one of his favourite killing routines. If you can be bothered to figure them all out, there's a fair few different action moves in here

CAPTAIN AMERICA

Mega Drive • Data East • £40 • Us Import •

- So ridiculous you'll laugh
- Instant access two-player mode
- Interchangeable characters
- Excellent orchestrals
- Funny speech synthesis
- Unpretentious
- Good for young 'uns...
- ...bad for the rest of us
- Too simple to finish
- Gameplay's lumpy

GRAPHICS 10 1 2 3 4 5 6 7 8 9

TIME TO COMPLETE One week

FRUSTRATION LOW MEDIUM HIGH

SOUND 10 1 2 3 4 5 6 7 8 9

ADDICTION 10 1 2 3 4 5 6 7 8 9

BRAINPOWER 10 1 2 3 4 5 6 7 8 9

SEGA POWER SAYS

"Oh, giggle! A mid-range game that gets a mid-range score. Still, it doesn't pretend to be anything other than simple fun. If it was half the price it'd get a mark in the 90s."

FINAL VERDICT

61%

POWER POINTS

PLAYERS 1–2
Second player can kick in at any time.

LEVELS 5
Good 'n' big.

SAVE GAME NO
No passwords – just as well really.

LIVES 1
Loads of hitpoints, multiple continues.

SKILL LEVELS 3
Easy, Easy and mite Harder.

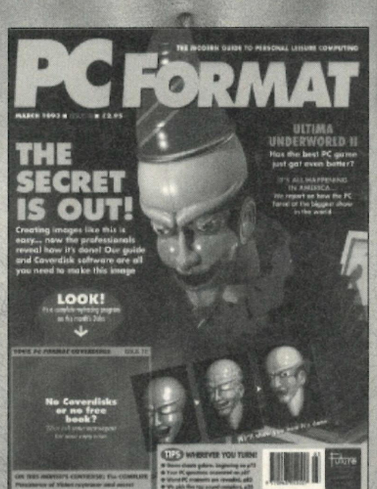
OPTIONS
Sound FX, customise controls, change characters. Y'know the sort of thing.

IDEAL GAME–PLAYER
Young comic fans who won't feel let down by the alarmingly robotic gameplay and simple challenge ahead.

CAP'N BOB IS DEAD!

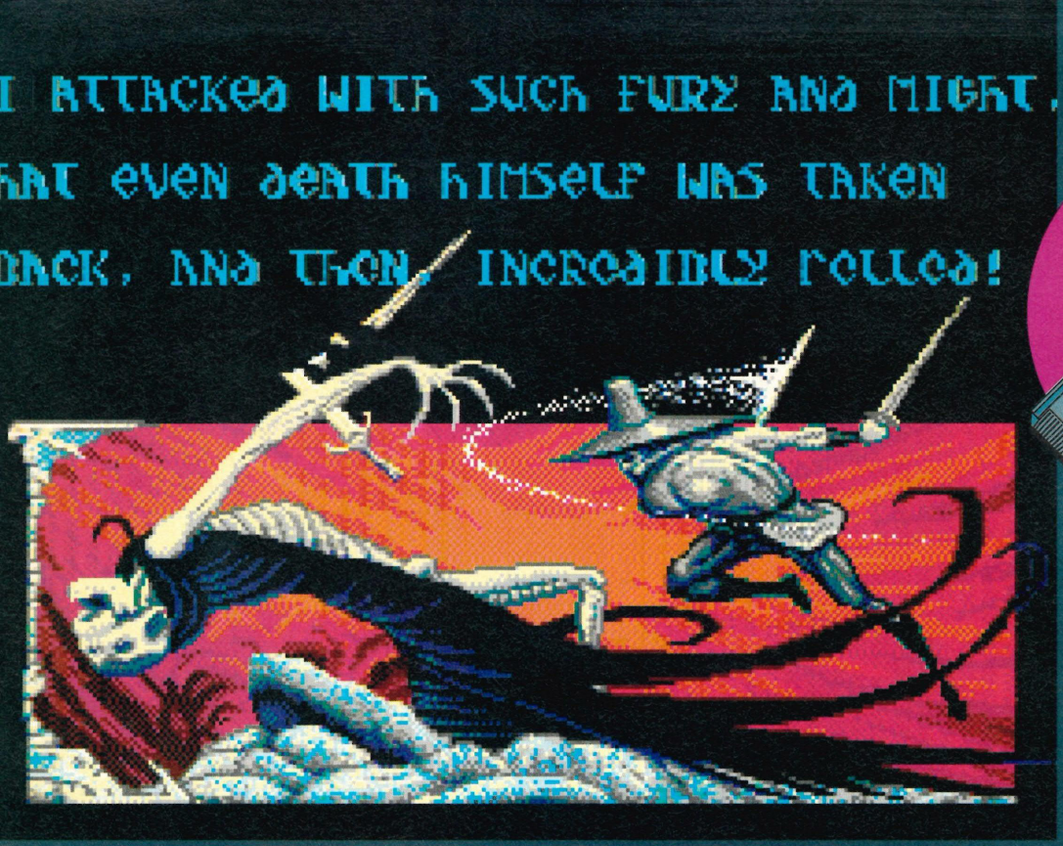
Vision

IF YOU'RE SEEN WITH NOTHING ELSE, BE SEEN WITH *PC FORMAT*



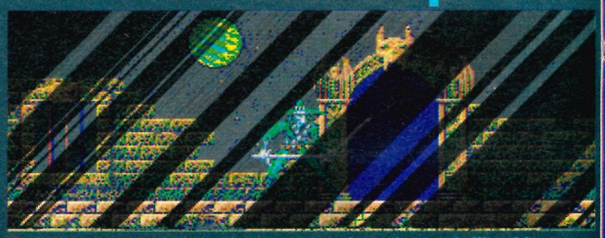
Have some fun with your PC for a change. Every month Britain's best-selling PC leisure magazine shows you how. Get *PC FORMAT* and see for yourself! Next issue out Thursday 4 March.

Inside this month's issue: The definitive review of *Ultima Underworld 2*, the follow-up to the best PC game ever. Plus, we're showing you how to create glorious graphics without drawing. Using our Coverdisk program you can try it for yourself. If that's not good enough, we've got the start of our solution to *Alone in the Dark!* With a staple diet of game reviews, tips, news, shareware and CD reviews, *PC FORMAT* is guaranteed to enrich your life. Don't miss it.



CH

You've vanquished



Chakan can enter the various worlds – through portals like this one – via the Navigation level. It's a hard life being dead (Eh?)

TWO POTIONS MAKE A SPELL!

Chakan starts out with just a simple pair of double swords. But get a few potions in the bag 'n' mix them together and you could end up with one of these below! The trick is to mix 'em all up in the right proportions, naturally...

These nifty cold fire double swords correspond to the plane of water, so you'd expect them to be more effective against full-blown fire creatures, right?

And fire swords should be ideal against water creatures, right? Oh all right, I have to be honest. It doesn't seem to make much difference what the hell you use!

Nothing like a double sword made out of pure lightning to put that vital spark back into your combat skills. Very pretty, very deadly – and great fun to use too

This is the "earth" lightning sword. Er, ex-squeeze me? An "earth" lightning sword? Beats the hell out of me as well. Quite good at killing things though...

AS GLOOMY AS MORRISSEY?

The torments of being dead and yet not dead, eh? Not content with life in the *Sega Power* offices, Paul Pettengale joins the lifeless Chakan on a quest that takes him into catacombs packed with horrors!

CUTE AND CARTOONY platform games really seem to be the "in thing" these days, so it's a pleasant surprise to see Sega breaking the mould a bit with *Chakan*.

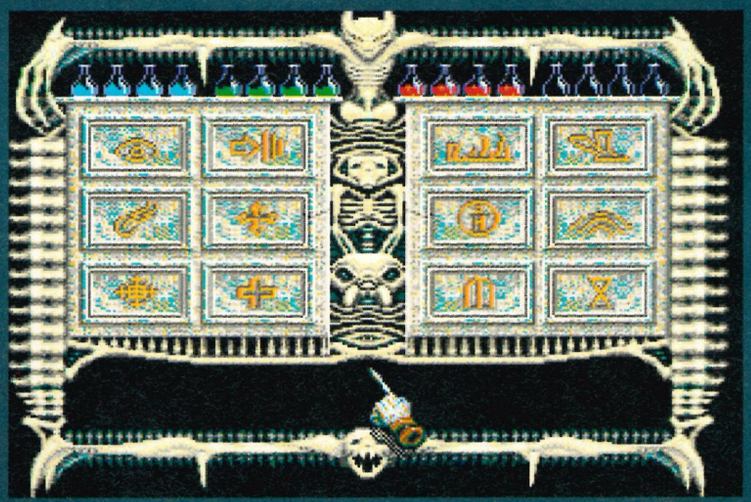
You play a warrior – called Chakan – who has defeated Death in combat to gain eternal life. Unfortunately, Death was pretty peeved at being outdone and has made Chakan's immortality an entirely unpleasant one, forcing him to wander in agony, able only to engage in combat against dark foes and numerous vile creatures.

Chakan must now destroy these evil beasts before his soul can be laid to rest. You must wander through the four worlds, each corresponding to the four elements (earth, fire, air and water), slaughtering everything that gets in your way until you achieve your objective.

Okay, it sounds like a rather feeble twist to a tried and tested formula but, surprisingly, it works! *Chakan* turns out to be a very atmospheric and awesomely challenging cart.

So what makes it stand out from the platforming crowd? Well, for starters, you don't have to work your way through the game in the order that the levels are set in if you don't want to.

You can simply *choose* your route through the game via the Navigation level which contains a huge chart and four portals (each leading into one of the four worlds). Some of the weapons



This screen shows you what potions you have in stock and what spells you can cast by mixing them. It's essential to get this bit sussed out if you're serious about succeeding in your quest. The potions you've obtained so far are shown at the top of the display...

AKAN

Death – and now you just wanna die! • Mega Drive • Sega • £39.99 • UK Official Release •

The first section of the air world requires lots of very accurate jumping. Meanwhile, Chakan waves his fiery swords with gusto...

Falling into the pit of fire below is fatal – and you'll have to start the level all over again if you fail to get onto that lift on the right!

that you collect in one world, y'see, will be essential if you're to get through another. Clever that.

The worlds themselves are split into two sections, the terrestrial and the elemental, and these in turn are split into three sub-levels.

The Navigation chart maps your progress so you can keep track of which levels you've completed and which levels you've still got to tackle.

To aid him in his efforts, Chakan is armed with twin swords – which he can wield in a variety of ways, thanks to a complex but effective control system.

And then there are the potions, don't forget. These enable Chakan to power up his swords, renew his strength, jump far higher than normal and the like. Knowing what blend of potions to use at the appropriate time is the secret behind successful play – and requires a huge dollop of strategic thinking.

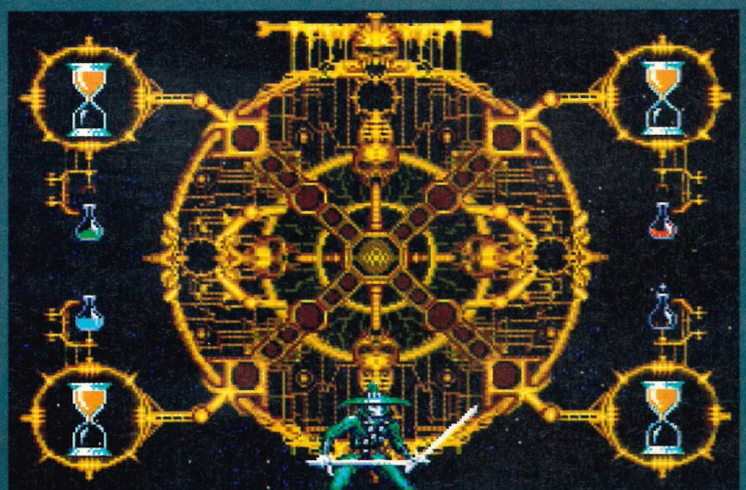
And then there's all that funny business about unlimited lives. Given that you are actually trying to *achieve* death, you simply cannot die. This means that when you run out of energy while trying to complete a level, instead of losing a life, you simply return to the Navigation bit where you can either re-enter that level or start on another.

Strange thing is, the game isn't any easier as a result... *Chakan's* difficulty level is tuned just right (although it is, be warned, very, *very* frustrating!). And another thing: the game has a very gloomy and depressing atmosphere that fits the scenario down to the ground. The dark and dingy graphics are great (apart from the rather unconvincing Chakan sprite) and there's some great parallax scrolling packed in there too. The spot FX, though nothing special, certainly don't spoil things either.

Sega have succeeded in bringing us a game that has far more depth to it than some of the other rubbish they've been releasing in this genre so far.

If you're into cutesy carts full of fluffy animals then *Chakan's* depressing plot line and gloomy atmosphere will probably be a real turn-off.

But for anyone else, particularly if you're after a game that's a bit different from your average platformer, it's ideal! SEGA POWER



At the centre of the Navigation level you'll find this contraption – and very useful it is too. The Astral map helps you work out what levels you've completed and what levels you haven't even started yet (just in case you're stupid enough to have forgotten). A cinch...

POWER POINTS

PLAYERS 1
You and you alone against the dark!

LEVELS 24
Each world has two levels: terrestrial and elemental. These are then divided up into three sub-levels.

SAVE GAME NO
But that's not a problem.

LIVES Infinite
You couldn't finish it otherwise.

SKILL LEVELS 3
Practice, Easy and (extremely) Hard.

OPTIONS
None to speak of.

IDEAL GAME-PLAYER
A keen platform player with lots (and lots) of patience...

ALTERNATIVES

The nobby *Shadow Of The Beast 2*

E.A.'s *Shadow Of The Beast 2* (*Sega Power* 39: 51%) has a very similar atmosphere, but it's crap.

The really closest thing in terms of gameplay is *Revenge Of Shinobi* (*Sega Power* 14: 93%), which is highly recommended, but showing its age – especially nowadays.

For more info, contact Sega on ☎ (071) 727 8070

CHAKAN

• Mega Drive • Sega •
• £39.99 • UK Official Release •

- Absorbing gameplay
- Very atmospheric
- Presents a huge challenge
- Big levels to explore
- Good strategy element
- Polished graphics
- Music matches atmosphere
- Original plotline
- Chakan is one mean dude
- Can be very frustrating

GRAPHICS 8

TIME TO COMPLETE
At least a month

FRUSTRATION
LOW MEDIUM HIGH

SOUND 7

SEGA POWER SAYS
"*Chakan* breathes a bit of life back into a tired genre with its highly distinctive style. Good sound/FX and graphics add to the atmosphere, but it's still very frustrating!"

ADDICTION 7

BRAINPOWER 7

FINAL VERDICT
83%

PGA GO

• Teeing off with Electronic • Mega Drive • Electronic Arts •

■ Before play commences on any of the courses you are shown an aerial view of all 18 holes so you can plan your stategy (or quake in terror at the task ahead of you). It's all up to you!

Stuart Campbell wears silly trousers at the best of the times... We bunged him a pair of purple-check plus fours and said "Try these on for size..." This is what he said...

OKAY, LET'S GET THIS THING straight right from the very start. You might be expecting *PGA Tour Golf 2* to be an improved-but-not-really-all-that-different version of the original *PGA Tour Golf* (à la *NHLPA Hockey, John Madden '93* and all the rest of 'em). Well, you'd be right. But, fortunately, there are a few differences to take into account...

In addition to three extra courses and some new control facilities, E.A. have also included a new kind of golf called the Skins Game. This is essentially a play-off match where you attempt each individual hole for money.

Even so, at heart, PGA Tour Golf 2 uses much the same game engine as its predecessor. And that's just fine. After all, if it isn't broken why fix it?

So let's do the traditional stuff. First up, should owners of the original *PGA Tour Golf* buy this? Well, only if they've got more money than sense.

Sure, it's better, but only in the same way that having a 26" TV is better than having a 25" TV. You'd hardly buy both of 'em just to be able to appreciate the difference, would you now? For those who don't already own the original *PGA Tour Golf*, however, this is a heartily recommended title.

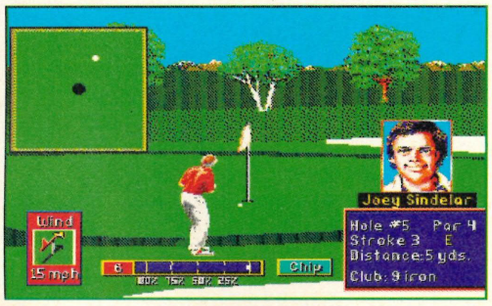
It's a spiffing and absorbing game which is both entertaining to play by yourself and immense fun if you invite a couple of mates round for a sesh.

Unlike many other 16-bit games, this video game is actually cheaper than the thing it's simulating. I know £40 seems expensive, but joining your local golf club would probably cost you the price of this cart every time you got your tees out. And that's after a long three years on the waiting list. But I'm getting a bit off the point here. Back to *PGA 2*, yes?

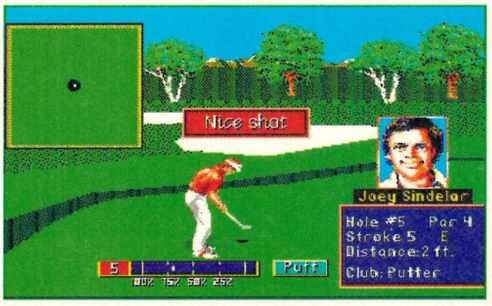
Right, so it's golf. Why then is this a good game when golf itself is so crap? Well, obviously, you don't have to do all

PASS ME A FOUR IRON, JEEVES

■ Larry is about to tee off on the second. Perfect timing is the key to a decent, meaty drive straight down the fairway. Four! (Or is it five? I can never remember with this game)



■ What a luvverly shot by an extremely happy smiley sorta chap called Joey Sindelar. Sure, it's a couple of feet out, but then nobody's perfect... (Well, apart from our Nick)



■ It started off well but went downhill rapidly, if you get my drift. Our Joey's dropped a couple of strokes on this hole, so it's gotta be a no holds barred affair on the next

■ The window at the bottom-left of the screen indicates that there's a strong head wind. Hmm, looks like I'm really gonna have to give this one some extra welly. Here goes...

TOUR LF2

Arts' latest golfing simulation • £39.99 • UK Official Release •

■ A very handy option, this one. It enables you to view the hole before playing it. That way, you can plan all your shots beforehand!

■ Hit a cracking good shot and you are rewarded with an instant replay for your efforts. Now ain't that nice? (Thankfully, if you cock your swing up, it doesn't gloat...)

■ The zoom facility is just one of the many brilliant new features you can play around with in *PGA Tour Golf 2*. (It's not really that useful if the truth be known, unfortunately...)

that tedious trekking around for miles on end, chasing after a rather stupid little white ball, for starters.

Leaving aside the tad obvious advantages over the real thing, this is a joy to play in its own right. The controls are so finely tuned that even the pickiest golf pro could feasibly play any shot he or she'd ever want to – without having to wade through miles of instructions.

If you're just after a quick knock-about, however, the game can cope with that too – leaving you to worry about the important bit of hitting the ball while it takes care of all the other variables.

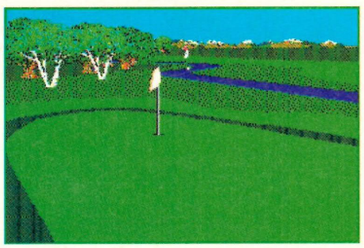
The Mega Drive selects the best club, points you right at the flag – and all you have to do is hit Button B three times. A lot easier.

There are plenty of options to fiddle about with – like the smart action replay facility and the great hole preview, where a camera swoops dramatically down and around each hole as if suspended from a helicopter.

And if you mess up on a shot, you can always opt for a Mulligan. This is basically a cheat which enables you to have as many attempts at the same shot as you like. Then, when you've played it to your satisfaction, you can continue the game from that point onwards. Brilliant or what?

It's not all sweetness and light, however. The sound is a series of clunks, clanks and jarring, overloud music – and the ball tends to stop rolling a bit suddenly (and unrealistically) too. Apart from these quibbles, there really aren't any major gameplay faults here. For multi-player sporting fun, you'll have to go a long way to beat *PGA Tour Golf 2*.

SEGA POWER



■ This is the green, and if you didn't know that then you've got serious problems. Perhaps you should be playing something like *John Madden '93* instead, hmmmm?

ALTERNATIVES

■ It's gotta be *PGA Tour Golf*

***PGA 2* is essentially *PGA Tour Golf* (*Sega Power* 19: 90%) with knobs on. All those brilliant options make an already top class game even better, but it's still not really worth getting if you have the original.**

If you haven't got the original, though, give this one a try!

POWER POINTS

PLAYERS 1–4
Good fun solo, but even better with a group of mates.

LEVELS 7
Thwack your ball straight down the fairway and into the nearest bunker.

SAVE GAME YES
Yes, battery-backed type thing.

LIVES NO
Well, what do *you* think?

SKILL LEVELS YES
Amateur and Professional.

OPTIONS
Oh, so many it makes you dribble!

IDEAL GAME–PLAYER
Someone who hates fresh air, wide open spaces and losing their balls!

For more info, contact E.A. on ☎ (0753) 549442

PGA TOUR GOLF 2

• Mega Drive • E.A. •
• £39.99 • UK Official Release •

- Looks simple but effective
- Easy-to-use controls...
- ...but still excellently flexible
- Seven complete courses
- Two different kinds of game
- No-nonsense, fast-moving play
- Groovy action replay
- Nice 3D effect
- Slightly dodgy ball-rolling
- Fairly crap sound

GRAPHICS

TIME TO COMPLETE
You can't really

FRUSTRATION
LOW MEDIUM HIGH

SOUND

ADDICTION

BRAINPOWER

SEGA POWER SAYS
"As is becoming par for the course (arf!) for EASN carts, there isn't really much difference between this and *PGA Tour Golf*. It is, without a doubt, the 16-bit's best golf sim to date."

FINAL VERDICT
79%

the MEGA PC

• Stick a Sega Mega Drive and an Amstrad PC together and what have you got? A Mega PC, that's what... •

Write your own essays, do your history homework and play *Desert Strike* all on the same machine! Paul Pettengale takes a look at Amstrad's new Mega Drive/PC combo – the Mega PC – and asks whether it's really worth the £1,000 price-tag...

FOR YEARS NOW THE WORLDS of computer "entertainment" and serious business applications have been divided up into two pretty much opposing camps.

The people who wanted a computer to play nothing but games on always had a fairly varied choice of formats to choose from – Spectrums, Commodore 64s and, more recently, Amigas and the Atari ST machines with their enhanced 16-bit processors.

But then consoles hit the scene, storming the market by providing arcade quality sound and graphics at reasonable prices (namely, around £100 for a basic Mega Drive plus game bundle).

SERIOUS STUFF

The world of "serious" computers followed a different path. An industry standard was established with the IBM PC, and in its wake came a plethora of IBM compatible machines – machines which used the same processors and software as the IBM original.

PCs (as they're known) are ideal for wordprocessing, database and spreadsheet work. In other words, great for business stuff and home finance.

Only recently has the PC's potential for gameplaying been exploited. Now you'll find more and more complex games being released on the format – notably massive RPGs and flight sims which make the best use of the PC's processing power.

> ***"Consoles provide arcade quality sound/graphics at reasonable prices"***

MEGA PC

Now Amstrad, a company famous for producing fairly cheap IBM compatibles,

A BIT OF TECHNICAL TALK!

Confused by the lingo? Don't know the difference between your VGAs and your 80386SXs? Well, check out the *Sega Power* PC glossary of terms and you can outknowledge the best of 'em!

80386SX:
The name of a processing chip in a family of similar chips. These range (in order of power) from the 80286, the 80386SX, the 80386DX, the 80486SX through to the 80486DX. All modern PCs use these chips.

68000:
The type of processing chip you'll find in the Mega Drive.

Adlib:
A soundboard which processes sound information provided by PC software and turns it into music and FX.

Clock Speed:
A measure of how fast a PC chip can process information (in megahertz – MHz). 25 MHz is typical for an 80386SX chip.

Floppy Disk Drive:
PC software comes on floppy disks. A floppy disk drive both reads from and writes to such disks. Floppy disks are a magnetic media.

Hard Disk Drive:
An internal storage device which can hold far more info (and process that info faster) than a floppy disk drive.

MByte:
Short for megabytes. These are units of information. 1 MByte equal to 1,000,000 characters. A 1.44 Mbyte floppy disk is therefore capable of storing 1,440,000 characters of information.

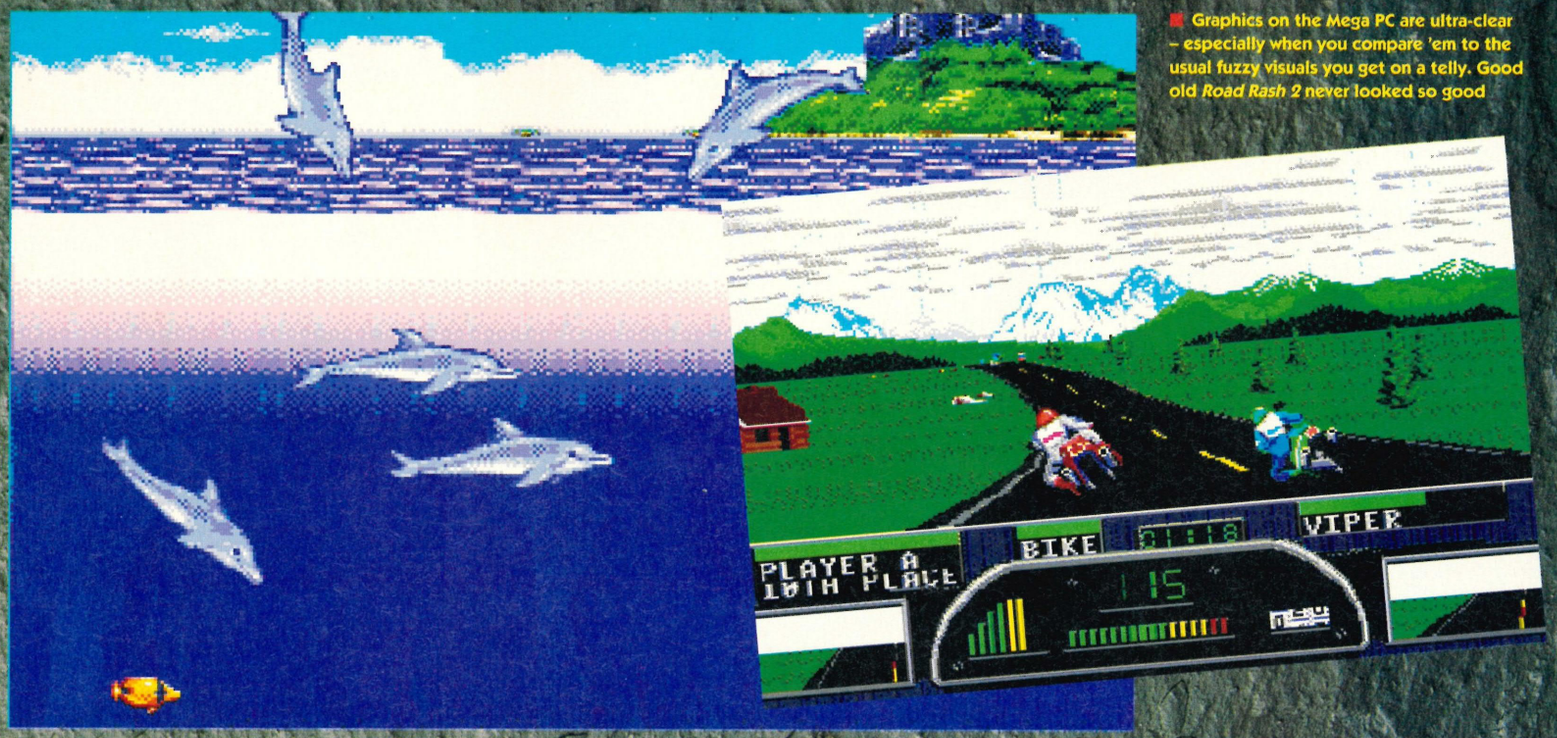
Operating System:
A language that the computer understands. MSDOS is the main PC operating system. Environments are user-friendly systems which operate from MSDOS (these include "Windows" and "Counterpoint").

PC:
Stands for personal computer, the design of which was originally developed by computer giants IBM. Nowadays, loads of companies make PCs which are compatible with IBM PC operating systems, IBM software and use the same kind of processing chips.

Soundblaster:
Another type of soundboard, like Adlib, except it's a lot better (speech capabilities and so on).

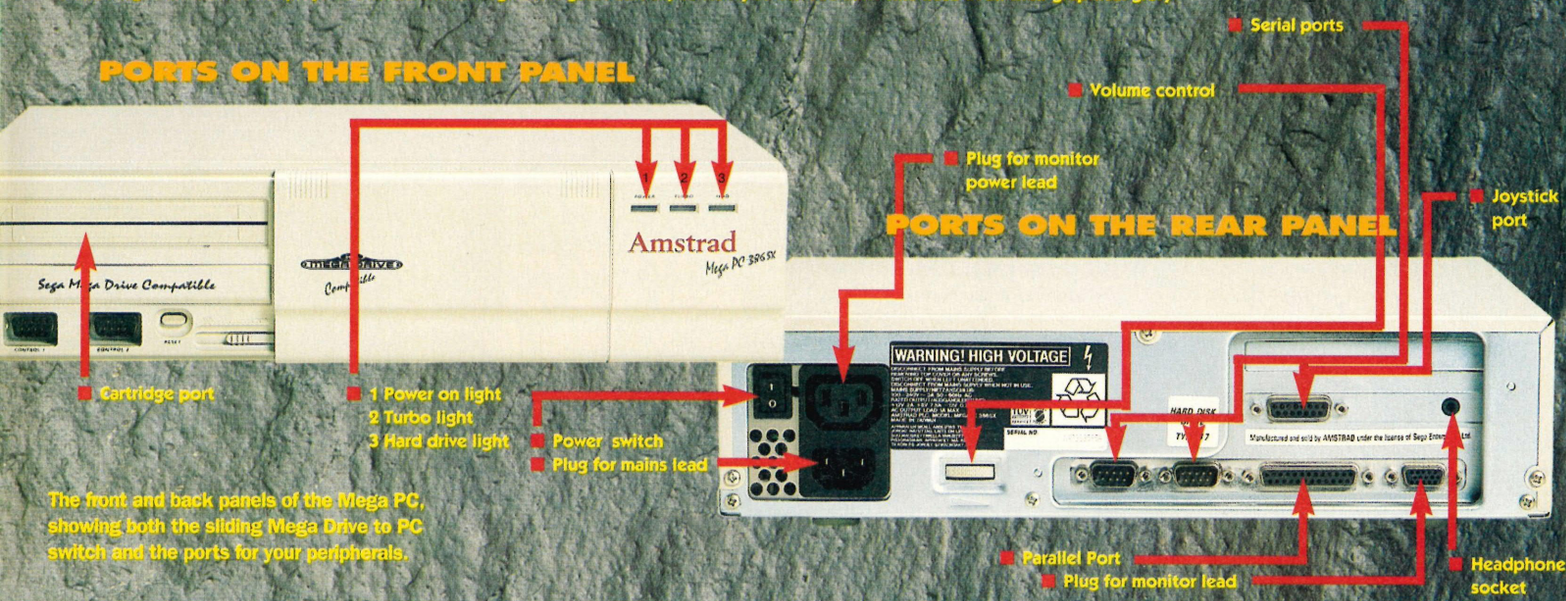
Soundboard:
See Adlib and Soundblaster. Other types are available, however.

VGA:
A type of board containing chips which process graphical information. VGA boards are pretty good, boasting a resolution of 640 by 480 with 16 colours on-screen.



Graphics on the Mega PC are ultra-clear – especially when you compare 'em to the usual fuzzy visuals you get on a telly. Good old *Road Rash 2* never looked so good

The Mega PC's monitor displays the whole of the Mega Drive game screen, so now you can see carts like *Ecco* in all their graphical glory



The front and back panels of the Mega PC, showing both the sliding Mega Drive to PC switch and the ports for your peripherals.

and Sega have joined forces in an attempt to close the gap between console gameplaying and PC power. And here it is – the **Mega PC**, a brand new two-in-one piece of hardware that's both a PC and a Mega Drive!

Inside the Mega PC you'll find the insides of Sgea's 16-bit (basically, a chip called the 68000) and a mid-range PC – all in the same box.

BITS 'N' BOBS

The PC side of things, for those of you who know your stuff, is run by a 80386SX chip. This runs at a clock speed of 25MHz and utilises 1 Mbyte of RAM (expandable to 16 Mbyte).

The PC also comes with a 40 Mbyte hard drive for you to store all of your programs and files on, as well as a 3.5 inch 1.44 Mbyte floppy disk drive. You also get a joypad, a joystick, a mouse – and a keyboard – for your money. The monitor (which, again, is supplied with the set-up) is VGA compatible and has in-built stereo speakers to output the sound from the Mega Drive. The PC sound, however, is output via an Adlib soundboard. (Check out the Tech Talk boxout on the far left for more info.)

