Saturn • Mega Drive • Game Gear
Every Saturn game EVER reviewed & rated! • Issue 85

NiGHTS Tips! PART TWO

SEGA POWER

Let's Off-Road!
Hardcore uproar with Gremlin's new 4X4 racer!

Micro Machines Military!
This time they've got guns!

Extended Remix!
The very latest news on Daytona USA: CCE!

Fighting Vipers!
Exclusive review starts page 42

Ultimate MK3 Tipped!
All the moves, 'alities and cheats for the Saturn version!

FIFA 97

World Exclusive Saturn and Mega Drive feature!
Football's Coming Home!

Saturn Exclusives: Tunnel B1 • The Incredible Hulk • Break Point • Street Fighter Gaiden (Arcade) • Bubble Bobble

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SEGA POWER ISSUE 85 NOVEMBER 1996

World's first FIFA 97 preview, Street Fighter Gaiden, Daytona USA: CCE, Tunnel B1, Break Point, Hardcore 4X4

SPEED KILLS

BUT IT'S YOUR ONLY HOPE OF ESCAPING

TUNNEL B1

YOUR THROAT'S ON FIRE. THIS TIME. EYES BLEED. HEAD POUNDS. THIS TIME. NEITHER ROCK NOR STEEL WILL STAND IN YOUR WAY. NEITHER CHOICE NOR CHANCE WILL OPPOSE YOU. THE CITY ABOVE IS THREATENED WITH EXTINCTION. MAKE NO MISTAKE, THE PRESSURE IS ON. TUNNEL B1 IS THE ONLY WAY IN. THIS ISN'T GOING TO BE EASY.

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ocean NEON

PlayStation SEGA SATURN PC CD ROM

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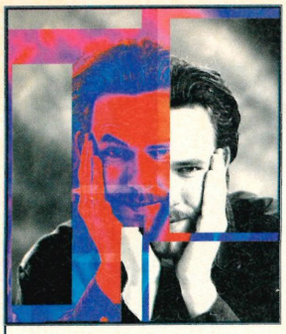

Welcome...

...to *Sega Power*!

New small ad: *A-Reg Ford Fiesta Popular. White (with small amount of rust on offside front wing), new tyres, MOT, only taxed (unfortunately) until the end of September. Very cheap to run and reliable. £200 ono. Please contact the editor on the usual number.*

Y'see one of the more advantageous things about being the Ed is that you can print what *you* want, and I want to sell my car. Any takers?

Finally, please enjoy this fabulous issue and hey, I hope you enjoy reading it as much as we enjoyed eating it. (*I'm sure he's lost it* – James.)

• ***Dean Mortlock, Editor***

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THE *SEGA POWER* CHARTER

❶ We will never tire of laughing at our feeble opposition.
❷ We will always remember that being official is no advantage.
❸ We will NEVER review the PlayStation version of games and pretend they're on the Saturn (like *Mean Machines* and *Sega Saturn Mag*).
❹ We will always do our very best to give you the finest Sega magazine possible. Because we love you.
❺ We will always believe that we have a sense of humour.

• *Sega Power* is still up to its grubby knees in sewerage from 'SURFING the INFORMATION SUPER-HIGHWAY'. If you have the technology go here: **http://www.futurenet.co.uk/**
• Emails to **dmortlock@futurenet.co.uk**

SORRY! Tips call are the work of the Devil and we don't LIKE the Devil. PLease write to the usual address and we WILL do something to try to relieve your weighty plight.

Inside This Issue...

Hardcore: we know the score. (Sorry.)

24 What game could possibly bring forth this quote... **"Bouncing around like a spasmodic Zeberdee"**? Only one, **Hardcore 4X4**, and the preview starts on the big red number above.

34 Tiny cars or tanks or boats with guns may seem about as scary as a night in with Zöe Ball, but wobble me, you'd be wrong. Our hugely violent preview of **Micro Machines Military** starts at the above address.

"It's the so-bloody-obvious-it's-brilliant addition of weaponry that allows the game it's one last outing on the Mega Drive"

42 Sega's now legendary range of 3D beat-em-ups are loved by many, thrown out with a kick up the arse by others. *Sega Power* slips comfortably into the middle of this melee and gives you the purest review of the latest – **Fighting Vipers.**

"Vipers is much more of a low-down, dirty tricks, hit-them-with-any-available-item-of-hard-furnishings affair"

68 You've rang in your hundreds and you want tips for **Ultimate Mortal Kombat 3** for the Saturn. "No," we kindly say, "we don't give out tips over the phone." But you can get everything you need on the game tucked away at the end of this issue.

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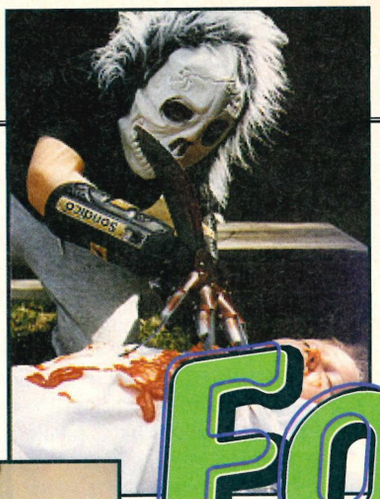
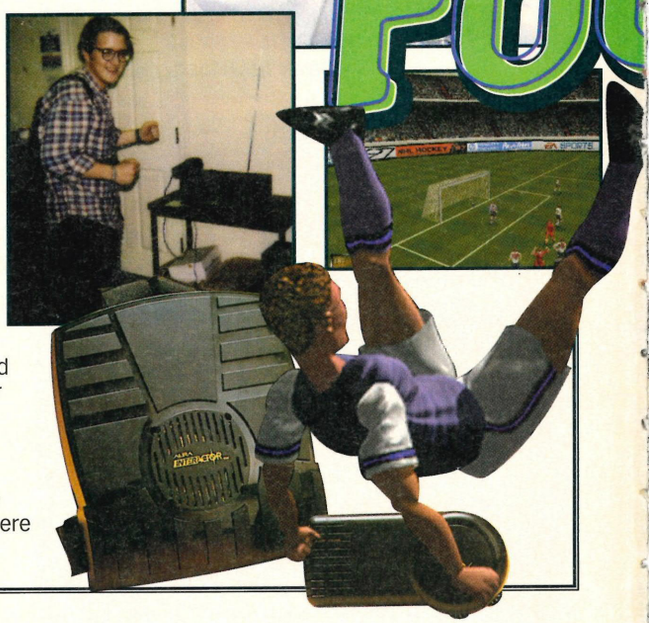
16 . . .Football's Coming Home
We've managed to win the battle of the console mags and, picking up our ADIDAS seventies footy top, we head off home for us tea. Victory in our hearts and the first look at *FIFA '97* on all Sega formats. That good, we are.

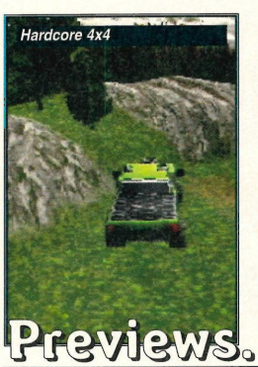
22 . . .And There's more...
EA Sports was the label that everyone followed and they're still respected as having the finest sports games in the world. There are four more Saturn titles (besides *FIFA '97*) coming out between now and the end of the year and two Mega Drive ones. The full splurge is released here first!

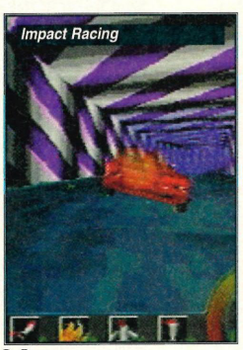
27 . . .Sonic Boom Boy
The *Aura Interactor's* finally coming to Britain, after supposedly selling well over a million in the States. But is it a worthwhile game enhancer or just a tatty novelty, doomed to a life on top of the wardrobe along with Sega's 3D glasses and the Arcade Steering Wheel? Look into your hearts and I think you'll know the answer.

40 . . .Fatality it Yourself
Where we finally reveal the winners of the *Ultimate Mortal Kombat 3* compo. There were some gems, too.









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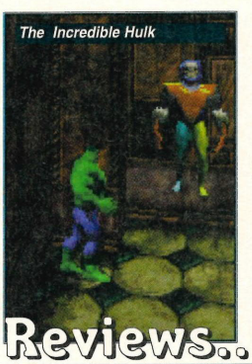

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Widely tipped as being the first good tennis game.

30 . .The Incredible Hulk (Sat)
The Saturn version of a cartoon favourite.

32 . . . . . .Gridrunner (Sat)
A truly original idea - and a great game, too.

34 Micro Machines Military (MD)
The very final *MM* release for the MD sobs towards us.

37 . . . . . .Impact Racing (Sat)
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38 . . . . . .Tunnel B1 (Sat)
It's looking good and we should know.

38 . . . .Fighting Vipers (Sat)
VF2 with 'ATTITUDE' Old man's pants, more like.

42 . .Destruction Derby (Sat)
An average conversion of the best-selling PSX game.

44 . . . . . .Actua Golf (Sat)
Wooahh, hold me back... it's another golf game.

46 . . . . .Highway 2000 (Sat)
Vacuous bimbos hit the Saturn... RUN AND HIDE!

48 . . . . .Bubble Bobble (Sat)
Sounds like a mistake in the bath.

BUYING

Cover Feature!

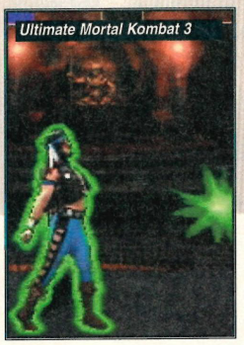
Dribble to page 16!

Otball's Coming Home!

FIFA 97

We talk to everyone from the game's developers to David Ginola to John Motson and they all say the same thing... *FIFA '97* is going to be brilliant!

The last version of both the Mega Drive AND the Saturn game hasn't left the charts since it was released at the end of last year. It out-sold its nearest rival by five to one and it's truly one of the biggest computer games of all time. *FIFA '97* is coming home to the Mega Drive and the Saturn in November and *Sega Power* has ALL the details.

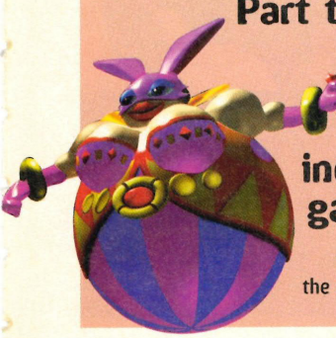


Daytona USA: CCE

Set to be the best Saturn racer yet... exclusive news over the page!

Tips...

Amazing NiGHTS!



Part two of our fantastic guide to Sega's incredible game.

Turn to page 60 for the complete low-down on Claris' worlds.

SECOND HAND?

Then turn to page 71, yah pikey!

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Something to do with games, I think.

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Here's were we pretend to be clever.

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60 . . . . . .*NiGHTS*
The final installment will take you to the end!

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Moves, cheats and more for the excellent Saturn game.

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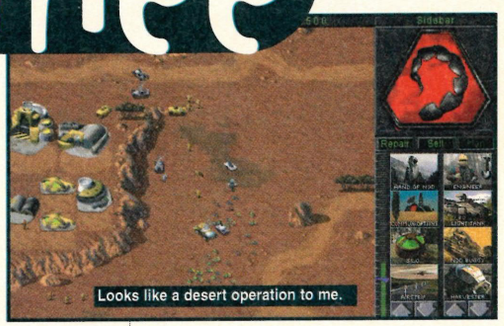
The best PC game of all time is now scheduled for a Spring Saturn release.

News

I Command thee

Command & Conquer • Saturn • Next March



Command & Conquer *may not appear to be an exciting and original strategy game but the truth is that it* is *just that. Explanation follows...*

Strategy games may well have all the social grace of a limpet and the interest and apprehension of a fart, but one game has managed to change all that. *Command & Conquer* from Virgin proved to be one of the most popular games of all time on the PC (*PC Gamer* magazine readers recently voted it number one in their all-time top 100) proving that the developers, Westwood have created one of the most addictive (yet strategic) games ever.

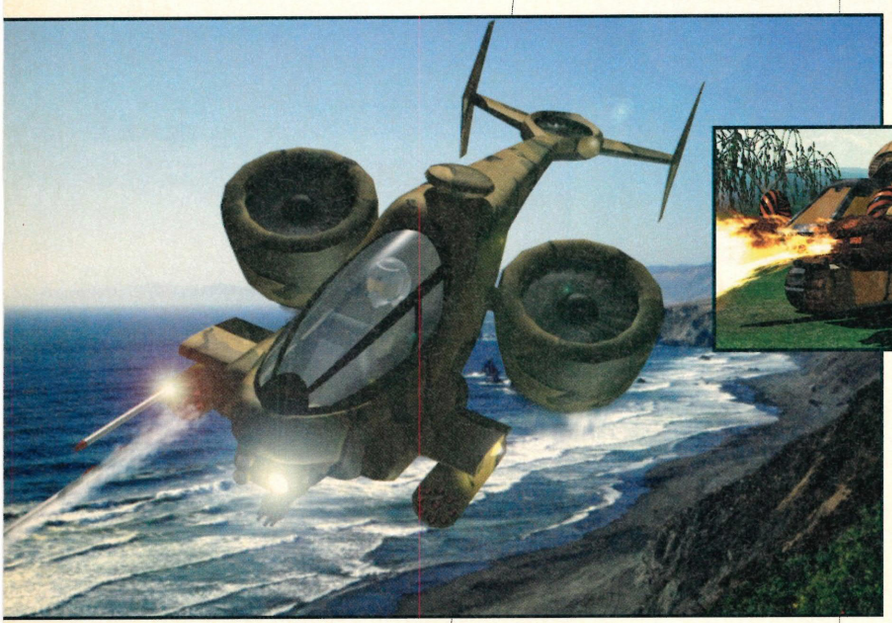
The Saturn version is well into development, and people who know the game have commented that it's going to be the best version yet... by a long way.

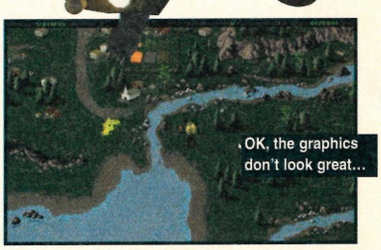
The game design is simple. Take the old Mega Drive game *Dune 2* as a basis for the gameplay and create everything else around it. (Primarily for those of you who don't know that game, I'll tell you that *Dune 2* was one of the Mega Drive's best selling games and had you building a base in the middle of nowhere, followed by factories and the like to create a going concern. It was then a case of constructing tanks and weapons before going off to crush your computer-controlled opponents. A bit like an industrial *Populous* then, but better. Much.)

Command and Conquer has you fighting for a valuable mineral called Tiberium and you can choose to be the 'good side' or, if you prefer, you can fly the black flag of the 'Brotherhood of Nod'.

There are over 35 missions, more than 60 minutes of FMV and a sizable amount of information – enough to fill two CDs, anyway.

So, the best PC game ever? Quite possibly. A better version heading for Saturn next spring? Definitely. Most interesting though, is the news that *Sega Power* will be the first Sega mag in the world to take a full look at the game. Next issue. *Exclusive*, like.





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Daytona nears completion

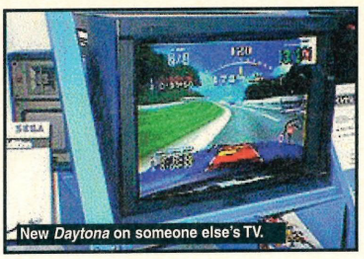
While the British public wait like a group of excitable apes for hard facts on *Daytona*, we can reveal the very latest news... as we have it.

At the recent ECTS show in London, Sega were showing a video containing the level these pictures were taken from. Although the game still has a fair way to go to meet it's November deadline, the smoothness of the track and the quality of the graphics were untouchable.

As we leaked exclusively a whole two months ago, *Daytona CCE* will have three completely new tracks, the highest resolution graphics possible (higher than *Sega Rally*), the ability to design your own tracks (although how exactly this will work is cloudy at present), loads of new cars, a split-screen two-player option and X-Band/internet compatibility.

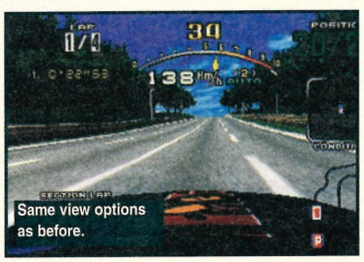
X-Band may mean nothing to you at the moment (and it may not even be released in this country), but it's another way to play multi-player games. With this in mind, Sega have also allowed the game to be compatible with the internet link-up, due for release in Europe sometime next year.

While Sega would have to admit that the original *Daytona* was nothing short of a rush job, the balance is certainly about to be rectified with *Daytona USA: Championship Edition*. Unfortunately a more complete version was unavailable for a preview, but a more in depth look at the game *will* appear in our next issue.



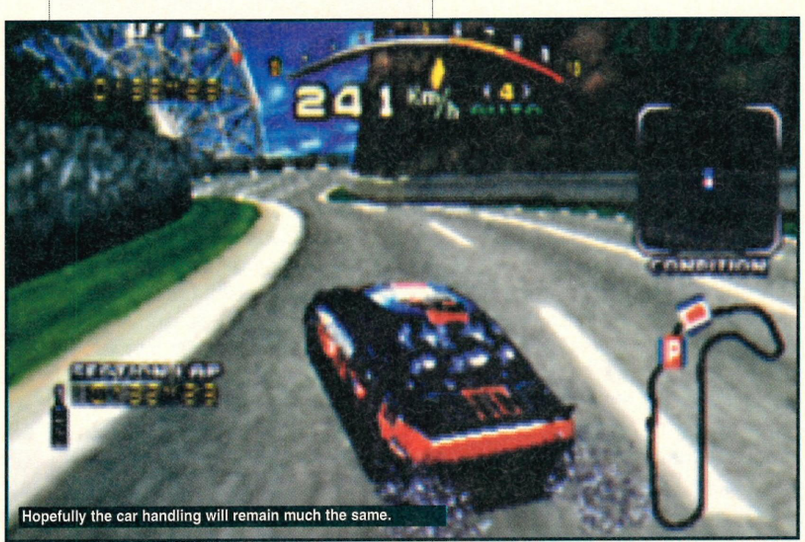
New *Daytona* on someone else's TV.

A map of one of the new tracks ▶



Same view options as before.

Sega were originally planning to release the game in November. However due to it's slow progress, we believe we're more realistically looking at the Christmas period for a UK release.



Hopefully the car handling will remain much the same.

On the grapevine

More than slightly rumourous stuff from the world of Sega gaming

➤ *Independence Day*, the game, is rapidly sliding along in development. We actually played a 50% version at the recent ECTS (European Computer Trade Show) and can now reveal that it won't (thankfully) be a platformer.

The plot centres around the craft that hover over the cities of the world. Placed in a choice of 13 craft, you have to knock out each of the aliens from each of the 16 cities. Basically it's a flying shoot-'em-up. Pictures next month.

➤ As we exclusively announced a couple of months ago, Sega are indeed going to be releasing another *Premier Manager* game for the Mega Drive. *Premier Manager '97* will hit the streets in November with a all new 96/97 season statistics list, but that's yer lot. No new enhancements, no extras. Football fanatics only need apply.

➤ The *Olympic Games* fiasco continues. The game is now looking so crap that US Gold might not even release it. This, of course, makes *Mean Machines'* exclusive review of the PlayStation version even more dubious and their competition in their recent issue look, frankly, stupid.

➤ Talking of problem games, it's nice to see that Casper has finally showed its face. At the time of going to press, it seems that Interplay are set to release the game on the 23rd of September. We'll see, eh?

➤ Virgin have put *Night Warriors* back AGAIN. Now set to arrive in the shops on the 21st of October, the game's had more delays than would seem possible. Buy it now on import, but don't tell Virgin we said so.

In development

A gaggle of fresh talent bounds forth like a hyper lamb this month and with the winter months closing in, what, prey tell, will YOU be playing to keep Jack Frost from nipping at yer nose?

BMG

Their release schedule changes with the tides and vague it may well be, but these were their releases at time of going to print. Nice ones, too.

3D Baseball ..... Winter
Blazing Dragons ..... Winter
Mass Destruction ..... Spring
Pool ..... Spring
Spider ..... Spring

GT Interactive

After all the interest with this and that, GT are only managing to get the three games out this autumn, but what a three, eh? *Doom* then. Finally. Guns and monsters, then. Oh, happy we are.

Bedlam ..... October
Hexen ..... October
Doom ..... October

Interplay

The first appearance of another ground-breaking *Sega Power* news exclusive with *Tempest X*. The one and only Mighty Jaguar game should pop into our shops in time for Christmas (hopefully). I wouldn't put it on Santa's list just yet though – he doesn't like to be messed about.

Casper ..... 23rd September
Lost Vikings ..... December
Tempest X ..... December

On the grapevine

➤ Speaking of delays, *International Superstar Soccer Deluxe* has been put back to November now (with further delays possible). Konami want the game to be as brilliant as we're sure it will be and are just putting the finishing touches to the artificial intelligence. With luck and a strong wind, we should see a review next issue.

➤ You wouldn't usually expect there to be a link between pool and buses, but there is. Like BUSES you can hang around for years waiting for a POOL game to turn up and then TWO of the cheeky chaps turn up. BMG are set to release one in the spring of next year and Interplay have their Steve Davis-endorsed affair, which should reach us towards the middle of 1997.

➤ A quiet friend close to *Sega Power* let it slip that he'd seen a running version of *Doom* on the Saturn and he thought it looked superb. Running easily as smoothly as the PlayStation version and with some all new levels created exclusively by iD themselves – the game's being developed by Rage Software (who gave us the excellent *Striker*). A full preview will surely follow next month.

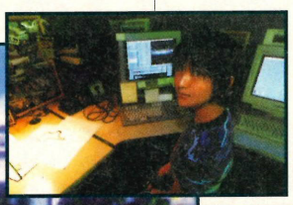
➤ Rumours scuttling over from America seem to lead us to the belief that Psygnosis are thinking about converting *Destruction Derby 2* and *Wipeout XL* onto the Saturn. Although this is just at the rumour stage, we'll be the first to give you any firmer information.

➤ Pepsiman, the character hidden away in the arcade version of *Fighting Vipers* is also included in the Saturn version. Turn to page 42 for more info like, NOW.

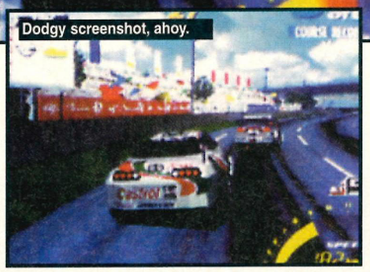
BETTER than Sega Rally?

Sega Touring Car Championship. Arcade • Later this year

Like Sega Rally but with more aggressive competition.



(Left) Graphic artist Kumiko Shioji. (Right) Programmer Tetsuya Mizuguchi.


Dodgy screenshot, ahoy.

A new driving game for the arcades, *Sega Touring Car Championship*, is cooking in Japan and it's looking pretty amazing. It's not *Sega Rally 2* – that should come later – but it's looking every bit as good, if not better!

The game's based around the increasingly popular Touring Car Championships, and involves racing round tracks in souped-up production cars with more than a liberal sprinkling of crashes and collisions. However, the most interesting piece of news regarding is the fact that the game's being developed by a whole new development team set up by Sega Japan. It's called AM Annex and it's made up from a hand-picked band of top programming and designing folk, some of whom have already worked on other top titles such as *Sega Rally*, and others whom have been recruited fresh from outside of the company.

Using Sega's Model 2 software development technology, which was also used to produce (among others) *Sega Rally* and *Virtua Fighter 2*, AM Annex hopes to create two-and-a-half games a year, and is onto a winner with *Touring Car*. Kumiko Shioji, graphic designer for the project is clear about her goals for the game "We want the player to be impressed by the game from the first moment they look at it... We're aiming to get very impressive effects. We really want to avoid having cheap-looking graphics."

Sega's (ahem) track record as far as driving simulations goes is certainly impressive, with *Sega Rally, Daytona USA* and *Manx TT* all being superb games. One of the contributing reasons for this is the attention to detail and the research that goes into them. *Touring Car* is no exception in this respect, with the research team travelling to Finland to see real touring cars in action. This helped develop their ideas, as did their interviews with the touring car drivers. Ms Shioji adds "I went to Finland and I took pictures in order to recreate backgrounds for the game. I look at real life backgrounds and try to recreate the same atmosphere on the screen."

With this kind of research, as well as manufacturer assistance with the car graphics, (choose from an Alfa Romeo 155 V6 TI, a Vauxhall Calibra V6, an AMG Mercedes or a Toyota Supra GT) *Sega Touring Car Championship* can't fail to be an amazing game.

As yet there's no confirmation that *STCC* will get a Saturn conversion, but if it doesn't we'll all be fairly surprised.

A Mercedes, we think.

Konami

We've played ALL of the following and can reassure you that you're in for a treat or two. Oohh, just you bloody wait.

ISS Deluxe (MD)	November
Contra	January
Project Overkill	February
Broken Helix	Spring
Lethal Enforcers	Spring

Virgin

I wouldn't believe a word of the following information, Virgin change their socks less than their release schedule. Still...

Keio Flying Squadron 2 (JVC)	25th September
Night Warriors	14th October
Highway 2000 (JVC)	16th October
Megaman X3	24th October
Earthworm Jim 2	6th November
Street Fighter Alpha 2	6th November
Grid Run	13th November
Tilt	13th November
Power Play Hockey '96	18th November
Pinball Graffiti (JVC)	20th November
Impact Racing (JVC)	November

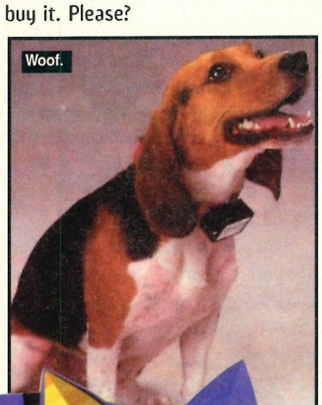
The Useless Product of The Month!

Bark controller

I was always ecstatic to receive *Innovations* catalogues (given away free with credit card bills, strangely enough) just because of the enormous amount of tat that's always on offer in them. It enables people with too large a disposable income to waste their remaining pennies on time-saving devices they'll never use. **AND HERE'S ONE.**

The Bark Controller fits onto your dog's throat and beeps whenever your Mut releases an unwanted bark. If your pooch has the temerity to bark again, the Bark Controller releases a minor electric shock (or a mild static correction as the brochure kindly puts it). The catalogue also tells us that it's phenomenally successful in the USA. Now while that doesn't surprise me in the slightest, it doesn't mean that we have to leap feet first into a stinking world of electrocuting our animals. I mean, we're supposed to be a nation of animal lovers for **CHRISSAKE!**

This barbaric and expensive (£60) item is so ridiculous that words simply fail me. Please don't buy it. Please?



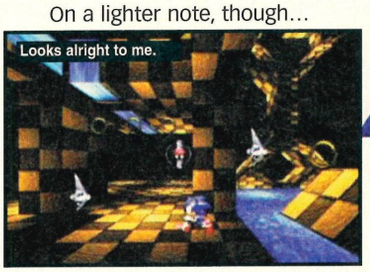
Sonic news... part one

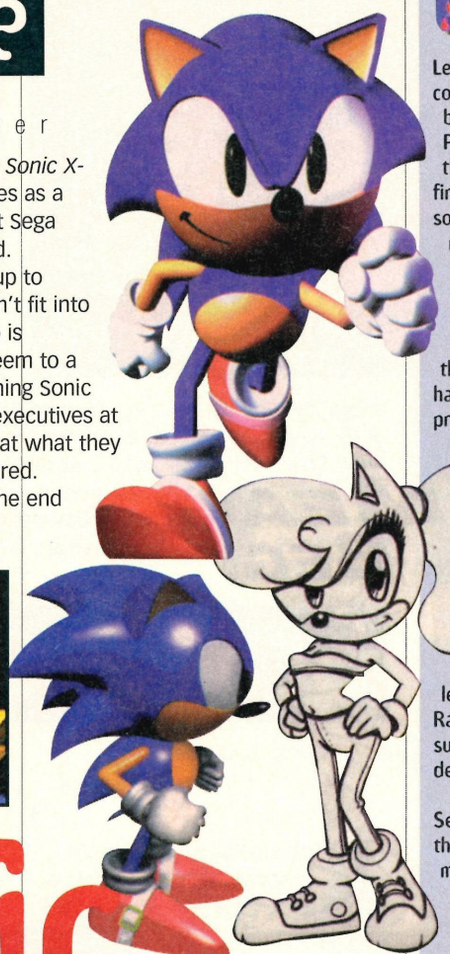
Sonic X-Treme • Saturn • Whenever

After all the hype surrounding *Sonic X-Treme* on the Saturn, it comes as a big surprise to everyone that Sega have put the game on indefinite hold.

Whether the game just wasn't up to standard (likely) or that it simply didn't fit into Sega's release schedules (less likely) is unknown, but either way it would seem to a large disappointment for Saturn-owning Sonic fans. We have heard a rumour that executives at Sega inspected the game and felt that what they saw wasn't up to the standard required. Either way, hopefully this won't be the end of *Sonic X-Treme*.

On a lighter note, though...





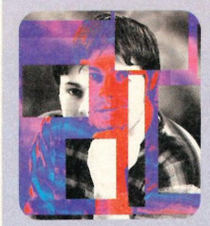
Sonic news... part two

Sonic 3D Blast • Saturn • End of the year

The good news regarding *Sonic* is that, after all the interest in the Mega Drive version, Sega are producing a Saturn version of *Sonic 3D Blast*. Yuji Naka (the original creator of Sonic and the head of Sonic Team who 'did' *NiGHTS*) has been beavering away quietly on the Saturn version of the game for quite some while now.

Although we have nothing firm on the game's design, we do know that it won't be a major leap forward from the Mega Drive version. A couple of extra bonus levels, far more colours (obviously), extra graphical sequences and a few extra 'bits' will be the major improvements. A preview will, I'm sure, appear soon.

Mark Ramshaw



Mark Ramshaw (the one with the stewed hair) casts his wise rod into the fishy ocean of Sega gaming.

Let's face it, the Saturn (in Europe) could be doing better. A year and a bit into its launch and the PlayStation's walking away with things a little bit. Worldwide we're fine. Millions of Saturns have been sold in Japan and an almost infinite number of games are guaranteed, but over in Europe it's a different picture. The PlayStation (due to a far better marketing campaign and not much else) has a firm hold on the market. Why? Because Sony have put more money behind promoting the machine. When both machines dropped to £199, Sony was the company that spent wisely on ads here, there and everywhere and the sales gap between the two machines grew again.

All doom and gloom, though? Not really. I've covered the bad part first to let you know how things HAVE been. Rather than cover it all over in a sugar-coated display of lies and deceit, I'm just giving you that facts.

Now, the good news is this. Sega have recently announced that they're spending a huge amount of money promoting their titles and machines in the run-up to Christmas (six million pounds, to be precise). TV campaigns should be hitting the screen about now and with one of the best software line-ups ever, the Saturn should have a stunning Christmas.

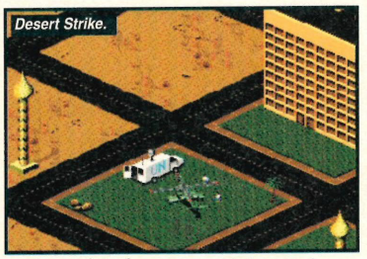
The people behind the Tango and Pot Noodle ads are responsible for improving the Saturn's image and the ad campaign will be concentrating on specific titles, rather than pushing the virtues of the Saturn down peoples throat. Starting with ***NiGHTS*** and then continuing with *Worldwide Soccer* in October, Sega will also be advertising *Daytona* and *Virtua Cop 2* very strongly coming up to Christmas.

Andy Mee, the marketing director at Sega had this comment... "As well as being a new approach for us, the new campaign is bold in terms of software advertising. It will be ground-breaking for us, a move away from our traditional style."

Sad as it many seem, machines win or lose on their image. The Mega Drive beat the SNES because it was marketed in a 'trendier' way. This is what happened with the PlayStation, but fear not, it's certainly not too late. Money maketh sales and Sega are, finally, going about it the right way. Merry Christmas.

EA launch budget games

MD Budget Range Mega Drive • Now


Desert Strike.

A pleasing news statement from Electronic Arts announces their launch of a budget range of Mega Drive software. Released under the *Sega Classics* label, the games are *Rolo To The Rescue, Desert Strike, Road Rash 2, Lotus Turbo Challenge, James Pond 2, Crueball* and *General Chaos*.

The games went on sale from the 13th of September and all retail for the very friendly price of £14.99. Whilst this may all seem rather dull to some, it has to be said that there are more than a couple of classics hidden away in the list.

Hello there. Have you met my mother?

Mana Rag

Anagrams are the life and soul of our social life. Ah, how we laugh and giggle at their witty incarnations.

Aura Interactor: aura retraction, I a cute narrator, auction rare art, caution rear rat, rear oat curtain

Bubble Bobble: bubble blob be, bubble ebb lob, blob bulb be be, bulb ebb lob be, bull bob ebb be... ah, not quite working, this one.

Destruction Derby: unrestricted body, I dry cod brunettes, introduce best dry, corniest debut dry

Fighting Vipers: fishing vet grip, fright give snip, giving fresh tip, heft virgin pigs

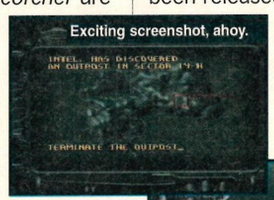
Impact Racing: I'm acting crap, arctic amp gin, picnic rag mat, cigar mint cap

Scavenging around

Scavenger's titles now through Sega Saturn • This year

Although firm dates aren't forthcoming, we can reveal that *Amok* and *Scorcher* are now coming out through Sega. After much messing about, and rumours of a deal with GT Interactive, the good news is that, finally, the games should see the light of day before the year's out.

This is definitely a good thing as both of them were ground-breaking when they were first announced, and although it could be said that similar-looking games may have been released since then, both should still make interesting releases. Full, proper and grown-up previews could appear soon.

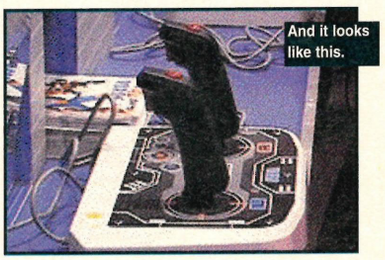


Exciting screenshot, ahoy.

Here, fishy, fishy.

Virtually controllable

New Saturn stick • Saturn Winter


And it looks like this.

With winter approaching, take warmth in the news that, Sega are planning to release another new Saturn controller. The *Dual Arcade Stick* will be available with the release of *Virtual On* (the Robot fighting game) when it hits the Japanese and American shops later in the year. A European release date is uncertain, but more firm news should spout forth from Sega's fruity lips for the next issue.

The game? Coming along fine – we've seen it so we should know. A nearly finished version was shown at the Tokyo Toy Show at the end of August and the general feeling there was that it was looking rather superb – almost identical to the arcade version in fact, albeit with slightly reduced screen resolution.

That was the month that was

Every day of every month something exciting happens in our office. Maybe a family pet might die, maybe Sega release *NiGHTS*. Whatever the reason or the occasion, we thought it'd be nice to give you this, our helpful index of a month in the life of Sega.

15th August
Sega announce that they'll be blitzing the media with a massive six million pound advertising budget. Using the same advertising team who developed the innovative Tango and Pot Noodle ads.

21st August
Saw *Independence Day*. Thought it was a pile of American propaganda shite. Disagree? Go on then.

22nd August
State flag day in Russia... as if you didn't know.

24th August
Quake is released on PC. Everybody loved it and happiness reigned throughout the land.

28th August
NFL Quarterback Club released.

2nd September
Shock news: *Sonic X-Treme* put on hold indefinitely.

5th September
NiGHTS gets a monumental release in Europe, after knocking *Mario 64* flying in Japan and generally being 'very good' in America.Better than Oasis, anyway.

6th September
Keio Flying Squadron 2 released. And *Bust-A-Move 2*. Aanndd *Sea Bass Fishing*.

9th September
Virtual Golf (finally) gets a whacking release.

12th September
NBA Action bumps loosely onto the Saturn.

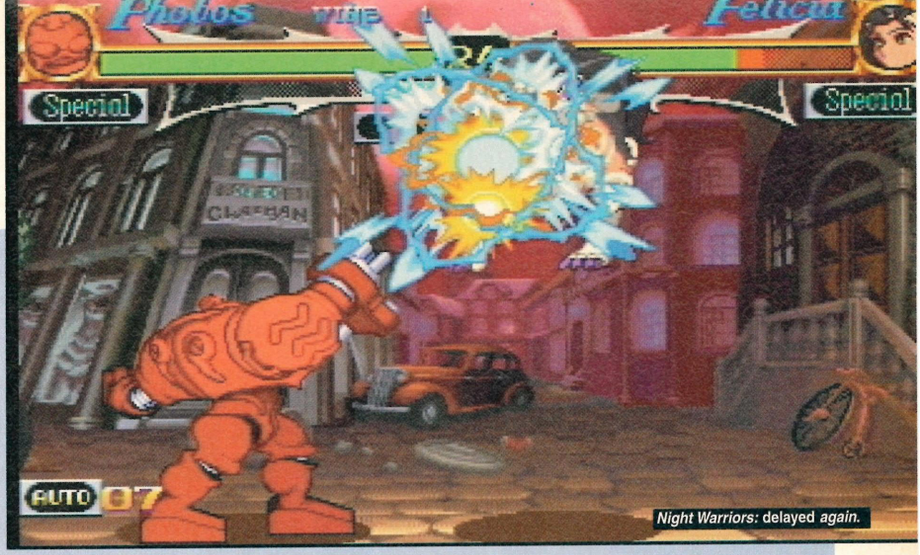
13th September
Space Hulk slips out and EA launch its budget Mega Drive range (see our fantastic news story at the top of this very page for more details).

Game of The Month

Night Warriors
Saturn, Virgin, Issue 80, 90%

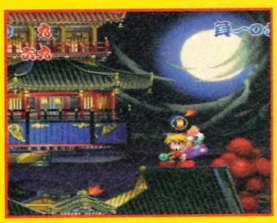
Another 2D beat-'em-up, but this one's a bit special. It's imaginative and original with some excellent graphics. The special moves are excellent, the characters are original and the whole game just has a nice feel to it. Unfortunately though, Virgin have just put the release schedule back AGAIN so you won't be able to buy the game until the end of October. Why this keeps happening is anyone's guess but you could always get it on import.

Choose between *NW* and *UMK3* as the best 2D Saturn beat-'em-up, but if you can, buy them both.



Night Warriors: delayed *again.*

Out Now



Keio Flying Squadron 2
Saturn, JVC, Issue 83, 80%

Mental Japanese platformer, which although it doesn't push the machine to the limits, is still pretty good at what it does. Full of cartoon-style colourful graphics and plenty of wacky puzzles, it's a reasonably tried and tested genre but it does add that little extra bit of imagination to the theme. Well worth checking out, but doesn't constitute a must-buy.

Bust-A-Move 2
Saturn, Acclaim, Issue 84, 87%

Pretty poor graphics are more than amply made up for by the sheer addictiveness of this bubble bursting puzzler. This universally popular game finally makes it's way on to the Saturn and doesn't let itself down. Slightly better than *Baku Baku Animal*, this should really be in your games collection now. Because it's a top game O.K?

Destruction Derby
Saturn, Sega, Issue 85, 80%

The eagerly awaited Playstation title finally makes it on to the Saturn after a very long year. We were, however, slightly disappointed. Take away any hype created for it by the PlayStation original and the game is only just above average. Some novel features for driving fans, but the bulky frame of the new *Daytona* does tend to loom over it somewhat.

Sea Bass Fishing
Saturn, JVC, issue 84, 77%

Definitely the best fishing game ever, but then it is a fishing game which is obviously a major minus point. There's as many options as any budding John Wilson (he's a famous fisherman by the way) could want – different captains, different fish to catch, different baits, different play modes etc. If you like fishing, it's well worth a look. If not, think carefully.

Athlete Kings
Saturn, Sega, issue 83, 87%

Formally known as *Decathlete*, this is a top athletic outing with some of the best graphics ever seen on the Saturn. It's let down by the slight lack of options and no more than two-player action, but the eight athlete competitors on offer are pleasingly over-the-top and there's still plenty of button-tapping action. A definite must for your black box.

Charts

A minor surprise with the news that *Destruction Derby* spurted straight into number one, while the far superior *Athlete Kings* only limped into the second place spot. However, you're still buying *Olympic Games* on the Mega Drive, so it shows what little advice you take from us.

Saturn

1 (NE)	*Destruction Derby*	Sega
2 (NE)	*Athlete Kings*	Sega
3	*Loaded*	Gremlin
4 (NE)	*Bust-A-Move 2*	Acclaim
5	*Ultimate MK3*	GT Interactive
6	*Virtua Cop*	Sega
7 (NE)	*Discworld*	Sega
8	*Sega Rally*	Sega
9 (NE)	*Story of Thor 2*	Sega
10 (NE)	*Olympic Soccer*	US Gold

Mega Drive

1	*Brian Lara Cricket '96*	Codemasters
2	*Worms*	Sega
3	*Micro Machines 2*	Codemasters
4	*FIFA Soccer '96*	Electronic Arts
5	*Taz 2*	Sega
6	*Sonic & Knuckles*	Sega
7	*Toy Story*	Sega
8	*Streets of Rage 2*	Sega
9	*Mega Bomberman*	Sega
10	*Olympic Summer Games*	THQ

Sega Power's Most Wanted

1	*Daytona USA: CCE*	Sega
2	*Doom*	GT Interactive
3	*Tomb Raider*	Core
4	*Manx TT*	Sega
5	*Worldwide Soccer '97*	Sega
6	*Street Racer 2*	UBISoft
7	*Micro Machines 3*	Codemasters
8	*Command & Conquer*	Virgin
9	*Die Hard Trilogy*	Fox Interactive (EA)
10	*FIFA '97*	Electronic Arse

The Saturn and Mega Drive charts are the copyright of ELSPA (Electronic 'late Saturn pictures' Arts) and are begged from the bulging sack of...

ChartTrack

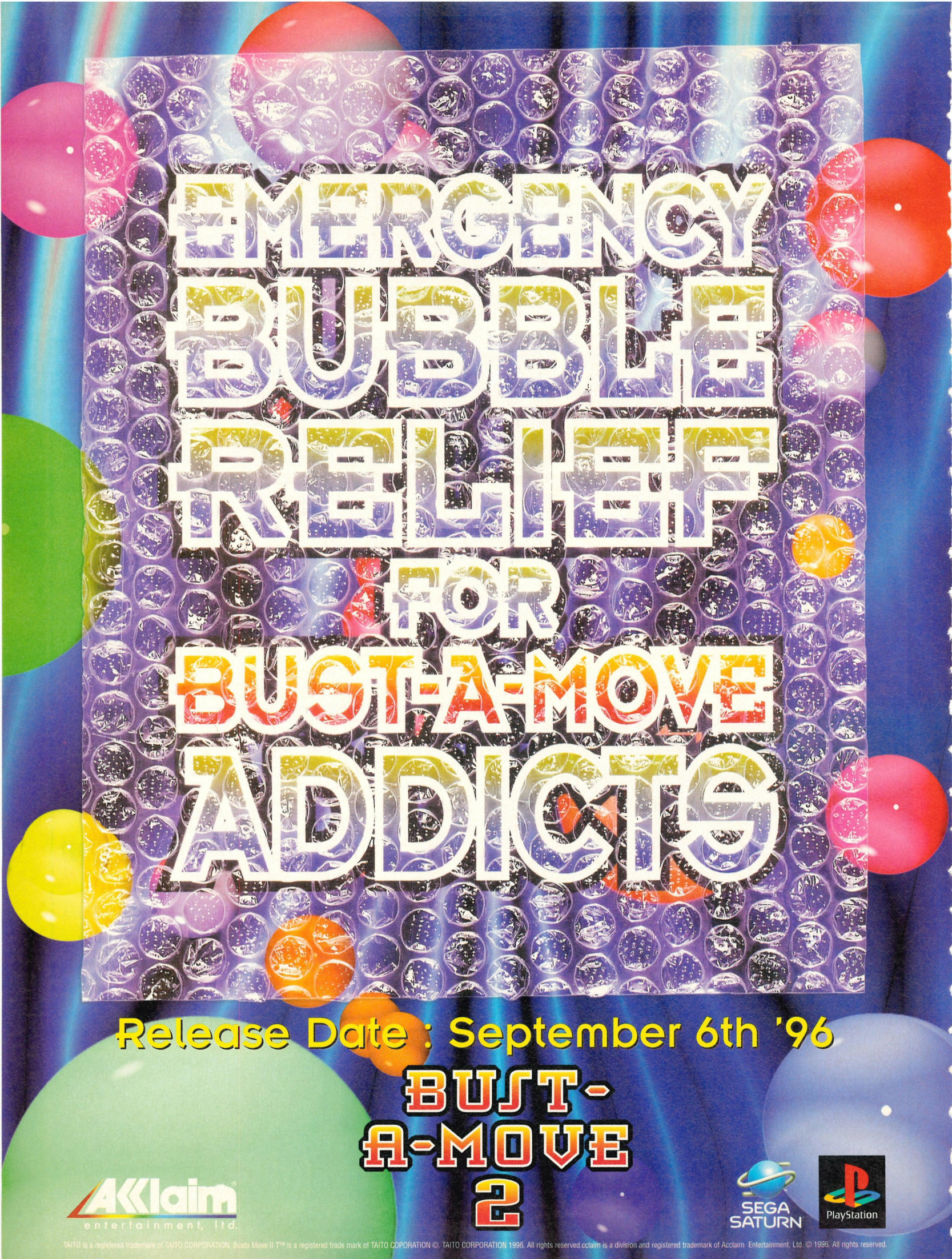
Price round-up

This has to be the most boring Price round-up we've ever done, with the only variation in price being *Story of Thor 2* on the Saturn. Sad to see that you're still buying the awful *Olympic Summer Games* on the Mega Drive... what's wrong with you?

