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SEGA POWER ISSUE 65 APRIL 1995

Scorcher!

TOURNAMENT EDITION

EXCLUSIVE REVIEW

More for your **Mega Drive!**

- Story Of Thor
- Road Rash 3
- Skeleton Krew
- NFL Quarterback
- True Lies
- Stargate

Chaotix

Sonic & Knuckles 2?

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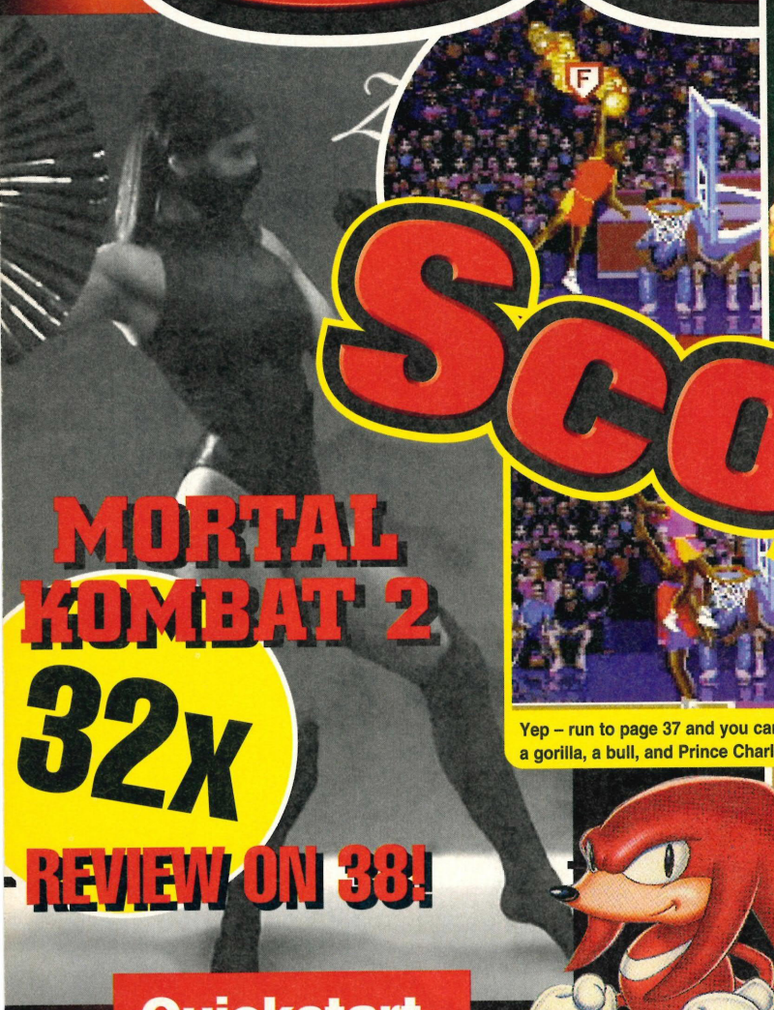
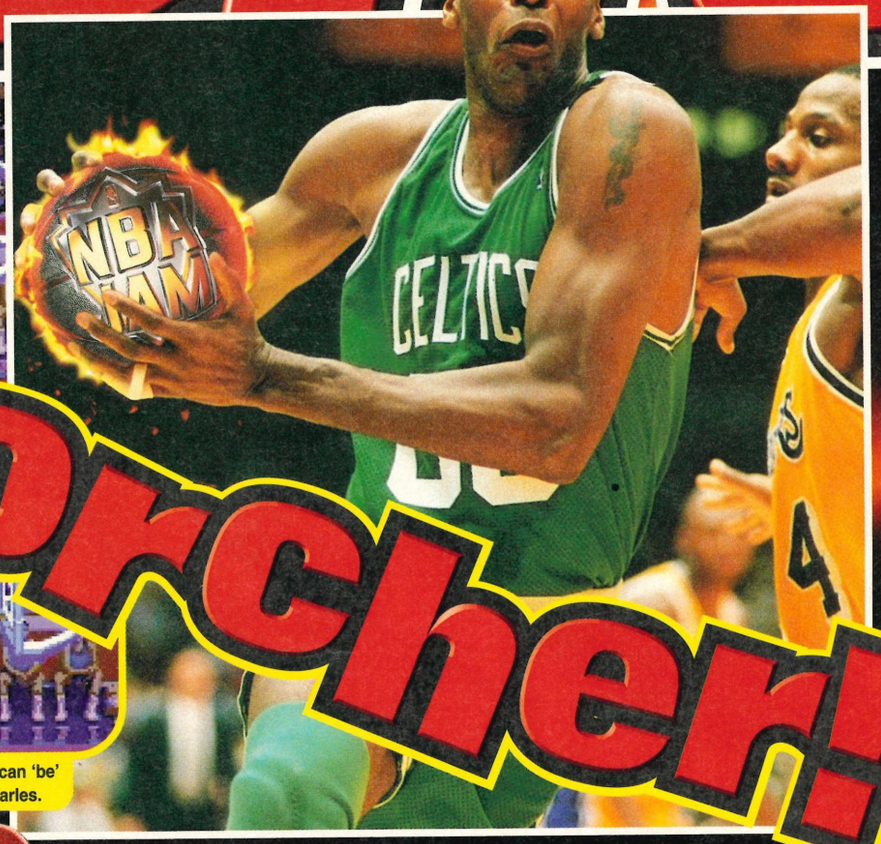
Scorcher!



Yep – run to page 37 and you can 'be' a gorilla, a bull, and Prince Charles.



MORTAL KOMBAT 2

32X

REVIEW ON 38!

34 NBA Jam – Tournament Edition is on this page. Prettily spewing over with new power-ups, stats, and options, it may be. But we weren't satisfied. We had to bring you EXCLUSIVE cheats and hidden characters. Good, we are.

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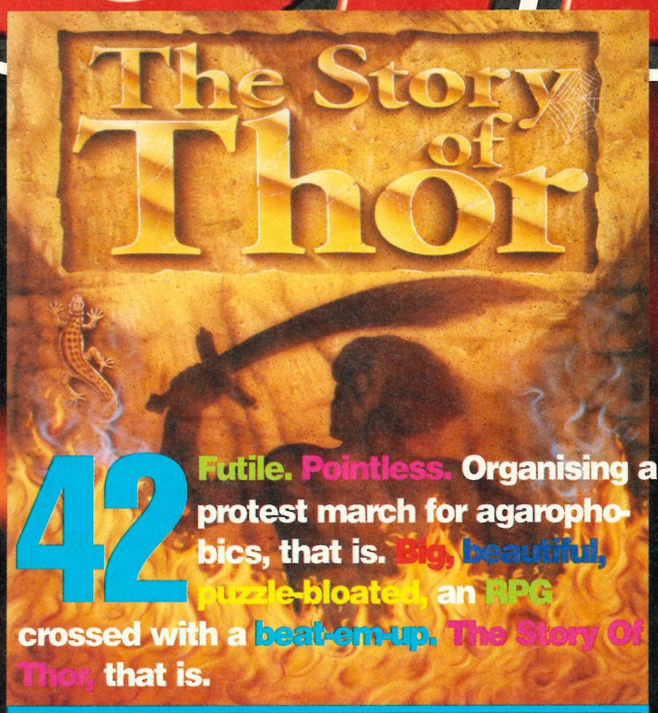
Preview

12 From off of the pictures, True Lies and Stargate. Cartoon-wise, we's a-got Road Runner, X-Men 2 and Asterix. In a sort of 'watch out for great things next issue' kind of way, we bring you Street Racer. Oh, and there's also that sonic-y Chaotix thing...

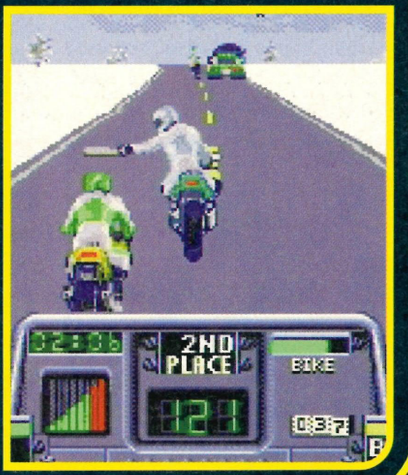
ents



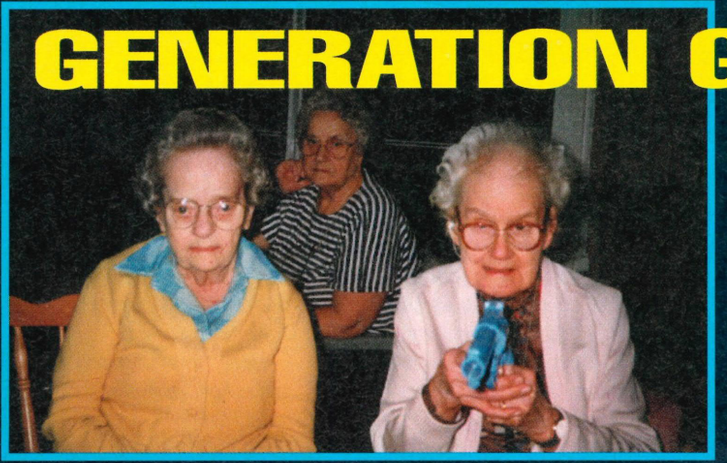
42 Futile. Pointless. Organising a protest march for agarophobics, that is. Big, beautiful, puzzle-bloated, an RPG crossed with a beat-em-up. The Story Of Thor, that is.

ROAD RASH 3

40 Fight on a bike. Travel very fast and hit other in the brains with crowbars, cattle prods, nunchakus, and big baby's heads. Whaddagame.



GENERATION GAMES



26 Huh huh huh. Old people. With their crabby, shabby cardies, money stashes, putrified, raisin-like eyeballs, mashed egg droolings, and scary skin-clefts, some people might see them as a bit of a joke. We forced them to play some video games... with hilarious results.

Game Reviews

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News

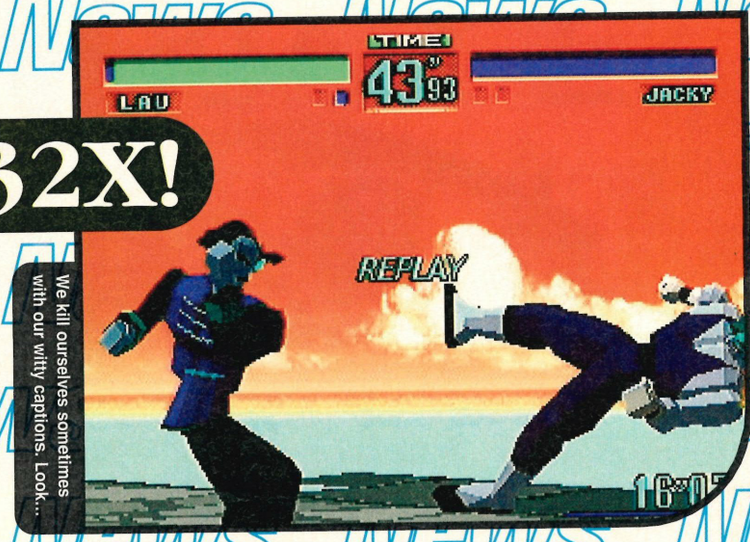
Virtua Fighter on 32X!

Hold the... er... well, hold this section of this page! It's now official. A secret and elite source at Sega has released a press release telling us that *Virtua Fighter* IS coming for 32X...

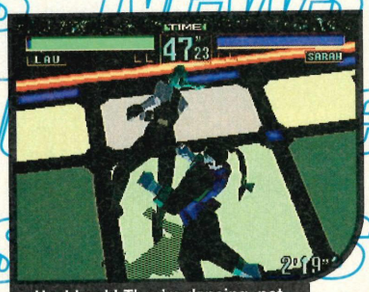
The good news... It's being developed by AM2 (who 'do' all of Sega's 'Virtua' stuff proper) which means it should be virtually (ho notvery ho) identical, gameplay-wise, and there's a possibility of a Neptune (32X/Mega Drive lustchild – see page 31) bundle.

The bad(ish) news... It obviously won't sound as good as the coin-op/Saturn version – expect a more tinny, taped-from-a-microphone-in-front-of-the-TV feel, and, unless the above-mentioned Neptune package deal goes ahead, the price could be a bit painful.

Whatever happens, it'll be out, in some form, before Christmas, and you'll see the first screenshots in your super, soaraway *Sega Power*.



We kill ourselves sometimes with our witty captions. Look...



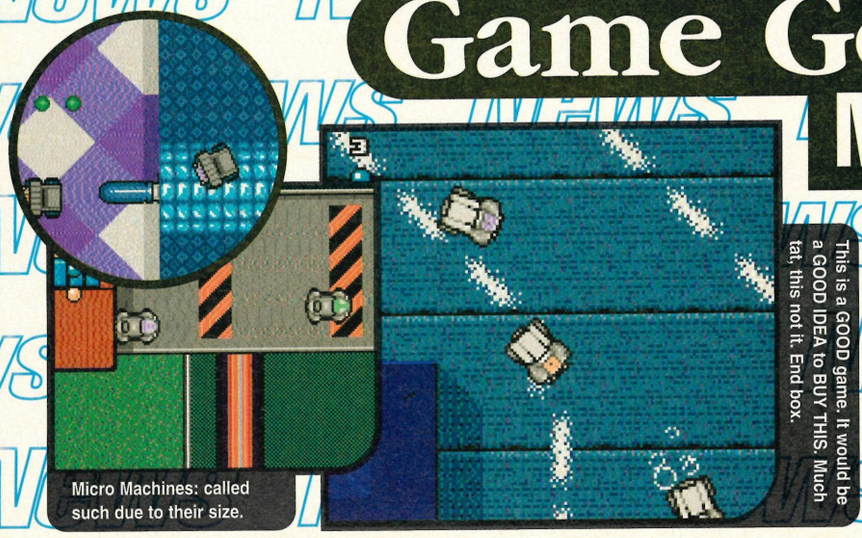
Hey! Look! They're dancing, not fighting. Haw haw.

Er, Sarah bends down to do up her shoelace while er...

Jacky has a bit of a nap. Sorry, not really that funny, eh?

Hold on... I've got it now. Metal bird gives Jacky a fireman's lift 'cos he's hurt his feet on the nasty floor... Good, huh? Disagree? Thought you might.

Game Gear Micro Machines 2


Micro Machines: called such due to their size.

This is a GOOD game. It would be a GOOD IDEA to BUY THIS. Much fat, this not it. End box.

Absolutely no-one could argue against the case that *Micro Machines 2* is one of the finest games on the Mega Drive. And guess what, you lucky people, it's coming for the Game Gear.

All the tracks. All the characters. All the fun of the bleedin' fair (I should write press releases. I'm brilliant). Much as in the first Game Gear *Micro Machines*, you can either play a one-player game, two players on the same Game Gear or two players with a cable link.

If your sweaty hands can wait that long, the game should be out around May.

May, that is, being the month after April and the month before June. Surprisingly, April, May and June are all women's names; although July and August, er, aren't.

European Saturn spins into orbit

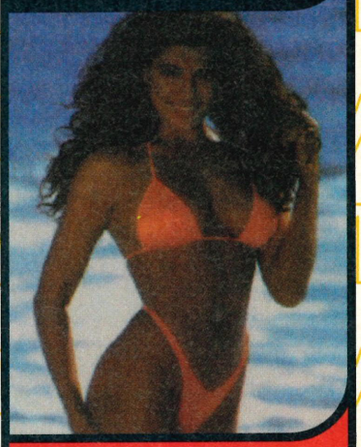
Grey is a dull colour. It makes you think of the weather or battleships. So, Sega have changed the colour of the Saturn for its European launch next September.

The rest of the machine will remain unchanged, but me being a nosey-bonk sort of chap thought it'd be nice to ask Sega themselves about the change. Dave Clarke, high up marketing person at Sega said, "It's because we're evil bastards," while Mark Maslowicz, another top Sega bloke said something more sensible. "We thought it would fit in better with the colour scheme of our current range of machines, and it's a nicer colour." That's nice.

Here, Saturn, here. Look at it long and hard dear readers. This could one day be sat in that space in front of your TV...

...Are you excited? You should be. Sega haven't done it for money or anything. They do it because they love you all.

Hot gossip



WOOO! YEAH! MORE! MOOOORE! Hey guys! I've just OD'd on a Hershey Bar! Jeez... gotta be quick. Need the john. Darn tight-fitting bikini...

■ Bel Air. Five am. Partying with plastic surgeon Hank Ray Hankray. Stilettoe gets stuck on coffee table. Pull up. Flying glass. Protected by hairspray. Dazed. Confused. Then... Nothing. Hey, I only go and wake up in the arms of Burt Reynolds who says to me, "Say, cute one. Did you know that UBI Soft are working on 32X and Saturn versions of *Street Racer*? Only the Saturn version's been likened to – truth! – *Daytona*! Isn't that just great? Do you like my new hair-piece? Am I past my fame-by date?" I left before his old, fat sobbing face ruined my toe-varnish.

■ Beverly Hills. 4pm. Seven Eleven. Pay for Jello. Hand bucks to cashier. Familiar. Try to place hair. Kinda... bald? "Say, Amazon chick. Forgot to mention UBI Soft are developing *Rayman* for the 32X also. Was on the Jaguar, and may be the best looking platformer of all time." Burt started to cry again, and as I smeared the tears away with his wig, a promotional jetplane dropped a Rayman screenshot into my cleavage. Zowie! (*How much are we paying her again?* – Andy).

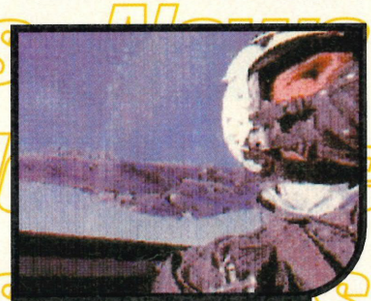
■ Hey! Brian Lara's Cricket from Codemasters is out this summer on the Mega Drive! Hey! Burt Laura's Trinket from Codmeisters is out for supper in the Four Wheel Drive! Hey! Brain Llama's Twiglet from Cockmornings is simmering muh..muuughh..dlop. (*Me! Me! I'll change the batteries!* – Burt Reynolds).

Sega World stuff

Sega have announced special 'play 'til you drop' nights at two of their amusement world thingies.

Both Sega World at Bournemouth and The Sega Dome at Colindale, London are giving you the chance to play from 7:00pm – 11:00pm for the ridiculously cheap one-off price of £5 (£3.50 for students). This event started on Tuesday, the 17th January and will continue on every Tuesday throughout the year. All machines will be on free-play, and there'll be none of that "nah, sorry, that deal doesn't include *Virtua Fighter 2* " stuff.

Tomcat Alley



Forget the nonsense CD version. This'll be much better.

Top FMV and polygon nonsense is rapidly approaching the 32X with all the speed and ferocity of a bull on jam doughnuts. Sega are taking the original game, keeping the FMV, sprucing it all up a bit and adding tons more to the gameplay.

An insider from America told us that they were determined to make use of the 32X's wondrous 25,000 polygons-a-second capabilities. And it'll be on CD and everything. Dean is especially excited.

Quarantine

Doom in a taxi? Yes please, mum, and can I have an extra portion of blood and intestines for little Johnny next door? You know his parents work all the hours and he doesn't get fed... quite.

Gametek are rapidly finishing off the 32X version of the PC hit, *Quarantine*, and a right rummy piece of old flumpet it's looking too.

You are a taxi driver in a hideous scenario of urban decay, a twisted mind caused by one too many 'punks' after a free meal ticket. Basically people jump into the cab, ask to be taken somewhere and offer you a bit of extra cash to 'rub out' a few people. More violent than *Doom* and a bit of a tasty-looking geezer – even if I say so myself.

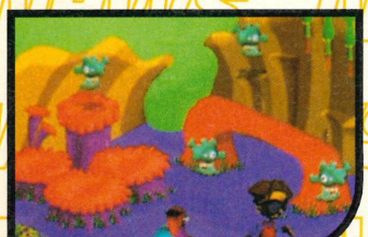
This is *Quarantine* – a bizarre mixture of 'Quentin' and 'Tarantino'. Should we be told?

This is *Doom* – a bizarre mixture of 'Door' and 'Room'. The plot thickens, but you game should play something like this.

Rocket Boy

The boy who makes rockets is coming to Sega stuff (CD, 32X CD and Saturn) this summer. One rocket boy and his dog (called Hatchback) will be exploring 10 bizzare 3D levels, thwarting the plans of wrong-doers and trying to destroy something called a World Waffler.

It's all done in a wonderful arcade/adventure style and the graphics do look rather exceptional.



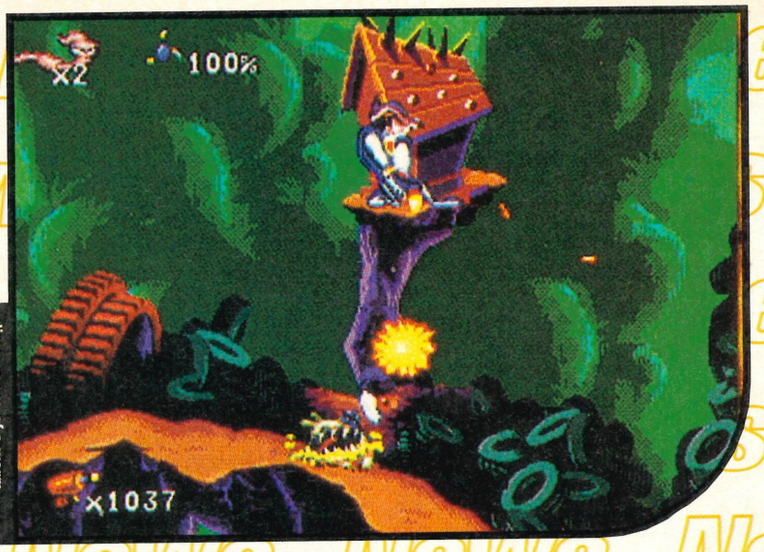
Rocket Boy (boy with rockets). Coming soon... care, do you?

Earthworm Jim CD

Usually the news of a conversion of a game from cart to CD doesn't raise too many bushy eyebrows. Different music (if you're really in luck) and the odd bit of cheesy old FMV to please the disc-spinning masses. But, joyful screams all 'round, the CD version of *Earthworm Jim* has loads of 'good stuff'.

One new stage is lovingly entitled "Big Bruty", and is jam-crammed full of totally new aliens and that. The game has all-new music and special effects. Tons more animation and a supposedly new ending.

When's the game coming out? According to our American 'chums', the game should be out in the next couple of months, although we're unsure at present who's picked up the European licence. More stuff next issue.

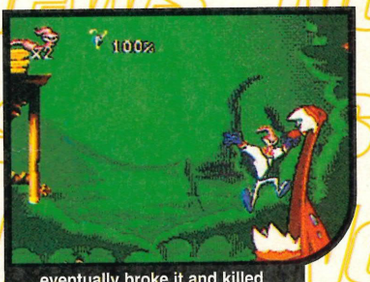


Jim... more of a worm, less of a man. No arms y'see. Nice bloke, though.

When I was at school we made a worm farm. It's made by...

...putting a load of mud between two sheets of glass and...

...putting worms in it. It was utter rubbish and some bloke...


...eventually broke it and killed all the worms. I wasn't sad.

Light Crusader

Imagine *Landstalker* with better graphics and about 40 bosses and you've got *Light Crusader* from Treasure. Treasure, as if you didn't know, are the folk responsible for *Gunstar Heroes* and *Dynamite Headdy* – two games that a lot of people liked, but we didn't. (Oh we just love to be different.) You play a bloke called David – a top hero type who kills dragons and makes spells. Fans of the old Ultimate Play The Game stuff should now be openly weeping. Oh, and this is Treasure's last Mega Drive game – just in case you're interested.

Let's play a game, kids, it's called count the boss. Every boss...

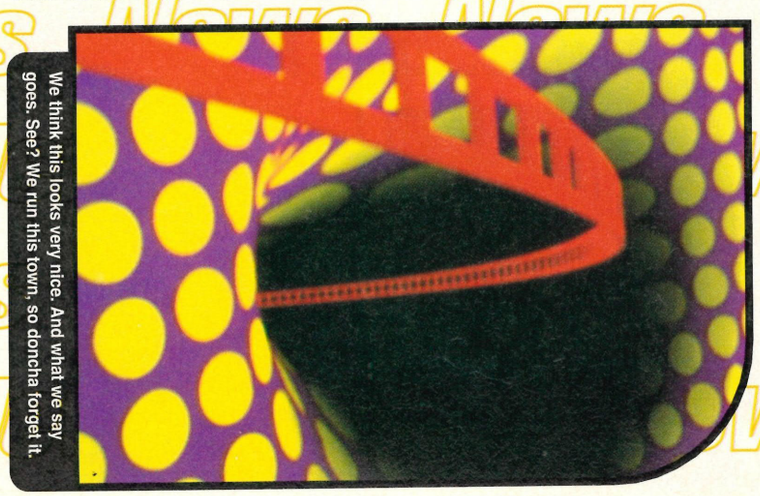
...you find in a Treasure game wins you a poke in the eye.

Darkride

Like roller-coasters, do you? Think you're clever because you can go on the amazing 'Colon Ripper' at Alton Towers? Then this game might cause you to raise the one eyebrow in fake interest.

Rocket Science, those clever CD people, who've also done *Loadstar* and *Cadillacs and Dinosaurs*, are developing a game by the name of *Darkride* that has all the fun of the fair and more besides.

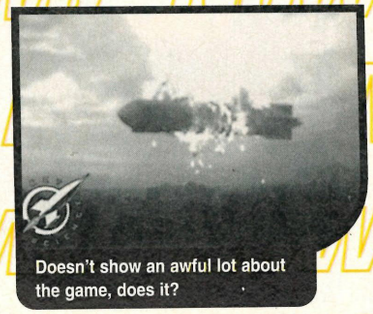
12 levels of mind-bending stupidness involving monsters and multiple junctions await, dear reader. Expect CD, 32X CD and Saturn versions towards the end of the year.


We think this looks very nice. And what we say goes. See? We run this town, so doncha forget it.

Flying Ace

While I'm in a Rocket Science kind of mood, it's well worth mentioning *Flying Aces* from the same company. World War One antics abound. So you can be sure that there will be plenty of waxing of moustaches and tea and tiffin on the lawn with Marjorie and her Pekinese, called Frederick.

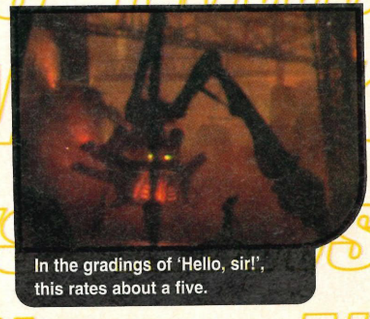
Tons of FMV, over 50 dogfights, and more gung-ho than you could possibly believe. All coming your way soon.


Doesn't show an awful lot about the game, does it?

Obsidian

For the classier machines we've got a game about stuff found in the rainforests (i.e. monsters). *Obsidian* be its name and it's available at the end of the year (ish) from, yes folks, you guessed it, Rocket Science.

Rocket Science claim to have a unique combination of 3D computer graphics, animation, motion capture, matte paintings and live-action characters.


In the gradings of 'Hello, sir!', this rates about a five.

CANNON FODDER

"DON'T WAIT 'TIL YOU SEE THE WHITES OF THEIR EYES...
DON'T KID YOURSELF IT WILL BE OVER BY CHRISTMAS...
DON'T TRY TO SHUT OUT THE SCREAMS...
AND DON'T FORGET TO WASH YOUR HANDS AFTERWARDS..."

"MEGA DRIVE SHOOT-'EM-DOWN OF THE YEAR" SEGA POWER 91%

"NIGH ON PERFECT" TOTAL 93%

"CANNON FODDER IS COMPLETELY EXCELLENT" SEGA MAGAZINE 92%

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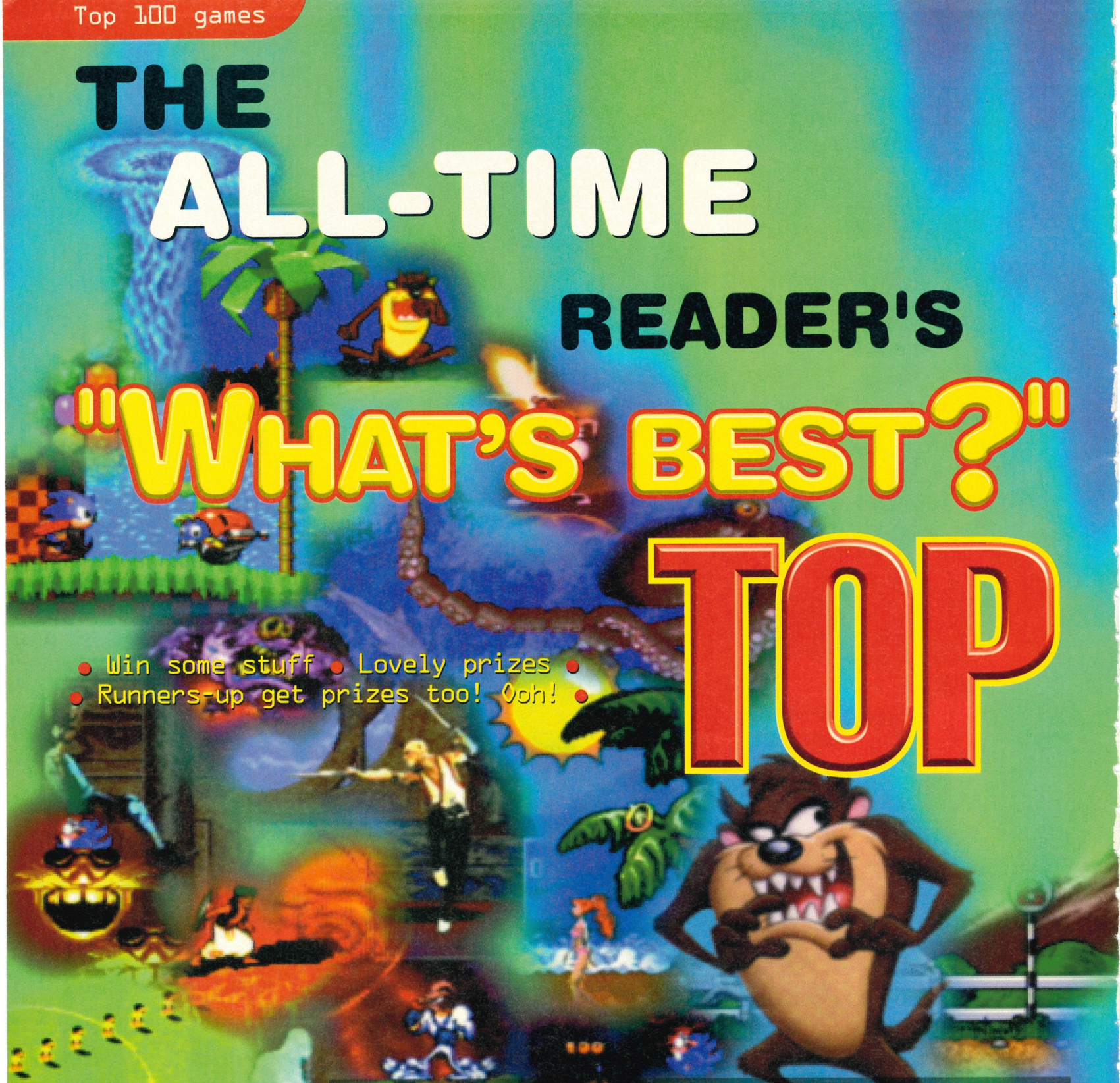
THE ALL-TIME READER'S "WHAT'S BEST?" TOP

• Win some stuff • Lovely prizes •
• Runners-up get prizes too! Ooh! •



After numerous head fits, blood gargling and tearing out of small, Slinky-shaped hair, we're proudly exhausted to announce that the infamous, ubiquitous, knackeringly life-draining "What's Best?" question ENDS HERE. Yes ladeesanjennulmun, for the first time in *Sega Power*'s history since the last time we did this sort of thing, we're compiling a Reader's Top 100 of them Sega games.

"Yeah, but it's none of that *Sega Power*'s business what I do in the confines of my own damp bedroom," complained typical reader Maurice Grunt after a recent Charles Bronson monkey-scrotum facelift. "I mean, what's in it for me?" *Sega Power* swallowed another codliver oil capsule, sucked the hallucinogenic plaque from a moon moose and considered an intelligent response: "Well... er... it's like... you know... and that... er... arse?" After dropping a lethal anvil on Beauford house, a publisher wrote: "Not only does the reader's top 100 give the editorial team a clear idea of what you, the reader and hence customer, are spending your money on – it also gives us an opportunity to play about with some statistics... But hey! The main thing is that you can WIN SOME STUFF!"

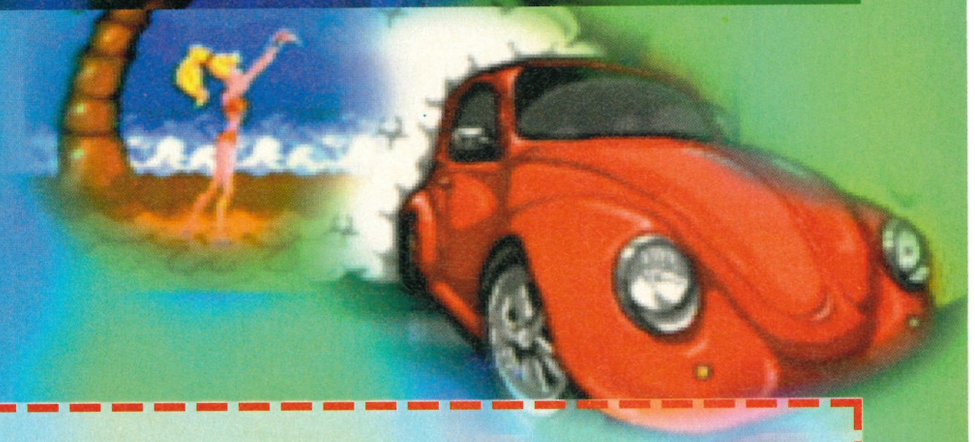
Yeah, that's all you lot are interested in... Win some stuff! After each entry has been logged into a really big computer thing, it will be entered for one of those raffle draw things. First prize is lovely – YOU CAN WIN A SATURN!!!! Plus, runners-up prizes of the usual games/t-shirts/home pickling kits. Happy now? That's all peachy ginger then...

WIN A SATURN

STUFF TO DO

1. Opposite this page is a list of things. Simply think for a while, chew your pen/fingernails/granny and write your favourite game in each category. There's ten in all, and they're all self-explanatory. Except the Puzzle category, by which we mean things like *Columns*, *Lemmings*, *Populous*, *Animaniacs* etc.
2. Go on, have a pog through the recent Hard Line bible to nudge your single spud of an over-worked braincell into that thing called mem-o-ry but don't just say *Mortal Kombat* bleedin' *2* is your favourite game ever JUST BECAUSE we happen to like it at the time. There ain't no extra points in siding with our opinion. Be honest and other such parental clichés.
3. This is an all-time top 100. Ancient old gits like *Columns* are just as relevant as those spunky lady recent releases.
4. Write the following note in your ill-fitting maroon underpants: "I MUST FILL IN THE FORMAT AFTER EACH CHOICE IE MEGA DRIVE, 32X, CD, MASTER SYSTEM, GAME GEAR ETC."
5. Are we being patronising enough for you yet? Christ, we're beginning to sound like Sega Magazine...
6. Winners will be personally informed by a rude phonecall. Or letter. Vote results will appear in issue 67. Hopefully.
7. Tear off your entry form, tape it to a postcard/envelope, and send it to "I like these games", *Sega Power*, Beauford Court, 30 Monmouth Street, Bath, Avon, BA1 2BW.
8. The editor's decision is blahblahblomdeblah.

100



A list of things.....

Best Beat-em-up ..... Format (.....)

Best Shoot-em-down..... Format (.....)

Best Platformer ..... Format (.....)

Best Driving Game ..... Format (.....)

Best Sporty Game ..... Format (.....)

Best Puzzley Game ..... Format (.....)

Best RPG..... Format (.....)

My Favourite Colour Is..... Hue (.....)

The Worst, Most Turdy Game I've Ever Played Is..... Format (.....)

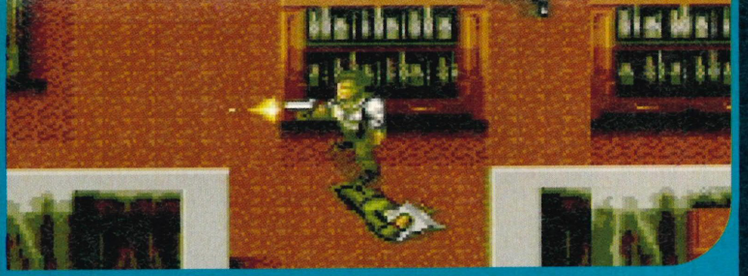
But My Favourite Best Game In The World Is ..... Format (.....)

NAME:..... ADDRESS:.....

..... POSTCODE: .....

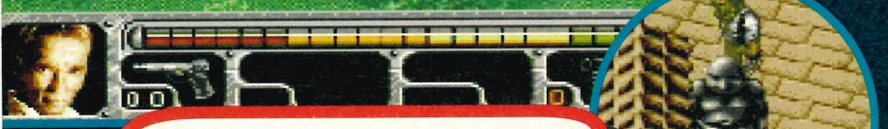
PHONE: .....

Look. There's blood everywhere. Urgghh. Oh no. (Bored as a blind kid).



This is a man shooting while another silly man has a paper on his head etc.

● Mega Drive ● Acclaim
● Release: March ●

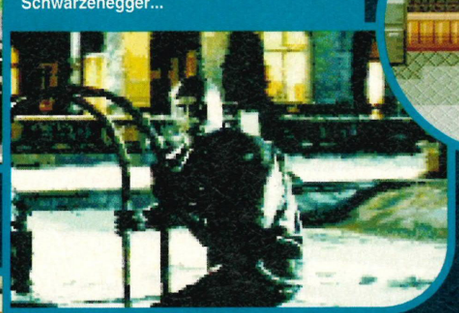


True

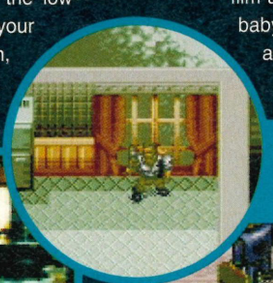
Sega Power cocks it up just for you. Yes, that *Mickey Mania* cheat (issue 64) was wrong to the point of drinking sellotape...

Let's face it: film stars have rubbish first names. Just think of the playground slapping you'd get from your mates if you were called Sylvester, Dolf, Chuck or (the worst of the lot) ARNOLD? Jesus. As if the glitz-free, Joey Suburb title that is 'Kevin Costner' wasn't bad enough, we have to put up with an ARNOLD. Look. If there's any Grahams out there, could you please make your way to Hollywood and do something about the low-to-no profile of your first name. I mean, can you name a famous movie 'Graham'? CAN YOU? If we really have to put up with a global guru called Arnold, we may as well go all the way. WE WANT A GRAHAM WINNING AN OSCAR! Actually, an Oscar winning a Graham would do just as well...

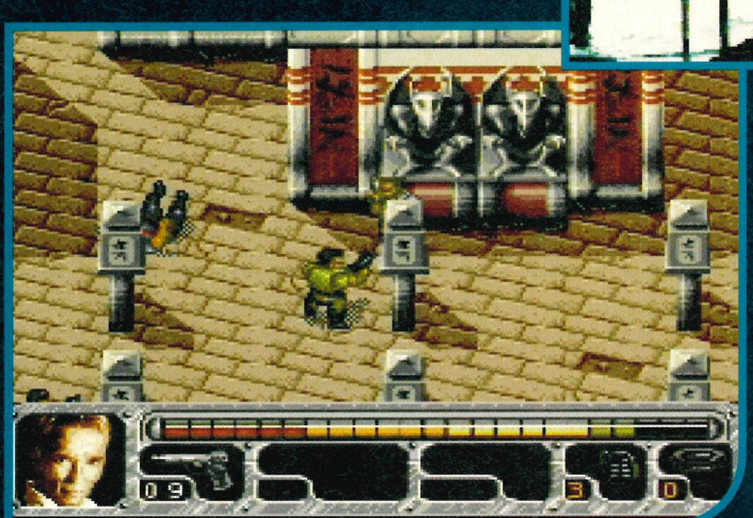
Arnold then. Arn-old. Ahhhnulled... ("Aaagghhhhh!"nold!). Anyway, everybody loves an Arnold. They can't resist him. He might be in the odd crap film about a bloke being a bird having a baby (sob!), but when he pulls his actionpants on, ooooh, that Arnold's such a little devil. So... the last



This is supposed to be Arnold Schwarzenegger...

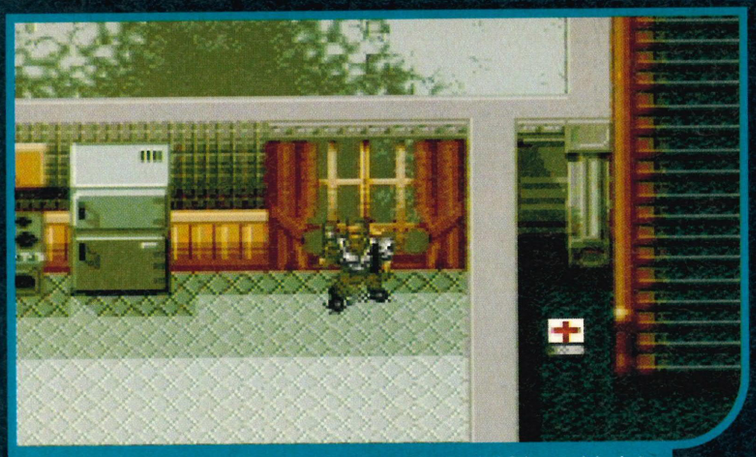


Quiz: In which film did Arnold say "Me! I cook right tasty Spag Bol!" Answer: The Elephant Man.

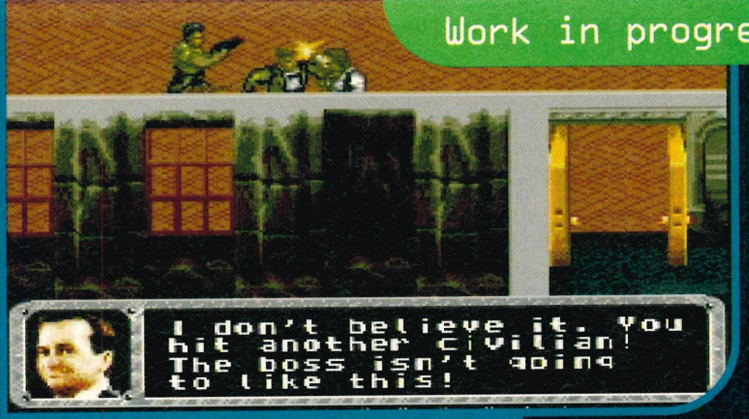


...What it should have been was 'go to options and select Music: Continue, FX: Appear and Speech: THINK. Exit then hold left on the D-pad until the level select appears'. Spackers.

The game climaxes when Arnold fights bad man at an office party while people lovingly photocopy each other's buttocks.



Your ultimate mission is to get some Johnny Continent called Crimson Jahad etc.



Et *hahayouhitacivilianyoucrazyzanyguy* cetera. It's mission advice man. END.

Lies

good one he did then. True Lies. A tip-top actioner with... lots of Arnold.

Ah, but there you are with your Arnold shrine, your posters, your videos, your keyrings, your steroids, LOVING Arnold, LIVING Arnold. But you can't BE Arnold. Only Arnold can be Arnold. There's only one Arnold – called Arnold.