UP AND RUNNING

To switch between the Mega Drive and the PC all you have to do is slide the Mega PC's front panel from left to right (or vice versa). Sliding the panel to the right reveals a familiar looking Mega Drive cart slot and two joypad sockets.

All you have to do is plug in the joypad, whack in your cart – and play! You don't even have to switch the machine off because the Mega PC has a protection system enabling you to safely plug in your cart while the power is still on.

NEW FEATURES

There are a few differences though. For a start, the entire screen is filled by the game graphics, so you can say goodbye to those blank coloured strips at the top and the bottom of the display.

Unless you're already using a monitor with your Mega Drive, you'll also notice an improvement in the display.

DOWNSIDE...

● Poor cartridge slot

The main problem with the Mega Drive section of the Mega PC is the actual cartridge slot. Quite simply, it isn't deep enough. Your cart ends up sticking right out of the front of the machine!

> ***"You could easily snap off the cart connector board if you're not careful"***

The cart wobbles at the merest touch and might well snap off the connector board if you aren't very careful. Keep little brothers and sisters out of there if you don't want it to snap in two!

● Old hat PC technology

The specifications of the PC in the Mega PC look good on paper but, in reality, things aren't quite that simple.

The 386SX processor, which isn't a true 32-bit chip but a spruced up 16-bitter, is already old hat in the PC world. Despite the impressive graphical capabilities, the machine did seem pretty slow when running the latest software.

On the plus side, the S-VGA graphics board can handle up to 256 colours on-screen, which is far more than the Mega Drive's 64. It can also cope with 3D polygon graphics, which is great for fast, smoothly animated and realistic landscapes in flight simulators. Sadly, Microprose's *Harrier Jump Jet*, which is the bee's knees in flight sims according to some, was still pretty damn jerky

TURN OVER

INSIDE LEG MEASUREMENTS

Machine	PC	Mega Drive
Processor	80386SX	68000
Clock Speed	25 MHz	7.6 MHz
RAM	1 MByte (expandable to 16 MB)	–
Hard Disk	40 MByte (28ms)	–
Floppy Disk	1.44 MByte, 3.5" type	–
Graphics	Super VGA	–
Video Memory	256 KByte (512K max)	–
Max Resolution	1,024 x 768	320 x 224
Expansion ports	2 x 16-bit ISA	–
Monitor Resolution	640 x 480	320 x 224
Colours on-screen	256 from 262,144	64 from 512
Sound capability	Adlib compatible	Stereo
Dimensions	325mm (W) x 78mm (H) x 292mm (D).	
Monitor type	Fully VGA and Adlib sound card compatible, full MD compatibility, 14" Hi-Res dual synch colour.	
Keyboard	102 key enhanced, PS/2 type.	
Interfaces	Parallel port, twin RS232C serial ports, external VGA monitor port, PC analogue joystick port, twin joypad ports, PS/2 type mouse port, Mega CD interface, stereo headphones socket, monitor power socket.	
Software supplied	MSDOS 5.0, Amstrad "Counterpoint," desktop environment.	
Accessories	Joypad, two button mouse, analogue joystick.	

■ The cover artwork to Domark's *MiG 29* – a snazzy flight sim on the PC. But you don't need to get yourself a Mega PC (or any PC for that matter) to play it – 'cos Domark are right this second putting the finishing touches to the Mega Drive version. We can't wait!

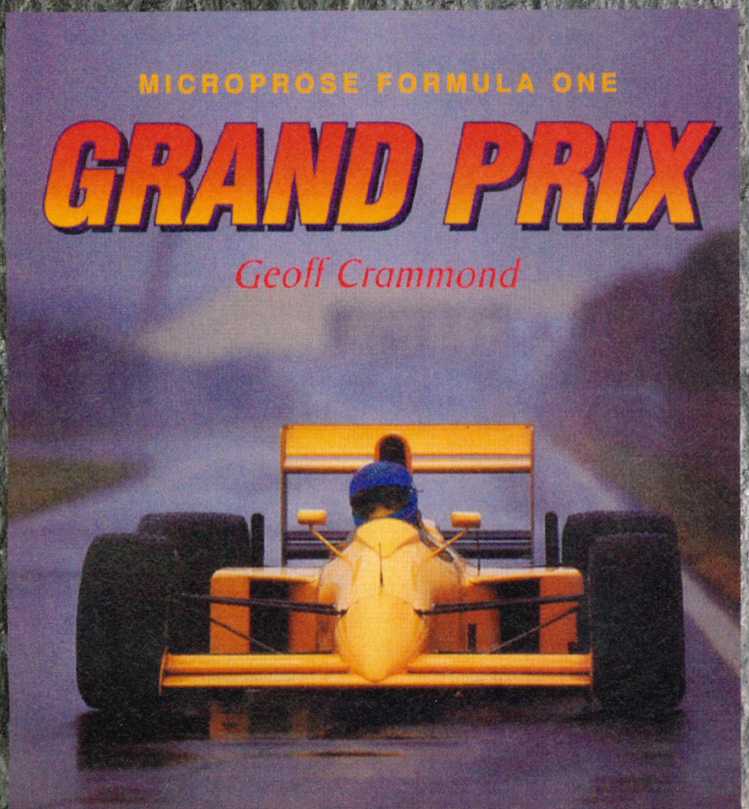
– especially if you selected the external views of your plane.

● **Terrible PC soundboard**

If playing games is your thing (and if you're thinking of buying a Mega PC it would be a bit weird if it wasn't) then another thing you'll notice about this new piece of kit is the distinct lack of "oomph" from the sound system. The Mega Drive games sound okay, if a bit tinny, through the built in speakers, but the lot hits rock bottom on the PC. The Adlib sound card is just crap. There's no other word for it.

If Amstrad had designed the system to be a gameplaying machine they must have realised that people would want to play PC games *as well as* Mega Drive games, so why didn't they provide a far superior Soundblaster board instead? It would have made a lot more sense.

■ Microprose's *F1 Grand Prix* is a fantastic racing sim, but for some reason we couldn't get it to run on the Mega PC. Microprose said that it has trouble running on machines with only 1 MByte of RAM. Methinks the Mega PC isn't up to serious game use...



● **Poor overall design**

Amstrad really were trying to cut costs when it came to designing the Mega PC. The machine as a whole has a distinctly "plastic" feel to it. The keyboard, for example – I felt like I was going to put my fingers right through it!

> ***"At £1,000, the Mega PC is far too expensive for what it is..."***

The monitor wobbles disturbingly at the slightest touch and the sliding front panel that switches between the Mega Drive and PC looks like it'll only last a few months before snapping off.

● **Too expensive**

At £1,000, the Mega PC fails to provide good value for money. In fact, why not buy a PC with similar specifications (a 386SX PC, for example) for between £600-£700, snap up a Mega Drive separately – and save yourself £200!

● **Non-existent PC software bundle**

You get no games with the Mega PC, just a copy of MSDOS 5.0 (the operating system) and "Counterpoint" – the mouse-controlled computer environment which enables you to access most of the basic computer functions, load programs and the like.

No games? Very strange. Surely the Mega PC is aimed at the gameplaying market, or at least at someone who's thinking of buying a PC for both serious and games use? To date, we've had no indication that Amstrad intend to bundle any such software with the current set-up.

VERDICT

If you're the kind of person who wants to get a PC to help organise your finances at home, start up a small business or for schoolwork, then the Mega PC is adequate.

The processor is powerful enough to run virtually all of the software you'd need for such purposes...

It's a great shame, however, that Amstrad are sticking to their own "Counterpoint" environment instead of switching to the far more popular "Windows," which has become the industry standard.

This still doesn't get around the essential problem though. Why buy a Mega PC when you can get an equivalent IBM compatible for under £700?

The Mega PC is simply too expensive for what it is. You are paying for the dubious convenience of having two machines in one, but £200 is a lot of money to pay for that, especially as the PC is nothing special.

If this machine were going out at £700 or so then we at *Sega Power* wouldn't have a problem. But at £1,000? This is just way too much!

MEGA PC £999.99

SEGA POWER SAYS

"The Mega PC isn't a patch on what it could have been. The PC market is already so rife with bargain machines that Amstrad have already priced themselves out of the market. Just buy a PC and a Mega Drive separately – and then spend what you've got left on some decent software."

FINAL VERDICT

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POWER tips POW

• Did you realise that tips backwards spells spit? •

And that's exactly what I do to inferior tips – spit on 'em. Only when my tips have reached the peak of ripeness, are they plucked from the tips tree and laid out here for your delectation. Yes, folks, no crusty old smelly tips that are well past their sell-by dates for my lads and lasses!

CALLING ALL TIPS MASTERS!

Earn yourself an easy £50, feel good inside and help other Sega users – all by sending in your original maps, cheats, level guides, boss guides, girl guides (you get the idea). Send all your stuff direct to: *Power* Tips, *Sega Power*, 30 Monmouth St., Bath, Avon BA1 2BW. The biggest, bestest and overall juiciest tipsmeister will win him or herself that luvverly prize!

THIS MONTH, WE'VE GOT AN amazing feast of tips for all you lost peeps out there. We delve again into the strange world that is *Sonic The Hedgehog 2*, tempt you with the first part of a player's guide to *Galahad* – even dangle a carrot-shaped bunch of *Alien 3* maps in your face.

What with three pages of the very finest tips – including the *Sonic 2* level select (gasp) – and two more pages of Consoletation (gasp again), it's pretty obvious that this is a tips section of such staggering quality that it could only really appear in the finest Sega mag.

ECCO THE DOLPHIN

***(Sega Power* 40: 92%) Sega £39.99**

When you have a game as splendid as this, you have to make sure the tips are of the same calibre. First, how's about all 25 of the level codes?

Level	Code
1. The Undercaves	WEFIDNMP
2. The Vents	BHEBLFBE
3. The Lagoon	ERYELFBO
4. Ridge Water	DQXDVREJ
5. Open Ocean	JJDPVREA
6. Ice Zone	PVGEYREN
7. Hard Water	XAOAYREE
8. Cold Water	UQYVXREV
9. Island Zone	UYJZUREP
10. Deep Water	ZYYGVRER
11. Marble Sea	RMXKXREC
12. The Library	VGSOXREZ
13. Deep City	TUIHXREU
14. City of Forever	IROSXREX
15. Jurassic Beach	FXMTAPEA
16. Pteranodon Pond	JXFXAPEB
17. Origin Beach	PVABBPEF
18. Trilobite Circle	GGUEBPEE
19. Dark Water	BSOIBPEJ
20. Deep Water	UARSQOEL
21. City of Forever	POZJGPLR
22. Ecco's Home	(No code – you can't die here)
23. The Tube	VDHGKMLS
24. Welcome to the Machine	CSOCKMLR
25. End Boss	(If you die, return to level 24)

Thanks go out to **Ian Pickering** from **Lowestoft, Suffolk** for the codes.

The extremely famous **Ed "Pink Floyd" Lomas** from **Rochester** in **Kent** has also sent us an interesting code for the game.

If you enter SHARKFIN on the password screen, you'll get an unlimited supply of air. And if you press Button B and then A straight after, you'll get a deadly sonar that destroys your enemies. Now you don't have to charge into them. Neato.

Ed also reckons that if you enter his name – EDLOMAS – on the password screen, you'll go to the Ridge Water level, but I haven't tried that one out myself... Nice one, Ed.

ALIEN 3

(Issue 34: 82%) Flying Edge £34.99

Psst! Oi, you! Yes, you over there skulking in the shadows surrounded by hundreds of slimy face-huggers – got a level skip for *Alien 3* on the Mega Drive? Want one? Well, first go to the options screen and plug your pad into port 2. Now press Button C, up, right, down, left, Button A, right and down.

If you've done it right, you'll hear a power-up sound.

Plug your joypad back into port 1 and start the game. Now pause play, press Buttons C, A, B and unpause. Voila! You should have skipped a level! This code works right up to the last level.

Oodles of thanks and hearty pats on the back to **Christopher Graham** from **Bracknell** and **Adam Seibel** from **Nottingham** for that one.

■ Look! A Face-hugging level skip tip

THUNDERFORCE 4

***(Sega Power* 36: 91%) Sega £34.95**

Bit of a tricky Mega Drive blaster, this one, so any help must be good news. **Keith Jones** from **North Wales** has kindly sent me this tip to help you out.

On the options screen, put the difficulty setting on Maniac and put the ship stock down to zero. When the game begins, you'll have 99 lives – and you'll still have 99 lives when you continue.

ROAD RASH 2

***(Sega Power* 38: 94%) E.A. £39.99**

Jerry H from **Bristol** has informed us of a great cheat for this top Mega Drive

■ Flippin' heck! It's a tough life being a dolphin. How would you like it if a storm whisked all your friends off? Luckily, we can make tracking them down easier with our 25 level codes

■ Having problems getting the bike of your dreams in this high thrills Mega Drive title? Use our cheat to get your fave bike. Exactly how you stay on it is your problem though...

ER tips POWER ti

racing game. There's quite a lot to it, but it's easy to perform and great fun once you get it working.

If you fancy having a really meaty bike, but you haven't managed to raise the required capital, then this cheat'll enable you to ride any bike on any course...

1. Go to the player mode select screen and choose Mano a Mano.

2. Next, go to the bike shop and pick the bike of your dreams.

3. Go back to the player mode screen and go from Mano a Mano to Take Turns. You should get a code for the level, bike (and so on).

4. Go from Take Turns to Solo and the code will follow you.

5. Pick your starting track and you're away!

Jerry says that being on a Diablo Nitrous on Level 1 is remarkably similar to being on a V-Max, racing against a swarm of Honda Melodies. Well, er, we'll just have to take your word on that one, Jerry.

MARBLE MADNESS

***(Sega Power* 33: 69%) Virgin £39.99**

Smash your enemies balls to smitherines on any stage you like with this groooovy level select tip on the Mega Drive version. Simply go to the OPTIONS screen and then set the following:

TEST FX 2

TEST MUSIC 5

You can now move the cursor to SELECT LEVEL and start on any level you want.

■ You losin' yer marbles with this game?

WORLD OF ILLUSIONS

***(Sega Power* 38: 89%) Sega £39.99**

Not the hardest game in the world, we know, but we thought a few of you out there might be interested in all the level codes for getting Mickey and Donald through this excellent – if a little easy – Sega platformer...

■ Level codes for the luvverly *W.O.I.*

Instead of writing out Goofy Clubs, Daisy Hearts (etc. etc.) all the time, I've abbreviated the character on the cards to: **P** – Pluto, **S** – Scrooge, **M** – Minnie, **G** – Goofy and **D** – Daisy.

I've also abbreviated the suits to: **S** – Spades, **D** – Diamonds, **H** – Hearts and **C** – Clubs.

Mickey Mouse

Level 1:	No code needed
Level 2:	G C D H G H S D
Level 3:	G H P S S D M S
Level 4:	D H S D P S G C
Level 5:	S D G C G H P S

Donald Duck

Level 1:	No code needed
Level 2:	P S S D G C M S
Level 3:	G C G H D H P S
Level 4:	D H S D G H P S
Level 5:	P S G H G C S D

Two-player game

Level 1:	No code needed
Level 2:	P S G H M S G C
Level 3:	S D M S G H D H
Level 4:	M S D H G C P S
Level 5:	G C S D P S G H

UNIVERSAL SOLDIER

(Issue 38: 91%) Accolade £34.99

Universal Soldier – or *Turrican 2* to his friends – is a bit of a stonker of a game (well, our Stuart Campbell thought so anyway). If you're having headaches with any of the levels then try the brilliant cheatin' bits 'n' bobs below, courtesy of none other than **Adrian Blackwell** from **Dorset.**

First, we have a complete list of all the level codes...

Level	Code
1	No code needed
2	CHSGM
3	MKSNS
4	SGGBY
5	JLGPH
6	JDRSD
7	PKSND
8	CWBPN
9	SFTNP
10	CMVDG
11	BYTCM

And if that isn't enough, here's another snippet – to make you invincible! Simply enter RWRZS on the password screen. The whole display should now go green to let you know that the code has worked.

What, you need more help? Jeeez. Okay. If you enter SHBXZ into the password screen, this time the screen'll go grey. Afterwards, you'll be able to see all the blocks that hold power-ups. Now is *that* enough? Good!

STREETS OF RAGE

***(Sega Power* 26: 91%) Sega £34.99**

It's old, but it's still popular. If you fancy completing it really quickly before getting stuck into the sequel, then you'll just lurve this cheat.

Get to the title screen, press Start and go down to options. Press right on pad 2, and keep it held down. Next, do the same with Buttons A, B and finally C. By now you should have all the Buttons held down on the second pad.

If you then press Start on pad 1, you'll go to the options menu. At the bottom of the screen, however, you should now see two extra selections: players and round number.

You can now have up to seven players and start on any level you wish. Thanks to **Paul Mellerick** from **Bath** (a devoted *Sega Power* reader if ever there as one) for that one.

Oh, by the way, keep your eyes peeled for next month's *Power* Tips, 'cos we'll have a very interesting cheat for all *Streets Of Rage 2* lovers.

TERMINATOR

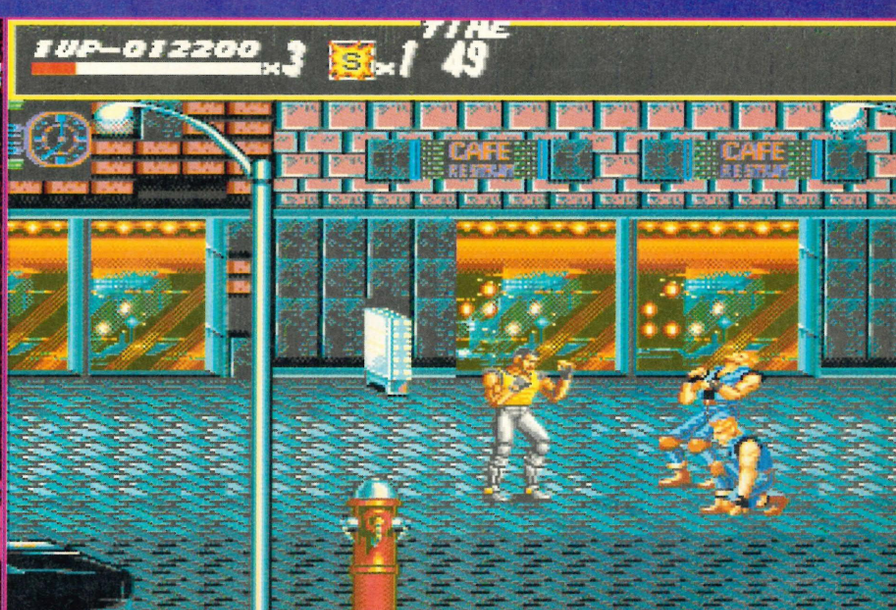
***(Sega Power* 32: 81%) £29.99**

***(Sega Power* 36: 87%) £34.99**

The Master and Game Gear versions of this Virgin game were much better and tougher than their 16-bit counter-

TURN OVER

■ Want a truck load of level codes for the excellent *Universal Soldier*? Or perhaps you'd prefer to be invincible? Or do you want the location of every power-up? We can help...



■ Fancy having seven players? What about being able to enter on any level you like? Well, now both are possible thanx to this brill cheat from Paul "*Sega Power* devotee" Mellerick

part, so who'd like a level select that works on *both* formats? Hmm, okay, hands down.

Go to the main TERMINATOR screen, hold down Button 2 and press Button 1. The screen will turn black for a few seconds. While the screen is black, do the following on the joypad: left, left, up, up, right, right, down and down.

Two zeros should appear on-screen. You can now select the level you want to play on by pressing left and right on the joypad.

PRINCE OF PERSIA

(*Sega Power* 32: 92%) Domark £29.99

A small tip now. If you enter the code PHEJEX on the password screen, you'll start the game on the Final Tower level

Skip to the end of *Prince Of Persia*

with 30 minutes to spare.

Respect goes out to **M Toomes** from **Leeds** for that one.

ALIEN 3

(Issue 34: 72%) Flying Edge £34.99

Here's one for all you Master System owners – a handy cheat for infinite lives on *Alien 3*.

With infinte lives the Aliens are a cinch

First, play a two-player game and make sure you both get a high-score. Next, when the first player dies and has to enter his or her name on the high-score table, enter it as ALIEN.

That player should now have infinite lives. **Kev** from **Uckfield** in **East Sussex** is the guy to thank.

EUROPEAN CLUB SOCCER

***(Sega Power* 31: 68%) Virgin £34.99**

Enter the following code:

THREE
SHREDDED
WHEAT

into the password area. Each word should be placed on a separate line (as shown). This gives your players a much, much stronger kick – perfect for those long-distance shots which are so difficult to stop.

To use your new improved super-kick, simply do a hard kick as specified in the instruction booklet.

The extremely luvverly **Caroline Stokes** from **Virgin** is the lady you should humbly thank for this stonking tip. Here we go, here we go, here we go...

HAVING PROBLEMS WITH THE SEGA HOG?

Sonic 2 **has proved to be one of the most popular console games of all time. Well then, for one time – *and one time only* – we're going to print the level select for both the Mega Drive (*Sega Power* 37: 89% £39.99) and Game Gear (*Sega Power* 38: 97% £27.99) versions.**

Please, please, please don't send me this cheat anymore. Since it appeared on a certain TV programme, I've been getting about 40 letters *every* day – and the pile is beginning to suffocate me.

And for those people who are still searching for the Emeralds on the Master System version (*Sega Power* 37: 93% £34.99), we've now got a complete list of the locations of all of them. Aren't we good to you?

Too many to thank individually, so I'll just say a big hearty thankyou to everybody who sent stuff in.

MEGA DRIVE

Sonic 2 level select cheat

● **Level Select**

Enter to the options screen and listen to these different sounds (in the following order):

19, 65, 09, 17

You should play each of the sounds for at least 15 seconds. You should then hear a ping. Return to the title screen, hold Button A and then press Start. And bingo!

● **Super Sonic Cheat**

Follow the above to get to the level select screen and then play the following tunes:

Face the music for speedy results...

04, 01, 02, 06

Now select your starting level. As soon as you've collected 50 rings, press Button B and C together.

GAME GEAR

● **Level Select**

When the screen comes up with Sonic and Tails running, press down and left diagonally on the pad, and then press Buttons 1, 2 and Start. Hold all these Buttons down until the title screen appears and you hear a ringing sound. Now let go of everything and then press Start.

Yes, it really does exsist...

...and here's the shot to prove it!

BOTH 8-BITS

● **Emeralds**

There are six Emeralds to collect in these versions of *Sonic 2*. The first five are all on Act 2 of each stage. To get the final Chaos Emerald, you'll have to battle – and defeat – the Silver Sonic...

Emerald 1: You'll find this at the far top righthand corner of the level.

Emerald 2: This Emerald is pretty tricky to get hold of 'cos it's well hidden up in the clouds. The trick is to work out which of the clouds you can jump on. You'll eventually find the Emerald towards the righthand side of the level.

Emerald 3: As soon as you enter the maze, press left. If you keep left pressed all the way through the maze, you'll finally end up in a room with the Chaos Emerald.

Emerald 4: Right at the end of this level is a high tower. The Emerald is on top. Go back and jump on two consecutive springs to gain enough height to land on the building and retrieve the precious jewel.

Emerald 5: Go over the conveyor belts and up the slope. Just before you reach the top, jump left into the wall. Now you should be in a secret room. Go left, up and right to find the Emerald. There are a couple of juicy extra lives along the way too.

Emerald 6: Defeat the pretty simple Silver Sonic to receive the final Emerald and gain access to the last level. Are you ready for the final confrontation with Robotnik?

Sniffing out the Emeralds on the 8-bit

If you want extra kicking strength then all you've gotta do is raid the cereal box!

WIN DOSH FOR YOUR EFFORTS!

Send all of your cheats, tactics, maps, and tips to: *Power* Tips, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Remember, a beautifully crisp ironed £50 note could be yours if you flatter Dean enough (and believe you me, he really needs as much flattery as he can possibly get at the moment).

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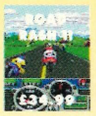

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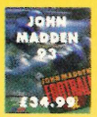

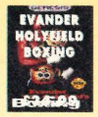

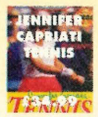

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GALAHAD

THE VERY WONDERFUL MR NO NAME **(from 7 Westbourne Close in Milford, Salisbury)** has just sent us this truly spiffing guide to the very tricky but fun Mega Drive platform adventure *Galahad (Sega Power* 36: 89% E.A. £39.99). Unfortunately, 'cos we don't know who you are, Mr No Name, we can't send you your £50 tips prize. A lesson for everyone there...

Give me, Dean Mortlock, a ring on ☎ **(0225) 442244** pronto – before the rest of the greedy team spend your well-earned mooley down the pub!

WORLD ONE

Level One (Right)

This is a really easy level. Start off going left until you come to a very large grey mountain. Climb halfway up this and then head right to reach the cave. At the far end you'll find the "object" of your travels. The swinging ball is easy to navigate.

Once you've got your prize, leg it out and head for the top-right corner of the level (where you'll find the exit).

Level one in the first world: this is where you'll find the first object in your quest. Easy, eh?

Level Two (Below)

Let the horse take you to the furthest point to the right. Now start climbing. Wait on the second platform up – and watch out for those boulders. Destroy four of 'em to stop the avalanche. Now you can climb the rest of the way in safety.

When you get to the very top, jump to the left. You'll find the crown here on a platform. In the top righthand corner of the cave to your left, you'll find the exit gate. If you go up to the top-left corner of this level and then drop down, however, you'll find another juicy extra life!

You'll need to get onto the back of this horse and cart in level two to finish the level

You can only attack these ugly and green level three muthas from behind, so wait for them to turn before letting 'em have it with whatever weapon you've got to hand

Level Three (Above)

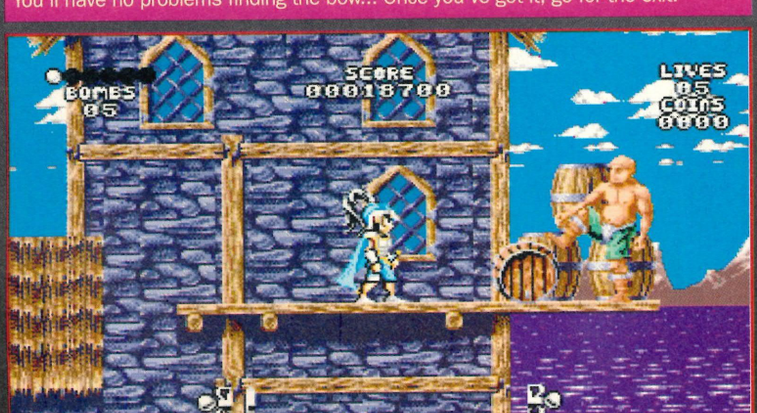
There are tons of 1-Ups here. The first one is easy enough to find – it's on the diagonally-moving platform by the goblin's house at the start of the level. The next one is given to you when you kill the dragon. There's also a 1-Up in the wall of the dragon's pit (if you're brave enough!).

To get the final life, enter the caves, go to the right and then fall down to the very bottom. A large spider lives here. Kill him to nab the 1-Up.

You'll find the egg in the caves. The exit is located at the bottom-left of the level.

Level Four (Right)

Now you're getting into the game, it's time to find yourself a decent weapon. Just drop down through one of the holes in the bridge to locate the weapons shop (the exit, by the way, is just to the left of this shop). Once you've bought your Acme Killer-Machine, head right and up to find the entrance to the caves in the cliff-face. You'll have no problems finding the bow... Once you've got it, go for the exit.



This level five guy can be tricky. Don't attempt to kill him. Just try to avoid the barrels he launches at you. Pleasant types like this abound in *Galahad,* but you get used to it...

Agile fellow, this Galahad – even if he is weighed down by his armour. Always look before you leap though, 'cos you never know what you may land on. Antics from level four

Level Five (Left)

Jump a little to the right and down – then kill the guard for a 1-Up. The ring is in the cave on the far right of the level. Go through this cave, drop down and you'll find a guard on a platform.

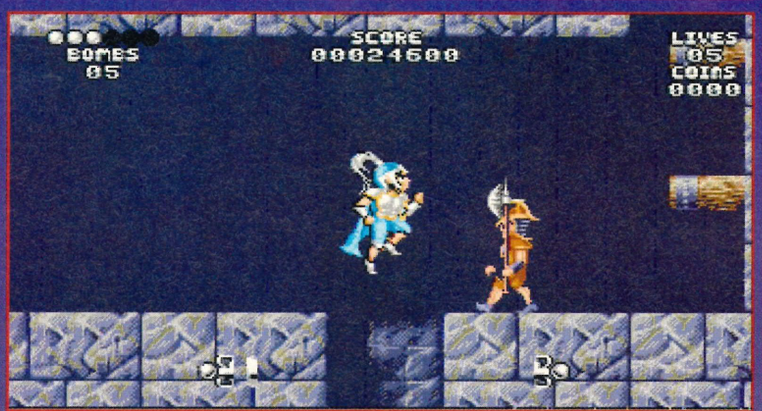
Kill him and he'll leave you the key. If you then go all the way to the left of the level and start climbing, you'll find the exit (it's at the top of one of the buildings).

Level Six (Below)

Make your way through the upper areas of this level by jumping across the gaps in the sacks. Leap across the spikes. You'll see the exit just above you. Now all you need is the dragon's tooth to finish things off...

After the spikes, you should see a small gap – just big enough to slip through. Squeeze through here and you'll eventually come to the cave.

In the top-left corner of this cave you'll find a dragon. Kill him and he'll leave behind the sought after tooth.

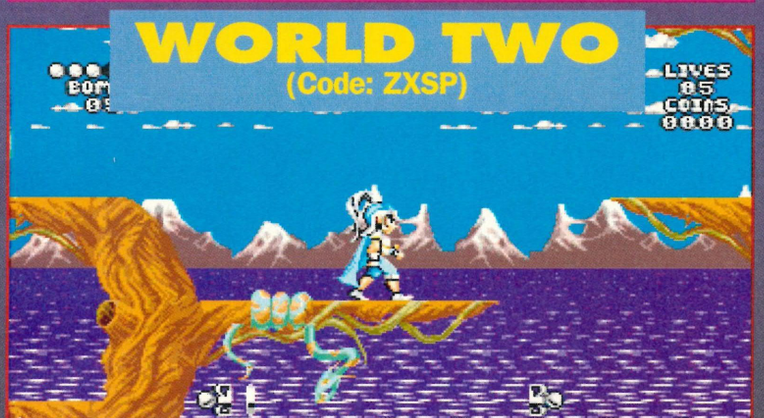


"There I was, 'appily minding my own business, ossifer, when this guy comes up to me wiv this bleedin' pike 'n' all. Well, self-defence, wunnit?" (An excerpt from level six...)

Level One (Below)

Try to keep in the trees, 'cos there are plenty of bonuses to be had here. The wasps and snakes provide easy pickings too. When you get to the dragon, stay at a fair distance – until he strikes – then go in and keep hitting him. When his head lowers for the second time, move back (out of headshot) and repeat the process.

There's an extra life in the caves – at the bit just before you drop down to get the platform that takes you through the skulls. At the end of the skull section, go up, get the prize and head for the exit (at the bottom of the trees in a corridor).



Snakes are unpleasant things at the best of times. Unfortunately, these ones from level one are real swines to get rid of, so you're best off avoiding them from the outset really

Level Three (Below)

A pretty large level which will probably give you some headaches the first few times you try to complete it. The object you're searching for is located in the extreme top righthand corner. The entrance to the caves, however, is hidden from view.

At the top of the level you'll find three large statues. If you hit the middle one with your sword, it moves across to reveal the cave entrance!

The entrance to this level three cave is a mystery to man and beast. Good job I'm here then to give you the answer, isn't it? (Okay, thank Mr No Name if you really have to...)

Oh God! It's more of those troublesome bug things from level seven. On occasions, you'll get these pesky creatures coming at you from all angles. Don't panic, Galahad!

Level Seven (Above)

Don't go into the cave straightaway. Instead, go to the left and just drop off the edge. If you keep to the right you should be able to slip into one of the corridors. In the top one, you'll find an extra life, a load of dosh and the shop.

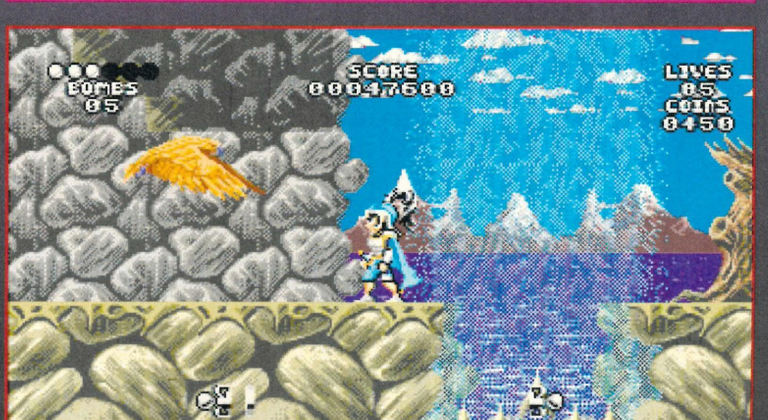
It's now a good idea to get yourself a decent sword – if you haven't already. A good one to go for is the **Force Blade.** Don't go for the **Tempest Sword,** 'cos it's useless against the spider. In the lower corridor you'll find a couple of jewels and other extra goodies.