	Electronic Boutique	Game Ltd	HMV	Dixons	VGC
Olympic Games (MD)	£39.99	N/A	£39.99	N/A	N/A
Bust-A-Move 2 (Saturn)	£29.99	£29.99	£29.99	£29.99	£29.99
Destruction Derby (Saturn)	£39.99	£39.99	£39.99	£39.99	£39.99
Athlete Kings (MD)	£39.99	£39.99	£39.99	£39.99	£39.99
Story of Thor 2 (Saturn)	£44.99	£39.99	£39.99	£39.99	£39.99

Contacts

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



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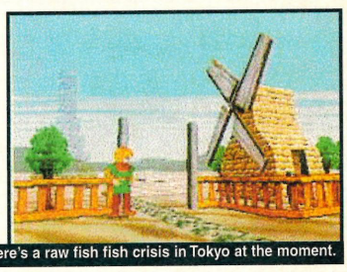
Japanese News

Welcome from an all-happy, smiling-like-a-mouth-with-rigor-mortis, Mr. Joe. I'm happy because I've found myself a new girlfriend. I bought her for 10,000 Yen in a market and she's very friendly. In fact, only last night she... oh, I shouldn't really tell you that – you want to know about games. Don't you?

Into the Light

Shining and the Holy Ark • Saturn • Later


There's a raw fish fish crisis in Tokyo at the moment.

If you can remember *Shining in the Darkness* on the Mega Drive then you must have a memory retention span of at least four years, for that is how old the game actually is!!

The warming chatter from my friends in the development camp tell me that it'll be called *Shining and the Holy Ark* and will use basically the same easy-to-use game engine, but in superb realtime 3D graphic niceness.

Before he got me too drunk to see, I managed to talk my friend into giving me these pictures of an early version of the game. I hope you appreciate the trouble it took me to get them.

On the grapevine

Fact ÷ Fiction = THE RUMOUR FACTOR

➤ The young people who made the *Lunar* series of games for the Mega CD and Saturn are working on something completely new called Granada. It'll be another Role-Playing Game but we don't believe it's based on your famous chain of motorway service stations. That wouldn't be very interesting for foreigners like me.

➤ We're sad to report that it seems that Capcom aren't working on any version of *Resident Evil* for the Saturn. Never mind, we've still got *Tomb Raider* and I think that's much better.

➤ Namco are working on another *Pacman* arcade game. They promise that this time everything will be in the now-standard 3D with a more Virtual Reality tilt to the proceedings. A Saturn conversion is highly unlikely but the arcade version might be interesting. Then again, we might all laugh at their ancient stupidity.

Drawing Inspiration

Panzer Dragoon Cartoon Video October

A *Panzer Dragoon* animation is being done! To continue the theme of turning great computer games into cartoons (*Virtua Fighter*, *Street Fighter*), Sega let it slip that they've been working with some people on a very special *Panzer Dragoon* title.

We're not sure whether it'll be a series that'll make the television, because at the moment it'll just be a video that'll be released in Japan on the 25th of October. If a European release seems possible (which is unlikely) we'll drop you a thing.

Earing Problems

Real Sound • Saturn • Winter

This one will make you giggle. REALLY! I don't know, it's a game, but without ANY pictures or graphics. Imagine that? Real Sound is its young title and it's a new game design from WARP, the makers of *D* and the wonderfully new *Enemy Zero*.

It's a two CD long interactive 'Radio Drama' and uses nothing but sound and speech – all controlled by the pad's buttons. Over here radio dramas are hugely popular and some have even been adapted from computer games (like *Twinbee* and *Popful Mail*).

If you think all this sounds quite limiting, you may be correct, but Kenji Ino from WARP had this to say about the game, "It's like the player is on the stage, without any set lines, ad-libbing the whole time... I also want to add analog elements. Not that it will work with the analog pad (laughs)... I mean that although you might get the same result if you make the same choice at the same place, human emotions aren't just 'On' and 'Off."

He's a very nice man.

Site of the month!

In between searching for naked chickens doing aerobics and slyly finishing his net Directory freelance, we managed to get Dean to find ANOTHER delightful Site of the Month! This month...

Title: Gremlin Interactive
At: http://www.gremlin.com/

It's excellent. Not only do you have all the usual arse about the company, the games released and the odd snippet about future releases but, and get this, you have a retro corner where you can download a zip file of one of Gremlin's ancient Spectrum or C64 games. There's also a link to a suitable emulator for Mac or PC. Lovely.

American News

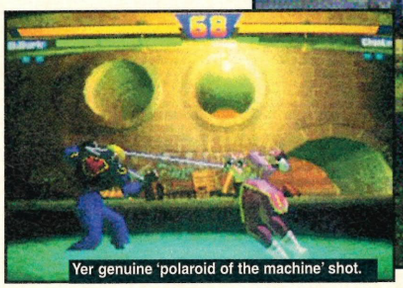
Gee, wop, kinda, wow, twinkies, Independence Day, Florida, guns, Ted Nugent, redneck, Bud, shucks, Superman. All typically American, as is one Chester T. Abraham who insisted that this month we write his introduction for him.

Street Fighter two and a half?

Street Fighter Gaiden • Arcade •

Whilst excited gamers may have wet their panties at news of this new game - which appears in essence to be *Street Fighter* in 3D – *Street Fighter 3* it ain't. Yep, the sad news Japside is that *SF3* will be ANOTHER 2D game. Mind you, *Mortal Kombat* successfully managed to squeeze in another 2D version.

Street Fighter Gaiden has been created by the original *SF2* designer, Akira Nishitani and I managed to get these pictures – with the aid of some minor military hardware and some SERIOUS Polaroids.



Yer genuine 'polaroid of the machine' shot.

2D fighters still seem to be more popular than those Japanese 3D ones.

The gameplay promises to be fast, furious and almost identical to the original game in terms of style. The graphics are fairly basic, but that's because the game engine is based on PlayStation hardware (the same setup that did the Capcom arcade game, *Star Gladiators*). The one bit of real good news is that a 32-Bit home conversion looks almost certain.

There are rumoured to be 10 characters in all and on top of the three confirmed new ones, old favourites like Ken, Ryu, Chun Li and Zangief are included. The remaining three places are, as yet, uncertain.

It's good to see Capcom finally trying something a bit different with the game, but how important the game actually is to them is uncertain. More news when you want it.

Hold on, that one looks like NiGHTS.

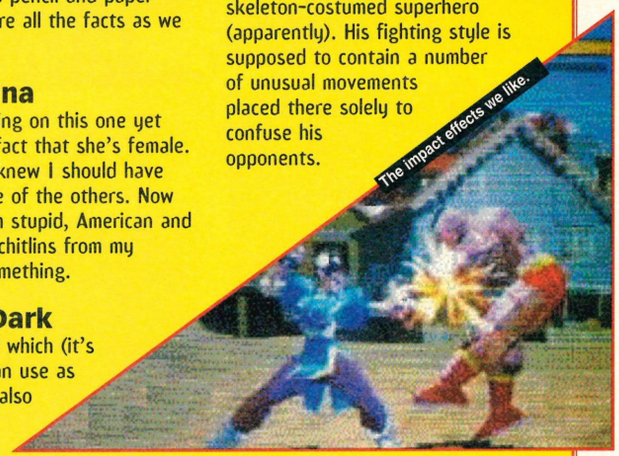
Spanking new

Three new characters are confirmed for *Street Fighter Gaiden* and although details are as sketchy as an epileptic Picasso pencil and paper creation, here are all the facts as we have them.

Pullum Prina
Absolutely nothing on this one yet apart from the fact that she's female. Sorry. Damn. I knew I should have started with one of the others. Now you all think I'm stupid, American and can't count my chitlins from my cornbuds. Or something.

Doctrine Dark
Has a wire head which (it's rumoured) he can use as a garrote. He's also armed with bombs. He probably likes the evening over midday and is almost certain to cackle in a menacing way.

Skullomania
Not so much a proper skeleton as a skeleton-costumed superhero (apparently). His fighting style is supposed to contain a number of unusual movements placed there solely to confuse his opponents.



The impact effects we like.

On the grapevine

The Stateside rumour mill kicks into gear

➤ Here in the grand ole US, Sega are expecting *NiGHTS* to sell better than *Virtua Fighter 2*. They go so far as predicting that they will have shifted over 500,000 copies of the game (which was released at the end of August) by Christmas.

➤ Sega US is also in confident mood about the Saturn and predicts that they'll have over one and a half million of them sitting pretty in American homes by the end of the year. But then again as Lincoln once said, "The theatre you say? That'd be delightful."

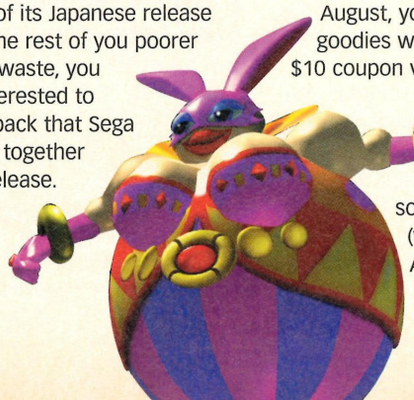
➤ I hate Role-Playing Games. Dammit, wandering around killing Orcs and fairies. What you need is a damned-fine military simulation where you get to blow up some countries and the like. *Lunar 2* is coming out in Japan next March and I'm gonna blow chunks if some greasy-haired geek makes me play the thing.

NiGHT time treats

NiGHTS • US release • Sega

I bought my copy of *NiGHTS* on the day of its Japanese release but for the rest of you poorer load of slug waste, you might be interested to hear of the pack that Sega America got together for the US release.

When *NiGHTS* hit Best Buy shops over here on the 22nd of August, you got a free bag of goodies with it. Inside were a $10 coupon valid for any other Saturn game, a full-sized *NiGHTS* pillowcase, some sports cards (why?), a copy of American mag *EGM* (rubbish), two Game Gear tips videos and some candy. Such a nice idea that I bought it all over again and wore the pillow case on my head for over a week.



Check out our *NiGHTS* tips on Page 60.

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Football Coming Ho

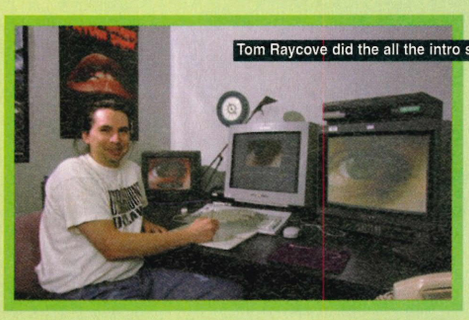
That's as maybe, but does it remember the way, and has it got its keys? Sega Power 'popped' over to Canada to talk to the developers of one of the most successful computer games of all time, the mighty FIFA...

FIFA 97

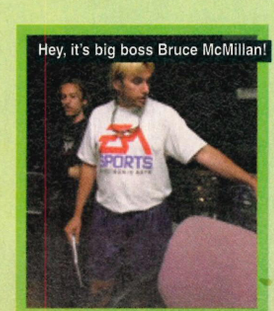
Meet the boys

The pictures scattered around this fair text should give you an idea of the people who created the game. What you choose to think about them is entirely personal, but we think they look quite sweet.

Meet the EA Canada team. They're a lovely bunch.


Tom Raycove did the all the intro stuff. Hiya!

Brian Plank sorted the animation.


Hey, it's big boss Bruce McMillan!

With the kind of blinding originality that would shame the numerically obsessed namer of New York streets, Electronic Arts are poised to release yet another version of *FIFA*, but this time adding the gloriously descriptive *'97* to the title.

Although *FIFA '96* sold well, the general feeling was that the graphics could have been better. In *'97*, they are.

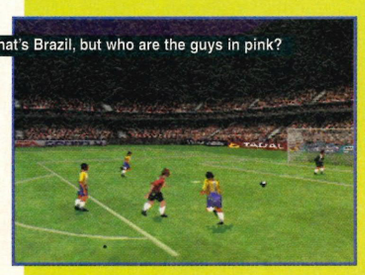
Over 100 staff at the Vancouver offices of EA Sports, EA's in-house programming team, have been working diligently to create the next generation of football game (I refuse to call it soccer) for you, the punter. Questions must be asked, though. What have they added to *FIFA* to warrant us all shelling out another £40? Rather than just hypothetically ask that question, we flew to Canada, got over the jet lag, had a quick dip in the pool, and asked Bruce McMillan, *FIFA* producer, what, exactly, he was playing at.

"This might shock you to hear me say it, but I really love playing *Sensible Soccer*," he admitted. "It's got great gameplay: easy to pick up but difficult to master. I think we had a good gameplay experience with *FIFA '96*, but not a great one. Of course, *Sensible* doesn't have the whole graphics and sound experience, so we wanted everything to be included in *FIFA '97*."

Strangely, though, playing a late and stable alpha version of the game, it was the graphics and sound that showed the most obvious improvements. EA have at last moved to full polygon, rendered-on-the-fly players, but flow the 300 different motion captures using a stunning

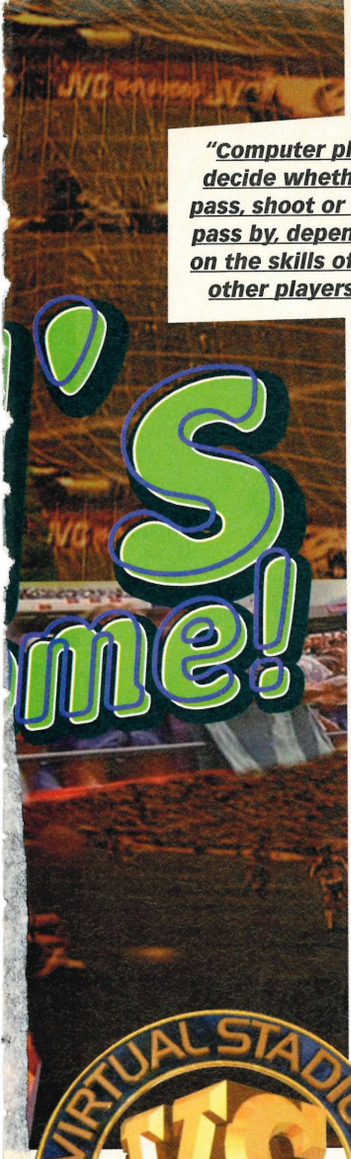
These are they!

At the last minute we managed to blag three shots that look remarkably like a Saturn version of the game. The basic Virtual Stadium technology seems to have remained intact but, as we've mentioned, the players, movement and AI has been completely reworked. Feast your starving eyes on these.


That's Brazil, but who are the guys in pink?

Format . . . .Saturn/Mega Drive **Release Date** . . .November

Players . . . . . .One-Four **E.A.** . . . ☎ (01753) 549442



'S me!

"Computer players decide whether to pass, shoot or try to pass by, depending on the skills of the other players."

As *FIFA '97* is an officially licensed product all player and team names are accurate.

new technique known as Motion Blending. "In theory it's simple," offers Brian Plank, the software engineer behind the technology. "You can think of it as cross-fading one sound track to another, but working in the world of 3D. The computer looks at the animation of the two moves, running to diving header for instance, and interpolates each body part so that the animation is seamless, but it happens the moment you press a button over four or five frames."

The effect is incredible to watch in slow motion, but it's strength is that you don't notice it when you play. Compare this with other motion capture games that introduce a slight delay after pressing a button so that one animation can end and another start, and you can't help but be impressed.

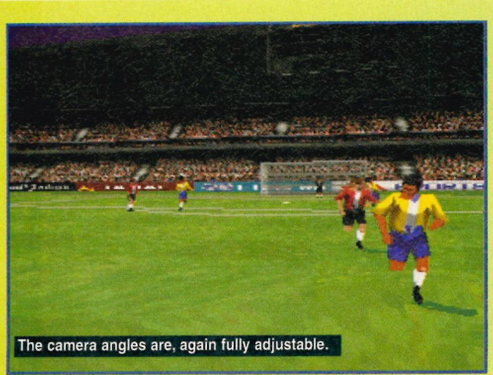
Arguably graphics and sound are just frilly lace decorations on the *FIFA '97* lingerie. The contents must be sufficiently exciting to make you want to play. *FIFA's* artificial intelligence has been completely rebuilt.

"Last year's AI was really written for the 16-Bit market although it was subsequently used over all platforms," explains Marc Aubanel, technical producer for *FIFA*. "We decided that it was time to design a 32-bit specific AI, while fine-tuning the 16-Bit version for those machines. Every player now understands the physics of the ball, running and passing into space. In fact, the new AI is so advanced that if we moved it over to the Mega drive, it would probably run at only one frame every two or three seconds."

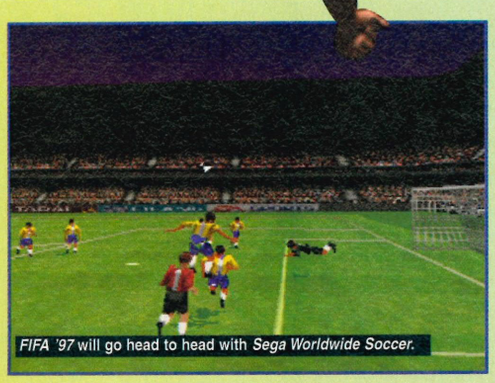
Mark Gipson, Yorkshire-born programmer of the new AI has plenty to add. "Computer players decide whether to pass to a team mate, shoot or try to pass by, depending on the skills of the other players. They also have a field of vision, and won't know for definite where players are behind them. "We've also completely rehashed the goalies so that they decide whether to run at you, or hang back on the line."

Undoubtedly *FIFA '97* has set itself up as the most advanced football game available, and is a de facto list of features that any new competitors must include. With several weeks of playtesting to go, it's still a little too early to say whether the game will play spectacularly but it does show an incredible amount of promise. Nevertheless, it is *FIFA*, it is EA, and come the release date on 22nd November it looks set to reclaim its number one spot. • ***Steve***

I think that's Germany conceding a goal. No, I HOPE that's Germany conceding a goal.



The camera angles are, again fully adjustable.



FIFA '97 will go head to head with *Sega Worldwide Soccer*.

FIFA facts

FIFA '97 is the latest in a very long line of Mega Drive and now Saturn *FIFA* games. Other interesting facts include...

❶ *FIFA '96* outsold its nearest rival five to one.

❷ There will be three new outdoor stadia in *FIFA '97*, all based on major European stadiums.

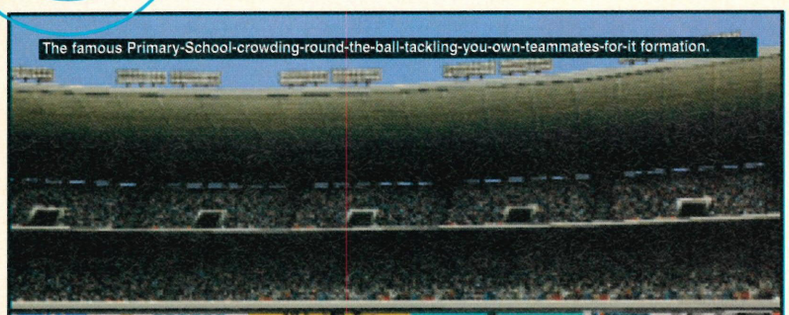
❸ Plus three brand new indoor arenas where you can play 3-5 aside footy.

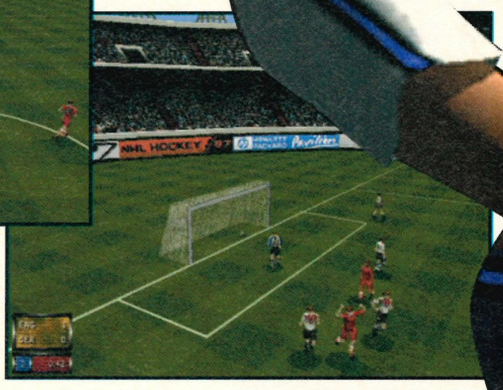
❹ You can choose between Arcade and Simulation modes (for faster or slower games).

❺ You won't be able to score in the same position every time (like most football games), because *FIFA '97* players will learn from each other.

❻ Not only do teams play to their styles and strategies, but individual players play like their real-life counterparts. For example, Ryan Giggs will play fast, skillful football, while Vinny Jones will be crap and stupid.

Football's Coming Home!

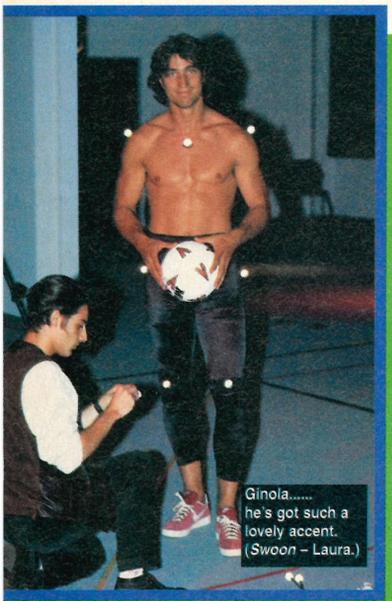

The famous Primary-School-crowding-round-the-ball-tackling-you-own-teammates-for-it formation.

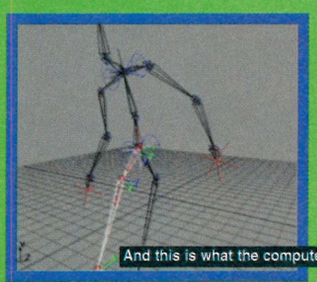


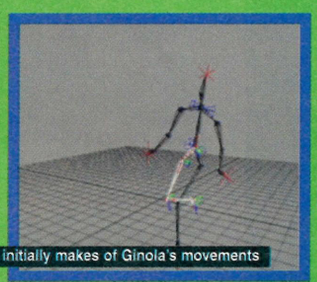
Manchester Utd not doing too well in Europe at the moment, are they. Oh dear.

Most of these shots are from the PC. The Saturn version of the game is further behind in development, hence fewer shots are available.

Capture the moment


Ginola..... he's got such a lovely accent. (*Swoon* – Laura.)




And this is what the computer initially makes of Ginola's movements

Motion capture is not a phrase we like to use lightly. We have to from time to time of course, because almost every 3D game released for the Saturn has it in some form or other, but it's become one of those horrible techy, sound-bitey things that us folk at *Sega Power* simply hate.

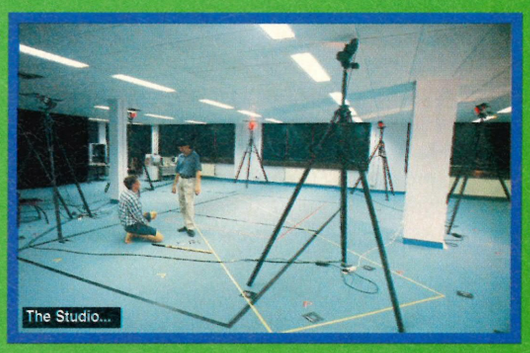
What it boils down to, is a method of recording human movement that, when transferred across to the game, is far more smooth and realistic than sprites or animation could hope to achieve.

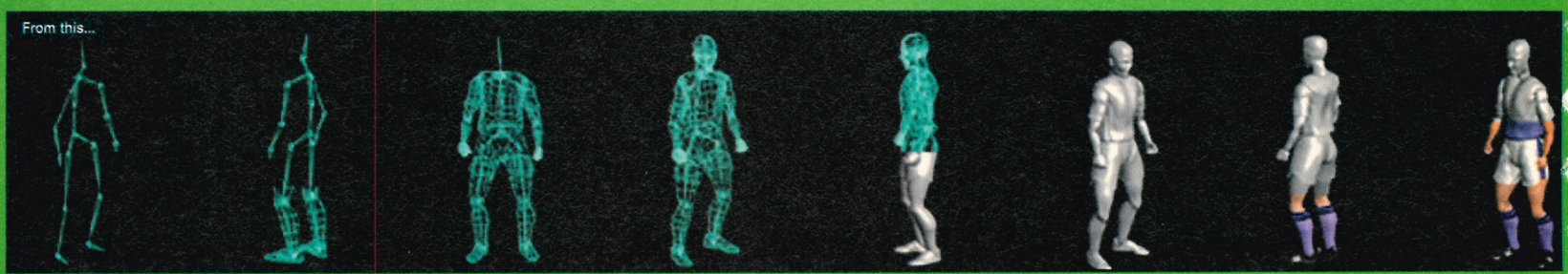
First of all a gullible human will cover themselves in specially-coated ping-pong balls and then run, move, dance (whatever) in-between six special cameras. All the balls show up (like girls bras under UV lights in discos) and, via a bank of six monitors (one for each camera), the movements are recorded onto a computer. Then, you build up the wire-frame skeleton (see the running strip in this very box for clearer information) and whatever you want on top of that – in this case, a footballer.

David Ginola, the Newcastle (at the time of writing) star and French international is the man behind all the players in *FIFA '97's* movements. Using the Motion Capture technique, his every footballing movement is depicted within the game and to be honest he's over the moon, Brian about it. "It's interesting to see football from another perspective" He told us. "I liked seeing my own movements on TV, it was very pleasing. Obviously, the game will be greatly improved by this."

Our next question for big Dave was whether his kids like to play computer games. He told us that his four year old son "sometimes plays the odd game, but he prefers to play outside because it's better for him." We couldn't agree more. "But when he does play games, he understands them more than I do."

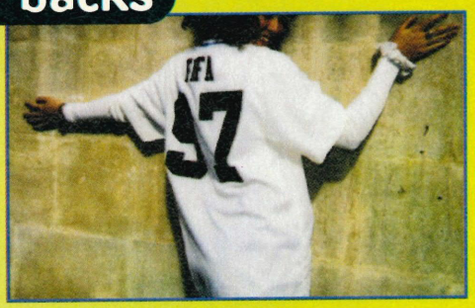
Thank you David, we'll leave Laura to swoon over your video.


The Studio...



Win the shirt from our backs

It's now your chance to win a piece of *Sega Power* history, as we give away the *FIFA '97* England shirt that appears on the front cover of this very issue. It's a top shirt and is a replica to those worn by England in *Euro '96*. It's size 'L' which we believe signifies large, and it's made of a minimum 85% polyester. If you win, you must promise not to iron the motif because that will ruin the shirt, as will tumble drying. Anyway, if you want to win the shirt (which is worth about £40), just answer these simple questions.



Question one.
Which English football club have both the new England Manager and the new England Assistant Manager both been in charge of?

(a) Monaco
(b) Swindon Town
(c) Inter Milan

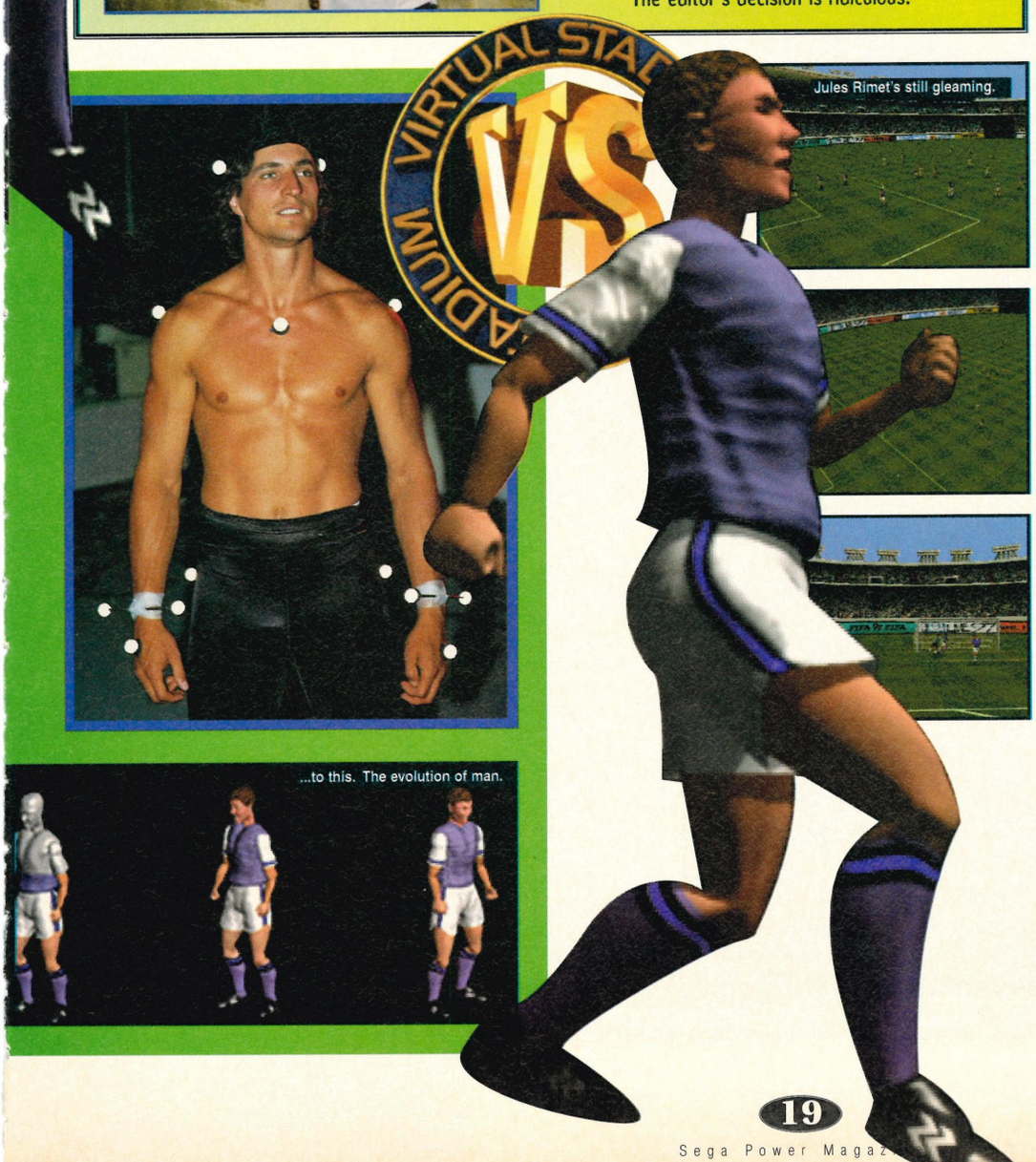
Question two.
Who was the top scorer in *Euro '96*?

(a) Ian Marshall
(b) Will Carling
(c) Alan Shearer

Question three.
Which French footballer was asked to help make *FIFA '97*?

(a) David Ginola
(b) Eric Cantona
(c) Franck LeBeouf

Send your excitable entries to:
Three Lions, Sega Power, 30 Monmouth Street, Bath, Avon, BA1 2BW.
by the 30th of November.
The editor's decision is ridiculous.



End of the line

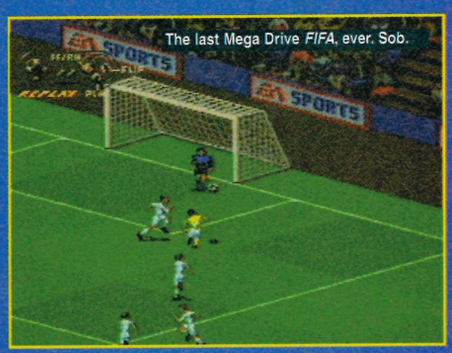
Much money was made from the Mega Drive, so it's perhaps no surprise to learn that the Saturn's daddy is to be party to a version of *FIFA '97*. Of course, there's no polygon rendering on the fly, no thumping SGI-laced music video and definitely no Des.

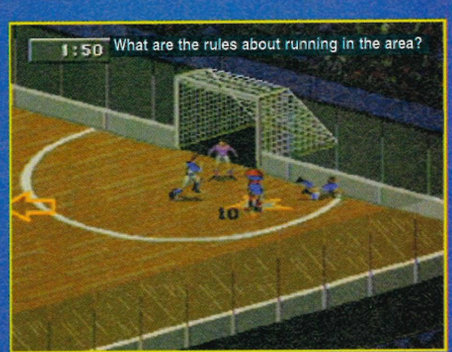
By way of compensation though, EA will be calling the game *FIFA '97 GOLD*, suggesting that this is likely to be the final version. It might look a little like last year's, but that's to deny the additions, most noticeable of which is the indoor arena and all new statistics.

The graphics have been improved a fair amount, with some of the motion capturing used for the 32-Bit versions present here. To make the game harder for existing owners of previous versions, EA have wisely beefed up the artificial intelligence of the computer opponents.

The Mega Drive version of FIFA 97 (FIFA Gold) will hopefully be released in November.

Five-a-side: splinters.


The last Mega Drive *FIFA*, ever. Sob.



Football's Coming Home!

Over to you, Des

Could we just run over those last 3,489 names again, John.

An essential part of any football game (or so it seems nowadays) is the commentary. Fair enough, we've seen some god-awful attempts at it, but it's true to say that it adds a large healthy chunk of atmosphere and *FIFA '97* promises to be the best yet. Not only have EA managed to talk John Motson into making a reappearance, but they've also managed to twist the professional arms of Andy Gray and the infamous Des Lynham.

In order to make FIFA '97 seem more like a broadcast, EA realised that there should be a presenter and two commentators. This would allow the commentary team to bounce ideas and criticisms between each other, rather than simply mention who had the ball and what they were doing. The inimitably dry ladies' man Des Lynham could be the only choice as presenter, and this year John Motson has been joined by canny Scot, Andy Gray.

Although a far cry from the predictable comments of *FIFA '96*, John and Andy's speech was initially thought to be slightly too distracting, although Chris Taylor, the man responsible for the 1,540 comments and 15,000 recorded player names, insists that the fine tuning is an ongoing process, with an overall style still to be finalised.

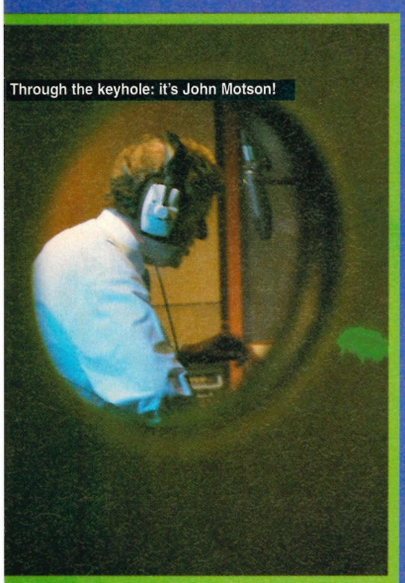
John Motson

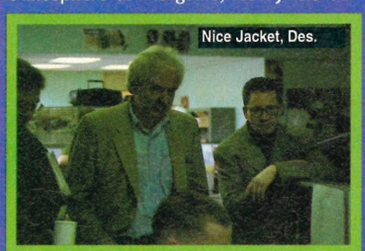
John Motson, or 'Motty' as he's affectionately known, is a living legend among football commentators. He's been the BBC's number one commentator for some time now, and takes up the lead commentator's role in *FIFA '97*. Of course, it's not the first computer game he's appeared in. He was also the commentator for the rather disappointingly playable *FIFA '96* (SP 76, 85%), and was pleased with the feedback he received from that. Many fans of the game had complemented him personally, including his proud ten year old son, Frederick.

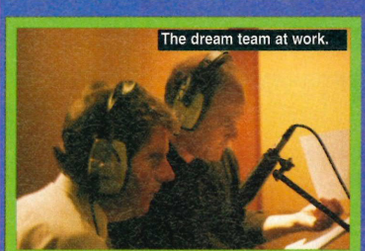
When asked whether having a second commentator added to the atmosphere of the game, Motty told us "Certainly, it brings a new perspective to the game, more like the real live broadcasts, with two commentators."

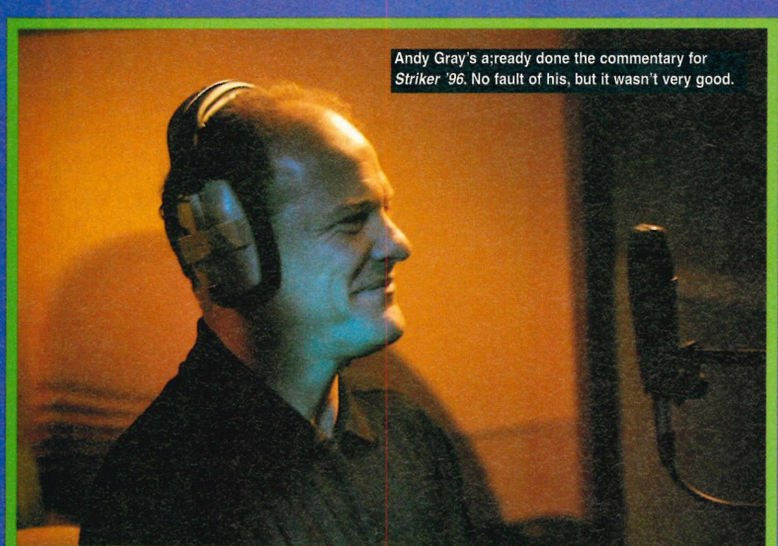
We then asked the man to tell us what it's like working with Andy Gray and Des Lynam. Obviously complementary, John said "I've been working with Des for nearly 26 years now, and he's a true professional. As for Andy, I commentated on him in his playing days, but have never actually worked with him. He really knows his stuff and even when the games are boring he can still sound excited. He's very passionate about his football."

Our next question for John was "Is it easier to commentate on a computer game rather than a live match?" He replied "Obviously it's easier, but the recording is not as easy as it seems. Having to repeat the phrases and sayings over and over again, is very monotonous and you need to try and keep your concentration."


Through the keyhole: it's John Motson!


Nice Jacket, Des.


The dream team at work.


Andy Gray's a;ready done the commentary for *Striker '96*. No fault of his, but it wasn't very good.

Andy Gray

The best co-commentator in Britain is also included in FIFA '97's all-star line up. He's Sky's top tactician, he boasts an excellent footballing career with Scotland, Everton, Aston Villa and Wolves among others, he's one of my childhood heroes, he is Andy Gray.

Andy was very enthusiastic about appearing in *FIFA '97*, especially with John Motson, someone who regularly interviewed him during his playing days. Andy described Motty as "a brilliant commentator" and Des as "a true pro."

This is Andy's second outing in the computer commentary business, after his appearance in the initially good but not as good after you've played it lots, *Striker '96*. (SP 82 89%)

When asked how commenting on a computer game differs from commenting on the real thing, Andy replied "The beauty is that you can offend people without fear of someone chinning you. Whereas in a real game, if you upset someone, they could confront you. Not that I like upsetting people though." Cheers Andy.

Desmond Lynham

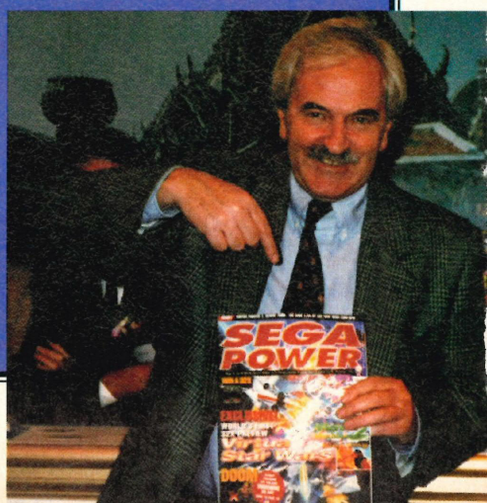
Everyone's favourite sports presenter is another living legend, Des Lynham. Des has presented or appeared in everything from Grandstand to How do they do that? to the CoCo Pops advert.

However, he's never appeared in a computer game before. Des told us "I never thought I'd be involved in a computer game, I've never played one or owned one, yet after seeing *FIFA '97*, I was really amazed at how close to the real game it is." He then threw down the gauntlet, saying "I can't wait to play as my favourite team, Brighton & Hove Albion, against probably the best club side in Europe, Ajax. Brighton will win."

Asked whether he preferred this kind of work to TV Des said, "If live TV goes wrong, you have to cover up, which is usually pretty hard, but with this kind of work, if you get it wrong, you can simply do another take."

FIFA '97 looks set to provide the best commentary yet seen in a game. We can only hope the rest of the package lives up to the standard. SP

Many thanks to Steve Owen, EA Canada, Dave Perrett and Terry Warner Sports in the making of this feature – we couldn't have done it without you! Most of the 32-Bit pictures in this feature are taken from the PC version of the game. We were lead to believe that Saturn ones would be made available to us on our visit but, unfortunately, Electronic Arts of Canada decided not to release any until the end of September and past our deadline. Sorry, but hey, that's magazines for you.

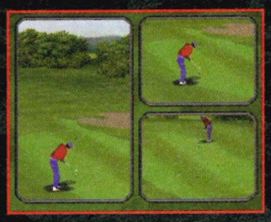


actua GOLF

Bring golf to the fore on Saturn and PlayStation...

"The best golf game ever"

PlayStation Plus

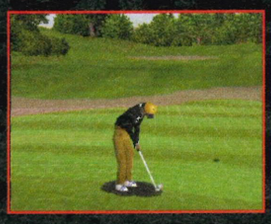


9 out of 10 "The best golf game on the PlayStation so far"

PSX Pro

90% "If you want a golf game for your PlayStation, look no further than this"

Mean Machines PlayStation

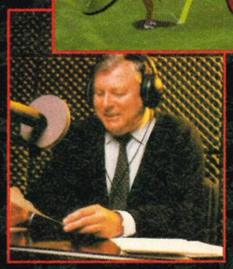


4 out of 5 "The best PlayStation golf game"

C&VG

8 out of 10. PlayStation Star Player Award

Official PlayStation Magazine



Coming Soon

actua SPORTS SERIES

PlayStation

SEGA SATURN

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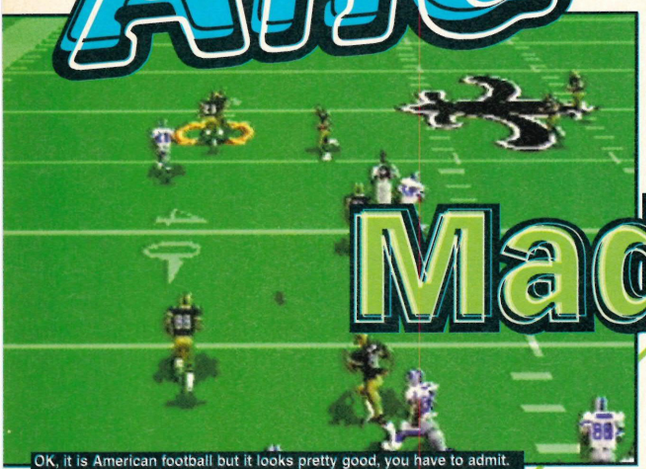
And There's

While most people are clamouring for FIFA '97 like drug addicts chasing a person made entirely from Cocaine (I'm sorry? – James), it's certainly worth remembering that EA Sports have a few more strings to their bow. There's. These. Games. Too...



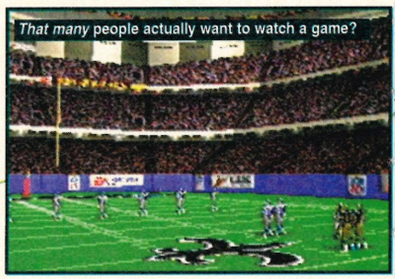
OK, it is American football but it looks pretty good, you have to admit.

Madden '97

Saturn • October

While you may be ramming your chunky fingers down your throat with the thought of yet ANOTHER Madden game, remember hasty young thing, that this'll be the first one to appear on the Saturn and the competition is hardly strong.

Imagine all the rendered motion-doodahed stuff you'd expect and add plenty of commentary, a TV-style extra thing where the two commentators chat about the state of that line-backer's thighs... or whatever. Face it, it'll be good.

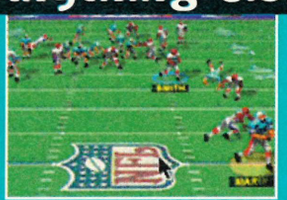


That many people actually want to watch a game?

Chances?

NFL Quarterback Club does pretty well but *Madden's* name is now legendary.

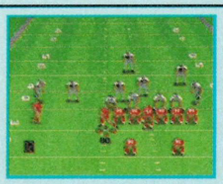
Anything else?

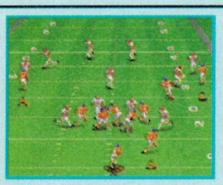


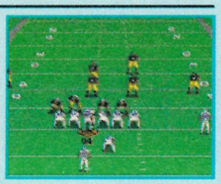
Recently released is the Saturn version of Acclaim's excellent American footy sim, *NFL Quarterback Club*. The MD and 32X versions proved that a worthy alternative to the *Madden* game could be made so plenty should be expected of the Saturn version. A review hasn't appeared because Acclaim used to have a nasty habit of not sending out much review software. They're much better now, though.

Don't forget about me!

Ah, there's a Mega Drive version, too. This promises to contain an all new play interface, over 500 Madden designed plays, completely new motion-captured players, a new fatigue factor and (they promise) much tougher gameplay for experienced players.





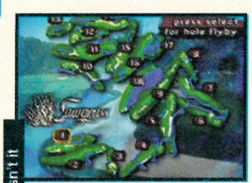


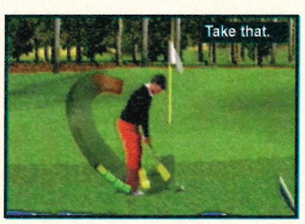
PGA '97

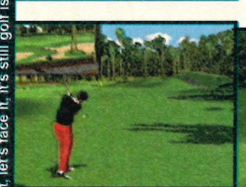
Saturn • October

If golf is such a funny old game (as every review/preview/news story you've ever read would have you believe), why don't I ever see anyone laughing when they play it?

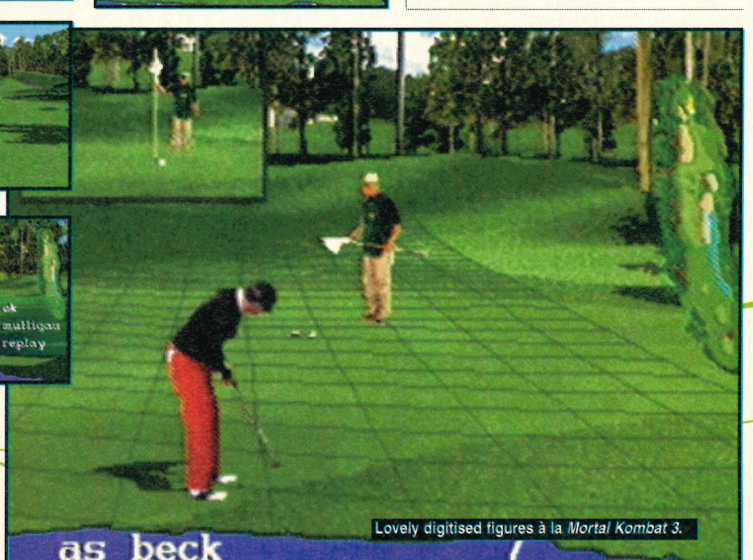
That factual inaccuracy aside, *PGA '97* could well end up being the definitive golf game for the Saturn. The graphics fall nicely into the drawer marked 'extremely good' and, depending on how many courses it's got and how well the player interface works, we could all be laughing. Well, grinning a bit.







Looking good but, let's face it, it's still golf isn't it

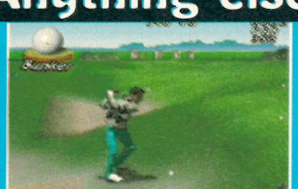


Lovely digitised figures à la *Mortal Kombat 3*.