Oh yeah? There's always, always a 'next-best'. True Lies: The Video Game. That's the beauty of Sega. Sega let's you 'be' Arnold. Sort of.

First, the good news. Look at the screen-shots. Don't stare. You don't need to. If you're reading this page near to a window, open it. Squeeze your head out. Take a deep breath. Ready. Steady. At the top of your voice. One... Two... Three. "*It's not a platform game!*"

It's a bloody miracle. A movie licence that's entirely jumpless. Somebody somewhere at Acclaim battled with their brain and ended up winning. Taken them long enough...

Oh. You want the bad news, don't you? Look at the screenshots. Don't stare. It's rude. Now, go through the same window routine, only this time shout "*But it looks a bit crap!*" Never mind. It's only a preview.

True Lies is an action adventure. In parenting terms, it's probably the child resulting from a second marriage in the 80s to a mistress called *Gauntlet*. Actually, at least it looks a bit better than its mum. There's a considerable ten levels packed in here, with a lovely password accessing system (we like those sort of things), and of course, you can 'be' Arnold. In fact, you can probably be 'better' than Arnold because of the pistols, the uzis, the sawn-offs, all in one neat diving shoulder roll that only that Arnold could do.

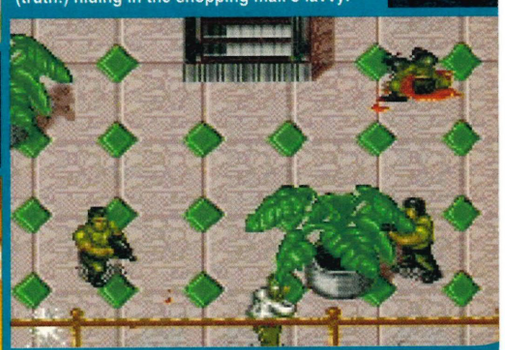
Oh, tell you what. Let's do a deal. There'll be more 'This is...' game-o-mation in them captions if you let me write Arnold one more time. Okay? "Arnold." Christ... Funny old world, Graham...

SEGA POWER

Level 2 and a (yawn) "race against time" down some slopes. With snow. On them.

A programmer writes: "And the funny thing is, right, Arnie doesn't even play the piano, so that's why there's *A PIANO*!!!"

Level three's mission requires tracking down one of the evil Bond man's stooges who's (truth!) hiding in the shopping mall's lavvy.



I mean, it doesn't look *completely* crap, but the similar *Skeleton Krew* "does it all better" etc...

But like, the strange thing is, mushroom clouds are so, you know, *beeeootyful*, yeah man?

Stargate

● Mega Drive ● Acclaim ● Release: March ●

We are sad to announce that Sean McGuire's debut album has dropped out of the top 200 after four weeks. HA! HA!

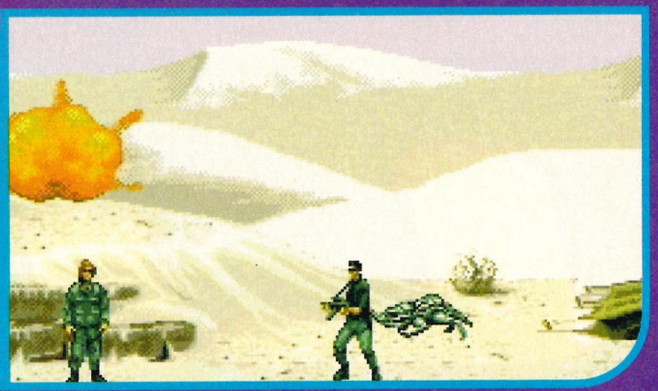
By the time you've purchased this magazine with two-and-five of your earth sterlings, you may or may not have had the misfortune of seeing the cinematic sewage sandwich that is Stargate. Kurt Russell acting with his eyebrows, that BLOKE from The Crying Game playing an Egyptian BLOKE God (that BLOKE always plays BLOKES), some sand, some guns, some buckets and Spaders, all swilled about with those Battlestar Galactica not-so-special effects. The Star Wars for the 90s? Better off sticking to the Star Wars of the 70s. Still, the punters have paid, and that's why we've got the game. Off the high horse, into the stable...

Stargate is yet another movie licence that's caught the platform virus, bearing more than a slight facial resemblance to such Terminatory and Robocoppery photofits. Most of you should be familiar with the, if you will, genre of actioners-into-games. Most of you should know what you're going to get. (*Yes. Quite unlike a box of chocolates really* – Forrest Gump.) (*How did this idiot get into the office?* – Andy) (*Me first! Me first!* – Simon.) (*Ow! Please stop hitting me* – Forrest Gump.) ...Sorry. Just a little day-dream I occasionally have...

Apart from the usual power-ups, health-ups, grown-ups and tea-cups, *Stargate* does differ from the norm with its lovingly detailed, admittedly small sprites (..... insert "size isn't everything" comment here). In fact, the main character Jack O'Neil is animated in such a way as to suggest fluid flashbacks to the days of, well, *Flashback*. So that's all lovely-huggy then.

Otherwise (pah!), this looks much a by-numbers platty-actioner that, fair enough, sticks like a leotard to the plot of the movie, with the action strictly mission-motivated actually making it a rarely relevant licence. But you never know – it just might end up better than the film.

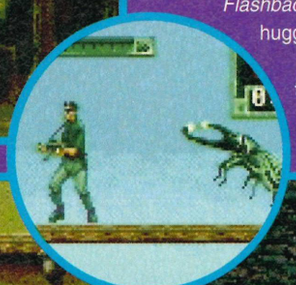
SEGA POWER



Every sector of each level, ginger star James Spader gives you the mission low-down. Or is he 'strawberry-blonde'? EH?

Good God, have you noticed a CHANGE in the jellied eel that is Sega P 65? We're actually giving you *game information*? Smutty dog puddles! Uh?

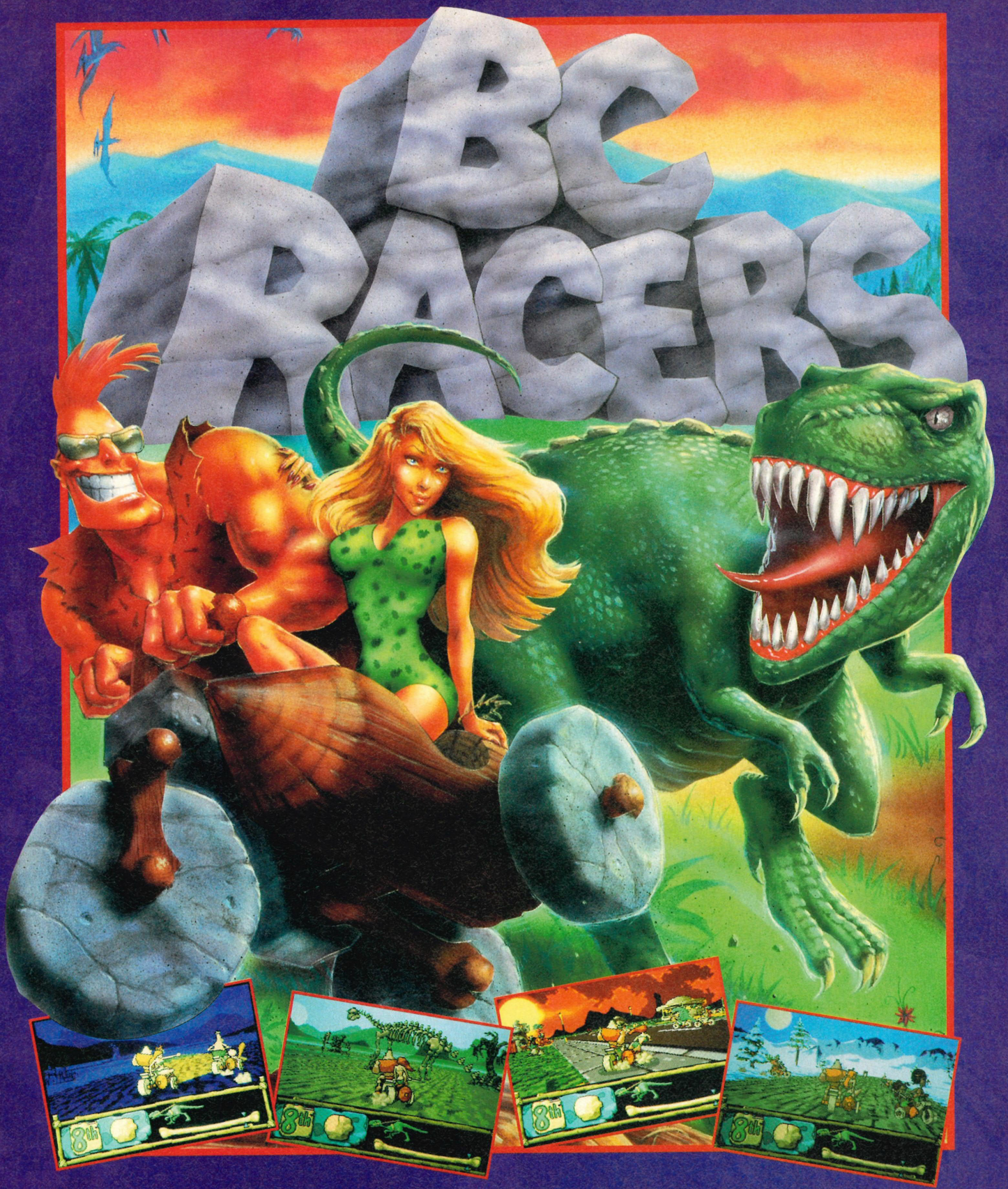
We'd like to thank Tim Bennett for his Tips and Cheats in Sega Power Guide. From *issue One*. Very anal but very nice.



This geezer with a sparrow on his head is the Egyptian Patron Saint of Liza Goddard's Cider Addiction.

Caption quiz: Minty McEyeliner, the world famous egyptologist recently sang a duet with which chart-topping beat combo? (Answer to the right of page 18)

Caption quiz answer: Minty McEyeliner, the world famous egyptologist recently sang a duet with chart-topping act The Wurzles. It was called 'My Fizzy Woodpecker' and made no. 1.



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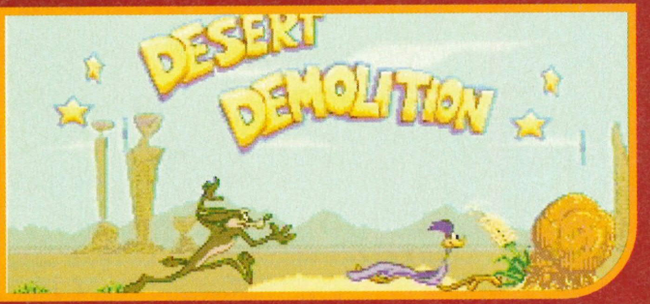
Road Runn

Yes, yes, prepare yerself for game-o-mation and (sigh) those Warner Bros. cartoons that never quite made it...



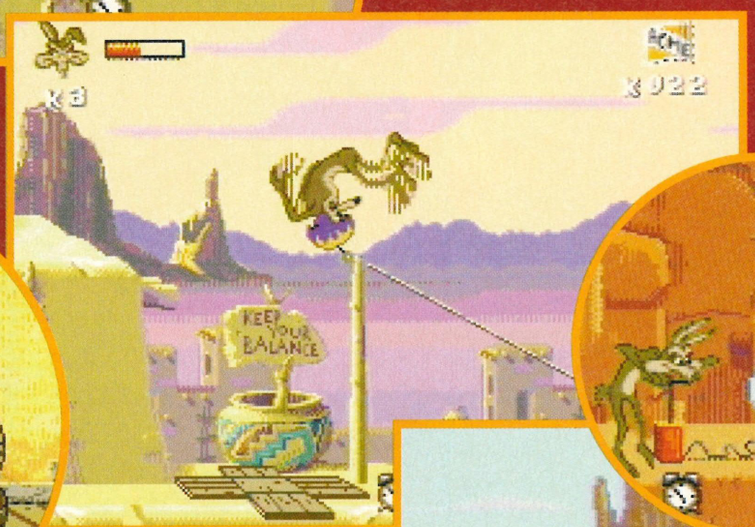
Tex Avery's first cartoon Bumweed Benny was based on Aunt Floe from TV's Bod.

● Mega Drive ●
● Release: April ● Sega ●

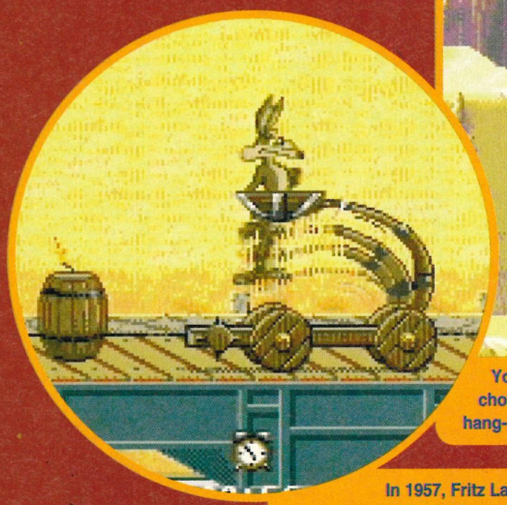
READER'S WARNING: This preview of a Warner Bros. licence will not contain the phrase "That's all Folks!" when it reaches its conclusion. For those disappointed by this, a full refund will be kindly supplied by another Sega magazine at the end of the review.

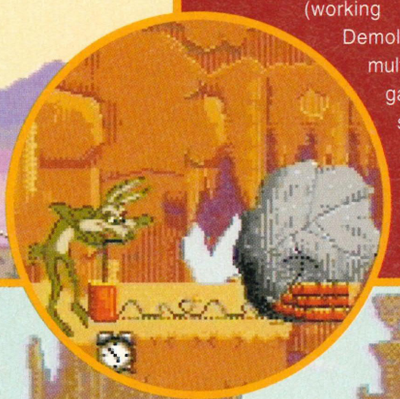
Right then. You know the drill, you crazy kids. Beep beep, blah blah, Cartoon Time this, Rolfaroo that... We have ourselves another traditional Warner Bros licence dragged screaming and kicking into platformville, this time 'starring' the American desert double-act of the Road Runner and Wile Coyote. So, as they say, what? Well, it looked nice at the time...

Infophobes: close your eyes for the following paragraph... "Road Runner (working title 'Desert Demolition') is a multi-levelled platform game (more than six at a guess) with that distinctive animated feel carefully translated onto



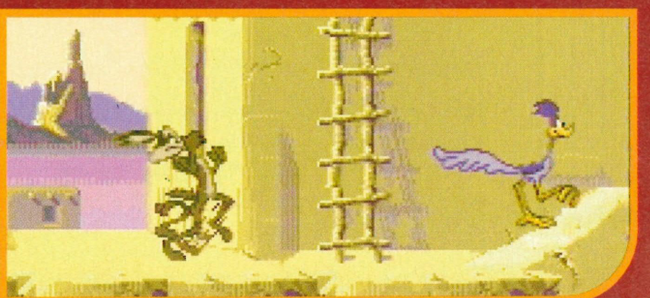
Your second level has the gimmick choice of a balancey hat thing or DIY hang-gliding kit. INFOMANIA!





Crack open an Acme box, and this is the kind of power-up tat to expect. And we still couldn't catch the bleedin' thing. And we're experts. At games. We are. Hello, sir. And that. Etc...

In 1957, Fritz Lang proposed the excellent Stompy the Man in 'Cat Turd Invasion Ruined My Carpet.' It won 6 Oscars and featured a young Elaine Page wearing flip-flops.

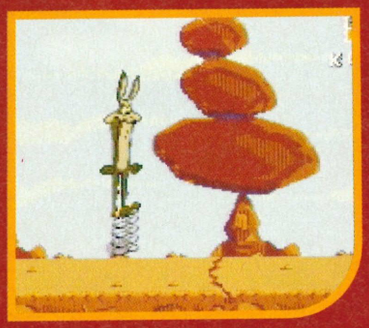


Mel Blanc's voice-over for Ploppy Dog was based on the sighing sound of an over-boiled onion.

Right then. You know the drill, you crazy kids. Beep beep, blah blah, Cartoon Time this, Rolfaroo that... We have ourselves another traditional Warner Bros licence dragged screaming and kicking into platformville, this time 'starring' the American desert double-act of the Road Runner and Wile Coyote. So, as they say, what? Well, it looked nice at the time...

Infophobes: close your eyes for the following paragraph... "Road Runner (working title 'Desert Demolition') is a multi-levelled platform game (more than six at a guess) with that distinctive animated feel carefully translated onto

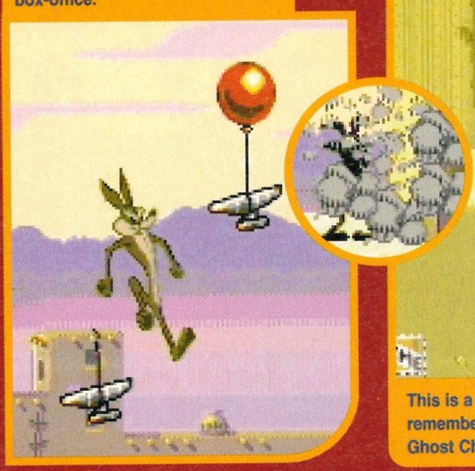
...er

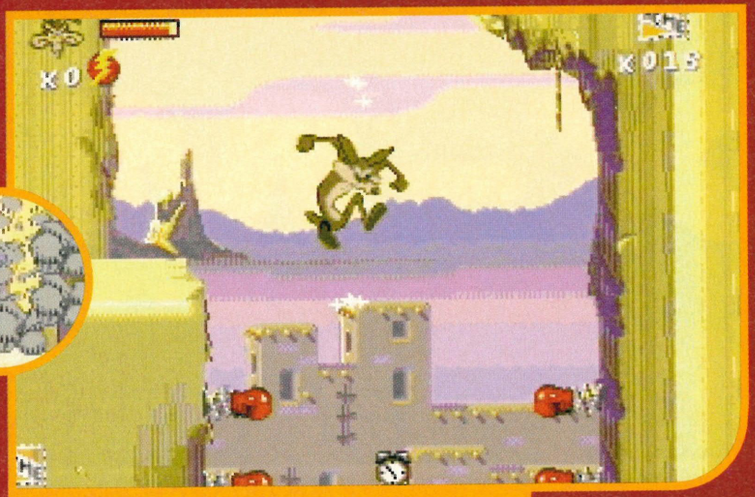


eight megs of swiftly pixelled fun, fun, FUN!!!" This game... this game...

Didn't peek? You can open them now. Although *Road Runner* is not entirely new-in-town, it does differ enough from your standard-but-slick Daffys and Tazs to warrant some interest. With the choice of 'being' either fast-bird or cat-dog-thing, it's up to you to either a) escape the fangy mouth clutches of wolf-puma-thing or b) do a runner from, er, the fangy mouth clutches of wolf-puma-thing. Either way, there's much tonnage of Acme tat to exploit/escape from. (And – here's the irony, boys and girls – in this one, the gimmick's the gimmick.) So, with each level we get a selection of crayzee contraptions ranging from your superhuman foot-springs to your DIY hang-gliding kit. Mix in some 'we've-got-the-licence' cartoon cameos from the rabbit and pig, and you have what could be what we call 'an above average computer game'. Excited? Maybe. Expect some piano bashing next issue...

The nine-hour feature 'Bugs Bunny Converts To Scientology' was a surprise flop at the box-office.





This is a reader's pledge. Does anybody, I mean *anybody* remember a Scooby Doo style cartoon called Goober and the Ghost Chasers. Write in to me, Simon, and ease my pain...

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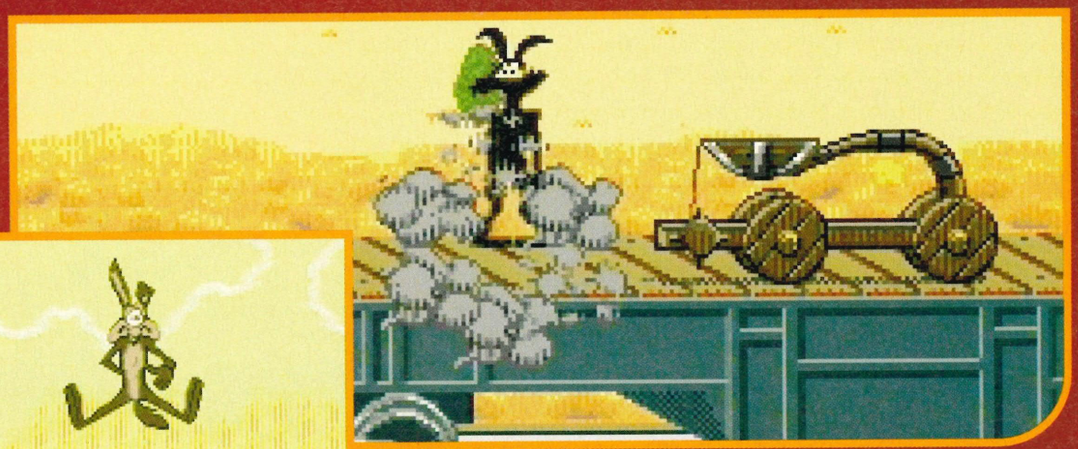
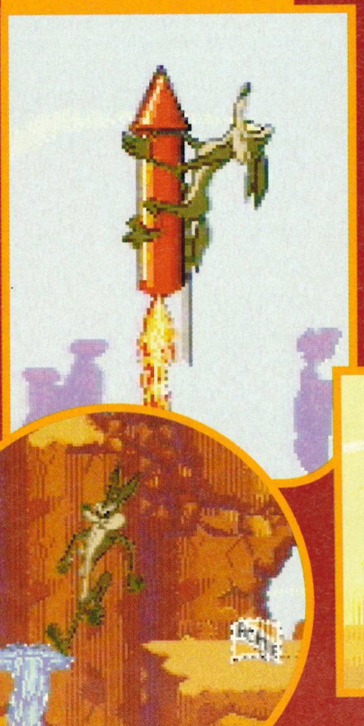
GLASS WINDOWS: Now you can finally have a clear view from your house with our exclusive window invention. Batteries not included. (Enoughblah - The Editor).

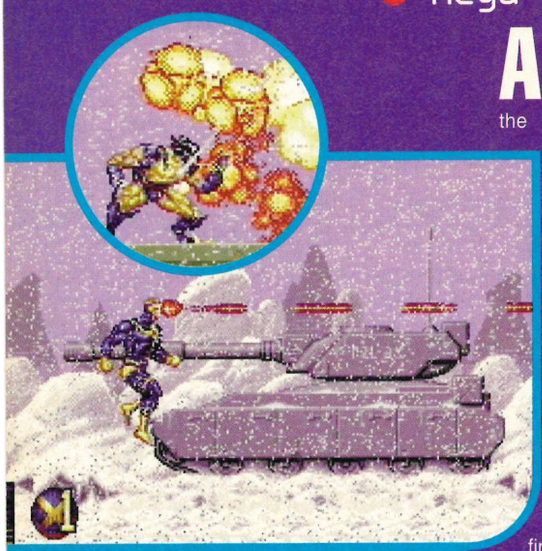


A fist fight between Walt Disney and Tex Avery resulted in this...



X-Men 2

● Mega Drive ● Sega ● Release: March ●



Apologies about the crap game shots, but us lot, the spazzes we are, 'couldn't get past the first level.' USE. LESS.

And, as that swirling column of water arcs inland, converging on the same co-ordinates, we find, amid the hurling rocks a deceivingly streetwise urban mutant... it... it is... holy moly!... it's... it's!!!!... Oh. It's Comic Boy.

Fed on a diet of cheap cider and Stan Lee since his clearly misguided mother (Vera Thing) gave birth to him, Comic Boy is a mysterious entity rarely seen flying across the skies of Swindon, fisting plasma, crushing the despicable, and fighting crime. And, when this felony-bulging world prays on its knees for a superhuman force to yank the fingers from the corrupt hand of the law, it is guaranteed that Comic Boy is sitting on his rear in the attic, head cemented in la-la land, with only some toast and things sent up by Vera to keep him alive until... until... supper!

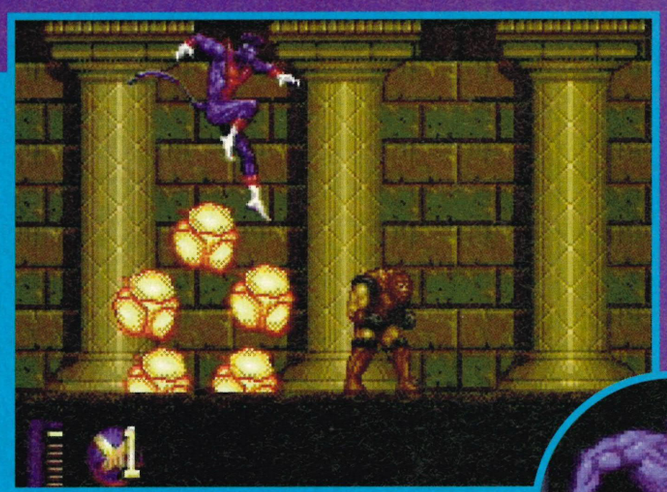
"What? Hunh? Mommy! It's... it's not human, it's soft... Oh my! Help me mother Vera! For I fear it so!"

For as Comic Boy flicks to the last page of the thrilling finale that is Colostomy: The Emptying, he gasps at the sight before him. It's Beast, it's Cyclops, it's Gambit, it's Nightcrawler, it's Wolverine and... and...it can't be! The evil Magneto a... an X-Man?!? All his favourites! @*@*!!! An interactive bonanza of comicdom? Clearly his body chemistry is bubbling... plasmatic...

Thinks: "Not possible! Wipe out DNA Pirates? Fantastic! I must help... Need... need Sega Mega Drive for 16 meg, multi-leveled platform-action-adventure two-player Marvel action. Must help! Can't... get... up..."

Will Comic Boy fight the sluggish enemy in him, make it to the front door and venture outside to purchase it in time... in time for its release date in March? Find out in your next episode of *Sega Power*! Probably.

Apparently here you can play for the first time as 'Magneto' who wasn't a friend of the X-Men, but is now. And is nice. Er...



And the only reason why this one looks different is because we grabbed it off of the demo-mode. *Sega Power*: sometimes good, mostly chimps.

Christ, things are getting a bit desperate now... "This is the character select screen in which you have a choice of (1,2,3...) SIX X-Men. Er, as you can see, we've selected the blue one..."

This is a screen-shot of one of the X-Men having a fight with an enemy tank. I HOPE HE WINS! (*Sacked.* – Andy)

Game-o-mation: the people who programmed the original X-Men also 'did' *Generations Lost.* Interested? Er...

Er... Each X-Man is gifted with a special move which you can use to fight the (it says here) 'DNA Pirates'. 'DNA' stands for... for... for... for...f or... for... for... for... Nope. Can't.

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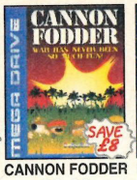

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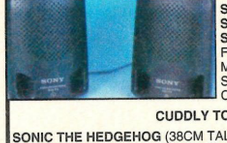

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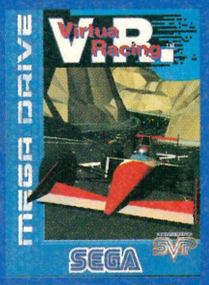

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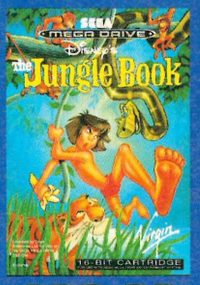

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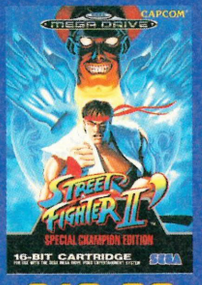

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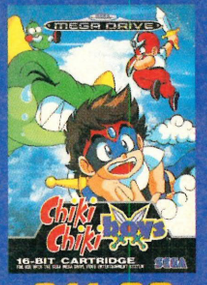

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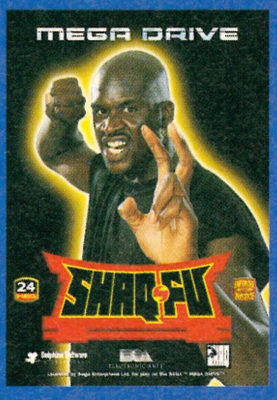

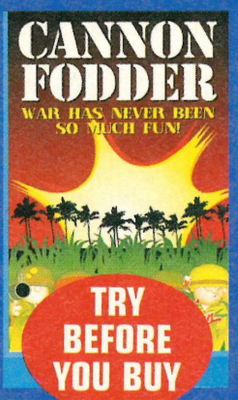

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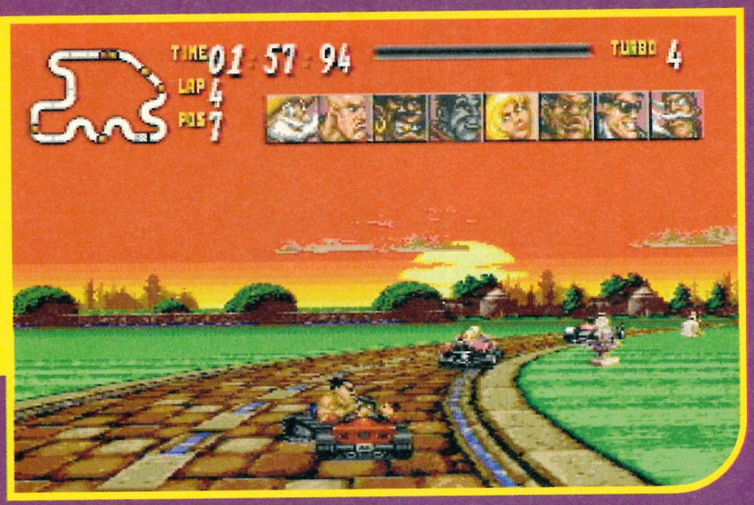


Here's fat bloke doing fat stuff in his fat car. Mainly to someone next to him who isn't fat at all. Not even slightly.

I know what you might be thinking, but TRUST ME!!!!!!!!! It all runs *reeaaally* smoothly and fast too. SNES owners... eat it.

Street Racer

• Mega Drive • Release: UK • April • UBI Soft •

THIS IS THE FOOTBALL GAME, and damn fine it is too. You can choose between different styles of game *and* pitch.

If you look at these shots closely, you can see the car in the top one in the bottom one too. This sort of thing gets me excited.

All players have their own stats, but they're all pretty evenly balanced.

It's not unknown that racing games are excellent. Of all the styles of games, there is little is better in the old 'come home from the pub and fancy a quick multi-player game'. *Virtua Racing* (both versions) and F1 being two prime examples. Now, entering the arena like a swaggering Greek God, pumped to the gills with sheer cockiness is *Street Racer*.

The SNES version made everyone giggle and laugh with its funny characters and bizarre sub-games. It also made everyone very happy and excited with its joyous four-player split-screen mode and wonderful mode 7 tracks and that.

All this was slightly dampened in the Nintendo world by the all-powerful nasty stare of *Mario Kart*.

On the Mega Drive, though, no comparisons can be made, so it can honestly be said that *Street Racer* is in a class of its own.

Miraculously the same mode 7 style of graphics have been kept in, and they move equally as fast as the SNES version – if not faster.

Due to the obvious hardware limitations of the Mega Drive, the tracks aren't quite as colourful, but Vivid Image (the programmers) have still managed to pull off some clever ▶

Rumours that Kurt Cobain is making a cameo appearance in the game are so far unproved. But you never know...

It was a time of heroes, when honesty was a rude word and nobody had any hair.

Looks cramped, but it does play like a dream. Probably the one when you go to work naked or eat your parents.

Helmut Von Pointenegger

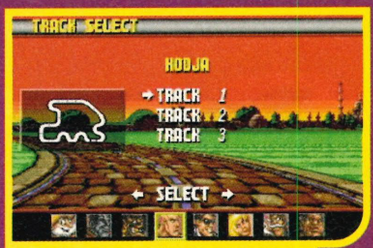
Course: Races on a disused airfield in the Bavarian countryside.
Weapons: Has spinning side saws and a tri-plane short flight thing for his bonus weapons. Uses a walking stick to attack on the side.
Occupation: Retired pilot.
Hobbies: Mainly cheese, but is partial to the odd bit of dwarf-throwing.
Favourite 'pop' act: Take That (naturally)..

Sumo-San

Course: Future City (loads of metal – mainly chrome).
Weapons: An electric shock and a Sumo Splash that throws out cars in his vicinity. His punch is a traditional Sumo Smack.
Occupation: Guess.
Hobbies: Cheese again, but also makes models of famous horse-jockeys from matches.
Favourite 'pop' act: Let Loose.

That's the Sydney Opera house in the background. You'll find it in Sydney, Australia. I'm clever. You're not.

Surf Sister be a top 'bird' from tabloid newsies, she be. I love her.



Eric Cantona is a bloody idiot. It's official. Sod off crazy foreigner-type, we don't want your sort here.

The latest addition for the Escort-owner who must have everything. Apart from brain surgery.

◀ trickery to get more colours out of the Mega Drive than it wanted to give them. Clever chaps that they are.

The game has eight characters, each with their own style of track – see the boxouts scattered around these pages, and three rounds for each one. Simple mathematics brings you a total of 24 tracks. Not bad indeed, add the two bonus sub-games on top of that and you've got a game with somewhat more than the average amount of gameplay.

There's also a top-secret final level which can only be accessed when you've completed the other 24. On pain of death I've been sworn to keep my big mouth shut, but we can tell you that it's excellent and full of surprises.

Didn't I mention the sub-games? Oh, silly me. One goes by the name of Rumble, while the other's called Soccer. Self-explanatory, really, but the soccer game works a lot better than you'd imagine. You and either three other computer-controlled characters or split-screen nonsense with matey-type folk play a sort of three-and-in game. There's a computer-controlled goalie and you can pass, shoot and even curl the ball. Amazing, but true.

Rumble has all the players racing around an arena. The object of the game is to knock all the other players off the edge and to be the last player left on the track. We saw an early version of this game, just to get the idea of what it was all about, but unfortunately, secrecy stuff meant we couldn't grab it.

Another first for the Mega Drive is split-screen four-player action. As well as that you can have a standard two-player split or three human and one computer split. It all sounds hideously complicated, but in theory it all works in perfect simplicity.

Right, all this will be in the review – which we sincerely hope to bring you next issue – but to whet your appetite, you can also look forward to fighting antics (much like in that *Road Rash*

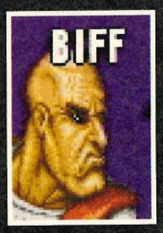
Here, options, here.

Raphael

Course: A motor-racing course in the country.
Weapons: A gold chain grappler for pulling back cars and huge stereo horns to blast out his oppos. Has a smart punch.
Occupation: Racing driver.
Hobbies: Makes duvet covers from a bizarre latex/skin combination.
Favourite 'pop' act: Whigfield.

Surf Sister

Course: Australian beach.
Weapons: Expanding beach balls for some ungodly purpose and Magnetic Attraction which pulls characters towards her before punching them away. Hits folk with a Beach Towel Flick.
Occupation: Professional woman.
Hobbies: Likes to talk to old people. Wants to travel the world and work with sick kids.
Favourite 'pop' act: Nik Kershaw.



Biff

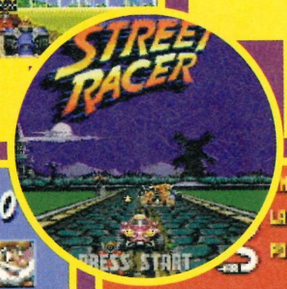
Course: Redneck dirt track.
Weapons: Expanding tyres to force out others and a grapple that pulls back folk. Hits with a baseball bat.
Occupation: Professional moron.
Hobbies: Collects teeth braces from all eras and likes taking pictures of people's ears.
Favourite 'pop' act: Bros.

Suzulu

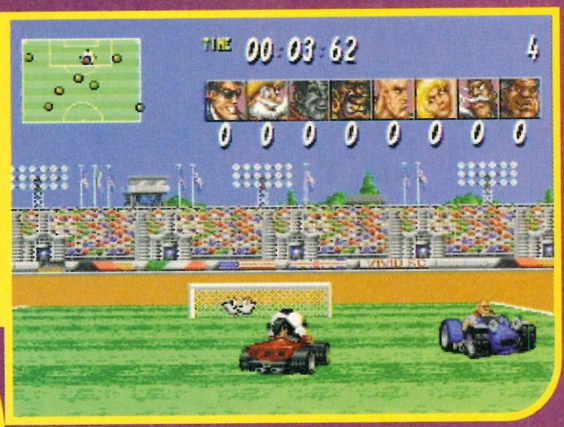
Course: African safari.
Weapons: Rhino head and spears to push away the other cars and a Rhino Charge forces them aside. Hits 'em with a Voodoo stick.
Occupation: Rally Driver.
Hobbies: Farming chimps and collecting moss and spores.
Favourite 'pop' act: East 17 (before they sold out).

game) with each character having their own special moves. Also, beware of all sorts of competitions, championships and tournaments, Full playback of the entire race, viewed from any character, and different views, varied laps (there's tons of options and I haven't much space), pick-ups (speed-ups and the like), bonus points (collected for the fastest lap etc. – it all counts towards the championship table), custom cups (choose your tracks), and believe it or not, but they managed to cram all this into 8-Meg. Nice people, too. Met them, I did.

And just to prove how much we like the four-player version, here's another shot of it.

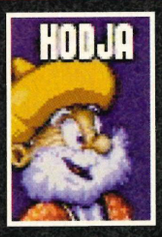


If only football could be played like this all the time. It would be much more fun. I think.



Kenya really does look like this. Where once there used to be elephants and cheetahs and the like, there are now race tracks. That's cos nasty men have killed all the animals and replaced them with fast food restaurants. True, that.

Due to circumstances beyond our control, this caption has been censored. At nine o'clock this evening it'll change to something a bit ruder, with words like 'bum' in it.



Hodja

Course: The back streets of Istanbul.
Weapons: Magic Carpet thing for levitating antics, plus a Magic Force field to scare folk away. Hits with a rubber dagger.
Occupation: Professional Wizard.
Hobbies: Won the South Gertswold cheese fanciers trophy from 1967-74. Likes cats.
Favourite 'pop' act: Boyzone.

Frank Instein

Course: The graveyard of a haunted house.
Weapons: Screaming Banshee frightens everybody and a bat-charge attack. Attacks with a Monster Mash punch.
Occupation: Monster.
Hobbies: Ballroom dancing (modern) and collects toasters. Likes cats.
Favourite 'pop' act: Barry White.

Chaotix

• 32X • UK Release •
• Available: April • Sega •

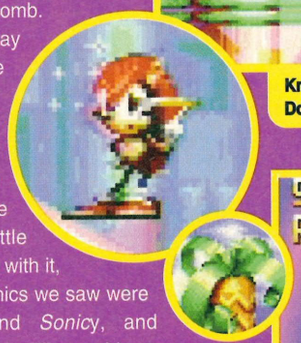
Rumours have been flying about like epileptic chickens concerning Sega's 32X *Sonic* game, and surprisingly enough, now that it's finally revealed, Sonic isn't in it.

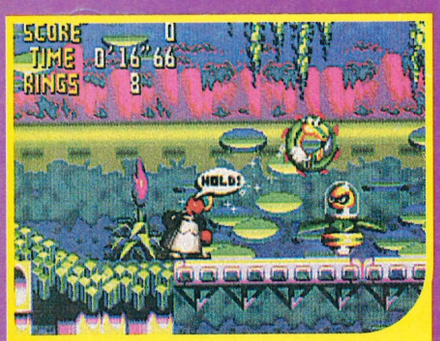
What? Yes, I tell ya, Sonic doesn't even make a token appearance. Have Sega finally decided to run their huge juggernaut over our spiky friend? It would seem so. You have got everything else though. Knuckles takes the spotlight and Karaoke microphone, but you can now choose from loads of all-new characters, ranging from Vector Crocodile and Mighty Armadillo to Charmee Bee, Espio The Chameleon and a couple of hard geezers called Heavy and Bomb.

So, it may look like every other *Sonic* game, and, yes, you might be feeling a little disappointed with it, but the graphics we saw were excellent and *Sonicy*, and certainly nothing like you'd get on a Mega Drive. with 25 *biiiig* levels and a totally new control system (which we'll explain as only we can next month), *Chaotix* should shift a few of them mushroom things.

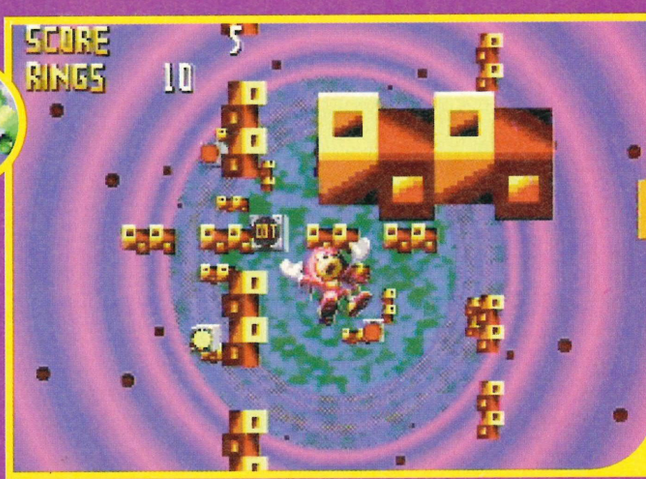
Bonus stages are rife, as expected – two are shown here. Both look fairly spesh and contain lots of 32Xish effects and nonsense. I'd say lots more, but I'm sure we'll be bringing you the fullest preview possible next month. So, until then dear friends, goodnight.

Knuckles is an Espadrille. This means he is based on a form of footwear made popular by Don Johnson of Miami Vice fame. And before you ask., no, he doesn't eat cheese.

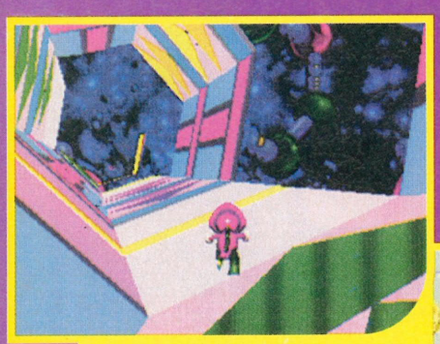




A random collection of colours that seemingly make a level from *Chaotix*.



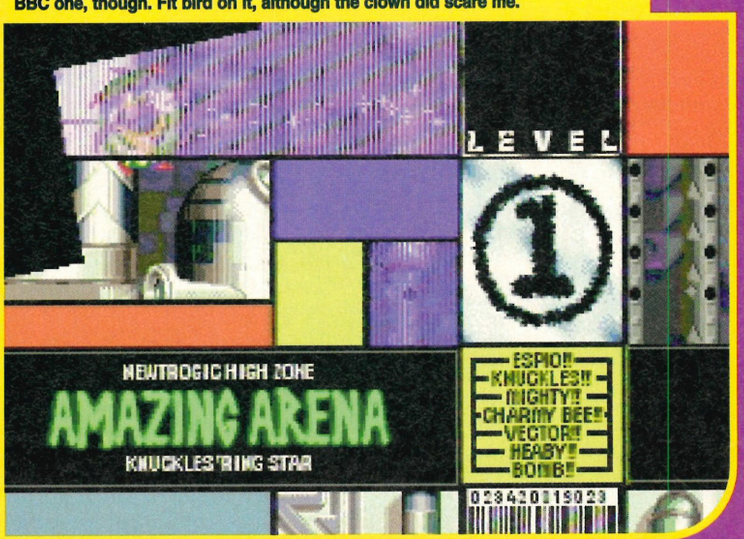
This reminds me of a dream I once had when I was falling through space wearing nothing but a tie. Then the alarm went off and I got up.