Make your way back up to the top. Now head for the cave. The spider is located on the far righthand side. It's best to shoot out the head first – and then go for the eye in the middle. It's not a difficult guardian, but it still takes some time to defeat. The exit is on the lefthand side of the cave.

Shopping time on level two! Choose from a wide selection of the very latest in killing machinery. This week's special offer: one free pepper grinder with every axe purchased

Level Two (Above)

At the start, go left to find a chest containing an extra life. Continue left to enter the maze. There's a three-way junction here. If you go straight up you'll come to a shop. If you go to the left, down and then to the right, you'll find another extra life. If you go down and then to the left, you'll find an entrance to the caves.



Graceful birds, eagles – big but graceful. Shame they're such evil gets though. You'll need a fairly powerful weapon to get through these level four guys unscathed

Level Four (Above)

Clamber across the waterfalls – and then move up 'n' across. If you then go down and to the left, you'll arrive at the entrance to the cave.

If you drop straight down from here you'll find an extra life (use the three small, moving platforms to reach it).

If you now head right and down, you'll come across a giant cobra who will reveal the prize. Leave the cave and then go right and up to find the exit.

Level Five (Below)

Make your way up the running waterfall (while avoiding the dragonflies) and aim for the corridor located at the bottom-right of the level. There's a cave entrance here.

Now listen up! You don't have to take the long route in order to get the dagger. You can simply walk through the wall to the left – this saves time and lives!

Leave the cave and then head left. Climb the disappearing platforms, and head up and left to find the exit.

Level five: I'd like to see the portion of chips you get with this killer fish here (!?!)

Level Seven (Below)

At last, a nice and simple level! First, drop down to the volcano and collect as much money as you want. When you've got enough, drop down the waterfall to the second ledge. You should see a row of chests here.

They all contain money, but seeing as you should have enough of that anyway, ignore 'em and go to the shop at the end.

Buy the **Lion Sword,** which will be very helpful in destroying the large otter (which, let's be honest here, looks nothing at all like an otter). When you find the monster, just let off the Lion Sword's special power and then lay in with the sword. The exit is just along to the right. I told you it was easy...

Here's one of those amazing money-spewing volcanoes from level seven. Stand over it for a couple of minutes and a small fortune is yours. I wish it were like that for real...

Erm, shop caption time. Well, uh, this is a shop and, um, you buy things in it. Is that okay, Andy? *(No, you're fired – Andy).* The icons at the bottom right (going from left to right): a) indicate what you're wearing, b) tell you how much money you've got, c) cycle through the list of equipment you can buy and d) exit the shop screen. So now you know

If you want to get anywhere in level six, you've really got to move that stone platform...

Level Six (Above)

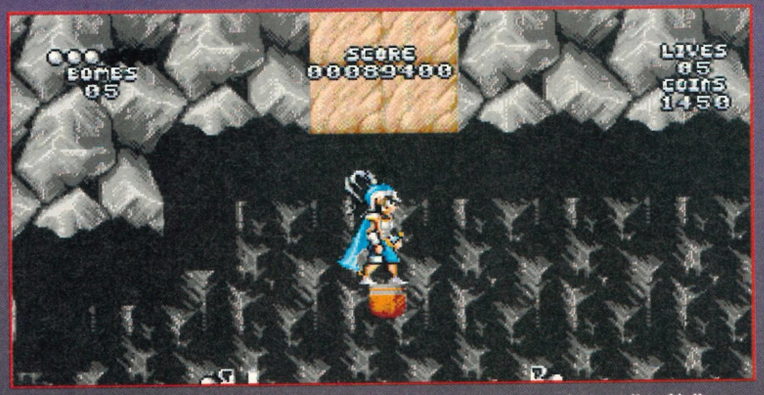
Head left and enter the cave. Drop off to the right and you'll find the statue. Head up to the left – watching out for the skulls – and then grab the juicy bonuses inside the two chests before you leave... Now make for the exit.

Continue to the left. Clear the spikes and go up on the moving platforms to the ledge above you. Carry along to the right and kill the dragon (you shouldn't find it too difficult). Now jump up the boulders to the top of the waterfall. You'll find two rock platforms here.

You have to move the rock platform on the right, so you can jump across the waterfall later on. Hit it a few times to smack the thing into place.

Go back down and continue to the right. Kill the next dragon (as before) and he'll give you a much needed extra life. Continue to the right, dispose of the sea monster and climb up the second waterfall. You'll now come to some more of those disappearing boulders. If you jump onto the first one and wait until it's about to disappear before jumping onto the next, you should be able to climb up the whole lot pretty easily.

Walk along to the left and use the rock you moved earlier to help you get across the waterfall. Continue left and jump the next waterfall until you find the exit.



Surprisingly enough, heading up through this rock won't turn you into a pile of jelly. Instead, it'll enable you to enter a corridor containing an extra life! How's about that then?

WORLD THREE

(Code: LVFT)

Level One

Climb on the lift, get off when it reaches its destination and then go along until you reach the next lift. Go right up on that one too. Destroy the three dragons (easy enough) and claim the extra life.

Next, go back down on the lift and head off towards the castle. Enter the castle and head to the left – past the "No Swimming" sign. At the end of the corridor you'll find an extra life. Now travel to the the other end and go up. You'll find the book in the top righthand corner of the castle. The exit is at the top of the castle (on the outside, across to the right – and up a bit!).

NEXT MONTH

Oops! We've run out of space and now you're going to have to wait until next issue before you'll know how to complete the final world (World Three) of *Galahad*.

Never mind. I'll take advantage of this box to tell you what help you can expect to get in *Sega Power* 42: namely tints and hips for such all-stars as *Gadget Twins*, *Lemmings*, *Sonic 2* on the Master System – and loads more that we haven't even decided on yet. Dean "Blither" Mortlock is working overtime to cram and squeeze the bestest tips in the business into next month's ish. What a hero!

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- **Sega's first steps into virtual reality**
- **Pioneer's incredible laser disk and Mega Drive combined unit**
- **A bizarre Mega Drive controller which isactivated by body movements**
- **And beyond that there'll be the usual tips, game reviews, features and even an interview with Violet Berlin.**

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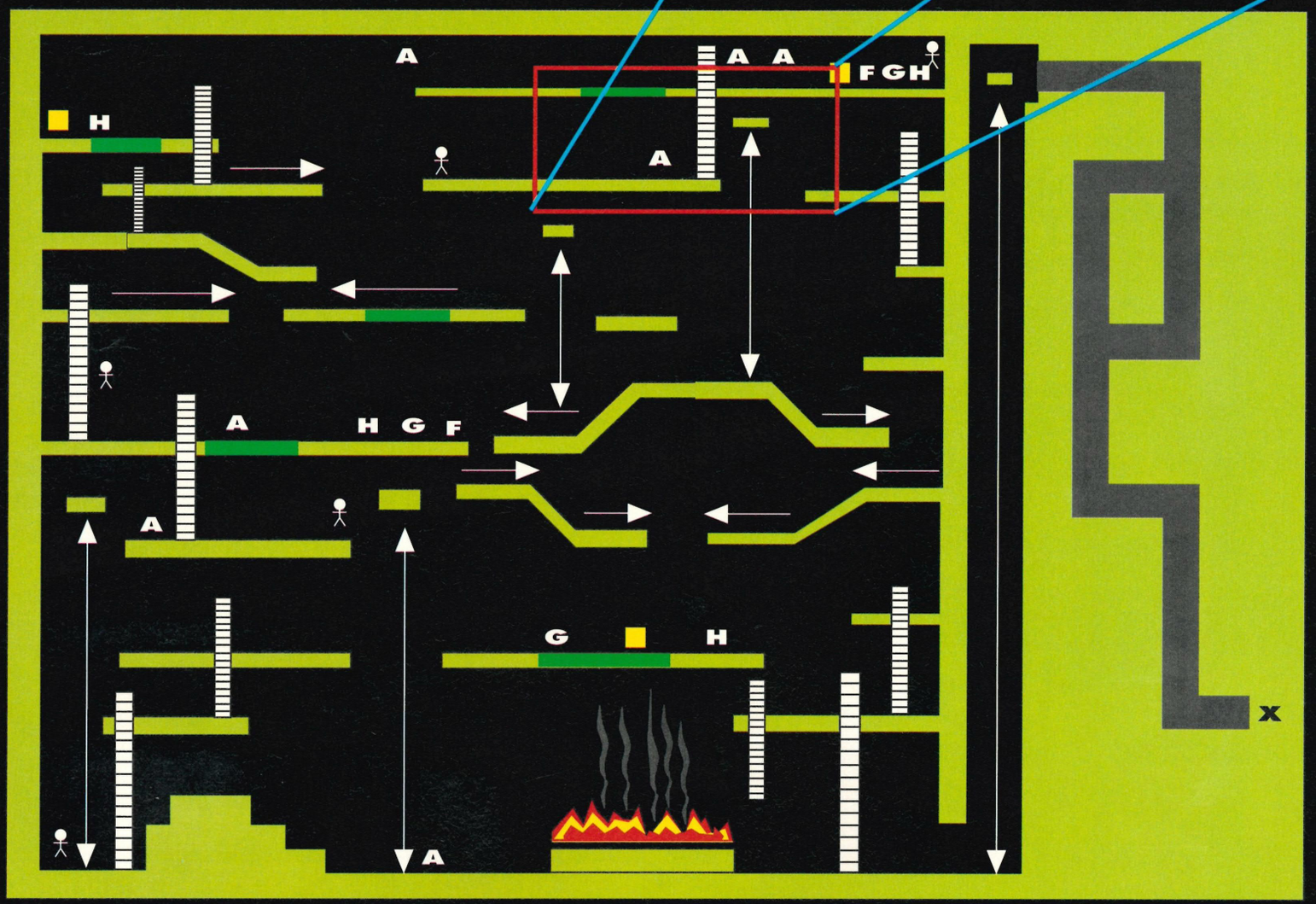
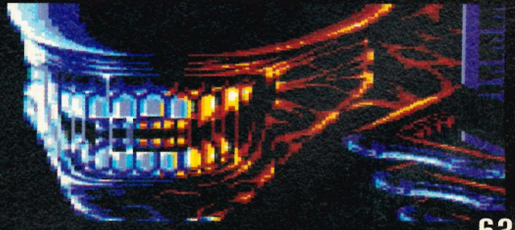
ALIEN 3

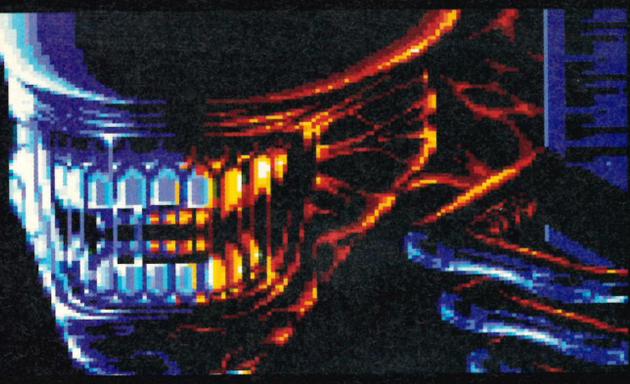
I mean, they couldn't make up their minds, could they? One time it looked like a man in a suit, another time it looked like a rod puppet... Continuity please! Still, thank God the game of the film wasn't so flawed (*Sega Power* 34: 72% Flying Edge £34.99). This is Dean Mortlock, last survivor of the *Power* tips team for *Alien 3*, signing off...

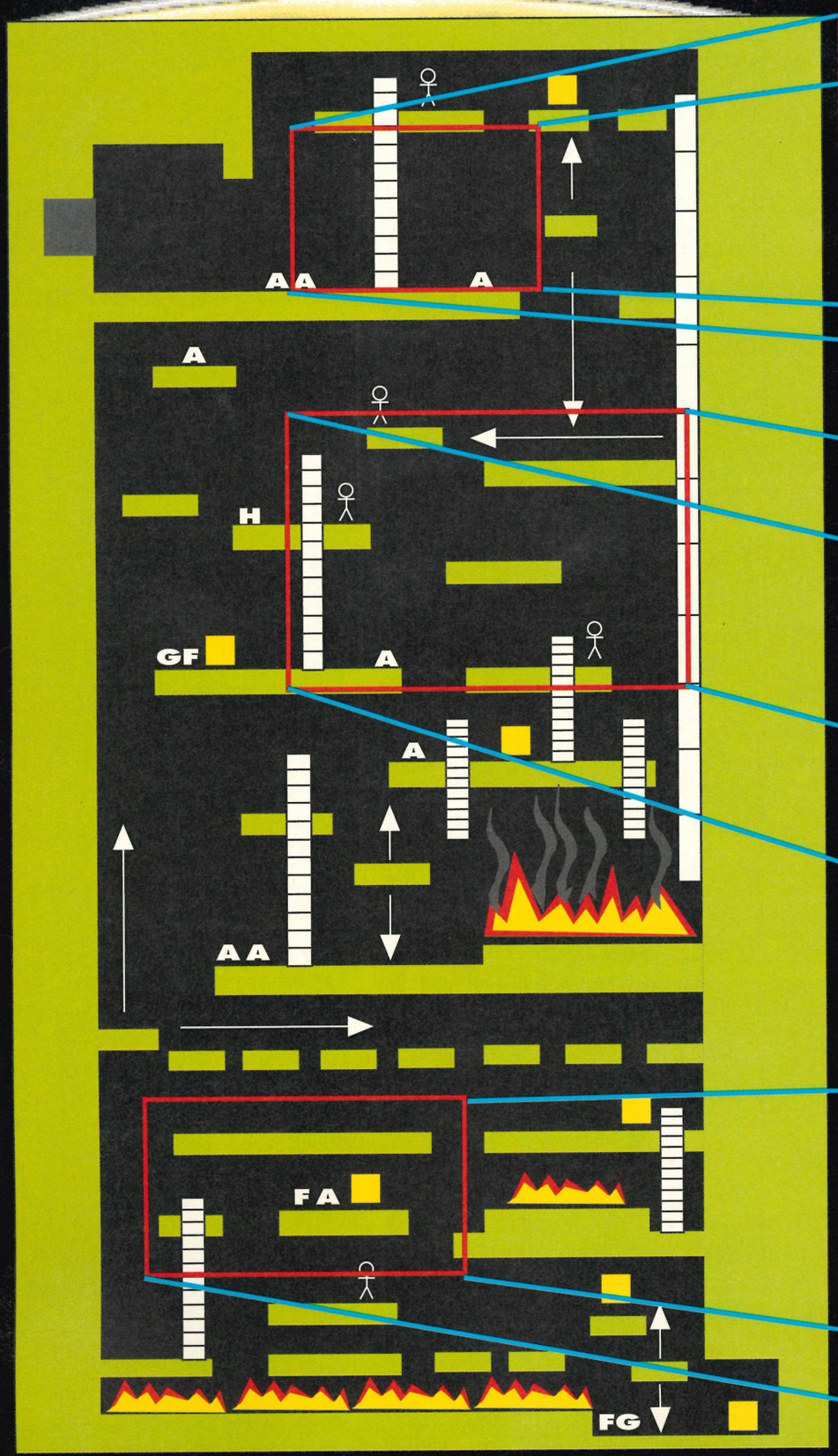


MAP 13



ALIEN 3





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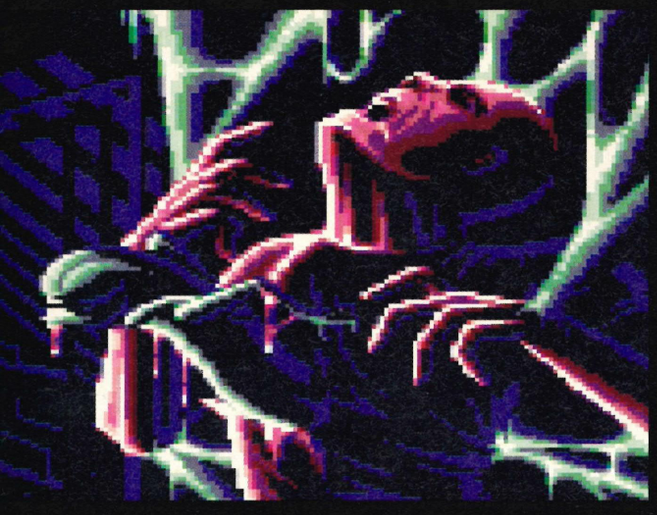

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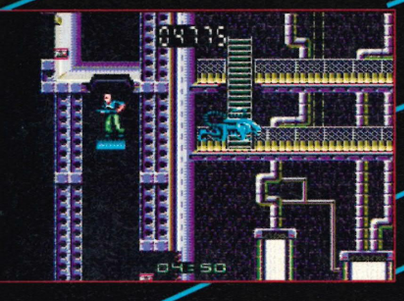
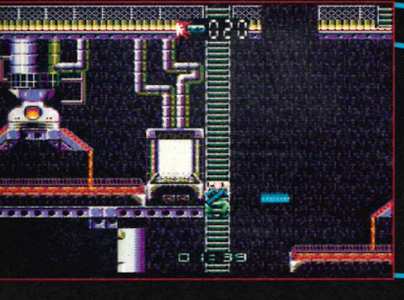
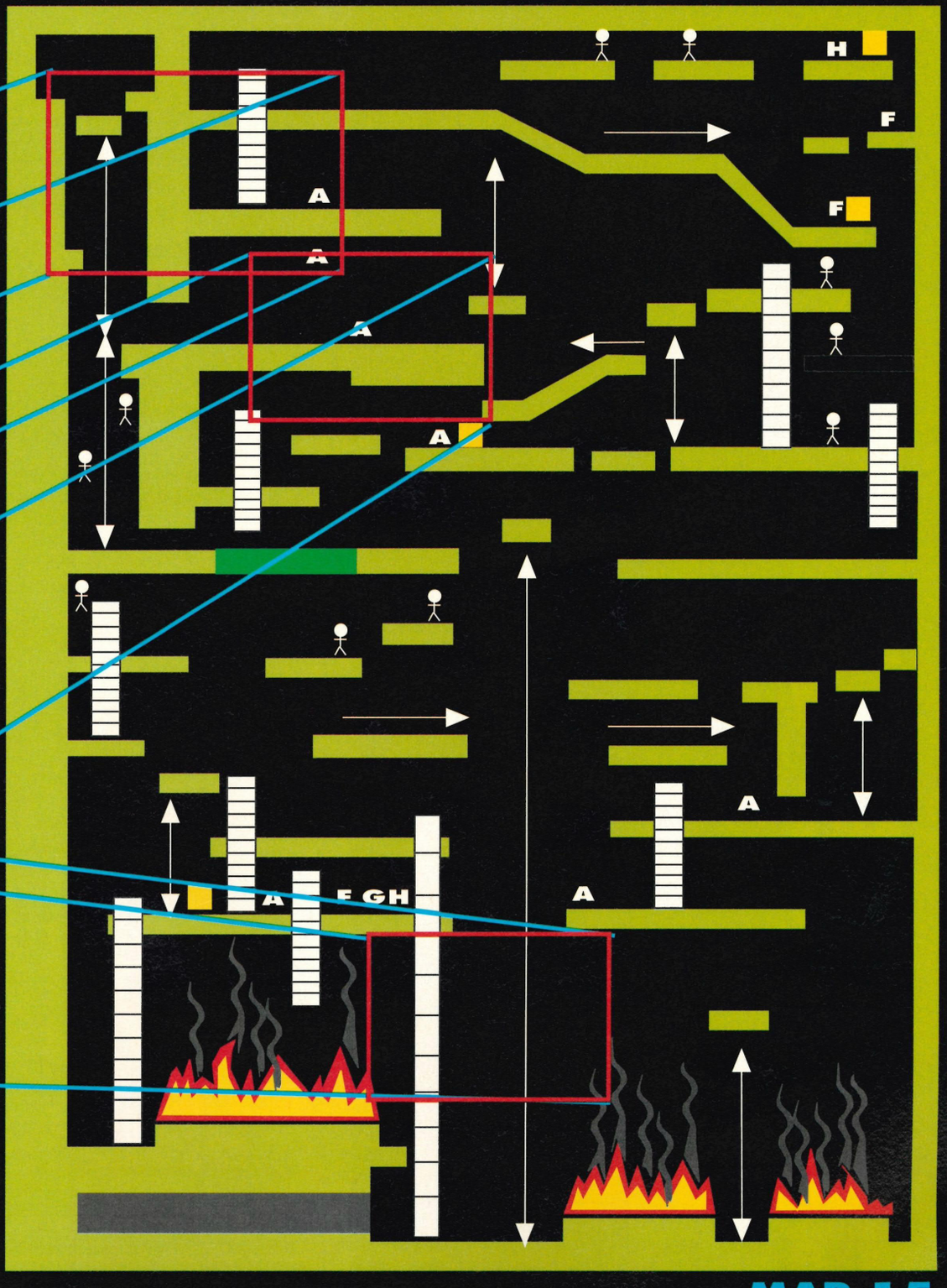




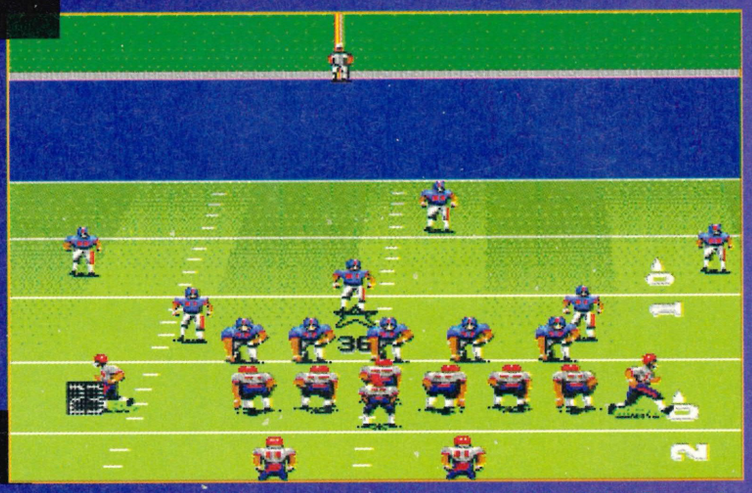


MAP 15

CONSOLETATION

• Got a problem? Well, share it with me! •

Two more pages of mind-relaxing tips to ease you into the spring of '93. Daffodils, whispering grass – and *Sega Power's* tips magician Dean Mortlock. What more could you ask for (apart from a considerable sum of money, naturally)?



Watch as members of a team from *John Madden American Football '93* huddle around and try to find their collective brain cell (which number 54 has so carelessly dropped)

STRANGE HOW I DON'T SEEM to be getting very many letters from Mega Drive *Sonic 2* owners, isn't it? Perchance the game's too easy? Hmm, I wonder... Anyway, whatever your problem, it's nice to know that there's always someone there who cares enough to help you out in your hour of need.

Of course, I don't know who that guy might be, so you'll just have to put up with me! Roll on, tips...

EMERALDS LOST!

I have a Master System 2 and need your help with *Sonic 2 (Sega Power* 37: 93% Sega £34.99). I can't find the Chaos Emerald in the Gimmick Mountain Zone. Can you please tell me where it is? Do you also have any codes or cheats for the Master System version of *Lemmings (Sega Power* 37: 89% Sega £29.99)?

My sister has a Mega Drive and a cheat for *Chuck Rock (Sega Power* 32: 70% Virgin £29.99), but I can't get it to work. Please help!

Karen Livingston, Glasgow

1. You'll find the Chaos Emerald hidden in Act 2 of the Gimmick Mountain Zone. If you go over the moving platforms and up the ramp, you'll come to a platform ledge with some rings nearby.

Jump to the left and you'll find a secret passage. Go all the way to the end – collecting the extra lives as you go – then up and to the right. The Emerald should now be in sight!

2. I have a veritable barrel load of codes for the Master System version of Lemmings, *Karen, but I can't print them until next month 'cos of lack of space. Hang on 'til then, okay?*

3. I promise – cross my heart 'n' all that – that this cheat definitely does work. Just remember that the D and R's in ABRACADABRA simply refer to down and right on your joypad.

SONIC 2

***(Sega Power* 37: 93% Sega £34.99)**

Hey, Deany babes! *(Deany babes? – Andy)* Please can you tell me how to get hold of the two Chaos Emeralds on the Gimmick Mountain and the Scrambled Egg Zone in the Master System version of *Sonic 2*.

I can get the rest, it's just these two that are driving me up the wall!

Yours (stuck in a time warp!)

Danielle Monahon, Middlesex

Too easy, Danielle, too easy! If you look at my answer to Karen Livingstone's letter (point 1 above), half of your query will be answered.

As for the Emerald in the Scrambled Egg Zone, well, you'll have to defeat the Steel Sonic to get that! Oh, you want to know how to kill him, do you? Ahhhh...

QUACKSHOT

***(Sega Power* 28: 92% Sega £39.99)**

I need help, *Sega Power!* I'm stuck on the Viking Ghost Ship level in *Quackshot* on the Mega Drive. I can get up to the very end, but cannot get inside the ship which the Viking tells me I must enter it in order to kill the ghost. I have tried to use the key, but nothing happens.

I would also like to know how to get the key out of the ice in the South Pole.

Sean Loades, Cleethorpes

Right, Sean. The key you need to open the door to the Viking Ship is the one that's stuck in the ice. To get it, you'll need the Sceptre Of Rah (located at the end of the Egypt level).

Now it's just a case of trotting up to the ship and opening the door with your newly acquired key...

JOHN MADDEN FOOTBALL '93

***(Sega Power* 38: 83% E.A. £39.99)**

I'm stuck on this 16-bit game. Which is the best regular season team?

Peter Horner, Hounslow

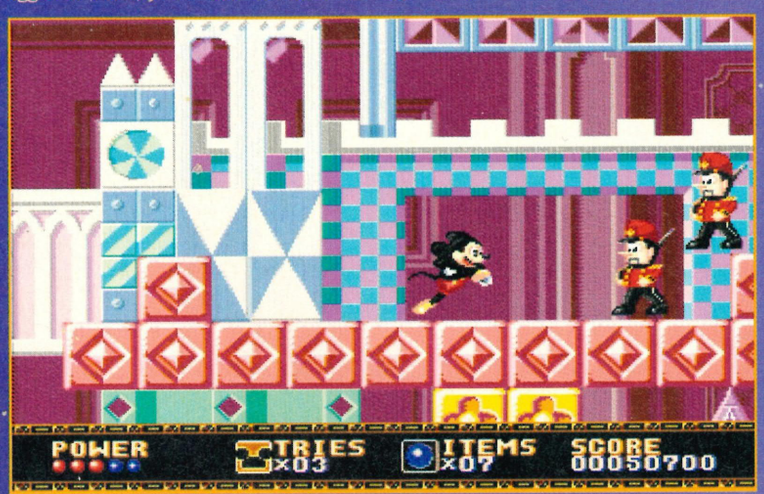
Practice makes perfect, Peter, so get used to the various plays and work out which ones will suit you best. Each individual team has its own play strengths and weaknesses, remember.

Don't be tempted to stick to just a couple of plays. Always experiment with different styles.

The best teams – in my opinion – are Buffalo and Washington.

HOW DO IT?

In your mag, you print lots of tips, but you keep on printing odd things like...



My God! If it isn't *Castle Of Illusion* on the Mega Drive. Disney's illustrious mouse struts his stuff and gets ready for a close encounter of the soldier kind. Look at him go!

SCRA-BCXØ or AEØT-CABY. There are no keys on the Mega Drive, so how do you type these cheats in?
James Cawley, Bristol

Well, James, um, via an options screen. Select the letters by using the joypad to cycle through the alphabet, then punch a Button to enter your choice. It's simple when you know how.

CASTLE OF ILLUSION

***(Sega Power* 18: 94% Sega £39.99)**

■ Would you please tell me how to get past the Cog Room in *Castle Of Illusion* on the Mega Drive? Please help me – I've tried everything.
Mark Ongley, Chatham

It would be difficult to give you exact directions, Mark, but if you take your time and always look before you leap, you should be okay.

There's a couple of extra lives here too, so keep an eye out for those.

COMPILATION!

■ I hope you can help my son in tracing a cart for his Game Gear. He says it has four games on it, but we don't seem to be able to locate the thing anywhere. Have you got any ideas as to what it's called and where we could buy it from?
G K Parker, Huddersfield

Sega are releasing a four-in-one cart on the Game Gear, but when I rang them up to find out more, no-one could tell me anything new about it. Usual story!

It's a pretty good bet that the cart will have a version of Columns *on it, but as for the rest of the line-up, your guess is as good as mine.*

As for the price, I'd put money on it being just this side of £100. And as for a release date, well, maybe over the next couple of months.

MORE SONIC?

■ We heard from our friend Michael North about a cheat for *Sonic The Hedgehog* on the Game Gear. He says that you can sniff the flowers to get coins, but he won't tell us how.

Because he won't tell us, we don't really believe him, but we thought we'd check anyway. Is there such a cheat?
Nick Sawczuk and John Hayes, Bristol

Oh dearie me. There's one born every minute, isn't there (or should I say two born every minute)?

I should take this Michael guy and give 'im a good slapping. There's no such cheat for Sonic *on the handheld (and you can hit me with a large stick and call me Roger if I'm lying).*

TERMINATOR

***(Sega Power* 32: 87% Virgin £34.99)**

■ Can you tell me how to kill the robot Terminator at the end of the game?
Charles Freeth, Sealand

The secret to survival in this level is to make sure you don't get trapped in a dead-end. Keep on the move and try not to let off too many rounds at the Terminator – or he'll be reduced to the small, damaged version.

Always head towards the right of the level and try to keep a bit of a distance between the two of you. Once you reach the far righthand side, you'll see the large crusher. Travel through it towards Sarah Connor – and the Terminator will follow you. The rest is "history..."

SPLATTERHOUSE 2

***(Sega Power* 34: 47% Namco £38)**

■ I've managed to get all the the way through to the end of the game, but I still can't defeat the last boss. Is there an easy way to destroy him?
David Castle, Blandford

No, but here are a few pointers. Hit the bad guy a few times to make him disappear. Remain on one side of the screen and jump over the dogs' heads as they approach.

A giant bat's head with wings will now attack you. Hit 'im five times to finish him off. Be quick or he'll change back into the first monster and you'll have to start the boss from the beginning again!

■ Gimme an "S," gimme an "O," gimme an "N," gimme an "I," gimme a "C," gimme a "2." Whaddaya got? Er, NOSIC 2? Um...

■ How do you make a pot a money out of a really crap game like *Splatterhouse 2*? Add loads of gratuitous "horrific" violence, that's how!

RECOVERING AMMO IN THE DESERT STRIKE

■ **Please help me with *Desert Strike* (*Sega Power* 29: 91% E.A. £39.99). I keep running out of fuel and ammo in the second campaign – the one where you have to rescue the prisoners-of-war from the camp. I know there are fuel drums and ammo crates hidden somewhere in the desert!**
Steven Lau, Wiggins Mead, London

If you cycle through the options on the map screen, Steven, you should be able to access the displays which show you where all the ammo and fuel is located.

Not all of it is visible – usually such stuff is hidden in hangars (or whatever) – but you should still be able to pinpoint all the stuff you need from here.

If anyone else is having a few problems with this classic E.A. cart, send me a letter and I'll see if I can sort it out for you...

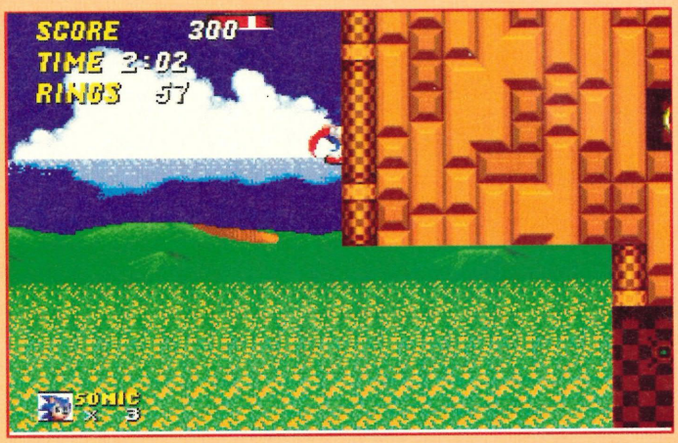
■ Use your map screen to find where ammo and fuel supplies are located. The wonders of modern technology, eh? They'll be sending people into space next, mark my words...

■ Vital to the art of flying around and killing things – oodles of weaponry. And look, here's some coming now! Quickly, reel it up, boys...

SONIC 2

LAST MONTH, WE GAVE YOU ALL THE advice you could ever need to effectively deal with the bosses in the Mega Drive version of *Sonic 2* (*Sega Power* 37: 89% Sega £34.99). This month, we've given you the long awaited level select cheat and Super Sonic cheat (see *Power* Tips – starting on page 54 – if you missed 'em). So what more d'you want?

"Well, a level-by-level guide to help me avoid the enemies and find those extra lives would be a tad useful, Dean" I hear you say. Okay, you asked for it. Here comes part one!



■ Here's Sonic disappearing into the secret corridor on Act 1. Zip along to the end and that extra life is all yours. There's another one in Act 2, by the way...