Chances?

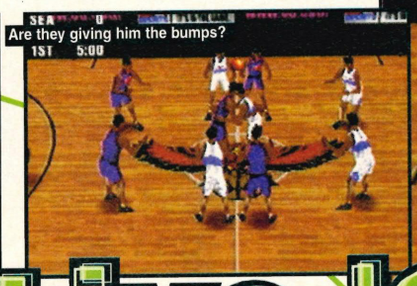
Definitely tougher. *Actua Golf's* generally thought to be pretty good (see our review on Page 49) although we seemed to be alone in our liking for Core's *Virtual Golf*. The PGA license and pedigree may be enough... We shall see.

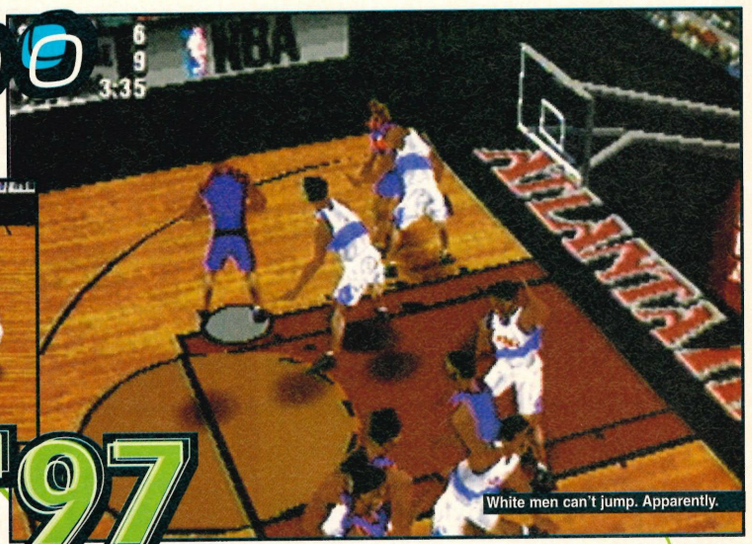
Anything else?



Here, the Electronic Arts affair comes up against some stiff competition from *Actua Golf* (reviewed on Page 49) and *Virtual Golf* (Core, 87%, Issue 77). The only duffer so far in the golf market has been the truly turdy *Valora Valley*.

More...

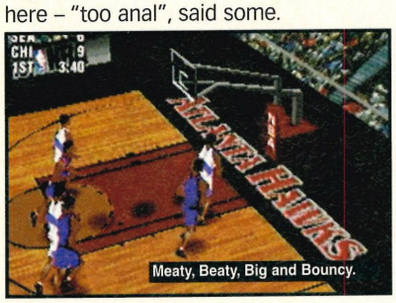




NBA Live '97

Saturn/Mega Drive • October

One of the lesser appreciated EA Sports games has to be *NBA Live*. Created mostly for the drooling, American, stat-loving, stadium-hugging audience, the game never really hit it off over here – "too anal", said some.



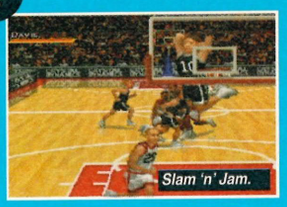
Again, this'll be the first version to hit the Saturn (although there's a much-touted Mega Drive release on the horizon) and, it has to be said, it looks very similar to Sega's *NBA Action*. There are loads of players, teams, views, motion-captured cliches and the new TV-style presentation (naturally). Maybe one for our Transatlantic cousins.

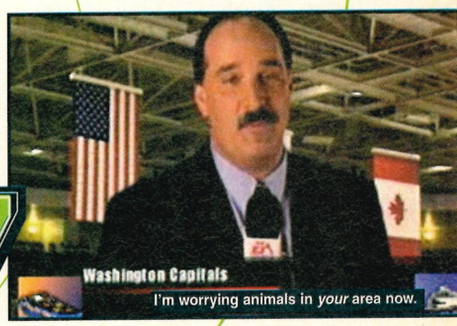
Chances?

Not much over here. There are more than enough basketball games out already plus the two new *NBA Jam* games well on their way from Acclaim. In any case, us Brits tend to prefer more arcade in our basketball games.

Anything else?

There's *Slam 'n' Jam* from BMG (issue 83, 81%) which seems to fit the bill rather well. *NBA Action* from Sega (issue 83, 74%) goes more along the polygon/statistics path and all seemed rather dull.





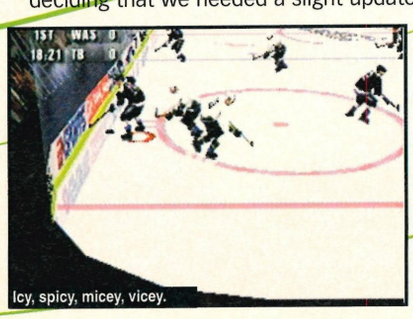
NHL '97

Saturn/Mega Drive
October/September

When I first started in this glorious industry, not far off five years ago, one game had me mesmerised. The sport it portrayed was as familiar and interesting to me as strawberry toothpaste, but there... was... something... about... the... game. It was brilliant, the perfect computer/sport conversion.

Unfortunately, though, EA spoiled it a bit by deciding that we needed a slight update every year until our teeth fell out from boredom. This has eventually lead us to the 1997 efforts which ARE interesting in that it's the last one on the Mega Drive and the first one on the Saturn. Whhoooah, hold me back!

The Mega Drive version was reviewed by little Timmy Weaver in the last issue and he liked it enough to give it 81%. Relish it pilgrims, it will be the last. The Saturn one? Next issue, but expect the usual EA slickness, thrills and twirls.

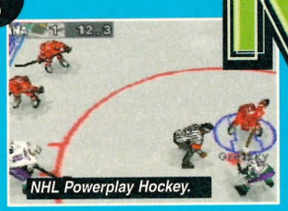


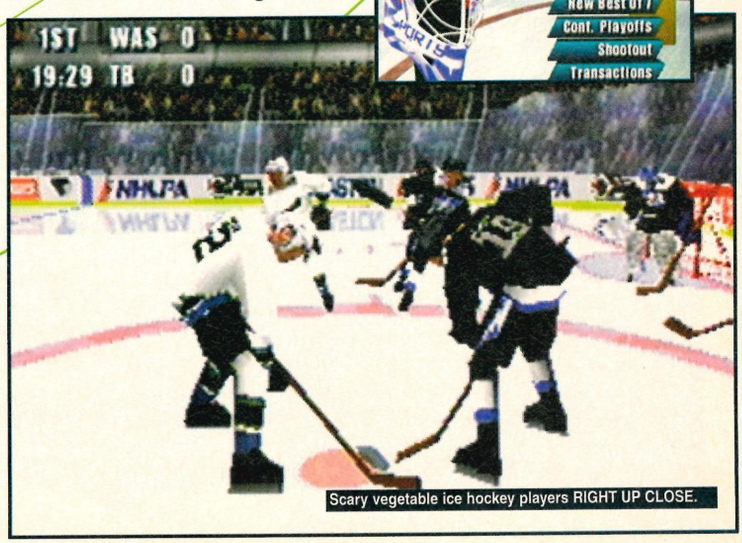
Chances?

A very good pedigree, but we all thought *NHL Powerplay Hockey* from Virgin was, and forgive us for using a technical term, bloody great. The 'gloves' come 'off' next month when we finally get to compare the two.

Anything else?

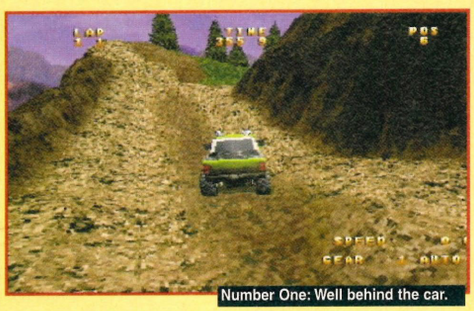
Sega came in not long after the Saturn's European launch with *NHL All Star Hockey* (issue 75, 64%), but that, frankly, stank. Virgin's much chatted-about effort, *NHL Powerplay Hockey* (issue 84, 88%) was much better.



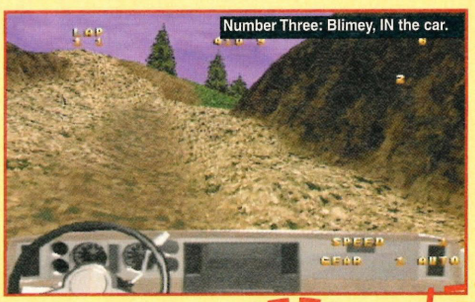


The box with no name

It's a slightly obvious boxout, I'm afraid, but here's a shot of each of the views of the game. There are three and, as is plainly obvious from the pictures, they're all... well... different?


Number One: Well behind the car.

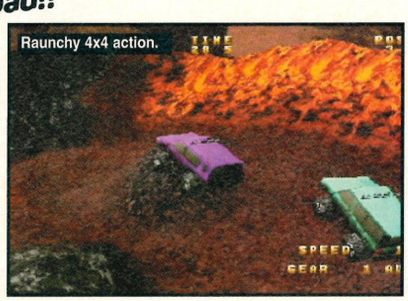
Number Two: Not quite so far behind the car.


Number Three: Blimey, IN the car.

Hardcor

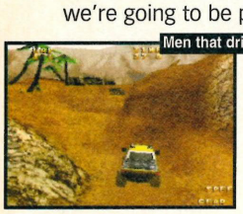
Grab yer combat gear, lace up yer boots and place yer brain on suspension as the more Land Roverish amongst us shout 'Let's Off-Road!!'

Bridge over the river Why.


Raunchy 4x4 action.

The problem with driving games, right, is that no matter how good they may appear, it's all flat road. Basically, you're just smoothly riding along a seemingly endless stretch of Tarmacadam, with only a slight curve and incline every few hundred yards to keep the enthusiasm up. Even the very wonderful *Sega Rally* did, if we're going to be painfully honest, let us down slightly in the 'bouncing around like a spasmodic Zeberdee' stakes. To make the game perfect, we wanted more dips and troughs than a Grecian road, and as if by a magical curse, that would appear to be what *Hardcore 4X4* is all about.

"It maybe the territory of obsessive behaviour, but exciting? You bet your arse it is"



Men that drive 4x4's are all excessively hairy. It's a little-known fact.

Gremlin have looked carefully looked at the swollen Saturn driving game market and thought about how they can add something new to the format. Difficult as that might seem, they've dipped their grimy toes into the bearded testosterone-fuelled world of 4x4 off-roading. It maybe the territory of obsessive behaviour, but exciting? You bet your arse it is.

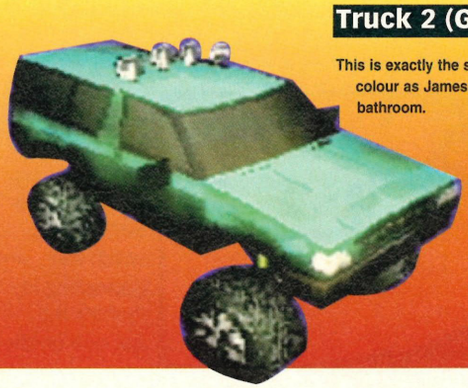
So what's so damned good about off-roading? What's the advantage in creating a bunch of tracks and inserting vehicles that have the ability to drive smoothly over any terrain? Exactly that, really. If you're unhappy about the prospect of sticking to a boring path and politely waving as people pass you by, then ▶

Monster trucks

Six vehicles there are, and although they may all look the same to the common eyes of you and I, there are greater differences between them than simply the paintwork. Each truck is given a rating for eight different aspects (including traction, turning circle and gear ratio). All I really know about the different trucks at the moment is their names, but I'm almost convinced that I'll have more information by the time the review appears.

Truck 1 (David)

Nice spotlights on top. Looks like one of those trucks they use to hunt kangaroos.

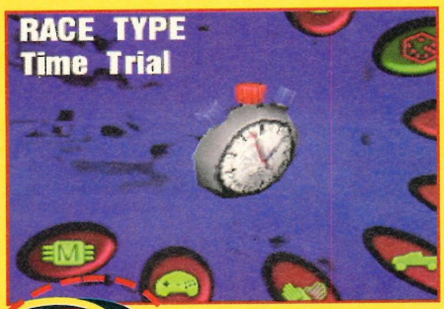


Truck 2 (Gay)

This is exactly the same colour as James' new bathroom.

Option me stupid

Perhaps unsurprisingly, there's nothing too new in the option state of things in *Hardcore 4X4*. Space is ample, though, so here (in glorious pad-o-vision™) is a breakdown of the usual suspects.



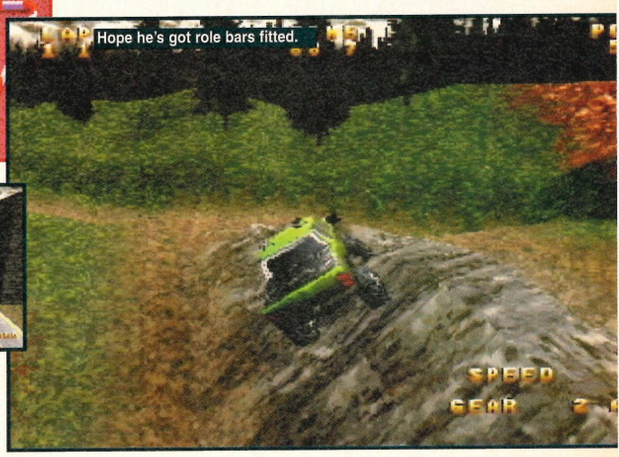
Yer very simple Time Trial option. All the track times can, naturally, be saved to back-up memory to impress your stupid and gullible friends. Or your more intelligent ones. (Hell, it works for us.)

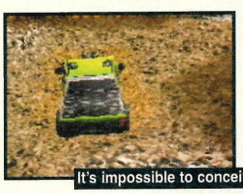
Practice any of the six courses in the game. Fair enough, but nowhere near as exciting as...

The Championship happens to be a pretty good one. The races are grouped into three classes (based on the engine size – easy, medium and hard then) and entrance to a higher class can only be attained by winning a championship season over all of the courses. We're not sure at present whether there's a hidden track or car at the end of the game (like *Sega Rally*), but there's a chance that there might be something.

It's a bit like...

Well, there's an ancient coin-op and Mega Drive game called *Super Off-Road* which is similar in a couple of ways. If you take that old game and make it completely 3D and give it loads of new things and make it good then you'd be close to *Hardcore 4x4*.





It's impossible to conceive in a Range Rover. FACT.

you can stuff them all and drive straight off the course in an effort to find a short-cut (and each track has, apparently, a couple of them to find).

As you'd imagine, the game's terrain will effect the handling of the vehicle, and after playing an early version, we're happy to report that the vehicle seems to move across the ground in a most realistic fashion. Not only that, but (similar to *Destruction Derby*) accidents will effect the handling and control of your vehicle.

There's a complete range of American-looking vehicles to play with, all with suitably-sounding 'hard' names, like Masher, Stumpy and Fluffy. These are shown in greater length in the box below.

Truck 3 (Greg)

My motor mechanics teacher had one like this... same colour, too.

Truck 4 (Sue)

The back of this truck's unfeasibly long. It would certainly fall over backwards.

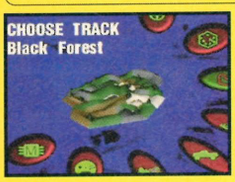
Truck 5 (Lenny)

Redder than a tomato and twice as fast, Lenny was named after the famous person, Lenny Bennett.

Tracks of my peers

In a desperate attempt to link in the title of this boxout with the following text, we *could* say something like 'Most of your friends are likely to play this game if you buy it.' Or maybe... 'How many of your friends have ever gone off-roading?' Or 'Ever off-roaded down a branch-strewn forest path on a mountain bike with your chums?' The simple fact is that PEERS rhymes with tears and I thought it was a slightly amusing link between the song title (by Smokey Robinson & The Miracles and covered by The Beat in 1979) and the fact that what follows is a brief 'peek' at the tracks of the game. Oh... (*Thanks, Dean* – James.)

Black Forest



Facts: The Black Forest track is the first one in the game and, presumably the easiest one. Judging from this picture, I think plenty of lush grass and tall trees are on the cards.

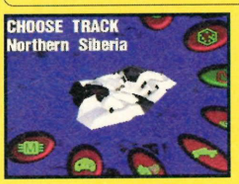
No interest whatsoever: There's a popular dessert available worldwide called a Black Forest gateaux. A portion will not appear in the game.

Grand Canyon

Facts: Based on the large empty space of the same name in North America (carved out by the Colarado River and over a mile deep), hilly climbs and treacherous drops abound.

No interest whatsoever: I've never been to the Grand Canyon, although I have been to America. Twice in fact.

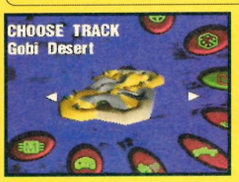
Northern Siberia



Facts: Although actually a part of Russia, Siberia is more commonly thought of as the place where the Communists used to send all their bad eggs. Not literally, of course.

No interest whatsoever: None of the team has ever been to Siberia, although James quite fancies going to Russia.

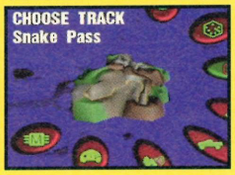
Gobi Desert



Facts: A large section of Mongolia appears to be taken up with this desert and lots of dinosaur bones have been found there. You don't have to look for them here, though.

No interest whatsoever: Deserts are made up from sand - which can also be found on beaches and building sites.

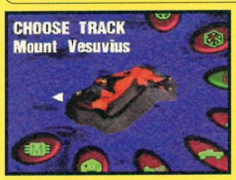
Snake Pass



Facts: Winding up the side of a mountain, you can almost feel the sense of panic as you start your descent and career around the corners at breakneck speed. Umm...

No interest whatsoever: Snakes aren't usually indigenous to this country, but you can see the odd adder floating around the south coast.

Mount Vesuvius



Facts: Vesuvius is famous for the catastrophic eruption in 79 A.D. that buried the towns of Herculaneum and Pompeii. Vesuvius is a complex volcano.Apparently.

No interest whatsoever: Pink Floyd released an album called 'In the Shadow of Vesuvius', but it wasn't very good. Funny that.

Apart from the obvious, you'll possibly be pleased to hear that the basic game options are pretty much the same as any other driving game. The courses are varied (all six of them), all the vehicles have wheels and the computer rivals have, supposedly, an extremely high level of artificial intelligence.

The full picture will surely be revealed when *Sega Power* manages to get it's grubby little mitts on the full game – which will hopefully be next month – but *Hardcore 4X4* is shaping up to look like an interesting alternative to *Daytona USA: CCE*. • **Dean**

Broom.

The gritting lorries should have been out.

Truck 6 (Dave)

Named after our young freelancer from Frome, it too is strangely coloured and difficult to start.

Feature

Sonic Boom Boy

Is the Aura Interactor the perfect waste of £70? We gave Dave a week to find out...

It's a distressing fact, but technology is moving faster than a cheetah in a Ferrari. The latest piece of technical wizardry hoping to wheedle its way onto all our essential lists is the *Aura Interactor.*

Described by it's American manufacturers as a 'Virtual Reality Backpack' only one third of that description is obviously true. Yes it gets strapped to your back but does it really add a "whole new dimension" to your computer gaming? My idea of virtual reality would be some oranges during half-time whilst playing *Striker*.

The *Aura Interactor* is the work of a team of American scientists who'd originally been working on Ronald Reagan's Star Wars project. Faced with their P45's and the prospect of serving fries at their local McDonalds they tried to think of a way they could turn their experience destroying virtual space Russians to something that might actually earn them some hard cash. With their mighty intellects pooled, their vast computer systems running hot, they developed and created the *Aura Interactor*.

So what does it do? Erm, well you strap it on to your back and plug it into the noise-producing electrical hardware of your choice – TV, Saturn, Mega Drive, Stereo – anything with a headphone socket or an audio output. After you've adjusted the Aura's volume and the filter settings according to your personal preference, you can sit back and vibrate. Every bass sound that your hardware emits will be faithfully reproduced as a mild thud to the back. Wear it for 20 minutes and you can feel the drool begin to seep uncontrollably from your mouth. Wear it for a couple of hours and your back starts to spasm. Wear it for much longer there's a distinct possibility that you could lose control of your normal bodily functions.

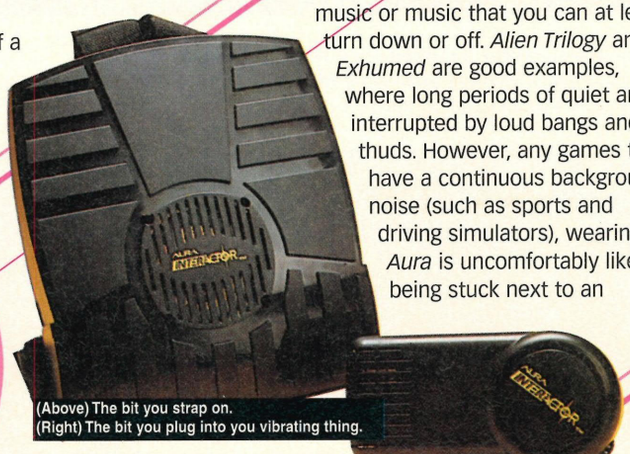
"Wear it for too long and there's a distinct possibility that you could lose control of your normal bodily functions."

The unit works 'best' with games without music or music that you can at least turn down or off. *Alien Trilogy* and *Exhumed* are good examples, where long periods of quiet are interrupted by loud bangs and thuds. However, any games that have a continuous background noise (such as sports and driving simulators), wearing the *Aura* is uncomfortably like being stuck next to an overloaded stereo speaker with a broken amplifying cone.

I'm afraid that the *AI* is a pretty poor attempt at adding another dimension to video gaming. £70 might not go too far towards a decent Surround Sound system but it would get you the necessary leads to connect your TV to your stereo and properly enhance the sound quality of your gaming. You'd have enough change to buy a top game as well.

1.4 million Americans have already bought the *Aura Interactor*. Enough said? I think so. • ***Dave***

SP



(Above) The bit you strap on.
(Right) The bit you plug into you vibrating thing.

If you desperately feel the need to vibrate when you play your computer games and you have far too much money to throw around, you may want to find out a little bit more about the *Aura Interactor*. Contact the manufacturers on: (0171) 331 5300 and say that Dave sent you.

Lets interact

The instructions say that you can plug your Interactor into anything from your HiFi to your TV, as well as your Mega Drive or Saturn. But I say surely you should be able to plug this wondrous invention into any vibrating household appliance? Imagine the fun of spending all day attached to the hoover. Just ponder (if you will) the unashamed delights of electrically connecting yourself to a blender.
Well, I thought I'd give it a go...

A fridge?

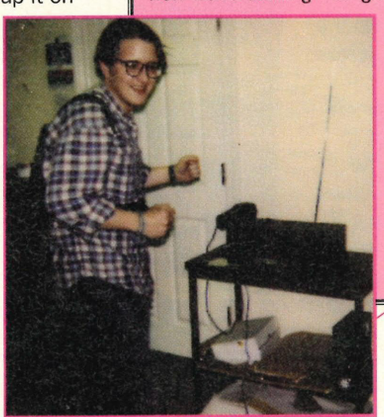
Well, fridges may well be excellent for keeping fresh produce... um, fresh, but there's very little here to excite the mind and stimulate the body. Maybe I'll try something else.

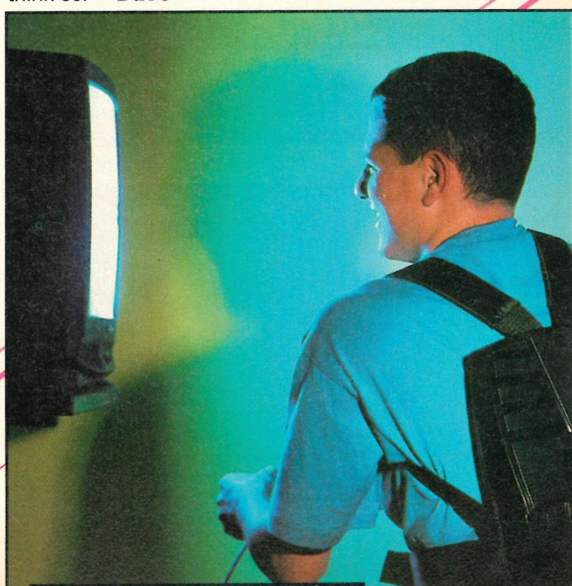
The office drinks machine?

Yes the machine did vibrate when I pressed the shiny buttons but it didn't generate a vast amount of amplified enjoyment – although I did enjoy the delicious hot chocolate-style drink that was dispensed...

The stereo?

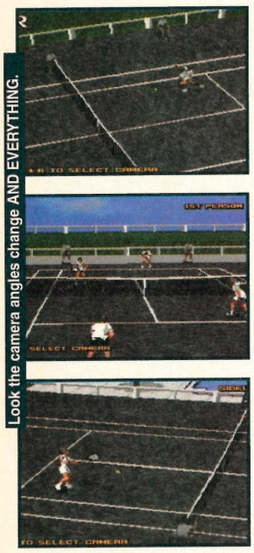
Now we're cooking with gas. The *Aura Interactor* gives you that 'just stepped into the nightclub' feeling as you bop and dance away in the comfort of your own bedroom. Obviously I had to draw the curtains and try to forget how much of a tit I looked but it was great, honest.





Stat I like

A grand idea, this. At the bash of a button you can discover what your percentage of first serves is, how many aces you've collected and the speed of your fastest delivery. Smart Dog reckon you can hit them at 140MPH, but then they've been practicing, haven't they.



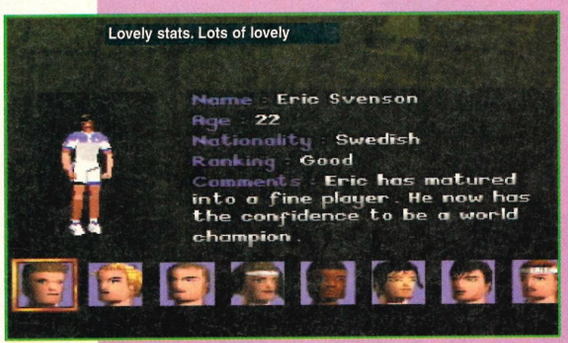
Look the camera angles change AND EVERYTHING.

Imagine that there was no such thing as a game of two halves, that there wasn't the merest inkling that the wicket would be even slightly sticky or that a good walk could possibly be ruined. Imagine no bogies, no googlies, no 'arrows marrow' and not a penultimate lap in sight. Imagine if you'd never had to run at full pelt towards a crash mat with a bendy stick, or throw a metal spear along someone's garden, or put your head perilously close to a collection of scarred knees while you await the delivery of a funny shaped ball. Imagine, that there was no such thing as darts. You can almost feel the shudders in tap rooms across the land.

You see, all we'd be left with is... wait for it, wait for it... TENNIS. It's one of the ultimate gladiatorial pastimes and, as luck would have it, it's also an ideal sport to simulate on a computer. You can always see all of the arena, it's simple in the extreme (you hit a bright yellow woolly ball with a be-stringed racket over a net, but keep it within the confines of a rectangle denoted by a selection of carefully placed white lines, for those unfamiliar with the concept) and when playing against human foe you can have the most terrific fun.

"Tennis is one of the ultimate gladiatorial pastimes and, as luck would have it, it's also an ideal sport to simulate on a computer."

Break Point might well do the trick. It's a motion-captured affair (the writers used Chris Bailey to demonstrate the various manoeuvres) which is the very least we expect these days from our sports simulations. It's got four different surfaces, some tournament options, a gaggle of players and some splendidly efficient 'ballspeople' – the little fellows who chase the woolly yellow things when they've gone astray.

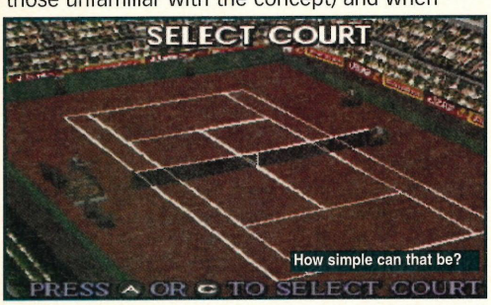


Lovely stats. Lots of lovely

He did ever so well to get to the Wimbledon quarter finals didn't he and, oh, here's Break Point with not a surfboard in sight.

Break Po

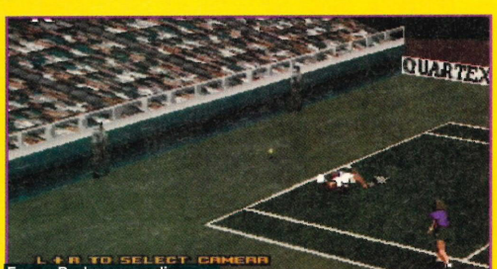
Made by the people who made *Pete Sampras*. Could be very good indeed.



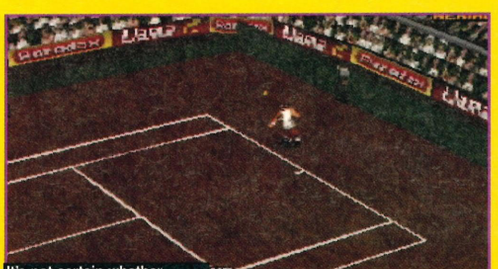
How simple can that be?

Replay views

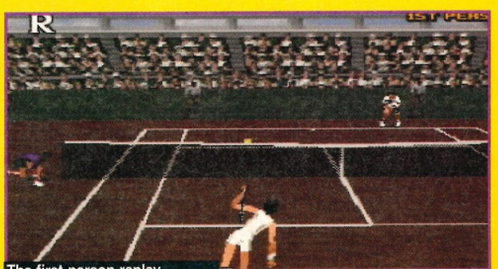
There are some five replay views including a tasteful first-person perspective effort. Did that ball really bring up chalk? You'll probably avoid using the 'blimp' view to discover whether it did or not – little can be seen from 200 feet in the air.



Even a Becker-esque dive couldn't save that one. Bit of a blinder, I'm afraid.



It's not certain whether player grunting will be included or not

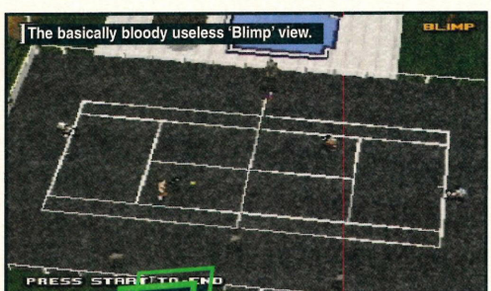


The first-person replay perspective is still probably the most useful.

It's a bit like...

Virtual Open Tennis

Well it's very like it – how different can Tennis Sims be? Quite a lot we hope because *VOT* wasn't very good. You can win almost every point against the CPU on service (if you stand in the special place), the tournament options are distinctly limited and overall the whole thing is more than a little substandard.

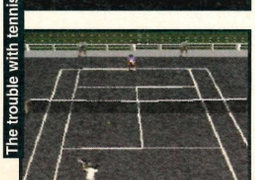


Break Point

The game is currently undergoing what folk in the industry like to term 'tweaking'. This basically means it's nearly finished but not quite. The programmers are a gang called Smart Dog and just to prove it, they've got a crazy canine pal called Jasmine – we know, we visited their hold-up in 'Historic Warwick' (as the tourist board would probably have it known).

Details, then. Some of the programmers used to work at Codemasters – they've done *Pete Sampras Tennis, Micro Machines* and... well, loads of other stuff. *Break Point* has a four player option (for doubles, do keep up), tournaments, quirky characters (they throw their rackets around when they lose, they punch the air when victorious – all most unsporting, but then sport's SUCH a commercial business these days) and a scoreboard which looks like it's been pilfered from Wimbledon's Centre Court.

Importantly, and we stress that this is IMPORTANT, *Break Point* is remarkably entertaining. Publishers Ocean assure us that a review copy will be available next month when all shall be revealed. All right, we'll tell whether it's REALLY any good. • ***Steve***

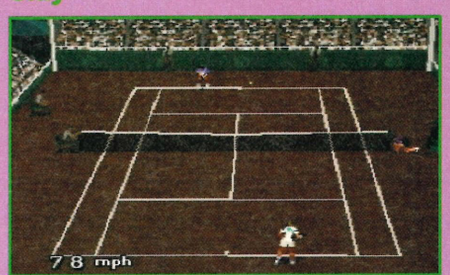


The trouble with tennis is that it's only popular in Britain for two weeks a year.

Froggy went a courting

Sorry? Never mind. *Break Point* offers the standard four court varieties. A prize for the first person who writes in to tell us which of the tennis' Grand Slam events are played on which surface. Usual address. Mark your envelope 'Balls'.

Clay

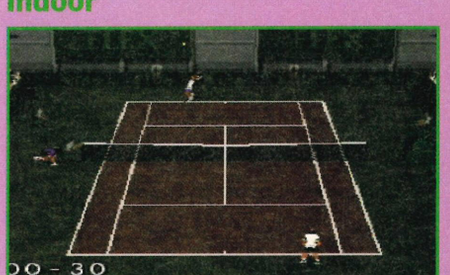


The stuff you make cups and plates out of. What a versatile substance - make a saucer, play some tennis. Game of doubles, Sir, or how about a round of pottery. Clay is traditionally quite a slow surface, one for the baseline specialists. The rallies in women's matches have been known to last for up to seven weeks.

Grass

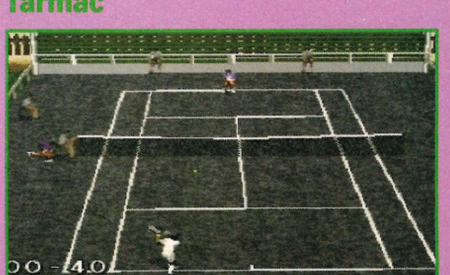
Wear and tear occurs on the grass surface just for that added realism. A faster surface, fun for the serve and volley merchant although you'll have to be a quick mover.

Indoor



A hardcourt and no chance of 'rain stops play' and Sir Cliff Richard 'Living Doll-ing' it in the Royal Box on the Centre Court. It's jolly fast as well. Still, always nice to get a bit of fresh air.

Tarmac



A hotel with a swimming pool AND a tennis court. An open air arena, all a bit grey but fun nonetheless. The programmers assure us that there are discernible differences between all the

Super Heroes, we love them. Especially mental green ones. In shorts.

Incredi

Holding out for a hero

Hulk is the latest in a very long line of superhero games. Well okay, a fairly long line. Definitely a queue. But not an unreasonable one.

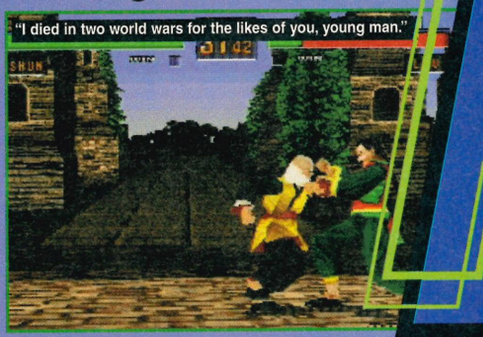
X-men COTA

An excellent one-on-one beat-'em-up from my favourite superheroes, the X-men. Cyclops is my favourite. If only I could shoot people with my eyes, the fun I'd have...

Batman & Robin

A pretty good Mega Drive scrolling beat-'em-up, à la Streets of Rage. Isn't it interesting how all superhero games involve fighting. In fact, it's not interesting, it's disgraceful.

Virtua Fighter 2



Ha! Bit of a trick one this, because the comic (which is very big in Japan) was actually made after the game became a big hit. (Crafty boy – James.)

Surprisingly, the scrolling beat-'em-up is one type of game that hasn't been fully exploited on the Saturn. *Guardian Heroes* is about the only example and whilst it was pretty good, well, it was a bit Japanese wasn't it.

Perhaps then, *The Incredible Hulk* has come along at just the right time. Being a scrolling beat-'em-up it involves kicking the arses of your various enemies using a full range of punches, kicks, shoulder charges and anything else that you'd expect to see on a Friday night out in Frome really. It's all in a similar vein to the Mega Drive games *Final Fight, Streets of Rage* and the rest, and so the question is, will *Hulk* have anything new or innovative to offer?

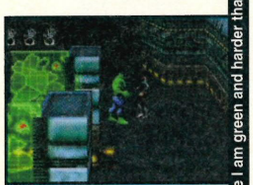
Well yes, Pilgrim it does. First of all there's an all-new playing perspective to things, described as a "hybrid of 2D platform games and 3D adventure games." This basically means that the camera is shifted up and forward to give depth to the character sprites but not the true 3D of something like *Virtua Fighter*.

But in order for a game of this nature to really stand out, it has to have something new and different beyond mere technical trickery. Apart from the 'new' game perspective, one such variation in *Hulk* is that the action is based around five different comic storylines that each originally ran over several issues. These storyline imports give the player his objectives, scenarios (from a Scottish Castle to Antarctica) and opposition. This is good news for fans of the Marvel characters (including the Pantheon, Ulysses and the Hulk's evil future self – The Maestro) as well as providing variety for comic illiterates.

As well as the fighting aspects, the game also includes plenty of puzzles, tricks and traps. Previous platform beat-'em-ups have let themselves down when it comes to gameplay variety, so puzzles will provide a welcome diversion.

As far as the story goes, the developers obviously had a problem with the fact that the Hulk and David Banner alternate identities. Instead of including this schizophrenia (which I think might have been quite fun) they've said that the alter-egos of Banner and Hulk have been fused so that the Hulk stays himself in a permanently green, cut-off shorts kind of way.

Hulk certainly seems to be an interesting prospect, especially if the developers fulfil their "extremely playable" promises. Expect a review within the next few issues. • ***Dave***



"It involves punches, kicks, shoulder charges and anything else that you'd expect to see on a Friday night out in Frome, really."

It's a bit like...

Loaded

Hulk is similar to *Loaded* in a sort of 3D isometric kind of way. Instead of shooting your foes, in *Hulk* you get to kick them to bits. Which is nice.

Streets of Rage

Sega's classic Mega Drive Beat-'em-up, to rival *Double Dragon*. Unfortunately, it's two dimensional, so again, it's not really that similar to *Hulk*.

He'll just bounce off, you watch.

Format . . . . . .Saturn Release Date . . .November

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

ible Hulk

How the camera angle will actually work in-game is still a bit of a mystery.

Adversaries ahoy!

There are many excellent nasty foes in *Hulk*. Unfortunately, we don't know much about them at the moment, I'm an X-men man myself.

❶ I think this one's called Ajax, but he doesn't clean sinks or have an excellent youth policy which leads to success in the European Champions league.

❷ Now I do know that this lady's called Atlanta, and no, she's NEVER hosted the Olympics.

❸ I think this one's called trauma. Story of my bloody life mate. (*We're entering a bit of downward spiral gagwise aren't we* – James.)

❹ Hooray, the Hulkster himself. It would be good to be David Banner, because if anyone gave you stick outside of the kebab shop, you could turn green and rip their head off. (*Think of the clothes bill, though* – Dean.)

Nice dentures.

Is it just me, or is this bloke a tiny bit crap?

Gridrunner

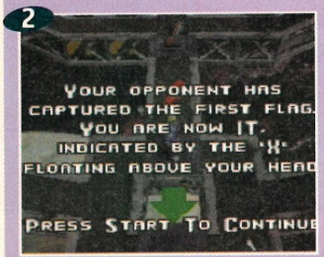
You're it!

Each level has up to eight flags and these are the key to success. Read on as we expose the inner workings of *Gridrunner*.

1

◀ It's the start of the level and both you and your opponent must rush off to find the first flag.

2

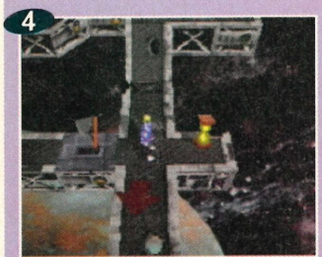


◀ The person who manages to get to a flag first has the honour of passing 'it' to their opponent. The 'it' player will be unable to collect any flags until...

3

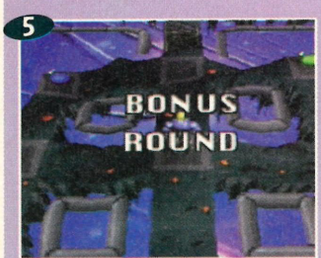
◀ ...He touches his opponent. Now the whole position reverses and as long as you haven't got the red cross above your head, you can collect flags to your heart's content (or until you get caught by the 'it' player).

4



◀ Oh, and if you see any of these time tokens, then it's wise to try to collect as many of them as you can. They all add up for time in the bonus room which is found at the end of each of the stages. This is...

5



◀ ...A bit like the Crystal Maze, but without the bald-headed bloke or the chimp from Tenpole Tudor that said "Who killed Bambi?" in The Great Rock 'n' Roll Swindle.

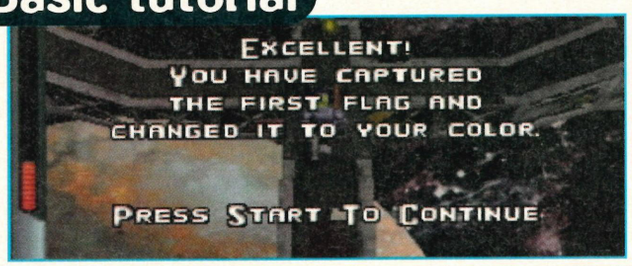
Remember tag? Like every childhood memory, it's been thrust into the ugly metallic computerised nineties. Don't believe me? Read on...

Now and again (and I'll assure you that it's an all too rare occurrence), a game will appear in the office that's so original that there really is nothing like it around. Behold pilgrim, as I bring you the wonder of *Gridrunner*, from Virgin.

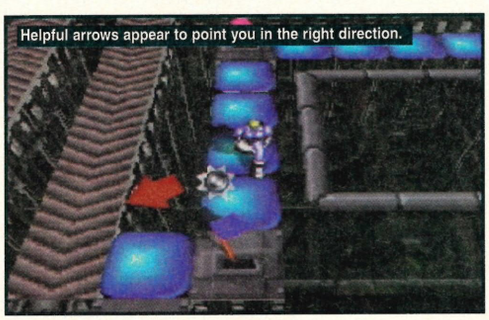
It's 3D (in a way), it's a mazey thing (well, you run around a networked series of paths) and there are big shootable monsters in it (big, horrible things each and every one) and you play *tag* with them.

Yes, you *could* say that *Gridrunner's* designers have sunk to scraping the sludgy remains at the bottom of the computer game barrel by resorting to children's' games for their ideas, or you could be more optimistic. You *could* say that you run around the said maze, limply tapping the shoulder of a monster who has trouble seeing and breathing at the same time before scampering off to collect flowers, read Keats and drivel on about the inhumanity of life, but you'd be looking through cynically-tinted

Basic tutorial



Tucked away nicely in the game is a helpful tutorial that'll hold you gently by the armpits for your first tentative steps in the game. Whenever something major happens (like you being tagged, for instance) a message appears on screen to tell you. Once you know what's going on you can turn this feature off.



Things to make you go 'hmmm'

If it was all a simple case of running around and tapping monsters (on the shoulder, dirty boy), you'd expect the gameplay to wilt after a woefully short period of time. Thankfully, there are plenty of other exciting things to keep you occupied.

Speed, Magic, Agility
These are the three different power-ups to collect. Time tokens give you more time in the bonus room.

Slow Down
A powerful spell that slows down your opponent. Best used when they're right behind you.

Speed-up Arrows
Mostly found in the bonus sections, these arrows will hurtle you along at great speeds.

Format .....Saturn Release Date ...November

Players .....One-Two Virgin ...☎ (0171) 3682255

nner

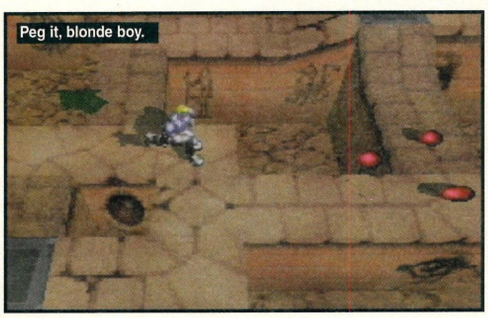
Run, run, run left. Run, run, run right and collect. Run, run left again, collect flag, win by a mile. Lovely.

spectacles. What's more, you'd be wrong.

In *Gridrunner* you lay mines, use a number of magic spells, build platforms, shoot and transport your way around about 50 levels in a attempt, naturally, to finish the game. At the beginning you think nothing could possibly be easier as you easily beat a lumbering fool who wouldn't know the target flag if it was hoisted up its spine, but as time passes, later levels (with many added extras to help and hinder you) and tougher opponents make the game almost impossible.

"It's rather refreshing to find a game that relies on nothing but pure ORIGINAL gameplay."

In a cramped, claustrophobic world of endless 3D polygon nonsense, it's rather refreshing to find a game that relies on nothing but pure ORIGINAL gameplay. The game has done the rounds around the magazines in our building and everyone who's seen it has been, to a person, hooked. An excitable review should furnish our next issue • ***Dean***


Peg it, blonde boy.

It's a bit like...

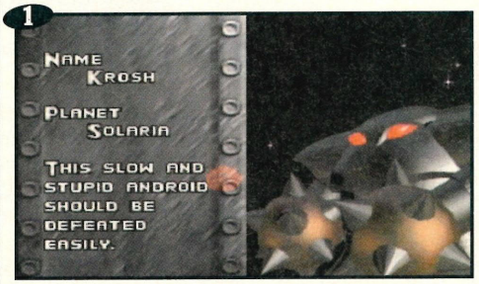
Bomberman

Pleasantly enough, there are very few games anything like *Gridrunner*. In the running around maze, avoiding things stakes, the only game that comes close is *Bomberman SS* (reviewed in the last issue) but the link is tenuous to be sure.

Killing me softly

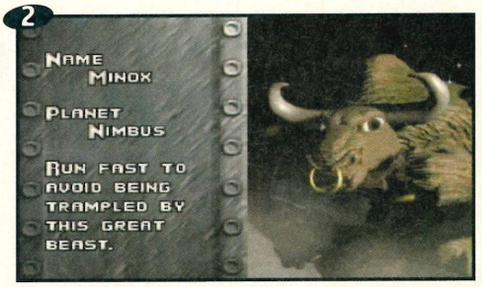
We've worked out that there are about 15 stages and each of those stages has around three levels plus a bonus stage. Now, each of these stages has a host, who is also your opponent for the levels. He or she will appear in an excellent rendered intro, with information on the levels, character and hints on beating them. Here are a few.