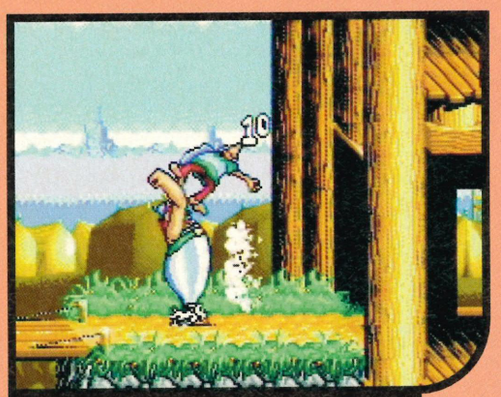


This be bonus stage, this be. Be this a bonus stage? Ah, that it be.

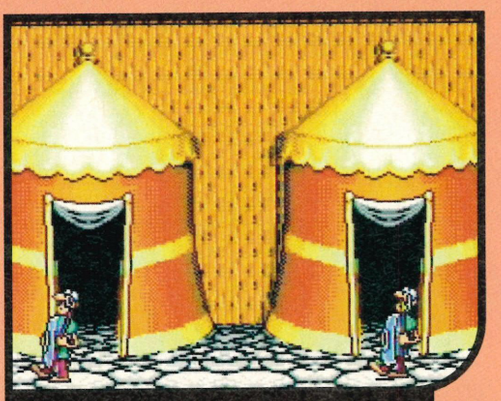
IT'S... NOT... SONIC. Honest folks. It's a Knuckles game and you WILL grow to love him.

Sega have kindly included a test card transmission screen. I still prefer the BBC one, though. Fit bird on it, although the clown did scare me.





There's an endless supply of Romans to beat up. Asterix must get them from ROMANS 'R' US!!!!!



We are sorry to announce that the writer of that last caption has been banished to Mean Machines.

Sorry.That wasn't very nice was it? Yes, it was MEAN!!! (*Christ – they've finally invaded.* – Andy)

Asterix:

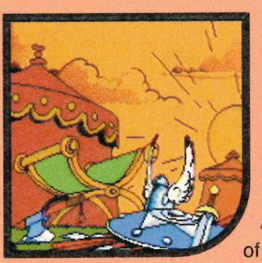
Power of the Gods

• Mega Drive • March • Sega •

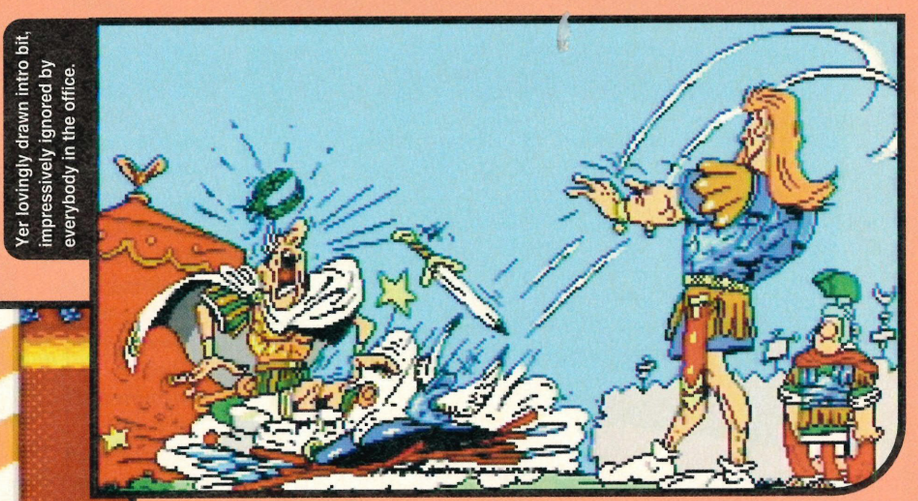
France: land of the onion, men of moustaches, flag of three and home of the Whopper. Or burger with cheese in it. Or whatever that bloke said in that film. The one with that ponce who used to wear spangled flares but's sort of back in fashion now. Not the flares. The bloke. You know, the one from Grease. Not the Debbie Gibson one. The one with Michelle Pfeiffer in it. I think. Or was it that Australian one? Oh God. That burger bit was about Amsterdam, wasn't it? And half of you don't know what I'm on about anyway. Er, do you like films? I DO! (Thinks: Reader interaction, reader interaction, reader interaction...). I've seen lots of. Films. Have you? Er... Good. Aren't... they? (*START AGAIN!* – Andy).

France: land of the onion, men of moustaches, flag of three and... home of those blokes that did those Asterix cartoons. (*Actually they're Belgian, but it's close enough* – Andy). Games. Lots of. Been. Latest... DAGNABBIT! I'VE FINALLY CLICKED!

Programmed by those nice people from Core and released by those equally nice people at Sega, *Asterix* looks like it'll be the best of the series. Including the one that was on the Master System ages ago, but happened to be very good that Dean liked and are nice. Although mainly your platform thing, there's also some of that there Michael Mania 3D rotational stuff bunged in amongst the 20 levels of, it says here, "ancient antics!!!!". Yeah. Hahahaaaha!!! Give a chimp a typewriter and wait for the crazy results!!! Bloody press releases...

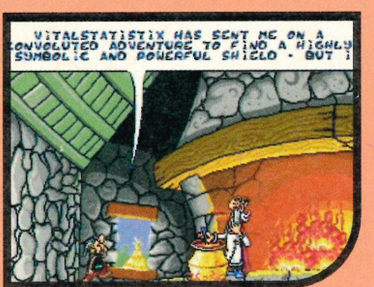


Basically involving the protection of some shield some Roman Emperor is lusting after, the action allows you to switch between the fat one and the thin one between levels, and includes a co-operative two-player option in which you can slap the sandals off of them Romans, meet potions, do fighting, et Asterix cetera. Expect lots of names ending in 'ix', 'imus', and all that tat when you read the no-doubt vaguely-amusing-yet-surprisingly-relevant review next issue.

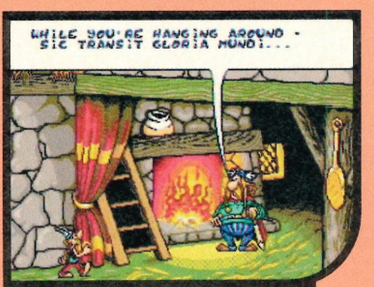


Yer lovingly drawn intro bit, impressively ignored by everybody in the office.

Predictably enough, we're going to say that "this has a genuine feel for the cartoon strip." Because of the pictures and that.



Every now and then, you'll get a mission fill in from beard man.



French Fact: in France, nice children give, er, onions to teachers?

Sega Power dons its sensible shirt, puts a sensible jumper over that, and slaps its politest face on, as we force someone's grandparents to play games...

Generation

Have you ever wondered what an 'old person' is? Maybe you once heard someone talking about an 'old person', or maybe your local vicar said something about one he'd met once, during a Harvest Festival assembly or at a youth club meeting. Perhaps you heard an 'old person' talking about shoes or butter on a local phone-in programme, or to fellow 'old people'. Maybe you yourself think you saw an 'old person' at a bus stop, under a tree, or on a regional television game-show. But judging by the amount of letters we receive each day asking the old "What is it with elderly members of society and video games?" chestnut, you want to know more about these so-called 'elderly'. You want to know why these people aren't out having races or playing cricket in the park. You want to know why old Mrs. Cupdumper constantly refuses your weekly invitation to Quasar, claiming to have "some Barley sugars

Alice has managed to reach the mighty age of 101 without having once touched a video game ("What on earth's that, then?"). Because of this, a few things had to be established. No, the dictaphone won't control the game, and, no, you don't talk into the joypad. Oh, and trying to play the game when the TV is off won't work either. But, after these few simple errors had been rectified, Alice turned out to be a bit of a gaming goddess when it came to waving the *Lethal Enforcers* gun about. And after she'd gotten over the novelty of pointing it at every other person in the room ("Can I shoot you, dear?"), not a little disappointed that it didn't have the same effect, she had to admit she found the feel of the gun pretty satisfying. Worried about the effect of these games on the youth of today? "No, you've got to let them do what they like, I suppose". Top lady, is Alice.

Arming ourselves with just a camera, a dictaphone and a bagful of games, we wandered into an old people's home and forced its residents to play some games...

If there's ever been anyone who's liked her games, it's Lucy. The first cart thrust upon her was the potentially dodgy 32X lark, *Doom*. Rather than causing a "youthoftoday" outburst, it was her continual laughter that made it hard for her to play. Apparently, Lucy has a thing about chainsaws. 'Nuff said. After somehow managing to pull her off *Doom*, our plucky pensioner was ruthlessly thrown into the world of *Rise of the Robots*. Yeah, yeah, Be Kind To The Elderly and all that, but Investigative Journalism is

Thanks

A football-size amount of thanks to Katherine ("Little Katy in the kitchen?") Curnock for the old people.

Oh yeah, and thanks to Lucy, Alice, Colin and Tom.

Thanks also to Bunsen Cupdumper, Grantham St. Stuart and Tavis McGoebbels for the Thora Hird dolls.

BE AN OLD PERSON FOR THE DAY

Because generosity is rife at *Sega Power*, we're always only too keen to give our favourite readers, as well as those in the Midlands, hundreds of chances to win some good stuff. Take the John the Baptist lookalike kit we gave away a few issues ago, or the *Dynamite Headdy* Spoon Set won by some pasty-faced gamesplayer last month. Well, we're fed up with simply giving all our top tat away. We've grown to love every single one of our Incredible Hulk T-shirts as if it were one of our own. So, if you're hankering after something new and a bit special, you're going to have to work for it this month. What we want you to do, then, is to take the guise of one of those 'old people' things. Then, we want you to write off to your local paper in order to educate the masses on the evils of video games – stuff like video games causing an increase in door-related injuries, *Dynamite Headdy* almost being an anagram of Die Death Day or – ahem – games mags prompting the yoof of today to use words such as 'Arse'. The stupider, the better. Then, if it's printed, send it to us and we'll award you handsomely on its merits. **Send your entries to: I'm An Old Man, *Sega Power*, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.**

Rules: Entries must be good.
No-one called Alex Hardy may enter.
Anyone with more than three vowels in their first name is at an advantage.
The editor's decision is usually biased and always cynical, but ultimately final.

Games

to finish off". But, more importantly, you want to know why they don't 'do' Sega. And, because our oldest reader is some 48 year-old called Dave from Surrey, so do we. So we got into a taxi, shouted "to the elderly, please" and found out some more about them... SEGA POWER

paramount, right? But, after she'd torn that out of the Mega Drive in disgust, we progressed to the lovable *Mr. Nutz*, which brought a squirrel-full of cuddly noises to the 'Green Floor' of the home. This proved to be Lucy's favourite: "It's all so nice and friendly." But would she play these in her spare time? "No". Oh, alright.

Tom was obviously unimpressed with the world of games, so much so that after just one attempt at *Lethal Enforcers 2*, he decided he had "some slides to sort out, and, er, so on". We accepted his rather dodgy excuse, but not before prising out some of his opinions on the world of video games. "It's not something I'd take up to do, but the youngsters would probably like it, you know", he said before legging it down the corridor. Colin was equally unenthusiastic. "Well, I don't like them" was about all we could get out of him.

So then, after our visit to the old people's home, we were pleasantly surprised by the results. It seems the elderly aren't as bothered by this new-fangled technology as all those scary, messy-haired middle-aged men fingering the 5-DIN-to-phono leads in Tandy's every Saturday. And after a nice afternoon's gamesplaying, no-one seemed to show any signs of botherment at the small-screen violence, unlike the hordes of nervous parents who forbid their children to watch Rainbow because of Rod, Jane and Freddy's "living situation". There's a moral in there – Old People Will Have a Go. So go out, grab one, and lock her in a cupboard with your Game Gear. Judging by what we've seen, she probably won't want to come out until she's completed it, anyway. Long Live Old People, eh?

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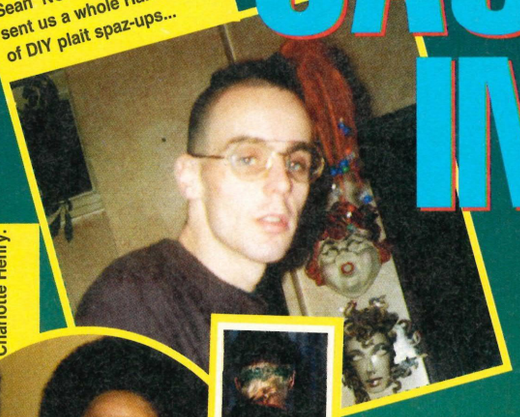
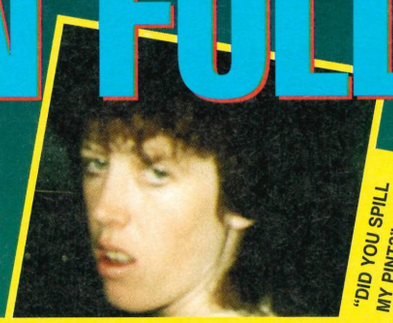
Sean 'NO SHAME' Roberts sent us a whole Hair Diary of DIY plait spaz-ups...

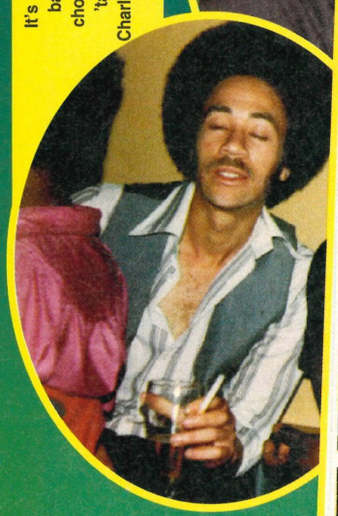




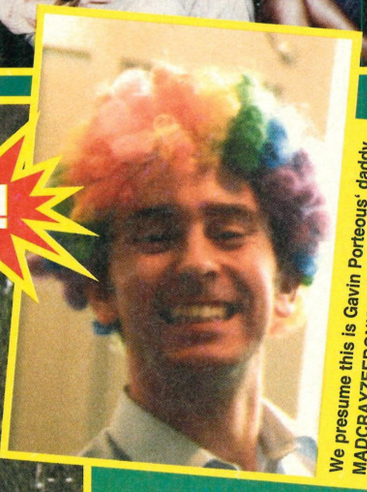
"DID YOU SPILL MY PINT?"

"Hello. We're some serial killers." James Read: so *nearly* the winner.

It's got the lot: bad hair, big chops, Asterix 'tache. From Charlotte Henry.



WINNER!!!



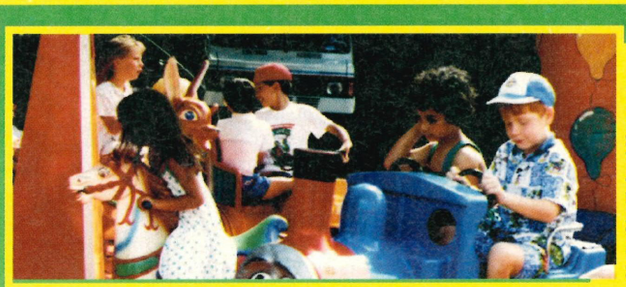
We presume this is Gavin Porteous' daddy. MADCRAYZEEBONKAASZAYNEEMADMAD.

COOL ARE THEY? Three follicle earthquakes on one tacky tat photo. Ace!

Get your rod out and huff-and-puff your gyrating maggot that passes for a mind onto your, er, memory hook (?) and cast it into the stagnant pond of recollection. (*Yeah, nice J.R. Hartley analogy. Now take the naughty old man out and spank him with a puffin.* – Andy) Er, what we were trying to say was, in the epilectic foam that was issue 62, we told YOU to send US your favourite hair casualties in order to win one of those 32X things with a beezer copy of MK2 on. The. 32. X. Too.

Now, as we and any self-respecting barber should know, HAIR IS NOT COOL. And don't you know it. Entry-after-entry of follicle botches, most of which were carved from the hefty slab of reeking stilton known to most as The Seventies (*That's the decade that TASTE FORGOT!! Hair today, GONE TOMORROW!!* – another Sega mag) Rat-tails, suedies, afros, dreds, perms, tints, bowls, 'burns... the quality was low and laughable. Only one idiot had the front to have that *Sega Power* logo thing bunged in their girlfriend's hair. For this act of unswaying loyalty (utter stupidity?) 'C' Aldrich gets a cart. Because "it cost them £19". Christ... GET A REFUND.

So... it was a difficult one to 'judge' and all that, but there can only be one winner blahblah, so Alex Collier (whose top tat entry "was my mum's old boyfriend and his two brothers") will be getting one of those things with that game stuff when we can be arsed to send it off. The other winners get one of those crappy I Like *Sega Power* Magazine T-shirts with beard-trimming glitter straight from the mouth of Dean. That'll be it then... SEGA POWER



Chris Chelliah of Kempsey: the man with no brain...

Quite frankly, we were baffled...

There's always one, isn't there? Send in your best/worst haircuts we said. Send in your favourite beards we said. Send in your barber we said. WHAT WE DID NOT SAY WAS 'SEND IN A PICTURE OF YOUR MATES ON A MERRY-GO-ROUND'. Oaf.

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THE NEPTUNE

Sega's decision to launch a mutated 32X/Mega Drive hybrid has, unsurprisingly, caused mixed reaction among the fair people of this land.

Camp One (small child interviewed outside a pasty shop): Yes, it's great. Now I can afford the 32X and not have to worry about all those leads everywhere. Three cheers for Sega! Hip hip!

Camp two (a very confused person): Sooo, I want to upgrade my Mega Drive, but the 32X is too expensive, and buying a Neptune would mean going through all the hassle of trying to sell the MD. Should I buy a 32X, start again and buy a Neptune, or wait for the Saturn? I'm confused.

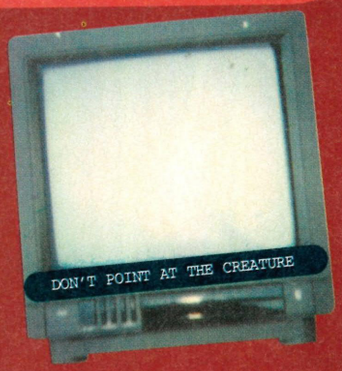
Confused you may be, and rightly so. But trust me, it does get simpler. Sega have admitted that maybe the 32X is a little too expensive, and when the Neptune's released you should see a dramatic price drop in the 32X. Hoorah to that. Reducing the 32X to a reasonable, let's say for argument's sake, £110 on the Neptune's release would make Sega come out looking like the nice guys.

Another point worth mentioning... How many people will want to spend £200 on a Neptune, or buy a 32X (or whatever) when for just a little bit more they can get a Saturn? Are Sega being over-ambitious? We wait with dry mouths and eager eyes.

Sega have big plans for the Neptune/32X. Basically, they say that anyone who's been unimpressed with the software line-up so far should see some of the stuff they're working on. Mind-blowing stuff, apparently – including routines that'll shift polygons faster than the Saturn. Hmm.

THE INTERESTING BITS ON THIS PAGE

1. Right, everyone's calling it a Neptune, but that will definitely *not* be its final name. It will probably be called something like: Mega Drive 32X System (or something equally catchy).
2. It *will* almost certainly retail for the smiley, hair-ruffling price of £200. *But*, ladies and germs, it's unsure whether it'll be packaged with software or not.
3. The Neptune (or whatever) will orbit into our system some time around this summer...
4. ...much like the Saturn, which is out in September... DOH!



Clockwork Knight (Saturn)

Mega Swiv (Mega Drive)

Reviews

Again, the scythe of reason slashes through the software garden...

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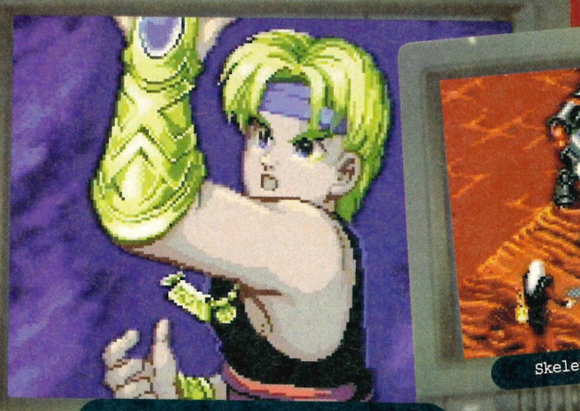
Metal Head (32X)

NBA Jam - T.E. (Mega Drive)

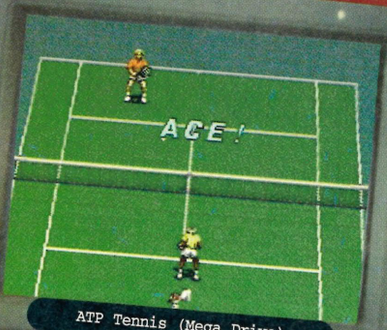
Mr. Rubbish (Mega Drive)

Motocross (32X)



Story Of Thor (Mega Drive)

Skeleton Krew (Mega Drive)

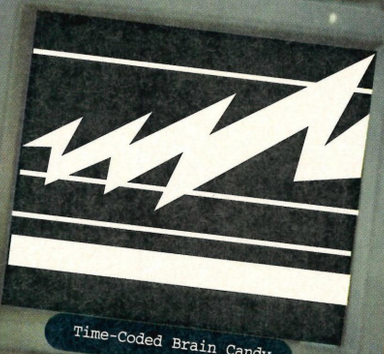


ATP Tennis (Mega Drive)

Crime Patrol (Mega CD)

Fred Couples Golf (32X)

Beavis and Butt-head (GG)



Time-Coded Brain Candy

NFL Quarterback (Mega Drive)

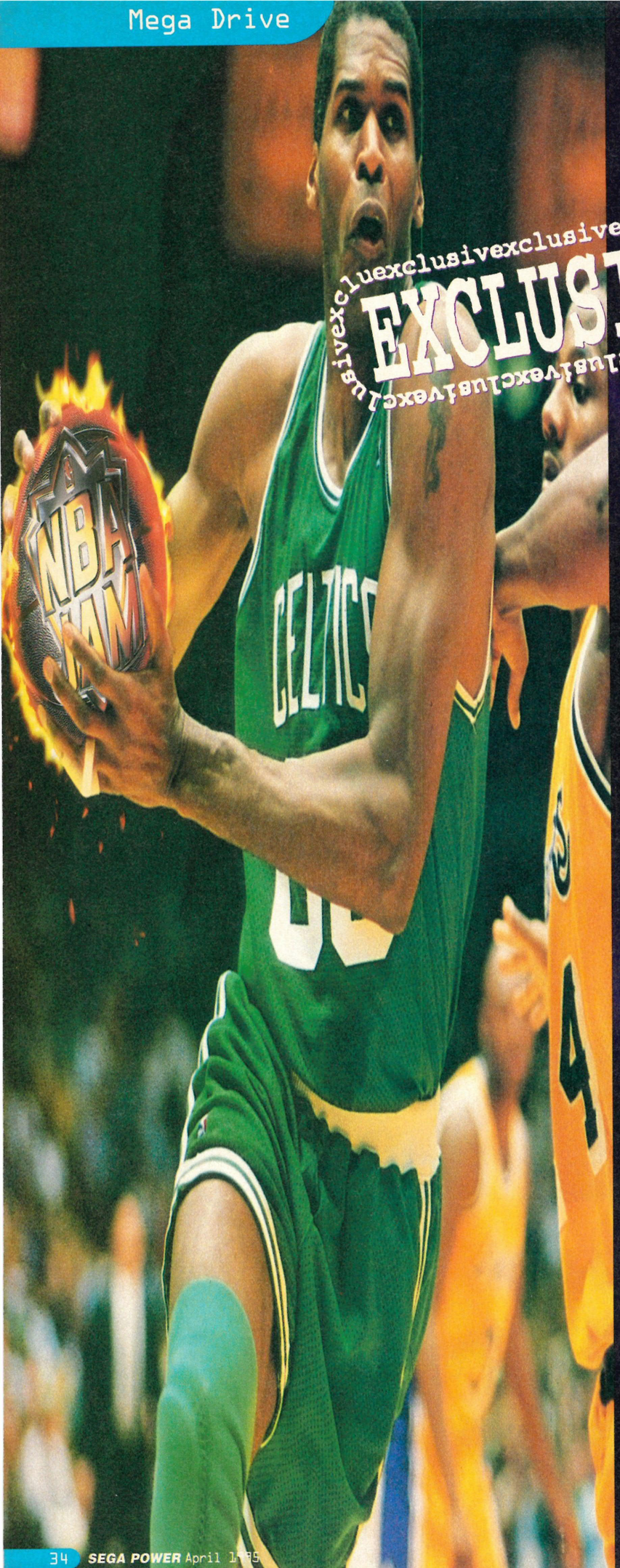
Mortal Kombat 2 (32X)

Motocross (32X) - er, again

• Mega Drive • £49.99 •
• UK Release • Acclaim •

Uh... don't be a BASKET CASE. JUICE up and read our exclusive review. And you can't BLOCK the fact that you can be JAMMED sure that this is... er... better than NBA Jam. Sigh...

EXCLUSIVE!



"Yup. I'm your new drama teacher. I'd preesh it if you'd call me Len, Mr. Chorizo is such a mouthful. Let's BE STATUES..."

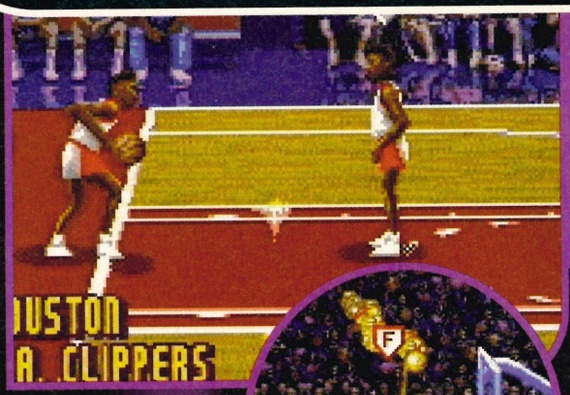
Skyscrapingly lithe, fashionably surly, struttingly spindly men – squeakin', leapin', jammin', and, should you insist, slammin'. End-to-end stuff is basketball. Noisy and buzzy and shouty and... and... very baggy shorts. Gaggingly competitive and as firmly 'street' as traffic lights, off-licences and small, shuffling groups of rubbish children standing outside Happy Shopper, vaguely menacing customers. If it were a facial expression, it'd be a needless, waxen-eyed sneer at the milkman's morning small-talk. Yeeeah. You can take your cosy, hot water bottle-fondling, non-threatening, not-much-happens sports (they know who they are) and you can ram them right up your, er, thing... I've forgotten the word. Sorry.

Basketball is also unique in that it's *prrroobably* the only sport with celebrities who are actually notable for both their

"Er... Number 1 could be saying. "Me, me! I said it first!" If you like.

Basketball. This... trembling volcano of a sport. Tall men... erupting from the court's crater and *devastating* the basket like... a small valley village.

NBA Jam Tournament Edition



"How come you didn't come see me?" "Who'd wanna see you in a cage, man?"

Basketinevitable fact ... Charles 'Boom Boom' Barkley once flew an injured child from Ontario to Oban... on his back!

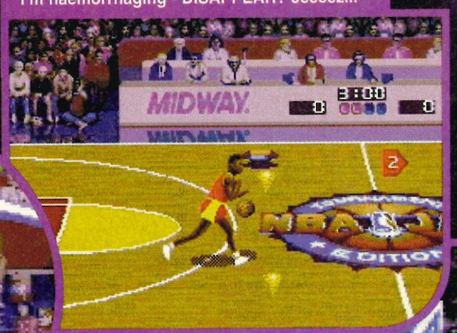
ability and for their swaying arrogance and crabby charisma (as opposed to the sordid, slimy details of their intimate liaisons). It's also, for pure fantasy reasons, one of the most sensible sports to translate into a video game. While we can all just about summon the energy to stumble around a bit of waste-ground, punting a toddler's ball between two piles of cardigans, it's a touch harder to imagine you and a group of your stumpy mates nimbly launching yourselves from the gym floor, streaking through the air, somersaulting insanely...

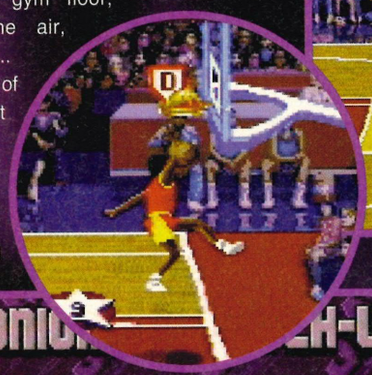
But, you know all of this. You've already got the original *NBA Jam*, and, even if you haven't, you want to know why we put some bleedin' basketball game on the cover... It's fantastically paced, playable, fumingly competitive, arcade quality... and... and now, in the true spirit of perfection-ism, they've Jesus well insisted on making it even better...

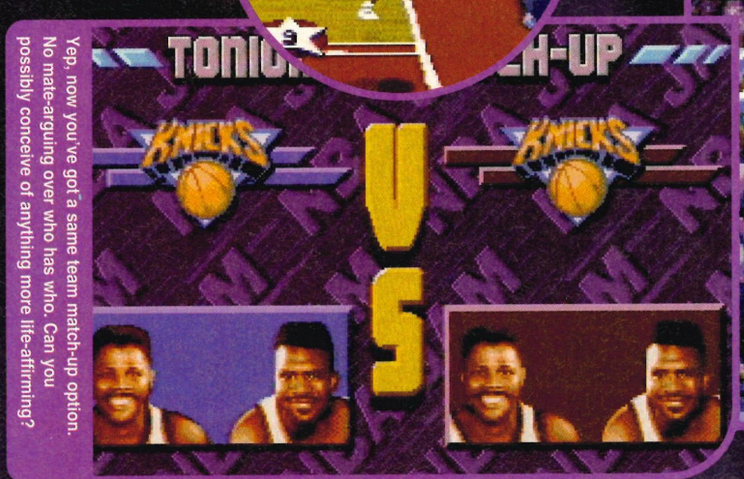
There's the practice mode – you and a computer drone potter around the court, no time limit, no option restrictions, just PRACTICE. The Special Options Menu, in particular, sicks up some tantalising new dainties... Juice Mode is now an option (with four speed settings). Hot Spots are bashed-down star icons which appear around the court – stand on one, score a basket, get big bonus points. You can also fiddle with the shot-clock and overtime lengths, but – bestest of all are the new power-ups. Flashy little icons pump the player full of temporary, but dazzling talent – 'on fire' status, better three-point ability, infinite turbo gauge, and – most ludicrous of all – The Superdunk. Oh yes. Now, you can set off those invariably "Wooooah!"-inducing slam-dunk pyrotechnics FROM THE OTHER END OF THE COURT.

The action, although now decorated with a few cosmetic flourishes (excellent speech commentary, nine all-new slam-dunks) remains, essentially, the same. But now you have a much more customisable option frenzy nailed to the shoulder of a sparkling game. ▶

Can... ho ho... YOU find the special cheat to - no, stop it - make all the other players - ooh, I'm haemorrhaging - DISAPPEAR? Jeeeez...







Yep, now you've got a same team match-up option. No mate-arguing over who has who. Can you possibly conceive of anything more life-affirming?

The Mini Gun, as shown here, is perfect for removing those unwanted rival Syndicate members. And it lasts ages too. (Oh no! Er... These pics are really dull and - um - we're being invaded by old captions!)

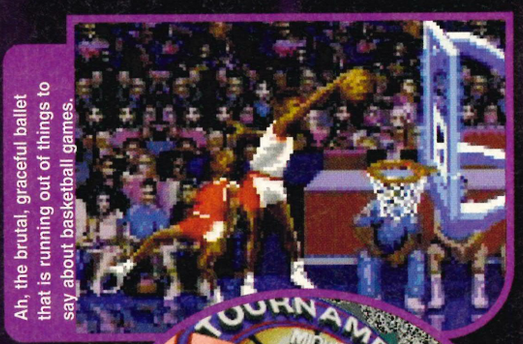
Here, we see the beautifully designed initial-entry screen. On your left, you can just make out someone entering thekir initialsssssssszzzzzzz.

Basketsighinformation... Inhabitants of remote Mikl, one of the Orkney Isles, worship basketball players by 'flinging' crabs at their photographs.

◀ So, to finish off, some cold, hard advice... Never ever pick a team with a white bloke, don't tell jokes, be generous, never use the word 'extravaganza', eat more fruit, and, if you don't own any version of *NBA Jam* – BUY THIS!

Aaaand, if you do already own a version of *NBA Jam* – BUY THIS!

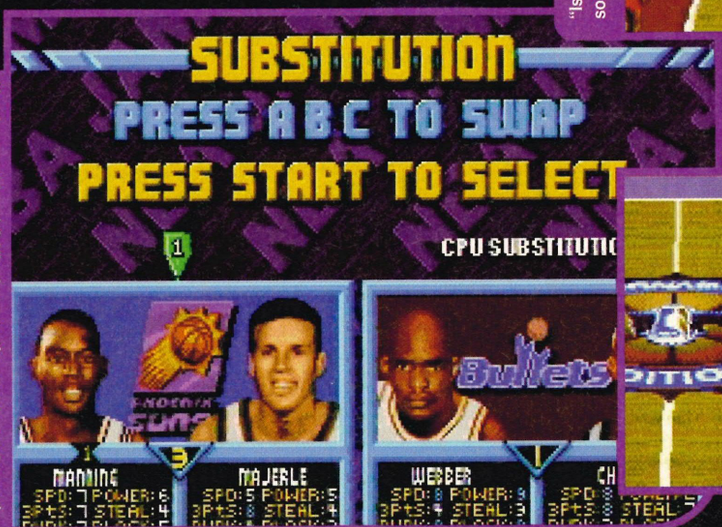
SEGA POWER



Ah, the brutal, graceful ballet that is running out of things to say about basketball games.

Another tragic case of Basketball Ennui sets in, the player simply stopping in mid-run, unable to bear the weight of life's essential emptiness.

"Is evil something you are or something you do?" "Exactly!"



Need a good laugh? Nip down to the sports centre and watch short, white men trying to play basketball.

Cheesy tip. If you're comfortably in the lead, hold onto the ball a bit. This is called "time wasting".

NBA Jam TE

- ▲ Superb one and two-player game
- ▲ Fast, exciting, skillful
- ▲ Touches of comic,slappy violence
- ▼ Worthy enhancements
- ▼ Not MASSIVELY different

Graphics 9
Sound 8
Addiction 9
Lifespan 9

Power points

Release date ..... Late Febuary
Players 1-4
Levels ..... n/a
Sparks Bars .... Nicer than Mars
Acclaim ..... (071)3445000

Final verdict

"New, improved, bigger, bettered, deluxe. Get this from your local vendor with all speed."

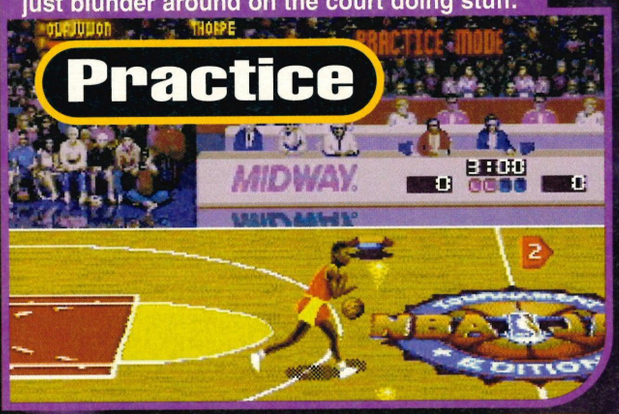
Andy

91 Percent

NBA Jam Tournament Edition — New Stuff

Pick your options, no time limit, and... well, just blunder around on the court doing stuff.

Practice



Hot spots

Big, numbered stars. Score from them and get large points.

Substitutions

Should your player get tired or injured, you can sub him. Ace.

Power ups

Greasy, spinny icons appear randomly. Run over them for instant added skillness.

EXCLUSIVE! HIDDEN CHARACTERS AND CHEATS...

HIDDEN CHARACTERS (there are 48 in all, but here's a few to get you started...)

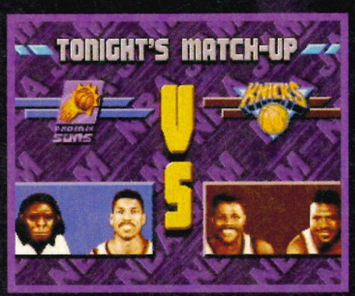
Say 'Yes' to the initial-entry question and, if you enter the secret character's initials properly, you'll be granted access. The SECOND code refers to the method of entering the initials. 'A', 'B' or 'C' means enter the initial by pressing A, B, or C and START at the same time. 'N' means enter the initial by pressing A, B, or C without START. Simple...

HILARY CLINTON – (HC(blank), NBN), PRINCE CHARLES(!) – (ROY, BAN), GORILLA – (GOR, NBB), BENNY BULL – (BNY, BNC), THE FRESH PRINCE OF BELL-E (*No!* – Alison). – (WIL, CBN), HUGO HORNET – (HGO, NCA), WOLF – (CRN, ABN).

CHEATS

Enter these on the "Tonight's Match-Up" screen. Do 'em quickly and you can get multiple cheat modes.

POWER-UP TURBO – **BBBA▼▼downUL** POWER-UP DUNK – **◀◀ABBA** PUSH ONE OPPONENT AND THEY BOTH FALL DOWN – **▲▲▲▲◀◀◀◀AA**, SLIPPY COURT – **AAAA▶▶▶▶▶**



MORTAL

• 32X • £59.99 • UK Release • Acclaim •

We've given you one preview, three reviews, a big movie feature and a delightful cut-out-and-keep play theatre. Now...

"So much of what could happen, doesn't happen," so said brutally psychotic Spanish bloody idiot, Salvador Dali. He was right...

It's NOT arcade perfect, it DOESN'T contain ALL the tricks, techniques and combos, the intro is better but the endings are still rubbish, and – sigh – it's NOT the definitive Sega version (apparently, Saturn MK2 will be the no, honestly, really, this-time-we-mean-it, the bestest, most arcade perfect version, honest, so don't spend ALL of your money on 32X *MK2*, you're going to need some left for the Saturn version...)

What do they want from you? Whoddaya look like to them? Billy Bleedin' Bottomlesspockets? (Yeeeah, but you could always try the National Lottery and – HEY! – if you don't ENTER, then you can't WIN, CAN YOU? So, stop complaining. Okay?) Sure, your lust for *MK2* may well have been dimmed by time and overexposure, but you still love it.

If you don't like *MK2* at all, oh, just... just... take your bad taste where it'll be welcome. Go read that other mag's 'early' review of *Stargate* (v. 0.2 – most graphics and levels 2-15 still to be added). Wretched, tenth-rate retards.

Hmm... If only A) You could make your temples pulse funny green bits of zappy eye-texture lightning and, like, make lots of money appear and just *buy a freakin' arcade machine*! and B) Certain Sega mags would just stop telling you what you already know and get on with the game info...

...*Sega Power* enterprises present... *MK2* merchandise.

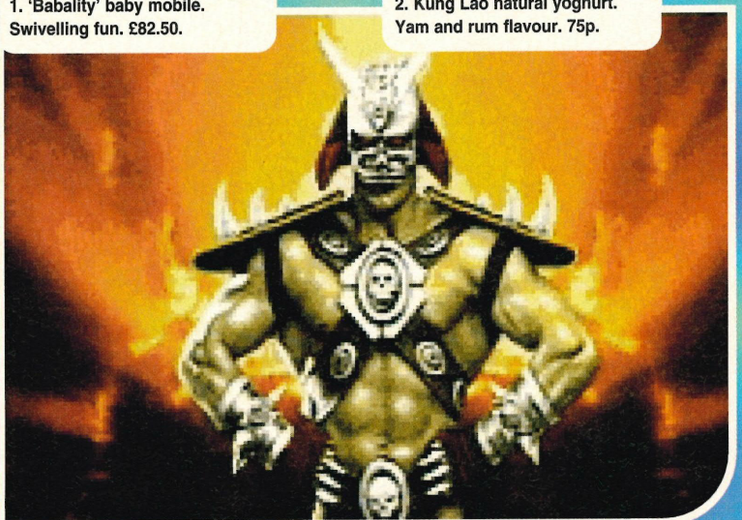
Here's what you get... Added low punch attack (in the Mega Drive version, both crouching punches are uppercuts). Bigger sprites, better sprite palette, and more frames of animation (it all looks slightly more fluid and arcadey). Upgraded (i.e. more detailed) backdrops. Loads more samples, music and speech (plenty of "Ooooo!"s and "Wooaaarghh"s). Oh, and those four nice pictures at the beginning.

Look, either your name is Dougie, and you wear a 70s Oxfam cast-off calf-length furry PVC jacket, drink sterilised milk, and wander around

1. 'Babality' baby mobile. Swivelling fun. £82.50.

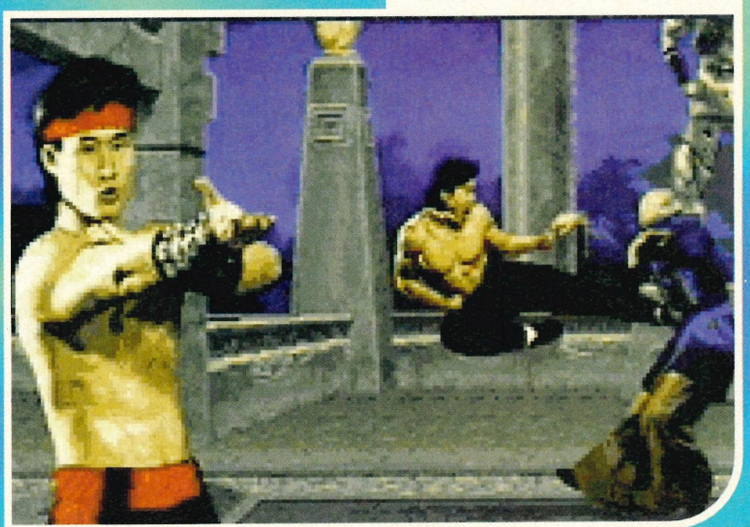
2. Kung Lao natural yoghurt. Yam and rum flavour. 75p.

3. Kintaro salad spinner. Auto or manual. Red. Bargain! £2.50.

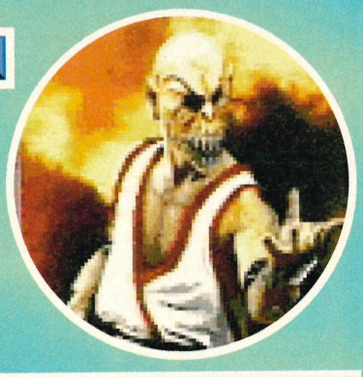


4. Once-in-a-lifetime offer... *Mortal Kombat 2* chess set like out of Sunday supplements only with *Mortal Kombat 2* people in it. £899.99.

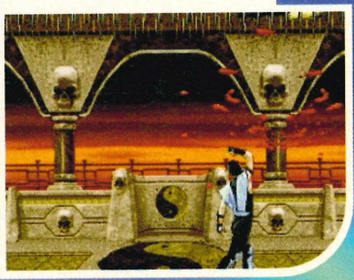
5. Liu Kang meditation machine. Swig the rhythms of your brain-cola. £879.95.



KOMBAT



6. Free armpit with every item.



outside the local tile factory, singing "Auld Lang Syne", or you know *Mortal Kombat 2* and I don't need to tell you AGAIN. It's still the 'best' slap-em-up ever to be spurted out, and, although it is a bit of a cop-out, it has to be said... Don't own any version of *MK2*, but own a 32X? Get this. Got Mega Drive *MK2*? Don't bother.

SEGA POWER

(Jingly, porny music). *Iiiiiiit*'s the crazy world of Goro and Shang Tsung. Yes – when *these* two ruthless, sadistic torturers get together, it's organ-pureeing thrills aplenty! This week – Goro accidentally uses Shang Tsung's butter – with hilarious results.