EMERALD HILL ZONE

● Emerald Cheat

Most of you now know that to turn into Super Sonic, you have to get all the Chaos Emeralds during the bonus stages. But did you realise that you can still get all the jewels without having to search for rings in the later levels?

Collect 50 rings on the very first level. Now go into the bonus stage and nab the Emerald. When you get back into the game, reset and go to options. You don't have to select a different character here, but you do have to make sure that the game registers you've entered the options screen.

Restart the game, collect 50 rings again and pick up the next Emerald. You should now notice that the first Emerald you collected – before you reset the machine – is still with you.

This means you can collect all the Emeralds without having to leave the security of the very easy first level.

Of course, you can always just use the Super Sonic cheat and stuff all this Emerald lark, but that's not so much of a challenge, is it?

● Lives

I've found two extra lives on the Emerald Hill Zone. The first is hidden in a secret wall corridor halfway through Act 1.

If you go through the two loops you should come to a set of angled springs. Ignore these and just take off using the curve in the ground.

You'll go "through" the wall and land inside an invisible corridor. Travel along to the end of this to snatch the first extra life.

The second life is located at the end of Act 2. To get it, you'll have to travel across the very top of the level. It's not an easy one to reach but persistence pays off, believe me.

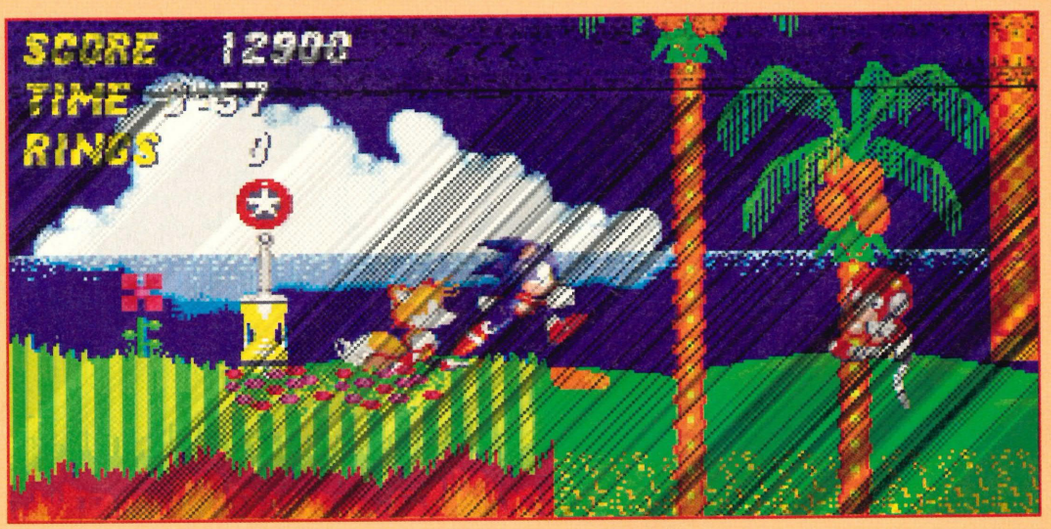
First, get the power-up boots and pelt with much gusto towards the end of the level. Here you'll find a loop with a spring on its side. Hit the spring as fast as possible and you should land on the platform with the extra life nearby.

● Enemies

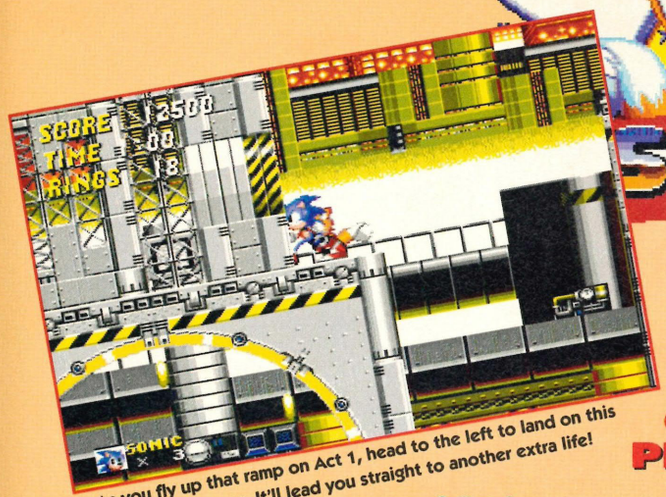
The enemies to watch out for on this level are the fish and the monkeys.

The fish have a very irritating habit of popping up when you least expect it, so the best way to avoid damage is to always use your spin-attack when you're crossing the bridges.

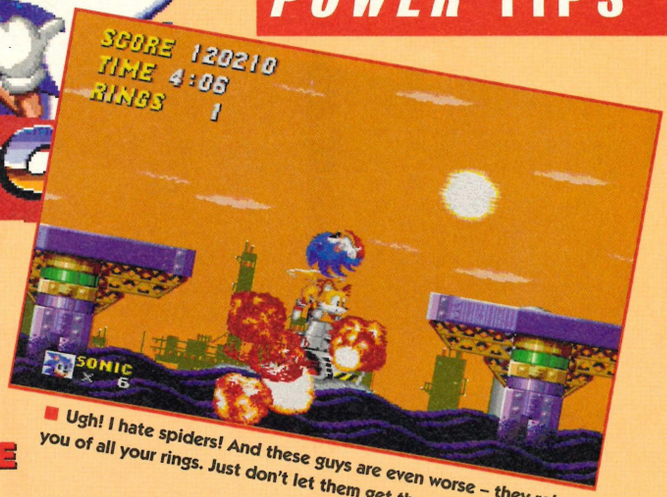
The monkeys are a lot easier to avoid, but harder to spot. Trying to spin-attack them won't do you any good, 'cos you'll just get hit by their bombs. The best policy is just to pelt along the ground and leave them be.



■ The monkeys are definitely something to keep an eye out for – and, oh look, there's one now. Tricky customers to spot, these simian types. Whip along too fast and you're more than likely to smack straight into one. The answer? Slow down!



As you fly up that ramp on Act 1, head to the left to land on this very helpful platform. It'll lead you straight to another extra life!



Ugh! I hate spiders! And these guys are even worse – they rob you of all your rings. Just don't let them get the chance, okay?

CHEMICAL PLANT ZONE

This is one of the least challenging of all the levels in *Sonic 2*. You'll spend most of the time just whizzing around at vomit-inducing speeds, wondering whether you'll ever get out of the place alive. Don't worry – you will...

Enemies

There are only two types of enemy on this level. The robotic bomb-disposal thingies that crawl along the ground and the metallic spiders.

The bomb things are very slow moving but best left alone. The spiders are also very simple to avoid. If you hang around too long in front of 'em, however, you'll get caught up and lose all your rings. Not a good idea.

Lives

There are two more extra lives to be found in this Zone and they're both in Act 2. You'll find the first one near the start of the level. Just zoom down that first slope, around the loop, down – and then you'll be sent up to the next highest level.

If you go off to the left, though, you'll land on a platform. Go through the wall here to find the first extra life. The next vital extra life is located just before the section where the water starts to rise.

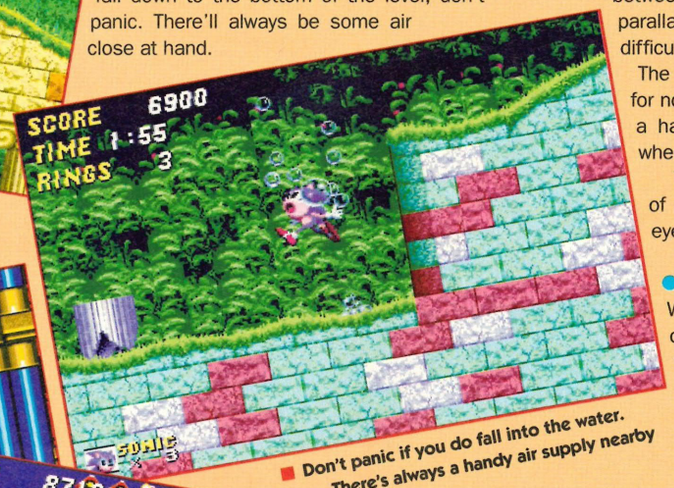
First, drop down and jump along the underwater columns until you reach the very end.

On the first set of moving platforms here you'll find the extra life tucked away. Now go back the way you came and you'll find a spring to take you back up out of the water.

AQUATIC RUIN ZONE

These arrows don't move very fast, but they can travel for quite some way. Always keep an eye in the sky!

This is one of the most attractive Zones of the game but, sadly, it isn't much of a challenge. The levels aren't exactly huge, y'see. Even so, there are a fair few good graphic effects to watch out for. If you do fall down to the bottom of the level, don't panic. There'll always be some air close at hand.



Don't panic if you do fall into the water. There's always a handy air supply nearby

Enemies

The adversaries on this level are quite annoying – with the arrow-launching pillars being particularly troublesome. The arrows themselves aren't difficult to avoid, but when you're flying along between so many levels of luscious parallax scrolling, it can be a touch difficult at times to spot them.

The metallic things with the spikes for noses are a pain too. They have a habit of bursting through walls when you least expect it.

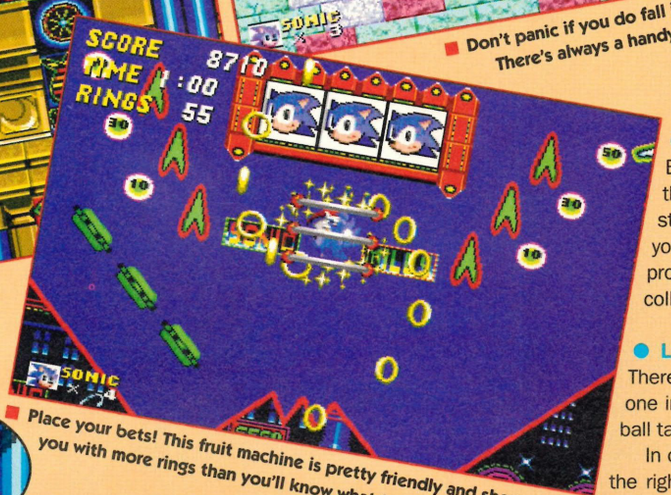
This only happens in a couple of places, luckily, but keep your eyes peeled anyway.

Lives

Well, I found nothing in the way of lives here. That's not to say there aren't any, of course. I just couldn't find any...

CASINO NIGHT ZONE

Here's our spiky hero disappearing into another secret corridor. It's a good idea to keep a lookout for these. There's a few on every level



Place your bets! This fruit machine is pretty friendly and showers you with more rings than you'll know what to do with. Luvverly!

Enemies

Er, what enemies? You might bump into two or three during Act 1 (they look like hermit crabs with stars painted on their shells), but that's likely to be your lot. Your best bet is to avoid 'em like the proverbial plague and get on with this frantic ring-collecting business.

Lives

There are two more lives up for grabs in this Zone, one in each Act. The first is located on one of the pinball tables in Act 1.

In one of the first "bowls," you'll be able to zoom up the righthand side of the play area and enter a secret passage halfway up the wall. Go along to the end of this to find the extra life.

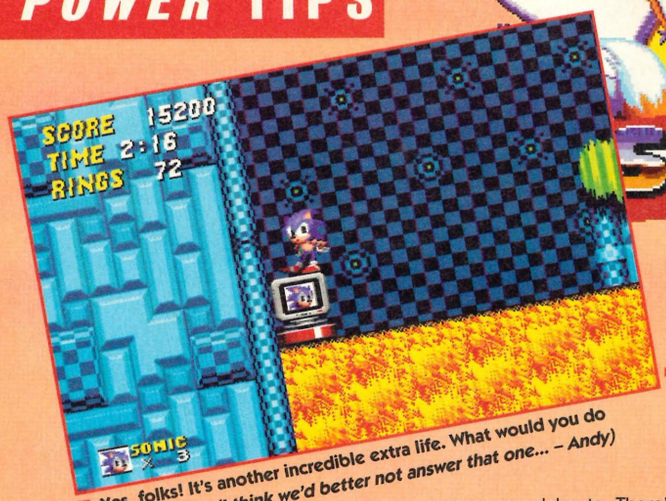
The second is located halfway through Act 2 – right at the bottom of the level. Now work your way around the two large blue pulsating squares and then grab the life while you've got the chance. Always simpler when you know how, isn't it?

Certainly one of the more colourful levels, but you still spend most of your time bouncing between the various bumpers and flippers...

If you see a fruit machine, jump into the three hoops just above it. Most of the time these will deal out a load of points or rings, but occasionally they'll do a nasty and take all your rings from you.

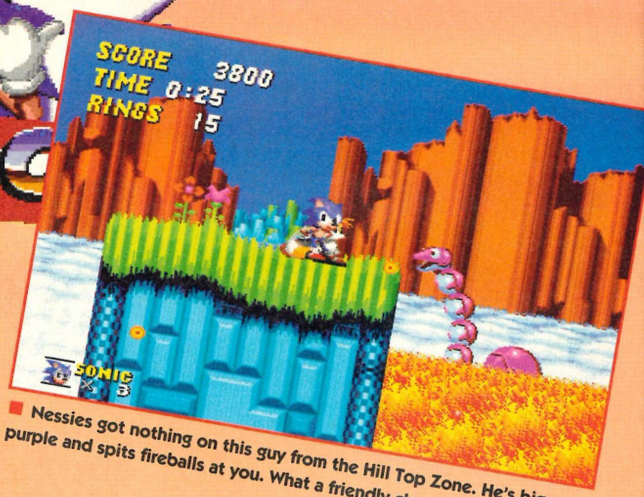
This doesn't happen too often, fortunately, so it's worth taking the risk.

TURN OVER



■ Yes, folks! It's another incredible extra life. What would you do without me, eh? *(I think we'd better not answer that one... – Andy)*

HILL TOP ZONE



■ Nessies got nothing on this guy from the Hill Top Zone. He's big, purple and spits fireballs at you. What a friendly chap, eh?

Definitely one of the better Zones, this one. There's plenty to explore and lots to watch out for.

When it come to the caves with the rising lava, check out all of the secret rooms roundabouts. There's always an invulnerability icon nearby. As you can imagine, very helpful.

● Enemies

Be wary of the fire monsters that live in the lava and the spiky monsters that go across the tops of caverns. These guys'll wait for you to pass underneath before dropping drills on your nonce!

● Lives

I only managed to find one extra life in this Zone. It's near the end of Act 2. You'll come to a cave where you have to jump on the skylifts to reach the bottom. If you fall down from the skylift that goes right across to the lefthand side, you'll find the extra life located on the cavern floor.

MYSTIC CAVES ZONE

■ Always keep a lookout for these pulleys – they're very often hidden in the vines. You won't get anywhere without them!

Another good Zone, this – there's much more of a challenge. If a route doesn't seem apparent, look up! Very often you'll find vines that will release a drawbridge or carry you up to another level.

Keep a lookout for the spiky blocks that shoot out from a wall. These are more handy than they look, though, because you can use them as steps to reach the higher platforms.

● Enemies

The two main nasties to watch out for on this fun Zone are the glow-bugs and the metallic snakes. The glow-bugs look pretty harmless – and remain harmless so long as you attack them when they aren't glowing...

The metallic snakes have an irritating habit of shooting out of the greenery whenever you're passing by. Always keep an eye out for them as you're zipping along.

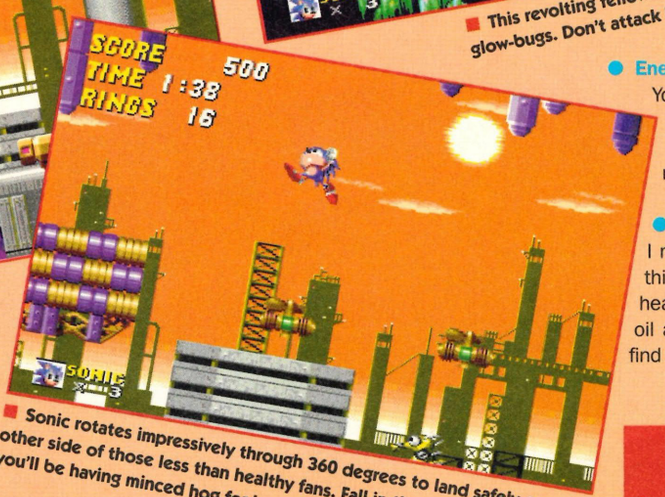
■ This revolting fellow's one of those blasted glow-bugs. Don't attack him while he's glowing!

● Lives

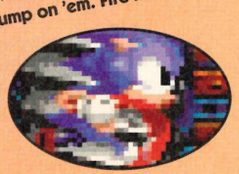
Another Zone where lives aren't exactly falling off the trees. Well, I couldn't find any anyway...

OIL OCEAN ZONE

■ These platforms transport you to higher levels, but take care when you try and jump on 'em. Fire hurts!



■ Sonic rotates impressively through 360 degrees to land safely on the other side of those less than healthy fans. Fall in there, my man, and you'll be having minced hog for breakfast...



● Enemies

You've got pink, octopus-type-things and seahorses t contend with on this Zone. Both can prove pret troublesome (they both fire on sight). The trick? Kee moving, attack first – and ask questions later.

● Lives

I managed to locate one extra life in Act 2. You'll spo this when you're zooming around in the spheres. I'v heard a rumour that there's another one hidden in th oil at the bottom of the level, but I haven't managed t find that one yet. I'm still looking, mind you.

This Zone won't bring you out in a sweat. The levels are fairly large, true, but they're not that difficult to wade through once you're familiar with them...

There's a couple of quite interesting new features here, however. The **transporting spheres,** for starters. These tend to dump you in a completely confusing part of the level, but they're good for spotting juicy bonuses.

Another new feature are the **platform lifts.** Stand on one of these and you'll get shot up into the air. Don't jump on the flames, though, 'cos (as you'd expect really) they're lethal.

MORE SONIC 2!

Next month, we'll finish off our *Sonic 2* guide by providing you with tips to the Metropolis Zone, the Sky Chase Zone and the Flying Fortress – we even hope to squeeze in all manner of *Sonic 2* bits and bobs that'll have you foaming at the mouth, rolling your eyes and generally feeling good all over. For those of you who can't wait, tough luck!

SSUE 15 ON SALE 18 FEBRUARY ● ISSUE 15 ON SALE 18 FEBRUARY ● ISSUE 15 ON SALE 18 FEBR

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THE HARD LINE

Bigger and badder than ever: This month's new look Hard Line is bulging with the most ruthless and factual reviews of over 500 games and almost 70 add-ons. Dare you miss it?

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. Frantic action, but it's still one of the best shooters ever. ★★★★★

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.

Aquatic Games

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 fast and frantic blasting. It's not too hot on the lastability front 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. ★★★

ALIEN 3 FLYING EDGE £34.99
Well, what can you say? It's good, but not earth-shattering. The big movie licence will certainly draw a crowd and the graphics are excellent, but at the end of the day, 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. You 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. It has poor scrolling, jerky animation and pretty limited gameplay. Naff, naff, naff. ★★

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. ★★★

AQUATIC GAMES E.A. £34.99
James Pond is back, and this time things are different. Compete with rival sea life in 11 events in this watery version of Track & Field. There's tons of humour, and the events are varied enough to keep the interest going for quite a while. ★★★★

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. ★★★

ARIEL THE LITTLE MERMAID (Import) £40
Total yawnsville. This is one of the most boring games ever released. To quote an expert Sega player,"A definite step backwards for Sega game-players. Complete and utter garbage." Avoid. ★

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, however, so seasoned golfers should go for *PGA Tour Golf* instead. ★★★

ARROW FLASH £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. It's not going to satisfy your hardened zapping fan. ★★★

Arrow Flash

ASSAULT SUIT LEYNOS (Import) £20
Known as *Target Earth* in the United States of America. Eight-stage scrolly shooter. Tricky control and very hard. Persevere and you might just enjoy it, there again you might not, who knows? ★★★

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. ★★★

ATOMIC RUNNER (Import) £34
Good God! Another shoot-'em-up! Well, this one's really good, although there is a strange control method. Check it out anyway, 'cos it's fun to play. ★★★★

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 sim with enough arcade action for blasters, lots of missions, smart visuals and even some decent sampled speech. 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
Yet another average film conversion. Sunsoft play it safe with a platform stroll around and beat-'em-up. Plenty of fisticuffs with end-of-level Penguins and Jokers. But it doesn't push the Mega Drive or you. ★★★

Atomic Robokid

BATMAN RETURNS SEGA £39.99
This game creates a pretty good atmosphere with its dark 'n' gloomy graphics and haunting sound effects, but, unfortunately, the gameplay stinks ★★★

BATTLE GOLFER (Import) £30
Weird title, eh? Well, this is a weird game – it's a golfing arcade adventure, believe it or not. Hit your ball into the hole and enter the next location. You'll have to know a bit of Japanese to follow what's going on. ★★★

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 really whizzy craft. It's Jolly fun but nothing to get overexcited about. ★★★

BIO HAZARD BATTLE SEGA £39.99
Another shoot-'em-up, but don't rub this one out too quickly. It's really quite good. The graphics are interesting (and different), and the gameplay is challenging enough to warrant at least a second look ★★★★

BLOCK OUT E.A. £34.99
Take the classic, block-shifting *Tetris*, add

FLIPPIN' 'ECK! ECCO'S AT THE TOP!

Yep, it's true. A blue mammal from Sega is topping the official Mega Drive chart for the third month running. This time, however, there's not a sneaker in sight. *Ecco The Dolphin* has cruised in from nowhere to take the top spot.

This game's not alone in thrashing the hog though. *Streets Of Rage 2* has also proved to be a big success since its release a month or so ago.

Road Rash 2 has kicked in the nitros and is catching up rapidly with this month's big boys.

Thanks go to Gallup for the official charts and to Virgin Megastores and Game Centres for the indie charts.

Virgin GAMES CENTRE

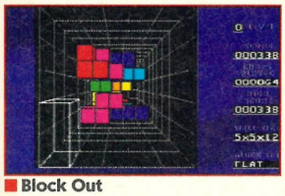
CHARTS COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS
ELSPA PENGUIN

SEGA POWER'S ALL-STAR RATING

★★★★★	The best in its field
★★★★	Nearly, but not quite a classic
★★★	Oh well, it could be worse, I suppose...
★★	Pretty dire to say the least (almost abysmal)
★	Sitting on a large spike would give you more of a thrill

OFFICIAL MEGA DRIVE TOP 20

1	ECCO THE DOLPHIN	Issue: 40	92%
2	Streets Of Rage 2	Issue: 41	92%
3	Sonic The Hedgehog 2	Issue: 37	89%
4	Road Rash 2	Issue: 38	94%
5	World Of Illusions	Issue: 38	89%
6	Desert Strike	Issue: 29	91%
7	WWF Wrestlemania	Issue: 38	64%
8	PGA Tour Golf	Issue: 19	90%
9	Terminator 2	Issue: 38	88%
10	Strider	Issue: 26	74%
11	Speedball 2	Issue: 28	91%
12	Taz Mania	Issue: 33	89%
13	John Madden '93	Issue: 38	83%
14	Wrestle War	Issue: 36	91%
15	NHLPA Hockey '93	Issue: 22	55%
16	Lotus Turbo	Issue: 37	81%
17	Alex Kidd (Enchanted Castle)	Hard Line	***
18	Super Thunderblade	Hard Line	*
19	Super Hang On	Issue: 12	85%
20	Super Monaco G.P. 2	Issue: 32	93%



■ Block Out

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. ★★★

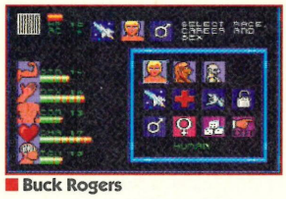
CASTLE OF ILLUSION SEGA £39.99
Mickey Mouse himself stars in this classic platformer. Everything is groovily portrayed using subtle shading and some beautiful parallax effects. The scrolling platform play is great too. ★★★★★

CENTURION E.A. £39.99
A strategy game in which you plan your campaign, order your Roman legions into battle. Far too shallow for thinkers and too samey for arcaders. Dull. ★★

CHIKI CHIKI BOYS SEGA (Import) £35
An unorignal and uninspiring platform game from the land of the rising sun. Although it offers plenty of challenge, there is little else here to hold you're interest. ★★

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'm not sure why he's bothering, 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 game. Simple and addictive. ★★★★



■ Buck Rogers

CORPORATION VIRGIN £TBA
Sacks of atmosphere and excellent first-person view set this apart from its rivals. Select what attributes your hero is gonna need and then break into the Corporation to uncover vile secrects about genetic splicing. Just don't get spliced yourself. Nice one. ★★★★

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 choice who needs this 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 very 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 a stonking 26 levels for you to zap your way through. Fairly 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 make this one 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. ★★★★

DEATH DUEL (Import) £35
Hyped as a bloodthirsty game this pile of cack is about as frightening as an episode of "Dangermouse". Frankly it's not worth the plastic and silicon it's made from. ★

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. ★★★★★

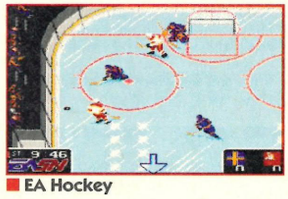
DEVILISH (Import) £34
Grooved-up and re-hyped release of the age old *Breakout* game. Excellent backdrops and end-of-level bosses lift this above your humdrum bat 'n' balling fare. And it's fast and funky too. Worth a look. ★★★

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. ★

DODGE BALL (Import) £35
A different idea for a sport (well, I've never heard of it anyway), but it tends to tire very quickly – the sport itself is pretty feeble. Not too bad in two-player mode though (like mosts sports). ★★

DOUBLE DRAGON BALLISTIC £29.99
God help us all. A tacky conversion of an ancient game is not a recipe for success.



■ EA Hockey

One of the lowest scoring Mega Drive carts of all time and well deserved too. Absolutely dire. You have been warned... ★

DOUBLE DRAGON 3 FLYING EDGE £39.99
Dull beat-'em-up that's far too easy to complete in one-player mode and not much better with two players. Far too expensive for what it really is – a complete rip-off ★

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. ★★★★★

DUNGEONS & DRAGONS (Import) £39
While not quite in the *PS* league. *D&D* is still a very good game. Miles better than the awful *Heroes Of The Lance* anyway! ★★★★

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. ★★★★★

ECCO THE DOLPHIN SEGA £39.99
The stunning underwater graphics of this "explore the caverns and solve the riddles" title coupled with the original gameplay make this a must for everyone. Beauty and brains? This game's got both. ★★★★★

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 and you won't be impressed. Later on though, it displays some really moody scenes. ★★★★

EUROPEAN CLUB SOCCER VIRGIN £34.99
Nice introduction screen and options, but the whole thing is let down by poorish gameplay and it's simply far too easy to beat in one-player mode. But the password facility is an absolute God send and the two-player mode is sharp enough. Well, look at it this way it's miles better than *World Cup Italia '90*. ★★★

EX-MUTANTS (Import) £40
The speech effects and the above average graphics of this platform romp can't save it from being banished to the ranks of the mundane. There are plenty of better games of this type around. ★★★

FAERY TALE ADVENTURE E.A. £39.99
Jolly RPG 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 Mouse* 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 role-playing game. 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 (so you can do the right thing next time). 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 and unpalatable adversaries for you to combat.

■ Ferrari Grand Prix Challenge

OFFICIAL MASTER SYSTEM TOP TEN

1	SONIC THE HEDGEHOG 2	Issue: 37	93%
2	Lemmings	Issue: 37	89%
3	Taz Mania	Issue: 37	65%
4	Transbot	Issue: 8	17%
5	Shinobi	Hard Line	★★★★★
6	Tom And Jerry	Issue: 35	54%
7	The Ninja	Issue: 8	71%
8	Castle Of Illusion	Issue: 17	96%
9	World Grand Prix	Issue: 8	82%
10	Action Fighter	Issue 8	42%

UNOFFICIAL MEGA DRIVE TOP TEN

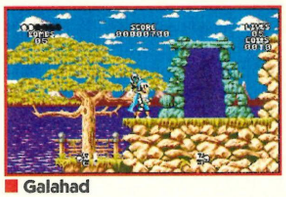
1	STREETS OF RAGE 2	Issue: 41	92%
2	Road Rash 2	Issue: 38	94%
3	Ecco The Dolphin	Issue: 40	92%
4	Sonic The Hedgehog 2	Issue: 37	89%
5	World Of Illusions	Issue: 38	89%
6	Desert Strike	Issue: 29	91%
7	John Madden '93	Issue: 38	83%
8	Taz Mania	Issue: 33	89%
9	NHLPA Hockey '93	Issue: 36	93%
10	Terminator 2	Issue: 38	88%

OFFICIAL GAME GEAR TOP TEN

1	SONIC THE HEDGEHOG 2	Issue: 38	97%
2	Lemmings	Issue: 38	88%
3	Taz Mania	Issue: 38	59%
4	Axe Battler	Hard Line	★★★
5	Streets Of Rage	Issue: 38	83%
6	Batman Returns	To be reviewed	
7	Super Off-Road Racer	Issue: 37	88%
8	Super Kick-Off	Issue: 26	91%
9	Castle Of Illusion	Issue 23	78%
10	Terminator	Issue: 36	87%

UNOFFICIAL GAME GEAR TOP TEN

1	LEMMINGS	Issue: 38	88%
2	Alien 3	To be reviewed	
3	Super Off-Road Racer	Issue: 37	88%
4	Sonic The Hedgehog 2	Issue: 38	92%
5	Castle Of Illusion	Issue: 23	78%
6	Chuck Rock	Issue: 39	51%
7	Streets Of Rage	Issue: 38	83%
8	Taz Mania	Issue: 38	59%
9	Super Kick-Off	Issue: 26	91%
10	Prince Of Persia	Hard Line	★★★★★



■ Galahad

No doubt about it – this is a very unusual beat-'em-up. ***

FERRARI GRAND PRIX CHALLENGE — FLYING EDGE — £30
Good fun and there are loads of options, but a severe lack of any realism means that the game is ultimately a disappointment. ***

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... *

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. ****

GADGET TWIN — IMAGITEC — £39.99
In this novel and well designed shoot-'em-up you choose to be a plane with personality (!). The graphics are fairly cute, but the gameplay is as hard as nails. Also includes a stonking two-player option. An excellent game for someone who's bored with the usual zap'n'blast titles. ****

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. ***

GALAHAD — E.A £39.99
Nothing too original in this RPG platformer, but what there is well done. The central figure is nicely animated. and there's lots to do and see. One things for sure, at least you're not going to complete it too quickly. ****

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. Get ready to eat snow and ice in the Ski Jump, Luge, Bobsleigh and Biathlon (among others). ****

GHOSTBUSTERS — SEGA £34.99
Who ya gonna' call – ghostbusters! That damn film has a lot to answer for if you ask me. Platform shooter with characters from the movie. Plain backdrops with some great sprites and a few nice effects. Okay, so the gameplay is relatively simple. And the word mediocre doesn't begin to describe it but it might appeal to Ghostbuster fans... ***

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! *****

GLEY LANCER — (Import) £34.99
Better-than-average Japanese shoot-'em-up. There's enough here to make it interesting and worthy of a few good plays. Not as difficult as *Thunderforce 4*, and not quite as playable either. ****

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. ****

■ Golden Axe 2

GRANADA — (Import) £35
Overhead multi-directional scroller where you use the "Granada" vehicle (don't ask us what the hell it is) 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. ***

GREEN DOG — SEGA £39.99
A very run-of-the-mill platformer. Good graphics though, but lacks any sort of spark to make it stand out from the crowd. ***

GYNOUG — SEGA £39.99
Unimaginative horizontal scroller with a range of weapons and tedious enemies to conquer. It's difficult, samey and a complete pain in the backside. **

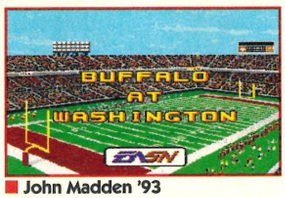
HARD BALL — SEGA — £39.99
Baseball is an easy sport to simulate, but tricky to make addictive. This is a fine reproduction though, with quality graphics and sound. Best with a pal. ****

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



■ John Madden '93

and juggle with logistics in real time (keep calm!). A mix of action and strategy – tough but very rewarding. ****

HOME ALONE — SEGA £39.99
An appalling insult to video games. Sega are trying out the tried and tested rehash-an-old-game-idea-with-a-famous-film-licence routine. And what's more it's got Macaulay Culkin in it! It doesn't wash with us though. This is crap – pure and simple. Avoid! *

HUMANS — IMAGITEC £39.99
An excellent puzzler that mixes arcade action with strategy very well. The levels end up looking pretty similar, but it's a small price to pay for such a fun game. ****

IMMORTAL, THE — E.A. £39.99
A highly polished arcade adventure with some gory graphics. Nice blend of arcade and adventuring action, but £40 is rather a lot of dosh to fork out – even for this. ****

INDIANA JONES AND THE LAST CRUSADE — US GOLD — £39.99
The platform action is fairly faithful to the blockbuster film. The graphics and sound are okay, but the tricky control method makes what is already difficult game virtually impossible. One for patient players only. ***

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. For puzzle fans only. ****

JAMES BOND DOMARK — £39.99
John thought this game was pretty good. Okay, so the graphics are hot and it's good fun to play, but I just found the whole thing mindnumbingly boring. I'd try before you buy if I were you. ***