1



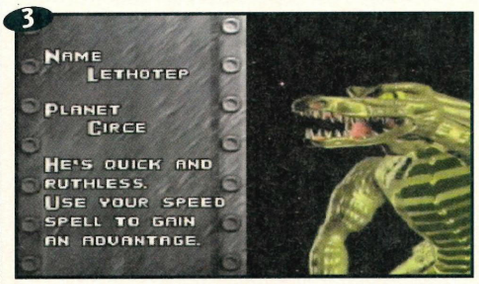
The very first level and, as you'd expect, about as challenging as playing chess with a Welsh dresser... or is that on a Welsh dresser? Hmm, either way, the best way to introduce you to the game's basic mechanics.

2



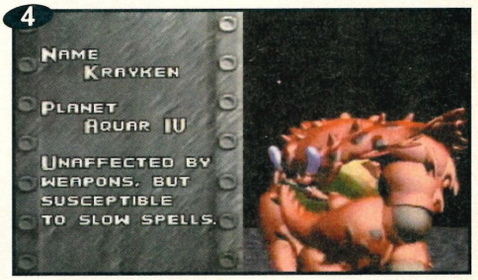
An obvious thing to say here would be that this opponent is slightly harder than the first one, as it's the SECOND one in the game. That may well be the truth, but doesn't it make damn boring reading?

3



The next thrilling monster to share our valuable time is Lethotep, the crocodile with the name that reads like it's printed backwards. If this was the case, his name would now be Petohtel. That, to me, looks much better.

4



The Krayken is, as the text reads, unaffected by weapons (he looks as if he's seen the rough side of quite a few already), but is slightly worried by spells and the current state of Britain's public transport system.

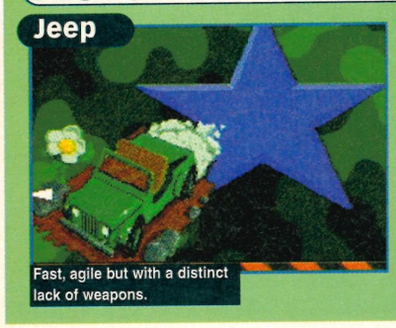
Bridge
A lot of the flags are hidden on small islands. Bridges are required to get across to them.

Mine
Again, perfect if you're being followed by an opponent. Slows 'em down a treat it does.

Weapons
Best used to destroy enemy mines you'll occasionally find around your target flags.

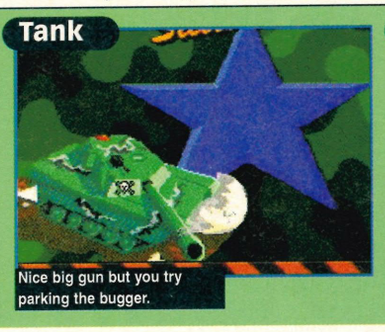
Teleport
One of the most-used tricks in the book and the best way to escape quickly from your opponent.

Motors! Yep, the new vehicles in all their pre-race glory. That shine'll soon come off after a couple of rounds.



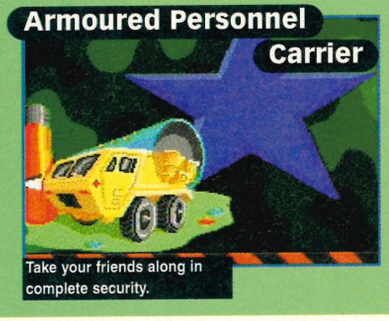
Jeep

Fast, agile but with a distinct lack of weapons.



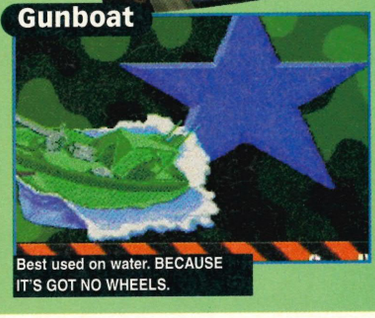
Tank

Nice big gun but you try parking the bugger.



Armoured Personnel Carrier

Take your friends along in complete security.



Gunboat

Best used on water. BECAUSE IT'S GOT NO WHEELS.

That's what we like, little things blowin' each other up...

You already know this is going to be fun. How could it not be? Rather than slapping together another simple update of their *Micro Machines* series and taking advantage of its tried, tested and bloody-well-loved format and gameplay, Codemasters have added that finishing touch – the one without which so many games would be somehow incomplete: Guns.

Keen as they might be to point out that, instead of simply polishing up the original package, developers Supersonic have crafted an entirely new nugget of gameplay in code form, Codemasters can't (and aren't trying to) hide the fact that this is a spin built on the feel, format and look of the game's forebears. The same cast of cheap, cheerful and, frankly, irrelevant characters is back, albeit in fatigues instead of civvies, and the front end, not to mention the racing middle and J-cart rump, won't alienate any of the fans.

Of course, the vehicles are all new, as are the courses, but it's the so-bloody-obviously-it's-brilliant addition of the weaponry that allows the game one last glorious outing on the Mega Drive, instead of the one final shuffle into fading limelight that it could so easily have been.

Avoid the half-eaten apple.

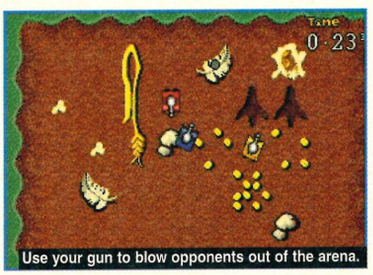
Those new courses and vehicles first though. When you pop into the Micro garage this time you'll be picking up the keys to, amongst other things, Tanks (obviously),

These sort of screens remain much the same.

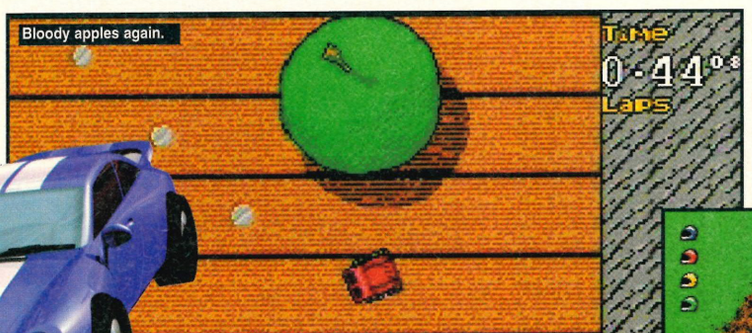
Skirmish!

So, another *Micro Machines*, another infuriatingly simple and brilliantly executed, yet face-slappingly obvious gameplay mode. The people who allowed you to build your own tracks (a feature missing here), furnished you with countless racing options and generally squeezed every last drop of gameplay blood from what is a very simple stone give you... Battle Arena Mode.

The concept is simple. Stay in the arena, fend off the unwelcome butting and firepower of everybody else, while giving as good as you get. Or running away. Simple, yes. Easy, most definitely not. Battle Arena Mode, we salute you!



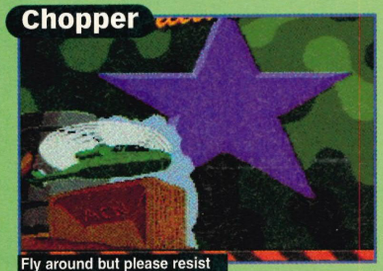
Use your gun to blow opponents out of the arena.



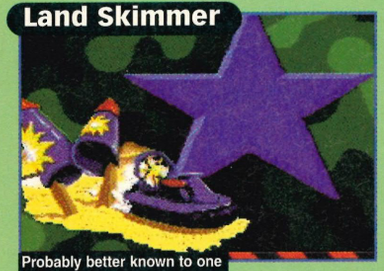
Bloody apples again.

...Old chap.

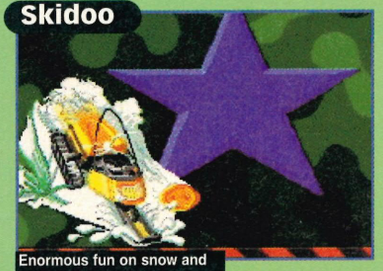
Micro Machines Military



Fly around but please resist doing THAT gag.



Probably better known to one and all as a hovercraft.



Enormous fun on snow and ice, less fun on roads.

More flying about – this time in total jet safety.

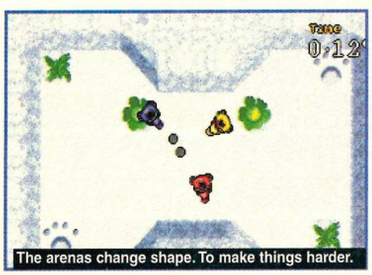
The final curtain

Just in case you'd missed the point completely, this is the fabulous J-Cart's last outing. Ever. Including, for a ridiculously paltry sum of money (virtually free, in fact) an extra two joypad ports, we rate the J-Cart as one of the single most impressive, useful and downright punter-pleasing innovations in the history of Mega Drive videogaming. And unless someone has some cunning way of jerry-rigging ports to spinning discs we'll not see its like again. Oh mighty J-Cart, we salute you!

Urban Warriors (futuristic tank-things), Gunboats (er), Skidoos (slippy, slidey snow level japes) and Armoured Personnel Carriers (suspiciously truck-ish from where we're sitting). Naturally, now that you're all tooled up, you'll be wanting slightly more hostile environments in which to test your skills.

"It's the so-bloody-obvious-it's-brilliant addition of the weaponry that allows the game its one last glorious outing on the Mega Drive."

No problem. Quite apart from the already perilously twisting corners and hot-on-your-heels Screen Edge Of Oblivion, you'll be required to cope with a whole range of interactive scenery, none of which could be described as 'over-friendly', or even 'polite'. There are deadly seed-bombs, murderous bees and randomly deadly chickens. Once you've had your first early encounter with the over-industrious dung beetle, which blocks your path by scuttling backwards and forwards with a ▶



The arenas change shape. To make things harder.

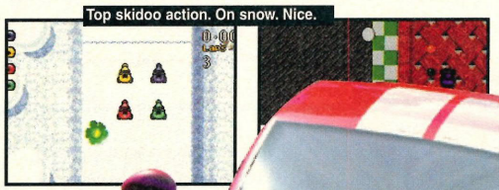
Less of an arena, more a harbour, this one.

Nice one, Neneh.

Use arena objects to hide behind.

Battlefields!

As usual, each of the vehicles has its own field of operations, but now they don't have the world to themselves. *Micro Machines Military* offers more in the way of moving obstacles than any of the previous games.

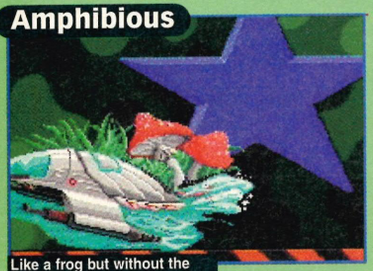

Top skidoo action. On snow. Nice.

Start for the APCs.

Staying on the track is generally a good idea.

Assault Craft

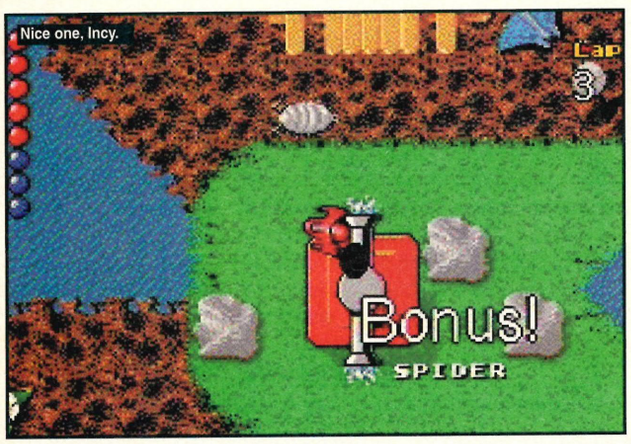
Amphibious



Like a frog but without the tadpole stage or green skin.

Urban Warrior

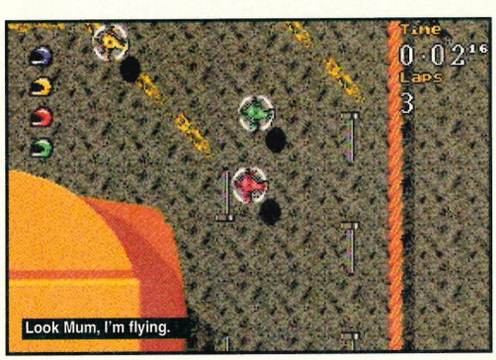
They made this one up, I reckon. For warring in the urban environment.



◀ (relatively) huge ball of unspecified ordure, you know that the racing's going to be at least as tough as it ever was. Once you've been round the course again, fighting your way back up through the field only to hit the same beetle squarely in the dung, rational thought may become slightly more elusive.

And yes, add in the guns and things become even more frantic. While a hit doesn't actually damage your vehicle and Codemasters have passed up the opportunity to get some explosions into the game, it will knock you off course, delaying you for those vital few milli-seconds as you struggle around obstacles and the rest of the field race off cackling. On the other hand, concentrating on hitting your opponents during a race can, and often does result in the classic face-egg interface as, busy as you were popping rounds off left, right and centre you completely failed to notice the corners which continue to insist on getting in the way.

Of course, this being *Micro Machines* there's a new mode that takes the gameplay possibilities to their simplest and most competitive extreme. As well as the 30 new courses there are 20 Battle Arena levels where the simple aim is to stay on the course, while pummelling and pushing your opponents over the edge. Remember the sports cars jockeying and shoving each other off the sponge in the kitchen sink? Remember how it ranked amongst *MM2's* finest moments? Well, that's the basic idea here. And with a gang of you taking part it looks as though for short, simple and frighteningly competitive gameplay fixes, Military's Battle Arenas will be unbeatable.



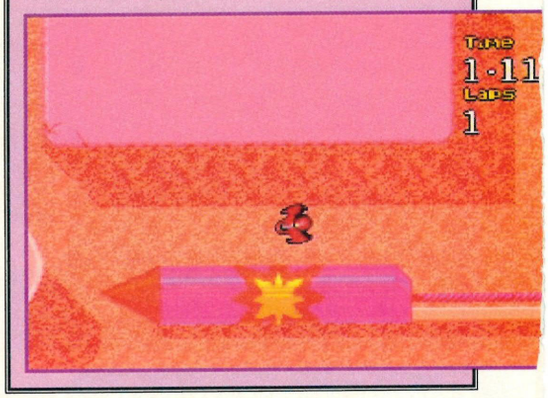
Look Mum, I'm flying.

Despite the looming presence of *Micro Machines V3* and its fancy-pants next-gen camera trickery, Codemasters are committing themselves to fully supporting *Micro Machines Military's* pre-christmas launch. Quite right too, you can keep your texture-mapping, we'll be pummelling away at this game for quite some time to come and we reckon that unless something goes very, very wrong while Supersonic apply the finishing touches, you will too. • ***Will***

SP

Firework display

Apart from the fact that the level is dramatically lit by the surrounding firework display – the closest *MMM* gets to graphical trickery – you might want to keep a sharp eye out for the catherine wheel, and not because it's pretty.



Picnic Table

As we all know, picnics are a lovely idea but they're invariably made tortuous by uninvited guests from the insect world. Race a tiny vehicle around a picnic table and the problems only get worse. Cuter and less universally despised than wasps they might be, but when you're less than an inch in length, bees take on a sinister new aspect.

All the old features (except the construction kit) like the Time Trial are present and correct.

Pond

Your main pond headache is caused by the frogs that sit by the side of the course, idly poking their worryingly rapid and lengthy tongues across the track, smashing you into the walls in the process. Nasty.

Format .....Saturn Release Date .End October
Players .....One-Two JVC ...☎ (0171) 2403121

Latest in a long line

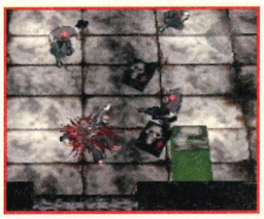
Impact Racing is the latest PlayStation game to be converted onto the Saturn. Here are some more. They're quite good.

Wipeout

Wipeout an excellent futuristic racer and a pretty bloody perfect conversion. Well worth it's 87% back in Ish79. Not as good as *Sega Rally* though.

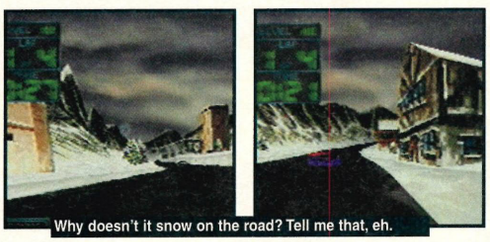
Alien Trilogy

Top alien shooting action, *Alien Trilogy* earned 83% last month. The conversion was rushed in places but it's not as good as everyone first said.



Loaded

Gauntlet-style shooting action got a hefty 82% in issue 82. An okayish conversion this but the game itself lacks enough depth to make it a real classic.



Why doesn't it snow on the road? Tell me that, eh.

It's a bit like...

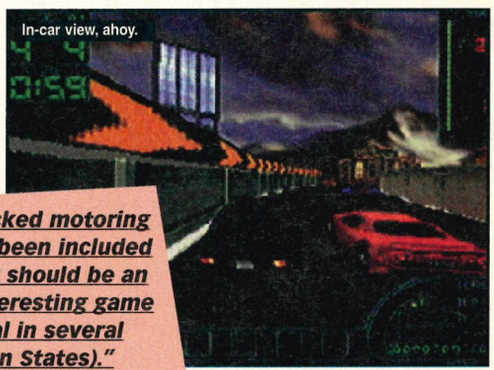
The Need for Speed

It's fast, furious and pretty good fun. *Impact Racing* isn't really too much like this, it's more of a cross between *TNFS* and....

Crime Wave

This has got the gun element included but the game view and objective are quite different to *Impact Racing*. Should be available around October.

Yet another PlayStation driving game is destined for the Saturn. Hooray for that. And that.



In-car view, ahoy.

Driving games seem to be the best represented genre on the Saturn these days, and we are soon going to be graced with yet another, *Impact Racing*.

If you have half an eye on the smeggy world of the PlayStation, you'll know the game has already had a release there. It got good reviews – around the 80% mark – however, as is usually the case with PlayStation conversions, it's had more features added to it for the Saturn release. The best of these are the two brand new 'out of car' views, which should make for a better game. It's certainly a good thing for us Saturn owners that many software companies choose to release their games on an inferior machine – the PlayStation – then realise what they've done wrong and iron-out their mistakes for the true test of how good a game is.

"If my most wicked motoring fantasies have been included Impact Racing should be an extremely interesting game (and illegal in several American States)."

That's a bit cosmic, isn't it.

Impact Racing is one of the fans' current favourite type of driving games, the driving shoot-'em-up. So what does this entail? Well, driving at breakneck speed around loads of different courses firing off a destructive array of weapons (from laser cannons to land mines) would be a fair description. Particularly pleasing features include bonus levels – awarded when enough enemy cars have been destroyed – and texture mapped graphics.

The press release for the game says that with *Impact Racing*, you can "execute your most wicked motoring fantasies in the comfort of your own home." If my most wicked motoring fantasies have been included this should make *Impact Racing* an extremely interesting game (and illegal in several American States).

Unfortunately, we'll all have to wait until the days of witches, trick or treats, pumpkins and my cousin's birthday (erm, that's the end of October) until we find out how good *Impact Racing* really is. Can your driving fantasies wait that long? I do hope so. • ***Dave***

SP

Stripey!

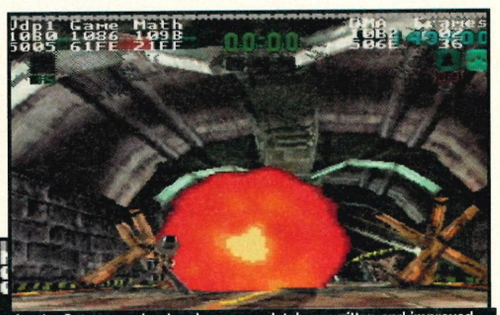
Bubonic weasel toothpaste.

Impact RACING

Tunnel B1

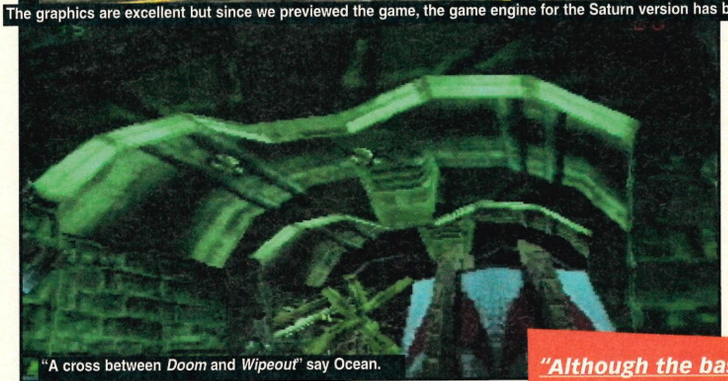
Tunnel B1 *they've called it. But it's not set in a tunnel – no roof you see. Channel B1 might have been more accurate but then people might have thought it was a perfume. DILEMMA!*

OK, so there is a roof in this bit.


The graphics are excellent but since we previewed the game, the game engine for the Saturn version has been completely re-written and improved.

You know that van your Uncle's got. The 1976 blue Transit with rust rampaging over it like pubescent acne and a different-coloured offside wing. Sometimes it works perfectly grunting along like a happy pig, but when he really needs it – to deliver some Cement to Luton or a batch of ornamental doors to Chiswick – the starter motor chugs twice, the engine erupts in a brief burst of damaged mechanical noise, an enormous cloud of blue tinged smoke fills the street and a decent-sized puddle of oil collects on the pavement. Just another day for Michael Schumacher but a bloody disaster for your Uncle.

Why am I telling you this? You haven't got an Uncle and if you have there's nothing wrong with his van – it's a Toyota and they never break down. Well the point is this, the development version of *Tunnel B1* that we got from Ocean is more buggy than Mothercare. It runs, it crashes, it runs a bit more, strange programmer speak appears at the top of the screen and then it crashes again. Frustrating? Just a bit.


"A cross between *Doom* and *Wipeout*" say Ocean.

"Although the basic idea of Tunnel is to rush around at a stomach-upsetting speed in a sort of hovering tank, in reality it's a lot more complicated."

But we can tell you this, *Tunnel B1* is a stunning-looking game. Apart from some of the best detail and shading we've seen since, oh, *Wipeout* and *Sega Rally* were pretty good weren't they, the whole lot slips by at such a smooth pace you can't help but feel you should be playing a classic race game. The only thing is, you're not.

No, although the basic idea of *Tunnel* is to rush around at a stomach-upsetting speed in a sort of hovering tank, in reality it's a lot more complicated than racing. In fact, it's got nothing

Things Exploding

Let's face it things explode. Cars, cats, carpets, kids, chameleons, Michael Howard – there are few things, people or places that haven't at some time spontaneously rearranged their most intimate atoms over a much wider volume than they originally occupied. Shit happens and so do explosions.

In an attempt to make Tunnel B1 as REALISTIC AS POSSIBLE, Ocean have made explosions a really intimate part of the game. Get too close to them and you'll get burnt but that's exactly the kind of risk we're prepared to take for you.

Here are some of our favourites. Try to forget the pain we suffered to bring them to you. We'll have most of the bandages off next week.

Quite a small one to start us off.

More of a smokey one, this.

MORE LIKE IT! We like 'em nuclear.

Format . . . . . .Saturn Release Date . . .November

Players . . . . . .One Ocean . .☎ (0161) 8326633

Let me in

The key to success in *Tunnel B1* is to open the right doors in the right order at the right time (well, OK before your time runs out). HERE'S HOW...

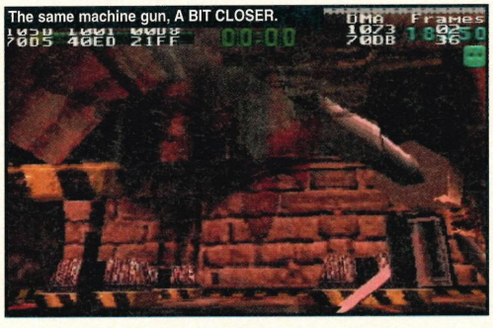
First, find your door. Big, isn't it.

Next, find your door control panel.

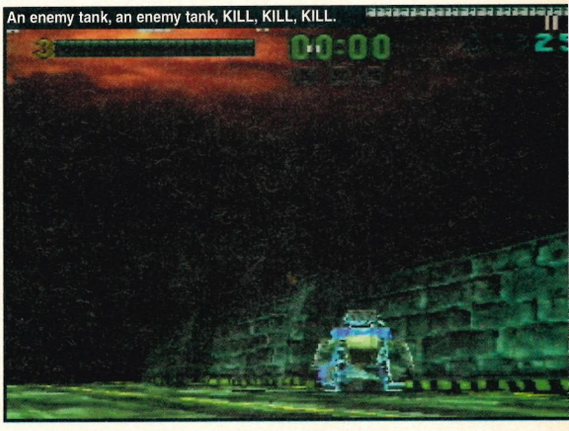
Fly over the panel to cue music lights and...

... An opening door. Huzzah!

A machine gun. Firing at you. Fire back.

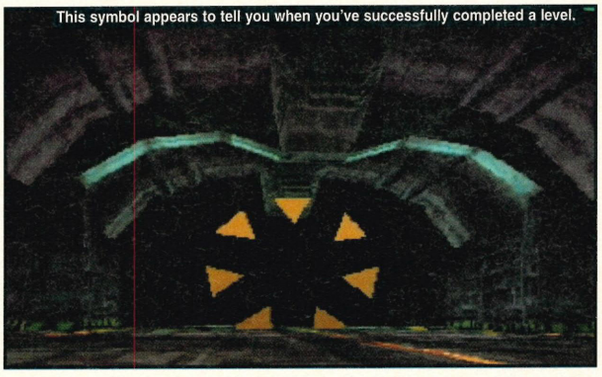


The same machine gun, A BIT CLOSER.



An enemy tank, an enemy tank, KILL, KILL, KILL.

to do with racing at all. (I am confusing anyone here?) Each level has a set series of objectives which must be completed in order before you can move along to the next bit. These include blowing up enemy tanks, gun emplacements and blockades, collecting power-ups (to increase your craft's firepower) and finding the controls to open new sections of the game and penetrate further into the level. At the moment the game's mission briefings haven't been programmed making it hard to assess what the main thrust of the game really is but like I say, this is still a very early version.

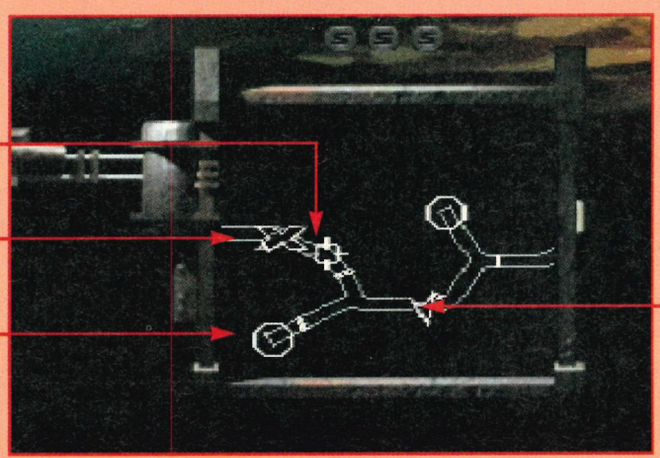


This symbol appears to tell you when you've successfully completed a level.

The best news for Saturn owners is that Ocean are completely re-programming the game for its Saturn release and the graphics and speed should be well above the already excellent standard set on the PlayStation. How the gameplay finally shapes up we'll let you know shortly. • ***James***

Where? When? Why?

Now you might have got the impression that *Tunnel B1* is sometimes a little more than confusing when it comes to finding out exactly what you've got to do. Fortunately, a map feature is included and can be accessed at any time (the default command is Down on the joypad which is more than a little annoying). The symbols all stand for something important and we know what.



Target: **Destroy whatever you find here.**

X: **Marks the exit, not the treasure this time.**

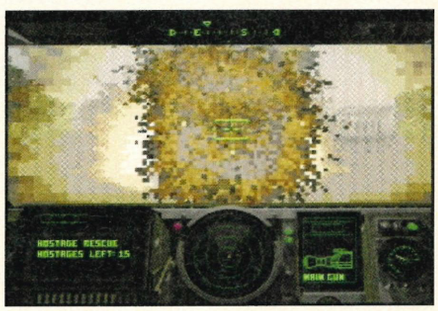
Circle: **Collect whatever's on offer here.**

Triangle: **That's you that is. Wave.**

It's a bit like...

Wipeout

Well, the backgrounds and settings are most like *Wipeout* but the similarities are only skin deep. *Wipeout* is a racing game, *Tunnel* feels as if it should be but isn't.



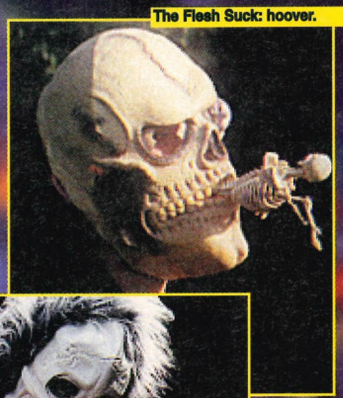
Shellshock

Shellshock is a tank game and it deserves inclusion here because a lot of *Tunnel B1's* gameplay seems to be about destroying enemy emplacements and tanks. Where *Shellshock* gave you an open play area though, *Tunnel* does restrict you to enclosed channels and pathways.

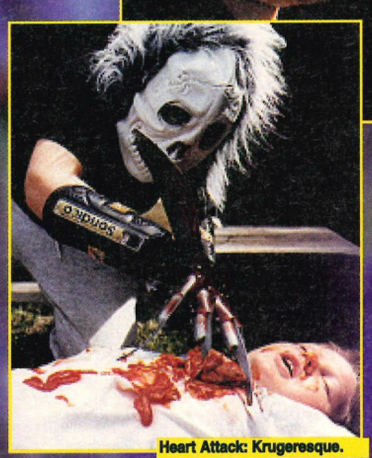
Fatality it yourself

Results of our Ultimate Mortal Kombat compo

Way back in Issue 81 we asked you to design and photograph your own Fatality. The prizes? A Saturn complete with a copy of UMK for the best and five individual copies of the game for the runners up. We didn't get much of a response at first but after a while this kind of filth started to turn up through our letterbox...



The Flesh Suck: hoover.



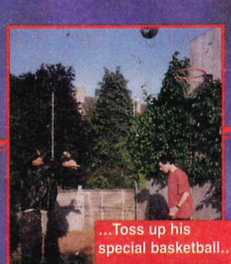
Heart Attack: Krugeresque.

First prize

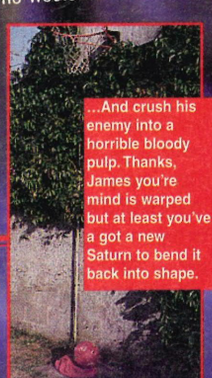
What can we say? *Mortal Kombat* and Basketball? Who would have thought it? Sheesh. Blimey. Gordon Bennet. Etc

The Ball Crush by James O'Neil

The winning Fatality introduces a new character, Bob. Bob likes to place his defeated opponent under a basketball hoop...



...Toss up his special basketball...



...And crush his enemy into a horrible bloody pulp. Thanks, James you're mind is warped but at least you've a got a new Saturn to bend it back into shape.

The Lethality by Matt Silversides

Continuing the blood theme, Matt finds his PC colour printer a much more sanitary place to rip people to pieces with a large knife. And there's nothing wrong with that.

Throat Stab by Nick Isaacs and Jaymie Ling

Nick and Jaymie choose to recreate a popular pool room punishment. "Excuse me, did you spill my pint?" "Not me, Sir."

Runners Up

Well we can't give out Saturns to everyone. These entrants, many sponsored by Heinz, win a copy of Saturn *UMK3* and a pat on the back for disturbing that nice girl who develops the photos at Boots.

The Heart rip by Michael Jones

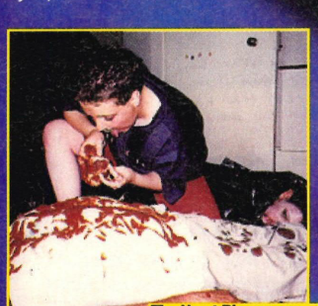
When his mum isn't home, Michael likes nothing more than to spread tomato sauce and offal around his front room. We hope ***Sketchley's*** were sympathetic, mate.

Flesh Suck by Nick Milevsnic

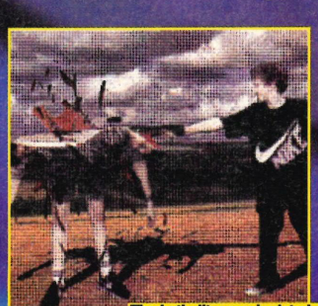
Nick sent in enough Fatalities to fill a page. This is the culmination of his flesh suck which. Is. Lovely.

Heart Attack by Marc Wilkinson

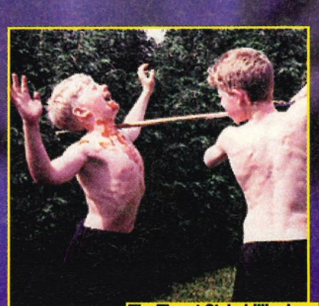
Another entrant who knows his way around the butchery section at Asda, Mark also has a disturbingly real-looking set of claws.



The Heart Rip: messy.



The Lethality: manipulated.



The Throat Stab: billiards.

And Finally

Good but not quite in the winning category were these two gore freaks. There's some top *Sega Power* tat in the post, lads and good luck with the therapy.

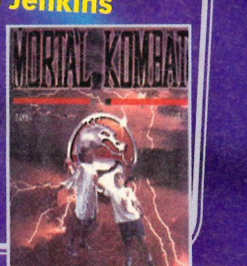
Untitled by Nick Adams

As frightening as the fatality undoubtedly is, I think it was a mistake to shoot it in the middle of a Garden Centre display area.

Notcuts won't like this at all.

Untitled by Chris Jenkins

Clever, yes but somehow there wasn't quite enough blood in this for us. Top marks for Pirating the *MK* logo though. The copyright rozzers are on their way to you house as I write.



A PC and printer. Crafty.

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Our magazine exists to give you information about the world of Sega gaming that is more honest, reliable, relevant and easy-to-follow than any other you can buy. All our reviews and features are written by gaming experts. Our reviews offer crystal-clear buying recommendations and information – how much something costs, how good it is and whether you should buy it. We are utterly independent of any software company anywhere. And we're serious videogamers ourselves

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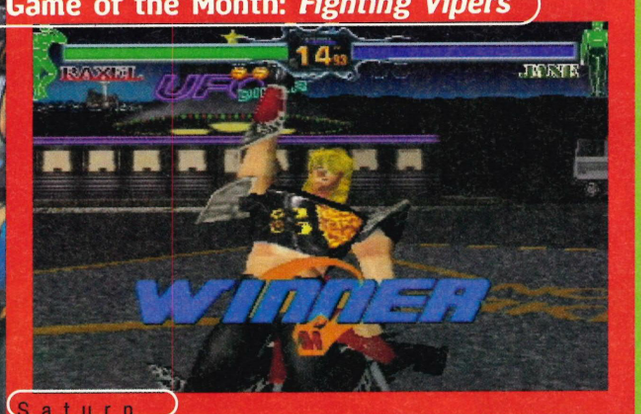
Reviews

Game of the Month: *Fighting Vipers*



Saturn

Destruction Derby

Saturn

Reviewed this month

42 . . . . . *Fighting Vipers* (Sat)

46 . . . . . *Destruction Derby* (Sat)

49 . . . . . *Actua Golf* (Sat)

52 . . . . . *Highway 2000* (Sat)

54 . . . . . *Bubble Bobble* (Sat)

Actua Golf

Saturn

Highway 2000

Saturn

Bubble Bobble

Saturn

Fighting Vipers

AM2 have been responsible for some of the Saturn's finest moments from Virtua Fighter 2 to Virtua Cop. Can Fighting Vipers possibly live up to its pedigree?

Press release alert! "In a desolate near-future timeline, young men and women clad in armour vie for fame, fortune and power in the only manner they know how – brute force and ultra-violence. They are vipers. In a desperate attempt to control the outbreaks of fighting, governments have officially sanctioned caged tournaments to settle the disputes of the Vipers. The largest and most famous of these Death Matches, held in Arm Stone City, attracts ferocious fighters from all over the globe. These hardened Vipers all struggle for the ultimate prize, the final bout in the City Tower and the fulfilment of their wildest desires."

"It's not simply good enough to win in these situations, you have to win with maximum humiliation and minimum personal damage"

Yes, *Fighting Vipers* is a beat-'em-up. From Japan. Dodgy background story, tenuous characterisation, I think it's best that we move straight to the gameplay, don't you?

Well yes, but one particular part of this press release does keep hammering around my head like

That helicopter thing moves about while you fight.

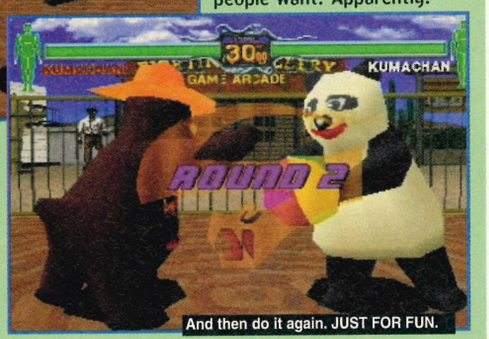
Get him up against the face and then KICK HIS HEAD IN.

Bear-faced cheek

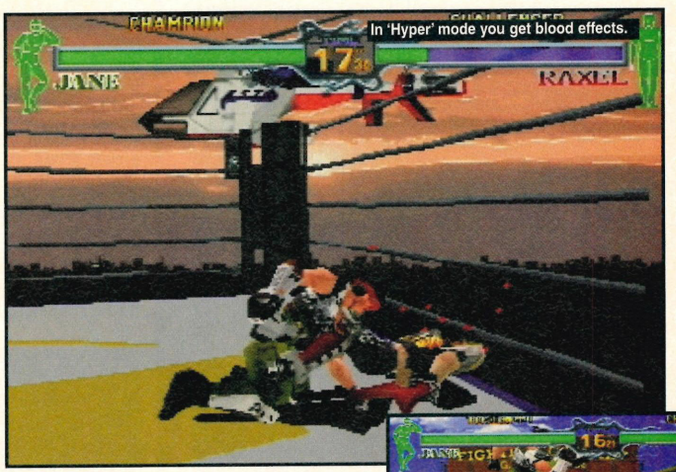
Players	One-Two	**Characters**	Eleven
Difficulty	Easy	**Release Date**	October
Price	£44.99	**Sega**	☎ (0181) 9964620

What's always been missing from Sega beat-'em-ups? The answer's obvious to those who've been even half awake for the past couple of years. BEARS, there haven't been nearly enough huge, apparently cuddly, largely immobile but actually fairly devastating soft toys to fight as or with. Well, thank God *Fighting Vipers* has come along to put things straight. After you've won a couple of times in one-player mode, these cuddly chaps appear in the player select window in the two-player option. Their arms and legs aren't animated so they're fairly difficult to play as but this is the sort of thing that people want. Apparently.

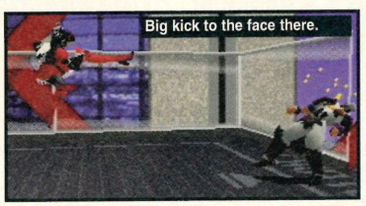
A panda and a grizzly slug it out.

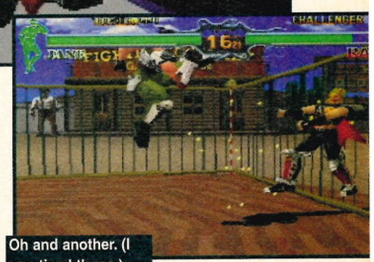


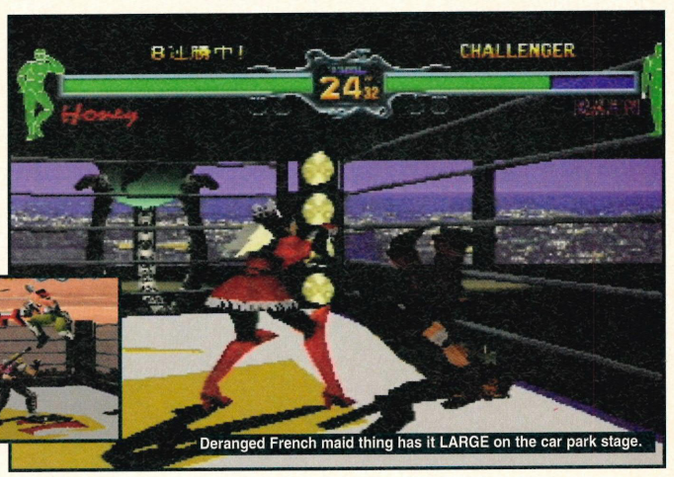
And then do it again. JUST FOR FUN.



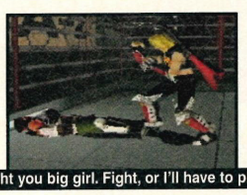
In 'Hyper' mode you get blood effects.

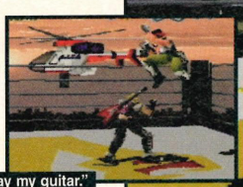

Big kick to the face there.


Oh and another. (I practiced those.)



Deranged French maid thing has it LARGE on the car park stage.


"C'mon, c'mon get up and fight you big girl. Fight, or I'll have to play my guitar."



Poser

If you remain undefeated for a good length of time in two-player mode, your armour gauge will start to relax and lounge about. Don't believe me? Take a look at this then.

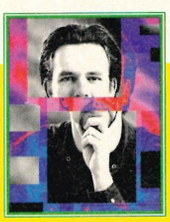
After eight wins

After 16 wins

After 24 wins

After 32 wins

second opinion



It's unfortunate that I'm the only one around at the moment to provide a second opinion, as I'm not a fan of these 3D beat-'em-ups at all. True they're advanced and look wonderful, but I - personally - find the gameplay a bit too dull. I watched James pick up *Vipers* and complete it easily on his first go without knowing any special moves and using practically only one button really. Give me *UMK3* any day. Technically competent, though. • *Dean*

a particularly troubling puzzle bee. If the most ferocious fighters from all over the world are all struggling to get to the final bout (to fulfil their wildest desires) how come I managed to get there and win it on my first go (total time Eight minutes 32 seconds). The puzzle got harder to solve when on my second go I got to the final bout undefeated, won it in straight sets and clocked a time of four minutes, eight seconds. Was the game set on easy? Am I some kind of arcade *Vipers* expert? Were MY wildest desires fulfiled twice in one afternoon? Sadly the answer is 'no' to all three questions.

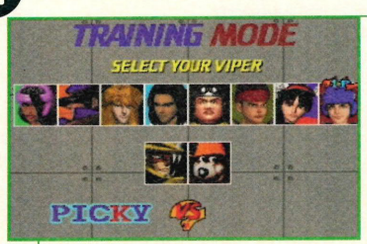
"Vipers is much more of a low-down, dirty tricks, hit-them-with-any-available-item-of-hard-furnishings affair"

Now we all know that the real fun to be had from playing beat-'em-ups is not the creamy pulverisation of some computer-controlled thing, it's got much more to do with the creative destruction of a something that a friend or relation is in charge of. It's not simply good enough to win in these situations, you have to win with maximum humiliation and minimum personal damage. BUT, there are times when you want to play alone and when this is the case, *Fighting Vipers* is going to provide a pathetic challenge.

Leaving all this aside for the time being, *Fighting Vipers* is an impressive-

Train in vain

Along with the practically standard Team Battle Mode, Vs. Mode and Arcade Mode, AM2 have thoughtfully, some might say brilliantly, included a training mode. And this time, it's quite good...



First of all, select your Viper – the one you want to practice with. The boss character, Mahler is also available (if you've already completed the game) as is the oh-so-amusing teddy bear.

Next select the behaviour characteristics of the opposition. He/she will never fight back, just repeat the selected behaviour over and over allowing you to perfect your attacks against, maybe, a low crouch.

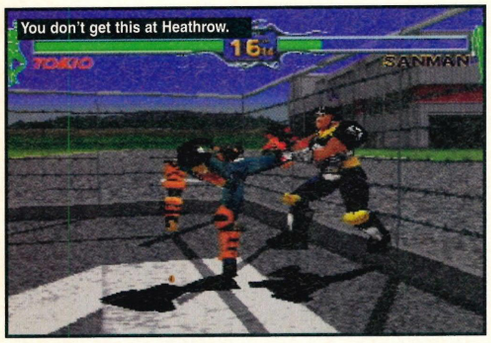
Comparison

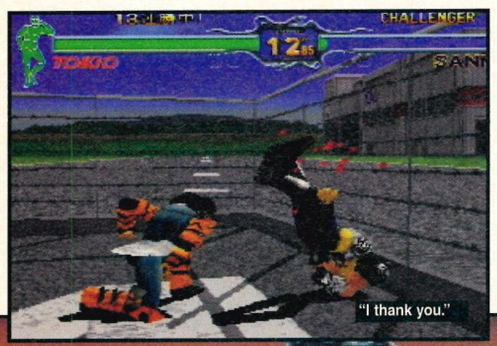
Virtua Fighter 2

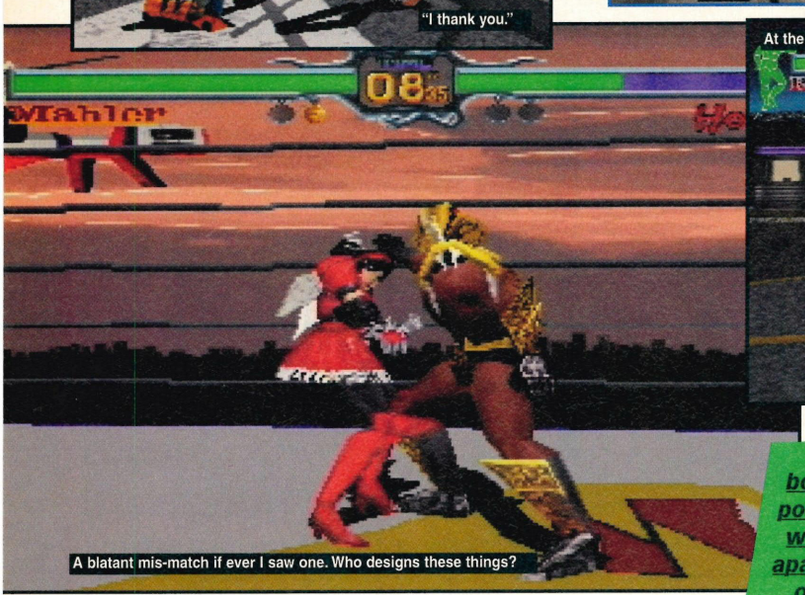
▲ One of the Saturn's finest games
▼ A bit worthy.
Vipers is from the same division of Sega that produced *VF2* and consequently the two games share quite a few ideas. The same three-button control set (guard, punch, kick) is employed as are many of the same combo and throw commands.