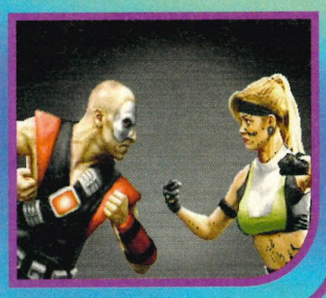
"Leaving all that water on the bathroom floor! I've a mind to slap your shiny little bottom, you minx." (Hang on, that's Shao Kahn). Sssh!

Mortal Kombat 3 – The Latest

Jesus us. The game isn't even finished and the rumour plane has – um – well and truly opened its boarding gate... "Johnny Cage was killed by Kintaro, new weapons, new 'alities' blah..."

Goro IS back, as are Sonya and Kano. Only two old characters 'officially' survive – Liu Kang and Jax (with new bionic arms). Ten new fighters (more on them next ish). The game is 'set' back on good ol' stinky Earth, AND... plans are *already* in place for Mega Drive, 32X and Saturn versions!

Don't worry. Like it or not, we'll keep you informed...



Mortal Kombat 2

- ▲ The greatest beat-em-up ever
- ▲ Improved looks and sounds
- ▲ New pictures
- ▼ Gameplay has been improved but...
- ▼ ...it's too similar to the MD version

Power points

Release date.....March
Players.....1 or 2
Levels.....N/A
Difficulty.....Variable
Acclaim.....(071) 344 5000

Graphics 9
Sound 7
Addiction 8
Lifespan 9

Final verdict

"Well, it's a great version of *MK 2*, but if I owned the MD version, I wouldn't bother upgrading. Sooorry."
Andy

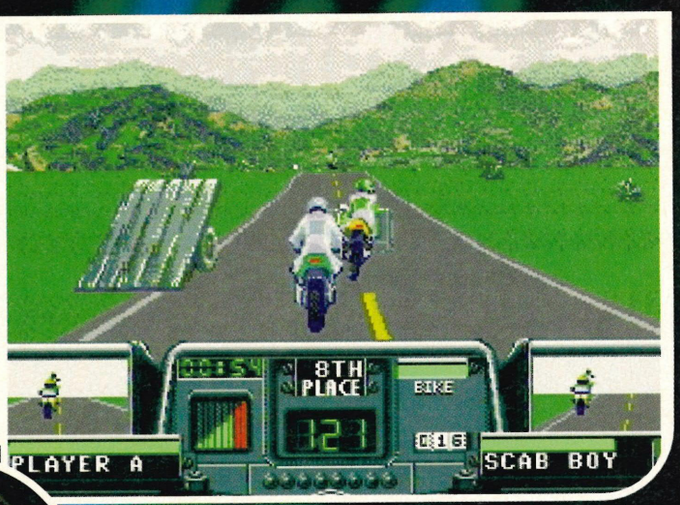
90 Percent

Road

• Mega Drive • £44.95 • UK Release • EA •

Road Rash has been around since I learnt to talk and stopped dribbling and messing my pants. About three years then...

Brazil, home of nuts, footballers... Hold on, didn't I use this caption last month in the preview?

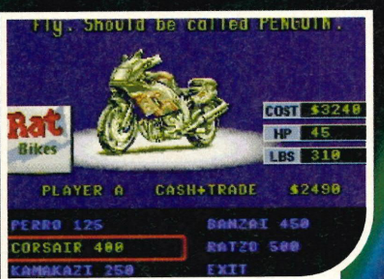


Ramps do stuff, like send you really high in the air. Did you like my sensible caption? Nice.

Electronic Arts, Gawd bless 'em, are the masters of the sequel. Take a game, change a few things, bolt on a couple of new features, alter the title music by a few semi-tones, whack on a new title screen and you've got a brand new game. Hosannas all round, pop a pikelet under the grill and dance around until your feet bleed.

Ice hockey, soccer, American football and motorbikes; we've 'ad 'em all. So, when the third *Road Rash* game 'plopped' onto my desk, I could be forgiven for not launching into an orgasmic mess.

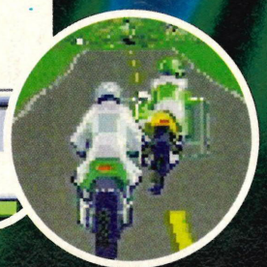
Sigh. Sooooo, what's new? What do you get for your hard-earned money. The money that you probably had to work six months for. Getting up in the middle of the night to muck out pigs, before 'doing' three paper rounds, going to school, coming back and scrubbing pots until midnight. All for thruppence a week and a bag of Werther's Originals. You get... much the same as the second version really. EA have cleverly digitised stuff from the 3DO version (the riders, some vehicles and the odd building). It all don't add up to a hill of beans, though, as the new version varies so slightly, that you really might as well be playing an older version.



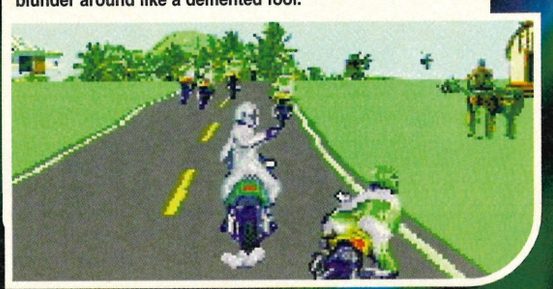
Should be called penguin? Why? Doesn't look much like a penguin to me. No, no, no.

Courses are scattered around the world these days. Each country has its own scenery and stereotyped music and background detail. In the United Kingdom, for instance, you've got

That skier bloke looks far too cheerful, with his Marks & Spencers winter gear and crap hair. Best run him over then.

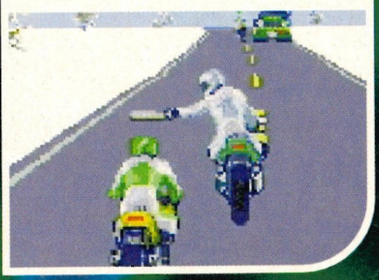


Smell the stench of my vile fart as I ride off while you blunder around like a demented fool.



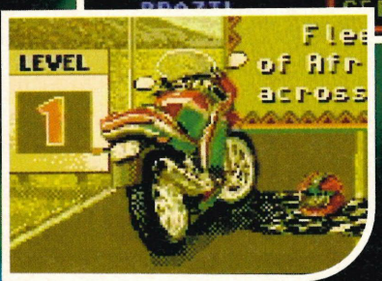
Rash 3

Feel the length of my meaty cosh as it bounces cleanly off your shiny helmet. Perhaps the violence is over the top. Hmm.



(Sigh) Bike facts: Thora Hird entered the 1977 TT races. And won.

I refuse to make some cheap joke about the Germans. However tempting.



Bike fact: Bikes don't run on petrol. They use Ribena instead.

Road Rash 3 is the latest in the series of bike-based beat 'em ups. Basically, you're a biker, you've got a bike, you've got to race it. Simple. Only there's a bit more to it than that. Oh yes.

Road Rash 3 has got backgrounds full of cottages, peasants, Druids, farting wizards and cheese. La de da de da, and that.

To offend anyone with a 'nice' disorder, EA have bumped up the weapon count, with such delights as cattle prods, nunchukas, mace and probably the odd gun or two. Yeah, *Doom* on wheels. Why not? You're a lone renegade biker on a desperate journey through the evils of Hell and such. Killing indiscriminately and without remorse. I should be a game designer – I'm wasted here.

Back to the plot. Basically, the Mega Drive's gone as far as it can with *Road Rash*. With the likes of *Virtua Racing* and every bod in the land talking about *Daytona* this and *Ridge Racer* that, *Road Rash* comes across as looking rather dated. Much like the friend anybody has who still thinks wearing skater gear, looking moody and not sleeping much is fashionable. Get with the beat, baggy.

Bike facts: Eddie Kidd is the third cousin of John Inman. One rides bikes, and the other...

Bikes put on pedestals rarely get knocked off. Fact.

Upgrade all you like, matey, it doesn't change the cost of eggs.

Road Rash 3

- ▲ Still fun racing action
- ▲ Some fancy new stuff...
- ▼ ...but not enough
- ▼ The times they are a changin'
- ▼ But not enough for my liking

Power points

Release date.....February
Players.....1-2
Levels.....6
Difficulty.....Medium
EA.....(0753) 549442

Graphics	Sound	Addiction	Lifespan
7	6	7	7

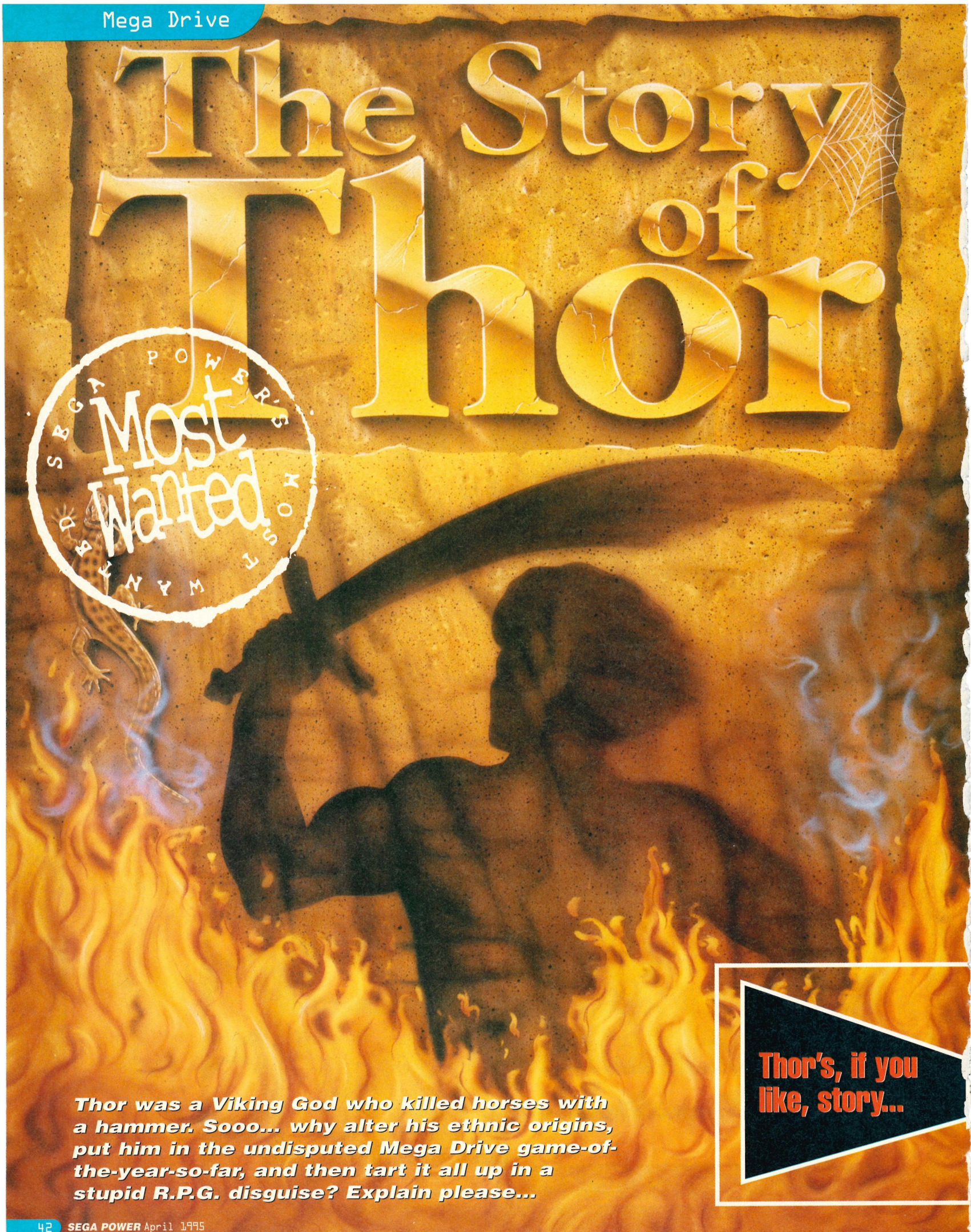
Final verdict

"As much as I love Road Rash, with a tear in my eye I have to admit it's time to move on."

Dean

78 Percent

The Story of Thor



Thor was a Viking God who killed horses with a hammer. Sooo... why alter his ethnic origins, put him in the undisputed Mega Drive game-of-the-year-so-far, and then tart it all up in a stupid R.P.G. disguise? Explain please...

Thor's, if you like, story...

Senseless Acts Of Random Violence

In lesser, more RPG-y RPGs, you presses the 'attack' button, you gets some rubbish swish with a sword. And another thing – WHY IS IT – you always seem to spend most of your time hacking away at the bleedin' scenery? Eh? EEEH? Our so-called 'Thor' is a touch more athletic...

STAB AND GO
Monster in proximity? No worries. Simply press the 'B' button to proffer a swift, uncomplicated, mildly damaging poke to the throat. Ace.

GUT-SPRAYER
Stand still! Stop shouting at people! Oh, and press, hold and release 'B' for a rollickingly sturdy swipe. Right down there in the yarbles.

• Mega Drive • £54.99 •
• UK Release • Sega •

Tinman takes it on the chest. No apologies.

Built-in maps are good. Built-in maps show you around and are nice.

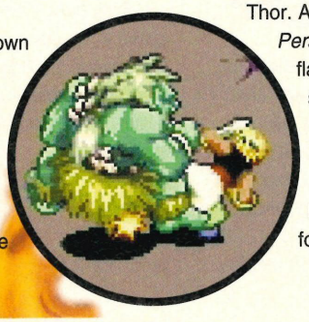
Caption Competition! How would YOU answer this question, you witty devil? Send your suggestions to Dean Mortlock, etblahcetera.

The Headlines Tonight (no, really...) Fire Demon Punches Cylindrical Ice Obstacle In 'Standing In Sewer, Thinking...' Indecisiveness Incident.

Mathematics Man, Lord Of Video Games, greasily becloaked, pubic of chest and bulbous of temples, he say, "Title containing 'story' or 'quest' + name of mythical idiot God-child + Save-The-Princess stuff + Manga-like intro always equals (deeeeep sigh...) 'Why Did I Buy This When I Could Have Bought That *Psycho Pinball*?'"

Usually...

Hey. You. Turn down the stereo. Off your knees. Wind it down. Rest your tongue. Deep breath. Lean in close... Listen hard. I'm going to whisper... Those three little words...

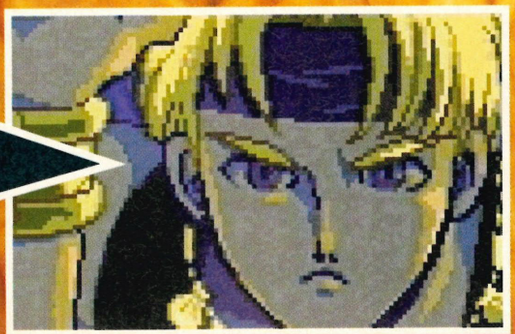


Role. Playing. Game.

AAAAAAAAAAAAAAAAAAAAARR-RRRRRRRRRGGGGGGGGHHHH!!!!

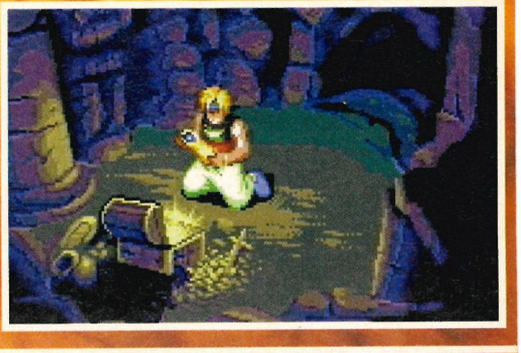
Quick, quick, get the plot out of the way... 'You' are Thor. Not the Thor. A Thor. A bizarre, sort of *Prince Of Persia* version – all flarey flannels, feline frolics and scimitars. Your normally peaceful land is, you'll be happy to learn, kind of, split asunder by the evil forces of Somethingorother. It's all to do with these armlets, see. There's a gold one and a silver one, *aaand*, rest assured, sopping great lakes of blood are well overdue to be spewed over the standard ▶

There was this bloke, right? ("Thor.") Eh? ("THOR!") Shurrup. I'm telling the story. Anyway, there... he goes to this cave...



Aaand, he's there, like, and he finds this, sort of, arm bracelet. ("With magical powers...") Yeah, that's right. M-m-magical stuff.

And, he kneels down and says, "Abbadabbadoo!" ("No...") No, sorry. He kneels down and, er, thinks about what to do, like...

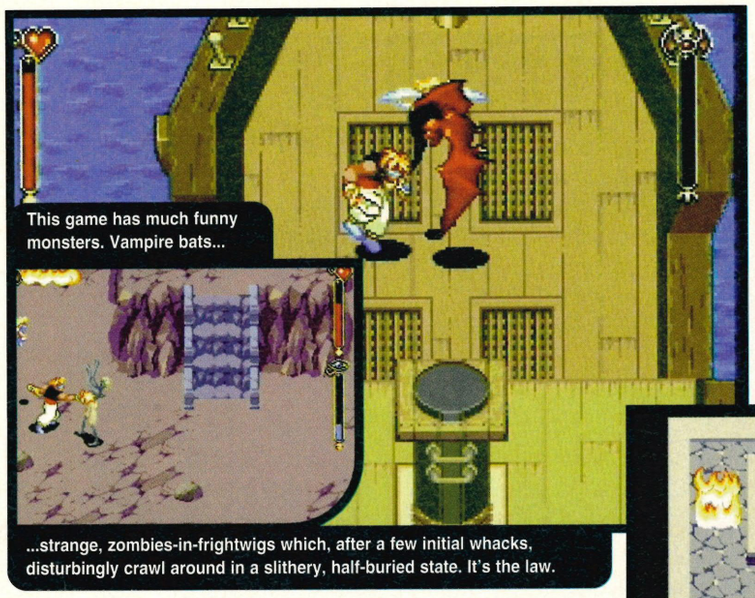


BADDIE BISECTOR
Hold 'B' and, like, do a circley motion. This will make you do a powerful, circley attack with the poking thing you're currently gripping.

GALLOPING GASH
Double-tap a direction and press 'B'. Thor will 'do' a swift canter towards the monster and finish with a rigorously determined blade-gouge.

HEAD SLAPPING
Wait until you inhale the stink of their throats, and repeatedly 'B' for a satisfying series of rapid-fire brain kicks, like off of kung fu films.

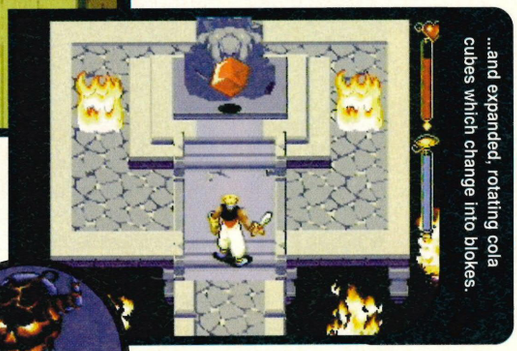
"WHO WANTS TO GO HOME, AND WHO WANTS TO GO WITH *ME?*"
(It'll make sense when you've seen the *Streetfighter* film.) Jump and press 'B'.



This game has much funny monsters. Vampire bats...

...strange, zombies-in-frightwigs which, after a few initial whacks, disturbingly crawl around in a slithery, half-buried state. It's the law.

...fuzzy tumbleweed men who hurt you with bones.



...and expanded, rotating cola cubes which change into blokes.

The Story Of Thor

- ▲ Good-looking, intelligent
- ▲ Complex, but not too demanding
- ▲ Plays so well, you could lick it
- ▼ Not much of a story
- ▼ Thor's not in it

Graphics 9
Sound 8
Addiction 8
Lifespan 8

Power points

Release date ..... March/April
Players ..... One
Levels ..... Rather a few
Difficulty ..... Average
Sega ..... (071) 373 3000

Final verdict

"Huge, meaty, beaty, puzzly, irritatingly playable – AND bus-loads of monsters. I... feel... strange."
Andy

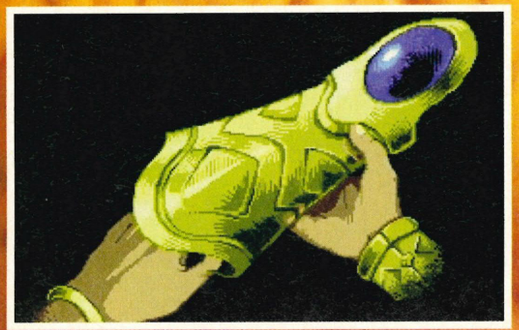
93 Percent

▶ good/evil connotations of both.

Iiiiin the crisp, azure corner – you, your mum and dad (king and queen) and the obligatory beardy bloke who tells you what to do, restores your health and who has a chest by his side. *Iiiiin* the skanky, putrid, scab-scattered corner – a rigorously depraved warlock-with-wings who's quite fond of the idea of keeping both the armlets for himself or something.

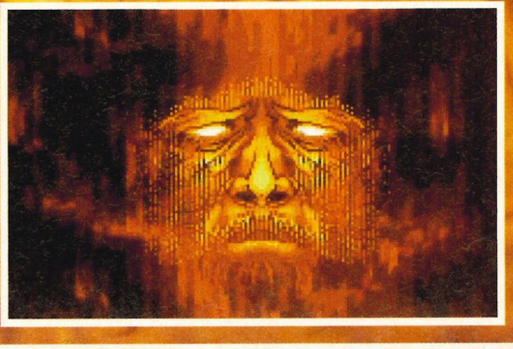
First, think *Streets Of Rage 2*. Then, make it top-down as opposed to, erm, side-along. Twiddle with the 'street', graffitti, baseball cap graphics and make 'em more dragons, fairies, tossers, more Terry Pratchett... Now, think of your main character (um... 'Thor') with all the *SOR2* brawly mechanics (double-tap and 'B' = dashing stab thing, repeatedly tap 'B' = frenzied,

And – ha ha – he says, "Guess what's in this box?" and the other bloke says, "It'll change your life, mate." No, that's not right.



So, this geezer – John... ("Thor!") Sorry, this Thor puts on the armlet and, um, one's a cunning array of feats and stunts... No...

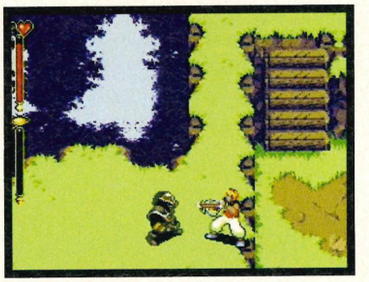
This bloke, yeah, this bloke appears and says, like, "This is your destiny and you must go and kill monsters and rescue women."



SPINNING CYBERDELIA SPAZWARP KICK
'Be' near monster. Hold 'B', waggle left and right, put on your 3D glasses NOW.

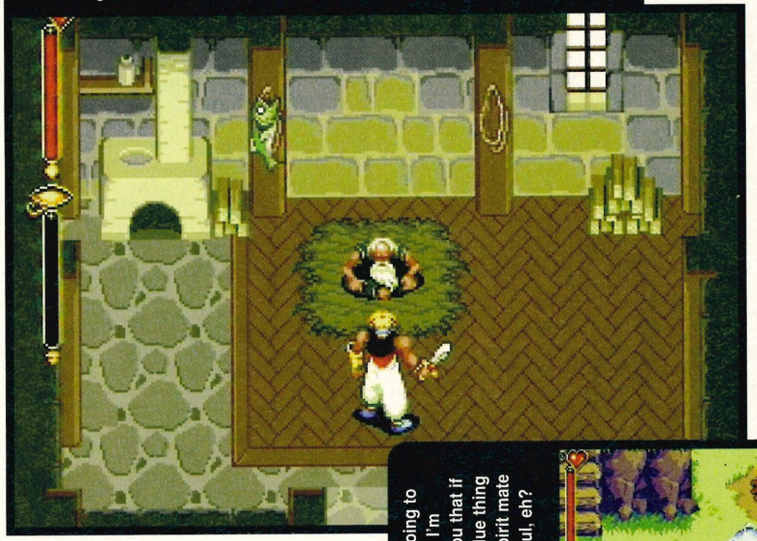
SWORDS
For more paddle-worthy blood-letting, upgrade your standard issue potato peeler in the back-room of the castle, tips fans.

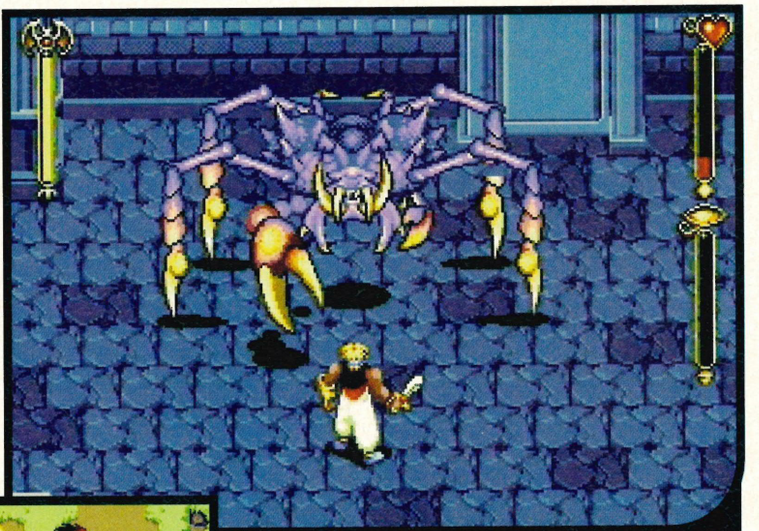
"ON THAT BOMBSHELL..."
Three sizes... Cherry, Eniskillen, Nagasaki. Save your 'Nags' for fat monsters and troublesome, bricked-up openings.



CROSSBOWS
Zed's special. Satisfying, but surprisingly lame level of damage. Some of them have special flaming arrows. I like those...

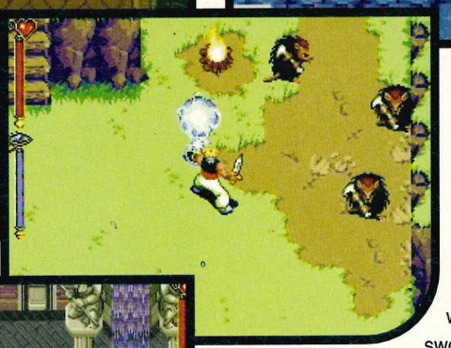
Should you find yourself blundering around in a field, head fuzzing with where-to-go-next confusion, go see leathery old wizard. We call him Man.





Big spider boss. "Oh, it's a bit Konaaaami, isn't it? Oh, veeeery original!" Don't make me say it...

...no, I'm not going to say it. Instead, I'm going to tell you that if you aim this blue thing at the fire, a spirit mate appears. Helpful, eh?



Churchy, religious stuff. Ahem... Oh, our souls...

repeated slashing, hold 'B' and wiggle the joypad = special, super-damaging afterimage type of move, jump-kicks and that). Next, take some far-too-well designed, better-than-*Landstalker*-or-*Shining-Force* (whisper...) "R.P.G." aspects (less of the 'hit points', more of the punching, monsters, bosses, and satisfyingly soluble puzzles).

It's initially novice-friendly (you're practically hand-guided through the first two phases) and eventually expert-taxing, stocking you up with weapons (big swords, bombs, crossbows), shiny items and – top touch – giving you access to four wispy, elemental spirit cronies (it's up to you to match the situation to the style of each companion – fiery boy is a bit of a head-cracker, whereas watery girl gives great tornado).

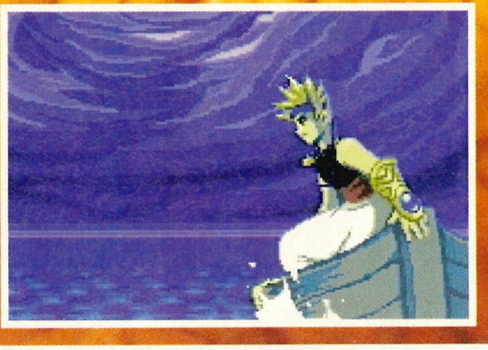
Sumptuous drawings, and lusciously runny, near *Aladdin*-quality movings. The water sounds like water, the stabs feel like stabs. Okay, it's not an R.P.G.. It just sounds like one. And, all in all, when all's said and done, top work """"fella"", The Story Of Thor is a very good video game.

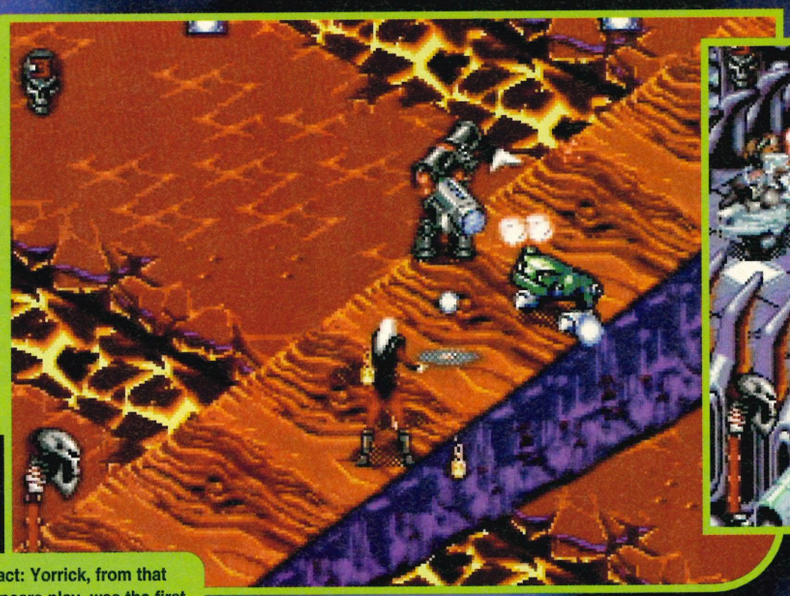
SEGA POWER

Then, the bloke, the one with the moustache, says, "Many years ago, and that, two wizards had a fight over armlets."

But – get this – suddenly, the cave, like, collapses and Thor looks around and he goes, "UUUUUUH?" like out of Manga.

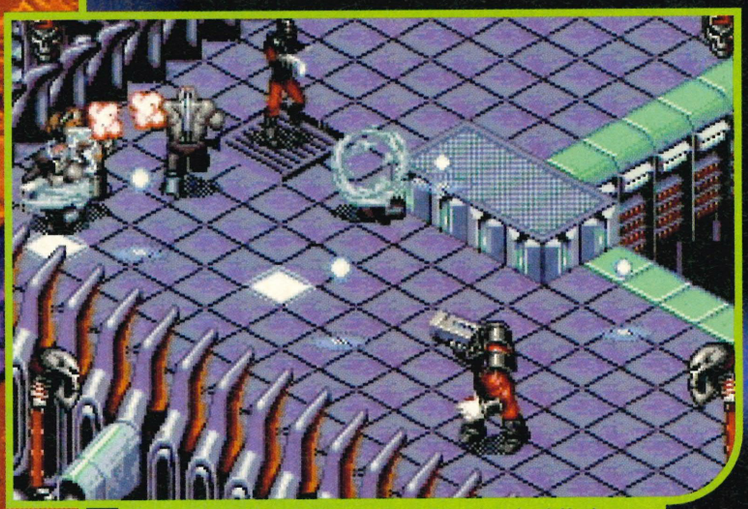
And so this bloke says, "Teach it to cook and f-" Er... And so Thor sails away from the cave and vows to be good and win.





The Mars level: looks spanky and swanky, but as dull as Richard Digance lecturing a banjo.

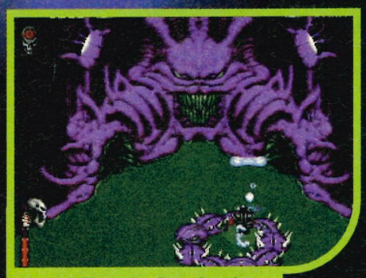
Skull Fact: Yorrick, from that Shakespeare play, was the first head to swim the English channel on a floating tractor.



Skull Facts: Spaniel-faced Antiques Roadshow hunk Hugh Scully once out-glugged Arthur Negus in a beer-diving contest.

• Mega Drive • £44.99 •
• UK Release • Core •

Ladies and Gentlemen: Joe Beezley... "Right! The Skeleton Krew? Sounds like, you know, a club for THIN PEOPLE!!!!! I thank you."



Boss kill top tip: Drop bombs, drop bombs, drop bombs, dr...

Level 2. Elevator. Shoot. Stuff.

What'll it be then? Teenage Mutant Ninja Shaz and her Dwayne/Wayne/Shane hairdressing posse out on the town blasting broad beans from the apron of Dougie Pharmacist and his deadly horde of Christ Men... Bloody Hell the Cat Burglar blowing spacks of swag into the Wilkinson Sword Memorial Spitoon of our ever-shaving lawgiver Peter Pleaseman.... Pharoah Geldolf picking and flicking sellotape into the raucous zoot-suited crowd of international walkman terrorists... Oh? We have to base them on "comic book characters"?

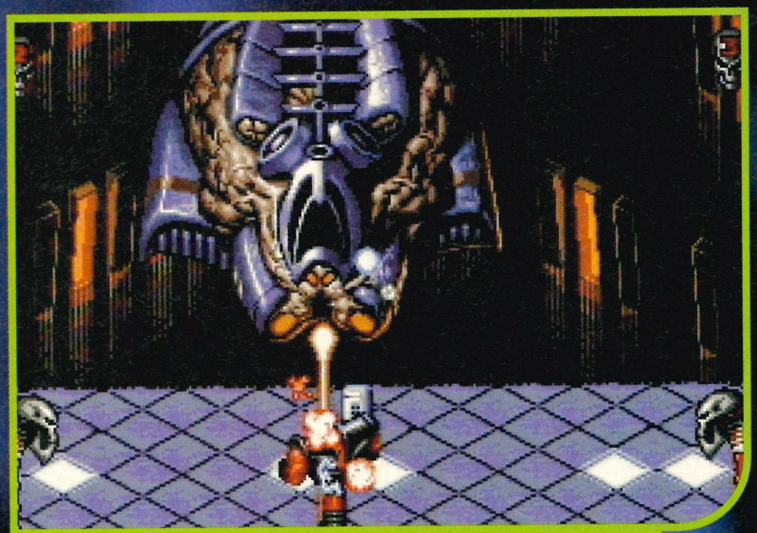
How's about... sinister bad boy ex-mortician Moribund Kadaver taking over this Monstrocity place with Psykogenix cryogenic mutations thus inviting The Military Ascertainment Department to send in their own solar system maniacs The Skeleton Krew. Yeah, then they could fight the evil forces of Deadly Enforcement Aggressive Destruction Incorporated with their Yam Yam Gunz, Strood Bombz, Vaarty Dartz and Cider Torches (I'm now making this up as I go along) and save the race of dwarf-hitting monkey plunkies from certain gastroenterologist disaster. Ace! Er, actually, can we scrap the gastroenterologist bit?...

The final boss be a half bomb, half thumb, half snail bullet-puking oaf.

THE RESULT: A 'JOURNALIST' COMMENTS...

In the words of somebody from a big-wordy industry mag "this is an isometric shoot-em-up with a three-quarter overhead perspective. A bit like that *Gauntlet*. Anyway, the Sony Playstation..." Just pick one of your three characters (all of

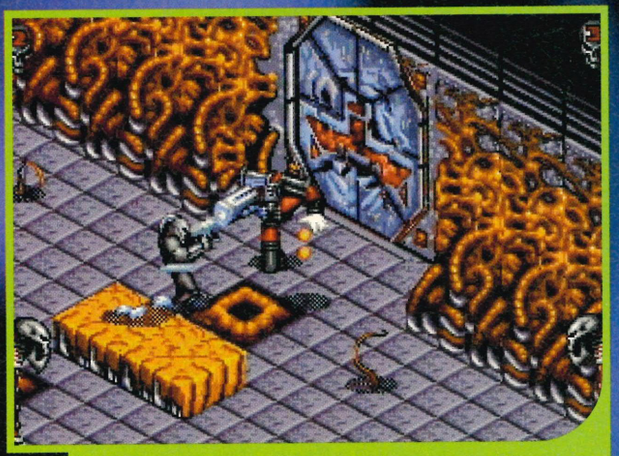
Skeleto



Before you start harping on about 'How come *Mega Swiv* didn't get a better score 'cos that's a dumb shooter too', the reply is simple (eyes down...)

Skull Facts: simian-shaped all-star wrestler Skull Murphy was so-called because of his ability to slap about other fat people around... the... skull! (*Christ...* – Andy)

... *The Skeleton Krew* has got trouty chunks of atmosphere, and brave game design. On the other hand, wholly predictable *Mega Swiv* (guess) hasn't.



Mutant bounty hunters being mutant bounty hunters, them extra lives can be 'bought' by collecting credits on each level.

Skull Facts: the belch-blown nostril vinegar that is Skol lager is now sadly unavailable from major off-licences.

which play the same despite the obvious physical differences) and hold your thumb down on the fire button until it snaps like an exhausted twig. Despite the pretensions of the plot, this is just another brainless shoot-em-down. And, like my choices of wholesome soup, I happen to like 'em simple.

The Skeleton Krew has a veritable supper of six actiony-missiony levels, all of which, while looking very nice and all, are played strictly by the manual. You've got your usual string of bosses and various sort-of-cybery contraptions to wipe out. Nothing radical, nothing gained? Well, we haven't seen a good, stupid shootah here for some time, it's better than *Probotector*, and at least it's not another platform game. Yes, more power-uppy weapons would have been nice, the sound's a bit cack, and the Mars mission a bit tedious, but the graphics, game design and slick two-player mode are irresistible for shootah junkies. Note: if every software house had the same quality control as Core, maybe us cynical old sods would brighten up a bit. Maybe...

SEGA POWER

Skull Fact: er... skulls... are...

Skeleton Krew

- ▲ The graphics
- ▲ The shooting bits
- ▲ The design
- ▼ The sound
- ▼ The 'k' instead of 'c'

Graphics 9
Sound 6
Addiction 8
Lifespan 7

Power points

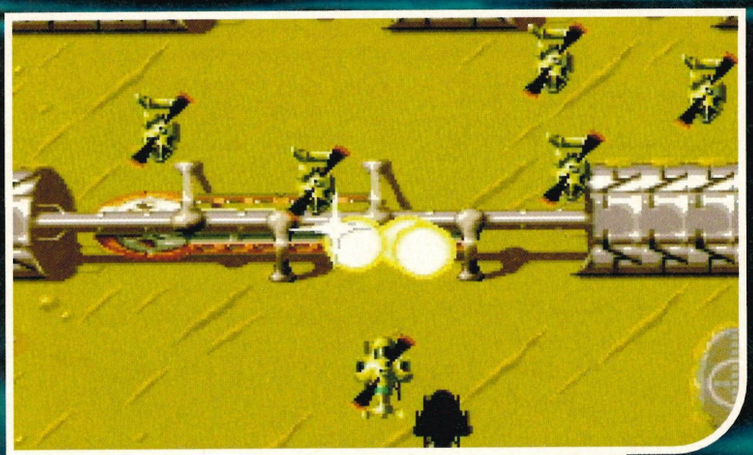
Release date.....End of March
Players.....1-2
Levels.....Six
Difficulty.....Mid to hard
Core.....(0332) 297797

Final verdict

"A tip top quality, lovingly lobotomised shoot-em-down. Shame about the K..." *Simon*

86 Percent

n Krew



Choppermation: The Duchess of York recently wrote a children's tale about a helicopter. The quality of this is entirely down to her ginger hair.

The inspiration-sucking second level boss, busily crapping out 'copters and those orange flamey circley bits that always appear in these sort of things. Sigh.

MegaSwiv

• Mega Drive • £44.99 • UK Release • Time Warner Interactive •

Choppermation: actually I've got nout against ginger haired folk. At least you know if they're using your soap.

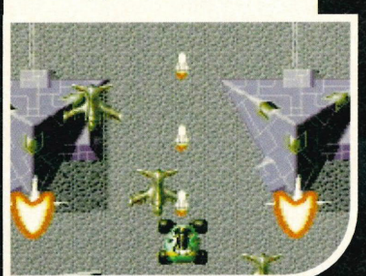
Your chopper originally comes equipped with three different weapons: your average hard ammo, a plasma spray and a fairly defunct flamethrower. Ace?

Giddying uncles... This one's so dated if Sega got their hairy palms on it, it'd probably end up on the 32X. Ho bleedin' ho...

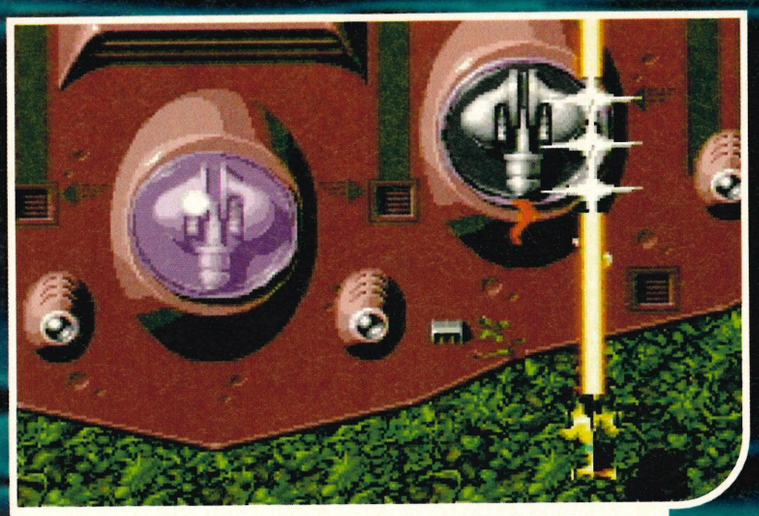
Is it me, or is it just my potato-peel clogged garbage disposal of an imagination? Am I getting enough sleep? Am I being 'behind you' panto-paranoid? Or is it a fact that the Mega Drive has been invaded by a trainspotted and sinister matter? Close them windows! Slam the doors! Lock up your daughters! If there's the phantom figure of a coughed-up coffin dodger hanging about outside your house, would YOU let him in? I TOLD YOU TO SLAM THE DOOR!... Christ! It's finally here... The Invasion of the Mega Drive Snatchers. Again.

Now we're all grateful to the nice, barley sugar giving side of the wheezy, rosey-cheeked Amiga Man. *Sensible Soccer*, *Syndicate*, *Cannon Fodder*... Thanks for the pocket money. Thank you very much (my, hasn't he *grooown*?). But, in true horror-flick style, just when you're contented enough to let your defences down, in comes Amiga Man again. Only this time he's not so sweet, and there ain't a barley sugar in sight. He's foaming. He's gitty. He's ten-times more ancient. He's the man that gave you *Mr Nutz*. And now he's giving you *Mega Swiv*. Be afraid. Be bloody afraid. Nah. Don't be afraid. Be indifferent.

The token jeep in all its farting exhaust pipe clumsiness. Blah.