JAMES "BUSTER" DOUGLAS BOXING — SEGA £34.99
Almost the same as *Final Blow*, this completely awful boxing simulation is unintentionally funny. With few moves and limited play options, this lasts about as long as Douglas himself did. **

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. The sequel is miles, miles better on all counts. ***

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. 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. ***

JOE MONTANA 2 — SEGA £34.99
Much, much better than the original *Montana* and it provides a nice change to the *John Madden* series. The really big plus feature is the incredible high-quality digitised speech which commentates throughout the game. It really is unbelievable. ****

JOE MONTANA 3 — SEGA £39.99
This is even better than the second version, and it's getting closer to that *John Madden* crown all the time... Improved speech and plays make this a very competent game. Now, what about a version of English footy, guys and gals? ****

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 '93* instead.) *****

■ M1 – Abrams Battle Tank

JOHN MADDEN FOOTBALL '92 — E.A. £39.99
A new and improved version of the original game with lots of new features (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.) *****

JOHN MADDEN FOOTBALL '93 — E.A. £39.99
Can't fault it as a football game, but as an improvement on *'92*, I'm not so sure. The differences aren't that noticeable. If you haven't got any of the *John Madden* series, get it. Otherwise, leave well alone. **

JORDAN VS BIRD — E.A. £34.99
Dire, boring, inane, small-minded, shallow, useless, fat, git, bog, nob, tedious. 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 really. RPGers only need apply – others will find it tiresome to say the least. ****

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. **

KRUSTY'S SUPER FUN HOUSE — FLYING EDGE — £39.99
A cross between *Lemmings* and a platformer, but with loads of levels. Very frustrating, but jolly good nonetheless. Worth checking out if this is your "bag." ***

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
Dull martial arts beat-'em-up. Defeat an opponent, walk along, defeat an opponent, walk along again... Yuck, *

LEMMINGS — (Import) £39.99
After what seems like decades, *Lemmings* is finally with us. Most people will love them, but a few folks will hate 'em too. Not one for action heads, but fun nevertheless. ****

LHX ATTACK CHOPPER — E.A. £39.99
A good attempt at a heli-sim, but the lack of interesting missions makes play all too dull before long. Combat is good fun though, and there's an excellent range of external 'copter views. Still if you're looking for real adventure try *Desert Strike* instead. ***

LOTUS TURBO CHALLENGE — E.A. £39.99
Great graphics and fast, smooth gameplay, but it can be dead boring in one-player mode. More race circuits would also have boosted the game's score. Great fun in two-player mode though. ***

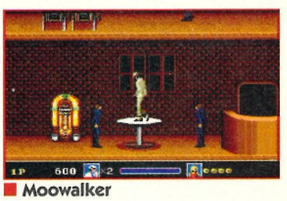
MARVEL LAND — (Import) £40
Sonic meets *Wonderboy* in this colourful scrolling platform game. Great visuals, stunning parallax, cute characters, a vast amount of collectables and novel power-ups make this one a winner. ****

M1 – ABRAMS BATTLE TANK — SEGA — £38
3D filled vector graphic tank simulation set in a possible World War 3 environment. 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. Loads of laughs in two-player mode. Yep, this is 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. It suf-



■ Moowalker

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 device that lets you change some of the data inside a game. ****

ACTION CHAIR — SEGA £109.99
Oh dear. Basically an oversized and overly expensive joystick. It simply doesn't work. *

ARCADE POWER STICK — SEGA £34.99
Built to last and all those Buttons are pretty damn fine. They all work too, which makes 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? 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. ****

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. At £20, I.S.M., you've gotta be joking. *

CONTROL PAD — SEGA £14.99
An excellent if basic joypad. No Rapid Fire gimmicky bits, just looks, responsive controls and a helluva lifespan. ****

COMPETITION PRO JOYPAD — SONMAX £15.99
A seriously decent joypad, this. It feels great and the addition of three turbo Buttons makes gameplay a doddle. There's a slo-mo switch on the back too. ****

EXPLORER — A DAN LTD. £29.99
Microswitched tabletop stick with two-speed turbo fire and slow motion. It's not an oil painting, but it still performs well. ****

QS AVIATOR — QUICKSHOT £29.99
An excellent stick for the likes of *F-22 Interceptor* and *Super Monaco G.P.* ***

GAME GENIE — HORNBY £44.99
Another cheating cartridge is now on the market. Not as programmable as the Action Replay, but much more versatile. With the codes provided, you can change almost anything in the game. In the ideal world you would have both, but my money still has to go on Datel's Action Replay Cart. ***

GAME MASTER GO-CARTS — £29.99
It looks really ugly, but this programmable joypad is pretty hot. You can program all your fave cheats onto it. It's a bit pricey, but worth thinking about. ****

GIZMO — BEESHU £49.95
It may be tough but there's still far too much stick travel, useless flashy extras and an extortionate price. **

MAVERICK 3 — QUICKSHOT £15.99
The action of the main control stick is both positive and fluid. The buttons are a bit "clunky" true. Still, when you're getting a performance stick for this price it's got to be good news ****

MEGA DRIVE JOYPAD — HONEST£19.99
Looks like the joypad, but with three extra Buttons. Feels cheaper, but don't be fooled. The turbo buttons really are an excellent addition to the ergonomic design. ****

MEGA STAND — KMA LTD (AROUND £60)
The Mega Stand is KMA's answer to the hi-fi, video and TV stand your Mega Drive sits on top and there's room for sticks, pads and up to 11 games in the "roomy interior." Nice, but expensive for what it is. ****

MENACER — SEGA £59.99
The Menacer works very well – it updates quickly and looks pretty stonkin' – but the games that come with it currently are awful. As you know, something like this is only as good as the software made for it. ***

POWERBASECONVERTER — SEGA £29.99
For only 30 quid, you can redesign your Mega Drive and use all those classic Master System carts. Two consoles for the price of one-and-a-bit can't be too bad really. 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 you've got your own coin-op. ***

PROPAD — QUICKJOY £15.99
Tansparent and covered in interesting extras. These include SNES-style buttons at the top , auto-fire switches, standard turbo Buttons and a slo-mo option. Not as responsive as some pads, but it plays very well. ****

QS 13 PYTHON STICK — QUICKSHOT £12.99
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 too. Get one. ****

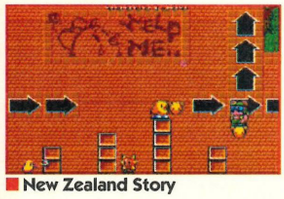
QUICK GUN TURBO — JONG RICH £16.95
Smart grey stick with nice clicky Buttons and a firm shaft. Feels rugged and it's responsive too. Try it out. ****

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. Over the top. ***

STARCURSOR MICROLEISURE — (AROUND £25)
A sturdy Scottish joystick (hoots, mon), but you can't redefine the Fire Buttons which is a major bummer. ****

STARFIGHTER 3 — QUICKSHOT £12.99
The pad suffers from "Button over-crowding" – with six function Buttons, "Slo-mo" switch and turbo speed option it's all to easy to hit the wrong one. Apart from that this pad is smooth, positive,fast and cheap. ***

STING-RAY — LOGIC 3 £13.99
This is a well vile and vaguely gun-shaped



New Zealand Story

fers, however, from an appalling lack of decent sound effects. ***

MEGA LO MANIA **VIRGIN £39.99**
This God-sim cum wargame would've been a classic if only there'd been more of it. The depth of gameplay, which sees the mismatching of technology from the stone age to the post-nuclear era is engrossing. It's just a shame there's not more of it. ***

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 shoot-'em-up action. Awful control system ruins what little gameplay there is. This really is a bag of tosh... **

MICK AND MACK GLOBAL GLADIATORS **VIRGIN £39.99**
A great platform shooter with a dubious ecological tie-in with McDonald's. Great sound, graphics and a brilliant bonus stage. A little more variety and it could've been a classic. Still, it's worth a look. ****

MICRO MACHINES **CODEMASTERS £34.99**
A really simple idea that's been turned into a terrific little racing game. There's not much depth to the gameplay, but who needs it with a great title like this? ****

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. **

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. ****

MUHAMMAD ALI HEAVYWEIGHT BOXING **VIGIN £TBA**
This is how boxing games should be. It's particularly smart in two-player mode where things can get really hectic.The subject won't, however, appeal to everyone. ****

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. ***

MYSTICAL FIGHTER **(Import) £39.99**
A competent beat-'em-up with a lot of rough edges. Not enough moves and hapless enemies make it too simplistic, but it's easy to get into and satisfying. If you're after superior gameplay go for *Streets Of Rage* ***

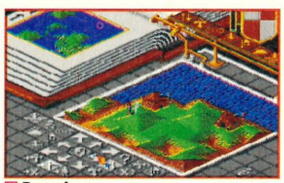
MYSTIC DEFENDER **SEGA £34.99**
Looking for all the world like *Spellcaster* on the Master System, this curious beat-'em-up is quite a good game once you get into it. The visuals are atmospheric and the gameplay is moderatel.y appealing too. ***

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 completely unharmed. Cute-'n'-cuddly platformer with oodles of playability. Awesome. Awesome. Awesome. Awesome (can I go now?). *****

NHLPA HOCKEY '93 **E.A. £39.99**
E.A. Hockey is back, and very swanky it looks too. New moves, new players and more statistics than you can shake a hockey stick at. My fave game of all time – updated. It's blinkin' brill! *****

ONSLAUGHT **BALLISTIC £39.99**
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. Just don't expect it to last too long, thas 'all. Decent enough, but could've offered more. ****



Populous

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 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... ***

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 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 an absolute must for all golfers. *****

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 all its fabulous cartoon sequences, this is another undoubted winner. *****

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! *****

Pit-Fighter

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, subquests and subsubquests, 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. *****

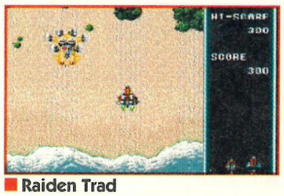
POWERBALL **(Import) £35**
Violent future sport in this *Speedball* clone. Sleek graphics and fast-paced action (with loads of aggro, of course) make it one for those who can't get hold of the much preferred *Speedball 2*. ****

POWERMONGER **E.A.£39.99**
A brilliant and huge God sim with ample variables to tax the mind of a military genius. Slow response time and a tad difficult to"get into" though. ****

PREDATOR 2 **FLYING EDGE £39.99**
Good graphics don't make a good game, and *Predator 2* is a perfect example. The gameplay's boring and the control method is well dodgy. Pretty bad. *

QUACKSHOT **SEGA £39.99**
A nine-levelled running, shooting (and everything) arcade adventure with def graphics and Donald Duck. If you ask me, old Mickey had better start watching his back. Luverly stuff. *****

RAIDEN TRAD **(Import) £40**
Incredibly detailed vertical scroller, with mean parallax scrolling. Aliens do battle over earthy scenery. Hefty power-ups and decent coin-op action. ****



Raiden Trad

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. ***

RBI 4 BASEBALL **(Import) £35**
Baseball has never been an easy sport to convert to video game. This is probably one of the best so far. The graphics are cartoony and there's a good choice of stadiums, but it just doesn't come together in the end. For Major League 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. **

Shadow Of The Beast

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. **

RISKY WOODS **E.A. £39.99**
This is yet another platformer to join the "okay" brigade. Not good, not bad, just incredibly mediocre. There are much better-platformers around for your money. ***

ROAD RASH **E.A. £39.99**
Terrific two-wheeler with brilliant 3D graphics and great animation. Win races, and update your wheels. You can evensmack your opponents off their bikes. *****

ROAD RASH 2 **E.A. £39.99**
They've taken the original *Road Rash* and done the impossible – improved it! Two-player mode, new course, better bikes, and now you can even get revenge on the old rozzers, all of which make this the ultimate racing game for rashers and non-rashers alike! *****

ROLLING THUNDER 2 **(Import) £38**
If secret agents are your thing this is one import from the US worth sniffing down . Huge levels, excellently evil henchmen to waste and loads of weapons to find. The game suffers from poor animation. ****

ROLO TO THE RESCUE **E.A. £39.99**
A truly massive and enjoyable game, flawed only by the lack of a password back-up. Graphics, gameplay and sound are without fault. A fantastic title! ****

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 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 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. ***

SHADOW OF THE BEAST 2 **E.A. £39.99**
A disappointing sequel. It doesn't give you enough to get your teeth into, and forces you to wander around looking for things to do. Very boring and not much fun at all. **

SHINING IN THE DARKNESS **SEGA £44.99**
From the makers of *Dragonquest 3* and *4* comes this fabulous RPG adventure. Startling graphics, supersmooth animation and complex labyrinths to explore. A true classic. *****

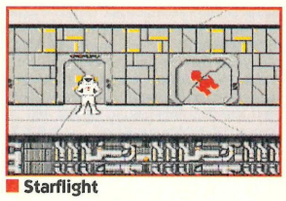
SHOVE IT! THE WAREHOUSE GAME **(Import) £30**
Known as *Boxxle* or *Soko-Ban*, this block-sliding puzzle game doesn't boast special sound or graphics, but the gameplay is wonderfully addictive. A real thinkers' game (so that leaves us lot out of it). ****

THE SIMPSONS **FLYING EDGE £39.99**
Bart versus the space mutants and all hell's breaking loose in Springfield. Not that you'll care much, the sprites are too small and gameplay too dull to get you even remotely interested in this garish platformer. Stick to the cartoon instead. ***

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. ***

SMASH TV **FLYING EDGE £39.99**
One of the biggest arcade games of the past few years finally makes it to the Mega Drive. One of the problems is that it's just too hard, another is that, after a while, it tends to get a tad on the repetitive side. ***

SONIC THE HEDGEHOG **SEGA £34.99**
World famous and rightly so. This is almost certainly the game that has sold more Sega systems than anything else. It's a bit easy and it's looking slightly dated now, but it's still one of the best games you'll ever see. *****



Starflight

EXTRAS FOR THE MASTER SYSTEM

joystick with awkward Buttons, a very poor trigger and an unbelievably inaccurate stick – after all that it sounds good enough to eat, doesn't it? *

STRIKER **BEESHU £19.95**
Buttons are horribly OTT, there's little feedback and the joypad is a nightmare. Selecting diagonals is far too easy, and it's hopeless if you're using it with a game that demands any precision. It also has a useless headphone extension socket. **

THUNDERSTICK **KRAFT £39.99**
The stick travels about three inches in every direction and is hideously unresponsive. *

TURBO TOUCH 360 **HORNBY £20**
A first – namely, a touch-sensitive pad, which Hornby claim will improve your gameplaying . I'm not so sure. The Buttons are awful, the turbo switches tacky and the whole thing is very difficult to get to grips with. Avoid. *

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. The output is crisp and the basslines slamming. They work great with your Walkman too. ****

THE BUG **CHEETAH £14.99**
Shaped like an oversized beetle with two Fire Buttons for "eyes," this micro-switched joystick could answer a few prayers being suitable for both left and right-handers. ****

CAMERICA FREEDOM STICK£39.99
A very large tabletop, infrared jobby. A bit unresponsive. The stiff joystick is tiring on the hands and the 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. By all accounts this is a strong and responsive stick. Go on, go for it! ****

CHEETAH 125+ **CHEETAH £9.99**
Nice Fire Buttons and auto-fire switch, but the whole thing is shoddy to use and look at. *

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. ****

INTRUDER (QUICKSHOT) **£24.99**
This thing is straight out of a *Huey* chopper, with turbo controls and flip-up trigger guards. Some use with flight sims, but too big for games needing fine control. ***

FREEDOM CONNECTION SPECTRAVIDEO **£19.99**
A device that transforms your joystick into a 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*. It's utterly crap really, with the longevity of a teabag under high pressure. **

POWERPLAY CRYSTAL POWERPLAY **£12.99**
Awkward Fire Buttons make good gaming with this stick virtually impossible and its strength could be a problem too. *

QUICKSHOT GAME CONTROLLER QUICKSHOT £8.99
Weird-shaped gadget that looks like the handlebars on a bike. It's a useful shape though and can withstand a pretty intensive bout of gameplaying. *****

RAPID FIRE UNIT **SEGA £5.99**
A handy unit that you can plug directly into your joystick. It gives both Fire Buttons the kind of power that would put even an Uzi 9mm to shame. A great piece of kit 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 cred whatsoever. **

SEGA HANDLE CONTROLLER **SEGA £39.99**
Basically this joystick mimics an aircraft yoke. Sadly, it looks tacky and feels a bit 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. Overall, brilliant VFM and quite cool. ****

SPEEDKING KONIX **£12.99**
A strong and very responsive stick. But the weird design may not be quite everyone's cup of tea. ***

ULTIMATE SUPERSTICK **BEESHU £25.99**
Caters for left and right-handers, has okay dial-a-speed and auto-fire facilities. Feels horribly weak though and looks a sight. **

ZOOMER **BEESHU £39.95**
Another "yoke" stick. And it doesn't really work. Oh well, looks like another stick for the crap bin... *

FOR BOTH MACHINES...

INFRARED JOYPADS **SEGA £34.99**
Say goodbye to the twisted ankles caused by tripping over your joypad leads – simply plug this infrared receiver into your Mega Drive and you can use the joypads up to four metres away from the receiver. Each pad uses four HP 16 batteries and a convenient red bulb lights up when you're about to run out of power. Handy that, innit? ****

CARTRIDGE SOFT PAK **SEGA £7.99**
Yet another cart holdall for the hyper-fashion conscious among you. The Cartridge Soft Pak is made of a tasteful blue and black material and has a sturdy velcro strip to hold your carts in place. It's pretty good really. ****

3D GOGGLES **SEGA £49.99**
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. ***

SONIC THE HEDGEHOG 2 SEGA £39.99
A very fair sequel to *that* legendary game. I personally would have liked more levels, tougher guardians and more of a challengeto get my teeth into. Still, we can't have everything, can we? ****

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 *Space Invaders* brought up to date (nearly). Ancient but addictive gameplay gets an injection of variety with power-ups and colourful visuals. Very playable. Nostalgia freaks will love it! ****

SPEEDBALL 2 VIRGIN £39.99
A future sports sim 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. *****

SPIDER-MAN FLYING EDGE £29.99
Very addictive and tricky version of ol' Spidey. The animation is great and helped along by the 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. **

Super Airwolf

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
A completely unplayable vertical space shooter because of the Japanese "question and response" end-of-level sequence. This is great if you like the first level (and can speak the lingo). *

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. ***

STEEL TALONS TENGEN (Import) £34.99
This helicopter sim has it's roots in the arcades. And while those dedicated machines can chuck the graphics about at speed, the Mega Drive just isn't up to it. The result is sad jerky action and simplistic gameplay. Avoid *

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

Super Monaco G.P.

fare with extremely poor animation, an awful control method, repetitive action and win-in-one-go difficulty. Not so smart, after all. *(It's 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 boastin' sonics. Brilliant gameplay too! What more could a guy or gal possibly want? *****

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 HIGH IMPACT (Import) £39.95
Grid-Iron, but in a lower league than *John Madden's* and *Joe Montana*. Also a lot simpler in the play department, and when you compare it to the two above it really doesn't cut the mustard. **

SUPER H.Q. SEGA (Import) £35
Simple, dated and ludicrously easy! Considering the other brilliant driving games available you'd be bonkers to buy this complete pile of tosh. *

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 KICK-OFF US GOLD £39.99
You wanted a decent football game and you've got one! You'll need patience to get used to controlling the players, but it's more than worth the effort. *****

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
Coin-op conversion let down by tiny graphics. Gameplay is good though, as is the two-player version. ***

SUPER REAL BASKETBALL SEGA £34.99
Detailed close-ups of the action, realistic court views and decent sound. An okay sports sim (great for two). ***

SUPER REAL VOLLEYBALL (Import) £37
Two dimensional graphics plus lame animation make the game look flat. Dull gameplay makes it even flatter.. **

SUPER THUNDERBLADE SEGA £34.99
A spruced-up version, but it's not really 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... ****

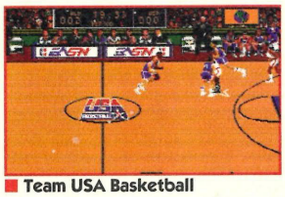
TALESPIN SEGA £39.99
Another Disney platformer, but unfortunately this one's not as strong as some of the others. The graphics just don't have the cutesy, cartoon feel that could've really made the game. Go for *Rolo To The Rescue* instead. ***

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. ****

TEAM USA BASKETBALL E.A. £39.99
Yes, folks, as if there weren't enough basketball games on the market already, E.A. now decide to release yet another. Already available on import as *Bulls Vs Lakers*, this one is better than most – I suppose. ***

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. ***

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. ****


Team USA Basketball

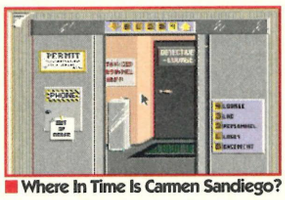
TERMINATOR 2 FLYING EDGE £39.99
Flying Edge have done a very good job of converting the complex arcade game into a 16-bit format. It works better with the Menacer, but it's still a corker with the joypad. ****

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 enough to keep you at it. ****

TETRIS Deleted
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. Unfortunately it's not actually available anymore, but check out the Small Ads section, 'cos it's one to look out for. *****

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. ****


Where In Time Is Carmen Sandiego?

THUNDERFORCE 4 TECHNOSOFT £34.95
The fourth in the series, and the best so far. Tons of graphically gorgeous levels and a huge challenge. Truly toastin'! *****

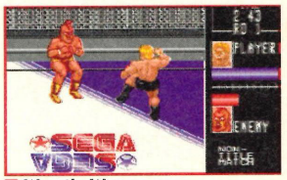
TIGER HELI (Import) £35
Vertically-scrolling coin-op conversion, with loadsa choppers, planes and tanks. Good visuals and that indefinable something that'll keep you coming back. Try it. ****

TOEJAM AND EARL SEGA £39.99
Help the two slammin' aliens of the title rebuild their spaceship so they can escape from the most funked out planet in the galaxy – Earth! It's the stompingly crazy two-player action that lifts this game way 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 on Earth 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.



Wrestle War

Driving games can be great fun. But unfortunatel, 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've seen before. ***

TWINKLE TALE (Import) £34.99
A game very much in the *Elemental Master* mould. Not as good though. Actually, to tell the truth, it's a bit boring. **

TWISTED FLIPPER E.A. £39.99
A fairly decent pinball game boasting excellent tunes and good graphics, but a poor rival to *Dragon's Fury*. Also called *Crue Ball*. ***

ULTIMATE TIGER (Import) £37
Oh dear, how sad. 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... ***

UNIVERSAL SOLDIER ACCOLADE £34.99
Turrican for '93. An updated and vastly improved version of an old old crinkly. It's got nothing at all to do with *Universal Soldier*, but who cares? It's an absolutely superb title anyway. *****

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

World Cup Italia '90

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 of these little gadgets.

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 give you a full day's worth of solid gameplaying – er, and that's quite a bit really when you come to think about it. *

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 (you'll just have to cut down on those cigarettes now, won't you?). It's great if you're on a long journey in the old motor – and saves on the cost of your normal batteries too (and let's face it that's always a problem with the Gear). *

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, but it does enlarge the handheld's tiny display *reasonably* well. ***

MASTER SYSTEM ADAPTER £34.99
Extend your choice of games with this mean little gizmo which let's you play any Master System game on your own handheld. For the price it's a real bargain! Check out your local Sega dealer for more 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. Dead useful or what? ***

WIDE GEAR SEGA £14.99
Save your eyesight with this doobrie from Sega. The Wide Gear 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! Okay, at just under £15, the Wide Gear is pretty expensive for what it is, but the improvements made to the display are worth checking out. It's certainly a helluva lot better than the Beeshu Magnifier any road ... ****

STRANGER THINGS HAVE HAPPENED

8-BIT PRO CARTRIDGES AROUND £35
Datel Electronics the company responsible for the brilliant Action Replay carts on the Mega Drive have confirmed that they are indeed currently working on the two 8-bit counterparts. So, it looks like Master System and Game Gear owners will soon be able to hack into their fave games and cheat like there's no tomorrow – yeesss. We'll keep you posted about release dates.

GRAVIS SPECTRAVIDEO AROUND £40
This tabletop stick looks well impressive and could be just the jobbie to give you that authentic arcade feel.

It boasts adjustable stick tension, th independent Fire Buttons, a foam-covered stick and comes in either a black or a transparent casing. We'll keep you posted about any developments.

JET RANGE PRODUCT 2000 LTD
There are going to be a couple of Sega compatible models in this new range of joysticks from Product 2000 Ltd: the Megajet and the Superjet. And you can bet the *Sega Power* crew'll be reviewing them just as soon as we get our gruby mitts on the pair. Until then, you'll just have to save up your dosh in anticipation, won't you?

MEGA-MOUSE £TBA
Sega's latest gizmo is a mouse – Eek, eek! *(No not that sort of mouse, you fool – Andy)* The Mega-Mouse will be just like those used with the more "serious" computers such as the Amiga.

It's likely to come into it's own with icon controlled games such as *PowerMonger* and *Populous* where precise, accurate and speedy control is of the utmost importance. You can count on us to bring you the full SP as soon as we can.

MEGAPLAY TO BE ANNOUNCED
This has got to be the ultimate device for couch-potatoes, 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.

No-more having to get up out of your chair to change the carts over – not only will that save you energy it'll also maximise your playing time!

Could be good, but no there'srelease date yet, so don't hold your breath.

SEVEN BUTTON JOYPAD SEGA £TBA
This Joypad has six "regular" Buttons plus an additional "mode" Button. It's smaller than the standard Sega joypad. They have apparently, cleverly overcome the usual problem of Button "overcrowding" by making the X Y and Z Buttons taller than the A B and C Buttons. It all sounds very interesting, and you can be sure we'll be investigating it as soon as we possibly can.

Zero Wing

and help out when things get dodgy. This really is one hell of a quality slash-'em-up. Buy this or perish! ****

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 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 . Sadly, there are only four scenarios, the graphics are crap and the control system is poor. Maybe this is what they mean by the fall of the Holy Roman Empire. ***

WARRIOR OF ROME 2 (Import) £40
An improvement on the first title. There's loads of strategy, bags of options and menus, and some edge of the seat gameplay. On the other hand, if you're not into grey matter strategy games you'll probably find this as title boring as hell. ***

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... ****

Zoom

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 Master System 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 erratic, but nonetheless quite splendid, golfing simulation. It's better played against a friend, because it's just far too frustrating against the console. ****

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. **

WORLD OF ILLUSIONS SEGA £39.99
The Mickey and Donald saga continues. This time, however, they're in the same game! Beautiful graphics – like you've come to expect – and great attention to detail. It's too easy, but just playing it is a dream. ****

WRESTLE WAR SEGA £34.99
With loads of moves, some nicely detailed characters and lots of dynamic animation, this game is particularly recommended to fans of the, er, sport. Other people should steer well clear. ***

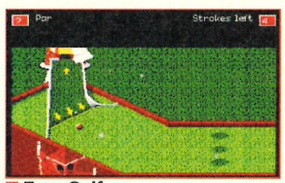
WWF SUPER WRESTLEMANIA FLYING EDGE £39.99
Hmm, this is certainly the best wrestling game on the Mega Drive to date, but it hasn't really got much in the way of competition, has it? Lots of nice digitised graphics and moves, but I can't help feeling that it's really a load of tosh... **

XENON 2 VIRGIN £34.99
Sequel to the extremely 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 very 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. **

Y'S 3 (Import) £44.99
Standard role playing adventuring. The gameplay is quite frustrating and the graphics are fairly mediocre. If RPG's are your thing, try the fabulous *Shining In The Darkness* instead. ***

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. **



Zany Golf

ZERO WING SEGA £39.95
Toaplan provide their most polished and fantastic horizontal blaster to date with *Zero Wing.* Tight scenics and lovely sprites make it a brilliant visual treat and the sonics are great too. Not quite a *Hellfire* beater, but pretty damn 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 it's still nothing special. ***

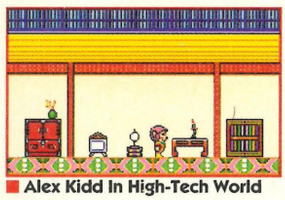
ACE OF ACES SEGA £32.99
Load of trash that falls short between a simulation and an arcade. Ghastly graphics and really crap gameplay make this even nastier than Kelly Le Brock's taste in aftershave. Yuk! *

ACTION FIGHTER SEGA £12.99
There are loads of excellent vertical scrollers, but this isn't one of them. Put it near the bottom of the list for this genre. 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. The graphics prove to be the games biggest asset. It's surprisingly good to look at, with speedy visuals and plenty of movement. It just goes on a bit, that's all. **

Alex Kidd And The Lost Stars



Alex Kidd In High-Tech World

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 – and pig's might fly. **

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 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. ****

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... *

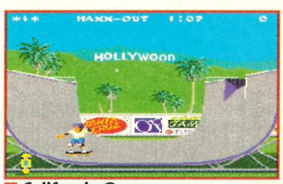
ALIEN 3 FLYING EDGE £34.99
An okay version of the Mega Drive game, but still lacking in the graphic and sound departments. It's also a helluva lot easier than its 16-bit rival. ***

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. Tough enough to throw down the gauntlet to die-hard blasting fans. ****

ALTERED BEAST SEGA £29.99
Four levels of 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 – especially if you're miles better than your best mate and can thrash him into the ground. ***



California Games

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
Another quantum leap backwards for ideas, this time from Virgin. Three 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 CART SEGA £29.99
Neat little dual game cart with vertically-scrolling shoot-'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
Go ahead punk make my day! 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 oodles of gun-smoke plus bright and jolly visuals. ***

BASKETBALL NIGHTMARE SEGA £29.99
Wierd title, eh? Well, this bizzare game is essentially a basketball sim played by monsters. What else did you think it was about? Good close-ups of shots and very enjoyable in two-player mode. Nightmare league is far too easy for solo players though. ***

BATTLE OUT RUN SEGA £29.99
This one goes up against Taito's *Chase H.Q.* and wins by a bumper. This game gives you ultra fast road racing with some crunchingly mean demolition derbying thrown in for good measure. Adrenalin glands at the ready, folks, this is it! ****

Bubble Bobble

BACK TO THE FUTURE 2 IMAGE WORKS £29.99
Oh no, please, this really isn't worth wasting space, time and energy on. Suffice to say, this game'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. *

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 from an evil witch *(What again? – Andy).* A hectic but enjoyable version of the arcade hit with a fun simultaneous two-player mode. ****

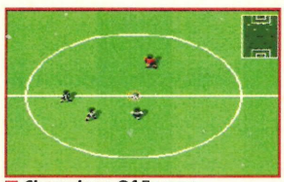
CALIFORNIA GAMES SEGA £29.99
The first and still the best *Games* game of the series, featuring all the usual beach-bum pastimes: skateboard, roller skate, foot bag, surfing, frisbee and BMX riding. All events are beautifully portrayed, especially the stunning surf-up! *****

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! *****

Castle Of Illusion



Champions Of Europe

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. 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! **

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 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 (great if you've got a week and ten quid to spare). **

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. **

FANTASY ZONE SEGA £12.99
The best *Defender*-style horizontal scroller on the Master System to date. Bright, colourful, tense and unusual, with great end-of-level bosses and valuable power-up shops. At the price, it's great value for money. *****

FANTASY ZONE 2 SEGA £24.99
This is pretty 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. Okay, so it's not as cheap as the first, but 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. ***

Dynamite Dux

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. This is a well flash title which plays fine too. Yep, this one's definitely worth a look. ****

FORGOTTEN WORLDS SEGA £34.99
Stunning shoot-'em-up conversion ruined by the lack of a two-player option and an over-easy mission. Suitable for newcomers, but otherwise steer 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. ***

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! ****

GEORGE FOREMAN'S KO BOXING FLYING EDGE £29.99
AAAARGHH! It's the game from Hell! How could Flying Edge release this pap – or Sega approve it for that matter? This is awful on a grand scale. Buy it and all your friends will laugh at you and call you silly names. *

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 which 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
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 simulation which features overhead views rather than a 3D perspective of the course. It's fast and unfussy too. The soundtrack is appalling though so get yer Walkman out and listen to that instead. Remember, you have been warned. ****

E.S.W.A.T.