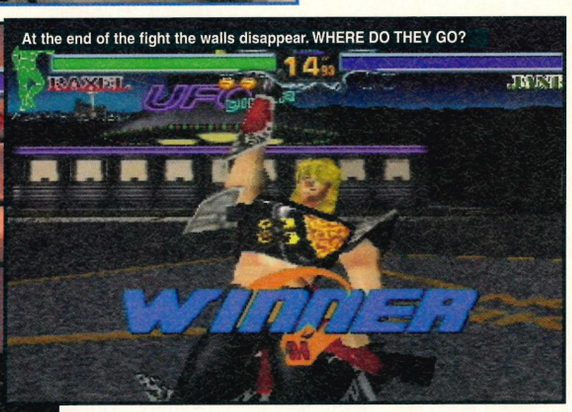
Toshinden

▲ Weapons
▼ Shoddy Saturn conversion
Although *Vipers* is a lot smoother than *Toshinden*, it shares a lot of its armour/weapons mentality. If hitting things with big sticks or skateboards is your thing then *Vipers* could well, er, be your thing as well.









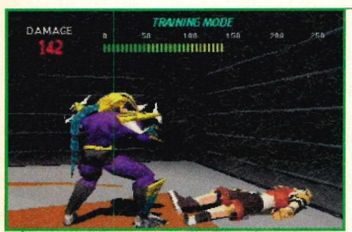
Dave is almost as fat as this bear. Huge wobbly gut man they call him.

◀ looking follow-up to *Virtua Fighter 2*. Where *VF2* concentrated mainly on martial arts style moves, *Vipers* is much more of a low-down, dirty tricks, hit-them-with-any-available-item-of-hard-furnishings type affair. Guitars, skateboards and rollerblades all make an appearance along with the standard range of kicking, punching and throwing. However, when it comes to fighting style, the game has two much more important innovations on offer.

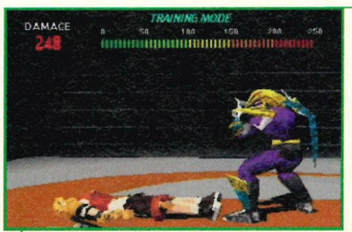
Firstly, as the press release states, all the bouts take place in enclosed arenas. These have walls made from iron bars or concrete and can be used to throw your opponents against and then pin them to as you finish the bleeders off. You can also jump up at the wall to give yourself extra height to an attack. Finish a bout with a particularly powerful combo and the wall of the arena blow apart leaving your KO'ed opponent sprawling miles away.

"Finish a bout with a particularly powerful combo and the wall of the arena blow apart leaving your KO'ed opponent sprawling miles away."

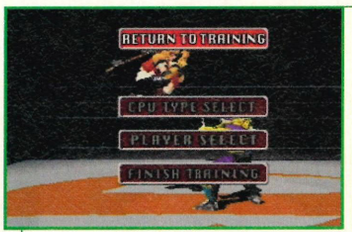
Secondly, the game's characters start each bout with a full complement of body armour. This is gradually destroyed as the player takes hits and can be specifically removed by some moves (often For, For+Punch). As a player loses more and more armour each subsequent attack becomes more damaging, removing proportionally more health from the players life bar. Armour status is displayed next to the life bar as a little body figure and, if you're ▶



Once you begin an attack, the computer will log how much damage you manage to inflict before the attack breaks down. The scale goes up to a maximum of 250 hit points.



Once you feel that you're capable of pulling off some pretty damaging combinations on a fairly regular basis, it's time to change your opponent's movement characteristics.



This can be achieved by pressing Start. You can also skip back to the main menu in order to practice with as a different Viper or against a completely different opponent.

Armour drama

As well as the gauges in the top left and right of the screen, you can often see you opponents armour fly off during particularly damaging attacks. Really damaging combos are rewarded with instant triple replays – last seen in *Virtua Fighter Kids*.

See the bits come off, Mum, see them?

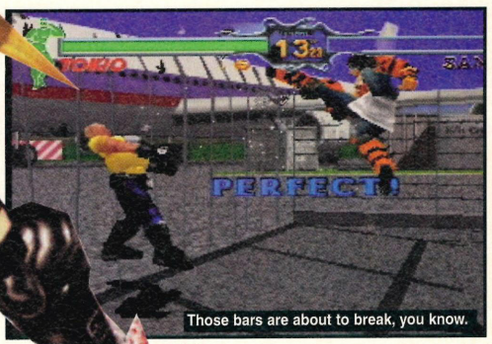
Show off

When the game judges that you've pulled off a particularly impressive victory, you'll be given the chance to save it to the Saturn's internal RAM or a memory cartridge. You'll then be able to replay the fight in its entirety and replay it endlessly to your fast-decreasing circle of friends.

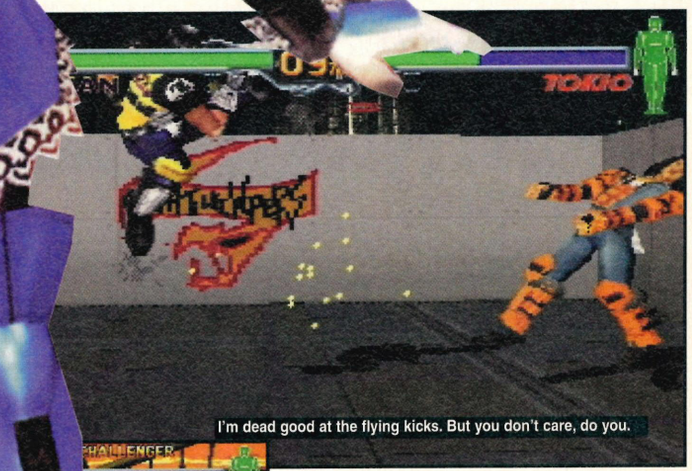
Just to make you feel inferior, AM2 have included a lot of their favourite fights as well.

Now, this is a classic. Watch how the funny Pepsiman knocks the stuffing out of that funny bear monster.

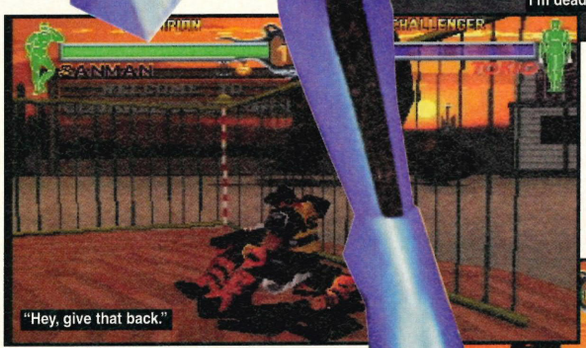
Then Pepsiman cheats by climbing on the fence and jumping on the brown hairy fella. Surely a foul.



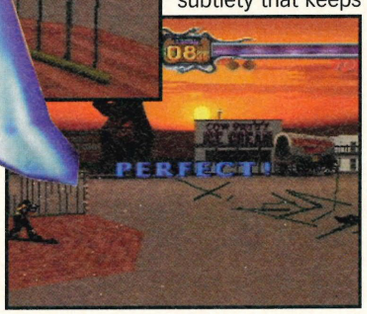
Those bars are about to break, you know.



I'm dead good at the flying kicks. But you don't care, do you.



"Hey, give that back."



▶ feeling hyper-confident, you can shed your armour during a bout to taunt your opponent.

There's no denying that *Fighting Vipers* is a fast, super-slick, super-detailed beat-'em-up. There are enough throws, counter attacks, super-powerful combos and fiddly option bits to keep all those people that loved *VF2* to death more than happy. However, unlike *Night Warriors, Ultimate Mortal Kombat* or *X-Men*, it's all too easy to play the game at a simplistic level and still win. We've already discussed how easy the CPU is to beat but even playing against human opposition, the simple three-button control set often means that a deft-fingered complete beginner can soundly thrash an experienced player (who knows all the moves, throws, counter attacks blah, blah, blah) simply by bashing the punch and kick as quickly as possible. To play *Fighting Vipers* and make full use of its, (undoubtedly accomplished) flashy bits, requires an unspoken contract between the two players involved – we will play 'properly' and not resort to rapid exchanges of punch and kick when things get desperate.

Vipers is not as beautiful game as *VF2* (the resolution is lower to accommodate the ring graphics) nor is it quite as satisfying to play as a two-player game. However, if you absolutely love *VF2*, you'll probably get on very well with it. 3D Fighters have yet to really accomplish the kind of subtlety that keeps their supposedly less-advanced 2D cousins top of the charts week after week.

So despite all it's extras and the obvious loving care with which it's been assembled it's still very hard to recommend *Fighting Vipers* whole-heartedly. It's all a matter of taste after all. • ***James***

verdict

GRAPHICS 9
Not as good as *Virtua Fighter 2* but pretty damn impressive nonetheless.

ORIGINALITY 7
Some nice touches but not stunningly different from *Virtua Fighter 2*.

SOUND 8
Plenty of meaty impact sounds and an option to turn off the ever-irritating music.

LIFESPAN 6
Zero in one player mode. The training mode and a friend to play with lift the score.

FINAL VERDICT 84%
"Perhaps we expect too much from AM2 but for me *Vipers* doesn't quite hit the mark. Good for 3D beat-'em—up enthusiasts." *James*

Destructio

Destructing Derby *may be a better game and try as we might, we couldn't think of one reason why Derby shouldn't be destroyed. Funny that.*

Ways to play

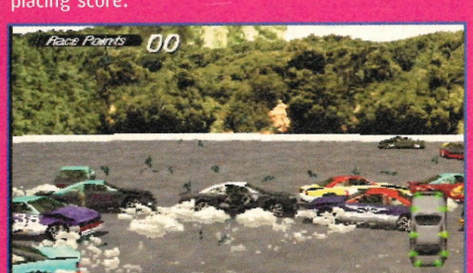
One of Destruction Derby's best features is the number of different ways you can opt to play. Here it's not simply a case of driving around a boring track until you either win or lose, in *DD* you get to SMASH INTO CARS UNTIL THEY CRY.

Wreckin' Racing

The aim here is to come first as well as trying to earn points by hitting your opponents. The better your attacks on the other cars are, the more points you'll earn. These then get added onto your placing score.

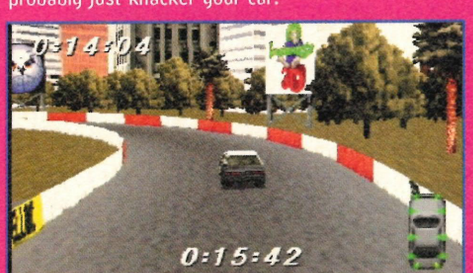
Stock Car Racing

Yer standard racing game – try and get round the track the quickest. You can smash the other cars until your spleen ruptures, but it won't make a blind bit of difference to your score and will probably just knacker your car.



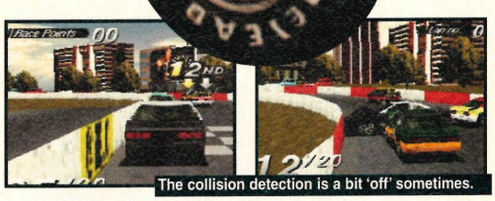
Destruction Derby

The 'extra' level and the last one of the league tournaments. Here you're in a large bowl and have to keep on hitting the other cars until you're the last one remaining. Not quite as easy as it sounds.



Time Trials

What you'd expect, really. The best lap times for all the tracks are saved to memory for you to challenge. And no, I don't find this bit that interesting either..



The collision detection is a bit 'off' sometimes.

The problem with driving games is that you now can't close your eyes for more than a few minutes without another one popping up, gluing your lids shut and putting skidmarks on your cheeks. See? Another small fault with them is, bar a few exceptions, they're mostly a motley crew of bangers with a couple of weeks left on their MOT's and no hope of passing the next one. Clapped out old tramps of games begging on street corners for the scraps of recognition cockishly cast aside by *Sega Rally* and the like. ANOTHER problem with this particular driving game is that it's a Saturn conversion of a PlayStation game that was only just warmly received when it was released about a YEAR ago.

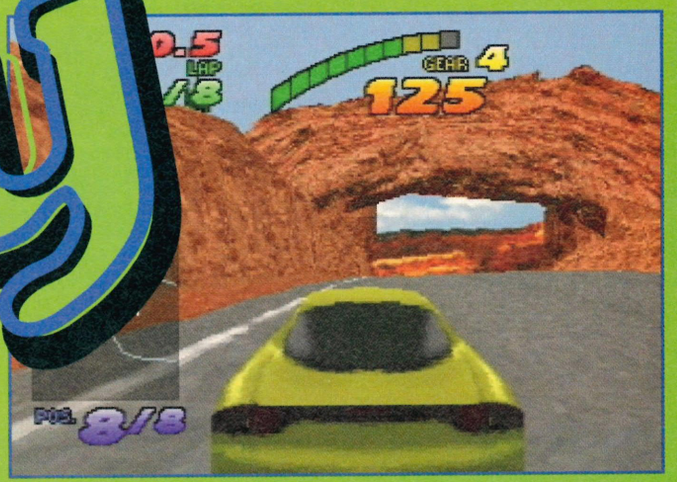
"Most racing games are clapped out old tramps begging on street corners for the scraps of recognition cockishly cast aside by Sega Rally."

All the chatter about Saturn conversions of Psygnosis' finest was all very well when the news hit six months ago, but while *Sega Rally* (sorry, I'll try not to mention it again)

Players	1-19	Tracks	Six
Difficulty	Medium	Release Date	Out now
Price	£39.99	Sega	☎ (0181) 9964620

Comparison

on erby



Sega Rally

Issue 75, 96%

▲ Bestbestbestbest

▼ Nowtnowtnowtnowt

I'm bored with saying this now, but *Sega Rally* is still the best driving game and has been for yonks now. As clever as *Destruction Derby* may think it is, it's a piss-poor, thicky cousin compared to this.

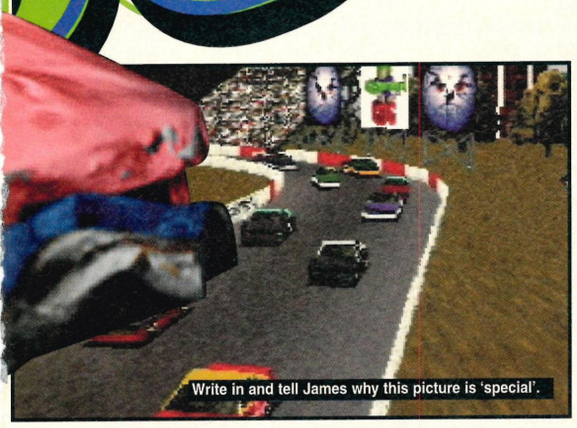
The Need for Speed

Issue 82, 80%

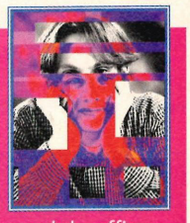
▲ Fairly polished with lots of options

▼ But not incredibly exciting

As dull as this may sound, the best comparison with *Destruction Derby* has to be *The Need for Speed*. Destruction's got lots more crash action (obviously) but NFS was pretty good for the multi-car pile-up stuff as well.


Write in and tell James why this picture is 'special'.

second opinion



This is the least technically accomplished of the PlayStation conversions to date and seeing as it wasn't an enormously brilliant game in the first place, the arrival of *Destruction Derby* hasn't caused too many ripples around the office. To be fair it's better than a lot of the racing games that pop up for the Saturn and smashing cars up is pretty good fun. I'd definitely prefer playing this to say, *Highway 2000* or *Need for Speed* but when the new *Daytona* comes in, it'll be a distant memory. • *James*

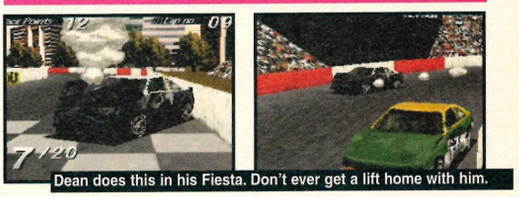
20,000 leagues

Not quite that many, just the five actually. But in 'Championship Mode' you start at the very bottom of League Division 5 and work your way up. Come first at the end of a season and you'll get promotion and move up to harder cars and extended tracks.

The tracks aren't completely new, but harder curves and extra straights will have been added to make things trickier.

The engine cannae take it

All those points around the car point to vulnerable sections. Each time you either hit another car or one of the crash barriers you lose a bit of strength from those areas and their pointer will change colour. Keep an eye out when they've made the complete change from green to yellow to red as you're about to be wiped out.


Dean does this in his Fiesta. Don't ever get a lift home with him.

still reigns supreme, things have honestly looked better for *Destruction Derby*.

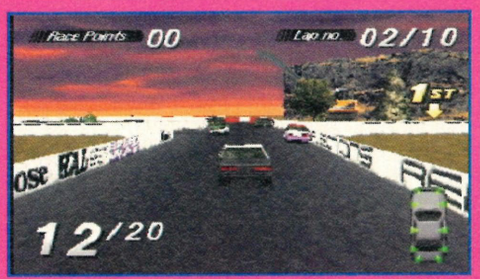
So, the translation then, how well's the game travelled? Has it carefully packed its sandwiches, fruit, crisps, made up a flask of orange squash and even managed to nip in with a couple of Mr. Kipling's cakes, or is it crying in the corner with embarrassment because it's too poor to afford a pack lunch – like Chris Copeland from my class when we went to Burnham-On-Sea for a nature field trip. (*Get on with it, man* – James.) Not sure, really. Nobody would have the cheek to release it now on the PlayStation and all the Saturn version has to rely on is its reputation. The graphics have, to be fair, suffered. The resolution, effects and smoothness have all deteriorated in varying degrees and the immediate effect is rather disappointing.

The gameplay itself, after the influence of hype and previous versions have been carefully discounted, is actually quite fair. There's a certain thrill factor when you're two laps from the finish and everything on your car's

View, what a scorcher

The predictable box for any driving game has surely got to be the view one, but this one's interesting because it gives you lots of information. Bloody true.

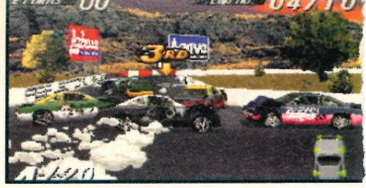
Now this one's far too high to be practical. What's more it shows up the scenic clipping for the rabid dog that it truly is.(There's meant to be a stadium in front of you here.



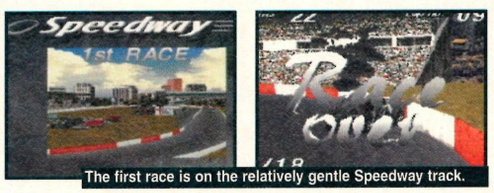
On the other hand this one's probably the most sensible one in the game. Low enough to give an impression of speed, but still high enough to get a good view of the track.

Ahh, yes. The Ted Nugent of racing views. Dangerous, ugly and prone to leave you in a coma. Excellent for speed thrills and drunken nights with the lights out. You can just about see things, but you're not sure what it is until it hits you.

Things are Impossible right low down here. You can't see a thing, you're always getting hit from behind and you stand about as much chance of winning a race like this as poor old stumpy Lynford Christie.



flashing red. There's plenty of tracks and variation to playing modes and bolted-on extras – four views and everything else a driving game SHOULD have. The destruction element adds extra interest and, to be honest, it'd be crap without it. With it, though, it creeps in as a fair game. Only just, though. • ***Dean***



The first race is on the relatively gentle Speedway track.

verdict

GRAPHICS 6
Nothing special and, like *Wipeout*, a slightly poor imitation of the PlayStation original.

ORIGINALITY 7
A nice twist on the driving game that comes across as far more than a novelty.

SOUND 7
Tunes, beeps, thuds... all in glorious Saturn-Sound. All you'd expect but not much more.

LIFESPAN 8
There's actually a lot of game here for your money. Plenty of options, too.

FINAL VERDICT
"A slightly downbeat version of the 'love it or hate it' PlayStation game. A few Saturn-only extras wouldn't have gone amiss." *Dean*

80%

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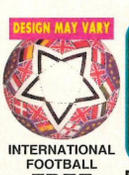

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Actua Golf

Now that videogame golf is as good as the televised equivalent, why bother with BBC2? A good question which we completely fail to answer.

And the intro screen looks like this.

You've heard the old joke about dogs looking like their owners. Something similar happens in sport. Like, the duller the sport, the duller the names of the players.

Take Motor Racing. What could be more exciting than driving the best cars in the world at 200 mph in a different country every two weeks? Hardly a surprise then to see drivers called cool things like Michael Schumacher, Jean Alesi, Ayrton Senna. Hell, even Nigel Mansell sounded good (for a Nigel).

Tennis players all sound like hard-hitting, clinical, thuggish members of Ghengis Khan's murdering horsemen, as befits the modern power game. Martina Hingis. Goran Ivanivesic. Boris Becker. The more graceful, Pimms-and Lemonade days of Margaret Court and John MacEnroe are no more.

Compare this to the sheer tedium of the likes of Golf – Nick Faldo. Ian Woosnam. Gordon Sherry. Roger Chapman. Golfers have to wear wacky clothes or else someone would chop them down by mistake and stick them on the fire.

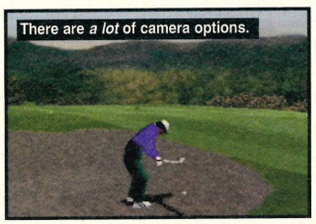
"A red plot is the computer's way of having a good laugh at your expense"

Golf is now well and truly established as a big earner on the videogames circuit. It's kind of weird because there's sod-all difference these days between playing golf on your Saturn and watching it on the TV. The graphics are the same. The courses are the same. The sound effects are the same. The charisma of the players is about the same. Hell, the only reason people like Seve Ballesteros is because (a) he had a slick name for a golfer and (b) he was spontaneous and unpredictable (for a golfer). Spontaneity and unpredictability in a golfer usually just means hitting the ball a bit further off to the left than the next guy.

So, *Actua Golf* then. Remember what I was just saying about the similarities between TV golf and videogame golf? This game is probably the closest you'll get. They've even wheeled out old Peter Aliss himself to apply a bit of verbal syrup to the proceedings. All 1,500 samples of it. Pete burbles away happily about how good your shot is (or otherwise) which is all fine and dandy but how does the game play in the meantime?

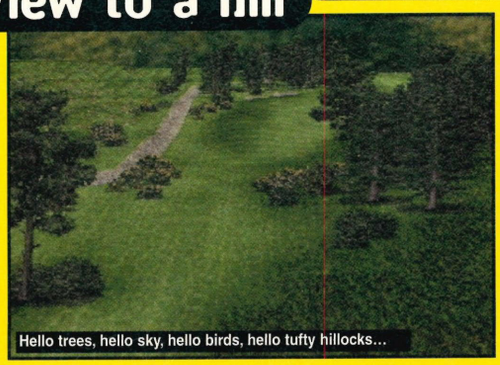
Loading up *Actua Golf* soon presents you with a set of options. If your Saturn has enough back-up memory, there's the option to load in a previous game ▶

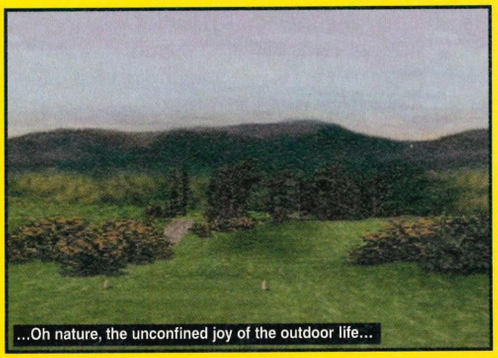
It's like a big park. Without all the dog turds, aggressive tramps or used prophylatics, obviously.


There are *a lot* of camera options.

There's nothing nicer than a little wander around a golf course. Well, apart from a Mediterranean holiday or an unexpected win on the lottery. Let's take a look...

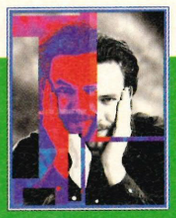
View to a hill


Hello trees, hello sky, hello birds, hello tufty hillocks...


...Oh nature, the unconfined joy of the outdoor life...

Oh, bugger it's raining. Back to the Range Rover, Madeline...

second opinion



Not bad. Golf games are a funny kettle of fish and *Actua Golf* is certainly no exception. The good points are that the graphics are superb, with the same style of motion capturing as *Euro '96* and the best hole views you'll find. On the downside, though, there are only two courses and with Gremlin now uncertain whether or not a data disc with extra courses will become available, you might be tempted to wait for PGA from EA. • *Dean*

Comparison

Virtual Golf

Issue 77, 87%

▲ Lovely simple gameplay

▼ Lacks polish in certain areas

Very easy to play but less ultra-realistic than *Actua Golf*, we gave *Virtual Golf* a high score when we reviewed it back in Issue 77.

Judging from Actua Golf, it's still go to be rated as one of the best golf games for the Saturn. The graphics aren't as good bu the challenge is certainly there.

Valora Valley Golf

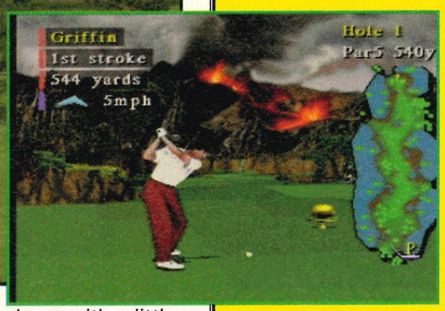
Issue 79, 32%

▲ Er, nice graphics...

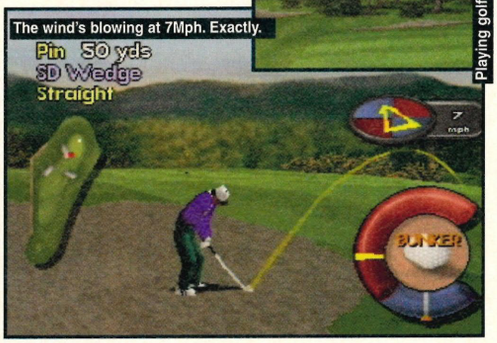
▼ ...But that's certainly it.

A pretty sad attempt at a golf game. There's an explosive pre-course commentary from some sad American git with clearly too much time on his hands, only one course and pitifully slow redraw times. The holes themselves are a joke, like crazy Golf writ large. Get it away before I get angry.

This is a tree (seen from the side).



Playing golf on the Saturn is a lot cheaper than the real thing. You don't have to buy a Volvo for one .



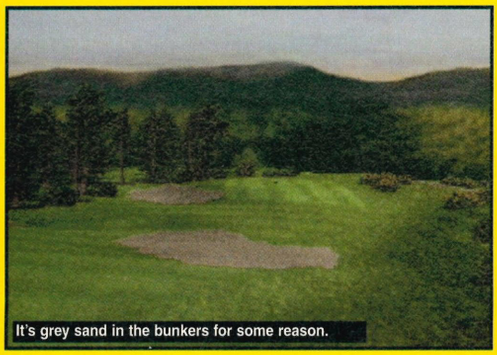
◀ for playing. Or you can get down with a little bit of pre-game practice. Or select loads of different matchplay, strokeplay, fourball, skins etc. routines. Since I fancy myself as a mean golfer (the old skills never die etc), I skipped the practice in favour of climbing straight into the plaid flares for a hack around the course.

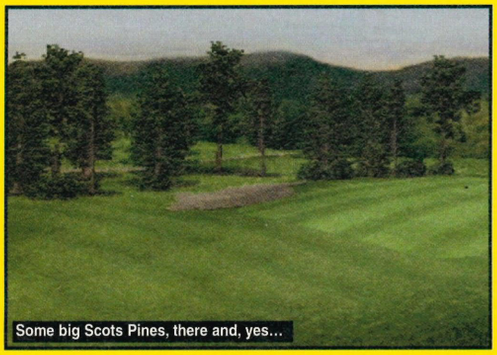
The first thing worth noting is the simple control system. When a shot is lined up prior to belting it at the Green, the projected course of the ball is plotted. The plot is coloured depending on the chances of it actually getting anywhere near the hole. A red plot is the computer's way of having a good laugh at your expense. An orange plot has the computer laughing slightly less hard, reduced to something more like an occasional giggle. Yellow means the computer has downgraded to a mere smirk while white means you're pretty well on-course with the chance of a hearty handshake from Peter Aliss at the end.

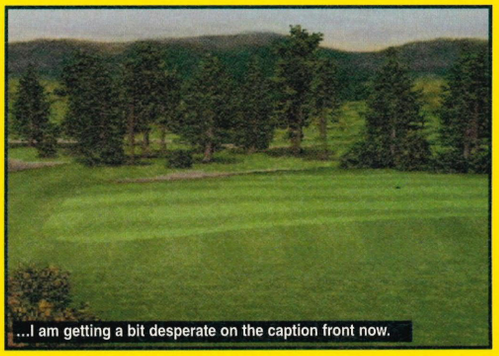
Before you can enjoy this happy prospect, there's the matter of the rest of the control system to consider. The left-hand side of the screen shows a map of the course, with range and direction plotted on it. Many golf games seem to miss this kind of thing which I find strange, so I was pleased to see it included here. The right hand side of the screen displays a wind direction gauge and a little diagram which shows how your ball is sitting. Then there's the actual process of making the shot itself. This follows the by-now standard 'trying to hit two lines with another line revolving in a semicircle' method. It's simple and the speed is perfect.

When you finally take a whack at the ball, the map on the left moves with the ball's travels, so when you step up to take your next go, aiming becomes easy.

Apart from this extreme ease of use, the game also scores well for its graphics. Now I know we've banged on about the lack of importance of graphics over gameplay in the past but some games need the best graphics the console can come up with. *Actua Golf* starts reassuringly enough with a fine course over-flight. The entire course is modelled and can be displayed from all kinds of angles – stepping up to the Tee, the player can rotate his view 360

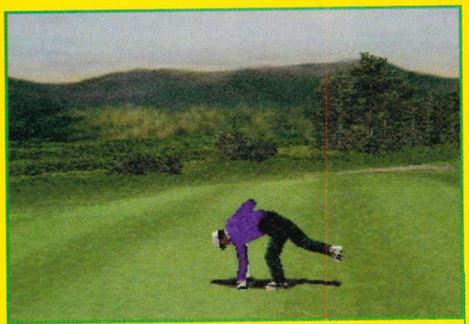

It's grey sand in the bunkers for some reason.


Some big Scots Pines, there and, yes...


...I am getting a bit desperate on the caption front now.

A course, of course

There are 2 courses in the game and they go something like this. PAY ATTENTION BACK THERE!



The end of the hole for the Royal Glen Course. Isn't it green?

The start of the River Valley course. Look a bit samey really. *Green*, like.

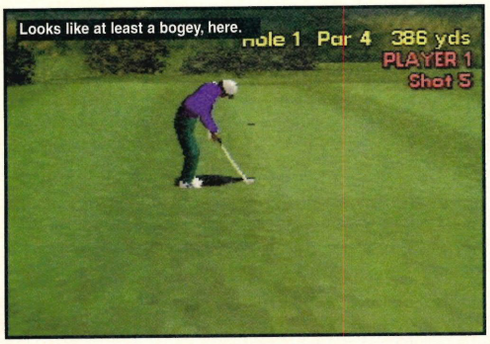
degrees if they want. This rotation is a little jerky which is a pity but the re-drawing is 'live'. No resolution is lost, there's no low-res landscape put into place while the Saturn figures out what the hi-res landscape should look like.

When the ball is hit, the landscape flies with a multitude of camera angles to admire. There's a replay option too again with dozens of camera angles which allow you to take a look at tricky bits of the course before you are even tempted to blast your ball in the wrong direction.

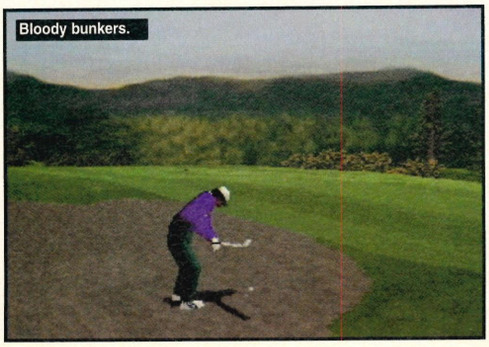
Stop messing about and just twat it one.

And it's probably this which is my main gripe. So much is plotted, planned and made easy for you that the game becomes little more than a stroll in the park. Other golf games have come with built-in difficulty curves, but not here.

This is one of the best golf games on the Saturn at the moment, but it's still not quite as good as *Virtual Golf*. Some little touches like real weather seem to be missing. Gremlin have kept the high standards they established with *Euro '96* and if they keep this up, other makers of sports sims are just going to have to consider going home. It's easy, quick, attractive and with a neat sheen of quality. Now pass me the crisps, I've got a game to play. • ***Nick***



Looks like at least a bogey, here.



Bloody bunkers.

verdict

GRAPHICS 8
Lovely animations, smooth realistic courses with the emphasis firmly on simulation.

ORIGINALITY 5
A matter of this being the latest in a long line of good golf games. One of the best currently.

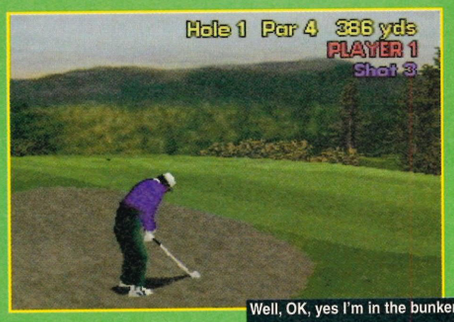
SOUND 7
The usual sound effects and Peter Aliss' 1,500 burblings add to the atmosphere.

LIFESPAN 7
As good as the golf sim currently gets... Until the next cracker comes along.

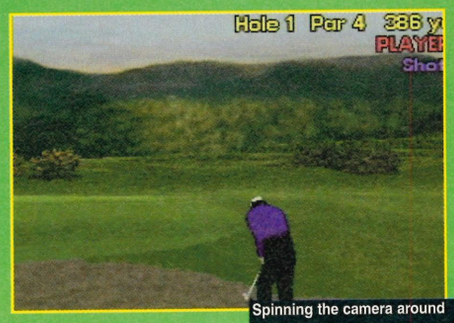
FINAL VERDICT 84%
"Excellent graphics and effective gameplay make a recommendable title. A little too easy for my taste though." *Nick*

Pan's people

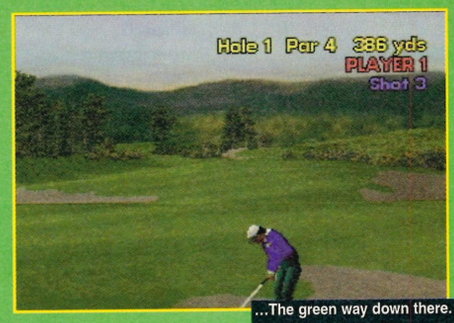
The game allows you to adjust your position relative to the Green. Here's a little 360 degree rotation to show you what we mean.



Well, OK, yes I'm in the bunker again. Arse.

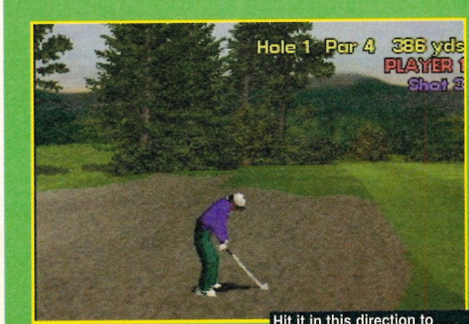


Spinning the camera around we can see...



...The green way down there. Bloody long way off too.

And this is what I look like from the side. Interesting.



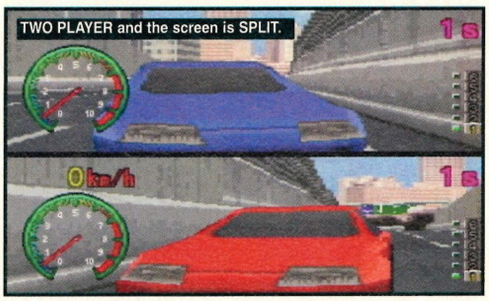
Hit it in this direction to bounce it off that tree.

Comparison

Sega Rally

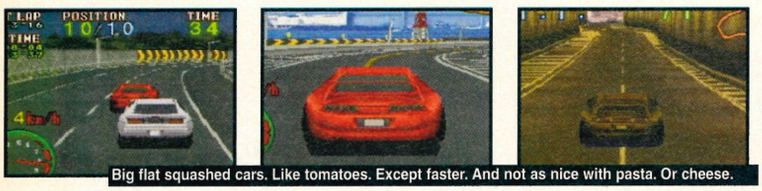
▲ Keeps me up all night
▼ Your music's shite

After *Daytona's* slightly shoddy Saturn premier, we all thought that Sega had been forced to kneel at the altar of Mr Jesus PlayStation. And then *Sega Rally* appeared. With the scrolling speed of, I dunno, some really fast antelope, graphics to sacrifice your sister over and a drivability worthy of a stream of swear words jutting from Murray Walker's gob, it's still going to be the one to beat for quite some time. As Michael Fish once burped. "Unbeatable on any format with drizzle in the East come lunchtime."



The scrolling wants to be from *Virtua Racing*, you know. The views and controls would desperately like to shag *Sega Rally*, you know. Such that it is, this game has NO PERSONALITY. And even sadder, it wants to surround itself with young women in order to make its vacuous character look Actually Quite Interesting. That's right! It's bloody Peter Stringfellow!

When you give a game to a bunch of programmers who all share the same interest – mooning their arses at the TV screen every time Baywatch comes on – this is what you get. I am puking sick of the Same Three Views, Same Three Cars, Same Tediously Turny Courses, Same Backgrounds, Same American Voice Going Three-Two-One At The Start Of



Big flat squashed cars. Like tomatoes. Except faster. And not as nice with pasta. Or cheese.

Highw

Earls! Curls! Viennese Whirls! Japanese game with lots of girls! Well, that's the review over and done with then...

Every Sunday afternoon I go outside with a jar full of polish and I rub my car until my nuts explode. Then I get in, drive down to the garage, stop to polish my car, explode my nuts again, corner into the Esso lay-by and wait. And wait. I wait until a complete stranger comes up to me, strips down to her bikini and sucks my face like a hoover until my nuts explode. Then I get back into my car, thrust home, slip on my straitjacket and sit down in a darkened room praying to the Gods Of Swindon for a racing game with loads of girls in it. And then my nuts explode.

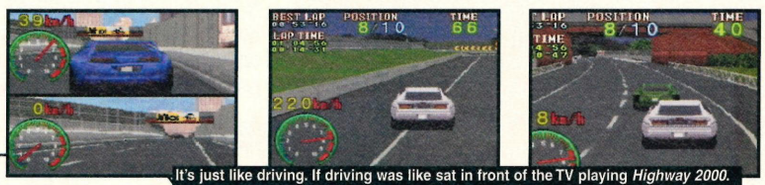
"I do not wish to see a racing game with loads of girls in it. And judging by Highway 2000, neither will you."

This is of course, not technically true. I do not own a car, I have not experienced any fatal combustion within my man sack since my nuts exploded in the hot summer of 1977, and I do not wish to see a racing game with loads of girls in it. And judging by *Highway 2000*, neither will you.

First released in Japan exactly some months ago, *Highway 2000* caused a minor throb in the trousers of Eastern gamers due to the CONTROVERSIAL inclusion of ORIENTAL BEAUTIES who would pop up and CYBERSNOG YOU every time you won a race. Exactly some months later, and some major changes have occurred with the Westernised version of the game. The ORIENTAL BEAUTIES have been replaced with BABES FROM THE PLANET BEACH. So very extraordinary!

I shall now rise my pants above this pool of filth and ask a question. Do you, or do you not, have an electronic racing car driving game for your Sega Saturn system? *Daytona? Sega Rally? Virtua Racing?* One of the them lot? Yes? Then you do not need this game. Unless of course, you're a nutter of a completist, and wish to barmily catalogue all of the bits *Highway 2000* has unsuccessfully ripped off from each of them.

The car skids like *Daytona*, you know.



It's just like driving. If driving was like sat in front of the TV playing *Highway 2000*.

Meet the bimbos

"So, Herr Guttenburg. It seems you have foiled my plan and triumphed in your race. For this I will torture you, Herr Guttenburg. I will torture you with... with... BIKINI LADIES!"

Names: Angry, Bashful, Sneezy, Sleepy, Dopey, Donald, Mickey and that once with the glasses.
Favourite vehicle: lorry.
Likes: Being in the Girl Guides.
If you win the race: They'll scream your name in Japanese and attempt to sell you old underpants.

Name: Celia M.F.J.P. McThorsworthy.
Favourite vehicle: Spitfire.
Likes: Cars, blokes, world peace, endangered species and electronic chess games.
If you win the race: She'll pump your braincells.

Name: Jill Gascoigne
Favourite vehicle: minibuses from The Variety Club Of Great Britain.
Likes: Iron lungs, rabbits, world peace.

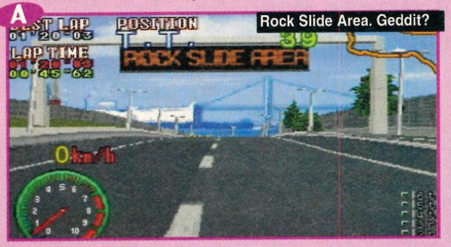
If you win the race: she'll grow a beard and physically age BEFORE YOUR VERY EYES.

Guess the sign and win nothing at all!

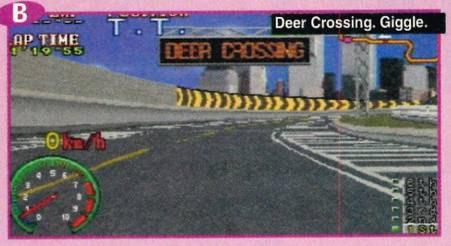
Players	One-Two	Tracks	Five
Difficulty	Medium	Release Date	October
Price	£44.99	JVC	☎ (0171) 2403121

Highway 2000 not only has girls in it. It also has signs in it. How so exciting! But, of course, this being a driving game with girls in it, you'd expect the signs to be, well, just a bit saucy. The first reader to guess which of these signs refers to the Carnal Act wins a year's subscription to Dean Mortlock's faxed press releases. Is it...

A



B



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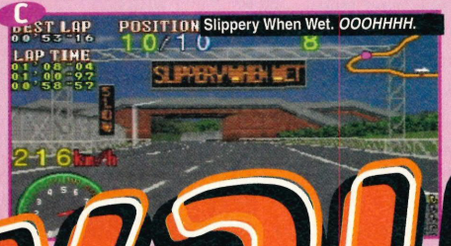
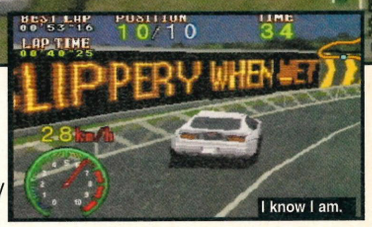
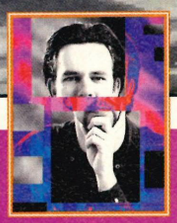




way 2000

second opinion



The European version of *Highway 2000* is a lot less saucy than the Japanese version we saw. Unfortunately however, the gameplay is largely the same. There's no real sense of speed and the car handling is so poor going into corners that you're never really sure what's going to happen when you press the brake button. Do you really need another driving game? Thought not. • *Dean*

The Race. Thoroughly unashamed of being thoroughly unpretentious, this is bubblegum gaming, but not GOOD gaming.

I wasn't very good at it either. So not-very-good that when I ended the course in 7th for the third time in a row, instead of a beautiful woman flashing up on the screen, I got an autographed picture of Thora Hird. For this I place the blame on the botched controls system.

Sometimes you end up playing a game for too long because you're trying to work out whether it's just plain average or just plain turd. I played this game far longer than I should have. And for this I place all the blame on the crappy clockwork CD access.

Tediously unoriginal and averagely playable, *Highway 2000* Has Women In It And Not Much Else. Best file under Exploitation Of Confused Young Boys and forget about it, eh? • **Simon**

verdict

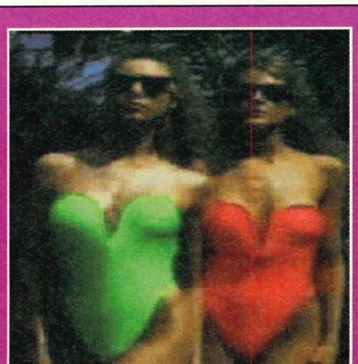
Graphics — 6
OK backgrounds. OK scrolling. OK cars. Not exactly an eye-snogging experience though.

Originality — 4
Somewhere we have seen a driving game before. But not with girls in it. How so exciting!

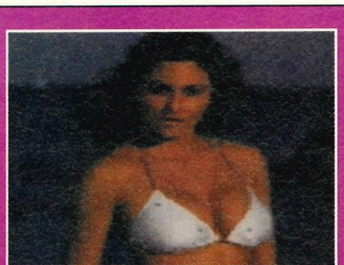
Sound — 5
Music's like Noel's House Party. Cars sound like they have a metal farting disease.

Lifespan — 5
Two-player OK. Tournament OK. Courses OK. Controls shonky. Will die after a month.

Final Verdict — 51%
"Sleepwalkingly average racing game. With girls in it. Sad to say but the programmers should get out more." *Simon*



Names: Kylie and Bernard. **Favourite vehicle:** Ice cream van. **Likes:** Dry white wine, pint of beer and a packet of crisps. **If you win the race:** They'll invite you over to their place to discuss number plates.

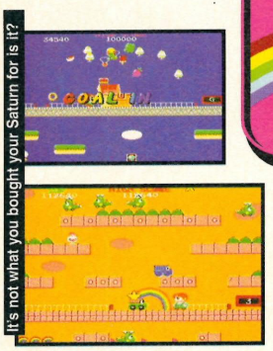


Name: Miss Captain Birdseye '96 **Favourite vehicle:** Stannah Stairlift **Likes:** monsters (any type), lying, playing cards, dark plastics, old Pink Floyd tracks layered over videos of Top Gear. **If you win the race:** she'll find the nearest shopping trolley, paint your face on it and throw it into the local river or reservoir.

Players	One–Two	Levels	Three
Difficulty	Easy	Release Date	October
Price	£39.99	Acclaim	☎ (0171) 3445000

Bubble Bobble

The old ones are the best. This may apply to something on the Antiques Roadshow but NOT in videogames. Check this out.