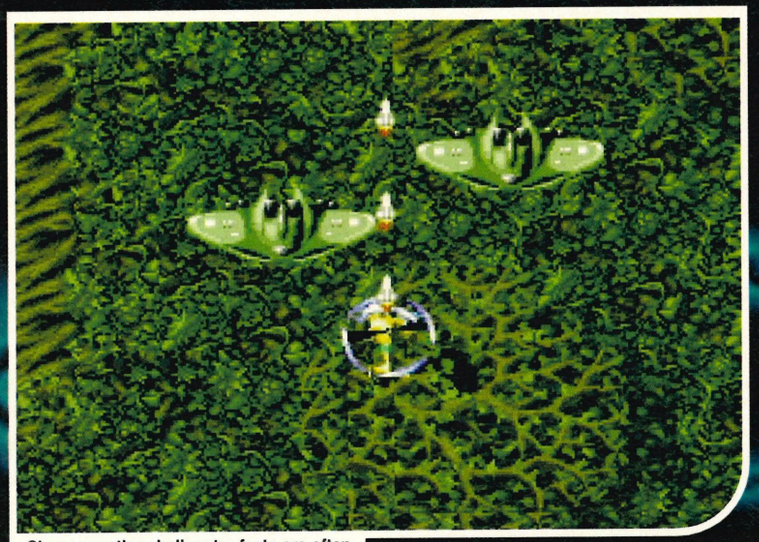


If you delve into the cobwebbed gaming cave that is the technological stone age, you'll probably find, amongst Gameboy-twiddling troglodytes and the zimmerframed Sinclair Spaktrums, chalky depictions smeared onto the walls of them (ahem) "vertical scrolling shoot-em-ups". Aaah, they have their crusty

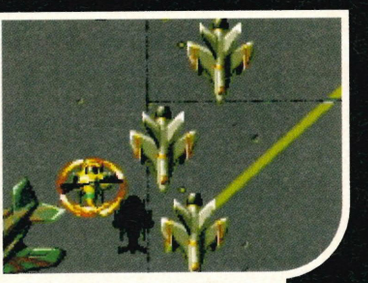


And this is the third level boss which is best... de-stroooyed. Using. Th... Thuh... Thuuuuhhhh... Help mortician! The pig's been bored to death...

Choppermation: the first helicopter to appear on television was called David. Sadly it conked out and did a big jobby on the Blue Peter studio floor. Er...



Choppermation: helicopter facts are often used as a device to fill up page space.



The background's changed!!! Oh.

charm... but when you're in the Next Generation blah 90s, you'd expect something of this 'ilk' to be pulled off with a little more (gulp) originality? And some... some ATMOSPHERE?

As far as the basics go, this is what you've got: seven levels of different coloured scrolling backgrounds (one of which is entirely new – about the only thing that is) and a choice of two carnage cruisers (as far as we could make out the jeep was a bit rubbish, so in the end you had a choice of chopper or... er, chopper). BUT! as far as the by-numbers game design goes, you've got it all. Yes, the shoot-em-up clichés are there in staggeringly parodic proportions: the Kraftwerk-on-Ceefax ding-ding muzak, the docile farting dad explosions, the diagonal-from-behind-ooh-here-comes-another enemy patterns, the tired power-ups, the unbossy bosses, the pointless point-gaining bonus points. All very *Xenon2* in a *Mega Swiv* way. Or is it all very *Mega Swiv* in a *Xenon2* way? Hard to tell the difference, daddy.

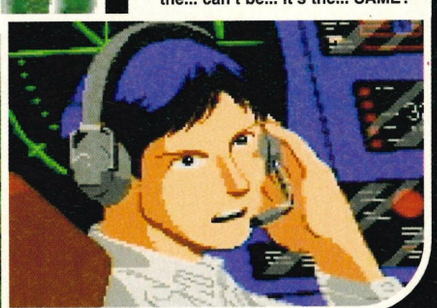
Now, just because that mysterious breed of yeti-like outcasts that have come to be known as 'Amiga owners' sparked in the past over this, it doesn't mean we have to. So, a classic game for them and a seen-it-done-it stinker for us.

You can eventually pick up this type of game in the bargain bucket of Future Zone for a couple of quid, so it remains a mystery to me why anybody would want to fork out 40 odd earth pounds for this tired old personality by-passed biddy. Spectacularly unspectacular. SEGA POWER

Choppermation: boy-sized grease eaters don't fly low.

Choppermation: Airwolf star Jan Michael Vincent started his acting career as the first belch of a Dandelion & Burdoch bottle.

"Airwolf? Xenon? Raiden? It's the... can't be... it's the... SAME?"



Mega Swiv

- ▲ Okay gameplay
- ▲ Fine five years ago
- ▲ Unacceptable now
- ▼ Little-to-no atmosphere
- ▼ Oh, go and buy an Amiga then...

Graphics 6

Sound 5

Addiction 5

Lifespan 6

Power points

Release date.....March
Players.....2
Difficulty.....Xenon2
Skill levels.....None
Time Warner.....0604 602800

Final verdict

"Ever tried to pump adrenaline through a dead body? Don't work mate. It's 1995 you know..." *Simon*

64 Percent

Three games in one? Well, at a push. Four training challenges, loads of 'real' game situations, then a traditional game/league option. Not bad!

The 49ers celebrate the fact that I couldn't overturn their one-touchdown advantage in an 'it really happened, you know'-type simulation. Cheers then.

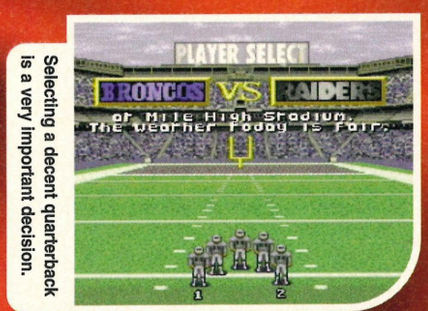
Madden's been King of the Mega Drive American footy scene for so long, it's difficult to imagine a pretender to its crown coming close.

• Mega Drive • £44.99 •

NFL Quarterback Club

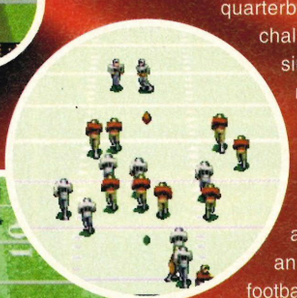
Cor blimey guvnah, stone the blinkin' crows, that's exactly what we've got here. Even to the relatively uninitiated, amateur American footy fraternity on this side of the pond, it doesn't take long to tell that Acclaim's new offering is something special.

Acclaim wowed the sports sim scene with last year's *NBA Jam*. It was a gamble to spend such time, money and effort on what is basically a traditional simulation with a load of fancy 'special' goodies bolted on top. Well, the gamble paid off, and the *NBA Jam* development team have got together to produce *NFL Quarterback Club*.



Selecting a decent quarterback is a very important decision.

An unfortunate quarterback being sacked. Yesterday.



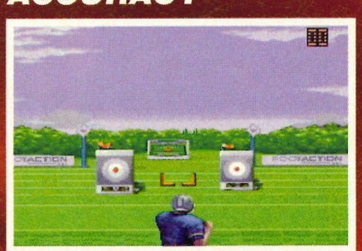
Again it's a sim with a difference. This time there are no silly extremes – no "He's on fire!"s, no flashy and physically impossible moves – just a beautifully designed game and a series of quarterback training challenges and simulations of real historical quarterback dilemmas. Don't get me wrong – I am not an American football fanatic – I'll watch the Superbowl if I've got nothing better to do, but that's about it. I'm excited about this game because every single aspect of it reeks of planning and polishing – it's simply a very playable game.

"I dropped my contact lens somewhere near the 30 yard line."

Madden's been championed on every system: it's reared its revered head because of its combination of

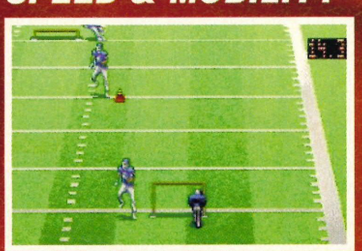
CHALLENGING SITUATIONS

ACCURACY

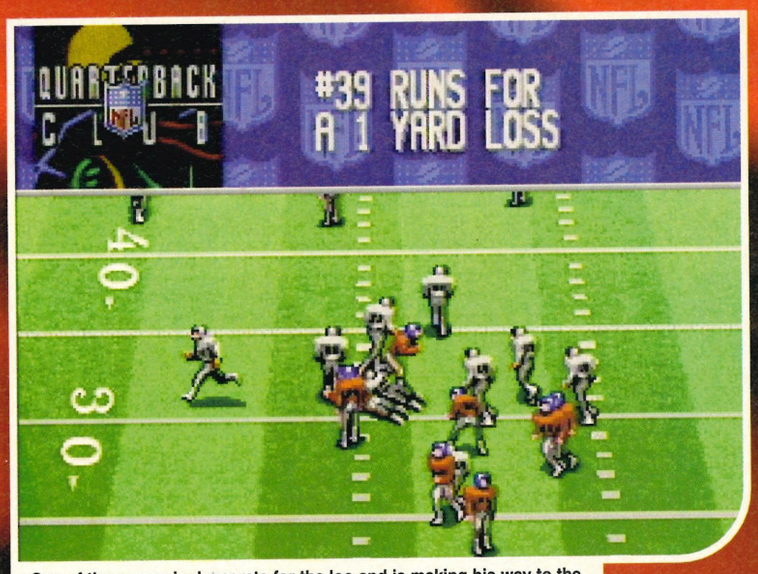


It looks pretty simple, but believe me, this is quite a testing exercise. Hitting moving targets against the clock is not a challenge to be taken lightly.

SPEED & MOBILITY

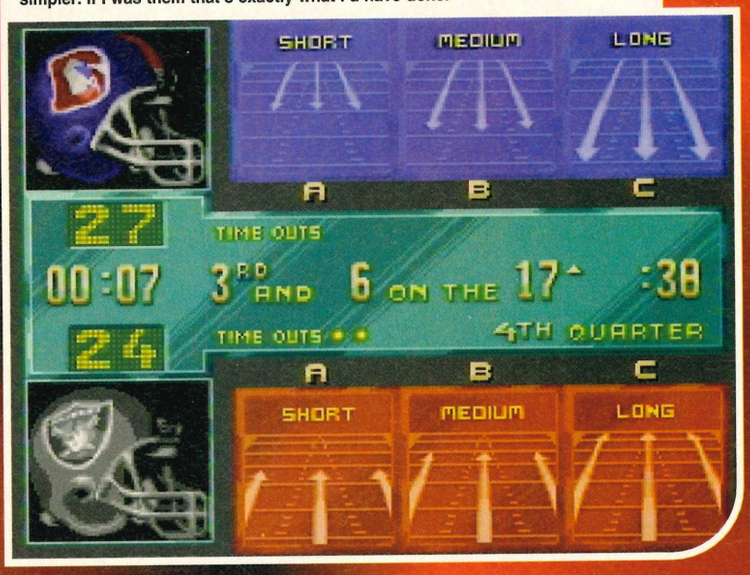


This exercise, on the other hand, is actually really easy. Go under, over and round the objects. Quite why those blokes are there is beyond me.



One of these men is desperate for the loo and is making his way to the locker room. Can you guess which one?

I think the programmers played *Madden* and decided to make their game a bit simpler. If I was them that's exactly what I'd have done.



• UK release • Acclaim •

NFL Quarterback Club

complexity and accessibility. When they designed *NFLQC* they had this in the fore of their minds – on Rookie level it's simple enough for a dunce to get to grips with (believe me, I did) and as you progress you'll discover the delicate charms of the many plays. I know I've only used, say, half of them, but they make you feel that the skills you hone in the challenges and simulations are worthwhile. *NFLQC* doesn't go quite as deeply into the gameplay as *Madden* does, but maybe for the UK market that's a good thing.

Graphically, *NFLQC* beats *Madden* – the sprites are bigger, brighter and better animated. But this doesn't just make it pretty – the clarity (plus the challenges themselves) means that the plays are easier to understand, thus the game's easier to get into.

If you haven't got a recent *Madden* and you want a clever five player sports challenge, get *NFLQC*.

If you have got *Madden*, this is well worth considering as well. It's amazing!

SEGA POWER

NFL Quarterback Club

- ▲ Brilliant looks
- ▲ Accessible gameplay
- ▲ Loads of plays
- ▲ Fluid animation
- ▼ Not as technical as Madden

Graphics 9
Sound 7
Addiction 8
Lifespan 9

Power points

Release date ..... February
Players 1-5
Teams ..... Yep, plenty of 'em
Difficulty ..... Variable settings
Acclaim ..... (071) 3445000

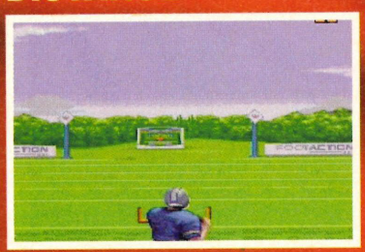
Final verdict

"Those precious champions of *John Madden* must be wetting their pants. This is incredible!" *Josse*

91 Percent

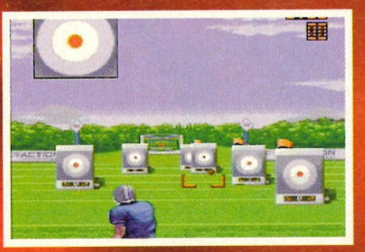
There are four quarterback training challenges – which are a smart addition to the game and represent a five-player challenge in themselves. The only criticism is that three of the four challenges are throwing – what about a bit more kicking and running, if only to promote improvisation?

DISTANCE



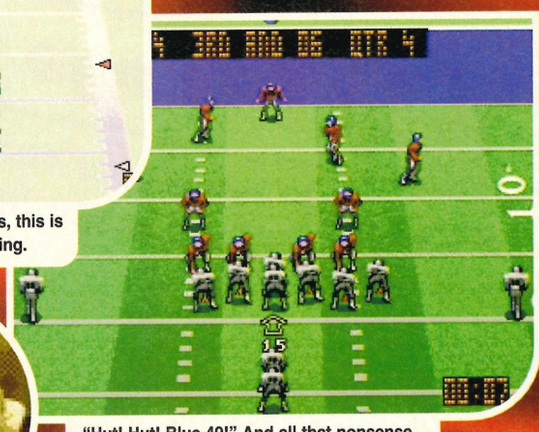
Straightforward button-bashing. Hit A and B quickly (there's a timer here, too) and chuck the ball a long way. This challenge does not translate well into actual play.

READ & RECOGNITION



Aaaaargh! It's like the target practice in *Lethal Enforcers*. You must only hit the targets with red flags. And they're moving. And it's against the clock.

Don't blame the printers, this is the snowy weather setting.



"Hut! Hut! Blue 49!" And all that nonsense. And an arrow pointing to a man's bottom.

Scorchin' futur

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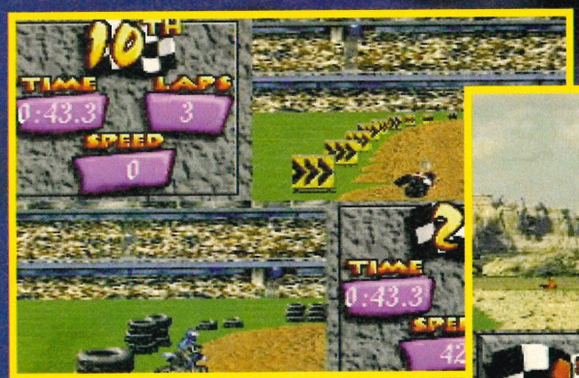
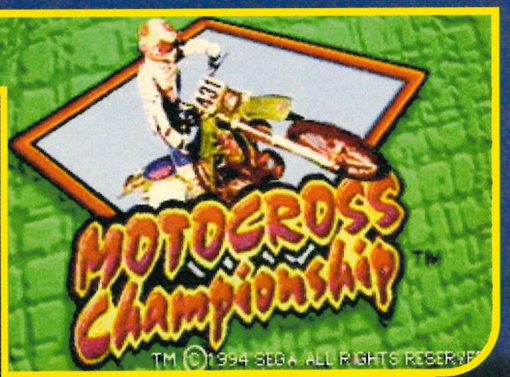


Ever wondered what people who nick your spare car tyres do with them all? Well, now you know. They pile them up on motocross courses.

Hey, look at me, girls! Aren't I cool? I certainly know how to impress the ladies, I do.



FACT: This is the title screen of *Championship Motocross* on the 32X. With a spaceman on a bike in it.

Championship Mot

• 32X • £59.99 •
• UK Release • Sega •

In the background you can see the Blue Ridged Mountains of Virginia or something. Made famous in that popular ditty by ancient pop combo Laurel and Hardy.

Sing hosanna and praise be! Just what we wanted! A Motocross game! Er...

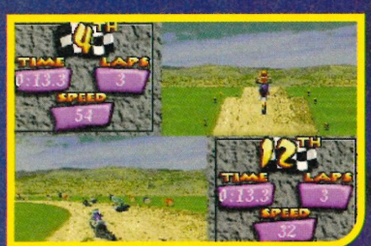
Some of the rather easily impressed crowd with nothing better to do with their spare time.

Motocross is a specialist sport. Blokes who lurk in corners are usually fans of Motocross. Those ones who hang around staring into the windows of old people homes, right, they're big fans of the 'sport', too. And those blokes in their camouflage trousers, diver's watch and satin 'Team Nuneaton' Bomber Jackets are probably the sort who'd go for Sega's latest 32X release in a big way.

Not that the more socially sound of us shouldn't enjoy the taste of oil, mud, and sweaty hair as much as that bloke in the transit van and the "Let's Motor!" cap. After all, was not Junior Kickstart, where every 80s kiddie would watch teenagers called Thad Danger push his bike to the very limits while hundreds of screaming groupies watched on and... and... oh look, I can't do this. Motocross is not glamorous. People on Junior Kickstart were not called Thad. They were called Bruce or Gareth and they were from Dunstable. They'd ride their squealing, Thermos-sponsored bicycles round an East Midlands field to the thrill of their filth-spattered parents (Kev & Su).

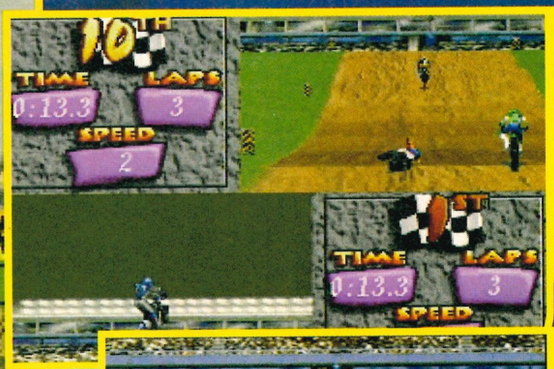
It seems strange, then, that this low-profile sport should attract the attention of the crazy kids at Sega. But hey! They know best! And *Championship Motocross* is pretty good. Predictably enough, you 'are' a man with a bike. You're probably called Vince Bullet, motocross champ of '78, out to prove you're the best. It'll be your job to make your way through 11 hilly/bumpy/muddy tracks in order to earn cash and fill your mum's attic with pointless greasy plastic-plated 'trophies' from various motor derbies. To do this, you'll need a bike.

FACT: That purple colour that they've used to colour some of the options makes me feel quite ill at this time in the morning. Makes my tummy all queasy and hurts my eyes a lot.



Ahh, yes. This must be the nice split-screen two-player game option. Doesn't it look gorgeous, everyone?

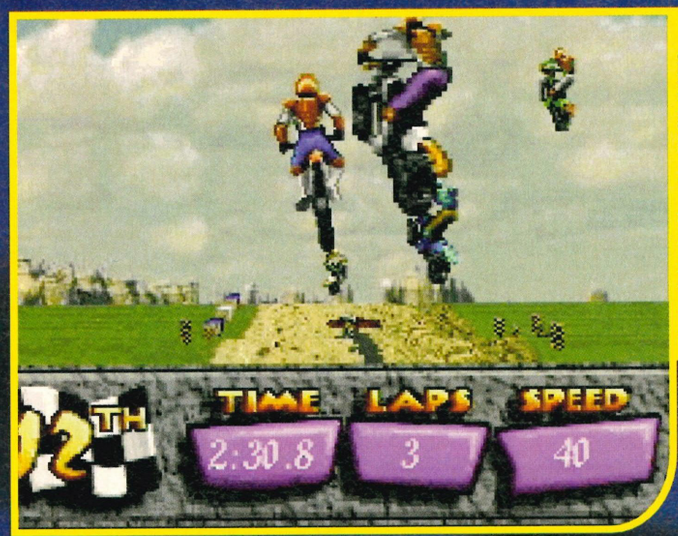
This bloody idiot is not facing in the right direction. He appears to be saying, "Look at me. I am cool." How anyone can look cool on a jumped-up Raleigh Chopper is beyond me.



Ha! He's taken a tumble. Serves him right for wearing tight leather trousers if you ask me.

The crowd gathers like flies around dog poo. Good analogy that.

tocross



Yeah, right. As if... etc. FACT: BIKES CAN'T FLY. Apart from in *Championship Motocross* where apparently they can.

Championship Motocross

- ▲ Nice graphics
- ▲ Speedy
- ▲ Nice, speedy graphics
- ▼ Annoying sound
- ▼ Repetitive

Graphics 8
Sound 7
Addiction 6
Lifespan 6

Power points

Release date	Imminent
Players	1/2
Levels	11
Kickstart	Kackstart
Sega	(071) 373 3000

Final verdict

"Speedy and fun, but with a dodgy two-player option."
Danny

80 Percent

Starting off with a feeble 125cc effort, earning cash will allow you to upgrade to a 250cc before finishing on a creamy Super Bike thing.

Just like *Road Rash*, violence is golden. Lashing out an opponent will usually result in a skid-marked (*watch it...* – Dean), er, face after just one hit. And, just like *Road Rash*, there's a two-player option. Now, this would be all well and good, but rather than making concessions for the size and speed of the sprites, the programmers opted for the easy way out by simply reducing the size of the playing area to about a quarter of its former glory, making for difficult playing. Collisions will be immediate and constant. "So ist das Leben," eh Geography students?

The 16-bit – now with added special 32X fat digester thing – handles the speed of the bikes pretty well. The scrolling is smooth, the graphics clear enough and the backdrops impressive, but the game seems... well, a bit uninspiring. It's fun, although ultimately a bit repetitive. But if Motocross is the kind of thing that splits your spleen, then you probably won't notice that anyway. I'd say the word 'good' probably best describes the situation. Nowt special, mind, just boringly good. Ho-hum...

This bloke strikes a peculiar pose which reveals he's in quite a lot of discomfort around the bottom.

Would you wear a T-shirt with Loser emblazoned all over it? Takes all sorts, I suppose.

FACT: Here are some blokes going round the bend. A bit like me actually. Motocross captions, eh?

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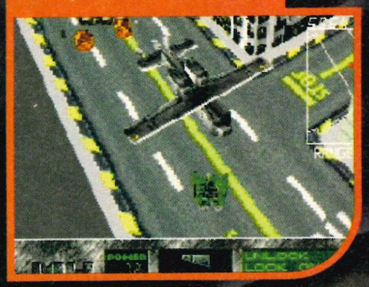
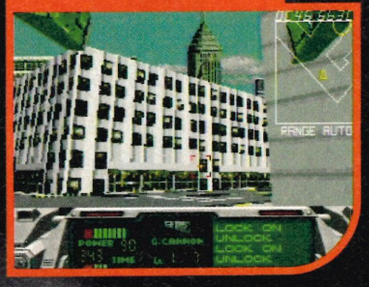
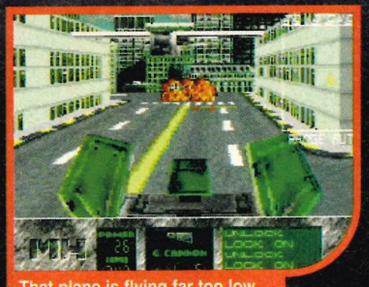


Napalm, anyone? Not for me thanks, I'm stuffed.

That is you. All metal and, er, head. Impressed? You should be.



The robot heard a rumour of a mutant pie living in BHS.



That plane is flying far too low. It could crash and hurt folk.

Metalhead

● 32X ● £60 ● March ● Sega ●

As much as Sega try to dispute it, they love us really. Cheeky chaps that we are. Here's another of their things we like to call 'games'.

We like our plane shots here at *Sega Power*. And why not?

Next. *Metalhead*. Hmmm. Sparky nonsense all round – with a cherry on top. In other words, or in its simplest terms, Sega have designed another game to show off the 32X's wonderful graphic routines. *Doom*esque in its execution, *Metalhead* blunders around like Grandad before his happy pills. All rendered backgrounds, funny views and creeping Jesus.

YOU control a BIG monster. YOU kill other BIG monsters. YOU buy BIGGER weapons for your BIG monster. YOU take orders from STRANGE man who smiles too much. Wobble around the streets – a map helps you. Kill, kill, kill.

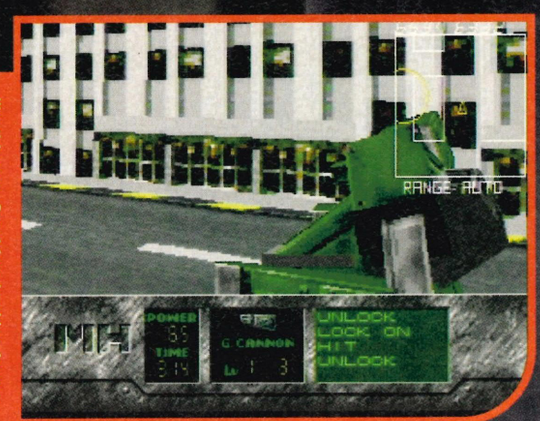
Looks nice. Smarmy mag types scratch chins and say stuff like "Hmm, nice use of new hardware. Games like this keep interest up. Yackity smackity." All nonsense, of course.

Metalhead DOES look good. Problems start with the missions. There are six stages (usually split up into three rounds), some variety in tasks to complete, but not enough. Nine times out of ten you'll be wandering around similar-looking streets, wondering why you didn't buy *Doom*.

I tried to like this game, I really did. There's plenty of stuff to make you go "Whhoooaa" until your pants fill and your eyes roll like mutant roulette wheels, but when it comes down to it, I like a bit more in my pants. Hold on, totally wrong wording. What I should have said was that I like to play games that fill my pants more than this. No. Wrong again. Ahh, got it. If you've got a Mega CD, try *Battlecorps*. It's better. If you don't have one, then buy something like *Zero Tolerance* or *Bloodshot*. Okay?

Kill all monsters! There's four different views and if that doesn't get your juices flowing, you can also have side views...

Here's your chance to kill the Demon jeep-snake-monster. He's tricky to get, but go for the spot between his eyes.



...like this one. Good for checking for ear-wax and pigeons clinging to your scalp.

Metalhead

- ▲ Top graphic stuff
- ▲ Looks like Barnsley...
- ▲ ...With monsters
- ▼ Bit repetitive...
- ▼ ...and slow

Graphics	9
Sound	8
Addiction	6
Lifespan	6

Power points

Release date	March
Players	1
Levels	18(ish)
Difficulty	Medium
Sega	(071) 373 3000

Final verdict

"Looks fruity enough, but so sloooow. Strategy chumps may lap it up, but I'll stick to *Doom* if you don't mind." *Dean*

76 Percent

ATP Te

• Mega Drive • £44.99 •
• UK release • Sega •

"New balls please!" "What, the ones that grow to the size of an elephant?" You decide!

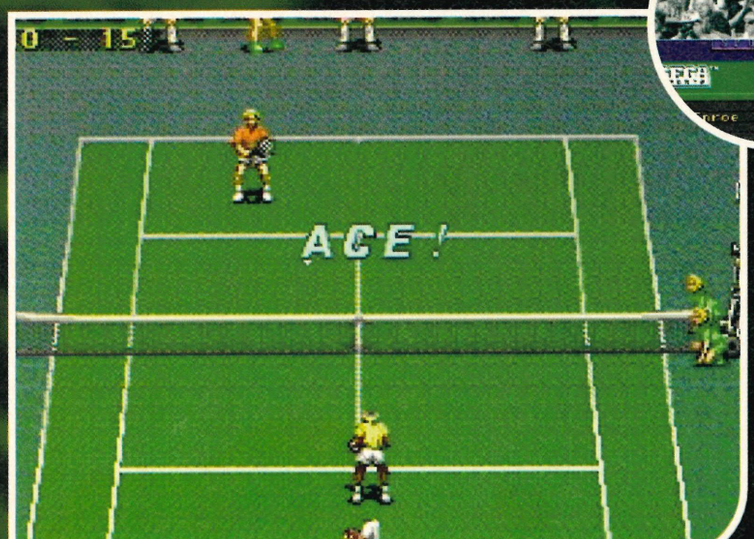
Sega have splashed out on the ATP licence, but the blurred intro title would have you believe they've missed the *really* big names.

The bounce indicator's on and the green player'd better move fast!

There isn't much enthusiasm for tennis in the UK – there was once, a long, long time ago, but now there isn't. The best we can muster are Jeremy Bates and That Other Bloke who did fairly well at Wimbledon, but that's about it. With that in mind it's difficult to see how us Mega Drive owners are supposed to be turned on to a tennis game. The very fact that Sega are prepared to release *ATP* without relying on the brief tennis fever that Wimbledon month brings to the UK suggests their confidence in the game's strengths alone.

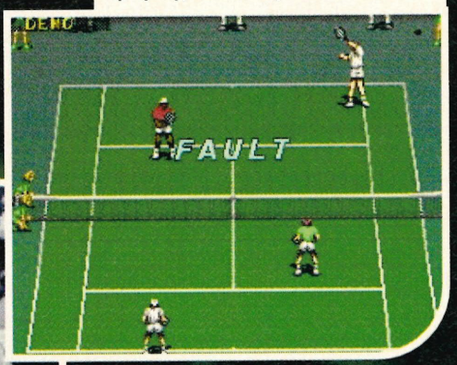
Despite a couple of gameplay obstacles they've bashed together a surprisingly good effort. They've secured real top-flight players – you can *be* Guy Forget, ladies and gentlemen – and have created an engine that delivers smooth and predictable (if not all that quick) play.

They've also done an impressive job on the graphics, too. Well, the sprites at least – the players are big and clear, and have enough moves to look fairly convincing. The backgrounds serve the purpose – grass, clay, hard and carpet surfaces look the part, even though the difference they actually make to the play is about as much difference as there is



Here's a little tip for you: if you stand behind the service line when receiving serve, there's less chance of the server getting an ace...

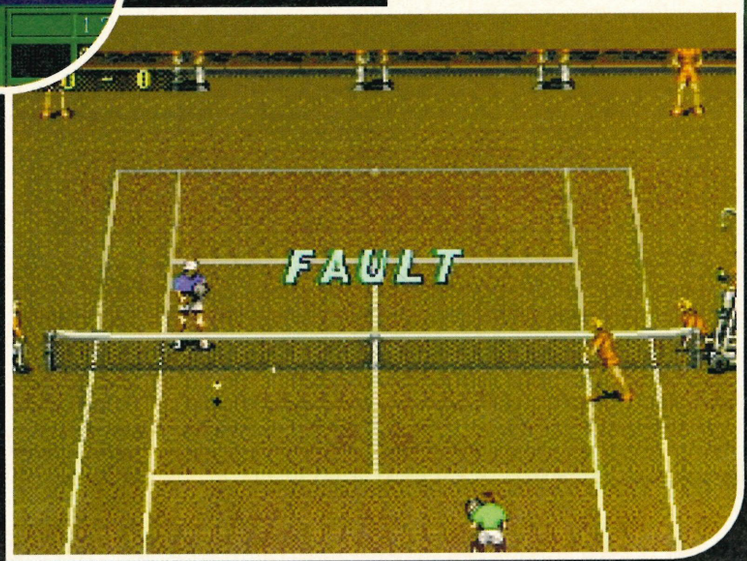
For more tips on how to serve properly, call the *Sega Power* office.



But the ball looks stupid

Yep, in creeps one of the major flaws of designing a tennis game to play on-screen. Much like golf, you're burdened by the fact that the most important object on screen is also the smallest. Tsk. Sega have got round this by making the ball artificially large, and the perspective ridiculous, so when you toss the ball up for a serve or lob it high, it balloons to the size of, let's say, an elephant. Well, you can see what size it balloons to from the screenshots. And it glows in the dark.

And here's another tip: when you've served, rush in to the net aggressively to volley the return. But bear in mind that this technique will only work if you manage to get the ball over the net in the first place. Okay?



ennis

ATP Tennis

- ▲ Smart graphics
- ▲ Smooth gameplay
- ▲ Real players
- ▼ Very samey throughout
- ▼ The ball looks stupid

Graphics 9
Sound 9
Addiction 9
Lifespan 9

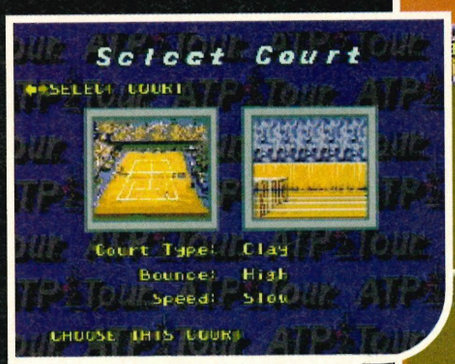
Power points

Release date.....Now
Players.....1-4
Levels..Exhibitions/tournaments
Difficulty.....Court speeds
Sega.....(071) 3733000

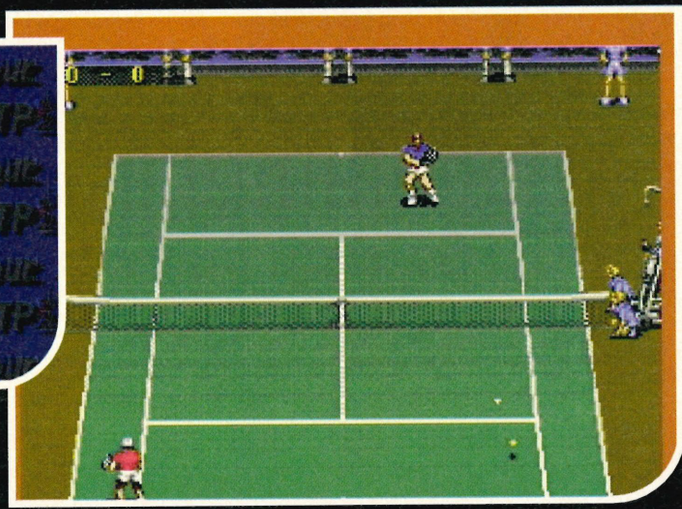
Final verdict

"Good looking and playable, but if you're not interested in tennis, it's not hugely entertaining."
Josse

73 Percent



The clay court's slower than the others, so should be a good place to start.

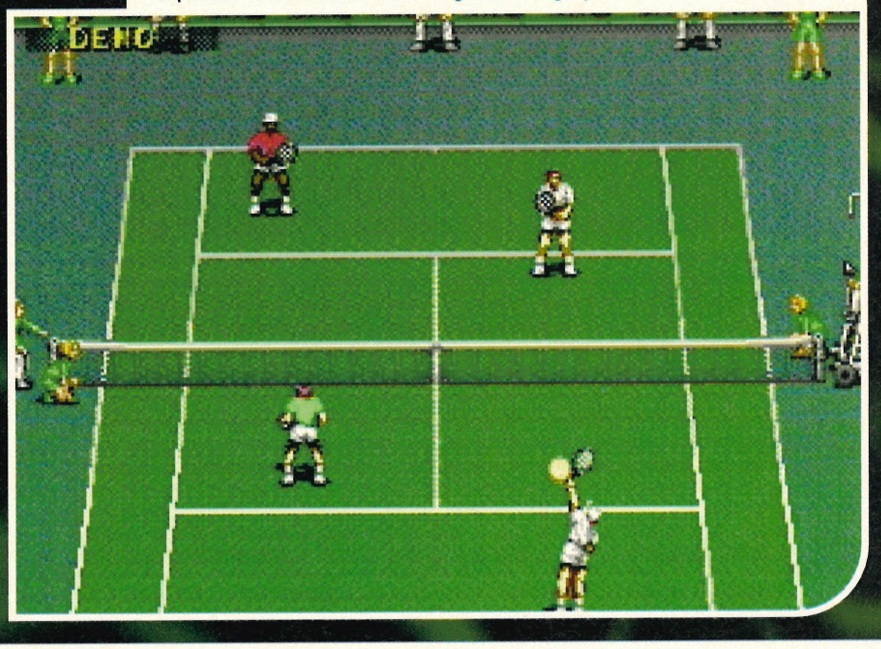


This surface is called 'carpet'. Well I don't know about you, but grass or clay sound more likely.

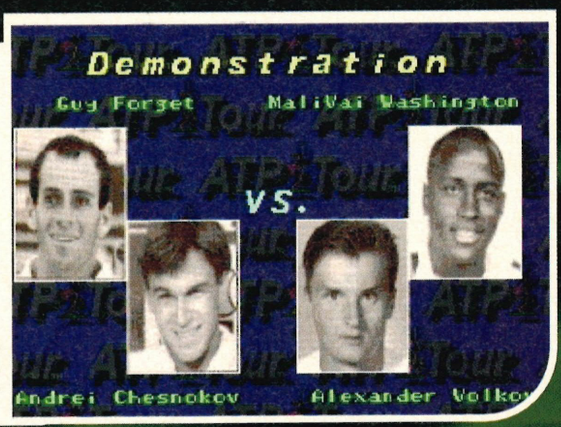
between the surfaces while you're watching it on the telly rather than actually playing.

There are plenty of tournaments to compete in, plus the quickfire exhibition matches (a better idea), difficulty can be set by player selection, choice of court and controlling game speed (but slower doesn't necessarily mean easier!).

But (and there's always a but, isn't there?), who really wants to be playing tennis? The same principle applies to baseball, basketball, and any other minority sport – if you're not actually a fan, you might as well be playing football or an already-proven great Mega Drive game like *NHL Hockey*. Nuff said. SEGA POWER



As with four-player options on most sport sims, getting a bunch of mates together improves *ATP Tennis*'s rather thin laugh-factor. Slightly.



It doesn't matter that you haven't heard of 'em. How many *NBA Jam* players do you know?

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GREATEST 36 HOLES GOLF

Golf is a game designed for people with too much money, too much time on their hands and bad dress sense. Discuss...

• 32X • UK Release • £59.99 • Sega •

Greatest 36 Holes Golf

- ▲ Sweety graphics
- ▲ Lumpy features
- ▲ Gurning Fred
- ▲ Cheesy courses
- ▼ Not 'nuff holes

Graphics 8
Sound 7
Addiction 7
Lifespan 7

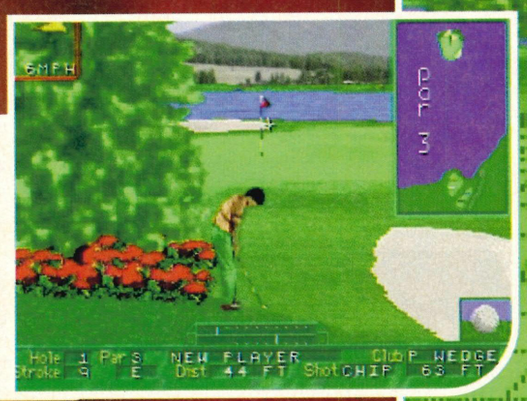
Power points

Release date.....March
Players.....8
Holes.....36
Difficulty.....Varies
Sega.....(071) 373 3000

Final verdict

"Golfy nonsense on the 32X, and not 'alf bad it is too, guvnor. 36 holes, though? Should've been more." *Dean*

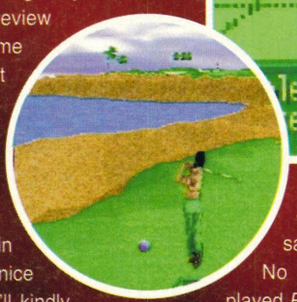
81 Percent



Here golf here. So realistic, you can smell the flowers. Nice.

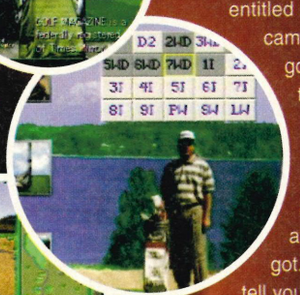
This is Fred Couples. He's a famous golfing type. Never heard of him, but he's almost certainly very rich and has an awful collection of garish trousers.

Right, it's a golf game. I'm going to try to get myself through this review without making some sad comment about my thoughts on the game itself. You see, I'm one of the growing number of people who find golf utterly tedious, but in true '*Sega Power*'s nice to everyone' style, I'll kindly keep my views to myself.

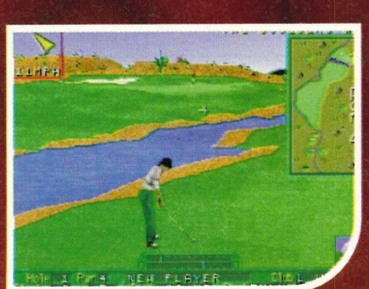


Oakily doakily... 36 holes, wonderful backgrounds and static screens, some excellent digitised player graphics and the ability to save your finest shots. It's golf. No more, no less. You've all played *PGA* at some point, and you've probably enjoyed it. There's something about computer golf that makes it far more interesting than the real thing. Don't ask me what though.

The downside of the game is the fact that it only has 36 holes (two courses). With *PGA 3* on the market, with eight courses, you tend to wonder how long the interest on this amount of holes can be kept up. Sega say, as they are fully entitled to, that the licence came from an American golf mag – hence the title, and number of holes, but couldn't they find a golf mag called 'Greatest 180 holes', or 'Blimey, look at all the holes we've got. It's quite a lot, we can tell you.'

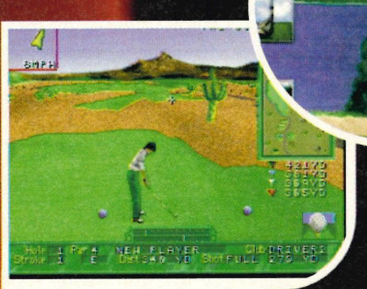


There are loads of styles of play and options to change your character, and these help to up the interest, but I can't help but feel that if golf is your 'bag' then you most likely already own a copy of the excellent *PGA 3*, so why bother?



Hit ball... to... hole... not in... water. Sand, mud, cheese.

Heeeerrree's Fred. Say hello to the cheeky funster.



Do people really play golf in the desert? I NEED to know.

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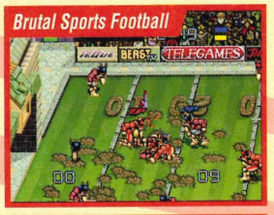

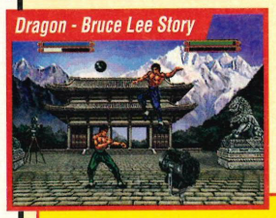

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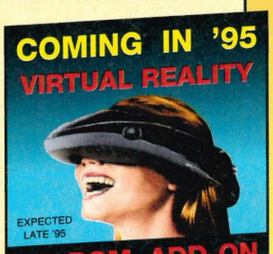

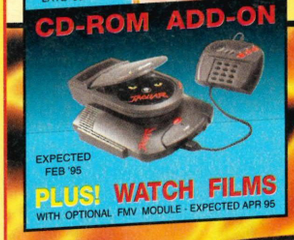

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Crime Patrol

● Mega CD ● £45.99 ● US import ●

Watch aht guv, 'e's got a shootah. You're goin' dahn... Ah, sorry, wrong continent...

Yes, it is a bizarre human/sausage monster, and yes, it's pointing a large gun at you... then the alarm goes off...

Cleaning up the streets of America is no job for a wimp. You need a stomach of iron and the ability to sniff out crime. America is a cold and dangerous place. Twinkies may seem like a harmless foodstuff, but eat three of them on the trot and watch the contents of your body repaint the wall before your very eyes. Even the seemingly harmless Twinkie has a bitter sting in its synthetic tail.

With this thought in mind, we skip our joyful British butts over to *Crime Patrol*: a miserable example of how everybody views American life, and I love it. It's all here. The man in the mask holding up an electrical store, the slow-motion routine of the dying man falling out of the window, and, this is my personal favourite, the dodgy Mexican second-hand car dealer who we'd liked to say looked like a famous Mexican, but we couldn't think of any. Simon thought Gloria Estefan would do rather nicely and Laura felt Speedy Gonzales to be the one, but none fitted the bill.

The game is much like *Mad Dog McCree*, but with better FMV and sensible gun control. Yes, you can brush the dust off that ridiculous-looking instrument, the Menacer, or if you're luckier, the Justifier. There's also a joypad option, but the game is much more fun when you're armed with a special gun.