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 there again, 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 yet more American Football. It's got some tough competition from *American Pro Football*, and is left wanting: There are very few tactical plays, a 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 arcade handlebars! Fast road racer, which although lacking in visuals it makes up for the deficit with sheer exhilaration and speed – it's quite spectacular to play. Entertaining and pretty much timeless. Previously available on card. ****

Gain Ground

HANG ON/ ASTRO WARRIOR COMBO CART 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. ****

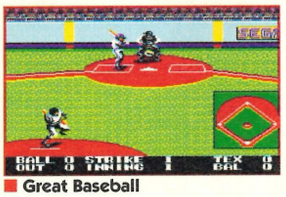
HANG ON/ SAFARI HUNT COMBO CART SEGA (Not applicable)
This game came bundled free with early Master System bundles. You've got a choice between a tense road racer or one of the better Light Phaser pot-shotters. If you're a new owner, you could do worse than try your luck with this bargain cart. ****

HEAVYWEIGHT CHAMPIONSHIP BOXING SEGA £24.99
Fisticuffs á la *Final Blow* (also known as *Buster Douglas Boxing* in the States). Big, meaty sprites but lacking good animation. Fine for two players. ***

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 where you help Indy recover the Holy Grail. 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... *****

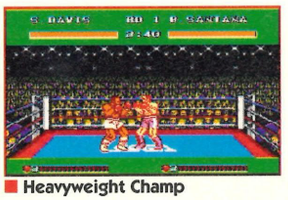
JOE MONTANA FOOTBALL SEGA £29.99
Yet another American footy game. A lacklustre sports simulation overshadowed by *American Pro Football* in all departments. This game is heavily flawed by the lack of varied play calls, especially in defence. ***


Great Baseball

KENSEIDEN SEGA £29.99
Pretty oriental slice-'em-up. The main character is fairly slow and unresponsive, but there's a lot of game here. It could be worth a look.. ****

KLAX SEGA £24.99
Become what amounts to a 3D brickie with this puzzler from Domark. Coloured tiles come along at a helluva belt and you must arrange them correctly in order to earn loads of megapoints. Braintaxing fun, but nothing spectacular. If puzzles are your thang, then go for it. ***

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. ****


Heavyweight Champ

LEMMINGS SEGA £29.99
Considering the limitations of the machine, this is a fantastic conversion. 100 levels of brain-enhancing frolics as you desperately try to save the hapless rodents. One of the better games to ask for. ****

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. ***

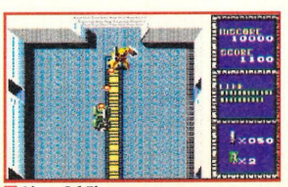
THE LUCKY DIME CAPER SEGA £29.99
This platform adventure romp has it all: superlative graphics and literally tons to see and do. With seven levels to explore, superhero Donald Duck himself and a host of other Disney characters to interact with, you really have your work cut out for you too. Piggin' good game, this... *****

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/ TRAPSHOOTING/ SAFARI HUNT COMBO CART SEGA Not applicable
Once upon a time, this combo cart came free with the Light Phaser. This package includes three shooting games – the best of which is *Safari Hunt*. There's 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 players will absolutely love this version. 3D and 2D views, plus loads of options: set up moves and so on. Quite simply a superb cart. *****


Line Of Fire

MASTER OF DARKNESS SEGA £29.99
A fair attempt at a platformer in the *Ninja Gaiden* mould. Like most games nowadays though, it's not that original – and it's too short. Ho hum... ***

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... **

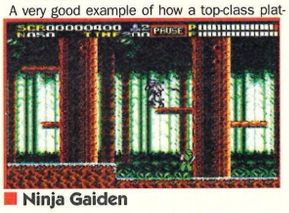
MONOPOLY SEGA £29.99
Classic boardgaming on your Master System. Includes an option for up to ten players to participate – plus battery back-up. The graphics and sound are below par, but the gameplay is where it's at. ****

MOONWALKER SEGA £29.99
Old Wacko Jacko gets pixelised for this odd-ball platform beat-'em-up, where you defeat baddies with fatal dance moves. Weird, or what? Hmm, that's exactly what we thought too. It has to be said, Michael looks better than he sounds (well, that makes a change) in this rather repetitive title. ***

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 brill two-player mode. Lots of fun. ****

MY HERO SEGA £17.99
Knife-throwing, gut-punching horizontal scroller. The cartoon graphics are an eyesore, but the ninja action's pretty decent. Bit pricey in its current cart format. ***

NEW ZEALAND STORY TECMAGIK £34.99
A very good example of how a top-class platform game should be done. ****


Ninja Gaiden

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. ***

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! Not only is it smooth and *very* playable, it also brings back good memories. ****

Paperboy

PAPERBOY SEGA £29.99
Guide your paperboy through diagonally scrolling suburbia of runaway lawnmowers and hurl newspapers into the correct houses. Beautifully converted. ****

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. *****

PIT-FIGHTER DOMARK £32.99
It was a bad idea from the start really, I mean, *Pit-Fighter* was never really designed for the 8-bit systems – and it shows. The graphics are small and badly defined, and the gameplay is repetitive and slow. Even if you're a big fan of the original you'll probably hate this sad effort. **

POPULOUS TECMAGIK £34.99
Unbelievably good rendition of the God game that launched a thousand clones. Wreak havoc (floods, volcanoes and so on) upon the enemy population in order to defeat the opposing deity. 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 which will keep you on your toes all the way to the end. A real milestone in 8-bit graphics. Superb! *****

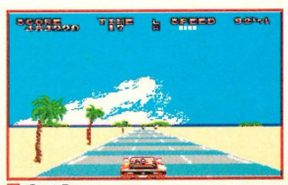
PRO WRESTLING SEGA £24.99
Have a solo bout or join a chum in a team. Wrestling is better than boxing (it offers you more moves) but this sim falls short on lastability. Briefly entertaining. ***

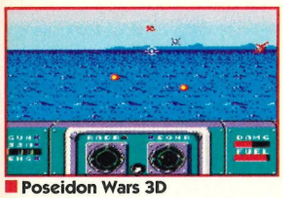
PSYCHIC WORLD SEGA £29.99
Scrolling platform arcade adventure across five stages with mid and end-of-level bosses. The "psychic" bit involves telekinetic powers. Nothing special. ***

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
Bland looking title, but it has everything to offer in the two-player addictiveness stakes. 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 ingredi-


Out Run



Poseidon Wars 3D

ents, but only half bakes them – and that takes away a lot of the fun. Playable, but lacks the vital spark that made the original so much fun. For big fans only... ***

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
You and a buddy control a giant werewolf, ape or lizard and must smash up all the on-screen 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 Master System to date – and 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
This really is one of the better shoot-'em-ups for the 8-bit. It offers 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. Unfortunately it has rather naff sounds. ****

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! *****

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. *****

Shanghai

SHOOTING GALLERY SEGA £24.99
Strictly for Light Phaser owners, it presents a series of animated targets just asking to be plugged! Plenty of variety in the visuals – and a few nice effects (like the backdrops falling apart as you progress). ****

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. ****

SMASH TV FLYING EDGE £29.99
Slightly easier than the impossible Mega Drive version, but the graphics are really awful (pass the sick bag) and the firing is mostly hit and miss. Not really much skill involved in this, I'm afraid. **

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. *****

SONIC THE HEDGEHOG 2 SEGA £34.99
The supersonic hog returns! And it's guaranteed to be a best-seller. The levels are bigger, they're crammed with secret rooms – and it's even faster than the original. An amazing piece of programming. Still a tad too easy, but who cares when a game's this much fun? *****

SCI SEGA £29.99
Short for *Special Criminal Investigations,* this is basically *Chase HQ* on the Master System. Not bad and even quite addictive for a while, but it's a bit on the slow side, and this badly cramps the long-term interest. ***

SPACE GUN SEGA £29.99
Good to see a new Phaser title – and this one isn't half bad. The graphics are better than most and it's jolly good fun with the Gun (although it does get a bit repetitive). The attraction isn't quite so big if you're playing with the joypad, but it's definitely a must for Phaser owners. ***

SPACE HARRIER SEGA £29.99

Space Harrier

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). ****

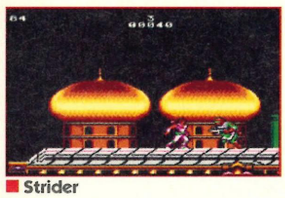
SPEEDBALL SEGA £29.99
Violent future sports are all the rage at the moment and this very attractive game started it all off. A cross between rugby and rollerball, the gameplay is superb for two players, with a league providing the challenge for the solitary gamer. Yep, this game's definitely worth every 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 certainly 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 though? – That's what I really want to know.) **

SPORTS PAD FOOTBALL SEGA Deleted
Great football but, unfortunately, requires the Sega Sports Pad. A great deal 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 on the spilt-screen as you collect booby traps, outwit your adversary and head for the airport. Great fun in two-player mode. ***



Strider

STRIDER SEGA £29.99
As acrobatic hero, Hiryu, you must save the world in this scrolling platform-cum-beat-'em-up game. It looks good but it fails to offer any long-term challenge. ****

STRIDER 2 US GOLD £TBA
This game looks great, but it's so unforgiving in the gameplay that you won't finsh it. Go for the original instead. It's much better. **

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 for my liking. Play it and see... ***

SUMMER GAMES SEGA £29.99
This is a multi-player sequel to *World Games.* Nicely animated sports featuring pole vault, high diving, gymnastics, swimming and sprinting. The limited action relies heavily on strict joystick moves and the novelty of having a heavy gold weight slung around your neck soon wears off. **

SUPER KICK-OFF US GOLD £34.99
At last! An English footy game for the Master System which has every feature you could possibly ask for. Overhead views of the pitch, great graphics and intelligent gameplay (referees and so on). This is a right scorcher. *****

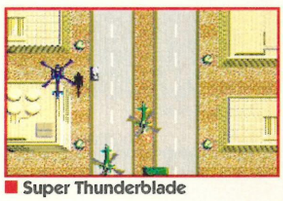
SUPER MONACO G.P. SEGA £29.99
With dual viewscreens, two players can race head-to-head in this quality conversion. It's fun, but the cars don't handle very well, and you won't see much scenery as you're pegging it around the course. Shame. ***

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 MS – 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. *****

TAZ MANIA SEGA £29.99
The main problem is that so much has been cut from the original 16-bit game, that you're left with just a standard platform game. Shame really... ***



Super Thunderblade

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
Calling all Andre Agassis! Simply the best tennis game you can get for the Master System. Two-player modes, singles, doubles, tournaments – the lot. Recommended to absolutely everyone – whether you're a major tennis fan or not. ****

TERMINATOR VIRGIN £29.99
Pretty average platformer. There's enough action for diehards and good gameplay too, but the sound's awful and there simply aren't enough levels. Far 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. ***

TOM AND JERRY SEGA £29.99
Some good graphics help make this look – initially – very attractive, but after only a few plays, it gets incredibly boring. Then you realise that the game is really a huge crock! What a disappointment! **

TRANSBOT SEGA £9.99
Tedious and boring horizontally scrolling shooter, with a few puny power-ups. The game doesn't seem to have an end and is a lot more "bot" than "trans!" *

TRIVIAL PURSUIT DOMARK £32.99
Not everyone's idea of a fun game, but perfect for those nights when you've got your friends round. Squillions of questions and loads of humour. Excellent! ***

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
Horizontally-scrolling street beat-'em-up with a highly oriental flavour. Fists and feet start flying as the battle heats up. Grows tepid all too soon though. ***

Wanted

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 desperately needs more levels. ***

WIMBLEDON SEGA £29.99
Not the best sport in the world, but this is a brilliant simulation nonetheless. Loads of different play options (singles, doubles, tournaments, clay or lawn courts...). And, more importantly, it's damn good fun too. ****

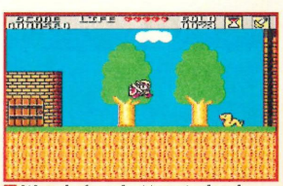
WONDERBOY SEGA £24.99
Archaic scrolling jump-'n'-shoot game. Terrific conversion with lots of playability, but getting a bit long in the tooth: few frills, not many thrills and takes too long to get to the meat of the action. ***

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. ****

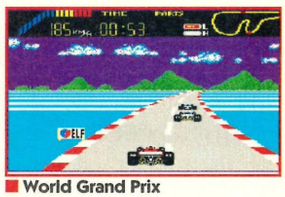
WONDERBOY 3 THE DRAGON'S TRAP SEGA £29.99
Wonderboy comes of age in this astonishing arcade adventure. Gorgeous graphics, brilliant puzzles, hidden rooms and a huge playing area. The best of the series and definitely a must buy. *****

WONDERBOY 3 IN MONSTERWORLD SEGA £32.99
Another *Wonderboy* game, and while some mags might rave about this latest version, I'm afraid I cannot. Yeah, okay, so the graphics are well done, but look at the gameplay! Far too simplistic. **

WOODY POP Deleted
This ancient *Arkanoid* clone has just resurfaced on the Game Gear. Cutesy characters, piles of power-ups and nicely designed screens. This game's claim to fame is that it's the only one ever made for Sega's ill-fated Paddle Control. Only available on card, which tells you its age. ****



Wonderboy In Monsterland



World Grand Prix

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 while your changing your clubs around. It lacks options, but in multi-player mode it's heaps of fun! ****

WORLD CUP ITALIA '90 SEGA £24.99
This soccer simulation viewed from above just missed the whole competition when released. And good job too! This is best viewed from a long way off. **

WORLD GRAND PRIX SEGA £12.99
This five year-oldfirst class racer is still as good as ever – and stands up well to its more recent competitors too. Standard 3D road update and view-behind-the-car visuals, but it can still get the pulse pounding! ****

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 *Italia '90* a pummelling. ***

XENON 2 VIRGIN £24.99
Tricky and tough aliens make for a real challenge in this fabulous vertically-scrolling shoot-'em-up. It's not quite a "classic" game for the Master System, but it still manages to offer plenty of engaging and enthralling action to keep you (and your mates) on the edge of your seats. ****

Y'S THE VANISHED OMENS SEGA £32.99
This RPG boasts large scrolling maps and a variety of puzzles and plots to keep you glued to your screen. If you've finished the *PS* series, check it out ****

ZILLION SEGA £24.99
Expansive *Impossible Mission*-style explore-'n'-shoot. Plenty to do with nice looking graphics, but absolutely awful control method *(Not unlike Deans car taking a bend on an icy road – Dan)* which completely ruins what gameplay there is... ****

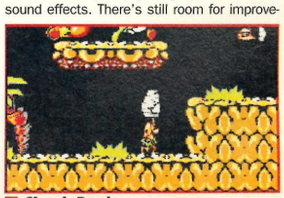
ZILLION 2 TRI FORMATION SEGA £24.99
Sequel to *Zillion* which misses the point entirely. This drab scrolling shoot-'em-up is repetitive and ultimately unrewarding. **

AERIAL ASSAULT SEGA £27.99
Some quite nice graphics in this rather plain blast-'em-up, but the gameplay is sooooo dodgy, it's just not worth telling you about it. The enemies are very dull and absolutely no threat. A very sad and boring game. *

ALIEN SYNDROME SEGA 29.99
This title is okay as far as it goes. The gameplay is fine but unfortunately, you'll probably finish it in a couple of hours. This is a severe waste of money. **

AXE BATTLER SEGA £29.99
This arcade adventure is a *Golden Axe* spin-off. The inclusion of the puzzle elements makes it ultimately more challenging than the original game. It's also better than the *Golden Axe Warrior* on the MS. Not a bad title if this is your type of thing. ***

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 improve-



Chuck Rock

Sonic The Hedgehog

ment in the gameplay, however, and the strange display doesn't help much. As always though, the two-player mode really lifts things up. On your own, you might as well pack up and go home. ***

CASTLE OF ILLUSION SEGA £24.99
Mickey Mouse in all his glory, with superb gameplay, pretty backdrops and a cracking soundtrack – it may be getting old, but this is still a fun game. There is a major problem though: the tiny display makes this fiddly game all the more tricky to play on the handheld. If you can put up with that though, it's good fun. ****

THE CHESSMASTER SEGA £24.99
Oodles and oodles of chess. Well, c'mon what did you expect? You can't go wrong with a version as stonkingly good as this. Excellent graphics, some decent digitised speech and loads of chess. There's enough here to keep a russian shop queue quiet. Er, yes. *****

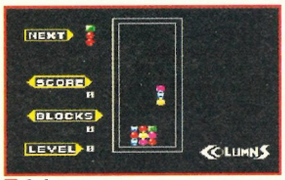
CHUCK ROCK SEGA £27.99
A standard platformer with a couple of satisfying puzzle elements thrown in for good measure. Essentially it's the same as the Master System version except it's not as good. The controls are tricky and on the whole it's too unforgiving in the gameplay department. Go for *The Lucky Dime Caper* instead. **

COLUMNS SEGA £19.99
A fun puzzler with *Tetris* gamestyle and *Dr Mario* gameplay. Drop the columns of coloured jewels and get three-in-a-row. Mindlessly addictive you'll be glad to hear and it offers a great Gear-to-Gear two-player option so you can challenge a mate. ****

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. *****

DEVILISH SEGA £24.99
A good attempt at a cross between *Arkanoid* and pinball. Unfortunately, the game isn't that addictive and it ultimately fails. Good fun, but there's no lasting appeal. ***

DRAGON CRYSTAL SEGA £24.99
Role-playing arcade adventure featuring mazy pathways revealed only upon exploration. This good idea is marred by continual dead ends and the retracing of steps grows tiresome to say the least. Poor "statistical" combat hammers the final nail in the coffin of tedious gameplay. **



Columns

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 miles better value for money. **

GEORGE FOREMAN'S KO BOXING FLYING EDGE £27.99
One of the worst games around for your handheld. There's very little skill involved – basically, just smack away and hope for the best. I don't know about George Foreman's boxing, this game's more akin to George Formby's ukelele strumming. Very sad indeed. *

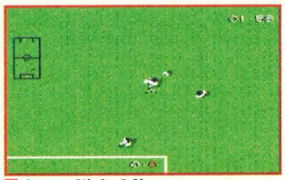
HALLEY WARS SEGA £24.99
Taito's vertically-scrolling shoot-'em-up isn't anything really innovative, but in the vein of the coin-op, it's still a damn good blast. Enough variety to stifle yawns and more than enough action. Worth trying out if this is your kinda thing. ****

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. ***

Space Harrier

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... *****



Super Kick-Off

LEMMINGS SEGA £27.99
Now Game Gear owners get their chance to save the suicidal rodents as the cult puzzle game makes it to the handheld. Everybody may have scoffed most heartily at the thought of it, but Probe have produced a blinder of a version. ****

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. ****

PAC-MAN (Import) £20
The famous lemon is back! Pac-Man returns to chomp his way through the blue maze while avoiding the colourful ghosts . Love it or loathe it, this still remains a brilliant conversion of the coin-op, with graphics and sound effects straight from the original. Lovely stuff. *****

G-Loc

Psychic World

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. 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 boring in the long run. ***

GG SHINOBI SEGA £24.99
First dedicated Game Gear title, and what a 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. *****

SHINOBI 2 SEGA £27.99
The *Shinobi* legend continues with the inevitable sequel. Big levels and very tough bosses provide plenty of quality gameplay, but it's still easier than the original. Having said that, it's one mighty fine game. ****

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 unfortunately, there's no two-player mode and far, 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. *****

Ninja Gaiden

SONIC THE HEDGEHOG 2 SEGA £27.99
The Game Gear comes good again. The 8-bit version of *Sonic 2* was (in my opinion) always better than the 16-bit version – and this is even better than the MS title! The game is virtually identical, but the guardians are tougher. *The* best cart on any handheld – *no* arguments! *****

SPACE HARRIER SEGA £24.99
Ignore the scenario, it's a load of tosh. Just play the game. 3D action as you pilot your jet-bike 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. ****

STREETS OF RAGE SEGA £29.99
The Number One beat-'em-up makes it to the Game Gear – and damn good it looks too. The graphics are obviously not quite as sharp as the original, but all the levels and special moves have been included. If you've seen the Mega Drive version and you liked it, then you're gonna love this. It's gotta two-player mode too! ****

Sonic The Hedgehog 2

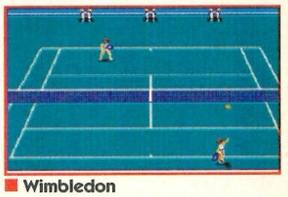
SUPER KICK-OFF US GOLD £27.99
This Master System classic works brilliantly on the Game Gear and has all the features of its bigger counterpart. Excellent footy gameplay and loads and loads of definable options. Great graphics too. A must buy for football and non-footballing fans alike! *****

Spider-Man

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. You've been warned... **

SUPER OFF-ROAD RACER VIRGIN £24.99
A perfect conversion of an excellent coin-op. The Game Gear copes extremely well with the small graphics, and if you have a Gear to Gear cable, two of you can play. It's without a doubt the best racing game on the Game Gear – at present! ****

TAZ MANIA SEGA £29.99
A good example of a bad Mega Drive to Game Gear conversion. The game loses all of its character, most of the enemies and a whole lot of its charm. With *Sonic 2* vying for your cash, there's really only one platformer to choose from right now. **



Wimbledon

TERMINATOR VIRGIN £TBA
It's hard trying to imagine anyone squeezing the whole of Arnie onto the small Game Gear screen, but that's exactly what Virgin have done. Much better in the gameplay department than the Mega Drive version and very nearly a classic. ****

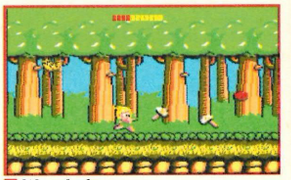
WIMBLEDON SEGA £29.99
The best tennis game for the Game Gear (let's face it, it's the *only* tennis game for the Game Gear at the moment). Fast, frantic and furious. There's a password feature so you can build up the strength of your particular tennis ace over the various tournaments. An absolutely essential buy for all tennis fans. Only one problem – you can't argue with the umpire. Ah well, you can't have everything, I suppose. ****

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. It's okay I suppose, but there are plenty of much better handheld titles around – just look at 'em – *The Lucky Dime Caper* and *Sonic The Hedgehog 1 and 2* to name but three. **

WONDERBOY: THE DRAGON'S TRAP SEGA £29.99
This has got to be a joke! Very slow, very boring and pretty crap as well. Believe me, you'll be much better off buying *Castle Of Illusion* or *Sonic 2*. In fact anything would be better than this pile of tosh! **

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 really more of the same, but updated. A cute clone with its own very unique style. Limited level select, with piles of power-ups and distinctive graphics make this by far the best of its type so far. It's very difficult but worth it. ****

WORLD CLASS LEADERBOARD SEGA £24.99
This is a wonderfully playable golf simulation boasting four courses and 72 holes. Realistic three dimensional 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 try to get around in as few strokes as possible. Fun for golfers and non-golfers alike, but a Save Game feature would've been nice. ****



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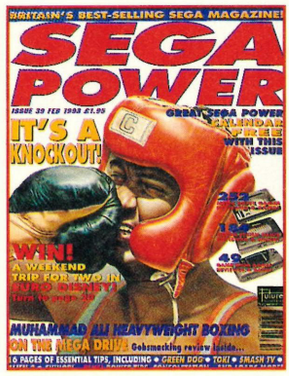

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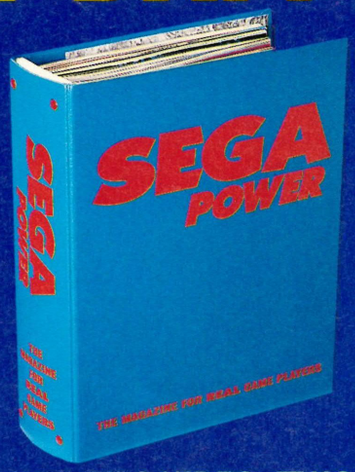

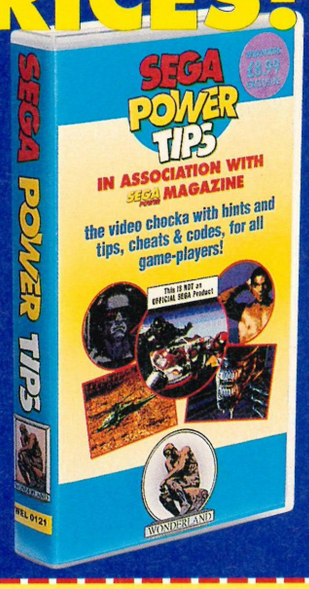

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THE UNLIKELY ADVENTURES OF CAPTAIN AGES AND HIS PAL REWOP IN ELSEWHERE

PART TWO

ART PAUL KIDBY LETTERING MARYANNE SCRIPT MATT

THE STORY SO FAR
CAPTAIN AGES AND REWOP HAVE BEEN ASKED BY A DIMENSION DIRECTOR CALLED PRAETOR TO SAVE THE UNIVERSE! WOW!

WHICH IS FINE - FOR HIM. THE PROBLEM IS, I WORK FOR THE GUY! AND Y'KNOW WHAT? I'VE GOT A HORRIBLE FEELING ABOUT THIS...

ONCE YOU STOP CARING WHETHER YOU LIVE OR DIE, YOU CAN CAN DO ANYTHING...

CAPTAIN AGES HASN'T GIVEN UP ON LIFE, BUT SO MANY WEIRD THINGS HAVE HAPPENED LATELY HE'S STOPPED TAKING LIFE SO SERIOUSLY... THAT'S WHY, WHEN A MYSTERIOUS OLD MAN ASKS HIM TO SAVE THE MULTIVERSE, HE DOESN'T TURN AROUND AND RUN LIKE YOU OR I. HE STANDS PROUD 'N' TALL AND SAYS:

OKAY, PRAETOR WHERE DO I START?

WHAT YOU HAVE TO DO, CAPTAIN, IS COLLECT THESE CRYSTALS OF POWER. IT WON'T BE EASY - THEY'RE DOTTED AROUND THE MULTIVERSE ON MANY DIFFERENT WORLDS AND IN MANY DIFFERENT TIMES!

THIS IS DEFINITELY GOING TO GO HORRIBLY WRONG. I KNOW IT!

YOUR PET IS STARTING TO ANNOY ME, CAPTAIN

DON'T MIND HIM. HE ALWAYS GETS GROUCHY AFTER TELEPORTING SOMEWHERE.

THEN HE'S ABOUT TO GET GROUCHY AGAIN! KELLY WILL GO WITH YOU - SHE'LL SHOW YOU WHERE TO LOOK. GOOD LUCK - AND GODSPEED!

THEN THERE WAS THAT BLEEDIN' WHITE LIGHT AGAIN - AND THE PAIN...

WHERE ARE WE?

WE'RE ON WAYNE'S WORLD IN THE GREAT DELTAPHON SYSTEM, PARALLEL 303.

WAYNE'S WORLD?

THE PEOPLE HERE, THEY'RE VERY IMITATIVE. THEY'VE BASED THEIR WHOLE CULTURE ON TAPES OF ANCIENT MOVIES, CAPTAIN. YOU'LL SEE. BUT FIRST, LET'S FIND THE CRYSTAL. IT'S ROUND HERE SOMEWHERE...

LOOK, CAP! HORSES COMING THIS WAY!

BUT THEY WEREN'T HORSES - NOT QUITE...

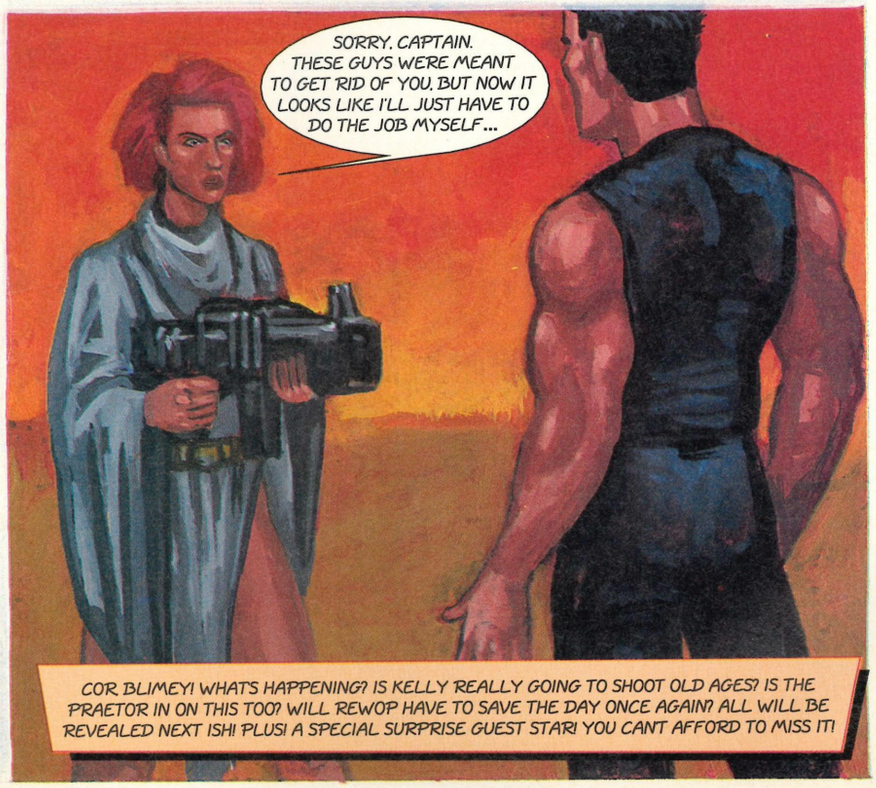
YOU THE NEW MARSHAL?

THE PEOPLE HERE WERE CALLED SAURONS... THEY WERE LIZARD-CREATURES WHO'D BEEN BROUGHT UP TO THINK THEY WERE MEN. IT WAS ONLY WHEN THEY STOPPED 'N' SPOKE TO THE CAPTAIN THAT WE ALL LEARNED WHY THEY CALLED THIS DARK PLACE WAYNE'S WORLD...

I'M A CAPTAIN ACTUALLY... CAPTAIN AGES!
CAPTAIN AGES OF THE "YOO ESS" CAVALRY?
NO. CAPTAIN AGES OF – WELL, ALL OVER REALLY!
TO BE HONEST, PARDNER, I'M NOT BOTHERED WHAT YOU'RE CAPTAIN OF - I WAS JURST TRYIN' TO BE CIVIL.
WE'RE BANDITS. Y'SEE – THE COMANCHERO GANG – AND WE'RE GONNA KILL YOU WHOEVER YOU ARE. WHAT D'YOU SAY TO THAT, CAP'N?
THAT'LL BE THE DAY. NOW GET OFF YOUR HORSE AND DRINK YOUR MILK!

SO WE HAD A FIGHT... THE BANDITS WERE ARMED WITH AN OLD COLT SIX-SHOOTER AND WINCHESTER RIFLES...
...BUT CAPTAIN AGES HAD A MADISON K68 VARIABLE CARTRIDGE BLASTER – AND I'D GOT THE LS400 PLASMA RIFLE I'D HALF-INCHED FROM NINJA TENDO HIMSELF!
NO CONTEST...

AND KELLY? LOVELY KELLY? SHE HAD A GUN TOO, IT SEEMS!
BAD MOUTH


SORRY, CAPTAIN. THESE GUYS WERE MEANT TO GET RID OF YOU, BUT NOW IT LOOKS LIKE I'LL JUST HAVE TO DO THE JOB MYSELF...
COR BLIMEY! WHAT'S HAPPENING? IS KELLY REALLY GOING TO SHOOT OLD AGES? IS THE PRAETOR IN ON THIS TOO? WILL REWOP HAVE TO SAVE THE DAY ONCE AGAIN? ALL WILL BE REVEALED NEXT ISH! PLUS! A SPECIAL SURPRISE GUEST STAR! YOU CANT AFFORD TO MISS IT!

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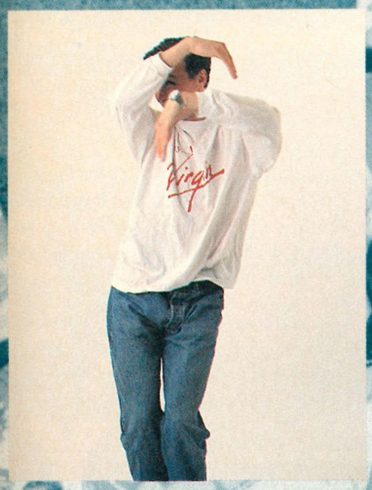
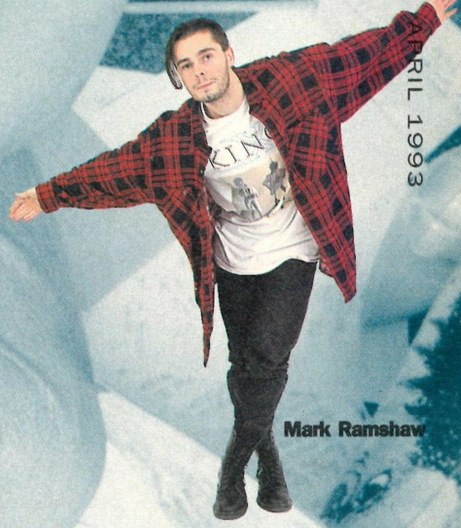
NEXT MONTH

• That was the Ed that was... •





Mark Ramshaw

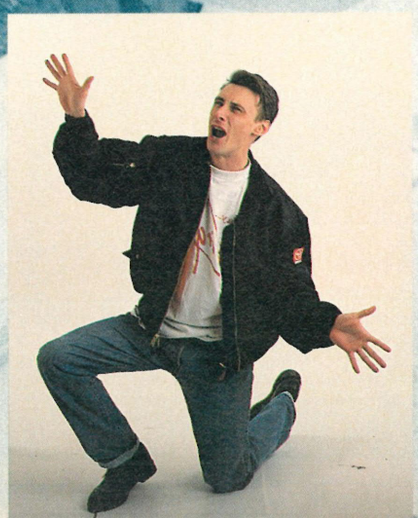
AS OUR BELOVED EDITOR, Andy Smith, is running off to pastures new, we decided now would be the perfect time to show you all those really embarrassing photos that Andy's foolishly left in his unlocked drawer marked private. Oh dear, how the mighty have fallen...