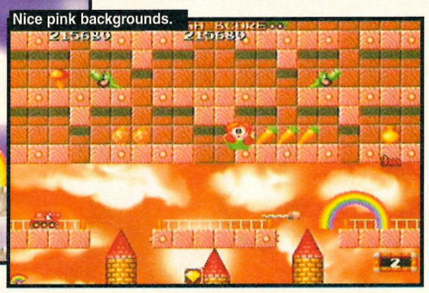
You people don't realise how lucky you are. You're the ones brought up on a diet of *Virtua Fighter 2* and *Sega Rally*. Take a look at these screenshots. This is the kind of stuff that we had to endure. 12 or more years ago, before even the Master System was a twitch in its designer's pants, this is the kind of stuff we had to contend with. In a few years time old father Dean's kid will have *Sega Rally 4* or *Super Virtua Fighter 5* on the Saturn 2 to play and things like this will be long forgotten.

"12 or more years ago, before even the Master System was a twitch in its designer's pants, this is the kind of stuff we had to contend with."

Good. Let's get down to the nitty gritty here. You've heard in other mags and on TV about how great games used to be, and indeed at the time they were because there wasn't anything better and as far as we knew eight colour graphics and flat 2D sprites was as good as it was ever going to get. Look at something like this compared to the high tech arcade conversions of today (and yes, this was an arcade conversion too) you realise just how limited games used to be.

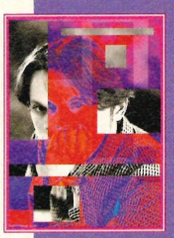
To expect something like this to be successful today is like putting James in the ring with Mike Tyson – it's something you want to see but you know it doesn't stand a chance. The graphics are a joke compared to today's standards and the sound effects are, well, let's be pleasant and say that we'd rather listen to that old Val Doonican record again.

The big question is whether or not the gameplay stands the test of time. Well of course it bloody doesn't. You may hear a few crusties harping on about how the old games had to rely on gameplay to get by but this doesn't even have that. Blow bubbles or rainbows and jump on them to kill little monsters and collect fruit. Well whoopee bleedin' doo. I can barely contain the excitement. Old games are the best? I don't think so. Games aren't as good as they used to be? Play *Sega Rally*, then play this. Then tell me this is better. • ***Les***



second opinion

Nostalgia is a lie by and large. Nostalgia about computer games is nearly always a lie. There are very few old games that can provoke as much gameplay interest as an 80%+ scoring modern release and *Bubble Bobble* definitely isn't one of them. You could probably buy an original arcade unit for less than they're asking for this. Please don't do either. • *James*

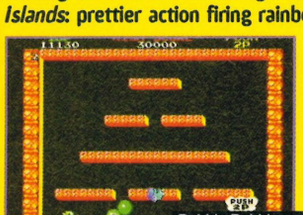


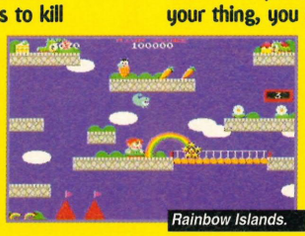
Three pack

You've had the amazing *Alien Trilogy* with three movies in one game. The incredible *Die Hard Trilogy* is on the way with three games in one and now you've got three games together on the *Bubble Bobble* disc.

Unfortunately, they're all as dated as each other. *Bubble Bobble*: where the action involves blowing bubbles and collecting fruit. *Rainbow Islands*: prettier action firing rainbows to kill monsters allowing access to higher levels to collect, er, fruit. Finally and rather forgettably, *Rainbow Islands Enhanced* which boasts much the same gameplay with 'improved' graphics.

At the time of their release, the three games were hailed as classics. Acclaim have ensured that all the original gameplay has made it through the conversion process intact. If retro gaming really is your thing, you won't go far wrong with this.


Bubble Bobble.


Rainbow Islands.

Rainbow Islands Enhanced.

verdict

Graphics 2
A homage to the old days but the graphics wouldn't look out of place on the Master System.

Originality 2
It's an arcade conversion, and an ancient one at that. Fun at the time.

Sound 4
CD sound can be great but unfortunately you don't get much of it here.

Lifespan 4
Amusingly playable until you realise how much you've spent for an hour's gameplay.

Final Verdict 56%
"Certainly an accurate conversion, but I don't really think that the world needs another version of these old coin-ops." *Les*

Welcome to (amongst other things) the biggest, most informative guide to Sega's latest smash hit game, *NiGHTS* and a complete code listing for *Ultimate Mortal Kombat 3*. You have arrived at...

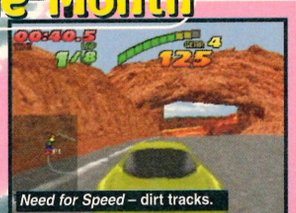
Power Tips

Small Tips

56 . . . . . .*Bug!* (Sat)
56 .*Clockwork Knight 2* (Sat)
56 .*Earthworm Jim 2* (Sat)
56 . . . . . .*VF Kids* (Sat)
56 .*Golden Axe: The Duel* (Sat)
56 . . . . . .*Congo* (Sat)
56 . . . . .*Iron Storm* (Sat)
58 .*King of Fighters* (Sat)
58 . .*Legend of Thor* (Sat)
58 . . .*Sim City 2000* (Sat)
58 . . . . .*Comix Zone* (MD)
58 . . . . .*Gun Griffon* (Sat)
58 . . . . . .*Lion King* (MD)
59 . . . . . .*Bug!* (Sat)
59 .*Sylvester and Tweety* (MD)
59 *Theme Park* (Sat)

Tip of the Month

Saturn
57



Need for Speed – dirt tracks.

Cheats for Need for Speed, Sir? We have them, Sir, have them on Page 57, Sir, Courtesy of Frank Brady, Sir. *OOOOHH*, suits you, Sir.

Cheats and Hints

Saturn & MD
56

Cheats for *Bug!* and *VF Kids*? Extra stuff for *Golden Axe* and *Gun Griffon*? Loads of other tat for loads of other games? That'll be Cheats and Hints, then.

Bug! Very nice too.

NiGHTS into Dreams

Saturn
60

NiGHTS – everything you need.

We're pretty proud of this *NiGHTS* guide and even though it's taken FOREVER we've done it just to put smiles on your gaming faces. We're nice like that.

Ultimate Mortal Kombat

Saturn
68

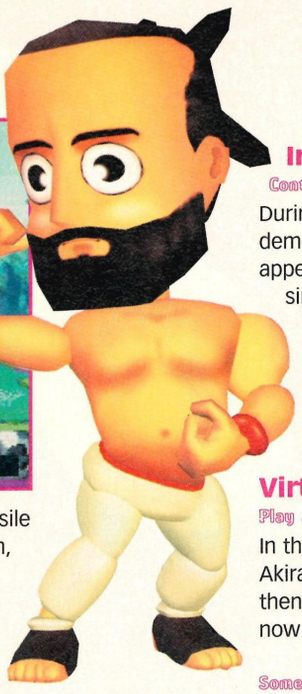
All the codes we could find along with the moves for all the new characters. These *UMK3* tips make an appearance due to popular demand.

UMK3 – hassled us enough, you did.

Cheats & Hints

Yet again we've searched the four corners of the earth and bled our sources dry in order to bring you another thrilling installment of* Power Tips. *Well, almost dry!

Why does *Bug!* have to be quite so difficult?



Iron Storm

Control the Dinosaur

During the 8th opening demonstration when the dinosaur appears, press X, Y and Z simultaneously on controller one, the screen should pause. Press the direction pad and Left and Right shift buttons to change the Dinosaurs' point of view. Freaky!

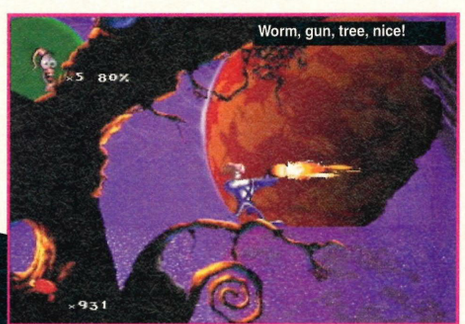
Virtua Fighter Kids

Play as Dural

In the character selection, highlight Akira and press Down, Up, Right and then Left and A together. You should now be able to play as Dural.

Something fishy inside Dural's Head

At the Select menu after you enter the Dural code press and hold down button C (when you choose between normal and kids mode) until the match begins. You'll see a


Worm, gun, tree, nice!

Clockwork Knight 2

Hidden Movie

After you finish the Bosses Galore section with a ranking of Expert or Master go to the movies menu. You will find that Movie number 16 will no longer have a "???" on it – select 16 sit back and enjoy!

Earthworm Jim 2

Passcodes

Level 2:(normal) gun, energy, blue gun, sandwich, canned worms
Level 3: bubblegun, sandwich, sandwich, bubble gun, energy
Level 4: 3-way gun, gun, missile gun, 3-way gun, blue gun
Level 5: energy, bubble gun, bullet, canned worms, Jim
Level 6: bullet, sandwich, gun, Jim, gun
Level 7: missile gun, blue gun, bubble gun, bullet, sandwich
Level 8: blue gun, canned worms, bullet, missile gun, Jim
Level 9: bullet, gun, missile gun, bullet, Jim
Level 10: sandwich, gun, Jim, blue gun, blue gun
Level 11: 3-way gun, bullet, bubble gun, energy, bubble gun
Level 12: missile gun, energy, bullet, energy, energy

Q&A

Every month we have to answer loads of questions from you gaming gibbons! It's not dignified is it – grown men sat at keyboards, trying to find cheats for the* Smurfs *on the Master System?

Saturn

Golden Axe: The Duel

I've just brought *Golden Axe: The Duel*, which I love but I can't find any cheats for it yet. Do you know any or is this game the first Saturn game ever to contain no cheats?
Kevin (Rumpy Pumpy boy!)
Stoke

No Kevin (or should that be Rumpy?) There are some cheats for Golden Axe. Here's one for a two player quick start. In versus mode when a player has been declared victorious, press Start to pause the game with either controller and then press the Left and Right shift buttons. Use Left and Right to select each person's character press the Left and Right shift buttons again and then unpause the game. The next duel will use those two characters and won't switch to the character select screen or change stages, thus speeding up loading times.

Congo: The Movie

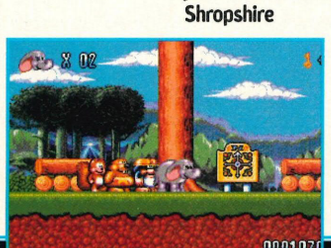
I have recently got hold of *Congo: The Movie* on American import but I can't seem to find any secret areas. I've scouted all through the game but I've found nothing, and I have been told that there is a hidden section somewhere. Please help me before I go bananas!
Paul Marsh
Walthamstow

Can you help?

Mega Drive

Mega-lo-Mania

I've recently been given an old Mega Drive game called *Mega-lo-Mania*, which I'm having great fun with. I can't seem to get far beyond the fifth epoch can you help (none of my friends have even heard of it). Some codes or just general tips would be nice.
Cheers!
Jonathan Hawkins
Shropshire



Rolo to the rescue

Please, please, please help me get past the first Egyptian level of *Rolo to the Rescue*. I was really enjoying it until I got stuck .
Chris Marsh
Hull

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

I've got some very old Gladiator cheese here. Does anyone want it?

Cheat of the month

Saturn

Need for Speed

Well done to Frank Brady of Purewell for supplying these nifty cheats for *Need for Speed*. A Saturn game is on the way.

Warrior Car and Lost Vegas Track

Go to the tournament option and enter TSYBNS, then exit tournament mode. You now have the Warrior Car and the Lost Vegas track.

Dirt Roads

Hold down L and R shoulder buttons when selecting a track and you get the dirt road rally version of the track. Just like the Dukes of Hazzard. (Quick compo – what was the name of the second policeman in DoH? Not Rosco, the other one.)

red fish floating inside Dural's head, who makes funny expressions during the fights.

FMV Endings

Beat the game in Arcade mode and you will get treated to a FMV ending. Then a mini movie theatre option opens up in the Options Screen which allows you to watch the endings for those characters you've won with.

Gold Dural

Highlight Akira and press Down, Up, Left and then Right and A together.

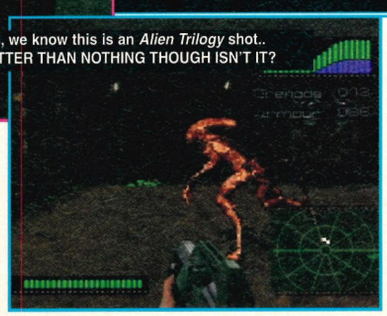
Wire Framed Mode

Hold the Left Shift button while selecting a character and continue holding it until the game begins. (You may have to view all the players endings for this cheat to work.)

Well, you haven't looked everywhere! On Day 6, there's a room in the upper right portion of the map that has a secret entrance. After you defeat the floating monkey head in the top middle room, you'll gain access to all the doors in the room. On the north-east side of the monkey head room is a passageway that leads east to a secret room, but you can't get through the door to enter the room. Don't bother looking for a key symbol for this room because there isn't one. You actually enter the room through a secret passageway that starts on the western side of the level. Look at your map and you should see a rectangular-shaped room on the far left side of the map. Make your way to the room and enter it.

Inside this room you'll find six long rectangular-shaped stone platforms. The secret passageway is hidden behind a wall on the western side of the room. Walk to the end of the room and jump onto the platform in the north-

Oh, oh, it's the chimp game again.


Yes, we know this is an *Alien Trilogy* shot.. BETTER THAN NOTHING THOUGH ISN'T IT?

Alien 3

Do you know a level select/skip for *Alien 3*? I don't want an invincibility cheat or anything like that, just something so I wouldn't have to keep replaying levels.

Kenny Lawson
Watford

Tips Hardline

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

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

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

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

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

FIFA '95
Mega Drive: *SP* 65
Super stuff. Type these as above.
Super power: . . . . . .B, A, B, B, B, B, B, B, B, B.
Super keeper: . . . . . .A, A, A, A, A, B, B, B, B B.
Super offense: . . . . . .A, A, A, A, A, B, C.
Super defence: . . . . . .B, B, B, B, B, C, C.
Dream team: . . . . . .A, A, B, B, C, C, A, A.
Shootout mode: . . . . . .A, B, A, C, A, B.
Also: *SP* 69, 70, 72

FIFA '96
Mega Drive: *SP* N/A
Super stuff: Go to Options and then go to Control screen (pause). Press A for the cheat menu screen.
Dream team: . . . .A, A, B, B, A, C, C, B, C, C, A, A.
Super keeper: . . .A, A, A, A, A, A, B, B, B, B, B, A, C, C.
Super offense: . . .A, A, A, C, C, B, C, A, A, B, C, C.
Super defence: . .B, B, B, C, B, C, A, C, B, B, B, C, B.
Also: *SP* 75

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

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

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

Micro Machines 2
Mega Drive: *SP* 62
Faster car: Pause the game and press Up, Down, A, B, Left, Right and then hold C. Now unpause.
Also: *SP* 69.

Micro Machines 2 1996
Mega Drive: *SP* 79
Faster car: Pause and press Up, Down, A, B, Left, Right, hold C and press Start.
Also: *SP* 76, 77, 78 for readers' tracks.

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

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

Mortal Kombat 2
Mega Drive: *SP* 65
Cheat Mode: Select done on the options screen and then press: Left, Down, Left, Right, Down, Right, Left, Left, Right, Right.
Also: *SP* 59, 60, 62, 63, 65, 73, 76, 77.

Mortal Kombat 3
Mega Drive: *SP* 74
Cheat Menu: On the menu screen, press: A, C, Up, B, Up, B, A.
Also: All the moves and the works in *SP* 74.

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

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

NBA Jam Tournament Edition
Mega Drive: *SP* 67
Secret Stuff: YES, you do want to play as famous people. Enter these initials and select them with the buttons stated. Here are 5, there are 33 more.
B. Clinton: C - Press A & Start, I - Press any button, C - Press B & Start
H. Clinton: H - Press any button, C - Press B & Start, Space - Press any button

Tips Power

Select Camera Angles

In Watch mode you have a choice of 7 different camera angles. Press X to get a random angle, and from there press any of the other buttons (L, R, X, Y, Z, A, B, C.)

KING OF FIGHTERS '95

Play as last two bosses

In the team edit screen, press and hold the Start button, then press Up + Y, Right + A, Left + X and Down + B. If successful you can use the last two bosses.

Another Boss Code

Finish the game (team mode) and then go to the character selection screen. Select 'Yes' on Team Edit, hold down the Left and Right shift buttons and then press Up, Down, Up. The bosses should now be available.

Random Fighter Choice

While pressing the Left and Right shift buttons answer "No" when it asks if you want to edit your team.

Legend of Thor

Spin Attack

(With Sword): 360° on D-Pad, B.

Gun Griffin

Don't you think that *Gun Griffon* is a bit underrated? I know it isn't exactly ground-breaking in the terms of graphics but it plays superbly. Why didn't Sega give it more publicity? I still haven't finished it yet, do you have any cheats?

Tyrone Barckley
Wolverhampton

Well Gun Griffon *is tough, we'll grant you that. As for some cheats try these for size: At the Title*

◀ *west corner of the room. Face the northern wall, then push against it by walking into it. Next, you need to quickly turn to the left and run into the opened passageway; the wall will only stay open for roughly 2 seconds. Once you make it to the secret room, you'll find lots of items including a continue icon.*

Sorted!

Tat ahoy to these button pressing peeps for sending in the following solutions:

Mega Drive

Lion King

Issue 82

Adam Flory of Aberdeen has sent us this advice for Gary Tidiman to help him in his log jumping in the *Lion King* In issue 82 he asked how to get up the water fall on Willow Cascade (level 6)... "There is a sequence. Go off the platform onto the first log then carefully jump across to the third and then onto the fourth. On the fourth, jump up two logs and then across to the fifth. Repeat the sequence jumping across to the fourth log and then up two onto the fifth log again and then just keep repeating the sequence."

Bug!

Issue 82

Martin Doyle of Eltham sent in

Triple Flip Kick

(With Sword): For ,Back ,For, Press B button repeatedly

SIM CITY 2000

Gambling Code

First start a new city and then build a marina and legalise gambling. Wait till the boat goes out and then go on to the top of it and press the Left shift button. You should get a slot machine with 1/4 chances which costs $10 each play, and you can play as many times as you like.

Euro '96

View end credits

To see the end sequence of *Euro '96* without having to go through all the malarkey of playing it, all you have to do is hold down Left, Right, X, Y, Z and Start for five seconds on the title screen (the one with the Euro '96 England logo).

Mega Drive

Comix Zone

Full Invincibility

Go to the Jukebox screen *Screen, press B, B, B, C, Start for unlimited ammo. Also on the "PRESS START" screen, press Left, Right, C, A, Start for no target. Down, C, C, A and Start gives double strength enemy attacks and B, B, B, Down, C, Start displays only allies on your Radar.*

Here's some general stuff to help you.

❶ *Don't forget you can walk on top of buildings.*

❷ *Your shots have double power when firing from the air (when jumping) to ground.*

❸ *When you enter areas with a large number of ground vehicles, there are usually several on the same 'level' on the horizon. If you stand still and use your cannon, you can swing around and destroy them with simple Left/Right movements once you've got the correct Up/Down position dialled in.*

❹ *When you approach a friendly helicopter to Refuel/Reload, the 'Refuelling' message may get covered by another message. Just*

Free Cart!!

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

Name .....

Age .....

Address .....

Game wanted ..... **Console type** .....

Tip (Please continue on another sheet if necessary). .....

.....

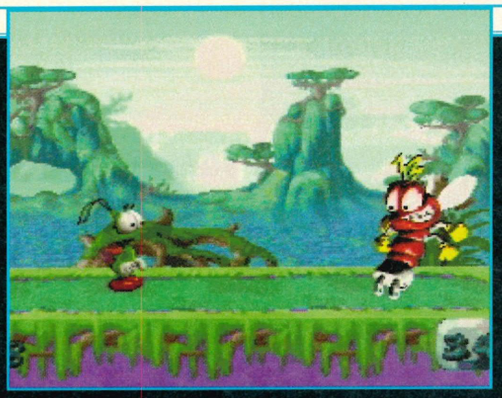
.....

.....

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

this for John Paterson to help him with his *Bug!*-related problem.

"This is a good cheat for *Bug!* if you have a memory cartridge. When you have progressed to a level and you have some continues left quit the game and then restart your Saturn and go to memory manager. Insert your memory cartridge and save your *Bug!* game onto it. Now resume playing the game.



When (if) you run out of lives and continues quit the game and overwrite your internal *Bug!* save position with the one you have on your cartridge.

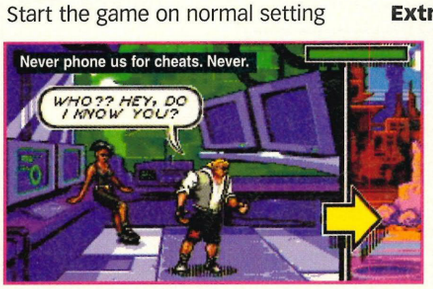
and play these sound effects in this order: 3, 12 , 17, 2, 2, 10, 2, 7, 7, 11. If the cheat has worked you will hear a voice say 'OH YEAH!'

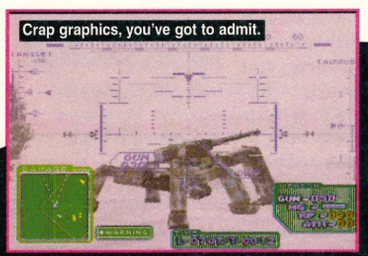
Sylvester and Tweety

Multiple cheats

Start the game on normal setting and then pause the it to go to the inventory screen. Press A and one of the following for some rather wonderful cheats:

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





keep an eye on your ammo levels to see if you are reloading.

❺ Your radar can detect a kill before you do. If you fire at a target, glance at your radar to see if it disappears. If it does you can start zeroing in on another target without waiting to see the previous one blow up in the main window.

❻ When you are jumping you can move forward or backwards with the X and A buttons, the same as you can on the ground.

There, that lot should help you along a bit.

Theme Park

Are there any *Theme Park* codes that will allow me to access all the parks rides and shops?

Simon Tucker
Macclesfield

For access to all the park's rides and shops, enter your name as "DEAD" and click on End. At the next screen, press A and Z together. If you own a US version, to gain access to all rides shops and toys, enter "DEAD" as your nickname. Then, press the Left shift button to enter the ride menu – in this menu press X, Y, Z, A, B and C together. You'll hear a "yeah" to verify the code has worked. Now re-enter the ride menu and repeat the code but hold all of the buttons down. The longer you hold the more cash you get! To get more cash during the day, hit A, B, C during gameplay after both codes are activated to re-enter the cash vault.

Tips Hardline

Benny: B - Press B & START, N - Press any button, Y - Press C & Start
Liptak: S - Press any button, L - Press B & Start, Space - Press B & Start
Kid Silk: K- Press any button, S- Press B & Start, K- Press C & Start
Also: *SP* 75.

Road Rash

Mega Drive: *SP* 35.
For $31,000,000, enter: .010B0 01DB5 UQP06 37UN9

Game Gear: *SP* 61
For level five with best bike, enter: . . .0000 0DQT0 15AUS 574AE

Road Rash 2

Mega Drive: *SP* 44
For hidden bike 'Wild thing', enter: 009N 1V00
Also: *SP* 41, 69, 74, 75, 76.

Road Rash 3

Mega Drive: *SP* 68
Enter these codes on the title screen using pad 2.
Tougher weapons: . . . . . .R, A, D
Cash, head start, no gun: . . . . . .C, L, U, B
Excellent bike: . . . . . .B, L, U, R
Any bike, weapons and cash: .A, B, R, A, C, A, D, A, B, R, A
Start at level two and steal bikes: A, C, L, U
Also: *SP* 69, 77.

Sonic the Hedgehog

Mega Drive : *SP* 1-79
Level Select: On the title screen press U, D, L, R and then A (keep it held). Now press START.

Sonic the Hedgehog 2

Mega Drive: *SP* 41
Level Select: Go to the options screen and Listen to these sounds in this order: 19, 65, 09, 17. (Play each one for more than 15 seconds.) Now go to the title screen and hold down A and START.
Also: *SP* 40, 42, 44, 49, 56, 72, 75.

Game Gear: *SP* 41
Level Select: On the Sonic and Tails running screen press D/L, 1, 2 and Start. Hold all until the title screen appears then let go, and press Start.
Also: *SP* 41, 48, 59.

Sonic the Hedgehog 3

Mega Drive: *SP* 56
Level Select: When you hear the voice say 'Sega', swiftly press U, U, D, D, U, U, U, U. (You should hear a chime.) Go to the Player 1/Competition options screen and, with competition highlighted, press D and then go into sound test.
Also: *SP* 54, 55, 57, 59, 60, 65.

Sonic and Knuckles

Mega Drive: *SP* 65
Go Hyper: collect all the chaos emeralds and 50 rings, then do a double jump. Now collect all the super emeralds in the special stages of S&K, getting 50 rings and doing another double jump. If well executed, you'll get the Hyper animals. **Also:** *SP* 66.

Sonic CD

Mega CD: *SP* 50
Level Select: On the title screen, press U, D, D, L, R and B.
Also: *SP* 53, 55.

Sonic Chaos

Game Gear: *SP* 56
Level Select: On the title screen, press U, U, D, D, R, L, L, 2, 1 and Start.
Also: *SP* 66.

Sonic Spinball

Mega Drive: *SP* 53
Bonus Points: Press A, B, and C when your total score is being added, helping you to get extra lives.
Also: *SP* 58, 65.

Streets of Rage

Mega Drive: *SP* 41
Level Select: Go to the title screen, press Start and go to options. Press Right on pad 2 and keep it held. Now, hold A, B and C (all buttons on pad 2 are now held). Press Start on pad 1 to enter the options screen and select your level.
Also: *SP* 43, 45.

Game Gear: *SP* 44
Level Select: Go to the options screen and select sound test. Play sound 11, and while it's playing, hold down 1 and 2.

Action Replay codes

Saturn

Daytona USA

Master Code F6000914 C305
. . . . . .B6002800 0000
Unlimited time (arcade mode)
. . . . . .1607EAAE 0318
Number of cars course 1=5
. . . . . .06048072 0005
Number of cars course 2=5
. . . . . .06048074 0005
Number of cars course 3=5
. . . . . .06048076 0005
Number of laps course 1=16
. . . . . .0604805A 0010
Number of laps course 2=10
. . . . . .0604805C 000A
Number of laps course 3=6
. . . . . .0604805E 0006

Ghen War

Master F606B124 C305
. . . . . .B6002800 0000
Infinite life support 1608FC1A 9000
. . . . . .160724C8 0064
Infinite lock on rockets .3609491E 0064
Infinite rockets 3609491F 0008
Infinite mines 36094920 0006
Infinite robots 36094921 0006

NBA JAM TE

Master Code F6000914 C305
. . . . . .B6002800 0000
Player 1's score always 9
. . . . . .1606C002 0009
Player 2's score always 0
. . . . . .1606C00A 0000

Mega Drive

Captain America and the Avengers

Unlimited Conts Player 1 . . .FF9E810007
Unlimited Conts Player 2 . . .FF9F570007

Final Part of Sega Power's complete NiGHTS solution.

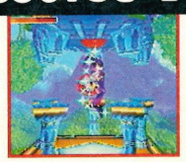
Welcome to the second part of our worringly exhaustive guide to NiGHTS. There's all the information here you'll need to master Claris' three worlds and set some seriously high scores. Plus we've got all the info on Wizeman's final challenge. Read on. Like now, Scooby.

Spring Valley

THE IDEAL

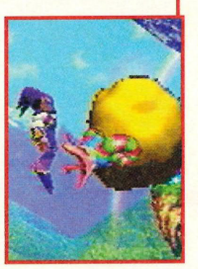
Spring Valley is the first of Claris' dream worlds and like the rest of Claris' worlds, it seems to beharder than any of Elliot's. There's also not so much to collect on foot – collecting only 20 spheres before starting the Course 1 is a good compromise.

Course 1



❶ Don't forget to collect as many Ideya spheres as possible on foot before you begin the course. This'll give you a good head start.

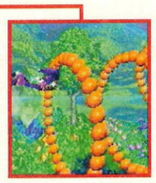
❷ A nice little seven sphere/four star cluster here for NiGHTS to collect right at the start.



❸ Right in your path is some sort of floaty sheep baddy thing: well worth getting out of your way as early as you can.

❹ At the bottom of your path are three stars. If you're to get some good linking going, you must pick them and then head upwards to the middle of the flight path.

❺ Before you reach these three Ideya spheres, NiGHTS will need to take out another one of those stupid sheep.



❻ Here is the Ideya Palace. Two things to remember: One, don't bother depositing your spheres until you have got 20, you'd be wasting precious time. Two, the second you do have 20 drop them off without delay and get into bonus time.

❼ Go through these four hoops and quickly accelerate to the next set of hoops which is slightly higher up.

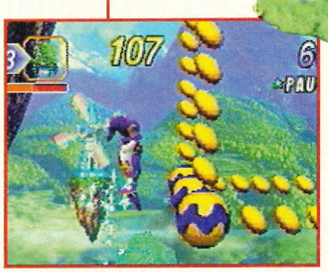
❽ Fly through these hoops and dip at the end of the linked hoop. Make sure you pull up fast at the end or you may accidentally enter NiGHTS' prison before you're ready.

Course 2

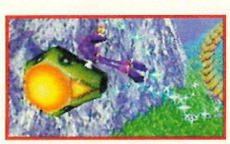
❶ Fly out low from NiGHTS' prison at the start of Course Two and you'll come to three hidden spheres behind the top of a hill.

❽ From the power-up are nine link up hoops, which lead to three groups of three spheres with a spring in the middle. The last thing on course two is this turbo spring which you should avoid at all costs, unless you want to be propelled into NiGHTS' prison.

❷ Pass through the linked hoops and keep low. A strong gust of wind will force NiGHTS upwards, try to grab the three spheres that are on your right as you go up, then go over the top and through the linked hoop.

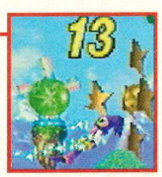


❸ Collect these six spheres and three stars, then keep going around the stone column.



❹ Bounce off this turbo spring to speed you through the hoops and then collect the three spheres underneath a suspended rock.

❺ Hidden above the rock platform is this Ideya cage. Eight balls of Ideya loveliness are now yours!

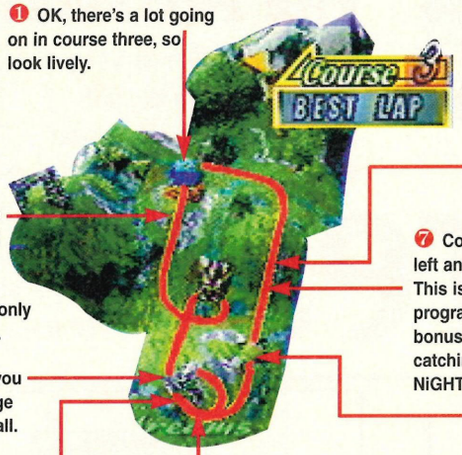


❼ By the edge of the beautiful waterfall are five spheres before a linked hoop. Slightly higher is one of those yawning sheep waiting to be looped. Above the sheep are six stars and a sphere which should be circled to reveal a Spin Drill power up.

❻ On your first circuit alone you should have at least 20 spheres to deposit in the Ideya Palace – situated to the right of the suspended rock platform.

Course 3

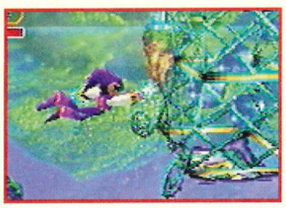
❶ OK, there's a lot going on in course three, so look lively.



❽ Grab this seven link pick up and keep racing to the right. Use the springs where possible and don't bother going back for stuff you miss, this course is too large and busy for any slowing down.

❷ The first thing to collect are the three spheres, then drop down and fly up in a huge arch to get a 13 link. In the middle of the arch is a turbo spring that faces towards the screen, if you touch it NiGHTS will be transported a little further on in the course, so only use it if you are in a hurry.

❼ Collect the three stars to the left and find another bonus hoop. This is a large course, and the programmers have included two bonus hoops in the hope of catching you miles from NiGHTS' prison.



❸ Keep flying right and you will come to this Ideya cage above a cascading waterfall.

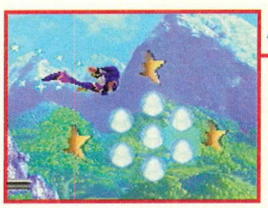
❹ If you venture below the waterfall you will find these eight stars and a lot of water.

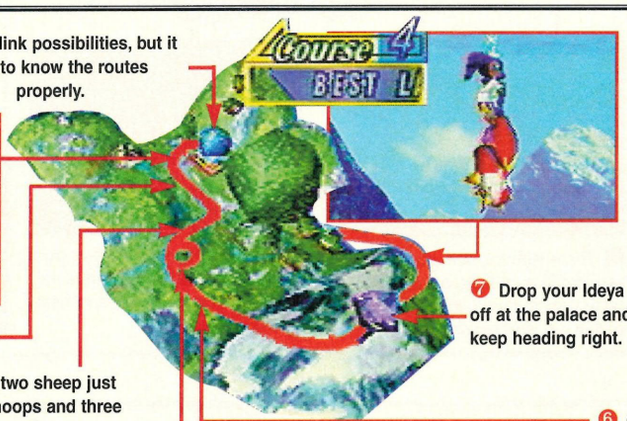
❺ After the waterfall at the top of the course, you'll come across a cluster of six stars, loop them to reveal a cuddly Nightopian power-up. Drop down and power left to pass through a bonus hoop.

❻ After the bonus hoop pass through six hoops and drop your load in this Ideya palace.

Course 4

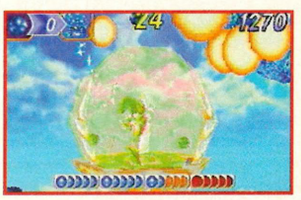
❶ Course Four offers some great link possibilities, but it takes some serious practise to get to know the routes properly.



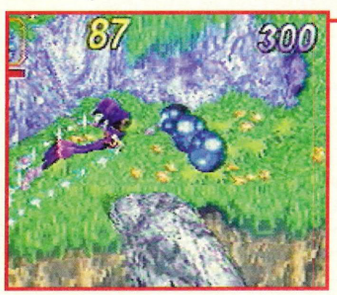


❷ Paraloop around this seven sphere/four star cluster and then drop down to fly through a linked hoop.

❽ Keep advancing at speed through the nine hoops on offer and try to avoid the red crabs – they'll grab hold of NiGHTS leg, slowly dragging him down, which is intensely annoying when you're running out of time.



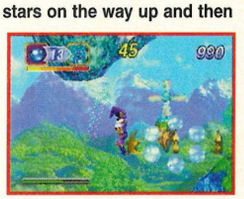
❼ Drop your Ideya off at the palace and keep heading right.



❹ Watch for the two sheep just before the three hoops and three spheres.

❺ Here's a multi-link column. Approach it from the bottom (give the spitting chicken a slap!) and fly up through the linked hoop and then around for a 13 link-up sequence.

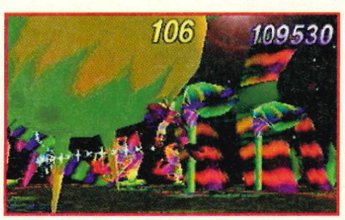
❻ Collect this nine link pick-up with a paraloop and then NiGHTS will be blown up to the top of the mountain by a gust of wind. Grab the stars on the way up and then accelerate right from the top, picking up a five link as you go.



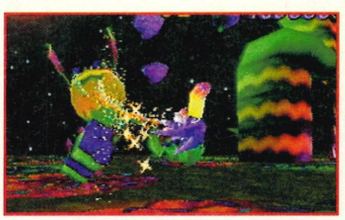
❸ Loop around the three spheres above this little bridge and you will get a nifty smart bomb power-up.

Boss time Gillwing

❶ Gillwing is Claris' first boss and, frankly he's a bit of a weed. He's a winged fish with a long barbed tail, who'll chase NiGHTS 'round his goldfish bowl.



❷ The best method to beat Gillwing, is to fly up close enough to him so that NiGHTS can get a grip on him. Now press C to punch him and hurl him backwards.



❸ After NiGHTS has punched Gillwing, part of his tail will come off. Do not approach him to get another punch in until you see his face reappear.

❹ It takes around eight hits to kill Gillwing. *Sega Power's* best time is 79 seconds left on the clock. Beat that, prove it and we'll send you some tat.

Mystic Forest

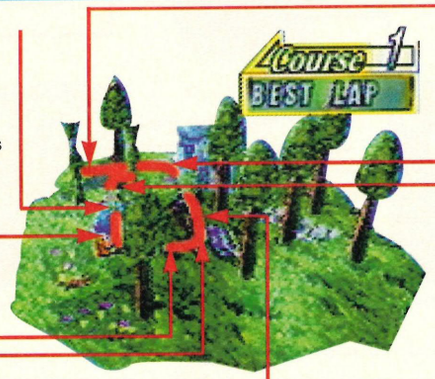
THE POSSIBILITY

Mystic Forest is a very fast-paced world that features an ancient ruin with a hidden cave and a rather disorientating overhead maze section. Which is, of course, all lovely.

Course 1

❶ This is the start of one of the fastest courses in the game and offers limitless link-up chances.

❷ Collect the three stars and then fly through the 10 link bonus ball and down a 'tube' of hoops.



❽ Six stars to collect here. Watch out for one of those red crabs who drag NiGHTS down by his ankles.

❼ NiGHTS will automatically be bounced between these two trees, try to collect the six stars that lie half way up them.

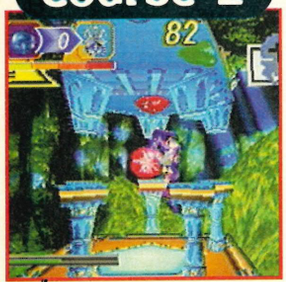
❸ See how easy it is to get the bonus score! You'd be a muppett to fail to score big on this course. Now go down for seven Ideya spheres.

❹ These rather gittish red tadpole-like creatures will suddenly whip NiGHTS with their tails, robbing him of five valuable seconds.

❺ A nice shiny Ideya palace here. It"ll take at least two circuits until you have enough spheres to fill it, so leave it alone, ok?

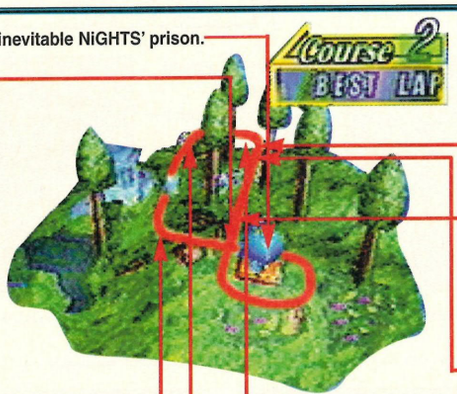
❻ You'll come flying off the second tree at a fair old lick. If you line yourself up properly you'll fly through these six hoops, which are then followed by three spheres to complete the course.

Course 2



❶ Course two starts here at the inevitable NiGHTS' prison.

❷ In the middle of the course there are six hoops and then three spheres in a line. Watch out for the red ankle grabber and then drop down and use the turbo spring.



❽ Lurking amongst the stone slabs at the bottom of the level are what we shall call the Shrink Monsters (sorry, I don't read Japanese!). These weird looking yellow beasties spit out a ball at NiGHTS which shrinks him and robs him of five seconds time.

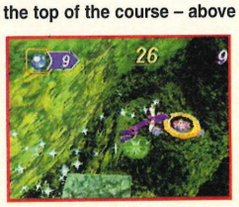
❸ Below the gate are five spheres to collect. If you then go high above the gate, NiGHTS can do a Paraloop around seven stars which will then turn into seven spheres.

❹ Bounce off the turbo spring and you'll race through three stars and six more Ideya spheres Fly through the linked hoop, collect three stars and you'll come to the Ideya Palace. By now you should have 21 spheres so drop 'em in!

❺ Above the Ideya Palace is a seven link bonus ball. If you fly a bit higher you will find a convenient seven link up arch.

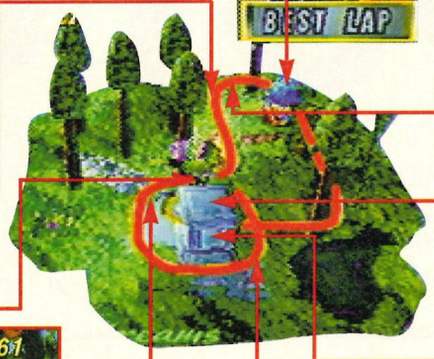
❼ At the bottom of the level are lots of stone slabs which are hiding some tasty stuff. The darker coloured ones can be smashed with a Spin Drill attack or by grabbing and punching them.

❻ Further along right at the top of the course – above a floating rock platform – are six stars. Paraloop them and a Nightopian power-up will appear, ready to help you in all your power-up collecting needs.



Course 3

1 Perform a Paraloop to pull in the three stars from another course, then collect the two sphere/one star link.



8 After leaving the secret cave, instead of going back to the beginning of the course, go left to collect this Ideya cage and then head back further left to find another bonus hoop.

2 Here's one of the Shrink Monsters. Either avoid 'em or kill 'em, it's your call. After the Shrink Monster you should go through a nine link-up tunnel to the right. At the end is a turbo spring which will propel you to an eight link-up opportunity of stars, hoops and spheres.

7 If you don't make it NiGHTS gets squashed. Still this is only a dream so he can't die, in fact he can even collect the three hoops at the top of the cave's entrance.

3 NiGHTS should be right next to the Ideya palace now, located outside an ancient ruin.

4 Grab this 15 link bonus ball and then accelerate quickly to the right going through the hoops as quickly as you can, there are only 15 in all, so be careful.

5 You'll notice that as you hit the paddles going around the ruin a secret entrance will slide open and shut, if the last paddle you hit turns white the entrance will stay open. Dare you go and discover what mysteries lie within?

6 Course you do! Now here's the deal, you've got to go through the bonus hoop, pick up the 20 link bonus ball whilst still doing your fancy dancing and then try to link up 20 of the stars that litter the floor of the cave. Easy huh?

Course 4

1 The last course in Mystic Forest is massive and pretty easy to get lost in. Pay attention!

8 The route back to the garage is for NiGHTS to go first left then left again. You'll see a barbed hoop in front. Go either side of it and the garage will be in front of you. The car will drive in giving a toot to indicate your success.

2 Mind the barbed hoop and go to the top of this post to collect three spheres. Now hit the turbo spring and fly through the five stars and the linked hoop.

7 As you enter the maze section you'll notice a car beneath you that will follow your moves. If you guide the car back to its garage you'll be rewarded with bonus points.

3 The quickest way back to NiGHTS' prison is to go to the outside of the course and through all the hoops.

4 After you've got the seven spheres above the garage, turn right to go into the Ideya palace and deposit your Ideya spheres.

5 Collect five spheres at the bottom of this gate, then go above the gate to pick up seven stars which will then reveal a further seven spheres.

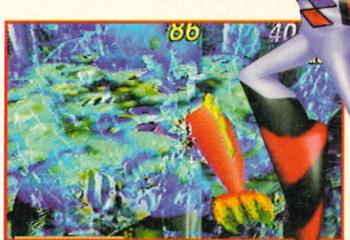
6 Hit the turbo spring and collect three stars and five spheres that lie directly in your path. Keep progressing right picking up three stars and a twin link. NiGHTS will go through an entrance that leads to an overhead-viewed section.

Boss time Gulpo

The boss of Mystic Woods is Gulpo, another gigantic fish in a fishbowl surrounded by smaller fish who are stuck to the side of the fishbowl.

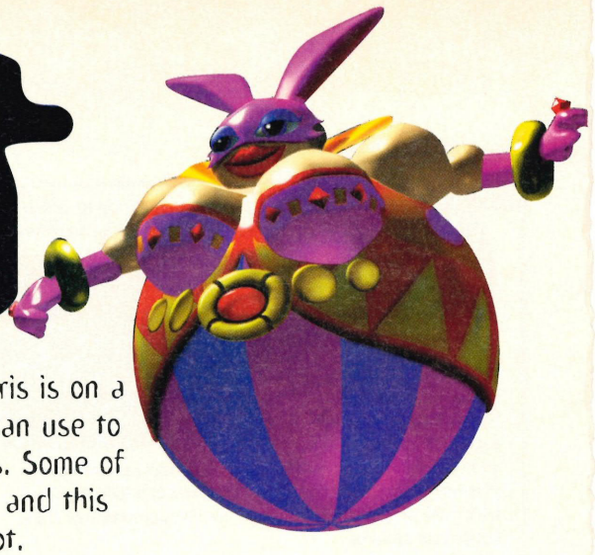
Grab hold of one of the smaller fish who are in line with Gulpo. NiGHTS will be blown to the other side of the bowl, and if Gulpo is in the way, NiGHTS will hit him.

NiGHTS must continue grabbing the fish in line with Gulpo. He'll continue to be blown through the bowl until Gulpo has taken six hits.



Remember that beating a boss quickly will boost your score considerably and help your overall ranking for that world.

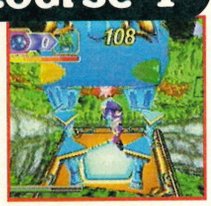
Soft



Museum

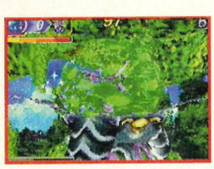
This level's mad. For a lot of it Claris is on a gigantic bouncy castle which she can use to good effect by making huge jumps. Some of the graphical effects are stunning and this time there's loads to collect on foot.

Course 1



1 Very fast track this one. I expect at least 10 circuits out of you all!

2 Soon as you leave NiGHTS' prison get low to the ground and fly through the six ground-based hoops.



3 Above the first six hoops is the Ideya palace – ridiculously close to the beginning of the course, if you ask us.

4 Paraloop around these six stars and they turn into five Ideya spheres!

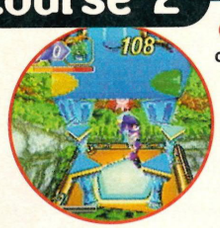
5 The trick to this part of the course is to go down through the twin hoops and collect the six link bonus ball. The roof of the little pavilion will then propel NiGHTS upwards to collect six spheres, instantly earning you the bonus points.

6 After your wonderful bonus ball success, go down through these duo linked hoops and then carry on along the ground.

7 On the ground you should pick up four spheres and three hoops. Watch out for the poor little Nightopians. Some are always hanging around here and they can turn quite nasty you know!