A game like this grows tedious fast, when you're by yourself, since most of the fun in these sharp-shooters is gained from having a laddy larkabout and showing off to your mates. So... make sure you've got a few friends on hand when you stick it on. Like *Lethal Enforcers*, and – yes! – many other good things, remember: it's less fun with one.

This old man thinks he's a security guard. He's very old and senile. Last week he thought he was Captain Kirk.

Killing young warehouse employees does nothing for your promotion prospects.

Americans have their own way of dealing with people who hang around in multi-storey car parks.

I thought a rookie was a character in Star Wars, until I discovered *Crime Patrol*.

Mommy, mommy – I'd walk a million miles for one of your smiles, oh moooommeeee.

Crime Patrol

- ▲ Top shootahs
- ▲ Good FMV
- ▲ Good late-night action
- ▼ Limited gameplay
- ▼ No doughnuts

Graphics 7
Sound 7
Addiction 7
Lifespan 8

Power points

Release date ..... Out now
Players 1
Levels 10
Difficulty ..... Medium/hard
Dream Machines....0429 869459

Final verdict

"if they made an interactive version of Cagney and Lacey, it wouldn't look like this, but you get the idea."
Dean

79 Percent

• Saturn • Out now • Japanese import •

Clockwork Knight

This intro strap is dedicated to the idiot I 'share' my 'house' with. "PLAY ANY MORE BON JOVI AND I WILL HURT YOU WITH PAIN." Thank you.

This is the best caption I have ever written. Yes, Lord.

After a year or so of dribbly hype, the Saturn is now swaggering about the playground of the Next Generation like some great bully. Witness its disregard for anything standing in its way, clipping the ear and yanking the nostrils of lesser consoles, and laughing as it shovels the fear-filled packed-lunch of a Master System into its rude gob.

Yeah, well it's got a right to be smug and hard with Virtua Fighter causing an I WANT IT! buzz across this Sega nation. Nothing like a bit of dirt to bring the boy back down to earth though. I mean, watch the cocky colossus degenerate into the shape of a crying girl thing at the mere mention of the words *Clockwork Knight*.

The intro for *Clockwork Knight* is (ahem) chexellent. Well, the first time round anyway. Yes, somewhere at Sega towers the Saturn has caught the nice-intro-shame-about-the-game virus off of a promiscuous, terminally tiresome Mega CD.

It's not that *Clockwork Knight* is 'hard to get into'. It's the opposite in fact. Our personality-bypassed tossy Clocky has a meagre mission to complete, with the measly four levels turning the so-called huge house he and his poncey playmates whackily inhabit into a cramped inspiration-sucking bedsit. Me? Finished it after two sittings. Easy-peasy joypad squeezy, and other such literary biscuits.

And this is the second best caption I've ever written.

Once you've got used to the graphical spectacle of it all (including the four impressive but soft-as-spongecake bosses), this game is nothing more than a below-average linear leaping platty. So as a showcase of what the Saturn can achieve in the audio and visual department, *Clockwork Knight* would work fine as a free-sample CD. Other than that and seeing as you have to fork out for the crappy Clocky experience, this is an astonishingly feeble effort. Best to window-shop, look at the pics on this page and then forget about the whole sorry thing.

But seriously ladeesanjennulmun, the Jap dept of Sega are planning on releasing a bigger, more-leveled version of Clockie when the Saturn comes out in the UK, but... (eyes right)

As our Japanese press release quite rightly noted: "Below here below picture here yes CackWick Knit big yes intro here big like yes here long nice good yum."

...as this stands as a single CD import, best wait. LEAVE BE, BOY!

Clockwork Knight

- ▲ Brilliant graphics
- ▲ Just as we expected, but...
- ▼ Uninspired, too easy
- ▼ Simplistic, tedious
- ▼ And yes, simply shitzen

Power points

Release date ....Now on import
Players .....One
Levels .....Four
Difficulty .....Easy
Sega .....(071) 3733000

Graphics 9
Sound 7
Addiction 5
Lifespan 4

Final verdict

"Any game that even I can complete after the first two sittings has got to be rubbish. FACT!"
Simon

57 Percent

This could be the year of the Game Gear. Like a flower blossoming, or a child gazing into the sky for the very first time, our portable friend could change the lives of millions. Dean Mortlock's the man who's been reading too many Sega press releases.

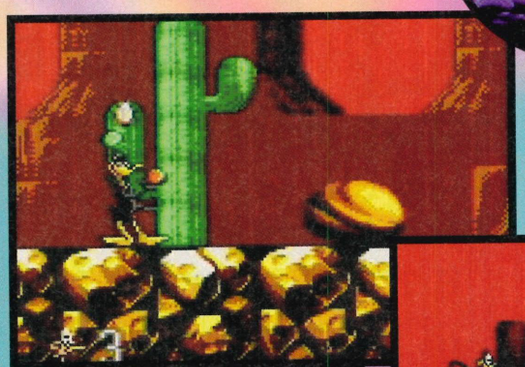
• Sega • Out: Now •

Daffy in Hollywood

Tricky one this. Falls nicely into the *veeerrry* average platform bracket well. Nothing outstanding, nothing to make you cry with glee and spend the rest of your life worshipping the God Sega, but a harmless inoffensive game all the same.

The shots should give you an idea of what to expect, but I would warn you against buying this game unless... a) you adore platform games with a special love, or b) you've got stupid amounts of money to spend on computer games.

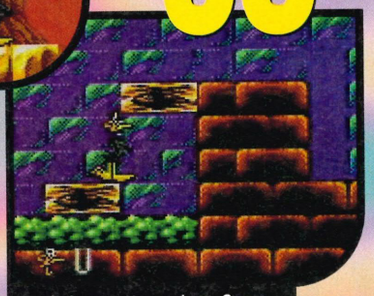
68 Percent



Juggling ducks? What next? Flame-eating budgies? I hope so. Liking birds as I do...

Ducks go well with oranges – one to bug the veggies there.

Alison's left us. She hates us all, and now likes Nintendo...



...she's gone to work on *Super Play*. We'll miss her...

• Sega •
• Out: March •

Fatal Fury Special

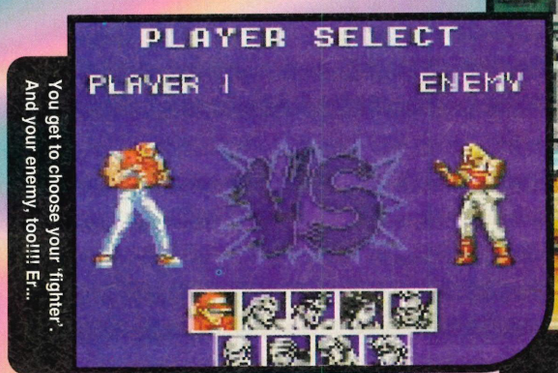
8-Bit beat-em-ups have always been a mixed 'bag'. Everyone screams for *Street Fighter 2*, and we've had a fairly decent version of *Mortal Kombat 2*, but if you prefer the cartoony style of *SF2*, then you should be more than happy with *Fatal Fury*.

Surprisingly all the characters and backdrops have been included, but obviously some of the moves have had to be sacrificed – just two buttons, y'see. Con a 'chum' into parting with cash for another copy and you can have a two-player link-up.

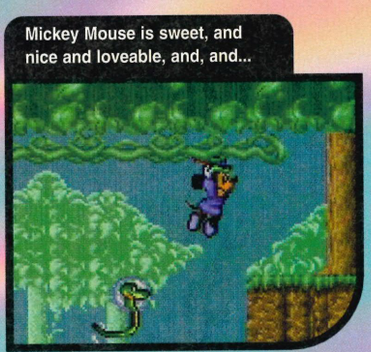
Tip toppity top. And until the day that *SF2* does come to the Game Gear – please don't hold your breath (you'll die) – this is a darn fine alternative.

84 Percent

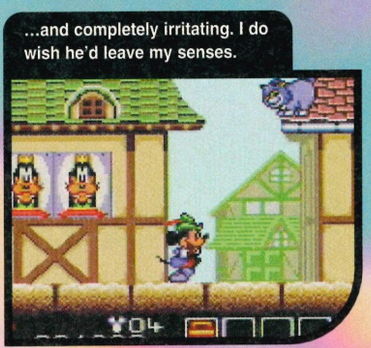
Wow! You could easily be fooled into thinking this was a MD shot... If you're an ignorant chimp, that is.



You get to choose your 'fighter'. And your enemy, too!!! Er...



Mickey Mouse is sweet, and nice and loveable, and, and...

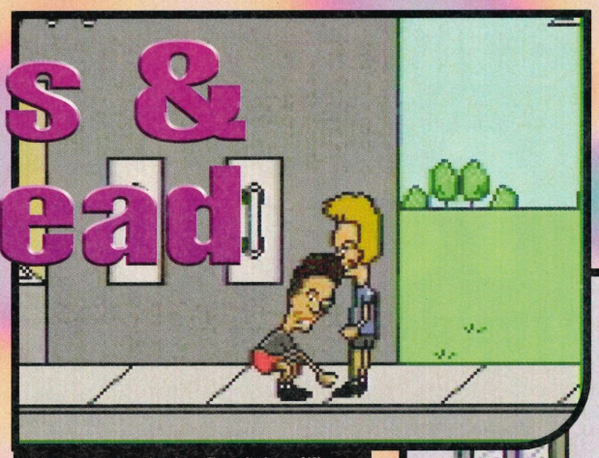


...and completely irritating. I do wish he'd leave my senses.

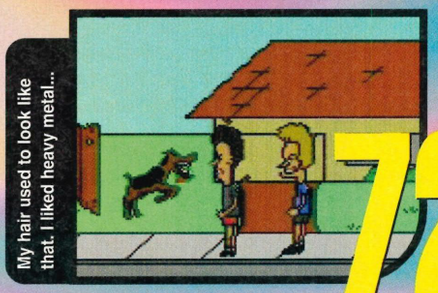
Mic Legend

• Viacom (US Import) • Out: Now •

Beavis & Butthead



Hey look everybody... Beavis is sniffing Butthead's hair. What a bloody idiot.



My hair used to look like that. I liked heavy metal...

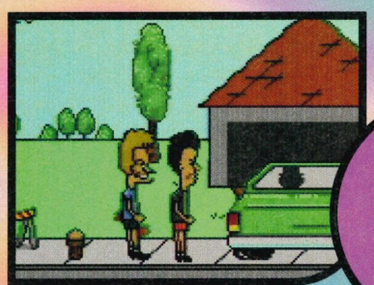
72 Percent

No huh huhs, no crap jokes about asses and chicks, and certainly not a mention of 'those guys you simply love to hate'. This is *Sega Power*. We can write.

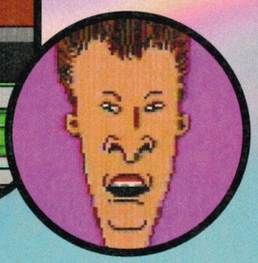
Beavis and Butthead is similar to the Mega Drive version – only more linear – it's more a platform game now (with enormous shades of *Bart Versus The Space Mutants*), and it's okay.

Good graphics and loads of fairly clear samples from the show mean that fans should like this. Like the show, I found it fun for half-an-hour, but couldn't have handled much more.

... I *did* like heavy metal – until I grew up, listened to 'music' and realised what complete and utter dross it all is.

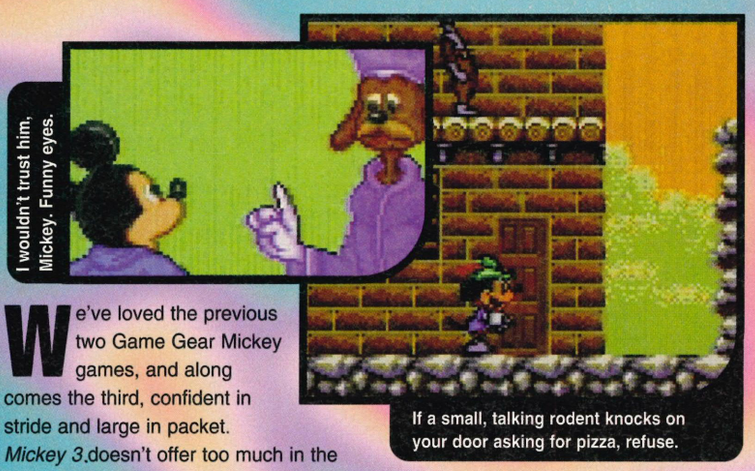


If you dress like this then please send us a photo. Thanks.



Ristar

• Sega • Out: Now •



I wouldn't trust him, Mickey. Funny eyes.

If a small, talking rodent knocks on your door asking for pizza, refuse.

We've loved the previous two Game Gear Mickey games, and along comes the third, confident in stride and large in packet. *Mickey 3* doesn't offer too much in the way of new features – the odd new move and that's about it. It matters not, though. In most cases, constant rehashes of the same game tend to look incredibly tiresome (Sonic, you are charged for these crimes. How do you plead, you nauseating piece of filth?), Mickey doesn't suffer the same way, though. Mainly because it always manages to stay quite fresh somehow.

Probably one of the best Game Gear games since... since the last Mickey game, really.

94 Percent

Ristar (pronounced wrister) is a spunky little fellow...

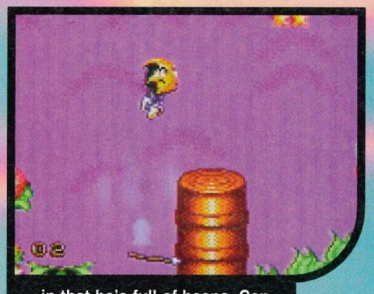
When we reviewed this on the Mega Drive we thought (well, I did) that it was a bit too close to *Sonic* to stand alone as a game in its own right. Agree or disagree, the choice is yours, but I do have to say that I was far more impressed with this.

It's close to the Mega Drive version – both playability wise and in the graphics department too. Okay, so I wasn't that keen on *Ristar* on the Mega Drive, but often the same thing will work better on a different platform. Sonic always looked different on the 8-Bits anyway, and Ristar does have a 16-Bit feel about him. If you've got a Mega Drive *and* a Game Gear, I'd plump for this version.

87 Percent

Key of Illusion

• Sega • Out: Now •

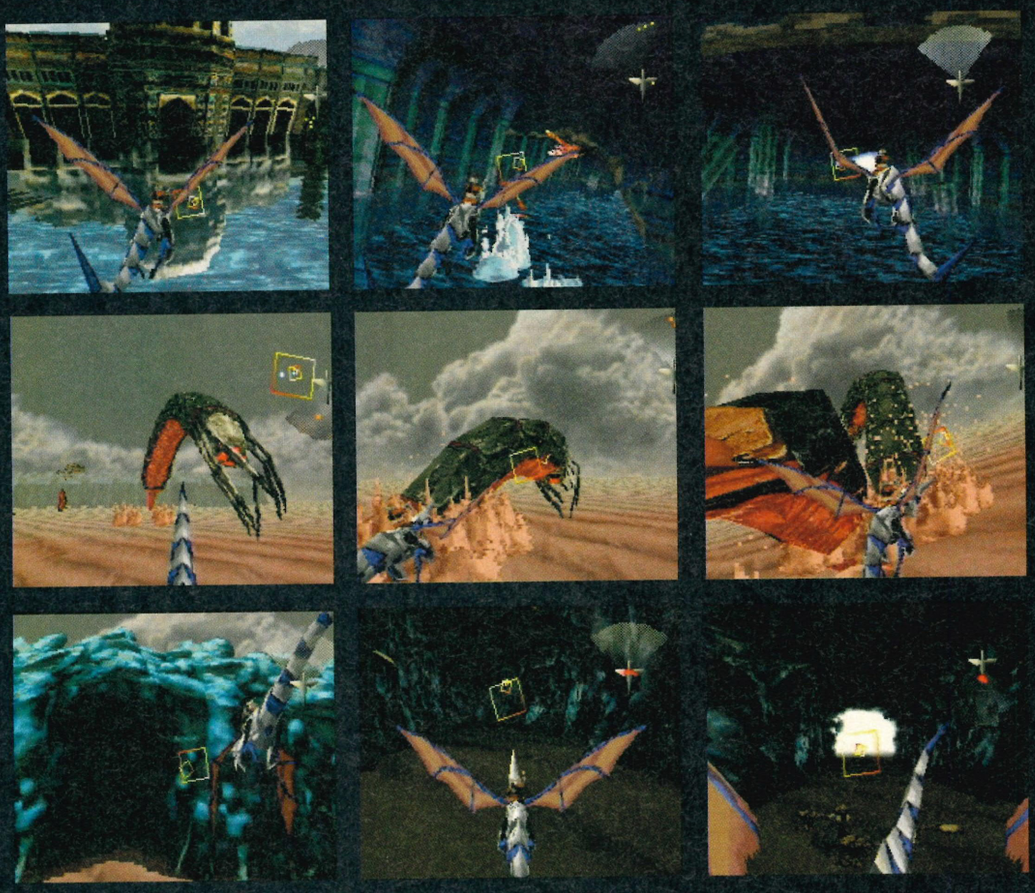


...in that he's full of beans. Can I say that?

Nice, very nice. Look at his cheeky little grin. Babber.

EDGE

Sega's **flight of fantasy**



Edge premieres the Saturn's next wave

Magazine of the year

Industry awards

Issue **nineteen** onsale 23 February
at selected newsagents

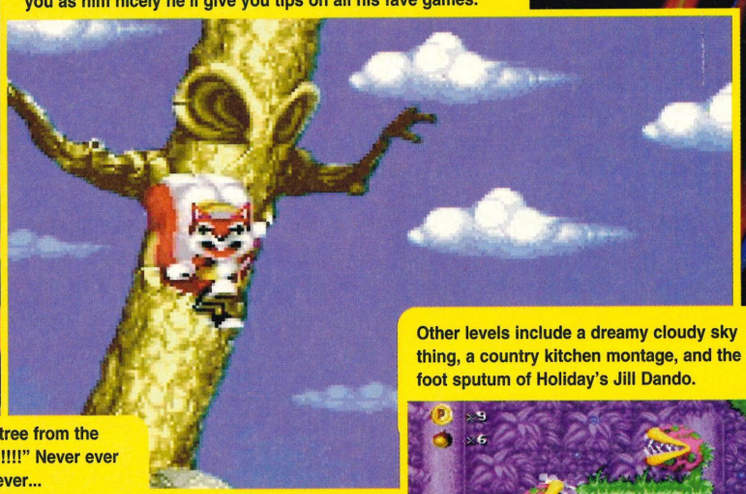
Mr Nutz

• Mega Drive • £39.99 • Out now • Ocean •

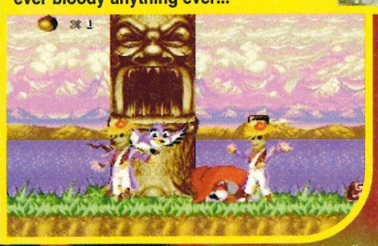
"I fancy... Listen You!" Achtung! It's your first Love Message intro strap. Fill in the gap with the name of the one you love lots and become simply kissy with Sega Power...

Revolting. Pink thing is a hedgehog in a nappy. A naked lychee, a skinned knacker, a baby Merrick.

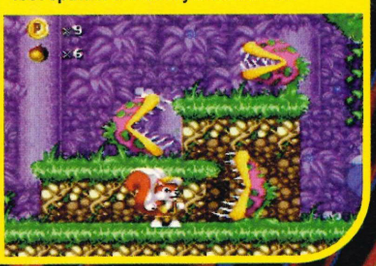
Hey, kids, Simon wants you. Yes, YOU, to phone him up and if you as him nicely he'll give you tips on all his fave games.



"Hey!!! Kids!!! it's the tree from the Mortal Kombat forest!!!!!!" Never ever ever bloody anything ever...



Other levels include a dreamy cloudy sky thing, a country kitchen montage, and the foot sputum of Holiday's Jill Dando.



Feeling horny? Butterflies skipping about the skin-lining of your lovey tummy? Hormones ping-ponging like a rubber baby on a bouncy castle? Thinking of underpants? Thinking of what's UNDER pants? Oooooh..... Aaahh... Breath in the air of that post-Valentine bliss. But... oh dear. Older ones – banish the knockers and knackers from your brain, whack it on spin and get used to the fact that for the next few minutes you'll be reading about yet another de-hottened, de-steamed, de-sexed platform game. Oh nuts. It's *Mr Nutz*. With a zed. I mean, really...

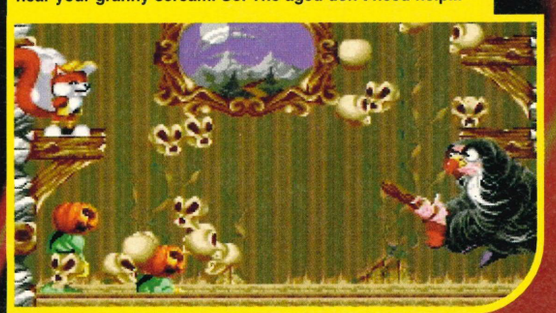
Sigh. Mr Nut(z) then. How we laughed in the office at the potentially naughty name. Hahahaahaaaa!!! Nuts!!! They should have called it... (Oh come on. We don't want to spell it out to you.) So it was on that Amiga thing first, then the SNES, and somehow, after a couple of years' hibernation it's been nabbed for the Sega. Do you feel lucky? Well DO YOU? Not as lucky as you'll feel when you hear that a sequel is in the bag already. With the aid of visuals, you can work it out for yourself easily enough.

Yeah – you really don't need a trained eye to realise this is a harmless and charmless low-key release. And you also know that I'm going to say "you've seen it all before" because you HAVE seen it all before and you've seen us "seeing it all before" if you've been reading the mag for over – oooh – one issue.

There's six levels, six bosses, jumpy-ropey-swingy-bonce-bouncy stuff; the kind of stuff you *Sonic* boys could play in your sleep. The plus point is that it's tough enough to ensure you won't complete it in the first few weeks, even with the use of a password system. And the graphics? Nice in a sensibly priced, sensibly challenged, squirrelly way.

"The fists fly up when he asks who has ever played a platform game. They know their stuff. They need to know no more." I'd like to think you're with me on that one. Go on. Gizzakiss and leave your nutz alone.

Mr Nut(z) has a fight with Mrs Witch(z). "Is this a boss?" we hear your granny scream. So. The aged *don't* need help...



Your second level pastoral plop place. Trees, birds, bees, the usual.

Mr Nutz

- ▲ Sensibly priced
- ▲ With sensible graphics
- ▼ Staggeringly normal
- ▼ Blitheringly dated
- ▼ But you already knew that...

Power points

Release date ..... Out now
Players 1
Levels 6
Difficulty ..... Medium
Ocean ..... (061) 8326633

Graphics **7**
Sound **6**
Addiction **5**
Lifespan **6**

Final verdict

"We all knew what was going to be said about this, didn't we? This game..."
Simon

69 Percent

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To place a small ad, just fill in the form below and send it to Small Ads, Sega Power Magazine, 30 Monmouth Street, Bath, Avon BA1 2BW.

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Tel: (071) 237 2354 after 8pm as I have a late dinner, I do.

Sega Game Gear, TV tuner, battery pack, Master System Convertor, Mains Adaptor, Carry Case, 8 games, everything boxed as new. Cost over £450 Sell £225 ono
Tel: (0297) 33856 After 5pm

Swaps

I'll swap Mortal Kombat for Populous or Lemmings on the Mega Drive.
Tel: Charlie 057287 366

Penpals

Does anybody 14+ want to write to a 15 year old, funny, sarcastic Scottish boy who is interested in films, computers and sport. If you are, write to me, Stuart, for it is I.
86 Deanston Drive, Shawlands, Glasgow, G41 3LH

Reader Ad Order Form

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.....

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Postcode ..... Telephone .....

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Please tick the appropriate box...
☐ Boxed out (£5 ad) ☐ All other adverts (£1 ad)

Write your ad (maximum 30 words) below, ticking the appropriate box and make your cheque or P.O. (check out the advertisement cost box to find out how much it'll cost ya) payable to Future Publishing Ltd. Stuff it all in an envelope and send it to: Small Ads, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

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2. We can't vouch for the quality of these ads. We're not responsible for your feeble grasp of our great language.
3. Make your Small Ad legible. Write cleeearly, and caaarefuully. Here's your chance to practise some neat handwriting, y'spaz.
4. We cannot guarantee the positions of your adverts or that they will appear in specific issues of *Sega Power* – but they will definitely appear on this sacred page at some point. Unless they're obscene, or a bit too sad.
5. Sign the following declaration (but get your parent or guardian to sign if you're under 16). We won't print any ads without the signature. All unsigned ads are photocopied, blown up to A3 size, and sent to John Virgo with a can of shaving foam and a friggin' razor. Jesus!

Signed Date

.....

SEGA POWER GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these Sega Power guidelines:

1). **Before you send any money,** ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.

2). **Always read the small print** on adverts.

3). **Beware companies that do not include** their address on their adverts. Also, avoid companies that do not answer or return your calls.

4). **By far the best method** of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies – if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5). **If you're not paying by credit card,** pay by cheque. Never send cash and avoid using postal orders.

6). **Keep records.** If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.

7). **If you are sending a cheque,** keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.

8). **When you receive your goods,** check them carefully. If anything is missing or faulty, contact the supplier immediately.

9). **Always order from the most recent issue** of Sega Power.

10). **If a problem does arise,** contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

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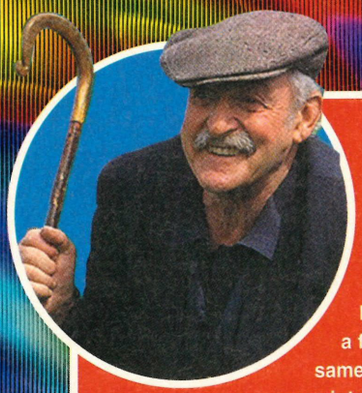

Guest tipster of the month

Arr... 'ow's it goin', me dears. This here be Roger D. Sheep at your service, fine sirs. I be a farmer and even though I ain't be talking the same language as you lot, I do be sharing the same interest in Sega home entertainment! Arr... that I does. My grammar don't be up to much, but my tips is ready to harvest. Much like my parsnips and turnips and that. Many of 'em have won telelvison awards for being amusingly-shaped. Ha, har... etc...

Power

Better than haystack frolics...

TIPS

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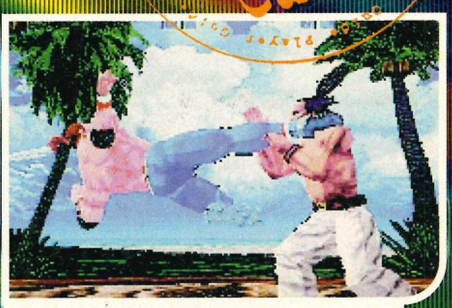
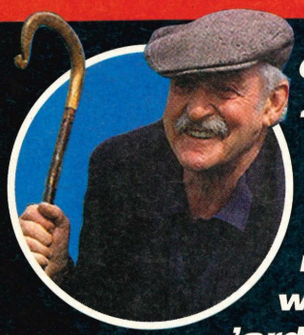
Mortal Kombat 2
Our idiot's guide will reveal the tricks to make you instantly *MK 2* literate.

FIFA 95
Top team tactics and that.



Virtua Fighters
Tips for the coin-op and that there Saturn thing.



Oo-arrr! Farmer Roger D Sheep from Zomerset 'ere. Now, I knows you might be thinking that us West Country farmer folk are nothing but a load of straw-sucking yokels, but I be a top gameplayer too. Why, many be the time that I be caught fiddling with my Gear in the cow shed. And after a 'ard day pulling parsnips, I likes nothing better than playing with my Sonic Hedgehog. Well, nothing apart from strapping bells to me legs and dancing with the other boys, that be.

Ar. These young fellas be responsible for crop circles down our way.

Power Tips Q&A

Addams Family

Mega Drive

Dear gaming celebrity and all-round nice guy (gal or piece of electrical equipment), please can you help me out with the *Addams Family* game on the Mega Drive. I keep running out of lives.
Tina Huxley, Scunthorpe

That be no problem, me luvver. When you be in the Hall of Stairs, go to the bottom-left corner and through that there secret door. You'll now be in Puggsley's Den. Go to the top-left and through the secret door you be finding there. You should now see six more doors, go through the bottom-right one and pick up the shoes (there be no wellie-tossing 'ere). Now go through the middle-right door and grab the helicopter hat that you be finding there. Hurry you along to the top door and fly up to the top platform. There be another door 'ere that leads you to a 1-Up room. Go through this room and, by the time you be leaving, you'll have yourself 27 of them there lives. You'll now be thanking Shirley Baker from Warmley in the fine ol' city of Brissle (*That's Bristol to the rest of us* – Andy) for that.

Urban Strike

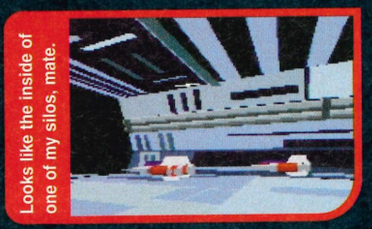
Mega Drive

I have a question about *Urban Strike*: do you know why Elvis is in one of the casino machines in Las Vegas?
James Evans, Bayswater

No, that I not be knowing, but pull me dear Betsy's udders if I don't knows two other spots where the king be lurking. One of them spots be in the Alcatraz level. If you be on this level, go to the path in the top-left and walk to its end. Pass you by the barrier and head up to the black at the top of the screen. Now walks you left until you reach the edge of the screen. Here you'll be seeing Mister Presley.

He also be there on the San Francisco level. Fly you left of the starting point and you'll be seeing a row of houses. Shoot them and you'll see a man dressed in white. If you shoots him you'll get a message that the king has been destroyed.

Now I have a question for you: do you knows why the rabbits be nibbling my wheat stalks?



Looks like the inside of one of my silos, mate.

Star Wars Arcade

32X

I was wondering if you could help me. I was lucky enough to get a 32X and the *Star Wars Arcade* game for Christmas and although I really like the game, I'm having a lot of trouble getting rid of the Imperials that hang on my tail. Have you got any advice to help me out?
Rob Delhanney, Norwich

Muck spreading, that be the answer to all unwanted hangers-on. Just feed your herd up with a hard diet of bonemeal and hay, and then be smearing a liberal quantity of their pats onto your ship's hull and you'll be flying alone forever. Or, you could change that there View option so you be looking at the back of your craft. Now your missiles will automatically lock onto any enemies hanging on your tail.

Not a patch on my combine harvester.

Shining In the Darkness

In issue 61 Mariska Nielson wrote in asking for help with *Shining in the Darkness*. Now Evelyn Parry from South Shields has come to the rescue. She writes: Mariska needs to return to the castle for advice and the vial. The princess will then fill it with her tears.

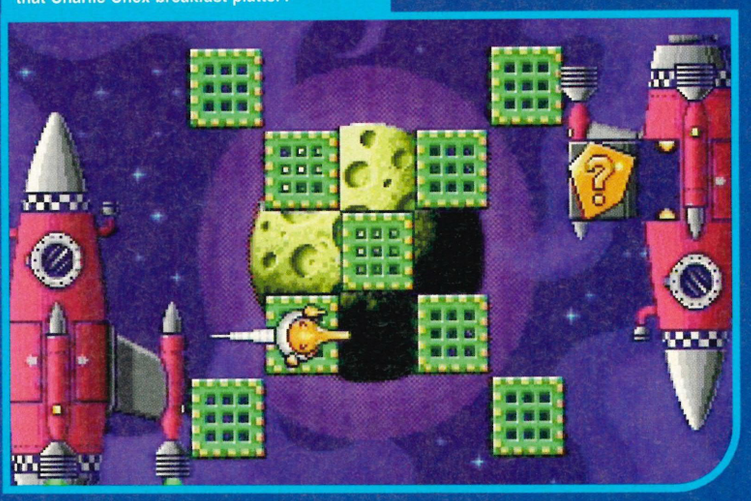
When she defeated the Dark knight, his chest would have contained a cell key. This opens the bars in the lower levels, so she'll have to go around again looking for gated passages.

To get to the chests: there are holes in the ceiling that can be explored using the rope. There's also a hole in the floor of one passage in the cave of strength, which you can only explore with the help of the rope. Mariska must defeat all the Sentinals and get the chests they guard. To defeat Dark Sol, all three players must be at level 52 or above.

We don't have fights about ties in Somerzet. Tractors, cheese, smocks and cider, yes. Ties, no. Oo, ar.

Now, this here be the advice bit of the magazine, and I can think of no more helpful tip than this: never ever drink a barrel of scrumpy before you sends your cattle to market – wielding a prodder while drunk can be a particularly painful experience for farmer folk, especially if it jabs your livestock in a zensitive spot, like. And, as the wife be telling me, an angry cow be easily capable of crumpling a healthy shaft of corn... Right, on with the tips...

Power Tips Cheats & Hints

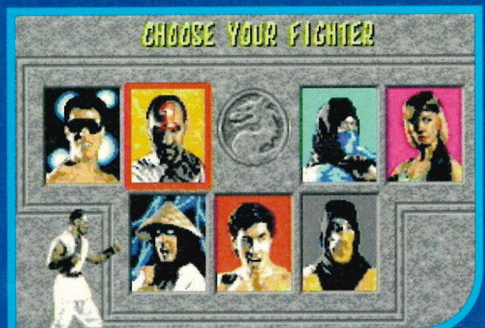


'ere. Aren't those being little Chex from out of that Charlie Chex breakfast platter?

Sonic and Knuckles & Sonic 3

Mega Drive

Well, bless my cotton smock if this not be a great tip for preserving the wildlife in that there *Sonic and Knuckles*. If you wants a hedgehog with the speed and deadliness of a rabbit on DDT, then you be wanting Gordon Staines' cheat to become Hyper in that there latest game from the folk at Sega.



Hmm... the latest choice of scarecrow models leaves a bit to be desired.

If you wants to become Hyper Sonic, Hyper Knuckles or Zuper Tails, first you needs to plug *Sonic 3* into the *Sonic and Knuckles* cart, collect all them there Chaos Emeralds in *Sonic 3* and 50 rings, then do a double jump. Next you be collecting all the Super Emeralds in the special stages of *Sonic and Knuckles*, grabbing 50 rings and doing another double jump. If you've done all this right, you'll get the two Hyper characters and Zuper Tails.

Hyper Sonic and Knuckles have loads of images following them around the screen and are both invincible and incredibly fast (it be like watching the game after a jug of ol' Tom's zider). Hyper Knuckles can clear the screen of baddies by double jumping into a wall, while Hyper Sonic can do the same thing by simply double jumping. Zuper Tails has four birds who follow him around the screen wiping out any enemies.

Psycho Pinball

Mega Drive

I never been one for that noisy game of pinball. Thankfully, the landlord at the Pig and Crap didn't get one for the zider snug. Us country folk prefer more established pub games, like dog and cock fighting. Still, it must be said that pinging an aardvaark around a table do be holding a certain charm for us traditionalists. So, I be very 'appy to include this cheat from Chris Yacomini from Dundee.

If you be wanting to get through to the subgames for the Whale's Belly, Moon Squares or Runaway Train stages without having to open the usual gates, just pause the game on the relevant stage and press B, A, B, B, A, C, A and C. You'll now be skipping straight through to the subgame.

Doom

32X

Aarr! This be my favourite game at the moment. What with them there pesky folks at the League against Cruel Sports grabbing my gun every time I be going out for a shoot, I be having to get my lead-whistling kicks in that there cyberscape (which, according to ol' Beefy Bowen, be just outside Taunton). And now I be having this 'ere cheat, I can blast both barrels with the best of 'em.

To be getting all the weapons, including the BFG, maximum ammo and 200% armour, simply pause the game and press Up, A, C and Mode. You can use this cheat to top up whenever you're in trouble – although it won't do you much good against a vicious pack of hunt saboteurs, of course. And you'll also be needin' one of them new-fangled six-button pad things.

Or you could also be havin' some of that there invincibility if you bees so inclined. Using a six-button pad, just press X, Z, Mode, Up and Start all at the same time and, Wurzel's your uncle, you can walk up to any of them monster things and laugh at their turnip-like faces.

Mortal Kombat 2

Mega Drive

What be these friendship moves? That's what I be wanting to know! It ain't natural, I tell you. You don't be seeing a pack of dogs chase down a fox only to pull out a paper chain, now, do you? And I ain't never seen such a move outside the Pig and Crap of a Saturday evening neither. Like all animals, humans need to protect their territory, not to mention their flagon of scrumpy. Anyway, that be why there are no soppy friendship cheats listed 'ere. I just wanted to be sure you all be understanding that. Now, has anybody seen my ribboned boater hat? The other morris men be around here soon...

Throwing Disabled: Go to the character screen and pick your fighters. Then, after you've confirmed your selection, hold Down and High Punch on

Many's a stray dormouse has been splattered to death with a tractor.

both pads. Your throws will now disabled.

Random player select: To get the computer to select your players, go to the Choose Your Fighter screen and place player one's cursor over Liu Kang and player two's over Reptile. Then hold Up and press Start.

Fight Jade: On the stage just before the '?' bout, defeat your opponent in one round by using nothing but the low kick button. You'll then be transported to Goro's Lair to fight Jade. She can't be injured by most missiles, so use jumps on her instead.

Fight Smoke: Occasionally, after a player executes an uppercut you'll see someone appear on screen singing 'Toasty'. If this happens when you're in the Portal stage, quickly hold Down and press Start. If you do this before he disappears, you'll be transported to Goro's Lair to fight Smoke.

Shang Tsung Kintaro fatality: when playing as Shang Tsung, hold the Low Punch button for about 30 seconds before defeating your opponent, then move away slightly and let go of the Low Punch button. You'll now morph into Kintaro and punch your opponent in half.

Scorpion's 'Toasty' fatality: Start by holding the Block button, then quickly press Down, Down, Up, Up and the High Punch button. You'll then throw a flame that crisps the opponent. Dan 'Toasty' Forden also appears on screen to write his famous nickname.

Acid bath fatality: Go to the Dead Pool and win two rounds, then when 'Finish Him' appears, hold the Low Punch and Low Kick buttons. Then, keeping them pressed, unleash an uppercut – your opponent is drenched in acid.

Sonic Spinball

Mega Drive

I don't know. No sooner I be finished telling you about *Psycho Pinball*, than we get a game devoted to batting a hedgehog around a table. Still, I be told by some of the older locals that a form of this game used to be played round these 'ere parts.

First the participants would clamber into their rubbers to protect against any diseases carried on the pricks (*We're talking wellies here, aren't we?* – Andy). Then they'd boot the curled up 'hog around ol' Jessie's field.

Flattening mushrooms and batting bluebells were worth 20 points, flipping the 'hog through a rabbit warren were worth 50 points and hitting a bull's eye (or other organ) were worth 100 points.

Anyway, I be digressing. To get a level select for *Sonic Spinball* go to the Option screen and press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C and Up. If you've done this right, you should hear a noise that be letting you know the cheat's worked. Now press Start to exit the Option screen. Then, on the Title screen, press A and Start to go to level 2, B and Start to go to level 3, or C and Start to go to level 4. Note: you must be keeping the A, B or C button held down until the level begins.

Lemmings. Mice. Rats. Dormice. Moles. Vermin. That's what they are.

Hedgehogs. Bane of my life. They're always getting caught up in the wheels of my tractor, making a right mess of them.

Awesome Possum

Mega Drive

I be lost when it comes to possums. My cousin, Farmer Bruce Muttonprod, be the one to ask though. His sheep ranch in the Australian outback be plagued with the critters. Indeed, he be telling me that the title of this 'ere game be a bastardised version of a common Ozzy job name. 'Tis like this – he and his men be having to squash the rodents with paddles, which they call oars, hence the job 'oar some possums'. Strange but true...

None of which be having anything to do with this 'ere cheat from Martin Anderson in Ironbridge. He writes: After the song has finished playing on the Title screen, press C, B, then C again. Now hold Left and press B then C. If the cheat's worked you should hear a sound. Now press A to access a secret option screen. From here you'll be able to choose invincibility, infinite lives and your starting level.

Lemmings 2 – The Tribes

Mega Drive

This be my wife's favourite game – many's the evening we be sitting in the farmhouse surrounded by the sound of exploding rodents. Unfortunately, she lost it recently and had to resort to filling up the milk churns with nitro-glycerine and blowing up the rats hiding in the cow shed. Betsy still be recovering from the shrapnel wounds...

Level	*Code*
Classic	IPNNAPJHMLOFPEHHLLBOCP
Beach	PDBGBLJFMOGJLFFLONBHJL
Cavelem	OHLPOHPHPNPPAAEAEADACA
Circus	MLJNNCGLLGNLCODHKLNNPC
Egyptian	HBNPPBPJHNPOJPNPPHPPAA
Highland	NGHDLKNNCPLHOLPNADIDMB
Medieval	JNKANAGIFEDKCFJGENKHFE
Outdoor	DICCFBMIHEECCFJEELCGFD
Polar	EPDPLPOPPPAAACACIAIAGA
Shadow	FNIJNEHCDNKAFBCJNEIKFF
Space	OIDMBOBDILMGODDCDJKMFO
Sports	MHPGHPMBOBHBLIHMEOCPJL

Arr... as sparkling as the fizz at the bottom of a barrel of scrumpy. Maybe not.

Oh, before I be forgetting, these codes jumps you past the ten levels of each tribe, letting you see their end sequence and access the next set of levels. Thanks be due to Steven Croft and Antony Lyell whose book Lemmings: The Solutions (which includes full step-by-step instructions on how to solve every level of *Lemmings* and *Lemmings 2 – The Tribes* on the Mega Drive) should be out as you read this.

For more details pick up that there telephone thingy and call Kuma Books Ltd on 0734 844335.

ESPN National Hockey Night

Mega Drive

I first be hearing about this game during last year's Farmer's Agricultural and Livestock – Land Owners West (FALLOW) conference in Texas. Now, I wouldn't be honest if I didn't say the game be the only thing I understood while I were there. The way they be on about 'the annual maize crop' and 'protecting your head of steer', I thought I be going mad! As far as I be concerned, maize the time you dance around a pole, and steer be a thing you falls down if you be drinking to much in the Pig and Crap. And they be calling *me* quaint!

Now, 'bout this 'ere game. First you wants to be going to the main menu screen and pressing Left, Right, C, A, B and B. You'll now be able to choose one of four new teams: the Sony team, the ESPN team, The Democrat team and the Republican team.

Or, if you prefer, you can be turning the difficulty up to the Brutal setting. Just press C, Right, B, Right, C and Right on the main menu screen.

Arr... didn't know they practised Morris Dancing in the Far East.

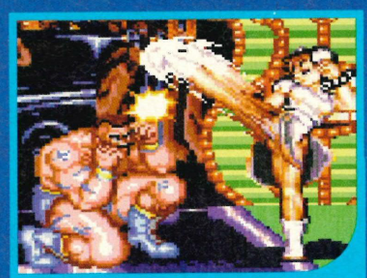
Another novel take on the ancient art of Morris Dancing. They've got a bit wrong though. Look. No bells or scarves!

Probotector

Mega Drive

Probotector? That be that new fangled John Dere tractor thing – I be hearing about that. They says it 'as a five-speed gear stick, piped Worzels tunes and thrasher that's as smooth as lamb's fleecey underside in... (*Excuse me, Farmer Roger, but it's actually a game* – Dean) Oo-arrr, I do believe you be right, young man... Hold on, haven't I been seeing you in the pig pen of a Saturday night?... (*The tip, Farmer Roger...!!!!* – Alison) Right you are, me luvver.

To get a secret game ending climb you over the first security fence on level three. Looky 'ere and you'll find an old man who offers you a money-making opportunity. Take him up on his offer and you'll get to fight a strange boss type character. Defeat him and you'll be getting the new game ending. That one be from James Relly in Swindon.



My feet often burns like that after a hard day ploughing in the fields.

Sylvester and Tweety

Mega Drive

'I taut I taw a puddycat...' I loves it when you hear the funny way some people be talking. The best accent I be coming across though be that there cockney rhyming to-do. All that apple and pears rubbish – they be getting along with them Americans and their head of steer! Anyway, where I be? Oo-arrr, now I be remembering: *Sylvester and Tweety*...