FEAR NOT!

But don't you worry none! Next month sees a brand new chap at the helm of *Sega Power* – and that chap's none other than **Mark Ramshaw** who's given up the hot seat on *Amiga Power* (one of our sister mags) because he obviously likes us so much!

But if even the thought of a new Ed isn't exciting enough just wait until you read our exclusive (and in-depth) review of *MiG 29* on the Mega Drive (plus all the latest on Master System and Game Gear titles too).

And, of course, we'll have all the usual news, previews and those ever so helpful tips and cheats! Mark's first issue hits the shelves on **Thursday 1 April** (spooky that) so make sure you're in the newsagents at 7.30 am for your copy! SEGA POWER



SEGA POWER APRIL 1993

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I will swap my copy of Desert Strike for E.A. Hockey or another top game.
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Mega Drive swap club with over 70 games. Phone after 7pm.
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I will pay up to £25 for Mega Drive games with boxes and instructions. Please ring between 5pm and 9pm.
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Do you have any games to sell? We want your Mega Drive, Master System and Game Gear games. Fair Prices. Surrey area. Phone us now!
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Master System games for between £5 and £10. They don't have to be boxed or have instructions. Will also swap Sonic for almost any other Master System title.
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Kinky sex?! No, not really. Just two guys looking for anyone, any age, from anywhere to write to and swap games with etc. All letters answered. Write to: **28, Churchfield, Ware, Herts, SG12 0EP**

I am a 20 year old chap. I like hardcore music, keeping fit and receiving letters. Please write enclosing a photo to: **99 Huddleston Road, London. N19 0EH**

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Placin' an ad? Read on, Macduff!

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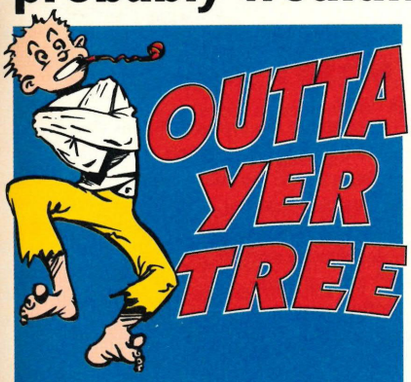
2. We **cannot** vouch for the quality of these ads, so replace your pacemaker's batteries...
3. **Make your Small Ad legible.** Please, no more "Sinic The Bedbog."
4. We **cannot** guarantee the positions of your adverts. Or that they will appear in specific issues of ***Sega Power.*** I mean, you don't actually expect us to get our act together do you? Good.
5. Sign the following declaration (but get your parent or guardian to sign if you're under 16). We won't print any ads (no matter how much you tickle us with sandpaper!) without the signature!

Signed **Date**

.....

SCRIBBLINGS

If everything in the whole world was lovely and nice then we probably wouldn't have these letter pages. But the fact is, even when you're playing Sega, there are still things that trouble you. But fear not! These are your pages, where you can share all your trials and tribulations with many thousands of Sega gamers around the land. Jot down your thoughts and send 'em in to *Sega Power*!



YOU KNOW THE FEELING – you're all excited because there's something you've just got to say but in your enthusiasm to communicate you find yourself tripping over the words and getting the thoughts all muddled up. The people who find their letters in Outta Yer Tree are so excited their pens seem to fall over! Just cop a load of this...

■ ...I think your mag is crap at rating games but I'm still going to buy it!

***You know what they say – a fool and his money are soon parted!* Andy**

■ ...can you recommend another platform game like *Sonic*?

***Some obscure title called, let me think, oh yes,* Sonic 2! Andy**

■ ...could you please tell me the time?

***Erm, 4.50pm!* Andy**

■ ...I by you'r magasine becos I have Master System and your magasine is Sage magasine not Nitendo magasine. I dont not have nitendo I have Sage. Sonic is sage and Mareo Nitendo and thats why Sonic not Nitendo I have not Nitendo I have Sage I have also Comodoor C16 you say 16-bit better than 8-bit but Comodoor C16 worser than my Master System (Master System a 8-bit) why is this?

***Oh God. Please go to school more often. You don't deserve to own a Sage (whatever machine that is) get yourself a Nitendo (whatever machine that is too) – but first of all, get yourself an education! Just the basics to start with. You know, stuff like how to read, write – and then maybe you could progress to a bit of adding up!* Andy**

SEGA POWER

ONE OF THE MOST ANNOYING THINGS IN LIFE IS when you're new to something and you don't want to make yourself look foolish by asking a simple question. We all do it – which is why the questions never get put, and the answers never get given.

If you've got anything on your mind, any query you want answered, then tell us about it! Your question could well be the very one that thousands of others have been too scared to ask! The address, as usual, is: **Scribblings, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.**

TOGETHERNESS

Dear *Sega Power*,

I read three Sega mags: *Sega Power*, *Sega Force* and *Megatech*. They are all very good mags but there's one problem with all of them.

When reviewing a big (hyped) game the mags should work out an average score between themselves. For example, *Sega Force* reviewed *Champions Of Europe* and gave it 92%. You reviewed it and gave it 27%. Another example: *Universal Soldier*. You gave it 91% and *Sega Force* gave it 63% and *Megatech* 60%. This leaves us poor readers very confused! Please try and get together and give the big games an average score. That would make everyone happy.
Ross Marshall

Reviews in any magazine are at best only the opinion(s) of the reviewer(s) and must always be treated as such. Most people

TURN OVER

■ ***Champions Of Europe* on the Master System received wildly varying reviews from different magazines. Why?...**

STAR LETTER

OOER! DODGY CONVERTERS

Dear *Sega Power*,

Each month I look forward to *Sega Power* arriving in the newsagents because your mag is great. It's full of useful tips and advice.

I followed your advice fairly recently when I sold my Master System and kept all my games.

I bought a new Mega Drive and a Master System Converter.

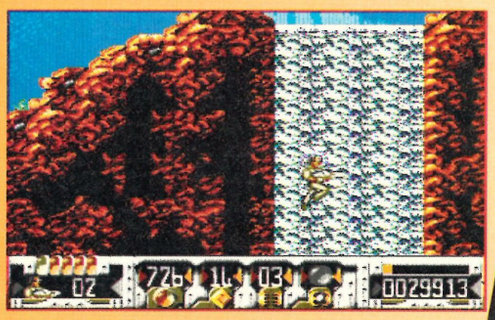
But things didn't go right because I found that my Master System games kept locking up on me when I tried to play them on my brand new Mega Drive.

I returned with the Converter to the shop and got a new one. I even got them to test it in the shop. None of my games worked on it. The shop then said that they'd had to refund several people's money because of the same problem. I was wondering what was wrong, because your advice is normally pretty good and yet I'm left with loads of Master System games I can't use.
Colin Lampard, Langlands

■ **The Powerbase Converter is a wonderful piece of kit but there have been a few duff ones around just lately, so check before buying**

We've been absolutely inundated with letters on this subject over the past couple of weeks, so we decided to check it out. We got on the blower to Sega to see if there was a problem with a dodgy set of Converters. Apparently, there was a bad batch sent out and Sega are looking into it right now (so it should all be sorted by the time you read this).

***Anyway, if you've recently bought a Converter that doesn't work take it back to the shop you bought it from and either get it replaced or your money refunded. If the Converter's not working properly then it's not fit for the purpose for which it was sold and you're entitled, by law, to have it either replaced or to get a full refund.* Andy**



■ *Univeral Soldier* on the Mega Drive – another game that several magazines just couldn't agree on...

discover which set of reviewers (or which magazine) is most in tune with their taste through experience. Try buying a game and seeing which magazine rated it as you would have rated it. Then look and see what the other mags said.

On Sega Power *we always try to be as honest as possible about all the games we feature. I won't allow a reviewer to write about a game until he or she has convinced me that they know everything they need to know about the game and can give the readers both an informed and honest opinion.*

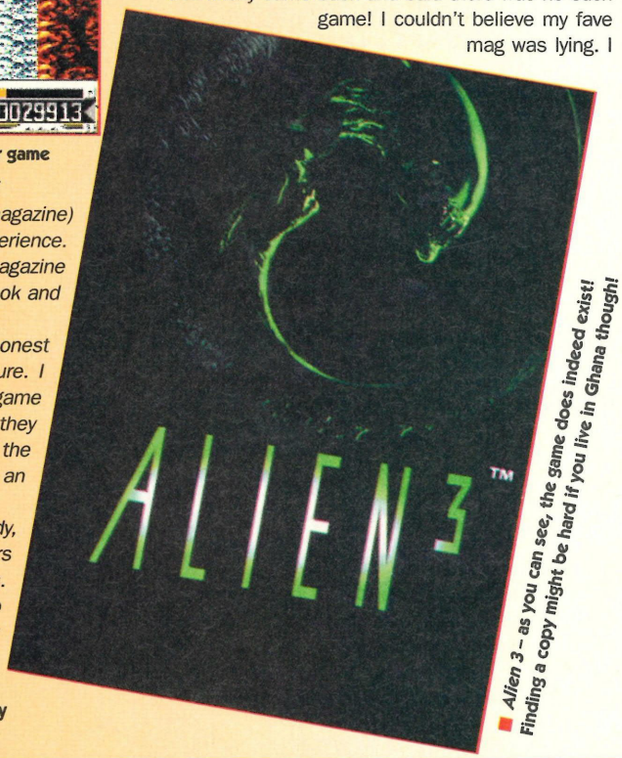
While we can't always please everybody, there are over 100,000 Sega Power *readers who (more or less) agree with our reviews. None of those 100,000 people want to waste money on crap games, which is why we're getting more and more readers each month – and why other Sega mags are struggling to maintain their readership.* **Andy**

NO GAME?

Dear *Sega Power*,

I think your magazine is great and after reading your fantastic review of *Alien 3* I tried to order a copy of the game over the phone. The man took ages to look it up and finally came back and said there was no such game! I couldn't believe my fave mag was lying. I want to know if you were wrong or if the man on the phone was wrong?

George Korantsen, Ghana, West Africa



■ *Alien 3 – as you can see, the game does indeed exist! Finding a copy might be hard if you live in Ghana though!*

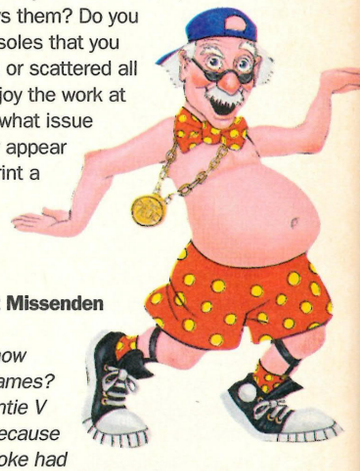
Alien 3 *certainly exists, George. Do you really think we'd take all that time to draw screenshots of games that don't exist? No, we leave that sort of behaviour to other, sad magazines. I expect the man in the shop was probably just confused because it's such a new game. By the time you read this, the game should be readily available. By the way, I've always fancied going to Africa. Any room on your sofa?* **Andy**

NOSEY PARKER!

Dear *Sega Power*,

Whatever happened to the Prof and Auntie V? Do you buy the games that you review? If so, who actually buys them? Do you have all the consoles that you use in one room or scattered all over? Do you enjoy the work at *Sega Power*? In what issue did Mark Nottley appear and could you print a picture of him? Who's bike's on the front of issue 38?

James Scott, Gt Missenden



Don't want to know much, do you, James? The Prof and Auntie V were killed off because we thought the joke had

NEVER A CROSSWORD BETWEEN US...

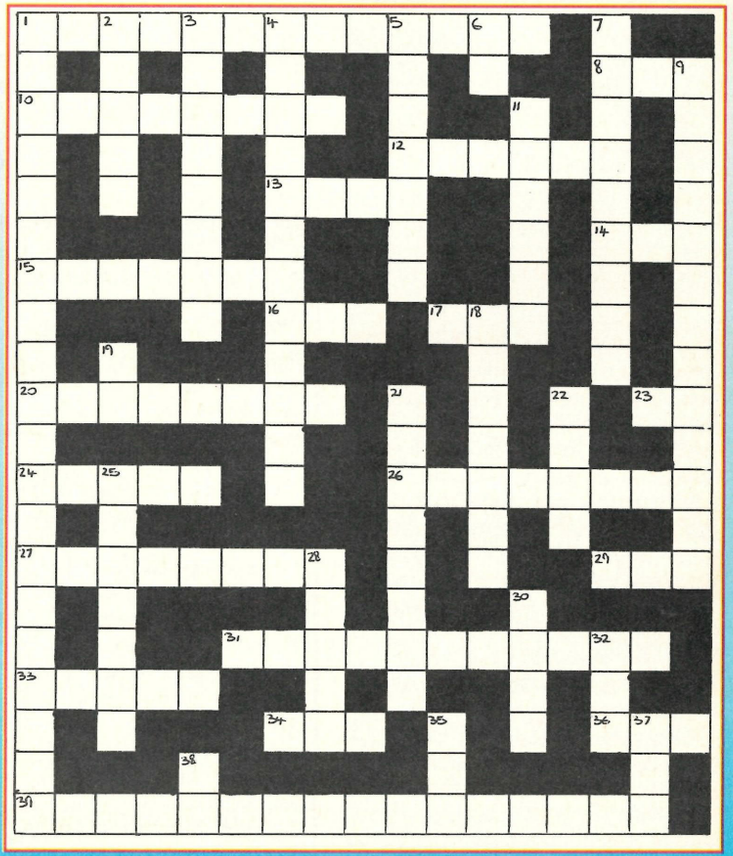
Dear *Sega Power*,
Here's a crossword I devised for you.
Iain Grant, Rowlands Gill

ACROSS

1. The best beat-'em-up for the Mega Drive? (7,2,4)
8. Joy—— (3)
10. Old arcade adventure that lasts forever (8)
12. ——— *Of Steel* (6)
13. The network responsible for *John Madden*'s and *NHLPA Hockey* (1,1,1,1)
14. TV show "—— Influence!" (3)
15. An import game and ITV region (7)
16. *Bimini* —— (3)
17. DJ who's a bit of a yob (anag) (3)
20. Sega character from down under (3,5)
23. Japanese import *Ka Ge* — (2)
24. Shoot-'em-up set in a city under seige (1,1,1,1,1)
26. Strategy game in which you play God (8)
27. Old Master System hero with one Mega Drive outing in an *Enchanted Castle* (4,4)
29. Comes after Bat, Super and Pac (3)
31. Electronic Arts' golf simulation (1,1,1,4,4)
33. 1993 version of *E.A. Hockey* (1,1,1,1,1)
34. Back To —— Future (3)
36. An import game with gaudy backdrops hidden among Alex Drainpipe (1,1,1)
39. Sega's blue best-seller (5,3,8)

DOWN

1. Fabulous RPG that does the same thing as a torch (7,2,3,8)
2. Sly Stallone character who doesn't like to be pushed (5)
3. ———— *Club Soccer* (8)
4. Old coin-op shoot-'em-up that's got something to do with a Shuttle and Jump-Jet (5,7)
5. ——— *Of Shinobi* (7)
6. *Super Monaco* — (1,1)
7. Future sports sim originally for the Master System (9)
9. *Supreme Court Basketball* front-man (5,8)
11. *Fantasia* mouse (6)
18. Gold game from Barcelona '92 (7)
19. *Axis* — (1,1)
21. Ancient arcade game about a young man made out of thin card-board (8)
22. Comes after foot, basket and base (4)
25. What Hulk Hogan and Randy Savage do best (7)
28. It happens to us all while playing games and it is found among first grade athletics (5)
30. To be this good takes —— (4)

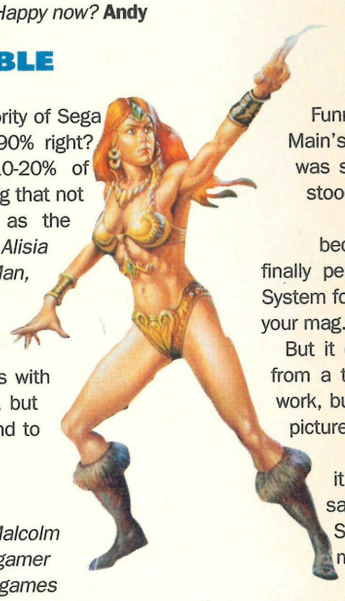


32. Type of attack chopper from an E.A. game (1,1,1)
35. *James Pond 2: Robo* — (3)
37. *Green* — (3)
38. The type of adapter (used for the Mega Drive, Master System and sometimes with the Game Gear) found amid *Pac-Man* (1,1)

■ **Mark Nottley – ex-*Sega Power* Art Editor and fat person. This is the only picture of Mark that ever appeared in *Sega Power* – thankfully!**

gone a bit stale. Sometimes we have to buy the games we review (especially with Sega's Mega Drive titles) and when we do it's me that has to put my hand in my pocket (although Future Publishing do pay me back). We have all the consoles in the Sega Power *offices with us. Yes, I do love the work at* Sega Power *– I get paid to boss people around and play games all day! Mark appeared in issue 24 and the bike we used for the cover of* Sega Power *38 is our very own John Cantlie's. Happy now?* **Andy**

GIRL TROUBLE



Dear *Sega Power*,

Let's get this straight. The majority of Sega gamers are boys – about 80-90% right? Well then, how come the 10-20% of female gamers keep complaining that not enough games have women as the leading character? What about *Alisia Dragoon*, *Alien 3*, *Ms Pac-Man*, *Trouble Shooter*, *Where In Time Is Carmen Sandiego*, *Streets Of Rage* (Blaze)? Okay, so there are more games with men as the leading characters, but then there are more men around to play on them, aren't there?

Malcolm Smith, Leicester

The floor is now open. Has Malcolm got a point? Are you a female gamer who's fed up with too many games featuring men in the leading role? Or do you agree that the software houses have got the balance about right? Does it even matter what sex the main character is? Let us know what you think about these points. **Andy**

KEEP GOING

Dear *Sega Power*,

I know this might not mean much to some people, but I'd really like to thank those companies who are still making Master System games (Virgin, Domark, Flying Edge and others). It doesn't matter how good the games are, so long as they're producing them. It touches me that these companies are still making games for the old but good Master System even though there are better machines coming out in the future. If anyone who works for any of the companies that produce these Master System games reads this letter, then I want you to know you've touched me. Keep up the good work.

David Heron, Surrey

Nice though they are, these companies are still producing games to make a profit. But you're right, it's nice that they haven't immediately abandoned the Master System (which has still got a good few years of life left in it). However, that's probably because there are still loads of active Master System owners out there – and that means loads of games are still sold. **Andy**

LOFTY THOUGHTS (PART 2)

Dear *Sega Power*,

Funny, I felt a touch of déjà vu reading William Main's letter (*Sega Power* 36). Same type of stuff I was spouting 12 years ago about being a misunderstood youth!

Now, 12 years and four kids on, I fear I am becoming a boring old fart myself. Only last week I finally persuaded my other half to change our Master System for a Mega Drive and it's me that's started buying your mag.

But it comes to something when I get loads of stick from a teacher because my nine year old son doesn't work, but spends afternoons doing "lovely but useless" pictures of Alex Kidd and Sonic!

I also help with an upper infant class and I find it nearly impossible to have an intelligent conversation with a couple of the kids unless it's about Sega games. This was made worse when one of my daughters told them we had a Mega Drive!

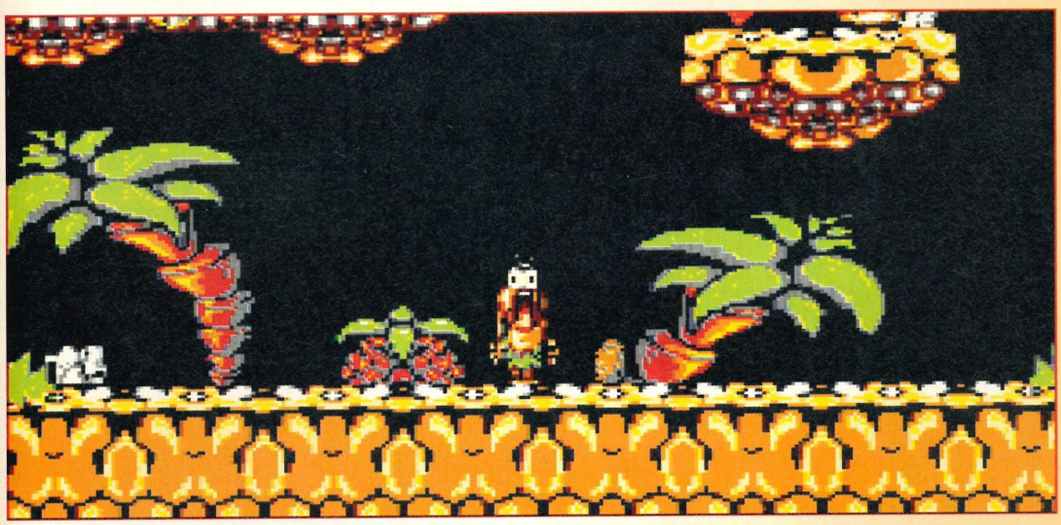
As a parent, it does concern me how kids are affected by Sega games. My three year old Katie, for instance, does Sonic and Taz impressions!

Also, what's all this complete dross about hysteria among concerned parents? It's those very same parents who kindly hand out the dosh to help buy the machines and the games!

Susan Brown, Fareham

Well, I'm glad you talked your other half into upgrading and getting a Mega Drive. I'm glad you wrote in as well, because it proves we do have readers who are both female and over the age of 21. Keep playing, that's what I say. **Andy**

SEGA POWER



■ ***Chuck Rock* on the Master System: an excellent game and proof that the 8-bit is still alive and kicking!**

What d'ya mean, you've forgotten the address already? Here it is: Scribblings, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Get writing if you fancy winning a *Sega Power* T-Shirt or Badge.

GRRRRRROOOOOWWWWWLL! Sometimes life just doesn't run smoothly. Things can get you down and things can get you mad. When you're down, a quick read of your fave mag – *Sega Power* – should perk you up a bit, but when you're angry the only solution is to let it out. So what better place than your very own Rant 'N' Rave section. Over to you...

■ **...It's really getting up my backside (?) that the front of the *European Club Soccer* box shows a man doing a bicycle kick when you can't even do bicycle kicks in the game.**
Kevin Holbrook, Newcastle

■ **...I think that all the drawings which you publish should go in The Gallery. Little kids might not be able to draw as well as the older kids, but why make fun of their drawings? They probably spent absolutely ages over it! Dan's Crap Corner or Dan's Experi-mental Corner (or whatever you decide to call it) isn't fair. It might only be for a laugh but it hurts people's feelings.**
Samantha Davies, Redditch

■ **...I am fed up of having to cough up £30 for a game only to find it's a load of cobblers! I've been reading your magazine for seven months now and the games you've said are brilliant have been brilliant – but aren't they a bit pricey?**

Okay, there are cheaper games (which I sometimes find better than the £30 ones), but by the time I've bought a £30 game I'm broke and after a bit I'm bored with the game and it gets thrown in the corner. Can't Sega bring the prices down a bit?
Robert Burnell, Hanwell

■ **...I am absolutely outraged at the way the national press have created such a stir over this epilepsy business. I know they like to sensationalise everything but they've hyped this thing up to fever pitch. So now every mother in the country thinks their little Johnny is going to die because they've played *Sonic* – once.**

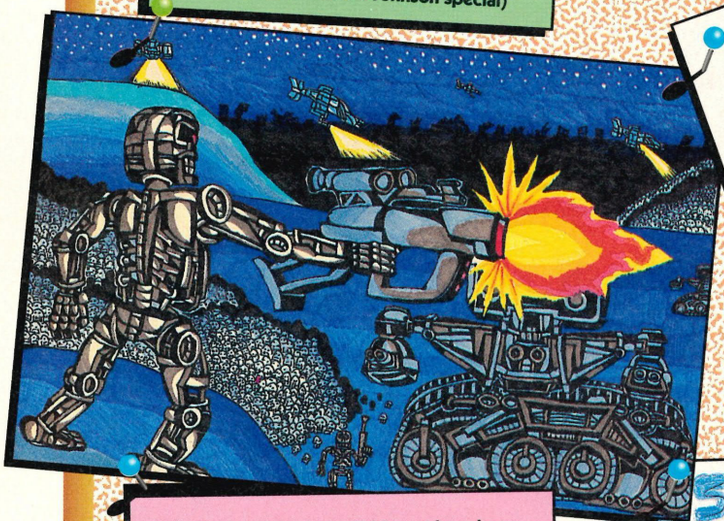
It's irresponsible really. They just want to sell papers. Sure, there's a very slight danger if people who suffer from a specific type of epilepsy sit and stare at the screen for several hours at a time, but then most of us would feel woozy after a session like that! I just hope the hype dies down soon.
George Adams, Lincoln

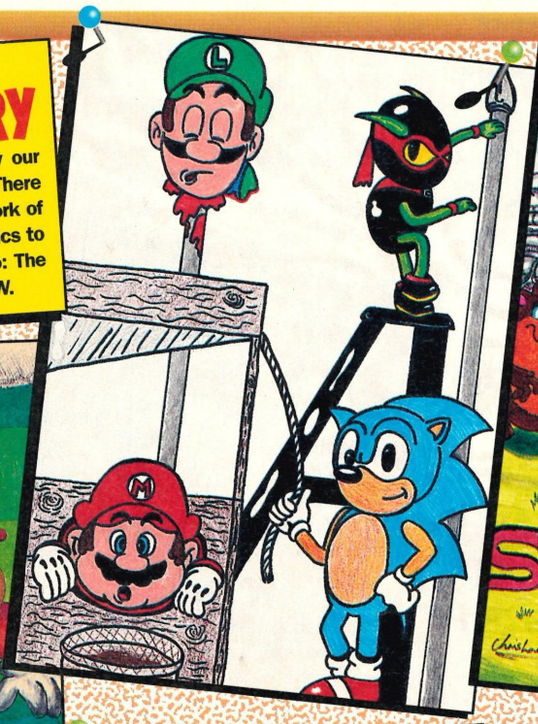
SEGA POWER

THE SEGA POWER GALLERY

Every month we get hundreds of wonderful pictures drawn by our readers and we devote these pages to the best of the crop. There are no prizes on offer, people – just the chance to have your work of art displayed for the rest of the world to see. If you want your pics to receive the serious attention they deserve then send 'em in to: The Gallery, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW.

■ (Above) A fantastic piece of artwork from Paul Johnson of Skegness
■ (Below) The Terminator blasts his way thru The Gallery (another Paul Johnson special)





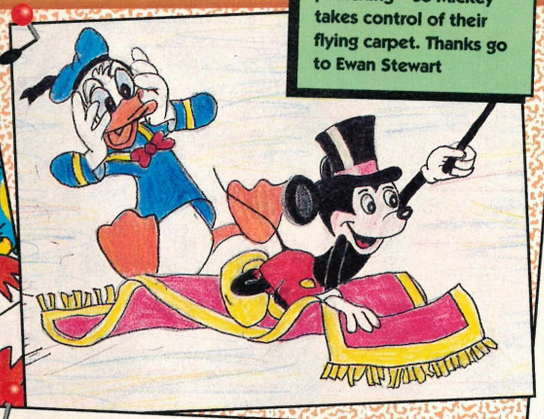
■ (Above) Looks like true love to me. Luigi has just lost his head over Mario and Sonic is happy for both of them. But who dunnit, eh?

■ (Above) Mario gets into a spot of bother every now and again. I think he's overdone it this time though. Thanx go to Chris Lovell
■ (Below) Another anonymous artist! Anyway thanks for the *Sonic* pic – whoever you are...

■ (Above) Six of Sega's top stars get ready for a photo – courtesy of Sharon McMillan

■ (Below) More colourful romps with Sonic The Hedgehog, Tails and a few of their Sega chums. You can thank Andrew Boardman for this glorious piccy

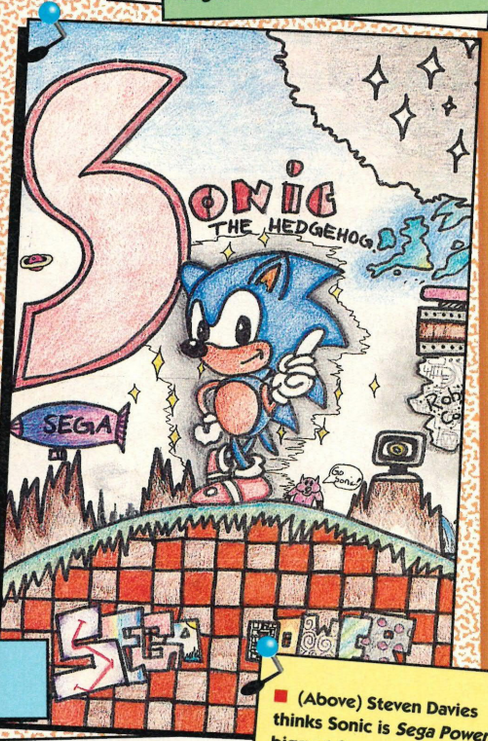
■ (Above) This great picture's from Jonathan Bishop of Mid Glamorgan. Shame it's not a more original subject



■ (Below) Donald's busy panicking – so Mickey takes control of their flying carpet. Thanks go to Ewan Stewart

■ (Above) What a gal! This brill and original drawing's by Claire Lonsdale

■ (Above) Philip Robson sent us this super cool Sega pic. Cheers, mate!



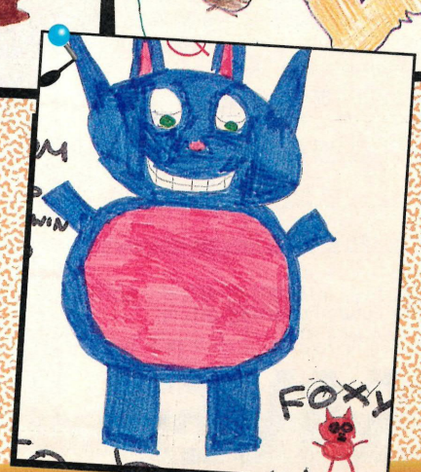
■ (Above) Taz is all on his lonesome in this brill pic from Nicholas Browne

■ (Above) Robocod leaps onto the Sega Gallery pages. Drawn by Steven Webb

■ (Above) Steven Davies thinks Sonic is *Sega Power*'s biggest fan. Nice one, Steve

DAN'S "EXPERI-MENTAL" CORNER

Look at these pictures that some of our younger readers have drawn. Of course, they're all excellent. And just think, these people may actually develop some talent when they get older! I'm only joking, folks, I think they're all wonderful and none of them make me laugh out loud – honest. No really...



the BACK PAGE

• Peek behind the scenes and find out if you're a winner •

COMPO WINNERS APLENTY!

WIN A HOLIDAY COMPO

Many moons ago in *Sega Power* 39 (the one with the bloke getting punched in the mush on the front) we ran a compo that got everyone's blood pressure rising. The prize was even more exciting than the "Eastenders" Sunday omnibus, sexier than Winona Ryder and more exhilarating than a night out with Andy.

Yes, a trip for two to Euro Disney for a couple of nights was the spectacular thingy up for grabs – thanks to those oh so generous chaps and chapesses at E.A.

The response was staggering, filling at least 12 dustbin liners (honest), and the originality in answering some of the more dubious questions certainly made us all guffaw heartily.

For those with a memory span akin to that of a gold fish, the questions were:

1. What was Dumbo's mum called? Mrs Jumbo, of course.

2. What was the name of the elephant in E.A.'s new 16-bit game *Rolo To The Rescue*? Those of you who didn't know that it was Rolo did nay stand a chance in hell of winning!

3. How long is a piece of string? How does 35 miles sound? We accepted anything shorter or longer than 35 miles.

4. How many beans make five? Everyone in the office had a wild stab in dark and came up with the answer "Eh?" which was, of course, completely wrong.

5. What time is love? The winner of our competition came up with 8.20 in the evening, which, despite clashing with prime time TV, is good enough for us.

Well done, **Lisa Tranter** of **Birmingham,** you lucky bod you! Just think of all those rides and things that you'll soon be experiencing – fab video games, lots of delicious food, French-speaking people...

Of course, because Euro Disney is but a stone's throw away from gay Paris, you could ignore everything that's goin' on there and visit lots of art museums and things in the capital instead and come away feeling culturally fulfilled. The decision, as they say, is yours. What I wouldn't give to be in your shoes...

GIMME THE YAMMY COMPO (PART 2)

What can I say? Due to what can only be described as a severe cock-up, we've had to re-pull the "Gimme The Yammy" compo set in issue 38. So **Clint Perry** of **Devizes** will be well chuffed because he'll shortly be the proud owner of the Yamaha DT 50 MX. Nice one, Clint!

MEAN, COLD 'N' BUBBLY!

Our next issue is in the shops on **Thursday 1 April.** Hand this form in to your newsagent and he or she'll reserve you your copy – just like that!

Name.....

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MAG*SAVE

SO WHAT'S HAPPENING TO THE team then, eh? Well, Jason's moved into his flat, but he still hasn't had a party *(Boo, hiss! – Sega Power Crew)* and seems to be much happier. Dan has just had his offer accepted on the house he's about to buy, so he's wearing a big smug grin.

Karen's just got a new second-hand car. Unfortunately, it has a mind of its own and refuses to start unless she pushes it for half a mile each morning.