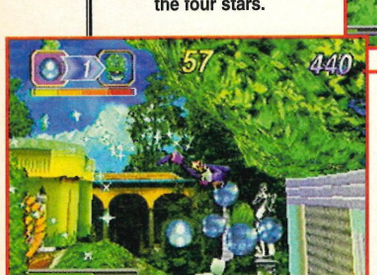
8 Leaving the floor, hit one of the turbo springs, head through six hoops then upwards to loop six stars and finally to end the course, bust open this Ideya cage which is at the top of the course just before the start.

Course 2



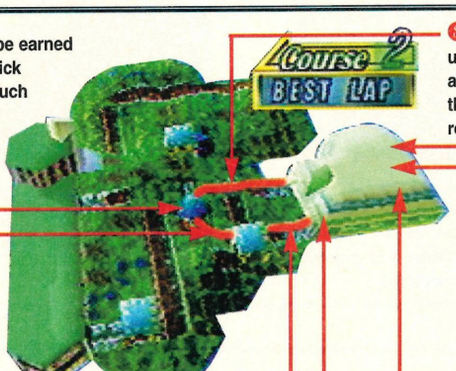
1 There are loads of bonus points to be earned on this level – if you can get round it quick enough. Three circuits should pretty much guarantee an 'A' rating.

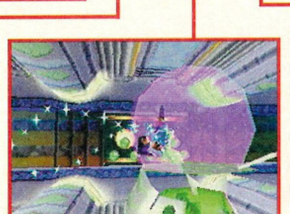
2 Go through the four hoops and get the four stars.



3 Paraloop the six spheres then press against the museum door and magically it will open.

4 Don't get carried away here, there are pick ups all over the place and if you collected all the spheres in this room you would have 38 in all. Don't be greedy and get obsessed with collecting everything.





5 In the next room is the Ideya palace. Drop off your twenty spheres and now go like a bat out of hell. This is the time to collect everything now you're in bonus time.

6 To get the spheres in the green hoops you have to do a Spin Drill attack on them to make them crack open.

7 If you ram NiGHTS against the floating slabs of rubber they'll give way enabling you to reach the things above them.

8 After you leave the museum, use the turbo spring to speed you along and then do a loop around the cluster of stars and spheres to reveal a handy Spin Drill power up.

Course 3

6 There are really too many power-ups to list in this section of the game, but it really comes down to common sense which things you choose to collect. If you're on your first circuit then obviously you should be trying to pick up as many spheres as possible.

5 NiGHTS is now spoiled for choice for power-ups as he gets bounced from wall to wall. Lovely collectables fly past him on either side.

1 As soon as NiGHTS approaches this huge gun, he'll automatically be loaded into it, the turret will swivel round and fire him into a large bendy wall. This in turn will fling him equally quickly on through the course.

3 Loop the five spheres to reveal the Nightopian power-up. It's vital not to miss him because he's very useful in the next part of the course.

7 You'll know when you are at the last bendy door because you'll pick up a nine link bonus ball.

8 You should be able to easily pick up the necessary nine links to achieve your bonus before you hit the turbo springs at the end of the course.

2 Here is the Ideya palace, again right at the start of the level. If you don't have 20 spheres after one circuit you're not going to get a good score – simple as that.

1 This course is all about reflexes. It's up to you to react quickly enough and choose between the power-ups on offer.

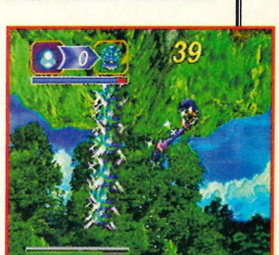
Course 4

2 There is a neat 14 link-up opportunity here. First of all do a loop around the five hoops and then quickly drop down.

3 As you drop from the five hoops, go through the linked hoop and race along the floor to collect three hoops and five spheres for a 14 link. Now enter the museum.

1 The final course is a toughie. It's hard to get around more than twice and there are plenty of little traps to rob you of time.

8 Right at the last part of the course is this barbed hoop which will rob you of five priceless seconds if you are clumsy enough to fly through it. Loop around the six star cluster to finish the course.



4 Get a load of that fantastic mirror effect. It's actually so good that it puts you off the serious business of collecting all the choice gear on offer. Start at the bottom and systematically work your way to the top going through the hoops.

5 Once again, start at the bottom mirror and work your way to the top, then exit on the right.

6 Above a little pavilion is a sphere/star cluster, loop it for a smart bomb power-up.

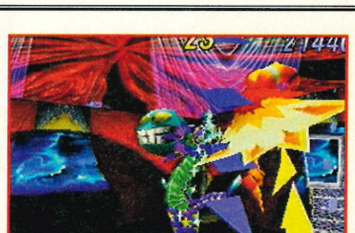
7 At last the Ideya palace. Now is the time to watch out for some serious Nightmarean interference. There's an electrical monkey thing and a big lipped tadpole type lurking nearby.

Boss time Jackle

Jackle is the hardest boss in the entire game. He is a jester who throws time-consuming cards at NiGHTS, laughing hysterically as he backs away.

The way to beat Jackle is not to speed towards him, but wait until he throws his cards at you and duck up and down getting gradually closer.

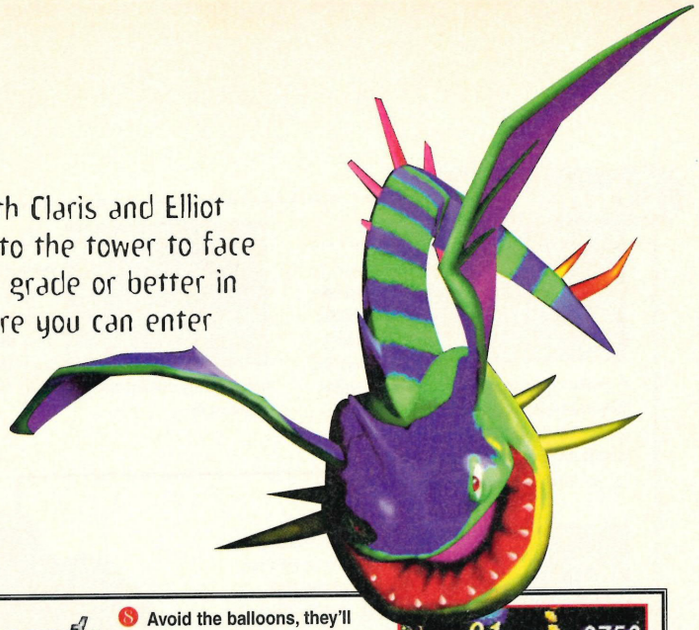
When you are close enough grab hold of him, punch him away, loop back around, then grab him again before he lands and punch him again.



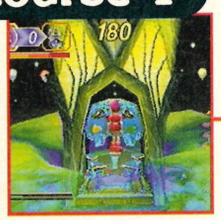
It's often quicker to reach Jackle from behind. After eight hits you'll have beaten the laughing boy and have completed Claris' worlds.

Twin Seeds

Twin Seeds is the last world for both Claris and Elliot and it's a race against time to get to the tower to face Wizeman. You will have to earn a C grade or better in each of Claris' or Elliot's world before you can enter Twin Seeds.



Course 1

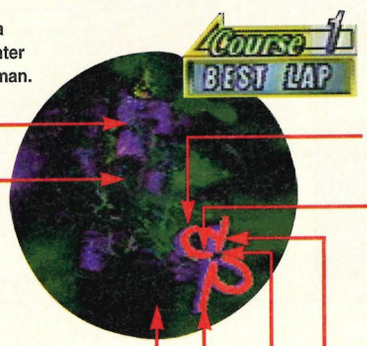


1 Claris starts Twin Seeds standing on a platform before a tower. As she tries to enter the tower she sees the figure of the Wizeman.

2 Claris is flung backwards though the air.

3 Claris finds herself on a platform with no NiGHTS prison to start the course from and seemingly nowhere to go. There's only one thing to try – jump off the side of the platform into what appears to be a certain death.

4 Claris will appear from below, this time flying as herself. She cannot perform a Paraloop like NiGHTS, but apart from that things are the same. Go middle right and pick up the 35 link bonus ball and hit the turbo spring.



5 You should have picked up three spheres before you reach this Ideya palace. It's better to avoid it until you have all twenty spheres.

6 Go through the hoops then pick up the four spheres and the stars. It's the spheres that are important here – there are only twenty, so if you miss one you will have to go back and find it.

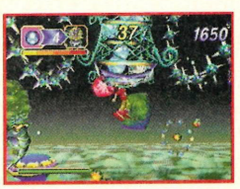
7 Head upwards through the linked hoops and fly through the six spheres that lie within some multiple hoops. Keep towards the middle for the next two spheres set in a linked hoop.

8 Avoid the balloons, they'll pull Claris upwards if she comes in contact with them. The all important last two spheres are high up on the right. Grab 'em and then use the turbo spring to get to the Ideya palace.

Course 2

3 Here's the Ideya palace. You won't have any spheres as you pass it on your first circuit, but woe betide you if you haven't got 20 by the next circuit.

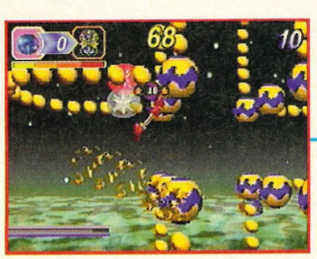
4 Hit one of the paddles below the Ideya palace to release dozens of stars and then touch the turbo springs to be jettisoned into four more spheres.



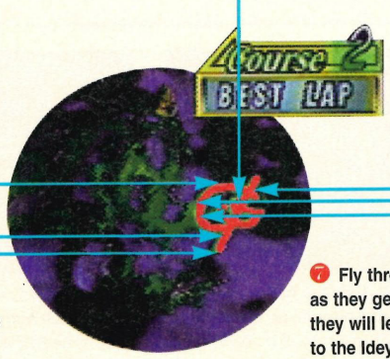
5 Approach this Ideya cage from below as there are barbed hoops on either side of it. Hit another paddle for more stars. Collect the eight spheres from around the spring and then the 30 link bonus ball.

6 Accelerate into the green translucent case that is covering the hoop and dozens of hoops will be released in succession getting smaller and smaller.

2 It's possible to collect all eight of these hoops with just one quick loop around the middle.

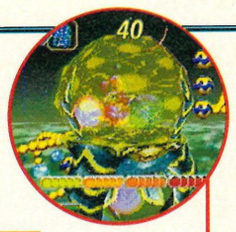


1 Start course two with a nice four link hoop loop.



7 Fly through the hoops as they get smaller and they will lead Claris back to the Ideya palace.

Course 3



❸ When you arrive at the Ideya palace first time around you will only have three spheres to drop off. Don't panic there are plenty to come.

❷ Pick up the 25 link bonus ball and then head through the hoops picking up three spheres on the way. Follow the arch of hoops and go through the linked hoops.

❶ Go upwards to start the course and hit a paddle for more multiple star action.

❶ Drop down round the tower and collect the spheres on offer as well as multiple hoops.

❺ Hit the turbo spring and Claris will burst her way through the balloons, then collect the spheres in the line.

❻ There's another line of balloons to be burst. This time Claris must Spin Drill her way through them.

❼ If you have 20 or more spheres forget everything else, just fly as quick as possible back to the Ideya palace so you can start the next course. Watch out for a barbed hoop on the way and use this turbo spring to speed Claris along.

Course 4

❶ On the last course, Claris will be circling Wizeman's tower. Drop down low to find loads of spheres.

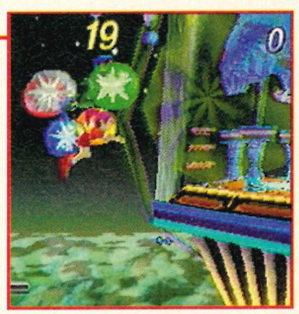
❷ Be careful not to run into these devilishly-placed barbed hoops.

❸ After the barbed hoops you'll arrive at a turbo spring pointing upwards. Bounce on it and Claris will fly upward picking up many spheres on the way.

❹ If you haven't picked up 20 spheres by the time you reach the top, get in line with the balloons and do a Spin Drill attack through each. There's a sphere reward in each one.

❺ The second you have 20 spheres, go straight to the Ideya palace before your time runs out. As soon as you reach the palace you've done it! The clock will stop and Claris will approach the tower.

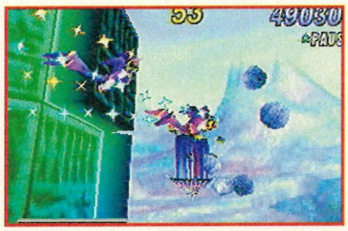
❼ Both Claris and Elliot will be transformed into NiGHTS and will both be ready for the final confrontation with Wizeman.



❻ Claris will now be holding onto the outside of the tower looking in on NiGHTS. She will be joined by Elliot and all you have to do is punch the wall and you'll be transported inside.

Boss time

Wizeman is a rather large bloke with six hands and unfortunately as far as final level bosses go, he isn't really all that hard.



You will be attacked by a series of lightening bolts, large boulders and whirlwinds. It's just a question of anticipating which way they're coming at you and then avoiding them.

When you reach Wizeman, Power Drill your way through him and you'll burst through to the other side to face some more projectiles. After six hits you'll have beaten him.

Once Wizeman is beaten you can enjoy one of the best end-game sequences ever. The animation is superb with a fantastic orchestral soundtrack that lasts well over five minutes.

If...
...You missed the first part of this guide turn to Page 79 to see how you can order a back issue.

Ultimate KOM

After more than a few requests from you the readers, we've managed to get hold of the moves for all the new and hidden characters in *UMK3*. On top of that we've got a complete listing of all those tricky Kombat Kodes, Screen Codes and all the rest of that fiddly stuff. Good? Us? Yes.

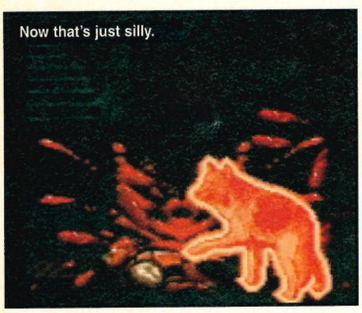
Ultimate Kombat Codes

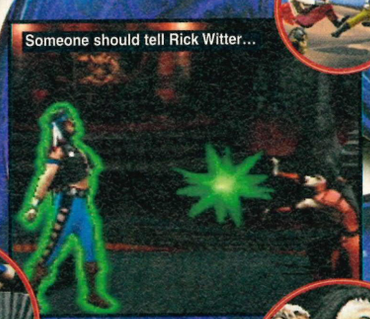
These codes are accessed on the 'Ultimate Kode' screen that appears after the 'Game Over' message. Each of the Saturn pad's buttons corresponds to one of the boxes in the code. These are they...

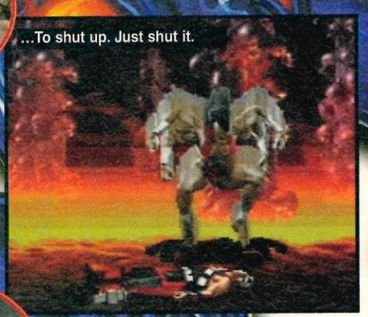
Button X = **First Box**
Button Y = **Second Box**
Button Z = **Third Box**
Button A = **Fourth Box**
Button B = **Fifth Box**
Button C = **Sixth Box**

Unfortunately, you'll have to re-enter these codes each time you play the game as it won't save them to memory.

Mileena: **700-723** *Ermac:* **964-240** *Classic Sub-Zero:* **760-520**







Free play

A handy cheat thing this.
To get *unlimited continues*, press:
Up, Up, Right, Right, Left, Left, Down, Down
on the title screen (that's the one with the purple background with "*Ultimate MK3*" and the skulls). If the cheat's worked properly Shao Kahn should say 'Excellent'. In French. Kidding.

VS. screen codes

As expected, *UMK3* has loads of those irritating Vs. screen codes that are always too impossible to enter as the screen flies by so quickly. This is a list of the arcade ones – which should still work on the Saturn version.

VS. screen codes

On the VS screen (in two-player mode), you can cycle through the six code spaces by hitting **LP**, **Block**, and **LK** on both sides. The numbers are the number of times you hit the button.

Key

Number corresponds to the number of times you hit the button

0 = **MK Dragon** *1* = **MK Logo**
2 = **Yin-Yang** *3* = **Number three**
4 = **Question mark** *5* = **Lightning Bolt**
6 = **Goro** *7* = **Raiden**
8 = **Shao Kahn** *9* = **Skull**

999-999 = Show the revision you have.
010-010 = Throwing Encouraged (displays funny message when you throw)
100-100 = No Throws
020-020 = No Blocking
987-123 = No Meters (all meters at the top are hidden)
300-300 = Silent Kombat (no music)
788-322 = Quick Uppercut Recovery (no lag after you uppercut)
033-000 = Half Energy for Player 1
000-033 = Half Energy for Player 2
707-000 = Quarter Energy for Player 1
000-707 = Quarter Energy for Player 2
044-440 = Sans Power (starts game on round 3 with almost no energy)
688-422 = Dark Fighting (screen lights up when you hit)
444-444 = Randper Kombat (random morphing)
985-125 = Psycho Kombat (dark, randper, no meters, no block, quick uppercut)
466-466 = Unlimited Run (run meters don't go down after combo/run)
642-468 = Galaga (game over for both players after you play)

Kombat Zone

(Lets you fight on the selected stage)
091-190 = Bell Tower
077-022 = Bridge
933-933 = Ermac's Portal
666-333 = Graveyard
330-033 = Jade's Desert
004-700 = Kahn's Kave
880-220 = Kahn's Tower
600-040 = Kombat Temple
050-050 = Noob's Dorfen (Bell Tower)
820-028 = Pit III
002-003 = River Kombat
343-343 = Roof
666-444 = Scorpion's Lair
123-901 = Soul Chamber
079-035 = Street
880-088 = Subway

Winner Fights

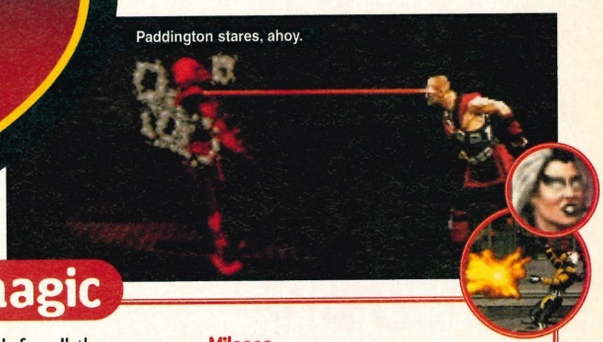
(Winner of first round plays a certain character. Game over for the loser)

Mortal Kombat 3

The moves and codes

Play as Human Smoke

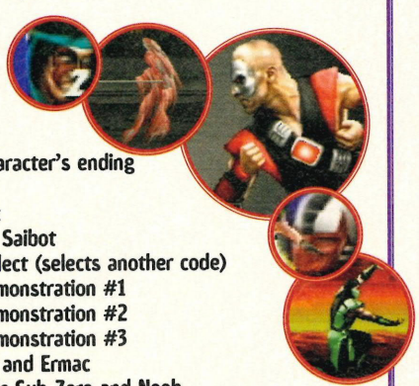
Choose the Smoke character and when the round is starting, hold **HP+HK+BL+RUN** and press **Away** on the D-Pad.



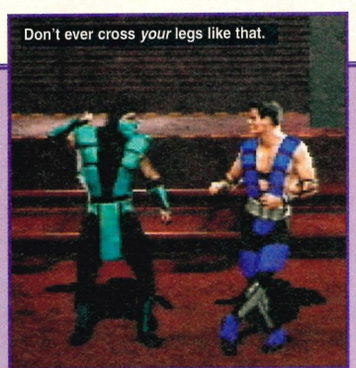
Symbols are everything

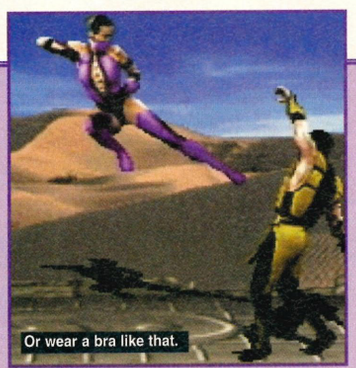
After you beat Shao Kahn, you can choose a symbol. The higher skill level you choose, the more symbols you can pick from.

Novice	1-4
Warrior	5-6
Master	7-8
Higher Master	9-12



1 MK Dragon	See the character's ending
2 MK Logo	Galaga
3 Yin-Yang	Fight Ermac
4 Number three	Fight Noob Saibot
5 Question Mark	Random select (selects another code)
6 Lightning Bolt	Fatality Demonstration #1
7 Goro	Fatality Demonstration #2
8 Raiden	Fatality Demonstration #3
9 Shao Kahn	Fight Noob and Ermac
10 Skull	Fight Classic Sub-Zero and Noob
11 Question Mark	Fight Noob, Ermac, Human Smoke, Classic, Sub-Zero, Mileena
12 Question Mark	Supreme Demonstration





969-141 = Winner Fights Motaro
769-342 = Winner Fights Noob Saibot
033-564 = Winner Fights Shao Kahn
205-205 = Winner Fights Human Smoke

These codes have been included specifically for the Saturn version...
390-000 = Player 1 inflicts half damage
000-390 = Player 2 inflicts half damage
390-390 = Both Players inflict half damage
722-722 = Combo System Disabled
321-789 = Super Run Jumps
555-556 = Special Moves Disabled
024-689 = Super Endurance
975-310 = Regenerating Powerbars

Move magic

No room this month for all the moves but here's the complete list for all the new and hidden characters.

Classic Subzero

Freeze	D, F, LP
Freeze ground	D, B, LK
Slide	(B+LP+BL+LK)
Fatality (close):	D, D, D, F, HP
Stage	F, D, F, F, HP
Combo	HP, HP, LK (B+HK) (F+LK)

Ermac

Fireball	D, B, LP
Exploding Teleport Punch	D, B, HP
Telekinetic Slam	B, D, B, HK
Fatality (close)	R, BL, R, R, HK
Fatality (sweep)	D, U, D, D, D, BL
Stage	R, R, R, R, LK
Combo	HP, HP (B+LP) HK (B+LK)

Human Smoke

Spear	B-B-LP
Teleport Punch	D-B-HP
Throw (in air)	BL
Fatality (close)	R, BL, R, R, HK
Babality	D, B, B, F, HP
Stage	F, U, U, LP
Combo	HP, HP, HK (B+HK)

Jade

Boomerang High	B, F, HP
Boomerang Middle	B, F, LP
Boomerang Low	B, F, LK
Returning Low Boomerang	B, B, F, LP
Projectile Invincibility	B, F, HK
Glow Kick	D, F, LK
Fatality (close)	U, U, D, F, HP
Fatality (close)	R, R, R, BL, R
Animality (close)	F, D, F, F, LK
Friendship	B, D, B, B, HK
Babality	D, D, F, D, HK
Combo	HP, HP (D+LP) LK, HK (B+LK) (B+HK)

Mileena

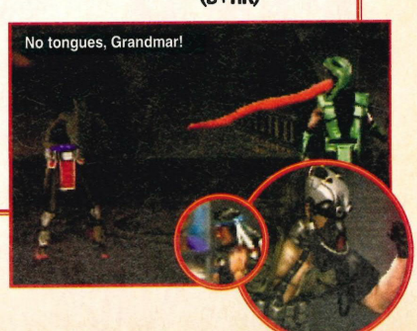
Sai Throw	Hold HP
Warp kick	F, F, LK
Roll	B, B, D, HK
Fatality (far)	B, B, B, F, LK
Fatality (close)	D, F, D, F, LP
Animality (close)	F, D, D, F, HK
Friendship	D, D, B, F, HP
Babality	D, D, F, F, HP
Stage	D, D, D, LP
Combo	HP, HP, HK, HK (U+LK) (U+HK)

Reptile

Acid Spit	F, F, HP
Force Ball Slow	B, B (HP+LP)
Force Ball Fast	F, F (HP+LP)
Slide	(B+LP+BL+LK)
Invisibility	U, D, HK
Run Past and Elbow	B, F, LK
Fatality (jump distance)	B, F, D, BL
Fatality (sweep)	F, F, U, U, HK
Animality (close)	D, D, D, U, HK
Friendship (close)	D, F, F, B, HK
Babality	F, F, B, D, LK
Stage	BL, R, BL, BL
Combo	HP, HP, HK (B+HK)

Scorpion

Spear	B, B, LP
Teleport Punch	D, B, HP
Throw (in air)	BL
Fatality (jump distance)	D, D, U, HK
Fatality (close)	F, F, D, U, R
Animality (close)	F, U, U, HK
Friendship (close)	B, F, F, B, LK
Babality	D, B, B, F, HP
Stage	F, U, U, LP
Combo	HP, HP, HK (B+HK)



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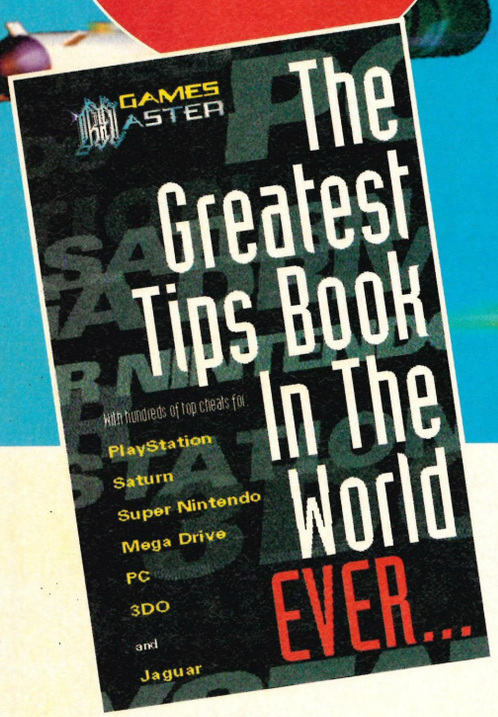

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Reader Services

The ONLY guide to buying second-hand in any Sega magazine.

Looking for a way to cut the cost of your games buying? Got an old Mega Drive to sell or perhaps you're looking to pick up a cheap Saturn? This is most definitely the part of the Magazine for YOU! We've put our unrivalled expertise as the oldest Sega mag in the business at your service, so for all those top bargains, START READING HERE!

72 Small Ads

Got a game or a console to sell or maybe you're looking to pick up a few cheap deals on the latest Saturn games? It's ALL here!

How it works

It's pretty much the same as before, except now we've highlighted the ad of the month. Plus we've linked in certain small ads with the *Hardline* so you can check what we think of the games on offer.

73 The Hardline

Looking for a second-hand game but maybe you missed the issue it was reviewed in? *The Hardline* lists all our recent games reviews (Saturn and Mega Drive only) so you can see what we thought!

How it works

Certain top games are marked as 'Best Buys', games advertised in small ads are flagged as well as new entries. All games reviewed since Issue 69 (nearly every Saturn game, ever) are included and most have a little picture. Ahhh.

77 Back Issues

Perhaps you were on holiday. Perhaps the newsagent caught you sneaking out of the shop with that crafty copy of *Mayfair*. FOR WHATEVER REASON, if you missed an issue of *Sega Power* you can get it here.

How it works

It's pretty much the same as before. There are summaries of the last year-or-so's Issues down the side of the page.

78 Buyers' Advice

So you've used our section to select your purchases but you want to be sure that you're not going to be ripped off. Here's our recommended way to avoid that problem! There's also a round-up of any new old games recently re-released on the Mega Drive.

How it works

This page consists of our Guide to Buying Mail Order and Second Hand. Follow our tips and you should be all right.

To place an Ad, just follow the instructions below and phone it in to us direct at Sega Power. Easy, direct, simple: that's how we like to think of ourselves. Er...

Small Ads

How to understand this page

☛ – When you see this symbol in front of an ad, the game for sale is described in *The Hardline* (opposite).

Check out our Buyers' Advice page on page 78 for tips on how to protect yourself from being ripped off when buying second-hand.

Under £25

Game Gear, Master System Converter with game, Game Genie and 10 top games for sale. Prices range from £6 to £10! Plus Game Boy games too. Quickly ☎ Jiten (0181) 8935462

Mega Drive games for sale.Infinite choice, ☎ James on (0181) 958 4874 and tell me what games you need!

Micro Machines 2 for the Mega Drive with instructions and box, for sale for either £10 - £15, might consider lower price! Also: a few *Sega Power* issues £2 each. ☎ 01977 556250.

Mega Drive games for sale – I'm upgrading. Dozens for sale £10 – £25. Also Game Gear games for sale. Phone me for a free list. All games are boxed with instructions. ☎ (0181) 325 2005

Over £25

MD2 and MCD2, seven cartridges and five cd games, all boxed with manuals. Three controllers, one six-button. Sell for £800 ono. ☎ Chris (01793) 854969

☛**Mega Drive 2** plus 26 games. Sell for £260 ono or swap for Saturn. Games include *MK3, FIFA 96* and *MM96*. ☎ (01484) 846739 after 4pm.

SNES, ALL Stars, seven games, one joypad, Turbotouch, Game Genie, Pro Action Replay £130. Or Game Gear, three games, carrycase, TV tuner, magnifier £75. Collect in Bromley. ☎ (0181) 466 6655

☛**Mega Drive, two joypads**, 12 games inc. *Earthworm Jim 2, Ballz* and many others. Sell £200 ono. ☎ (01842) 752223 ask for Simon

Mega Drive and Mega CD for sale, 10 Mega Drive games and seven Mega CD games, two joypads. Everything boxed with instructions. £330. Please ☎ Kent (01892) 835967

Mega Drive for £20, Premier Manager £15, FIFA '96 £15, FIFA International £10, Aladdin £10, Bubsy £8, Ren and Stimpy £8. All for £70. ☎ James (01689) 811177

☛**Mega Drive with 11 games** for sale inc. *MK2, MK3, Mega Bomberman*, a four-player adaptor, and two control pads for £230! ☎ (01980) 633499

Sega Mega Drive II and Mega CD II with two games and two joypads (one auto). £100 ono. ☎ (01705) 340863 and ask for Steve

Mega Drive II and eight games including *Virtua Racing, Psycho Pinball, Fifa 95* and two controllers. Sell for £150. ☎ Matt (01785) 816429

MD, 32X, 2 controllers, joystick, 33 games including *Doom, Virtua Racing Deluxe, PGA Tour Golf III*. Worth £1200, sell for £350. ☎ Andy (0181) 645 9056

☛**MD2 with 19 games**, one joypad including *Toy Story, MK3, Sonic 3* and much more. Sell for £410. ☎ Sean (074) 35011 (Eire)

For sale MD with 12 games including *SSF2* and *FIFA*, also has three pads and case, will sell for £120. ☎ Andrew (01698) 259841

Game Boy for sale with nine games, adaptor with plug, light and magnifying glass with case. ☎ (01501) 732478. £170 ono

☛**Mega Drive**, *FIFA '96, Premier Manager, Toy Story* and four others plus two six-button pads. Sell for £150 or games from £10 to £25 ✎ Aaron O'Reilly, 12 Abbots Way, High Church, Morpeth, Northumberland, NE6 12H.

☛**Mega Drive** for £20, *Premier Manager* £15, *FIFA '96* £15, *FIFA International* £10, *Aladdin* £10, *Bubsy* £8, *Ren and Stimpy* £8. All for £70. ☎ James (01689) 811177

For sale. *Lemmings 2,* *Risky Woods, World Cup USA 94, Aquatic Games* and *Markos Magic Football*. ☎ Kieran (01900) 827978 after 4pm.

Mega Drive for sale, 14 games including *Theme Park, Street Racer* and *Urban Strike*. Two controllers, a bag and books. £200. ☎ Louise or Keith after 6pm (01959) 533548

Game Gear with 6 games, Master System Converter, three Master System games with carrycase, magnifier, mains adapter. All boxed for £75. ☎ (01530) 813611

☛**MD2, four new games**: *FIFA '96, MM '96, Brian Lara, NBA Live*, four Pods £130. Also *Brian Lara '96* £19. Also Amiga 600, 17 games, *PGA Tour Golf, Sensible Soccer*, Mouse, Joystick, £125. ☎ (01384) 292838

☛**Mega Drive 2** with nine games including *Toy story, Theme Park* and *Micro Machines '96* and 32X with *Virtua Fighter* £150 ono. ☎ (01900) 813568

☛**Mega Drive with four** joypads, two six-buttons and 13 games inc. *MM96, FIFA* and *Winter Olympics*, free cheat book. All £80 ono. ☎ (01673) 857307

Full Mega Drive for sale. three Controllers, one six-button. 15 games including *Flash Back, Syndicate, Micro Machines '96*, all manner of titles for everyone. £250. Call (0161) 283 8953

Mega Drive and Mega CD 1 for sale. Each with 11 games and the six-button pad. All sold separately or together. For more information ring Brett on (01865) 371657

For sale Mega Drive with *Sonic 1, 2, 3, Sonic & Knuckles* and *Sonic Spinball*, two six-button pads, menacer with six games. All for £85. ☎ Darren on (01626) 56119

Sega Master System with eight games. Was around £100, selling for £45. ☎ (01704) 560118

Sega Master System 2 for sale. With *Wonderboy in Monster World* game and one control stick, worth over £80 will sell for £40. ☎ Ricky on Preston 723552

Master System 2 for sale with seven games and two pads. Games include *Sonic 1* and *2*, Worth £100 selling for £40. ☎ (0181) 428 5843

Wanted

☛**Wanted, dead or alive:** *Worms* or *Comix Zone*. Reward: *Ranger X* or *Blood Shot* (swap, or *Ranger X* for £15).☎ (0141) 6345617

Wanted: Master System games, *Putt* and *Putter, Psycho Fox, Fire and Forget II*. Also Mega Drive games, *Top Pro Golf* and *Super Battle Tank*. ☎ (01734) 862355

Master System games wanted. Particularly *Smurfs, Addams Family*. Also old Spectrum games wanted. ✎ E. Barker, 117 Carleton Road, Pontefract, West Yorkshire, WF8 3NE

Wanted: *Sega Power,* Issues 59, 40 and 41. Good condition please. ☎ Nic on (01457) 873692

Wanted: Mega Drive games *Rainbow Island* and *Toki*. Will pay up to £10 each. ☎ (01274) 491674 after 6pm

Wanted: *Olympic Gold* for Mega Drive. Will pay reasonable price. ☎ Steve (0181) 520 8763 after 8pm

Wanted: 32X with game(s) preferably *Virtua Fighter, Virtua Racing, Star Wars* or *Metal Head*. Will pay up to £50. ☎ Russell on (01273) 703982

Wanted: *Chrono Trigger* and the newest Action Replay (both for SNES) ☎ Alex on (0181) 504 3198

Wanted: MCD with five+ games, one control pad and all leads. Will pay up to £50. ☎ (01472) 826754 ask for Daryl

☛**Wanted: cheap** Saturn games new or old especially *Daytona* or *Panzer Dragoon 2*. Or I will swap a Saturn for a PlayStation. ☎ Steve on (01775) 760967

Swaps

Will swap *X-Men 2* with *Aladdin* or *Kid Chameleon* plus *Space Harrier* for an Atari Lynx or Action Replay. All games for Mega Drive. ☎ (010353 65 if ringing from UK) 25958.

Will swap Mega CD games *Dragons Lair, Road Avenger, Tomcat Alley, Lethal Enforcers 1 + 2, Thunderhawk, Night Trap, Slipheed,* for *Earthworm Jim, Theme Park* etc. ✎ Colin Rice, Flat C, 9 Queen Street, Dumfries, DG1 2JG.

☛**Will swap** *Alone In The Dark* and *Guardian Heroes* for other top Saturn titles. Preferably *D* or *Magic Carpet*. ☎ Neal (0421) 632726.

☛**Will swap *Zool*** for *Micro Machines Turbo Tournament 96*. ☎ Jonathan on (01633) 860583

☛**Will swap** *Dynamite Heady, Judge Dredd* and *Sonic 2* for *Theme Park* and *X-Men 2* (MD). ☎ (01489) 780034 ask for Matt

☛**Will swap Mega Drive**, *3 FIFA's, NHL '96* and *Total Football* for Saturn with game. ☎ 01708 700080.

☛**Will swap *Guardian Heroes*** on the Saturn for *Virtua Fighter 2* or sell *Guardian Heroes* for £23. ☎ Anthony on (01744) 737952

I will swap *European Club Soccer* and *Pele* for *Theme Park* – all on Mega Drive.☎ Danny on (0171) 376 5957 no charge included.

☛**Co Pro Pad** and Action Replay 2 for the Mega Drive. *Bug!* and *Clockwork Knight* for Saturn. I will swap them for other Saturn games. ☎ (01372) 815788 Saturdays only

Will swap *Mega Games 1* and *2* or *Zero Tolerance* for *Primal Rage* or *Toy Story*. ☎ Daniel on (01630) 658205

☛***Worms, Toy Story***, *WWF Wrestlemania* or *Micro Machines '96*. Offered: Another World or six game pack with *Mega Games 1* and *2* on it. ☎ Andrew on York 412809

Penpals

Handsome male looking for sexy female aged 11-12. Must like basketball, baseball and have a sense of humour. Enclose photo. ✎ to Steven Frankl, The Coach House, 1 Lancaster Road, Didsbury, Manchester, M20 2TY.

Female penpal wanted, 17 and over. I love Oasis and Supergrass and The Stone Roses. Dislike Blur. I play computer games in my spare time when not at gigs. I am aged 19. Please send photo to: 78 Brownley Court, Wythenshawe, Manchester M22 4GH.

It's all changing!

From now on, we're using a NEW system for accepting Reader Ads. Instead of the dull old paper-and-pen method, we want you guys to PHONE us (for once). To place a Reader Ad, please follow these steps:

❶ **Write down** on a piece of paper, in 30 words or less, what you are selling, in the usual way. Remember to include your name, a price and a number/address where you can be contacted.
❷ **Call** ☎ (0891) 789274 and read out what you wrote down!
❸ **Hang up** and be happy. We'll try to fit your advert in as soon as we can.

Reach our Reader Ads hotline on:

☎ (0891) 789274

All calls charged at 39p per minute cheap rate and 49p per minute at all other times. If you are using your parents' phone please ask permission before calling.

Some people have got a nerve...

1. **Trade ads?** Hey! Cheapskate corporate tosser trying to advertise your tat – sod off and talk to our promotions dept.
2. **We can't vouch** for the quality of these ads. Bad ads are either re-written or thrown away, depending on how we feel.
3. **Speak clearly.** Talk slowly and and caaarefuully. Here's your chance to practise some neat diction, 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 stupid or you forget to put your telephone number IN THE AD.

Welcome to the **Hardline**, *Sega Power's ultimate guide to what's available for your system. It's updated every month with the latest releases offers clear buying advice, be it second hand or new. Enjoy...*

The Hardline

What's *The Hardline* for?

To help sort the pedigree games from the pack of substandard imitators, the Jimi Hendrixes from the Lenny Kravitzes, *The Hardline* is here to provide authoratitive information on all game releases. It will be updated every month so get reading! And there's a new addition too – check our our exclusive Premier League for the top 18 games on the Saturn and Mega Drive!

How to understand it

The Hardline is updated every month. Each entry follows this delightful format:

1. **Title**
2. **Publisher and original price note that this will not necessarily be what you'd pay or get for the game now).**
3. **The *Sega Power* (*SP*) issue number that the game was reviewed in.**
4. **A mini-review based on what we originally said, plus its review score.**

What the symbols mean

You'll see a series of icons in the Hardline text. This is what they mean...

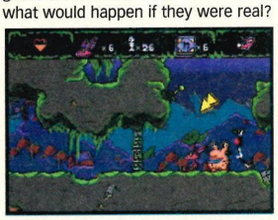
- ✉ **You'll find this game being sold in this month's Small Ads page.**
- ✓ **It's a Best Buy! If you see it on sale somewhere, GET IT!**
- ● **It's a new addition to the section from last month.**

MEGA DRIVE

AAAHH!!! REAL MONSTERS

Viacom £49.99
***SP* 76 53%**

Twenty-five levels makes this platformer monster large. However, one level is all it will take to make last night's shut eye seem an eminently better option. It looks dated, it is dated. The gameplay is difficult and guess what? There's lots of monsters, what would happen if they were real?



AUSTRALIAN RUGBY LEAGUE

EA £45.00
***SP* 75 70%**

Rugby freaks will cry for this, discerning game players may give it a slap. There's violence and thumping tackles – the sport's essential ingredients – and very clear graphics. It lacks the involvement of sports sims like *FIFA* and the final result often seems to hang on luck. Best rugby sim – only rugby sim.

BUGS BUNNY IN DOUBLE TROUBLE

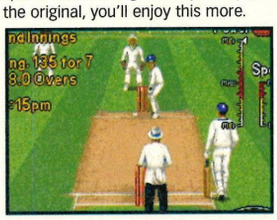
Sega £39.99
✉ ***SP* 84 87%**

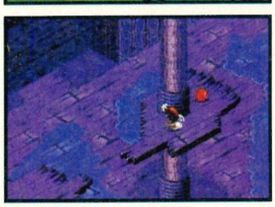
More platform adventures from Sega and a licensed cartoon character. Much along the lines of *Maui Mallard* and *Garfield* there's nothing basically wrong with *BBIDT*, it's just that there's absolutely nothing new or challenging either. It seems for the Mega Drive, Sega have slipped into game creation by numbers.

BRIAN LARA '96

Codemasters £44.99
✉ ***SP* 79 85%**

An improvement on the original, which was No. 1 for ages, with added features (the World Cup, County championship and historic games), better graphics and more options. This is a must for all cricket enthusiasts and anyone that enjoys an excellent sports simulation game. If you enjoyed the original, you'll enjoy this more.





COOL SPOT (3) GOES TO HOLLYWOOD

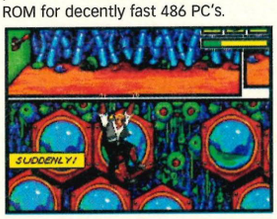
Virgin £40
***SP* 74 88%**

There's lots to recommend. It's slick, funny, challenging, clean and most unzitty, thank goodness. As expected, this cool platformer gets into some film-type mischief with lots of things to collect and puzzles to solve. But in the words of my girlfriend, seen it all before, only bigger. Fnar.

COMIX ZONE

Sega £44.99
✉ ***SP* 72 81%**

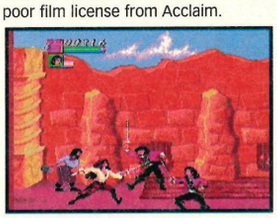
Jumping from comic book frame to frame this is an original take on the platform beat-'em-up theme. Sometimes you need to think through the challenges, others need what my old gran described as the rightful use of brute force and ignorance. The end product looks good but may be hampered by the lack of levels (only three), the lack of continues the final stage game (which is almost impossible) and the hefty half-ton price mark. Also now available on CD ROM for decently fast 486 PC's.



CUTTHROAT ISLAND

Acclaim £40
***SP* 78 5%**

Abysmal platform nonsense based on what is shaping up to be the biggest movie flop of all time. Stand in awe of the kind of tatty graphics last seen on a Master System. Be amazed at how Acclaim's poor quality control allowed this game out of their development section. Bow down and pray for the future careers of the programming team that allowed this cynical crap out into the world. Another shockingly poor film license from Acclaim.



DEMOLITION MAN

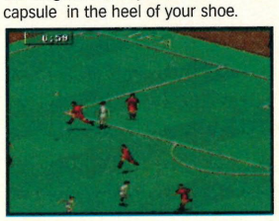
Acclaim £34.99
***SP* 72 72%**

The game of the film sees Stallone shoot the hell out of nasty pinko, commie, liberal, lefties. That bit's fine in theory but all the rest of the film nonsense is also present but with out any of the fringe benefits (Sandra Bullock). *DM* doesn't offer much over the standard platform game shooter. Sometimes even hard men curl up in front of the fire to watch Songs Of Praise and that type of light relief is as good as this gets.

FIFA SOCCER '96

EA £44.99
✉ ✓ ***SP* 73 91%**

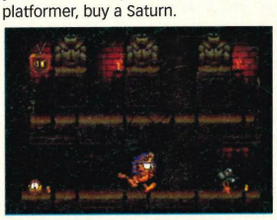
Everything has been dusted and smoothed with this year's effort, to give the footie sim of the moment some extra oomph. There are enough options to keep the grumpiest happy and sprite action smoother than silk through a cat's arse. Best footie on the Mega Drive, buy it or swallow that capsule in the heel of your shoe.



GARFIELD

Sega £39.95
***SP* 75 70%**

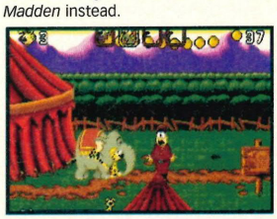
All the tricks and tribulations of the best but somehow misses the boat of greatness. The humour is not as sharp as in *Earthworm Jim* and the skill level not as intriguing as *Sonic*. For the monetarily-challenged this one should maybe stay on the shop shelf. If you're rich enough to afford another platformer, buy a Saturn.



MADDEN '96

EA £44.99
***SP* 75 49%**

Tinkering with something that ain't broke, EA have finally lost the plot. They've introduced team trading but managed to stifle the game-play in the process. The graphics are a touch better, the overall effect is lost in frustrating and overly stylised play. If it's American Football you want, it'd be better to get an older and cheaper *Madden* instead.



MARSUPILAMI

Sega £44.99
***SP* 74 69%**

The strangest title next to the tritest gameplay are not the ingredients of fun pie. Big in the rest of Europe we're assured but then again so is Chris De Burgh. Enough said.

MAUI MALLARD

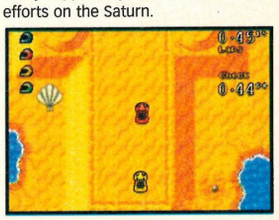
Sega £44.99
***SP* 74 71%**

Donald Duck gets an airing and just as well it's not the shooting season. Everything is here that you'd expect on a platformer but sadly so is blinding mediocrity. Sadly, the license fee to release the Disney star must have dipped into the budget for imagination, originality and creativity. Odd that.

MICRO MACHINES TURBO TOURNAMENT EDITION

Codemasters £44.99
✉ ✓ ***SP* 72 95%**

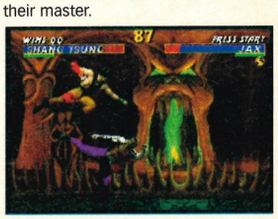
The construction kit makes this a real hands-on experience. With a fancy password system, it's possible to edit existing tracks or create new ones. Tinkering about with acceleration, grip, car types and even the weather enhances the fun. With a dazzling sixty tracks and eight person play, this beats the previous two *Micro Machine* games into a bloody pulp including many supposedly 'Next Generation' efforts on the Saturn.



MORTAL KOMBAT 3

Acclaim £59.99
✉ ✓ ***SP* 73 95%**

The last great blast on the Mega Drive (although it now looks like *UMK3* will be released later this year) and a good thing too. There's not much more that can be done with the *Mortal Kombat* series on the Mega Drive but at least they're going out on a high. Everything's there, it all works smoothly and 2D, fighting games have their master.