Start the game as normal, then be pressing Start to access the inventory screen. Now press A and one of the following combinations...

Extra continue: Left, A, A, B, Up, C, A, B, B and C
Extra Time: A, A, B, C, C, A, Up, C, C, C and Up
Complete House level: B, B, C, B, B, A, A, Left, Right and Up
Complete Backyard level: Left, A, C, C, C, Down, Up, Left, B and B
Complete Train level: C, B, C, A, B, C, A, B, C and Down
Complete Alley level: C, Down, Up, Up, B, C, C, C, A and A
Complete Lab level: Up, B, C, A, A, B, B, Right, B and Right

Super Streetfighter 2

Mega Drive

Now, don't be getting me wrong 'ere – I like a spot of street fighting as much as the next man, but it can be upsetting, like, to see so many different-looking characters in those group battles.

Round these parts everybody looks and acts the same – Dr Eli Onleaches says it be down to in-breeding (summat they puts in the water in Zomerset, I be thinking).

Now, thanks to Shaun Lacron in Tunbridge Wells, though, we can be getting rid of that problem.

To choose the same character eight times in Group Battle mode, go you to the Title screen and select Group. Now, using joypad 2, press A, B, A, B, A, B, B and A. If the cheat's worked you'll hear that Vega bloke laugh. You can now choose to play as any of the characters eight times in a row.

Incredible Hulk

Mega Drive

It now be four o' clock in the morning and, though I hate to be leaving you, I have to get my clippers and go out and straddle some sheep. But not before me wifey has packed me up a nice flask of zider and a Cornish pasty.

Before I be off though, you might be wanting to take a note of these secret **Incredible Hulk** moves...

Ceiling Smash: Grab enemy, then press Up and B.
Jump Stomp: Press B, then Down while you're still in the air.
Pile Driver: Grab enemy, then press A and B.
Shoulder Charge: To do this, press Forward, Forward, C and Forward.

Arr... I do be thinking that the correct caption for this is: Hello, sir!

Arr... with a nick-nack paddy-wack, give the dog a bone, this old man came rolling home.

Action Replay

Chaos Engine

FF004D0003 Infinite lives for player one.
FF004F0003 Infinite lives for player two.

Streets of Rage 3

FFFB05000X Level select.
FFFB03000X Act select.
FF88E20049 Infinite time for level 6.
FF88500059 Infinite time for the final boss.

Great new codes for a top new game. More fun, more moves and more weird things, if you can be bothered to type them in.

Super Streetfighter 2

FF803E0011 Weird special moves for player one.
FF80400011 Low jumps and special moves for player one.
FF83C10000 Special moves in mid-air for player two.
FF828B000X Fight the same opponent throughout the game (player two). 0 - F.
FF833D0090 Unlimited energy for player two.
FF83C20001 Player two turns into flames when hit.
FF858A0002 Player two only needs to win one battle.
FF83750001 Extra turbo speed for player two.
FF85850005 Stops the countdown timer on the deathscreen for player two.
FF83B40000 Every special move has fireballs for player two.
FF831B000 Player two's character is speeded up.
FF83620012 No combos. Every hit knocks player two down.
FF84890000 Removes dizzy stars for player two.
FF833E0011 Weird special moves for player two.
FF83400011 Low jumps and special moves for player two.
FF97EB0000 Start fighting before you are told to fight.

DOOM

PART TWO

Still playing Doom? Still getting a perverted kick from turning monsters into piles of steaming cottage cheese? I do hope so, or these tips will all seem pretty pointless. Why do I volunteer to do these things? It all seems perfectly straightforward at the start, but after three weeks of playing the game morning, noon and night, it has to be said that I would like to go out every now and again. I want to feel the sun on my face, I want to hear the happy laughter resonating from the schoolyard...

MAP GUIDE

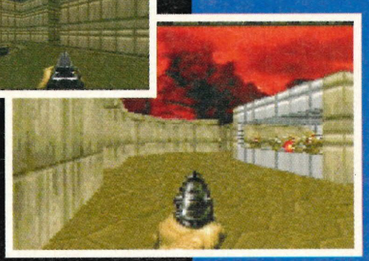
1 Start
2 Lift
3 Lots of Nice Stuff
4 Secret Lift
5 Chaingun
6 Yellow Key Card
7 Rocket Launcher
8 Yellow Security Door
9 Yellow Security Door
10 Red Key Card
11 Red Security Door
12 Switch (opens 13, 14)
13 Passage (use 12)
14 Blue Key Card (use 12)
15 Blue Security Door
16 False Wall
17 Platform (opens 18)
18 Secret Door (use 17)
19 Switch (raises 20)
20 Exit stuff

Level 17

This is the secret level mentioned last issue. To get there you have to play through to level three and take the exit found in the middle of the level – across the bridge.

Kill, kill, kill. After you've killed these monsters, remember you can bring down their platforms and go back up on them to get more stuff.

When you get into the last room with the exit in front of you, turn to the right and you'll see... nothing. But trust me, there's a hidden section of stuff right where you see the gap in the wall.



That paddock is pounding to the gills with cheeky imp types. If you leave them long enough, then they will eventually shoot themselves. But to save any unnecessary heartache, it's a good idea to bung in a few grenades at this point in the game.

If you now head north and east you'll end up in this room. Loads of health and weapons, but also not a small amount of monsters. As soon as you've picked up the weapons, back away up the steps and fire grenades from a distance.

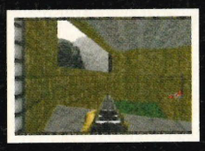
...If on the other hand you die, you'll have to start the level with just the handgun. Not good. The best advice is to run around like a blue-bummed fly, shooting anything with a gun. Eventually you'll pick up some shotguns.

MAP GUIDE

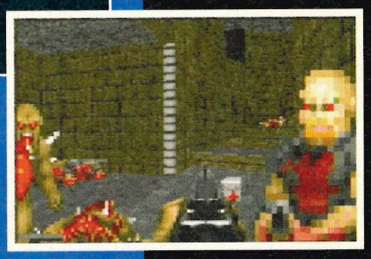
1 Start
2 Secret Room
3 Secret Door
4 Guns... and the like
5 Parapet (raises 6)
6 Hidden Bridge (use 5)
7 Yellow Key Card
8 Yellow Security Door
9 Secret Lift
10 Secret Lift (at top, east to false wall)
11 False Walls
12 Soul Sphere
13 Switch (opens 14)
14 Door (use 13)
15 Pillar Elevators
16 Exit Room
17 Blue Key Card
18 Switch (opens 19)
19 Door (use 18)
20 False Panel (map, backpack, gun)

Level 5

See that barrel in front of you? Behind that is a nice little room filled with all the lovely things that we'd expect to see in *Doom* – you know, guns, ammo, health, guns and... some more guns.



Go along the bridge, kill all the things you'll find and turn back towards the slime. Right where the gun's pointing there's a secret door to pleasures untold.



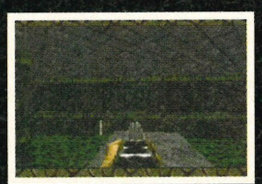
There's two secret rooms full of monsters around these here parts. As soon as you walk past the room a trigger will lift the door. So, er, you just be careful now.

Hmm, bit with two pillars... what now? Flick the switch on the far wall, kill the monsters, go back across the slime and climb onto the pillars. They'll take you up and onwards to a couple of decent switches that'll open bits later on. Hoorah, and that.

Another fruity bonus hidden bit awaits here. Just to the right of the switch is another false wall. Go forth for multiple niceness.

Level 6

You'll find this room on your travels, and it's best to save the radiation suit for when you open the door at the other side of the bridge that's in front of this room...



There's... stuff... down.... there... there... is... Stuff like blue balls with faces on them, a radiation suit down and to the right, and guns 'n' stuff down and to the left. Go... get... stuff... now.

MAP GUIDE

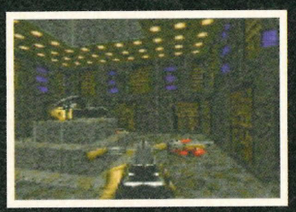
1 Start
2 Green Armour Vest
3 Red Key Card
4 Red Security Doors
5 Blue Key Card
6 Radiation Suit
7 Soul Sphere
8 Blue Armour Vest
9 Stuff
10 Blue Security Door
11 Monsters
12 Rad. Suit, Rocket thing
13 Yellow Key Card
14 Switch (opens 15)
15 Door (use 14)
16 Slime Passage
17 Backpack and Gun Stuff
18 Soul Sphere
19 Switch (opens 20)
20 Door (use 19)
21 Switch (opens 22)
22 Door (use 21)
23 Exit Room
24 Yellow Security Door
25 Yellow Security Door
26 Yellow Security Door

In the final room before the exit you'll be confronted by all manner of nastiness. To make things easier, just operate the pressure pad in front of the switch before pressing the actual switch. By doing this you won't have to deal with all the monstery stuff in one go.

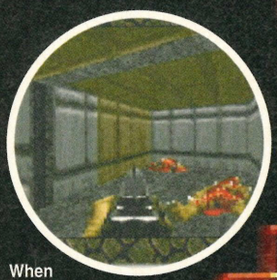
Level 7

There's plenty of tat to be had either side of this pillar – around the green poison. To get over the side of the bridge, lower the pillar, stand on it and when it starts to rise, jump over the side.

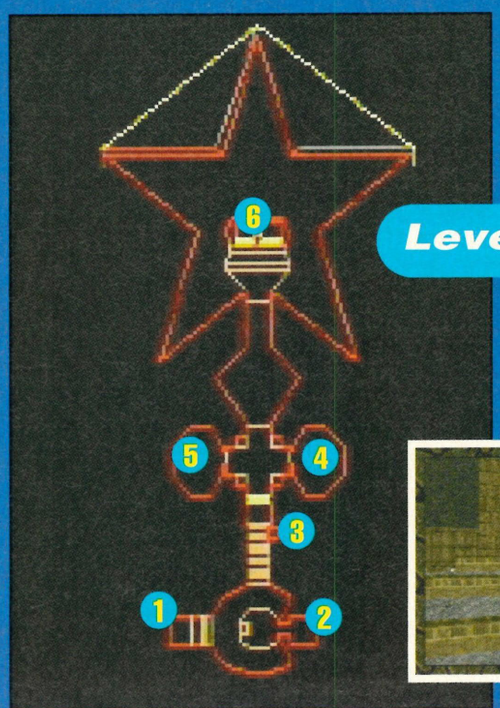
On the south side you'll find this suit. Before you put it on, though, go through the switchable door to the right of this grab. Why? Just do it, don't ask any questions and nobody will get hurt. Okay?



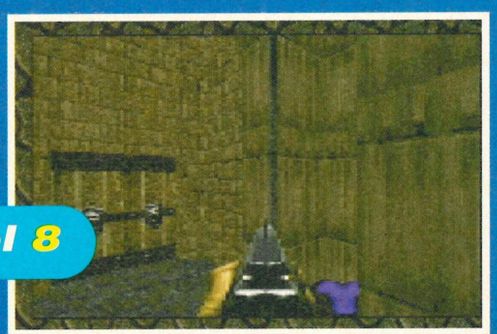
The switchy room thing in the last picture will lower this chainsaw here.



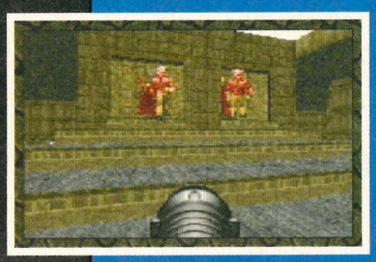
When you go back to the false wall mentioned in the first picture, you'll notice another one contained in the room. Going through this one will take you outside, and give... you... stuff.



Level 8



◀ Even though this is just a boss level, there's still treaty things to be found. Hump away at the wall by the stairs here, and there's a nice armour thing in it for you.



◀ These are big, scary things that make a lot of nasty noises and throw horrible stuff at you. Keep moving around the star and try to make sure you've got some decent weapons when you get there.

MAP GUIDE

1 Start
2 Red Security Door
3 Soul Sphere
4 Lift
5 Yellow Key Card
6 Yellow Security Door
7 Yellow Security Door
8 Lift
9 Rocket Launcher
10 Blue Security Door
11 Pillar Lift
12 Chaingun
13 Backpack
14 Radiation Suit
15 Switch (opens passage)
16 Switch (opens 17)
17 Chainsaw (use 16)
18 Blue Armour Vest
19 Soul Sphere
20 Red Key Card
21 Blue Key Card
22 Monster Pen
23 Monster Pen
24 Switch (opens 25)
25 Door (use 24)
26 Exit Room

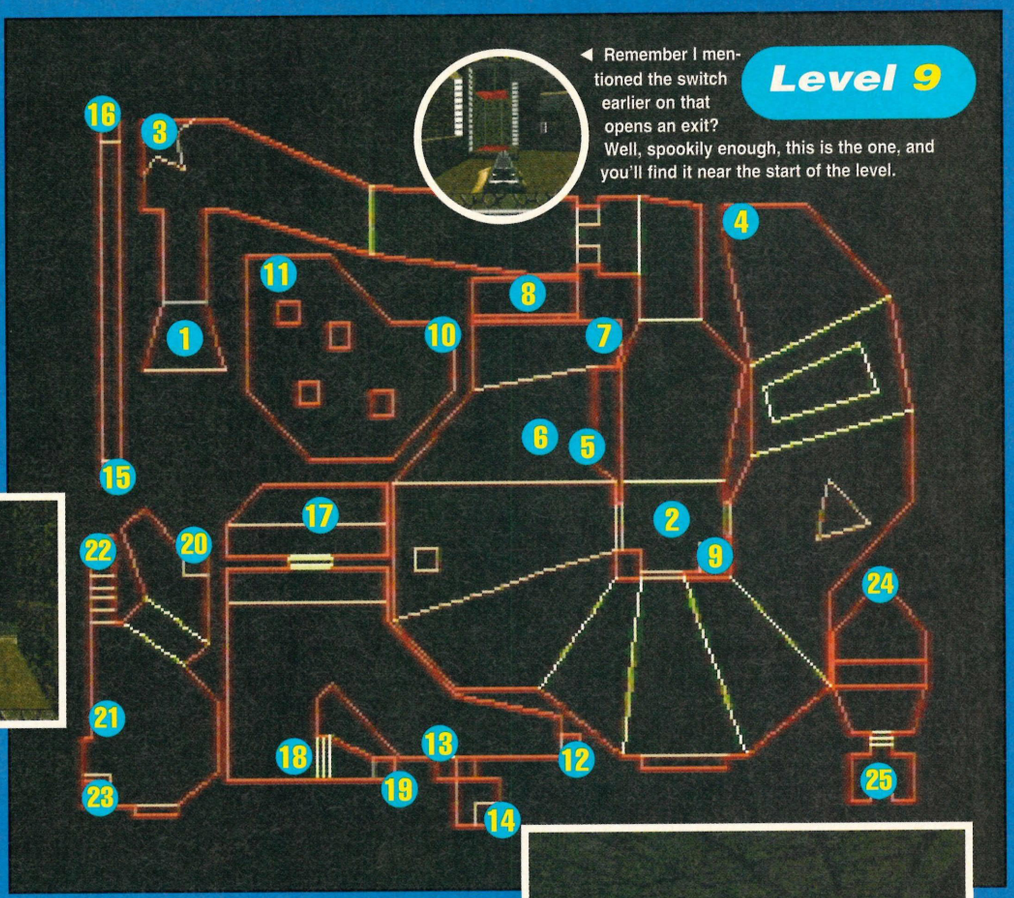
MAP GUIDE

1 Start
2 Map and that
3 False Wall (Armour)
4 Chaingun and Shells
5 Shotgun and Shells
6 Horrible Big Monsters

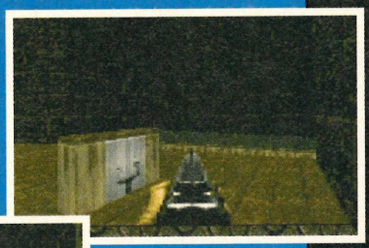
MAP GUIDE

1 Start
2 Blue Key Card
3 Teleport to 4
4 Teleport to 3
5 Switch raises 6, opens 7
6 Switch. West 8, east 9
7 Teleport to 12
8 Secret Room (Red Card)
9 Teleport to 12
10 Teleport to 9
11 Plasma Gun
12 Teleport to 7
13 Skull Switches (two)
14 Teleport to 15
15 Teleport to 14
16 Teleport to 14
17 Lots of Good Things
18 Blue Security Door
19 Teleport to 20
20 Teleport to 19
21 Switch (raises stairs)
22 Switch (opens 23)
23 Teleport to 24
24 Teleport to 23
25 Exit Room

Level 9

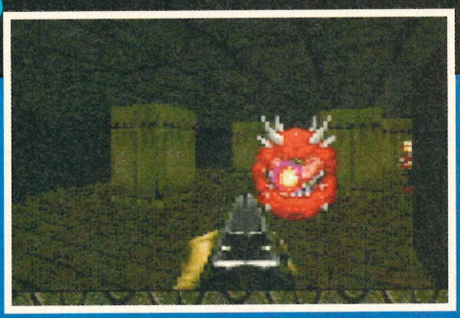


◀ Remember I mentioned the switch earlier on that opens an exit? Well, spookily enough, this is the one, and you'll find it near the start of the level.



When this box of switches 'pops' up, press the right one to open the secret panel behind it, and press the left one to open an exit later in the level – it's all in the map.

Monsters everywhere. There are about four big pink monsters up there, and it's a good idea to kill a couple of them before lowering the stage.

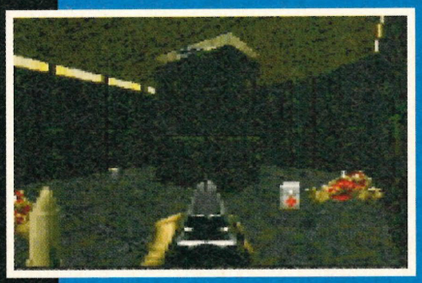


▲ Beware, though, inside you'll find one of these beastly nasty things. There's a top fancy gun in the other side of the level, so try to get around this fella to get to it.

Level 10

One bit to remember here is to go for the barrels. Unfortunately, you can't make them out in this grab because they're hidden behind the gun. Sorry.

See that blue globe in the distance? (Squint, you hairy pigs.) That's a health orb, and you'll need to press against the wall in that particular place to lower it.



Getting the cannon down from here isn't too hard, but if you stand on the platform when it raises, you'll find a switch. Try to find out what it does for me, I couldn't.

And finally the exit. Using the red key to get through the door to the left, you'll soon discover the switch to raise the bridge to the exit.

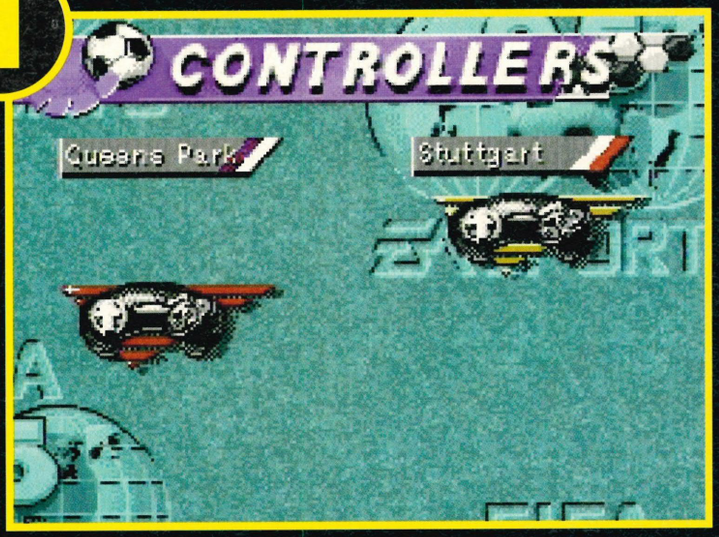
MAP GUIDE

1 Start
2 Green Armour Vest
3 Switch (lowers 4)
4 Shotgun
5 Berserk Pack
6 Yellow Security Door
7 Yellow Security Door
8 Switch (opens nearby door)
9 Yellow Key Card
10 Blue Security Doors (two)
11 Exit Room
12 Red Security Door
13 Blue Key Card
14 Soul Sphere
15 Red Key Card
16 Switch (lowers 17)
17 Bridge (use 16)
18 Switch (lowers 19 one time only)
19 Plasma Gun
20 Switch (lowers 21)
21 Chaingun
22 Switch (opens 25)
23 Switch (opens 26)
24 Switch (opens 27
25 Room (use 22)
26 Room (use 23)
27 Room (use 24)

Fifa Soccer 95

Hi There! This is Kev and Weavsie's FIFA half hour. We've turned our attention away from the Welsh F.A. for a week to show you all how to get the most out of this great game.

1



Firstly, you're going to have to choose a formation and stick with it. For Wales, we want the flat back 10 formation, but those 'qualified managers' just won't have it.

4-4-2

This is your typical football strategy, which gives you safety in defence, two wingers and two strikers down the front to get a long, hopeful ball. Mike Smith tried this and we lost 5-0 to Georgia.

4-2-4

Once again, you've got a safe defence, and a multitude of attackers up front to get the ball to. However, most of the time will be spent kicking the ball up field and hoping for a lucky break.

4-3-3

If you've got a team which has three quality strikers in it, such as, ooh, Arsenal (!?!), then this is the formation for you. Pass the ball down the wings and then play a 1-2 with your strikers to get a chance to score.

3-5-2

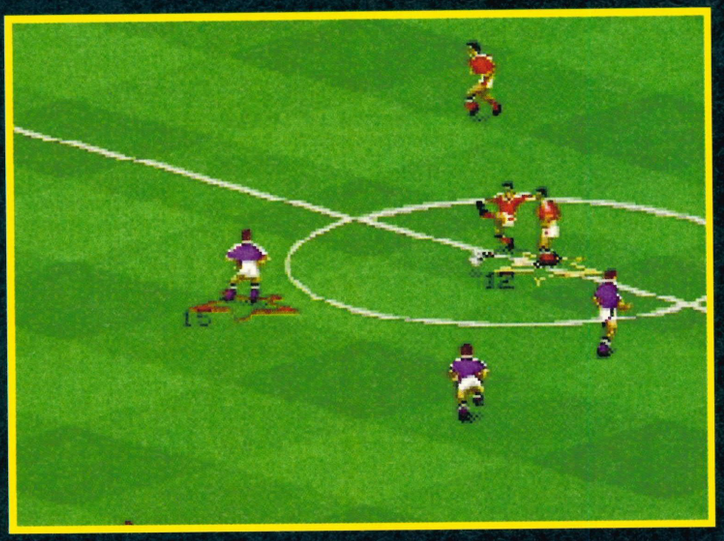
A dangerous option this, as even though it is one of the most powerful attack formations, allowing runs straight through the middle of the field, it can leave you exposed to a long ball sailing into your weak defence.

Sweeper System

This one is Wales' best option, and no mistake. If you've got a weak defence with slow players, fill it with as many players as possible and tackle all the time. Once you've got the ball, kick it up to your wingers to release to the strikers.

2

Okay, hopefully you'll have picked yourself a favourite out of those combos, which you should now stick with. Practice makes perfect as they say. Now, we'll show you how to score against those vicious FIFA style keepers.



The Kanchelskis

If you've got a quality winger, run all the way down the field with the ball, dribble it past a couple of defenders until your strikers arrive near the goal, and then lob the ball into the six yard box.

The Hughesey

When you've got a top striker on your team, you know that the finishing is going to be tops. Even the most hopeful ball can be headed, volleyed or indeed bicycle kicked into the net by your man. So be patient and practise that aerial shot.

3

Now you've chosen a formation, you can fine tune it to your own personal strategy for scoring those all-important goals.

Long Ball

Simple strategy, best combined with the sweeper system. Basically, your strikers hang around in the 18 yard box, having a fag or something, and then wait for your defenders to belt the ball up to them.

Mid Field Crisis

Cruel this, but it works when you've conveniently forgotten to turn the simulation mode on... If your playing with a 4-4-2 or a 3-5-2 formation, adjust the midfield coverage so it runs from your goal to the opponents. Now you've got a bolstered attack and defence. Gear!

All Out Attack

This is Spurs' favourite tactic. Well, it was when Ossie Ardiles was in charge anyway. Put your midfield and attack coverage so that it runs from halfway to your opponent's goal line. Now when you're attacking, you'll be spoilt for choice. Beware, as a simple Long Ball can see you in big trouble.

Midfield on Rye

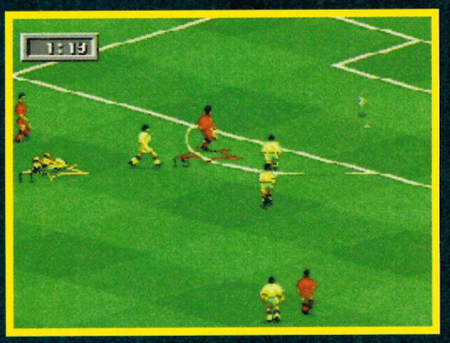
If you've got one of those gits who dribbles the ball around and pretends he's Ryan Giggs, reduce your forward midfield coverage to a minimum to give yourself an effective 7 man defence, which can frustrate those runs down the wing. Problem is, you might not ever score a goal yourself.

All Out Defence

Close enough to the tactic above, only as well as dropping your midfield to a minimum, you drop your defence to a minimum as well. The net result is that your midfielders become your defence, while your defence now act like an extra four goalies in the six yard box.

The Giggsy

If you've got a great winger on your team, (check out Manchester United for this). Dribble the ball and run by tapping the B button. Cut diagonally towards goal and continue tapping B to run through the defence before taking your shot. ◄



The Barnesey

This is one of the great tactics for your central midfielders. Once you've got the ball, run at the defence by tapping the B button. Wait for a mistimed tackle and then tap the C button from 20-25 yards out. Apply aftertouch and a goal could easily be yours. ◄

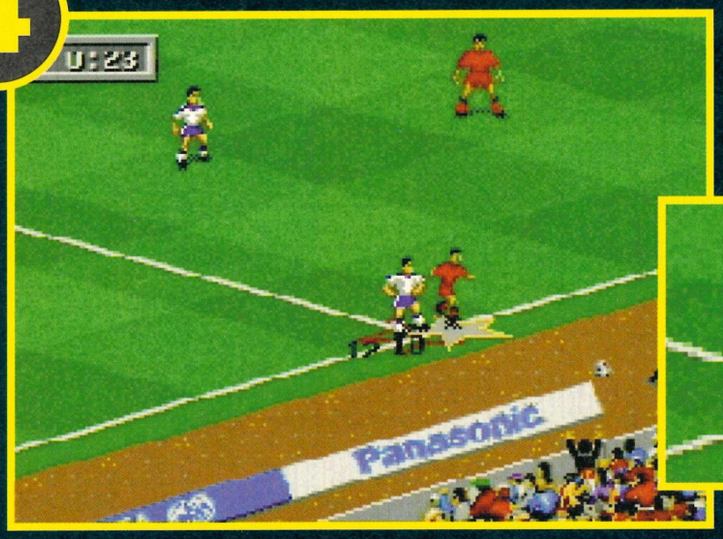
The Le Souxey

If you've got a classy defender with a bit of pace, try running him up the wing with your midfielder. This effectively gives you an extra man to play with and it's a great time to start practising your 1-2 tactic. ►

The Koemaney

Defenders, hey? Salt of the Earth some of them. When you've got a really good central defender, just whack the ball up field with the C button, or go for a long lob by holding the A button. With practice, you can land the ball on your striker's head and into the net. ►

4



10 minutes to go, lads in the park using jumpers as posts, Giggsy Wiggsy top blokey, er... Now all you need are the sneaky tricks that can win you the game.

The European Tactic 1

If there's not much time left, keep kicking the ball into touch. FIFA is a difficult game to gain an advantage on throws, and besides that, your running the clock down as well.

The European Tactic 2

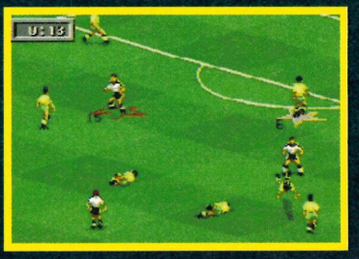
Once you've got the ball, keep your back to your opponents and wait for them to tackle you. Under *FIFA* rules, that's illegal, so... Voilà, top free kick action is yours to be taken. ▼

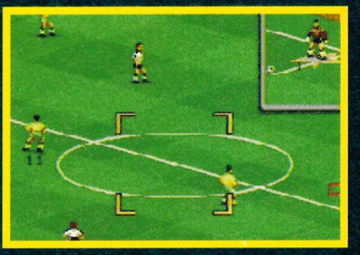
The European Tactic 3

Is your opponent going for sliding tackles all the time? Run into his upturned feet, and you'll get yourself another free kick, and a possible sending off for your stupid mate. ▲

The European Tactic 4

Giggs running around the park like an over-active git? Makes a change, doesn't it? Sorry. Sorry. If you've got a star player on the other side, take a risk and push him over. That finishes him off for the rest of the game usually.





Enough European, Already

The attackers are tossing a coin to see who scores. If you should lose your cool and save, you may throw the ball back out in your self induced panic. Calm down and use the target box to get the ball back upfield.

The Mcmanamaney

Should you run down the wing with your midfield, and it seems unlikely your cross is going to work, run across towards the goal, and when you near the six yard box, shoot at goal, while giving it all the aftertouch you can for a top close range goal. ◀

The Schmeichelelly

Even though I'm a fan, it has to be said that certain goalies tend to flap a bit when the ball is shot at them from 20 yards out. This can result in it bouncing back into play from a forced save. Always be alert and ready to FINISH IT. (Sorry, lost myself there for a moment.) ◀

The Wrightey

Another great penalty/six yard box tactic, is to play the ball across the floor with a short pass 'to feet'. This can really upset the goalie allowing your other striker to slide in and tap the ball home, easily. ▶

The Cantona ha

This is a gamebuster of a tactic, so only read on if you're not doing at all well. Run down the wing until you get to the corner of the 18 yard box. You'll notice a square of turf just outside it. Run into this square and tap the shoot button while still holding the D-pad diagonally, and seven times out of ten you'll chip the goalie. ▶

I'm Alan Partridge, and this is Sports Desk

If I, I Alan Partridge, am losing a match, then I say Alan, use every means possible to win. Now it may not be sporting to pull out your mate's joy-pad when he's not looking, but it's all part of the game. Join me.

Technology sucks

Whenever you're in a league match and you are going to play a tough opponent, switch teams and play as your opponents. Now it's own goal frenzy time as you work your way to the top. Okay, so it's unfair and you're only cheating against yourself. Who cares?

The "Hey, Fash, this ain't bloody Gladiators, you oaf!"

Wear an elbow pad when you're playing the game against your mate. In the heat of battle, clip him in the eye with a well timed back hander.

WARNING! Don't do this to irritable people, people with glasses or Gary Mabbutt.

The Chin of all Jimmy Hill's Chins

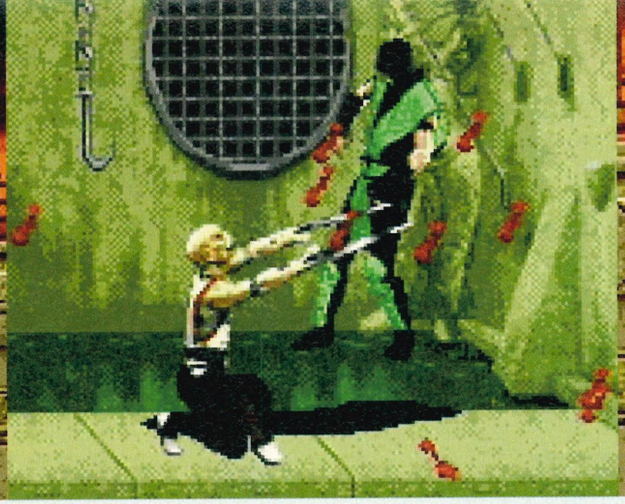
Whenever you've got your mate to actually play a game of football with you, persuade him to play the game with manual goalkeeping settings. (To make it more realistic, you say.) Now beat him 40 – 0. Ha ha ha ha ha ha ha ha ha.

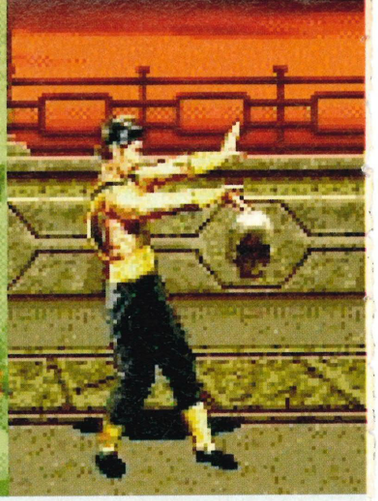
And now for the sneaky stuff...

If you're in a penalty shoot out with your mates, make it really obvious which way you're going to shoot, by holding the D pad in front of them and holding left. If they notice you, switch right at the last second before shooting to score an easy goal.

Next month's tips.....

Hey, you crazy tip lovers. You may have heard of a couple of these games. Story of Thor, Doom, Pitfall... Yeah? Recognise them? Next month we're tipping them. Hurrah.





THE MORTAL KOMB

It's no fun to be an idiot. We at Sega Power know that, even though our experience of idiots is limited to that Les Dennis "Peacocks" advert. So, in an attempt to elevate a few of you from the depths of your ignorance, we're giving you the chance to be an idiot no longer... but we can't allow just anyone to be 'good' at the game. So, to see if you're suitable, go to '1'.

1 Right then, idiots, let's start at the beginning of the basic *Mortal Kombat* philosophy. Do you know what 'pain' is? If YES, go to 2, if NO, go to 3.

2 Good, you're doing well, idiot. Now, do you know how to cause some of that said 'pain'? If YES, go to 4, if NO go to 5.

3 Please see the *Mortal Kombat 2* Bewildered and No-hoper's Guide, in an upcoming issue.

4 Excellent, you may soon be ready to get on with some top OwOwOwOwOw action. But are your pain-causing abilities limited to breath-freshener and a sister's soft armpit? Do you want blood? If YES, go to 6, if NO, sod off.

5 'Pain' is a thoroughly unpleasant feeling caused by, among other things, getting your head ripped off by a bloke who's just given you a good pummelling and then turned into a dragon. Do you want to know how to cause 'pain'? If YES, go to 6, if NO, go to 7.

6 Provided you can work out how to get the box open, and then take the cart out, you may well be ready to start. Progress to I AM AN IDIOT

7 You are a small man from Chippenham. You subscribe to TV Times magazine. You write in to *Sega Power* about coin-ops you have played. You probably have a dog called Stuart. Sell your copy of *Mortal Kombat 2* for as many buttons as you can get for it, and then go away.

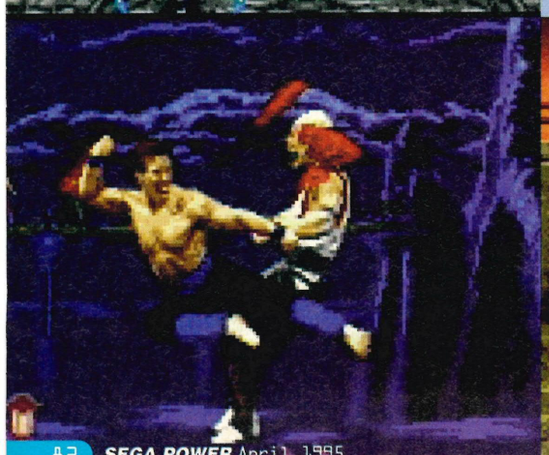
I AM AN IDIOT

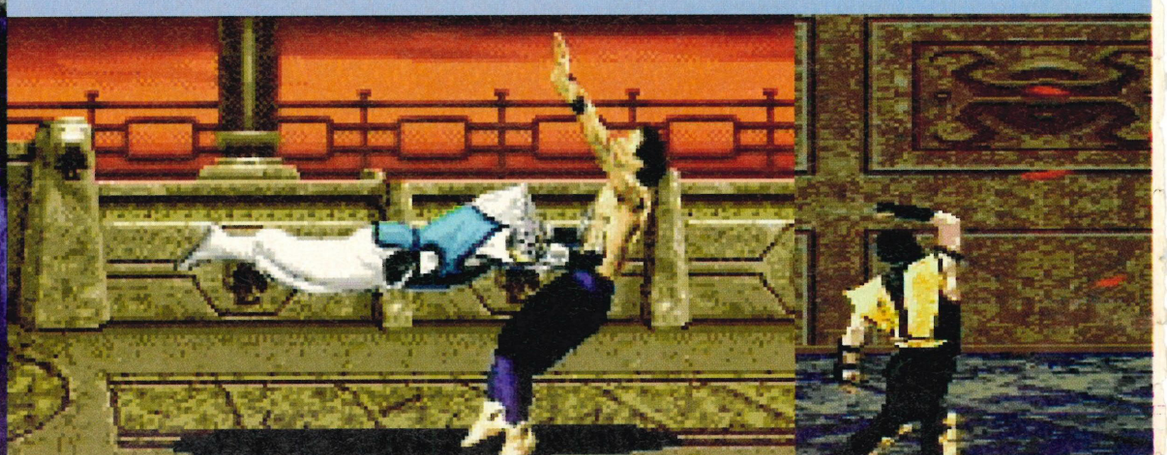
Okay, because you're feeling guilty at not being very skilled in the field of Mortal Kombattery, and because we care about the under-skilled, we've decided to give you a couple of cheats, which – and we really mean this – we hope will make life that bit more idiot-friendly.

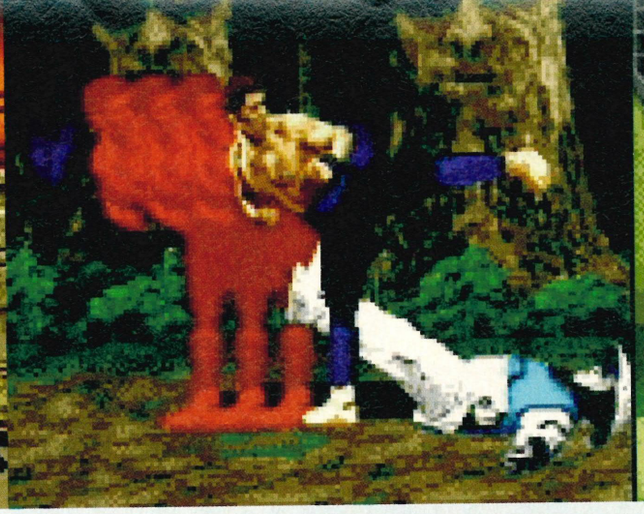
THE CHEAT MODE

All you have to do to access the special cheat mode on the Mega Drive version is go to the options screen, select 'done', and then, using your joypad, press the following: LEFT, DOWN, LEFT, RIGHT, DOWN, RIGHT, LEFT, LEFT, RIGHT, RIGHT.

Impress your idiot friends by showing them Rayden's







AT 2 IDIOT'S GUIDE

STILL A BIT OF AN MK2 IDIOT

If there's one thing that elevates someone from the cess-pit of Mortal Kombat 2 idiocy, it's pulling off a string of moves, one after the other, and then laughing into the big, silly face of your friend. That's called a 'combo'. Can you say ' combo'? Good. And here are some of our favourites...

• A flying kick followed by a sweep can usually be followed by another sweep if you're fighting against the Mega Drive.

• Flying kick your opponent, and then immediately fire off one of your projectiles. Make sure that when you flying kick them, you do so at the last possible moment so that you can land quickly and fire your missile weapon while they are still recovering.

• Flying kick your opponent, the follow up with a Hop Kick. Sub-Zero, Scorpion and Shang Tsung will do this best.

• If you're playing against a human or animal opponent, it's usually possible to get a throw in after you've given them a good seeing to, even if they're blocking. Try and throw them after you've just dealt them a roundhouse or uppercut. Then slap your real-life opponent round the head and run away quickly.

After you've managed some of these, you may progress to NOT ACTUALLY AN MK2 IDIOT AT ALL ANY MORE, ACTUALLY.

NOT ACTUALLY AN MK2 IDIOT AT ALL ANY MORE, ACTUALLY

If there's one thing that'll impress any Mortal Kombat player, it's having a scrap with one of those secret characters. Here's who they are and how to get to them...

SMOKE

With the moves of Scorpion and the speed of a Citroën 2CV, Smoke is a nasty piece of work. And like that 2CV, he'll leave a trail of off-putting smoke wherever he goes. To give this grey male ninja a piece of your mind, get to the Portal stage. When "toasty" pops up in the bottom left corner of the screen, press the start button while holding DOWN. You will the be severely rollocked.

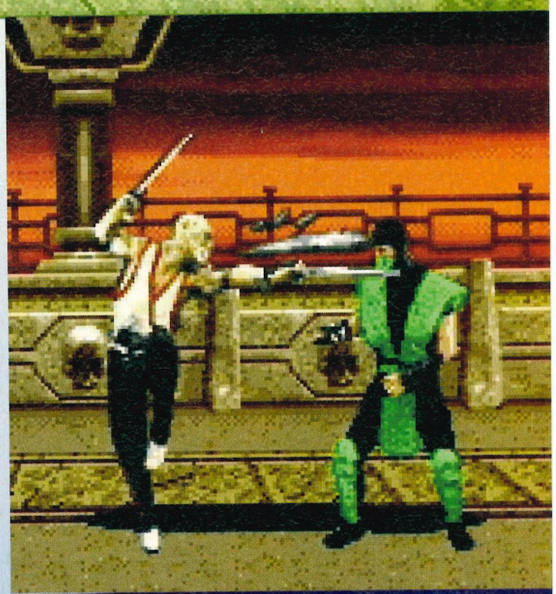
JADE

Jade is a green female ninja, who moves twice as fast as Kitana. Win one round on the stage directly before the '?' stage, using only low kicks in order to fight her. Once you do get to her, a good tactic is to constantly uppercut her. Be careful, though, because she's extremely fast.

nooB saiboT

Winning 50 games in a row will get you to this all-black male ninja who has the powers of Scorpion. After you've somehow managed that, you'll be transported to Goro's Lair where you'll "Feel the power of...TOASTY!".

You may now progress to NOT MUCH OF AN MK2 IDIOT ANY MORE

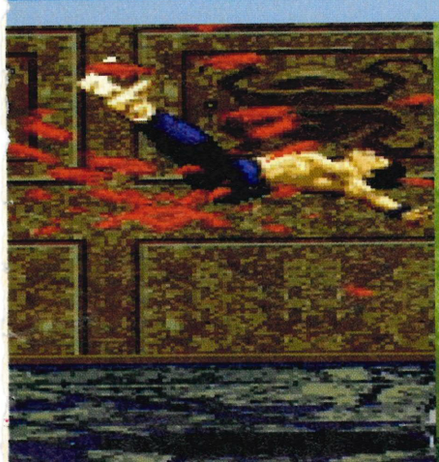


hidden fatality. Access the cheat mode, then set the game to background 6, and 'Ooh, Nasty!'. To get to use his extra fatality, use kicks only, and finish your opponent by pressing: BACK, BACK, BACK, BLOCK. Alternatively, if that doesn't work, try, BACK, BACK, and both BACK and BLOCK.

You may now progress to STILL A BIT OF A MK2 IDIOT.

NOT MUCH OF AN MK2 IDIOT ANY MORE

Right, all this and – hey! – much much more can be achieved as if by magic when you turn to page 86, and order issues 59 and 60, each of which has even more information on the wacky world of Mortal Kombat 2. ALL the fatalities, ALL the moves, and ALL the characters' favourite after-school cartoons. Please do so.