Paul Pettengale's been doing a great job helping us out – he's here on a special kind of work placement scheme for a couple of months, getting some experience of magazine work – and loves what we've given him so far. Maryanne's decided to change her image with a chic new hair cut, and jolly good it looks too.

Dean's been his usual quiet self and hasn't really given too much away about his personal life.

John still thinks he's American after his trip to the States at the start of the year. And Andy?

Well, things are groovy for Andy at the moment – he's looking forward to his new job – although he's already told us he'll be sad to leave *Sega Power.* And so, as a fitting tribute, we think it fair that the final words for this issue should go to Andy himself.

"Cheers, everyone! Keep buying *Sega Power* because I'm sure Mark's going to make the mag even better. Byeeeeee!"

The star of this month's cover is the dreamy Dave Nunn. And for the nosy girls out there who've now got the hots for him, you'll be pleased to know that he's 25 years old, he lives in a place called Mangotsfield near Bristol and he's a part owner of a pub called The Folly. And yes, ladies, he's single.

There are several reasons we used a photograph of Dave instead of the usual game image, but the main reason? Well, we wanted to show everyone what the typical *Sega Power* reader looked like. We needed someone rugged, good-looking, in his early 20's and with a kind of "don't mess with me" look about him.

Now obviously not all of our readers look like Dave, but we hoped you'd at least be able to identify with the character – much like we identify with Jimmy from the Sega TV ads.

We also thought it would make a nice change. The magazine logo is large enough for people to know that we're a Sega mag so we felt we'd be able to drop the obvious game image for once and do something different.

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Qustion: Finish this name – Sonic the .....

Answer:
A) Hampster
B) Horse
C) Hedgehog

Phone **0338 422002**

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Super Nintendo is the most advanced entertainment system with dazzling 3D graphics, spectacular colour and digital stereo sound; and includes the new game Street Fighter II, the worlds greatest arcade hit.

Question: Where do Sumo Wrestlers come from?
Answer: A) America B) Japan C) Australia

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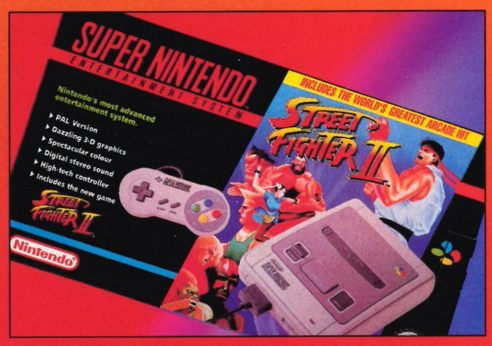

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Question: How many games come in this Sega Game Gea
Answer: A) 40 B) 4 C) 15

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No correspondence, No alternative prizes. The judges decision is final. Winners will be notified by post.

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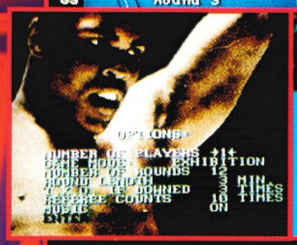
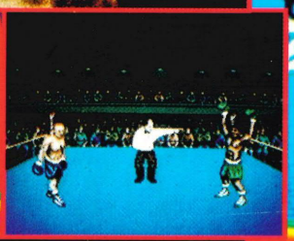
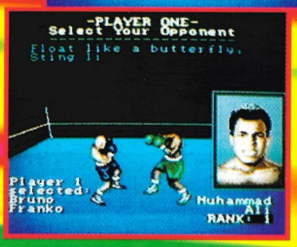
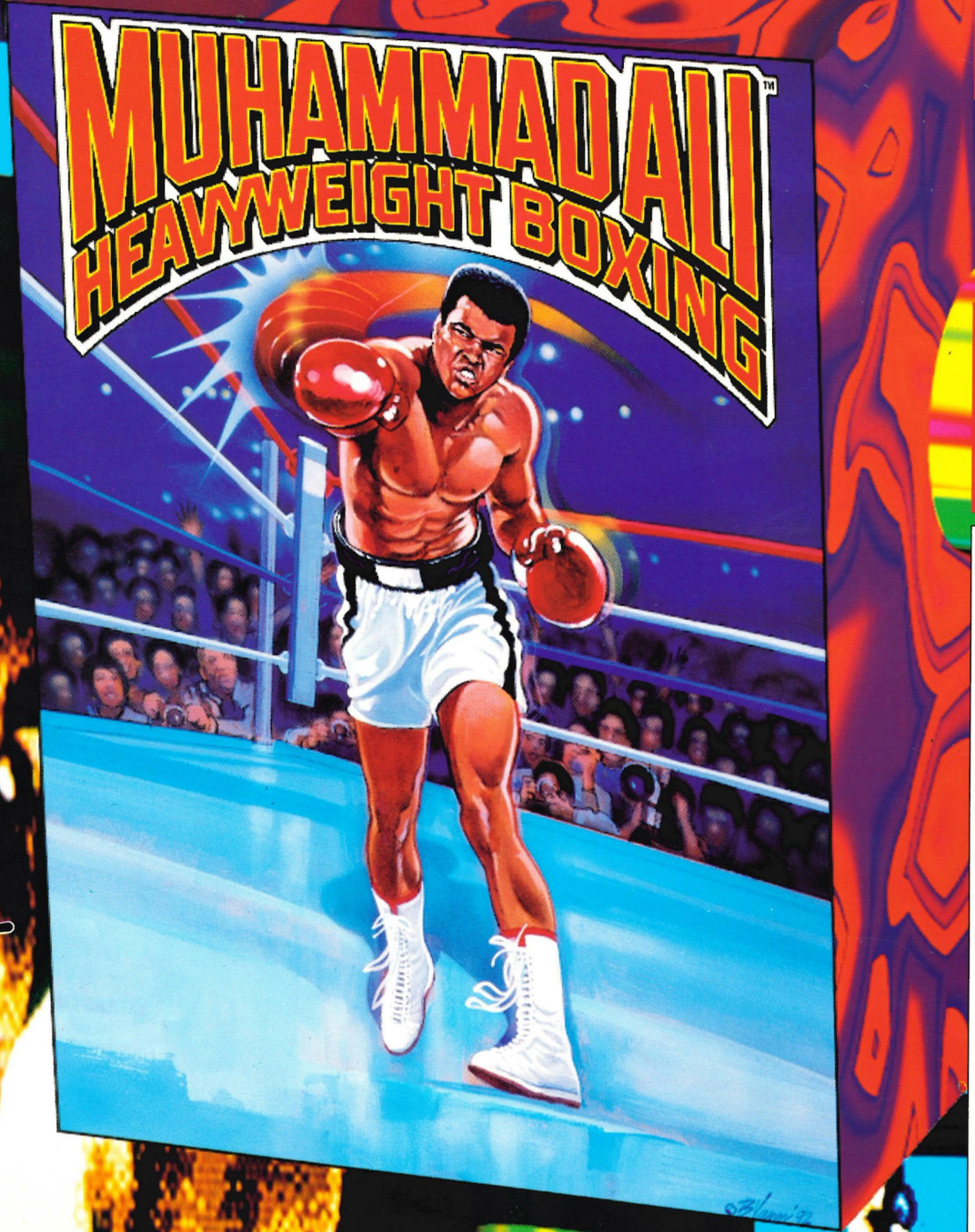
FLOAT LIKE A BUTTERFLY, STING LIKE A BEE!









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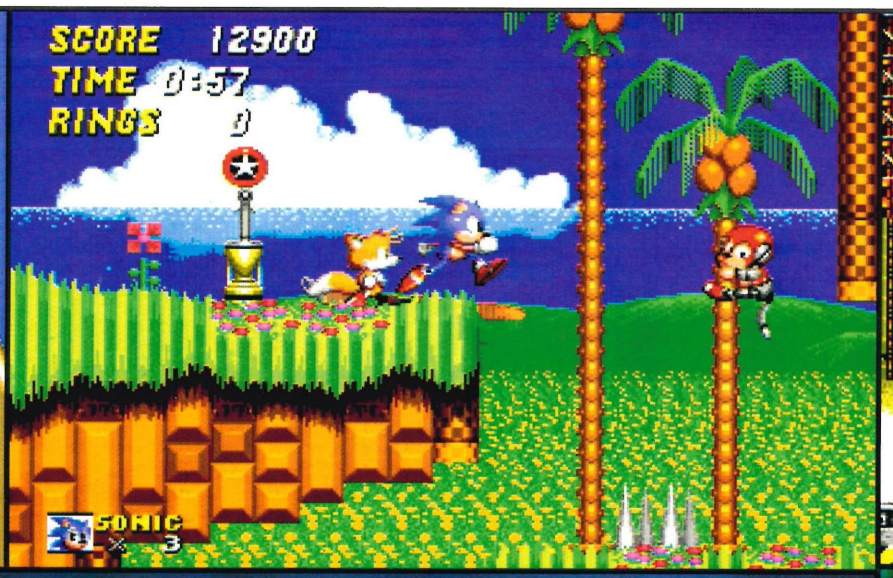
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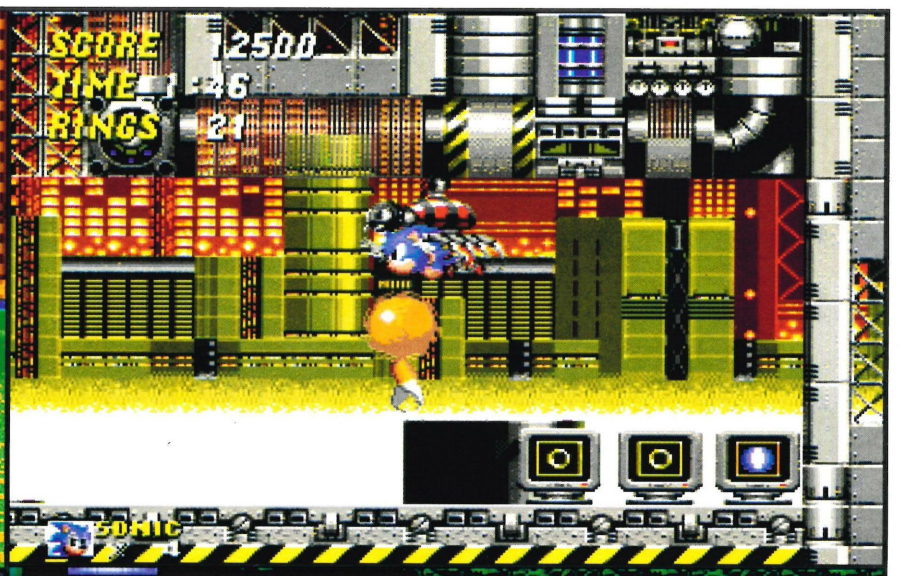
SONIC
× 3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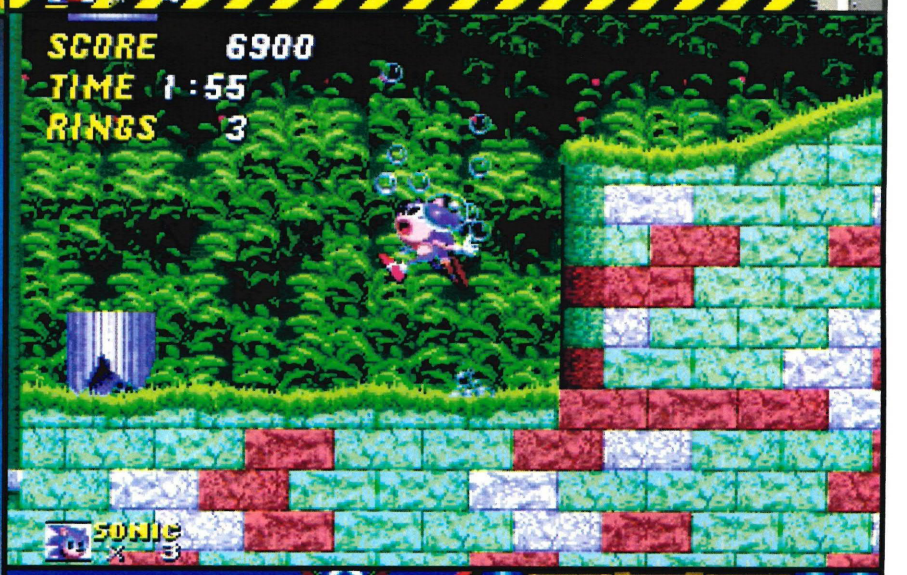
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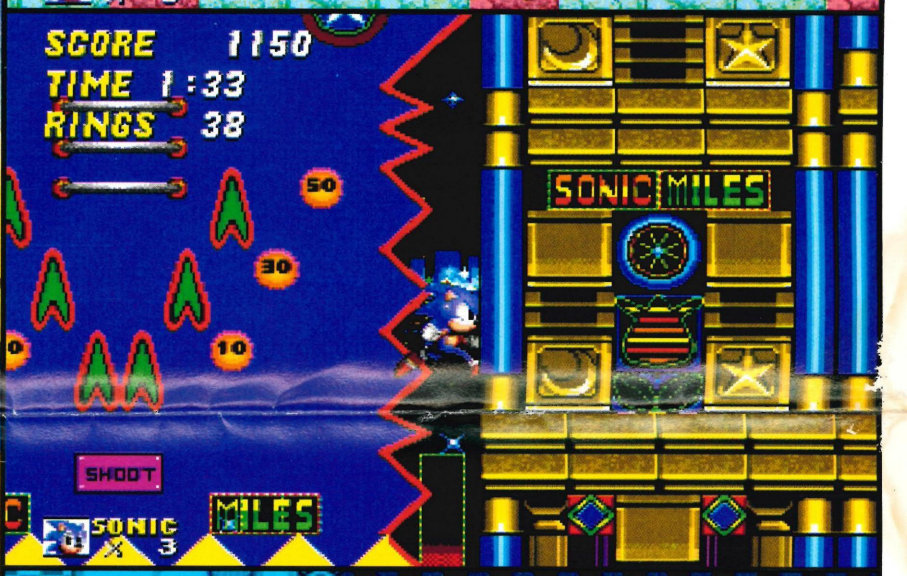
SONIC
× 3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RINGS 38
50
30
10
SHOOT
SONIC
× 3
MILES
SONIC MILES

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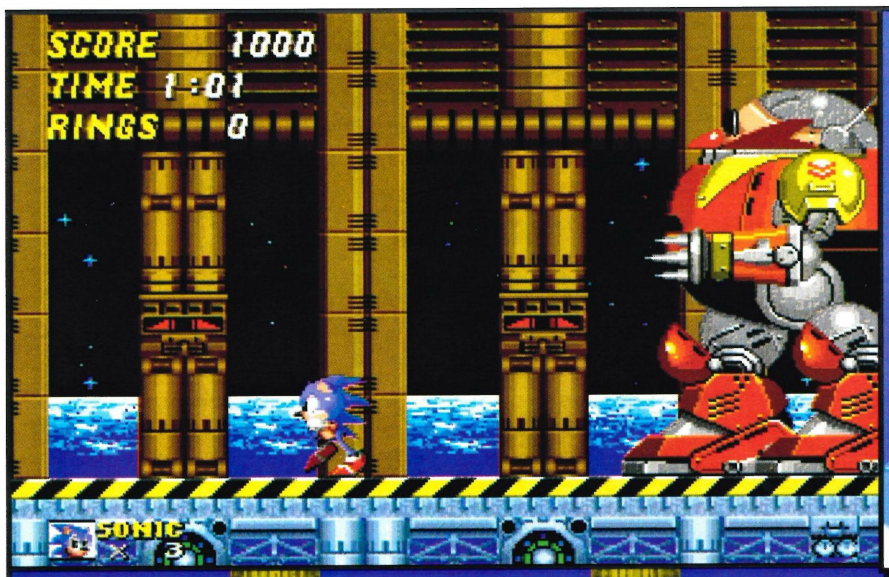
RINGS 72
SONIC
× 3

SCORE 9200
TIME 0:56
RINGS 13
SONIC
× 3

SCORE 200
TIME 0:21
RINGS 0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SONIC × 3

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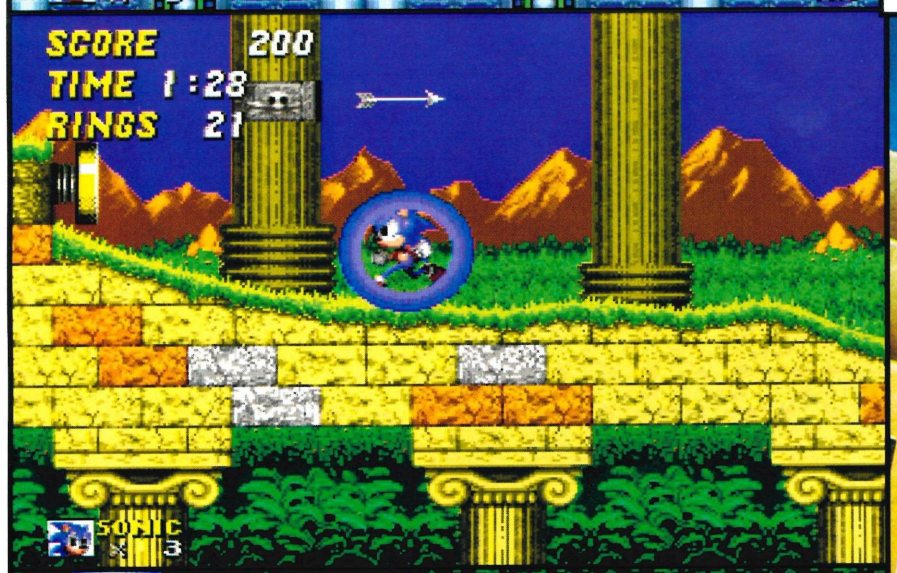
RINGS 0
SONIC
SONIC × 3

SCORE 500
TIME 1:36
RINGS 70
SONIC × 3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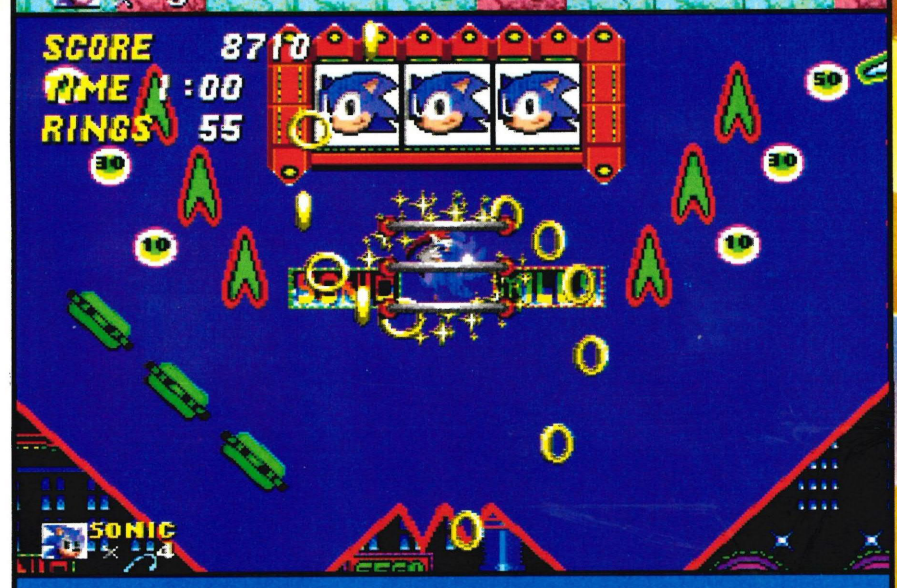
RINGS 3
SONIC × 3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SONIC

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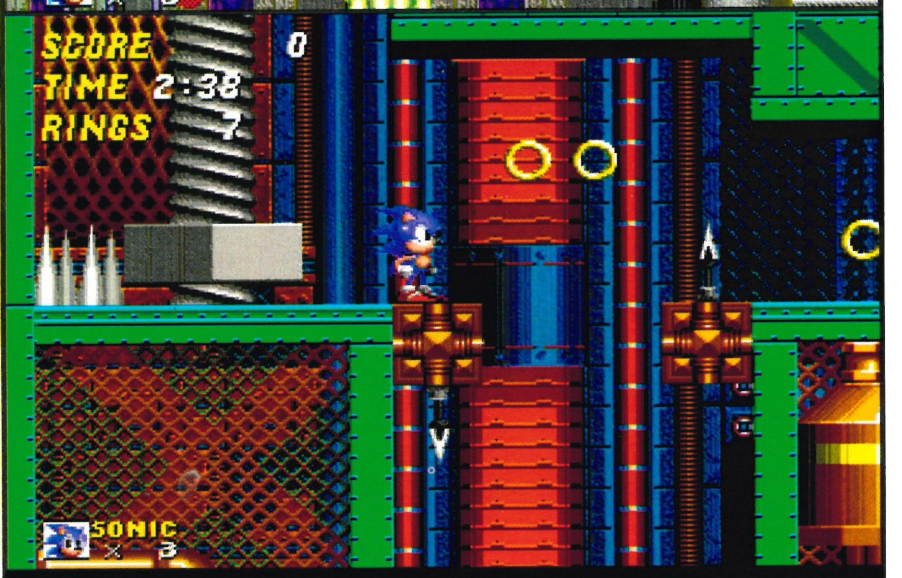
RINGS 40

SONIC
× 3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RINGS 7
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× 3

SCORE 30
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RINGS 21
MILES
SONIC
× 3

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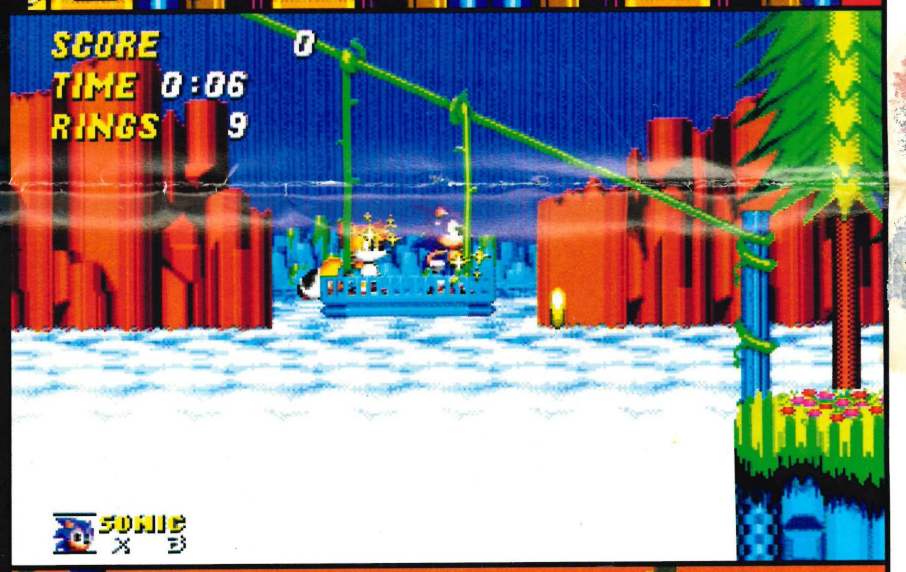
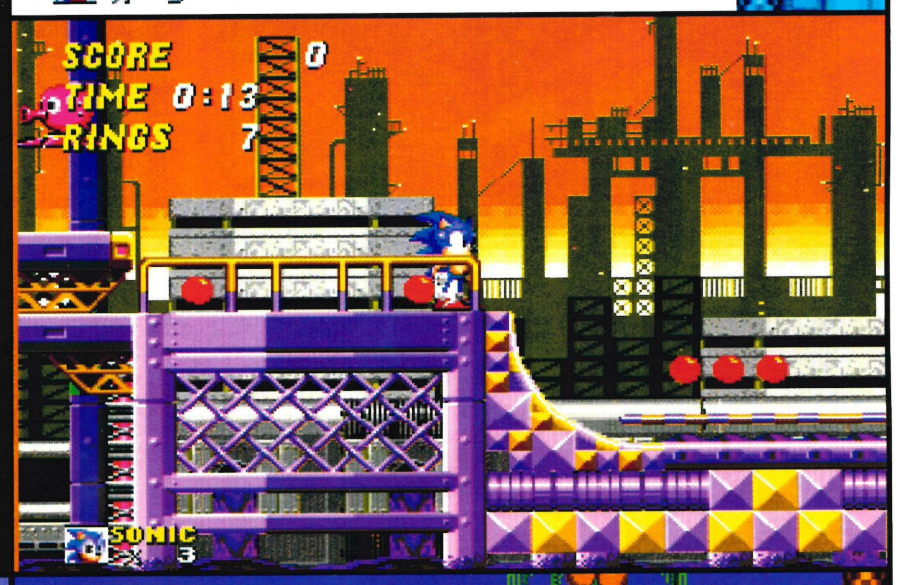
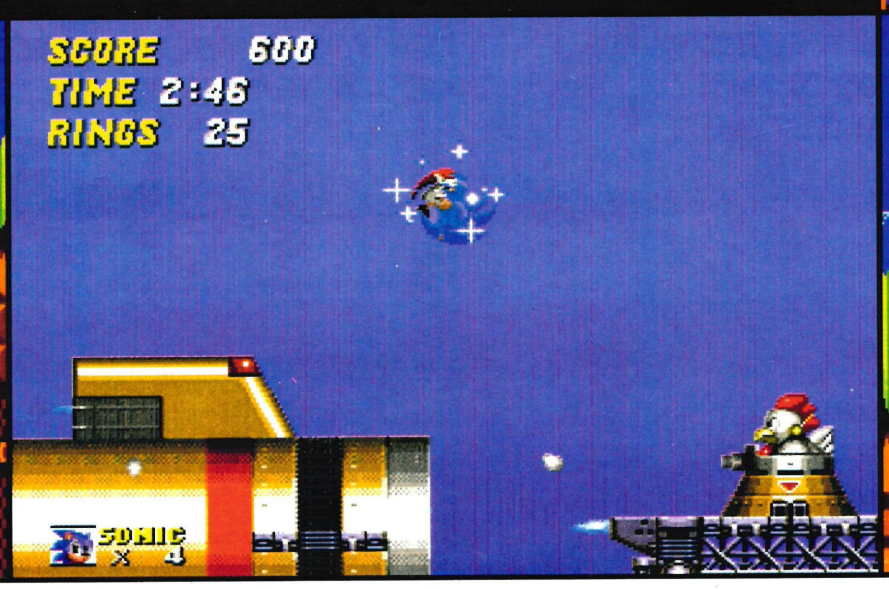
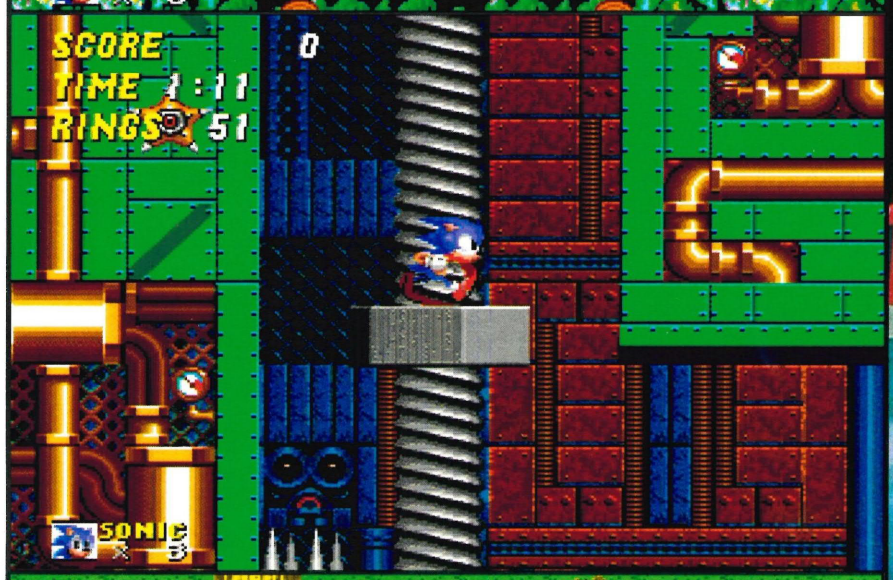
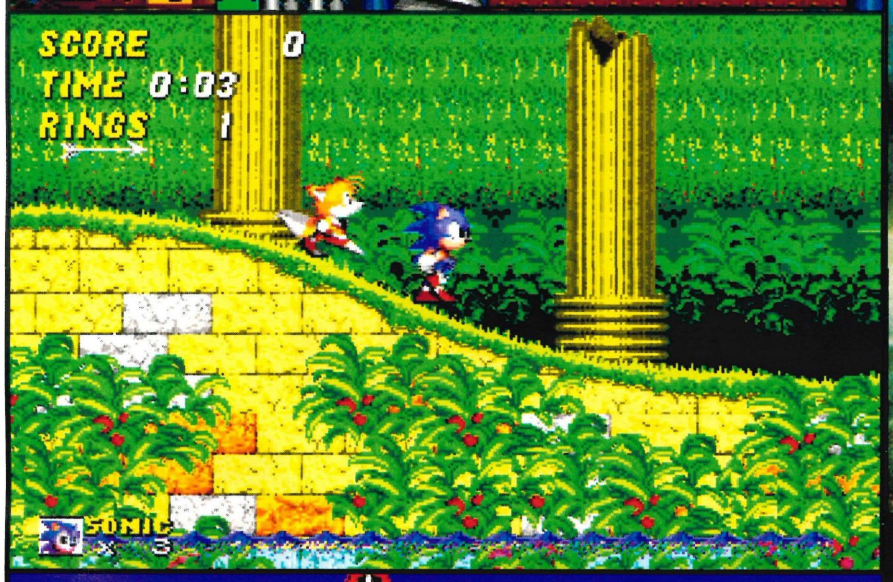

SCORE 0
TIME 0:06
RINGS 9
SONIC
× 3


SCORE 0
TIME 0:13
RINGS 7
SONIC
× 3


SCORE 600
TIME 2:46
RINGS 25
SONIC
× 4

SCORE 12900
TIME 0:57
RINGS 0
SONIC
× 3





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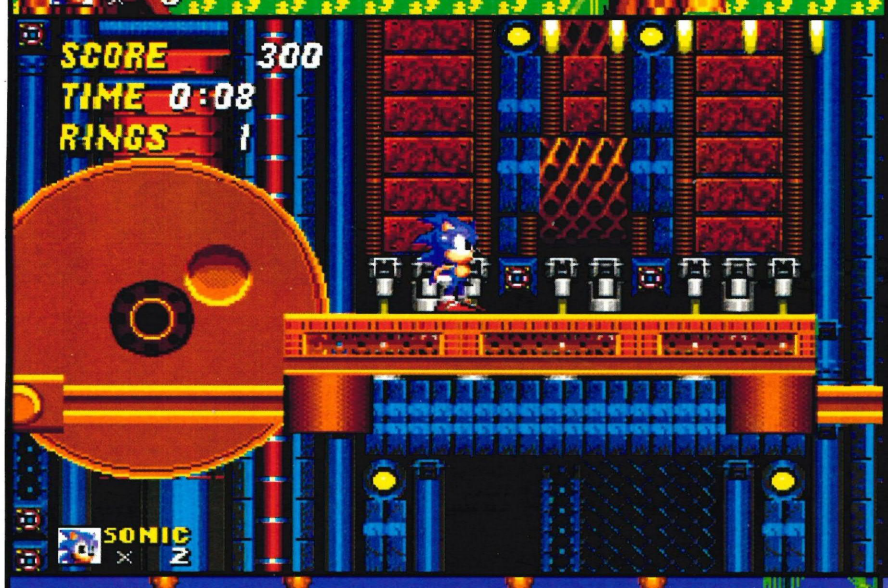

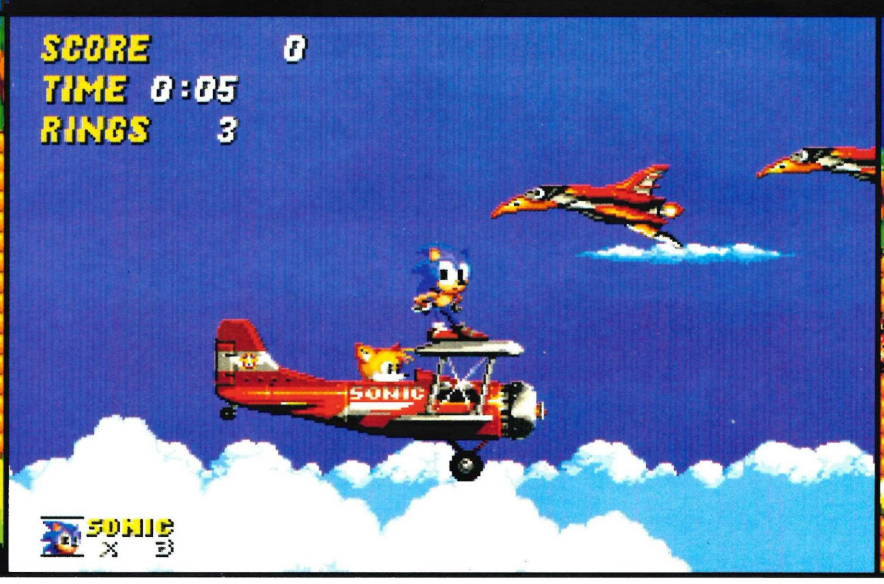

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