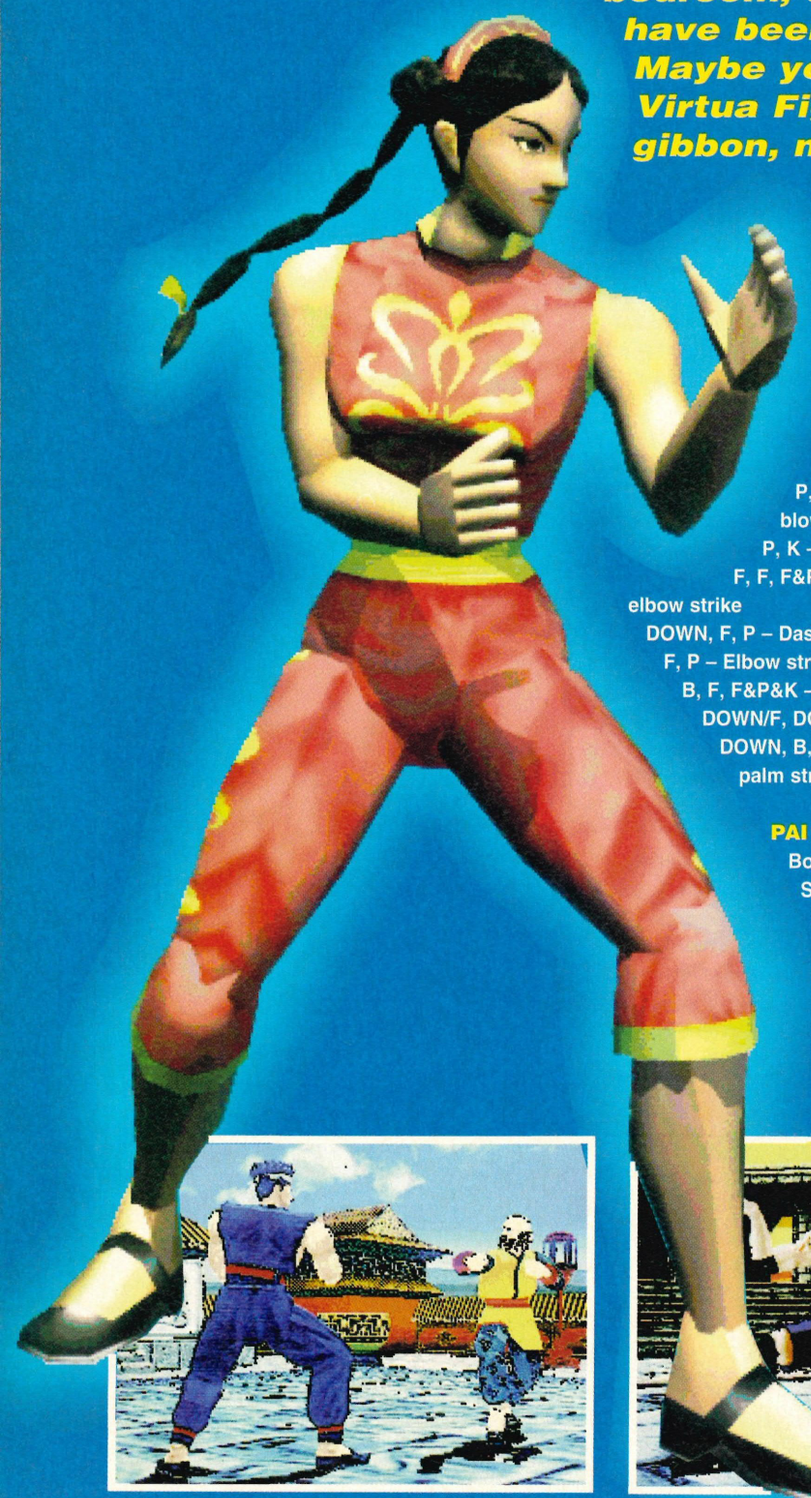


Dull, but necessary key-type thing...

P – Punch
K – Kick
F – Forward
D – Defend
B – Back
'&' – Press all indicated buttons simultaneously
D/F – Diagonally down-forward (5 'O' Clock)
B/U – Diagonally back-up (11 'O' Clock)

Virtua Coin-Op Player's Guide

For those of you not currently nailed to your bedroom, skin-soldered onto your joypads, you'll have been outside in the past few weeks, then. Maybe you've been to a local arcade which has Virtua Fighter 2. Maybe you play it like a gibbon, my friend. We can help...



AKIRA YUKI

Born – 23/9/68, Japan
Sex – Male
Blood type – O
Job – Kung Fu Teacher
Hobby – Kung Fu
(*Interesting guy.* – Andy)
Fighting Style – Hakkyo-kuken/Eight Poles Fist

P, P, – Running punch, body blow combo
P, K – Punch, kick combo
F, F, F&P – Long-range dashing elbow strike
DOWN, F, P – Dashing palm strike
F, P – Elbow strike
B, F, F&P&K – Dashing body check
DOWN/F, DOWN/F&P – Power uppercut
DOWN, B, F&P – Dashing two-palm strike

PAI CHAN

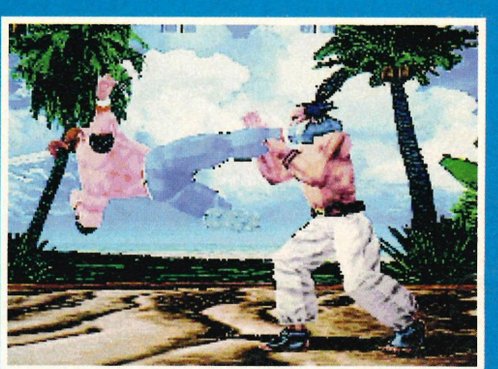
Born – 17/5/75, Hong Kong
Sex – Female
Blood type – O
Job – Action Star
Hobby – Dancing
Fighting Style – Enseiken/Crane Fist

P, P, P – Running flurry punch
P, K – Punch and heel kick
P, P, K – Two punches and a straight kick
P, P, P, K – Three punches and spinning crescent
P, P, P, B/U& K – Three punches and backward kickflip
P, P, P, D&K – Three punches and sweep
DOWN, K – Heel kick
D&K – Crescent kick
DOWN, D&K – Sweep
B/U&K – Backward kickflip
B/U, B/U&K – Backflip, flipkick
F/U&K, K – Jumping scissors kick
B, B&P – Jabbing footwork

LAU CHAN

Born – 2/10/40, China
Sex – Male
Blood type – B
Job – Chinese Chef
Hobby – Chinese Poetry
Fighting Style – Koen-ken/Tiger-Swallow Fist

P, P, P – Running punches
P, K – Punch and heel kick
P, P, K – Two punches and straight kick
P, P, P, K – Three punches and spinning crescent
P, P, P, B/U&K – Three bunches and backward kickflip
P, P, P, DOWN&K – Three punches and sweep
DOWN, K – Heel kick



Fighter 2

DOWN/FORWARD&P, P, P – Lifting palm
D/FORWARD&P – Lifting palm followed by any control motion for punch combos
D/F&P, P, P – Knife hand (running punches)
D/F&P, punch combos – Depends on follow-up combo
F/D, P, P – Dashing knife (running punches)
B/D&P, P, P – Forearm strike

WOLF HAWKFIELD
Born – 8/2/66, Canada
Sex – Male
Blood type – O
Job – Wrestler
Hobby – Karaoke
Fighting Style – Professional Wrestling

P, P, P – Running punches (uppercut)
P, K – Punch and kick
F&K – Knee
DOWN/F&P – Uppercut
F, F&P – Running clothesline
B, F&P – Dashing shoulder ram
B&P – Backhand slap
K&D – Scissors kick
B, F&K&D – Somersault heel smash
F&K&D – Roundhouse kick
F, F&K&D – Flying knee attack
B&P&K – Drop elbow
DOWN, (circle joystick), F&P – Two-hand upward slap

JEFFRY McWILD
Born – 20/2/57, Australia
Sex – Male
Blood type – A
Job – Fisherman
Hobby – Reggae
Fighting style – Pancratium

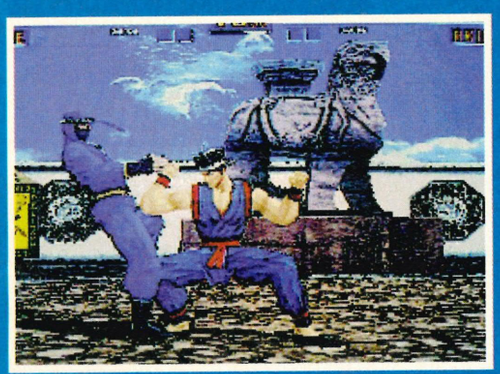
P, P, P – Running punches (uppercut)
P, K – Punch, kick combo
DOWN/F&P – Uppercut(s)
DOWN&K, P – Toe kick (hammer)
DOWN&K, DOWN, (circle joystick), F & all buttons – Toe kick of doom
F, F&P, P – Dashing low elbow
F, F&K – Frontal foot thrust
F, D&K – Heel axe
F&K – Knee
F&P&K – head butt
B/D, F&P&K – Thrusting head butt

KAGE-MARU
Born – 6/6/71, Japan
Sex – Male
Blood type – B
Job – Ninja
Hobby – Mahjong
Fighting Style – Hagakure-ryu Jujitsi, Hagakure Style
(*Jesus.* – Andy)

P, P, P – Running punches
P, K – Punch and kick
P, P, K – Two punches and straight kick
P, P, P, K – Three punches and spin kick
P, P, P, B/U&K – Three punches and backward kickflip
F&P – Elbow strike
DOWN&K&D – Heel kick
DOWN, F&K – Rising knee
B/U&K – Backward kickflip
F, F&all buttons – Rolling flying kick
F, F&K&D – Flying corkscrew kick
B, F&P&K, P&K – Downward chop
DOWN&P&K, P&K – Downward fist

Phew, eh? We've gorn and ran out of space. There's SOOOO much of this stuff. SOOOO many moves, so many characters, so little space. (*Shut up. Now.* – Simon).

Anyway, more *Virtua Fighter 2* stuff next month... and, oh, if you – yes, YOU! – have any of your own tips, send the bleeders in, and we'll force some free tat down your pulsing gullet. Possibly.



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SEGA POWER's Most Wanted

The sherbert dib-dab of opinion has been rummaged through once again, gently teasing the liquorice stick of justice before the mouth of the General Public. In these frosty months, it's crucial to shack up in the warmth of your pig sty, and wait for them summer months. For the time being though, snuggle up babes, and allow the bedtime story of Most Wanted to lull you into a madly snoozing coma. Er, welcome?

Reader's Top Ten

1. Mortal Kombat 2
2. Earthworm Jim
3. FIFA 95
4. Jungle Strike
5. Flashback
6. Streets of Rage
7. J. Madden 92
8. Alien 3
9. Speedball 2
10. Marble Madness

This month we present quivering stage-left dressed in his Pied Piper bikini, mouth dry with anticipation and desperately thwacking his head to remember his lines... WAYNE RUSSELL! Mr Russell's favourite postcode is ME6 9GH, and probably last repeated the phrase "Mr Mayor! The cheeky rat has laddered me tights!" at the checkout girl whilst waiting to pay for a Curly Wurly and some Vim (Superdrug, Matson highstreet). Wayne likes his food 'young', and claims that Christ played the cowbells at The Last Supper. A cart for WR, as they say, is dawdling through the post as we speak. Keep sending 'em in, WITH photos please.

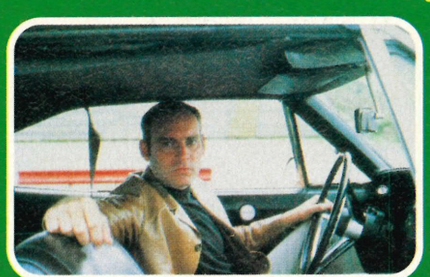
THE 'WHY THE HELL DID THEY RELEASE THAT?' OF THE MONTH

RISE OF THE ROBOTS

Only those certain words which we are forbidden to print need apply.

Turn-Ons

1. **Dummy – Portishead.** Tip top trip hop with a Dean-on-Monday-morning overcast moody bumweed feel. *(Didn't we do this last month?* – Andy)
2. **The Stone Roses – The Stone Roses.** Original and best, with none of that sloppy seconds stuff.
3. **At The Hand Of The Inevitable – JTQ.** Splut! 'Tis Acid Jazzy hammondy clouds spawning from Medway Towns organ troll James Taylor. Dancey good in a He's-from-me-home-town-says-Simon way.
4. **Prose Combat – MC Solaar.** Ace Frenchy rappy stuff bulging with baguettes of goodness. Don't understand a word of it...
5. **The Kittens Are Not For Catching Alligators – Benni Ethnic's Hemp Combo.** A magimusical incense swirling ride into the subconscious from the world's finest, er, Hemp combo?



USELESS PRODUCT of the month

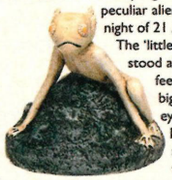
This thoroughly resistable offer was water-divined from the pages of Britain's Fortean Times, famed journal of spoon bending, hair felting and general Christ-did-you-see-THAT paranormal shitzen. The Things That Might Abduct You series features three 'handmade alien figurines' based on the world's most celebrated extra-terrestrial tourists. Apparently. Make neighbours jealous! Buy twenty-odd of each, and put 'em in your back garden to give that 'just been invaded' effect. Make neighbours paranoid! Buy twenty-odd of each, and put 'em in *their* back garden to give that, er, 'just been invaded' effect?... Whatever, our favourite has to be the Alien Sex Beast, whose obvious biological shortcomings surely makes any form of human interference a supernatural miracle in itself.

THINGS THAT MIGHT ABDUCT YOU

CHOOSE FROM:

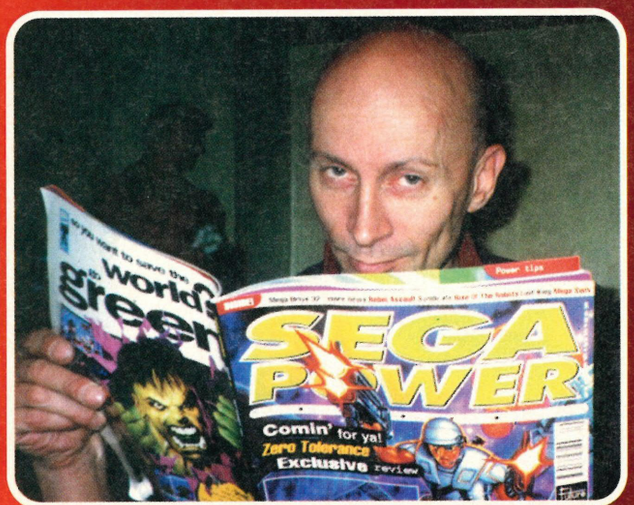
'Grey'
The classic modern alien abductor. By far the most commonly-reported UFO occupants of the last decade, these humanoids often appear hostile, or at best indifferent, to man.

Kelly-Hopkinsville 'goblin'
Eleven members of an extended Kentucky family reported being besieged in their farmhouse by a group of these peculiar aliens on the night of 21 August 1955. The 'little people' stood about three feet tall and had big, luminous eyes, huge ears, long skinny arms and webbed claws.



Alien sex beast
Although much less commonly reported than the greys, furry humanoid Ufonauts have been spotted many times in the last 40 years. One such creature – complete with glowing eyes and fangs – menaced New Zealand investigator John Stuart and his girlfriend Barbara. She later claimed to have been gang-raped by a group of the smelly, sandpaper-skinned monsters.

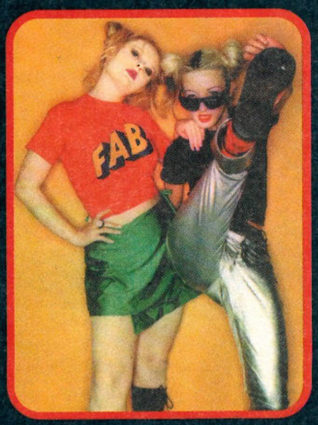
BIZZER OF THE MONTH!



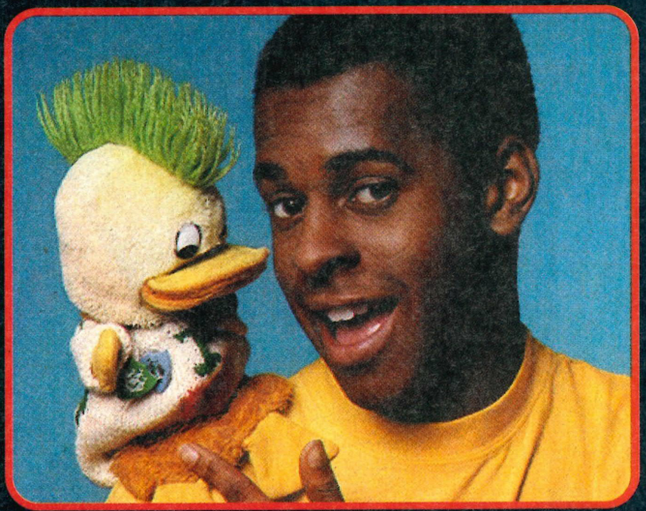
This month's media darling Kodak Moment is that top bald flamingo-legged bloke from that Crystal Rocky Maze Horror thing. Yess*aaa*! We give you Richard O'Brien, browsing *Sega Power*, and sporting the trademark mischievous/smug grin. Nabbed and flashed by Joshua of Cranleigh. Have a t-shirt, why don't you...

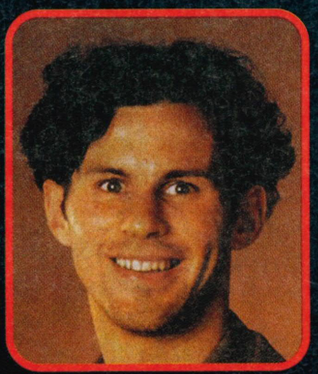
THE KIDS STILL HATE YOU

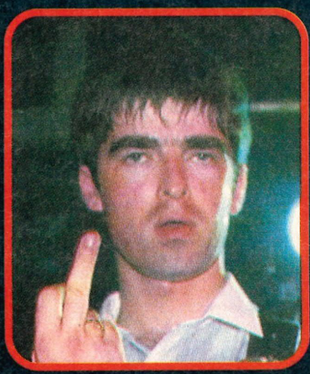
We know you're out there, and God, we wish you weren't. The latest instant irritants unbottled and spat on in no particular order...



1) THE NATIONAL LOTTERY Keith and Keithette Public Reveal Secret National Brain Spaz Anthea Turner Number Shaft: "Eat from bins! It keeps you lucky!"
2) NOEL GALLAGHER Because he looks like a burglar off one of those Crimewatch reconstructions.
3) PAMELA ANDERSON If you look carefully you'll find "Made In Hong Kong" stamped on her buttocks.
4) THE INTERNET, COOL, IS IT? Sort of like one of them dismal 0898 Chatback things dominated by Glenn Bennet clones. FACT: The Information SuperHighway is clogged up with Captain Kirk spods dithering about in low-tech milkfloats.
5) 2WO 3HIRDS It's as if that bloke from D:Ream got physical with an infected Pillsbury DoughBoy and spawned a triplet of Edwardian circus Merricks. If you get what we mean...
6) RYAN GIGGS quite clearly has the eyes of madman.
7) ANYBODY who justifies somebody as a 'good bloke/lass' just because their major quality is making "a blinding cup of tea". And, come to think of it, anybody who does one of those heavy-breathing 'ahhhhh' sighs after sipping cup-handed from a steaming mug is similarly invited to spin on a sharp stick.
8) SHAMPOO Pigs in knickers? Oh, *goodness* no...
9) ANDI PETERS You've got no sense of humour and you're always there...
10) THOSE MEMBERS of the Blind Date audience who go 'wooooo' when some scabby contestant announces that they're a student/financial adviser/butcher as if it's some kind of dead-cert sex appeal and major bloody world achievement.







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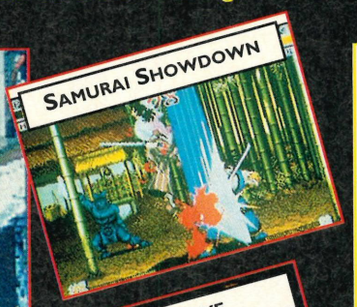

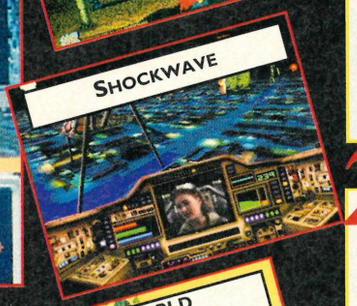

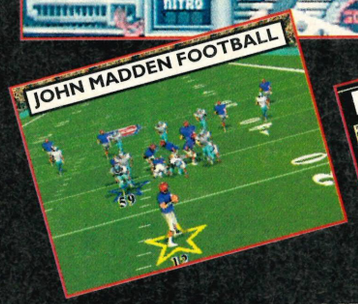

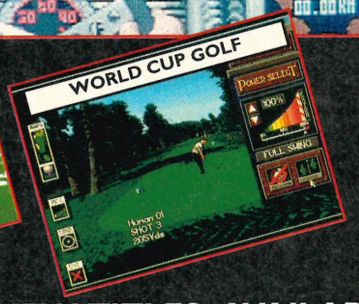

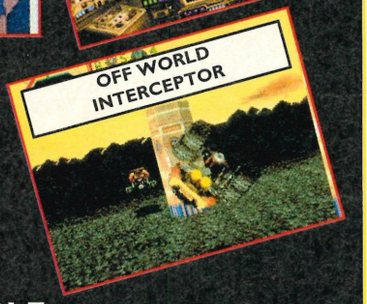

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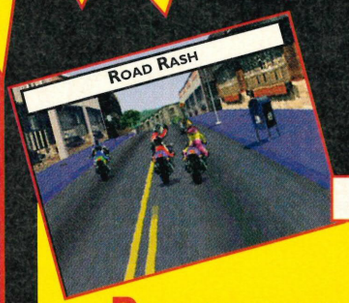

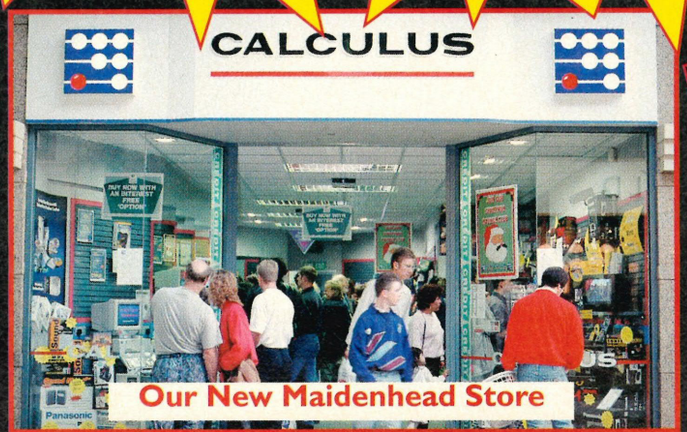

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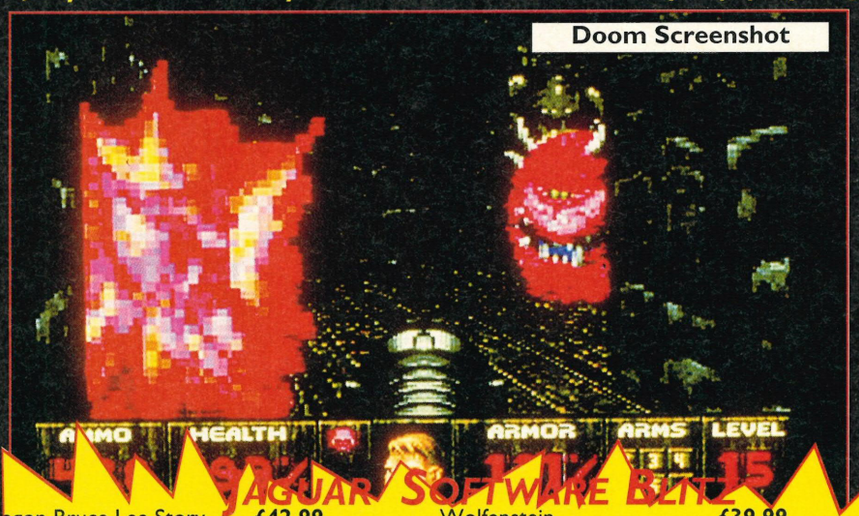

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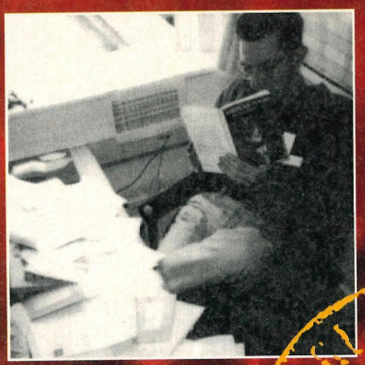


COMPLAINTS CORNER

Dear Sir/Madam

I have today had the misfortune to buy *Sega Power* magazine for the first (and last) time. What a waste of paper! Let me point out the shortcomings.

I presume being a games magazine, games will be reviewed – the header on the cover indicates that fact. Sorry, but I found none.

1) *Cannon Fodder* – 6 pages of opinionated rhetoric on war – nothing about the game. Did anyone actually play it? Admittedly, half the captions are informative, but if I was Jon Hare at Sensible Software I'd be disgusted.

2) *Pitfall* – a few nice words about how great it is, but could you not provide more details. Yes, it's a platform game, but how does it *play*?

3) *Madden '95* – did you copy the press release? Or just part of it?

4) *NBA Live 95* – childish.

5) *Rugby* – what is the game like?

6) *FIFA '95* – is it worth getting if you already have *FIFA*?

7) *Syndicate* – you could explain the game a lot or you could harp on about nothing for 3 pages. Surprise! 3 pages of nothing!

8) *Viewpoint* – a scrap of information would be nice, but no chance.

If I had to buy a game on your recommendation I wouldn't bother – the readers are not given enough information about each release. This will result in either reduced sales of games, leading to reduced games releases, leading to less magazines, or people buying games that they turn out not to like and either buy less games, or (hopefully) stop buying this nonsense called *Sega Power*.

I look forward to your comments, along with a refund of £2.50, and perhaps a subscription to a decent magazine like *Edge*, *Gamesmaster* or *ST Format*.

Robert Hickman, Shoreham

1. We devoted six pages to Cannon Fodder *because it was a major cover exclusive and, far from there being "nothing" about the game, we think you'll find plenty of choice critical and descriptive phrases which (linked with the captions, which you admitted were informative) should have left you with a healthy, overall feel of the objectives, execution and general quality of the game. Due to the size of the review, we decided to turn it into more of a tongue-in-cheek mini feature on all things war-related. Sure, some of it was a little heavy and – ahem – irrelevant to what many would consider to be the major issue (IS THE GAME ANY GOOD?) but – open your bleedin' mind! Do you complain about straight, dull old reviews being "opinionated" because they, um, contain opinions? What do you want from us? Bland, robotic, over-analytical 16-page "showcase"-like features on every torturous aspect of the game's creation, right down to a detailed report on the weekly bowel movement regularity of the assistant producer? Whaddayamean, did anyone actually play the game? Did you actually read the feature?*

2. The Pitfall *review tells you a bit about the game's history, the origin and top quality of the animation, the plot, the structure, and PLENTY about why it's so good. As to how it plays, don't you get a sense of that from the dynamic, action-crammed screenshots?*

3. Nope. Not only are we thoroughly familiar with every game in the Madden *series, we played* Madden '95, *on and off, for at least three days. Yep, the sports games were all a bit "concepty" (whatever you think of that) and so we were trying to quickly cram all that essential, hard, game information into the idea before we disappeared up our own thingies.* Madden '95 *is, obviously, mainly aimed at owners of previous* Madden *games seeking to update and, if you bothered to be mildly tolerant of the P.E. teacher idea, all the buying advice and details are in there.*

4. "Childish?" What do you mean? Y'see, look at you. There you go, criticising us, without actually SAYING ANYTHING ABOUT THE REVIEW.

5. Er, yeah. It's a fair cop. That one was a bit OTT.

6. Fair enough. We lost it a bit there, too.

7. Aw, c'mon! It's a three-page review. I make it five paragraphs of intro wibble and five paragraphs of telling-you-about-the-game. PAY ATTENTION!

8. Oh, now you're just getting picky. Yeah, yeah, yeah. OOO-KAY! In our quest to, er, "do things differently", we occasionally blunder into the stagnant puddle of self-indulgence (And you swear too much. – A Reader's Mum) but – hey – lose the knee-jerk. Cut us some slack, maaan. 1,000 lines... "In future, we must be fresh, funny and spewing with top ideas to make you feel really good about your Sega-like hobbies. But, we

A WIZARD WALKS BY

Dear *Sega Power*

Having just read issue 63 of your mag I was puzzled by the lack of Matthew Cheale's humour. Although I myself am a *Black Sabbath* fan and indeed have been for many years, I do not seem to have lost my sense of fun. Naturally it hurts a little to see one of my fave bands insulted, but I have always thought that any criticism dealt out by your mag has been partly deserved. I can only say that *Sabbath* are not at all crap, and in my opinion songs such as *'War Pigs'* are classics.

However, I can laugh along with your mag because some of their lyrics are a bit weird! But I've always seen them as a no-nonsense rock band who were trying to create something that would still inspire people years later. I only wonder if your mag's musical tastes, indeed, your mag itself, will last even half as long.

D.Watson

Scotland

I AM IRON MAAAAN!!!! Ahem. Right, and all of their songs would sound better if, you know, their Mach compositions were recorded in Dobiy, turned right up to eleven, yes?... Dah. Best have a lovely reader replying to this one and that be Ray Hammond of Cheltenham with some blistering, lyrical cack from - ahem - Hawkwind... *"Even this doggerel that flows from my pen/Has just been written by another 20 telepathic men/All word for word and it says 'Oh for the wings/of any other bird than a battery hen." Er, that'll be it then?*

must mind the language, self-indulgence and irrelevance." And, hey, we have the balls to print complaints – unlike the usual, wall-to-wall, nauseatingly back-slappy, "You're so great..." letters pages of soooome mags... (There they go, slagging off other mags again. Sad, isn't it? – *Er, another mag*).

Dear *Sega Power*
I have just read yet another of your magazines and once again I am saddened by the tone of the magazine. I am so fed up with reading so many offensive words. Do you think we all think and talk in such a way? I am even more disturbed as my son aged 12 reads your magazine.

Also I read in the February issue an article called '*Sega Power Nativity*' and I am saddened by it. So many people of all ages actually acknowledge Christ and Christmas and treasure it. Your constant use of the word 'Christ' in the wrong way is very hurtful and sad. I think you ought to listen to parent's views as they supply the cash to buy your magazine.
Mrs Annette Cheesman
Chelmsford

On your first point, see above (where we promise to stop swearing as much). The Sega Power Nativity *was a bit of a Christmas-y josh, and, if it genuinely did "hurt" you and your beliefs, then you need to step back, shake your head and consider what an utterly gigantic, impenetrable system of faith Christianity actually is. It's hard to see how the inane, not-really-all-that-seeeeerious ranting of a flippant, Godless demon such as myself would even register as a mild pin-prick on the surface of Christ's legacy. Toughen up, and, if you really believe, take solace in the power of your faith or something. Oh, and if our use of the word 'Christ' offends you, then – hey – forgive us.*

Super Bloody Idiot

Dear *Sega Power*
1) Will Sega be releasing a 64-bit machine?
2) Will there be any *Street Figher* games on the 32X?
3) Which is better, Mega Drive 1 or 2?
4) What was the point of the 32X add-on for the Mega Drive when Sega could have made a 64-bit add-on like Nintendo except a 32-bit machine?
5) Is it true that the Mega Drive 32X will be more powerful than Sony's Playstation?
P.S. Scrap the Master System stuff. It's not worth the bother or the space.
George Christov
Cyprus

So, readers. Know the answers to these questions? Cool. Otherwise, will the last person out of Cyprus please turn out the lights...

Send Your Chimps To Outer Space

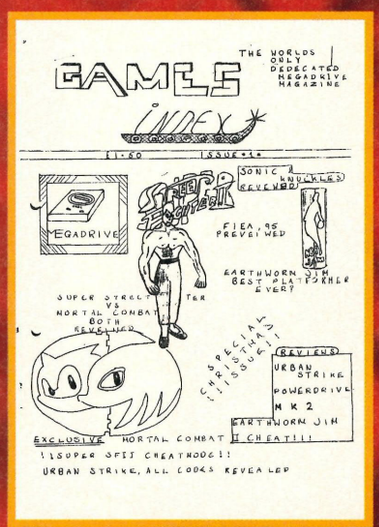
Dear *Sega Power*
Correct me if I'm wrong, but this is a letter! How many buttons are on the Space Shuttle's control panel?
The Ace Man
Walsall

Correct me if I'm wrong but... this is an answer! When did you last see the Space Shuttle? Where HAS it gone exactly? There it was farting about the galaxy with its poncey wings and duty free blue space drinks, and then suddenly... Has the Space Shuttle now been deemed tooooo 80s? Is it fashionable and trendy to like rockets now? Eh? EH? WE WANT OUR SPACE SHUTTLE AND ALL FIFTY SEVEN OF ITS BUTTONS BACK! (Actually, that space shuttle stuff was quite tedious come to think of it. Forget I ever mentioned it...)

Is This The Shape Of Mean Machines To Come?

Dear *Sega Power*
Me and my mate have made a little mag for you. We have done some reviews and tips for you to put in your magazine. We took ages on it and would greatly appreciate a reply if you could, and please could you send me two things ie a T-shirt/games – one for me and one for my mate.

Please send me some stuff.



P.S. Please send me some stuff. PLEASE.
John and Paul
Olbury

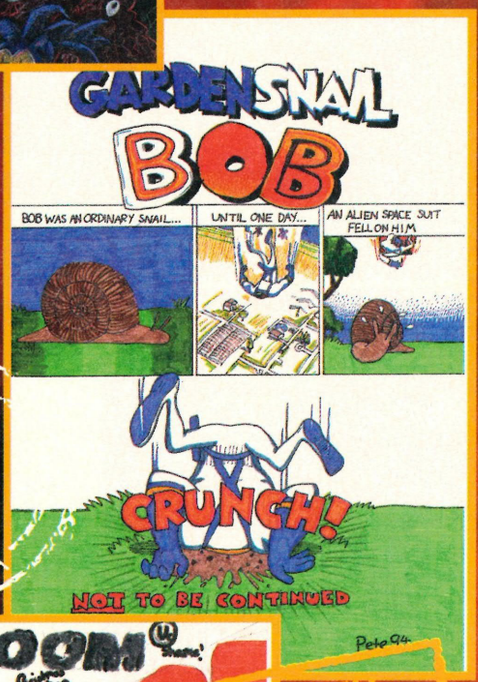
Sample quote: "What an original storyline. Who ever heard of a game with a storyline like this one?" Aah... Bless 'em! A t-shirt will be hand-delivered to

THE GALLERY

Relax. Close your lids. Go outside and feel the warmth of the nearest branch and subject it to a damn fine tree hug. Now go inside, cue the gentle nylon string tinkerings of that bit of music from that Deer Hunter film, and relax as Tony Rolf Hart Harris guides you through some pictures. Of. Video. Games. Yaaaayy! Up you wake up you wake UP YOU WAKE! It's the gallery!

THIS DELIGHTFUL PORTRAIT OF WORMY JIM WAS DONE BY CHRIS OLLIS. IT IS GOOD. WE LIKE THE DEAD SMURF. AND THE DEAD SONIC. AND THE DEAD DYNAMITE CRAPPIN' DOUBLE 'D' HEADDY. WE LIKE PICTURES. PLEASE SEND MORE. IS. NICE. YES. PLEASE. LIKE. US.

ER, THIS IS ANOTHER WORMY JIM SORT OF PICTURE. ONLY IT'S A SNAIL. WE LIKE. DONE BY PETER BOYLE. HE IS GOOD TOO.



WE GOT THIS ONE A COUPLE OF MONTHS BACK FROM CRAIG BLACKIE. IT'S A SORT OF SANTA DOOM THING. IT MADE US LAUGH. ESPECIALLY THE 81% TOYS BIT... SEND MORE PICS!!!

your door by Dean's magical walking beard. See – we love our readers really... We've even sent their CVs to Sega Pro.

The Return Of Homework Corner

Dear *Sega Power*
You humiliated me last time by putting my homework queries into Outta Yer Tree. Now I ask that I am publicly de-humiliated. Please help!
1) Draw up a table to summarize the appearance of a plant cell under a light microscope and an electron microscope.
2) Give the function of the endoplasmic reticulum, rough endoplasmic reticulum, smooth endoplasmic reticulum, exoskeleton, mitochondrion, lysosomes and golgi body.
3) (I'm expecting something good for this!) Write a brief account of the impact of the electronmicroscope on the study of cell biology.

You are the only people I know who can possibly make a coherent question out of that but it is vital that I get this by Christmas. Help!
Yours gratefully
Ken Moss, Preston

A teacher writes: "Ken? Call me Bilbin. Sorry it's taken so long for me to get round to answering your query, but I've had some trouble finding an effective escape route from the book cupboard those cheeky chaps in 3C locked me in over the Jesus Birthday period. I suppose the tinkers will be wanting their leg irons back too... HAHHAAAHAAAA!!! Answers as follows...
1) Your picture should resemble a plate of vinegar. Remember – it's not the accuracy, it's the correct choice of pencil lead that counts.
2) These are pop groups, aren't they! Don't try and catch me out – I know what the kids dig nowadays!
3) SEE! The human race terrorized by blood-curdling decay! SEE! Mankind's close brush within its foaming jaws! SEE! Horror after horror until the final dissolve! NEXT MONTH! Will the electronmiscroscope pulp the face of cell biology into submission, dodge the Christ-like cricket pitch of supernatural knowledge and reveal itself as the true cad of artificial intelliegence it really is? FIND OUT NEXT ISSUE!!! (Oh Christ. Somebody call the Saint John's Ambulance. This man's mechanism has gone. – Simon)

BALLS TO MONTY...

Dear *Sega Power*
On *FIFA Soccer* on the Mega Drive, try replaying the coin toss. It may not look much at first, but if you rewind it, the ref will eat the coin. Also, on Mega Drive *Pete Sampras Tennis*, go to a two-player game, get one person to press diagonally up-left while the other presses diagonally down-right, and press 'B'. Player one will run away and argue with the ref.
Thomas "Blue Moon" Parish
Warrington

So? EH? SOOO?? Whaddayawant? A MEDAL? Sorry. It's Friday afternoon.

No, very good. Really. Who said games programmers don't have a sense of humour. Er...

A CRAP QUESTION

Dear *Sega Power*
Whatever happened to Dan's Crap Corner? I liked that.
David Solberg Essex

Dan Goodleff left over one and a half YEARS AGO! But keep sending yer crap pics to that Gallery and we'll see...

J. ARTHUR WHIG

Dear *Sega Power*
As you may not know on the 112th page of your 63rd issue (LETTERS) it says below the L and E "write hornily to", so I've decided I will do so and ask you as nicely as I can... Would it be possible to get a bigger picture of Whigfield on the bottom of page 37? Please try to get one – it would be a dream come true. If it costs anything please write back and I'll send you whatever you need. Enclosed is 20p towards postage.

Oh and by the way, don't put this on the Letters pages of the mag.
Yours hopefully
Declan Hegarty
Derry City

You mean this picture, the only picture, the EXCLUSIVE one-off private photoshoot picture we have of the 'lovely' Whigfield? Oopsy. It seems our office work-experience alsation has just defaced the unique Whig pic with smudge-proof crayon... Declan – I pity your mother when she washes your pants (one for the older, more confused boys that...).

THIS IS ABOUT THE EXTENT OF OUR ART EDITOR'S PEN TALENTS. IT'S NOT REALLY THAT FUNNY IS IT? OR BIG. OR CLEVER. ANYTHING TO FILL A PAGE...

AND THIS IS US...

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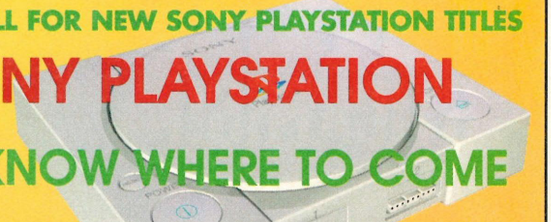

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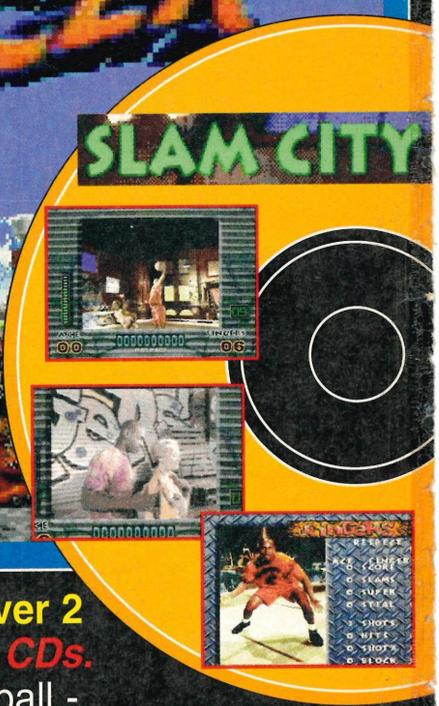

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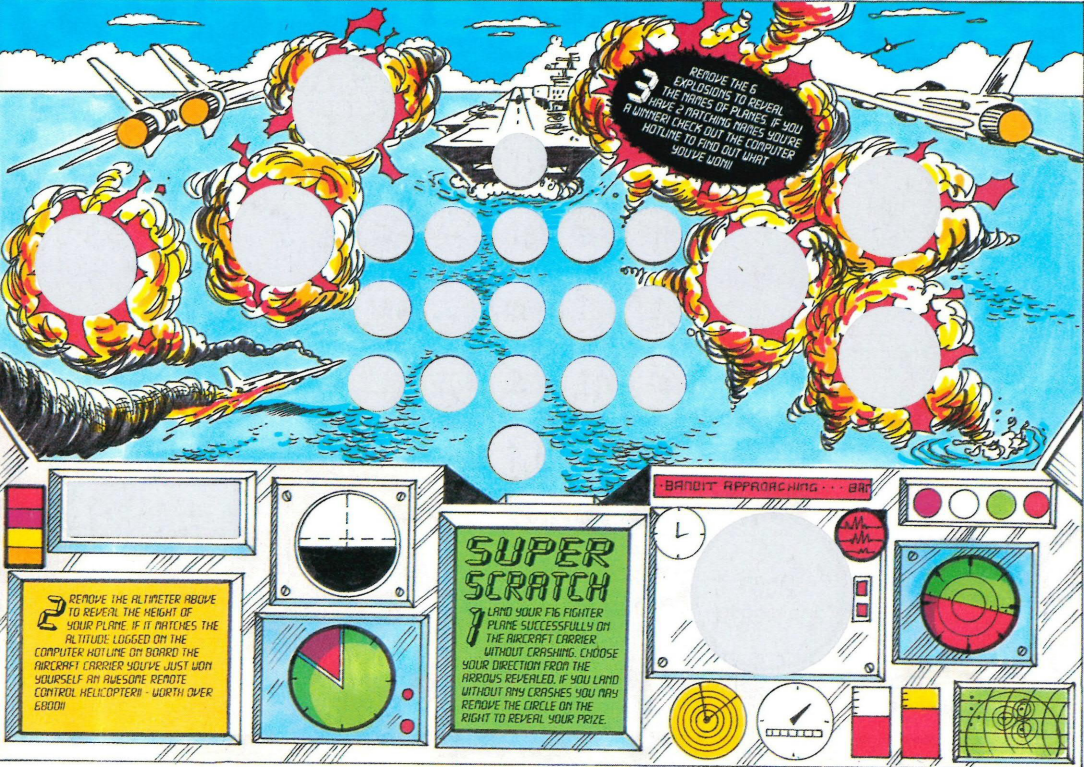
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