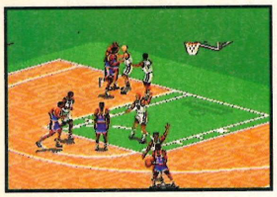
NBA LIVE '96

EA £44.99
***SP* 75 60%**

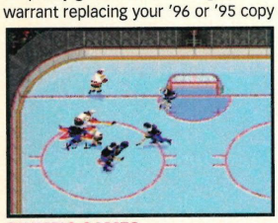
Those determined to buy the latest basketball sim won't go wrong with EA's latest. All the stats and teams are

The Hardline

up to date and the gameplay has been buffed and polished to a shine. Those with an ounce (oh sorry, metric) – those with a gram of sense will get last year's model at half the price or stick with the one they have already.



NHL '97
EA £44.99
✉ ***SP* 84 81%**
We siad that *NHL '96* would probably be the last instalment of EA's great ice hockey dynasty but we were wrong. NHL '97 offers more options than ever before and some gameplay tweakage. It's pretty good but not enough to warrant replacing your '96 or '95 copy



OLYMPIC GAMES
THQ £3.99
***SP* 83 64%**
With the Atlanta Olympics now a faded memory, THQ just had time to rush out this substandard track and field simulator. Admittedly having *Athlete Kings* next to it didn't do the graphics any favours but the gameplay is also sadly lacking.

PAC PANIC
Namco £24.99
***SP* 75 50%**
A puzzle and *Tetris*-like jaunt for the eight-bit Eighties wonder, *Pac Man*. Even considering the budget price, doubts still linger about this one. It's a bit of a dud, but then maybe someone hasn't seen the Pac before.

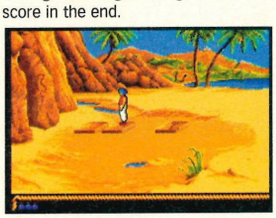
PGA TOUR '96
EA £45.00
***SP* 75 60%**
One too many updates for the EA golf sim. What's the point of better graphics if the overall enjoyment of the game is lost? The 3D swing looks nice but the flash add-ons slow the game. If you have any half decent golf game like *PGA* or *Euro Tour* then stick with it. If you haven't, get one of those second-hand instead.

POWER PIGS
Titus £34.99
● ***SP* 84 52%**
They are pigs, they have power. We aren't quite talking *Cutthroat Island* here but some of the animation runs it pretty close. Although there's enough gameplay to hold the attention for a certain time, this is definitely a title for the less-discerning, fairy tale-orientated, Mega Drive gamer.

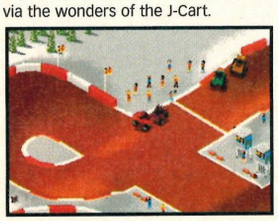
PHANTASY STAR 4
Sega £39.99
***SP* 73 87%**
A RPG that gets top marks for size and content. There are a few more fighting styles, characters and an improvement in the graphics compared to previous incarnations but that's the least that should be expected. One to buy a mate you don't want to see for a month.

PREMIER MANAGER
Sega £44.99
✉ ***SP* 73 83%**
If you can't stump up an argument in favour of the flat back four you'll be lost with this. It has an amazing eye for the most mundane, advertising hoardings or burger bars can be installed in stadiums. It's even possible to check the Ref's temperament. Enough stats to keep even a BSkyB fan happy.

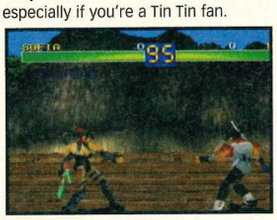
PRINCE OF PERSIA 2
Titus £39.99
● ***SP* 84 27%**
Oh dear. Never have so many people come to the *Sega Power* offices just to laugh at one game. A generous score in the end.



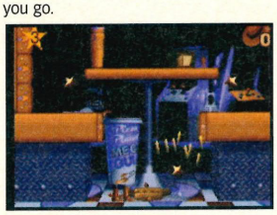
SUPER SKIDMARKS
Codemasters £44.99
***SP* 74 82%**
Ram and slam your light-hearted socks off in boy-racer meets Dinky toy land. The *Micro Machines* roots are clear for all to see in a game where gameplay is king. There are plenty of shenanigans to be had in this innocent jaunt through impeccably rendered tracks with neat sprites. Like the *Micro Machines* games, *SS* is best played with a full complement of mates (up to four at once) joining in via the wonders of the J-Cart.



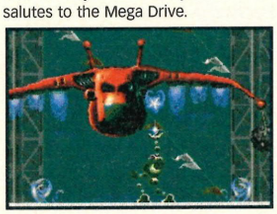
TINTIN
Infogrames £34.99
***SP* 82 80%**
Surprisingly, this is the first Mega Drive outing for the little French fellow with the curious taste in trousers. The game isn't bad, combining some excellent 3D effects with varied level design (swimming and climbing as well as the more standard platform fayre) and more than a leaf or two taken out of *Toy Story's* book. You could do a lot worse especially if you're a Tin Tin fan.



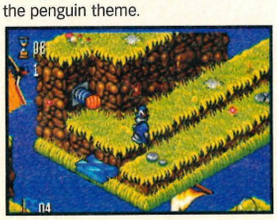
TOY STORY
Sega £44.99
✉ ✓ ***SP* 77 93%**
Quite simply, a 'must have' title for the Mega Drive, this platformer is streets ahead in graphics, gameplay, character development, excitement and fun. Looking better than average games on the Saturn, this has been labelled as the last great game for the Mega Drive. Cash at the ready and off you go.



VECTORMAN
Sega £40
✓ ***SP* 73 90%**
The thought of another platform shoot-'em-up may leave the more optimistic of us pressing the cynic suicide button but there's life in the old spud gun yet. An ecologically sound game plan (save the earth from toxic disaster of course), generously mixed with some top graphics drags the Mega Drive kicking and screaming into '96. Buy it as one of your last salutes to the Mega Drive.

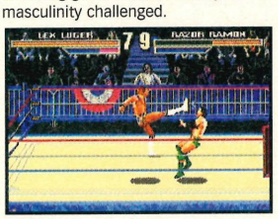


WHIZZ
Titus £39.99
● ***SP* 84 85%**
Along the lines of the *Cool Spot* series and the up-coming *Sonic 3D*, *Whizz* is an isometric platformer with enough good little gameplay effects and challenge to interest all but the most jaded Mega Drive gamer. The graphics are pretty cool, the level design neat and overall, there's a pretty fine game lurking here. It's just a shame about the penguin theme.



WORMS
Team 17 £39.99
***SP* 76 78%**
For those that enjoyed *Lemmings* or *Humans*, get your dosh ready. There's plenty of gentle humour here mixed with a whole sack of weaponry. Slow action makes this game for some but frustrates others. The microscopic worm pixels battle it out through a series of ever-changing levels which gradually increase in difficulty. Best played against human opposition.

WWF WRESTLEMANIA
Acclaim £40.00
● ✓ ***SP* 74 90%**
Finally there's a wrestling game worthy of your time and money. Acclaim have achieved this by adding non-traditional moves such as projectile throwing and fatality type stuff. Digitalised graphics, special moves, blocks they're all here. A bloke can now go into a shop and demand a wrestling game without having his masculinity challenged.



ZOOP
Viacom £39.99
***SP* 74 81%**
A puzzle game in the style of *Tetris* or *Mean Bean Machine*, *Zoop* has an addictive quality built upon the most knobby old graphics. If you happen to have red/ blue colour blindness forget it. Otherwise it might be worth a go.

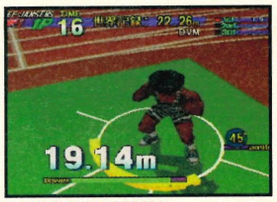
SATURN

3D LEMMINGS
Sega £44.99
***SP* 81 82%**
The lemmings die a thousand deaths but still keep coming back. This time it's the Saturn and the third dimension makes a welcome appearance. The game has got eighty levels and if you've loved *Lemmings* before this is the game for you. If you haven't though, some of the 2D versions might be less confusing.

ALIEN TRILOGY
Acclaim £44.99
● ***SP* 84 83%**
A graphical feast and the first decent Doom-style shooter to get a Saturn release. The game uses its licence well and really captures the feel of the movie sefries. Unfortunately the same effort's not been made with the level design and the challenge level is woefully low in places. Get it and sell it on when you've finished it.

ALONE IN THE DARK: JACK'S BACK
Infogrammes: £35
✉ ***SP* 80 88%**
The *Alone in the Dark* series makes an excellent entry into the console market with this. It's a 3D adventure game where you guide your polygonised character around a series of increasingly strange three-dimensional locations. Easily the best of its type on the Saturn.

ATHLETE KINGS
Sega £39.99
***SP* 83 87%**
Sega have found a way to port their new arcade games straight over to the Saturn and *Athlete Kings* is a corker. Fluid animation and graphics only bettered by *VF2*, make this track and field simulator a winner. Only the lack of non-arcade options has kept *AK's* score out of the 90's.



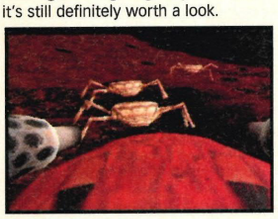
BAKU BAKU ANIMAL
Sega £45.99
✓***SP* 76 85%**
Easily as addictive as *Tetris* or *Mean Bean Machine* (*Zoop* for Nick, *Risk* for Dean) and like *Tetris* in falling blocks kind of way. Easy to get the hang of but difficult to leave alone, if you walk away from it and the images still cling to the inside of eyes. "Relax, relate and vegetate", said Mr. Joe.

BATTLE ARENA TOSHINDEN
Takara £49.99
***SP* 75 84%**
A direct conversion from the PlayStation. There's a reliance on weapons above good old kicking and punching and in the end that's its weakness. All the Goraud shading is there, texture mapping too. The speed is perhaps a shade under the PlayStation but overall, it's an excellent conversion.

BLACKFIRE
Virgin £44.99
***SP* 83 74%**
A helicopter shoot-'em-up without the fine pedigree of *Thunderhawk 2*. The graphics are OK in an early Saturn game kind of way and there are plenty of missions to keep you occupied. Unfortunately, the game just doesn't have the addictive pull that shooters need to keep you interested. Not terrible, just not very good.

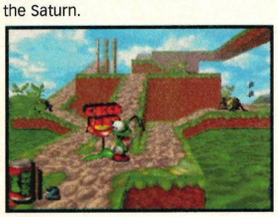
BLAM! MACHINEHEAD
Core £44.99
● ***SP* 84 83%**
Core Design have produced some

excellent games in their time and whilst *Blam* may not live up to the *excellence of Thunderhawk 2 it's* certainly no slouch. It's a 3D flying game with an impossible storyline, lots of excellent monsters to shoot and challenging level design. There's nothing startling! originally here but it's still definitely worth a look.

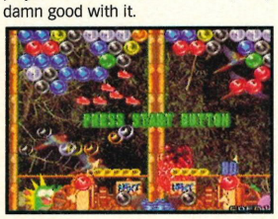


BOMBERMAN SS
Core £39.99
● ***SP* 84 59/87%**
An enormous hit on the Mega Drive (and practically every other console) *Bomberman* gets its Saturn outing and is still as disappointing in one-player mode as it is brilliant in multiplayer. If you've got two multitaps and plenty of friends up to ten players can play at once.

BUG!
Sega £44.99
✉ ✓ ***SP* 72 95%**
Bug! is the flagship sprite for the Saturn. Luckily, he lives up to all expectations. This challenging 3D platformer allows travel at all angles through four beautifully crafted scenes on each of the six major levels. Plenty of baddies and secret levels. Nowhere near as fast as any of the *Sonics* but it's not really that type of game. Easily the best platformer on the Saturn.

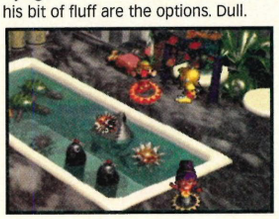


BUST-A-MOVE 2
● **Acclaim £39.99**
***SP* 84 87%**
Another classic game gets a Saturn release. Apart from some flashy new backgrounds and some rendered intro stuff, it's pretty much the same as any other version you might have seen and just as addictive. It's a kind of reverse *Tetris* affair where you can play competitively against another player. A rival to *Baku Baku* and pretty damn good with it.



CASPER
Interplay £44.99
***SP* 78 81%**
A diverting puzzle game based on Spielberg's friendly ghost, this retains enough features from the movie to make it a worthwhile tie-in whilst not being too hard to scare off the *inexperienced gamer.*

CLOCKWORK KNIGHT 2
Sega £39.99
✉ ***SP* 72 53%**
Platform games look good on the Saturn – that's the only thing that this tin warrior game proves. Tracking down his bimbo girlfriend and well, trying to find her, oh and searching for his bit of fluff are the options. Dull.



CONGO
Sega £49.99
***SP* 81 65%**
The game of the chimp film. It's a sort of *Doom* effort taking place in the jungle of central Africa. The graphics are a bit wobbly, the monsters poor by anyone's standards and the gameplay much more linear than id's classic. Another import-only game definitely not worth hunting down.

CYBERIA
Interplay £45.99
***SP* 77 48%**
A sci-fi adventure game that tries to be a shoot-'em-up. The atmosphere is lacking and the puzzles mostly depend on luck. Death comes so often that a tendency to throw the game at the dog will win over a will to finish it.

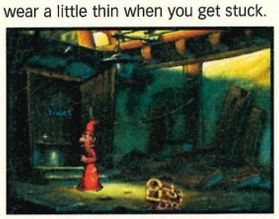
D
Acclaim £45
***SP* 76 83%**
Puzzles, scary sets, hidden doors, you get the picture, and what a beautifully crafted one it is too. The game itself errs on the easy side and probably won't last that long but the atmosphere is terrific and the graphics superb.

DARIUS GAIDEN
Acclaim £59.99
***SP* 77 35%**
A shoot-'em-up that gives import games a bad name. With graphics last seen in a dingy corner of a motorway cafe circa 1985, one can only sit back and wonder why this was boxed-up and sent to this country. The monotonous scrolling that passes for action leaves one burning question. I wonder if I left the iron on?

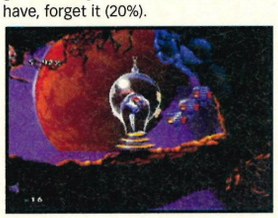
DEFCON 5
BMG £34.99
***SP* 81 52%**
An ambitious attempt to cross the *Doom* genre with the adventure/strategy game, *Defcon 5* sadly fails. The 3D walk-around graphics are fair enough but the game *objectives are obscure, enemy* interaction is weak and the game simply fails to grip the player.

DIGITAL PINBALL
Sega £45
***SP* 72 22%**
One screen for a whole table. Great, if you have the facility to plug into the U2 stage video wall not so if your relying on the lounge model. Four tables in total. Great, except that many of the features are like bad curry, they tend to repeat on you. Give me a fifty pence piece and a quiet corner in the pub any time.

DISCWORLD
Sega £44.99
***SP* 81 81%**
Terry Pratchett's sprawling computer spawn now stumbles across the Saturn in its never-ending journey around the silicon world. It's a text/speech-based graphical adventure which keeps the atmosphere and humour of the Discworld series, even if that does wear a little thin when you get stuck.



EARTHWORM JIM2
Virgin £39.99
***SP* 82 85/20%**
A major disappointment for any Jim fans who played *EWJ2* on the Mega Drive. The game is almost entirely the same with a few extra layers of parallax being the only concession to the Saturn's Power. If you've never played a Jim game before you won't go far wrong with this (85%). If you have, forget it (20%).

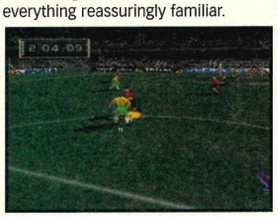


EURO '96
Sega £50.00
✓ ***SP* 80 90%**
Better than *Actua* and certainly better than *FIFA*, *Euro* is an immense game. Polygon characters, 3D modelling of all of the *Euro '96* stadia and the playability of a vintage classic. *Euro '96* looks set to long out-last the championships and sets a new standard for console footy games.

EXHUMED
Sega £39.99
✓ ***SP* 83 91%**
Doom clones come and go but *Exhumed* has what it takes to make itself a classic. Tough, non-linear gameplay, light-sourcing, graphics out of the top drawer and a vast arsenal of weapons help make *Exhumed* much more than a stop-gap for *Doom or Alien Trilogy. Well worth* investigation.

F1 LIVE INFORMATION
Sega £39.99
***SP* 76 79%**
The cars are the replicas of the Formula 1 models from the 1995 season as are the drivers. There are six tracks (three real – including Monaco – and three imaginary). Ultimately the game is let down by dodgy car handling. It's a bit too easy as well.

FIFA INTERNATIONAL SOCCER '96
EA £44.99
✓ ***SP* 76 85%**
Until *Euro '96* came along this was the best available footy game for the Saturn. There's some great new angles and team tactics, John Motson does the commentary and there's a neat Virtual Stadium idea.Those used to the Mega Drive version will find everything reassuringly familiar.

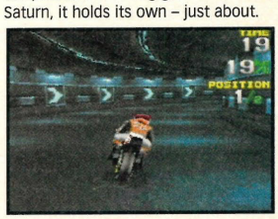


GEX
BMG £39.99
***SP* 80 62%**
Another so-so platformer from the Saturn. Not fast enough to be the next *Sonic*, not imaginative enough to be the next the *Earthworm Jim* and not accomplished enough to challenge *Bug!* You're a lizard, you stick to walls, you have an extendable tongue. A little better than *Bazookatone* but there's not much in it.

GHEN WAR
Sega £45.99
***SP* 76 80%**
A decent import, this shoot-'em-up tootles through the galaxy with smooth sophistication. Each sub- level has a defined mission which focuses the attention very clearly. One small gripe is the single view. Virgin have finally picked up the option to release this over here in Britain (originally reviewed on import) so expect it in the shops soon.

GOLDEN AXE
Sega £50.00
***SP* 74 70%**
A loyal conversion from the arcade, this 2D beat-'em-up has nothing outstanding going for it. There's much fighting (*Samurai Shodown* with broad swords), the *Golden Axe* theme is well proven but there's nothing new. Fifty quid is a bit steep to find that out.

GP HANG-ON '95
Sega £39.99
***SP* 75 70%**
Put alongside *Sega Rally*, this motorbike racer looks distinctly average. There're plenty of tracks and options, it runs smoothly and fairly fast but the sound is poor. In amongst the plethora of racing games for the Saturn, it holds its own – just about.



GUARDIAN HEROES
Sega £44.99
✉ ✓ ***SP* 78 80%**
A new three-level parallax beat-em-up RPG might sound like a strange combination, but it works somehow. Choose your own path, alter your characters' characteristics and set them off on independent missions throughout the many and massive levels. Impressive but certainly not to everyone's taste.

GUNBIRD
Atlus £60.00
***SP* 77 71%**
A shoot-'em-up from the old school with plenty to blast. Gives far too many continues and two days of unrestrained violence is all its up to. Two-screen action is worth the admission fee, so too the Arcade Mode but it's still very expensive.

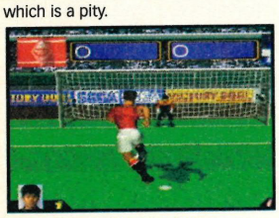
GUN GRIFFON
Sega £45
***SP* 80 66%**
An import-only tank game from Sega. The eight huge levels are spoilt by murky graphics and a time limit that annoys rather than challenges. Your other alternative, *Shellshock,* doesn't take itself so seriously and is certainly much better fun than this is.

HI-OCTANE
Bullfrog £44.99
***SP* 74 85%**
A futuristic racer with bags of options and tracks. Controls are a mite difficult but while you're getting used to them you'll be entertained by some foot stomping music. There's a leaning towards the shoot-'em-up with armoured floating vehicles taking on all comers. Super smooth graphics but overall, it's not too quick.

INTERNATIONAL VICTORY GOAL
Import £30
***SP* 78 74%**
Another footy game for the Saturn and a rather lame effort concerning itself far too much with the Japanese J

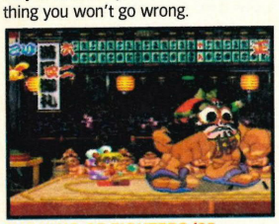
The Hardline

• League. This one has struggled out a bit too late to fend off the challenges from the likes of FIFA and Euro '96 which is a pity.

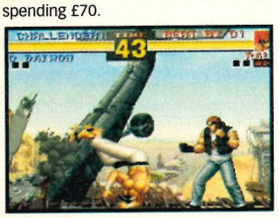


JOHNNY BAZOOKATONE
US Gold £44.99
***SP* 77 60%**
Visually a treat, *Bazookatone* is challenging-enough but the gameplay is average if not poor. A real underachiever.

KEIO FLYING SQUADRON 2
JVC £44.99
***SP* 83 80%**
The Japanese have a strange sense of humour and *Keio* is more than enough proof of that. It's a 2D platformer where you play a bunny girl with a hammer running around beating up fish and teddy bears and collecting golden bunnies. It does what it does very well and if you like this sort of thing you won't go wrong.



THE KING OF FIGHTERS '95
Sega £70
***SP* 80 79%**
The first game to come on cart and CD, a system that eliminates access times. But the game is nothing to write home about – certainly at the lower end of the Saturn 2D beat-'em-up spectrum and definitely not worth spending £70.

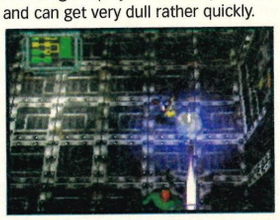


KING OF SPIRITS
Atlus £44.99
***SP* 76 19%**
Described enthusiastically as 'the worst console racing game I've ever played' (James) it's hard to get excited about something so duff. There's only ever one other car to race against, the two player mode doesn't work and the cars handle like turds on a skidpan. Terrible.

LAYER SECTION
Taito £49.99
***SP* 75 79%**
A frantic shoot-'em-up so loyal to the arcade version they haven't bothered to take the 'Insert Coin' instruction off. It's also damn near impossible with a joypad but worth the coinage with a chunky arcade joystick. Better than the average import game.

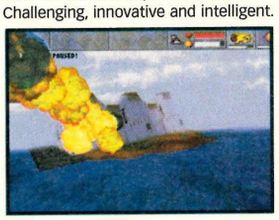
LEGEND OF THOR
Sega £49.99
***SP* 81 54%**
Out on import and thus rather expensive, *LoT* is another botched attempt at a Saturn RPG. The graphics are risible with no attempt at sprite scaling, no landscape work and no 3D stuff at all. Character interaction is limited, the fighting simplistic and overall it just isn't worth the effort.

LOADED
Gremlin £44.99
***SP* 83 82%**
The PlayStation's premium shooter gets a Saturn outing and looks none the worse for wear for it. The violence is well over the top and its fun for a while (especially in two-player mode) but the gameplay is ultimately shallow and can get very dull rather quickly.



MANSION OF THE HIDDEN SOULS
Sega £39.99
***SP* 75 68%**
A thinly disguised re-working of the Mega CD game, this spooky puzzler falls plumply into the 'easy' category. The general atmosphere is good, butterflies flutter (eh?) and disembodied heads float but the gameplay ultimately falters.

MAGIC CARPET
Bullfrog £44.99
✔ *SP* 78 89%
An impressive conversion from the best-selling PC version of the game, this has you riding a magic carpet, battling wizards over the possession of manna and ogling some of the neatest landscape graphics we've seen on the new super-console. Challenging, innovative and intelligent.

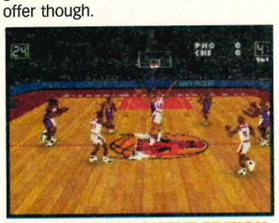


MORTAL KOMBAT 2
Acclaim £44.99
***SP* 75 89%**
The old 2D beat-'em-up is not a game for those looking for the latest next generation thrill. It is, however for those hankering for the good old days of the Mega Drive. It's arcade perfect but hardly next generation gaming. It still gives a ripping good play, however, even though it's now been a bit overtaken by some newer games.

MYST
Sega £40
***SP* 73 78%**
One of the best looking puzzle/ adventure games around, *Myst* errs on the tricky and often strays onto the difficult side. Designed for older gamers, it lacks the shine of *D* but makes up for that with sheer size. Now bettered by *Alone in the Dark* as the best Saturn adventure game.

MYSTARIA
Sega £44.99
***SP* 77 82%**
An RPG in 3D and large enough to keep the leccy bill rising. Some battle scenes can take up to an hour and in-between there's a multitude of places to explore. It all ties up nicely to make a well rounded and distinct game. By far the best RPG for the Saturn.

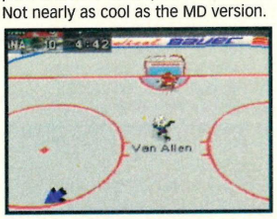
NBA ACTION
Sega £44.99
***SP* 83 74%**
Polygon people playing polygon basketball. *NBA Action* has all the stats, teams and players that you could wish for but the overall gameplay is a little uninspired and the graphics not nearly as impressive as *Slam 'n' Jam*. A pat on the back must go for the multiple view options on offer though.



NBA JAM TOURNAMENT EDITION
Acclaim £44.99
***SP* 74 85%**
The basketball bandwagon just keeps on rolling for Acclaim. Everything that made the 32X and arcade versions a hit is here. Head-to-head or tournament options are available as is everything that you've seen before.

THE NEED FOR SPEED
BMG £44.99
***SP* 82 80%**
It might look poor in comparison with the Sega Rally's and Daytona's of this world but TNFS is definitely good fun in spite of it all. Six courses, some ovals, some straights make it good value as do the innoccent civillian traffic. Good for a laugh.

NHL ALL STAR HOCKEY
Sega Sports £44.99
***SP* 75 64%**
The graphics are OK and there are lots of options but sticky disk access, useless camera angles, a hard-to-spot puck and zero atmosphere let it down Not nearly as cool as the MD version.



NHL POWERPLAY HOCKEY
Virgin £44.99
● **✔ *SP* 84 88%**
A surprise entry by Virgin into the ice hockey market sees probably the best sim to appear for any Sega system. The graphics are superb, the animation smooth and their are options enough to satisfy the most worrying anorak. Ice hockey's not much of a game compared to footy but *Powerplay* is good enough to appeal right across the board.

NiGHTS
Sega £44.99 £59.99 with pad
✔ *SP* 84 92%
Easily the most imaginative game to appear for the Saturn. It's a flying platformer where the basic objective is to replay the seven available levels achieving higher and higher scores. The speed is there and the graphics are simply superb. A must-have game for most Saturn owners.

NIGHT WARRIORS
Capcom £44.99
✔ *SP* 80 91%
A beat-'em-up with a sense of humour and more monsters than a night out in Frome, *Night Warriors* uses the *Street Fighter* game engine to work out some frustrated programmers' strangest ideas. Guaranteed to be the strangest fighting game you'll ever play and excellent fun.

OFF-WORLD INTERCEPTOR EXTREME
Crystal Dynamics £44.99
***SP* 75 72%**
At first glance, it's a racing game over the roughest terrain. In actual fact, it's a bounty hunting race over whatever gets in the way. The subtle difference is that cash is the most important bit. The game is bright and cheerful with loads of levels but a very poor split screen/ two player option let it down.

OLYMPIC SOCCER
US Gold £44.99
***SP* 83 83%**
Polygon people playing polygon football. *Olympic Soccer* caused ructions in the office. Some people liked the excellent play characteristics (like headers and volleys) whilst some just laughed at the rather sub standard graphics and option screen layouts. OS is about the most playable of the Saturn footy games. If it looked even a bit better it'd be worth well over 90%.

OUTLAWS OF THE LAST DYNASTY
Data East £39.99
***SP* 72 59%**
Three words not associated with *Outlaws* are, Imagination, Skill and Originality. This beat-'em-up looks like a liquidised version of everything you've seen before. The result is not worth the bus fare home.

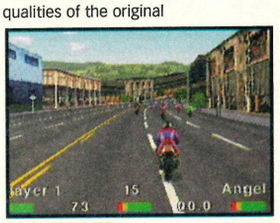
PANZER DRAGOON 2
Sega £44.99
✉ **✔ *SP* 80 80%**
The dragon's back and he's brought some of the best console graphics ever. Despite offering alternative routes, the game is still very much an on-the-rails effort and too easy to merit its £50 price mark. It's a lot better than the first, but you'd have to be fairly inept not to be able to finish this after two days.

PRO PINBALL: THE WEB
Empire £39.99
***SP* 83 84%**
More pinball for the Saturn and Empire's single table effort probably beats them all. All the bells and whistles you expect from a modern pinball machine are here along with other interesting features such as the mad six-ball multiball.

RAYMAN
Ubi Soft £44.99
✔ *SP* 73 81%
Medium to hard platform which suffers when compared to *Bug!* All the ingredients are there, cutsie sprites, good backgrounds and smooth animation but we've seen it all before and often better.

RISE II: RESURRECTION
Acclaim £44.99
***SP* 82 59%**
Yes it is better than the first one but in comparison to the Saturn's other 2D beat-'em-ups this still hasn't got much to recommend it. The graphics are uninspired, the characters look the same and there's nothing much to recommend it.

ROAD RASH
EA £39.99
***SP* 83 61%**
The withering ghost of the 3DO comes to haunt the Saturn with this ropey conversion of the Mega Drive classic. The 3D effects are poor and the collision detection's not up to much even if the gameplay does manage to maintain some of the hypnotic qualities of the original



ROCKMAN X3
Import £49.99
***SP* 81 23%**
Rubbish game with rubbish graphics, design and gameplay. We thoroughly recommend that you stay well away from this.

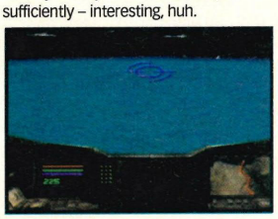
SEA BASS FISHING
JVC £39.99
● ***SP* 84 77%**
Fishing? On a console? No it's not a joke and in actual fact it's a pretty good game. There are several different fishing styles and techniques on offer and it all survives the computer treatment pretty well. If you're interested in fishing this comes highly recommended, if not you could still find it strangely addictive.

SEGA RALLY
Sega £45.99
✔ *SP* 75 97%
Four long courses, three cars and loads of extras and hidden tricks. Connect that to superb graphics and an addiction level well into the red zone and *Sega Rally* is a 'must have'

game. If you're to buy one racing sim, this stands head and shoulders above the rest. Me want, me want. Me have.

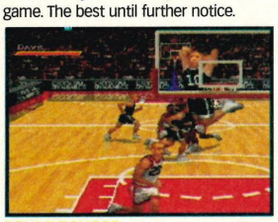
SHELLSHOCK
Core £44.99
***SP* 79 79%**
This, the first Saturn tank simulator, is too similar to *Thunderhawk 2* to be a classic. But it does have excellent music, plenty of levels and is extremely playable. Definitely worth a look and definitely better than Sega's *Gun Griffon*.

SIM CITY 2000
Maxis £49.99
***SP* 74 90%**
After preliminary button clicking to get things off the ground, *Sim City* really does start to look like a very special game. Connecting your world up to sewage and telephone systems can be fun, honest and although the whole premise of the game doesn't sound that thrilling, it all gets very addictive very quickly. On a quirky note Aliens appear when your city has been developed sufficiently – interesting, huh.



SHOCKWAVE ASSAULT
Electronic Arts £39.99
***SP* 82 42%**
The 3DO sends another little reminder of just how crap it really was. Shockwave is an interactive movie with a truly substandard 3D shoot-'em-up tucked in there somewhere. The acting's cheesy, the flying slow, the landscapes dull and the aliens sub-Doctor Who in standard.

SLAM 'N' JAM
BMG £39.99
✔ *SP* 83 87%
The most playable 'real basketball' simulator on the Saturn. Although the players and the teams are fictional and the camera angle limited to the one, 'behind the basket' view, the game legs it at such great speed and the sprite graphics and gameplay are so finely tuned, that you can't help but like the game. The best until further notice.

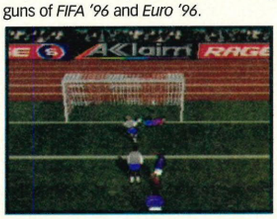


SOLAR ECLIPSE
Crystal Dynamics £49.99
***SP* 76 81%**
A dark and tricky 3D shoot-'em-up. Each stage has a none-too-straight-forward objective. While you're working out what to do, there are truck loads of things to blast, avoid and be hit by.

SPACE HULK
EA £44.99
***SP* 83 81%**
The game of the Games Workshop role playing adventure. It's *Doom* with tactics as you have to control not only your character but a team of terminators as well. The monsters are well drawn but the action can get pixellated at times. The tactical element should give the game longevity but might put off a lot of the people who like their out and out shooting action.

STREET FIGHTER ALPHA
Virgin £44.99
***SP* 79 81%**
Yes, it's *Street Fighter* with a few new characters, a few old ones, new combos and new super combos. It's certainly one of the better 2D fighters on the Saturn but not the update we'd hoped for. It's a toss-up between this, *Virtua Fighter 2*, *Night Warriors* and *Ultimate Mortal Kombat 3*.

STRIKER
Acclaim £44.99
***SP* 82 89%**
With Euro '96 in full swing, Acclaim quietly release this little game programmed by Rage Software. Whilst it may not boast a club side option, real player names or fancy motion capture, it plays very well indeed. The accent is on arcade pick up and playability rather than full blown simulation but that only adds to the frenetic pace of the game. We didn't think it stood a chance against the opposition but were pleasantly surprised. A worthy alternative to the big guns of *FIFA '96* and *Euro '96*.



THE HORDE
BMG £39.99
***SP* 79 69%**
It's reasonably original – a sort of cross between a god game and a slash-'em-up but it doesn't really master either game style. The music and sound effects are nicely atmospheric but the graphics and the gameplay are a too repetitive for comfort. It's got some good ideas but that's it. It's average

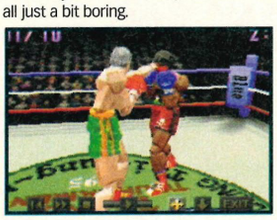
THEME PARK
Bullfrog £45
✔ *SP* 73 92%
A conversion from the PC CD ROM, this civilisation sim still outshines the rest of the class. To get your theme park up and running you have to be a bit more careful with the readies than in the Mega Drive version. The added benefit is that you get to have virtual 'go' on most of the rides thanks to the multi-rendering capabilities of the Saturn. A quiet game but definitely recommended and one for all the budding capitalists out there.

THUNDERHAWK 2:
Core £44.99
✔ *SP* 75 91%
A superb crossover of shoot-'em-up, helicopter flight simulator and tactical game. Mission briefings are excellent and the difficulty level rises at the perfect pitch. Detail in the hovering is exceptional but the scenic clipping can be a little harsh. By far the best shooter on the Saturn.

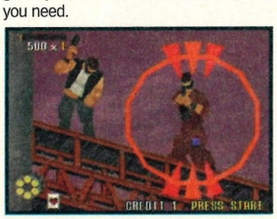
TRUE PINBALL
Ocean £39.99
***SP* 77 83%**
The best pinball sim on the Saturn, it gives a two fingered salute to Sega's *Digital Pinball* disaster. There is the occasional double-take when the bearing squirts arse-ways but there's plenty here for a good game. And four significantly different tables give reasonable value for money.

ULTIMATE MK3
GT Interactive £44.99
✔ *SP* 80 94%
A perfect port of the arcade *Mortal Kombat 3* and an *MK* fan's dream come true. Loads of the old characters make a re-appearance (there are 22 in all) and all the Fatality/Babality/Animality nonsense is there in full 32-Bit beauty. More than could have been expected. Better than the 2D rest.

VALORA VALLEY GOLF
Virgin £35
***SP* 79 32%**
Six different options and multi-player options lift this game's score out of single figures, but only just. After that the negatives start ringing in. The American commentary is annoying and there's only one course for your fifty bucks. On top of that, it's slow, the control system's far from perfect and it's all just a bit boring.

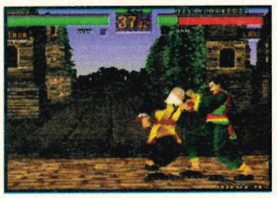


VICTORY BOXING
JVC £39.99
***SP* 74 82%**
The main aim of this boxing sim is to climb the rankings and go for the title. To prepare for the big bout, practise pummelling the soft headed sparring partners and replay the best moments from up to twelve angles. If it's a boxing game you want then this is the only one you need.



VIRTUA COP
Sega £59,99/£45.99
✔ *SP* 75 92%
Surprisingly durable shoot-'em-up best played in two player mode and with the 'make my day' gun. Considering the linear design, lack of tactics and variation, there's a surprising pleasure to blasting away the bad guys, especially when they react according to where they're hit. A basic game that plays well above itself

VIRTUA FIGHTER 2
Sega £45.99
✔ *SP* 75 96%
The best polygon beat-'em-up available without prescription. Only a few moves short of arcade perfection with oodles of extras unique to the Saturn. Two new characters, team battle and watch modes and enough statistical stuff to keep the brain ticking. Buy it now.



VIRTUA FIGHTER KIDS
Sega £29.99
● ***SP* 84 68%**
The same game as *Virtua Fighter 2* except with baby versions of all the characters. No gameplay changes make for a pointless release designed for *VF* fanatics only.

VIRTUAL GOLF
Core £39.99
***SP* 77 87%**
Newcomers to the sports sim, Core, have landed a beauty. Fluid swing and ball movement and the smoothest panning of the greens we've seen. There's no frustrating time lapse between views and no needlessly complicated putting routines.

VIRTUAL HYDLIDE
Sega £39.99
***SP* 72 49%**
An RPG with a difference. Nobody would want to play the role. Shaky moments with deadly foes that look less frightening than a lollipop lady, limp fighting and funny walk gameplay make this a big no-no.

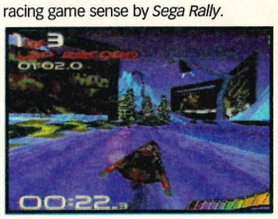
VIRTUAL OPEN TENNIS
Acclaim £39.99
***SP* 82 31%**
Acclaim took the opportunity to release this Japanese game a couple of weeks before Wimbledon making it the only tennis game available in the UK. It's not much cop though, with limited tournament options and a bug that lets you win every point against the CPU. The two-player option gives it a lift but hardly into *Pete Sampras* territory.

VIRTUAL VOLLEYBALL
Imagineer £39.99
***SP* 72 31%**
Volleyball is a sport of skill, movement, tight costumes and a game plan. After two minutes of bewildering button clicking and the company of the polygon people I defy anyone not be virtually sure that if they met the programmer, they'd be looking at a fifteen stretch. Out on import and well worth avoiding.

VIRTUA RACING
Time Warner £39.99
***SP* 73 91%**
A little dated next to *Sega Rally* but with plenty of Saturn-only extras. There's a split screen two player option along with an option to gradually increase your motor's power from kart to dead smart in the Grand Prix mode. Ultimately let down by boxy graphics, less than thrilling overall game speed and far from fruity sound effects.

WING ARMS
Sega £39.99
***SP* 73 67%**
After you've shot down your tenth plane, you begin to realise how samey *Wing Arms* is. The sound and the movement of the WW II planes is excellent and this has the makings of a good game. After playing for a while though, you can't help feeling that an excellent game engine has been shamefully squandered on an ill-thought-out overall design.

WIPEOUT
Sega £44.99
✔ *SP* 79 87%
Sony's favourite futuristic racing baby makes it on to the Saturn and doesn't fail to live up to all that hype. It's got all the power-ups, the seven tracks four cars and (at last) credible in-game music. According to the people who know about these things, the graphics aren't quite as smooth as the PlayStation but who cares. Only bettered in the Saturn racing game sense by *Sega Rally*.



WORMS
Team 17 £40.00
***SP* 76 60%**
Link this one up to four player mode and you've more chance of getting your money's worth. Having said that, this *Lemmings*-like platformer is too easy especially when you've got you tactics sorted out. Not many improvements over the Mega Drive version either.

WWF WRESTLEMANIA
Acclaim £39.00
***SP* 82% 82%**
The Saturn's first wrestling game and the good news is that most of the proper wrestling stuff has been ditched in favour of a more *Mortal Kombat* approach. The only thing that holds *WWF's* score down is the low number of fighters (eight) and some seriously slow loading times.

X-MEN CHILDREN OF THE ATOM
Acclaim £44.99
✔ *SP* 76 90%
Another of the growing band of one-on-one side view 2D beat-'em-ups. Face busting action with impressive graphics and plenty of characters. Some of the sprites are huge but even with the screen choc-full the game is still arcade smooth. A classic adaptation with excellent scrolling and madcap moves.

So you've made your decisions, withdrawn your money and you're ready to plunge into the world of second-hand or mail order gaming. Before you do, take a look at the following to ensure your buying safety.

Buyers' Advice

Sega Power's... ...Guide to buying Mail Order

TEN STEPS TO SAFETY

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

1. BEFORE YOU send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.
2. ALWAYS READ the small print on adverts.
3. BEWARE companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.
4. BY FAR the best method of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance if you want.
5. IF YOU'RE not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.
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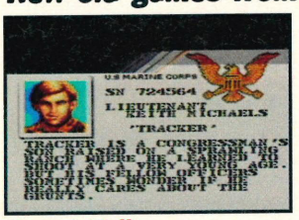
7. IF YOU are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.
8. WHEN YOU receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.
9. ALWAYS ORDER from the most recent issue of ***Sega Power***.
10. IF A PROBLEM does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the telephone book.

Now on Budget release...

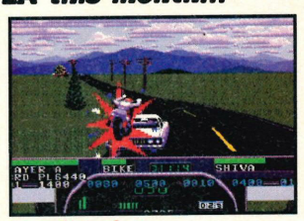
New old games from EA this month...



Desert Strike
EA £14.99
Issue 29, 90%

One of the first true classic games on the Mega Drive and with the Gulf War as its theme, this established a fine balance between shooting action and tactical play.

You play as the pilot of a Comanche attack helicopter, flying about destroying enemy emplacements, picking up hostages and sealing ruptured oil wells. An excellent game and extremely tempting at 15 quid.



Road Rash 2
EA £14.99
Issue 38, 94%

Although many racing games have since been released, none really impressed as highly as *Road Rash 2* when it first appeared back in Issue 38.

Split-screen, tons of weapons, levels and characters – the smoothly undulating landscape looks as brilliant now as it did a staggering four years ago. *Road Rash 3* did little to improve on this version and it's well worth the dosh.

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ISSUE 84 – October 1996
Over 70 of the Saturn's up-coming releases plus an exclusive preview of Saturn *Street Racer*. Enormous *Alien Trilogy* review and the first installment of our *NiGHTS* guide.

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Bloodbath issue. First news on *Quake*, *Doom* and *Hexen* plus huge reviews of *Exhumed* and *Space Hulk*. First news on *Soviet Strike* from EA and the definitive *NiGHTS* review.

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Frankly superb *Alien Trilogy* issue. Latest pictures of the new Mega Drive *Sonic* game and everything you'd ever want to know about buying your games second-hand.

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NiGHTS versus *Mario 64*. Plus E3 show report, first news on three new Sonic games. Feature on *Syndicate Wars* and all the tips fit to print for *Panzer 2* and *Alone in the Dark*.

ISSUE 80 – July 1996
Frankly, superb, *Euro '96* review and feature. First news on *Nights*, *Panzer Dragoon* and *Ultimate MK3* reviews, *Brian Lara '96* and *SF Alpha* guides.

ISSUE 79 – June 1996
Top redesign issue! FREE TIPS BOOK, Eight pages on *Wipeout*. *Magic Carpet* and *Toy Story* players' guides. *Brian Lara 96*, and *SF Alpha* reviews.

ISSUE 78 – May 1996
The world's first Saturn look at *Loaded* for a start, plus *Panzer Dragoon 2*, *Wipeout*, *Brian Lara '96*, *Virtua Fighter 3*, *Guardian Heroes*, *Ultimate MK3*.

ISSUE 77 – April 1996
Super *Toy Story* review. *Fighting Sonic* feature. Sega's plans for '96 unveiled. *Return of the Jedi* on Game Gear. Second part of our *Vectorman* players' guide.

ISSUE 76 – March 1996
Blam! Machinehead exclusive preview. *FIFA '96* and *Ghen War* exclusive reviews. Saturn and Mega Drive *Worms* review. *Virtua Fighter 2*, *Sega Rally* and *Vectorman* players' guides.

ISSUE 75 – Christmas
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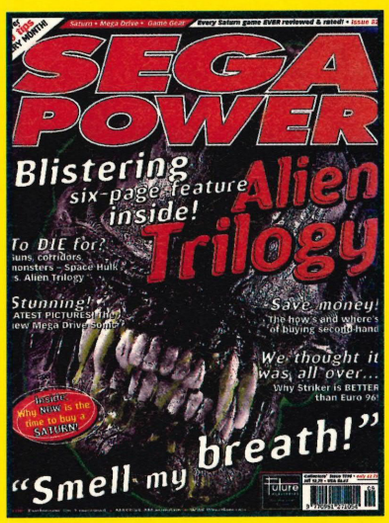

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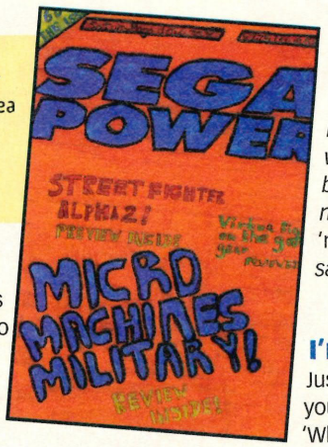
Mail Bonding

This is your only chance to communicate with the editor of *Sega Power* in a rational and lucid way – we wake him up specially, you see.

Picture of the month!

Laying out page after page of *Sega Power* can take its toll on our art people. Imagine then, how thankful we were to receive this idea for Issue 85's cover. Look, *Micro Machines Military's* on the cover and everything. Judging by *Mean Machine's* last cover, though, I feel it's more in their style.



I'll eat yer lungs for that!

Hey guys, well done! The new improved mag is miles better than it used to be. Now I feel like reading the mag again and again, it's such a shame to finish it!

Anyway, let's get to the point. I have always liked *Daytona* and it was a shame that it wasn't better on the Saturn. Now that Sega have given themselves another chance, I think they should use it as best they can to show how much their understanding of the Saturn has increased. If they don't, *Daytona Deluxe* will be laughed at like Sony's limp *Ridge Racer Revolution* – which proved that the PlayStation's potential was fully exploited even as the machine was released. Although we've already seen improvements on the Saturn (*Virtua Fighter 2* for one), I think the Saturn can be pushed even further by improving a great game such as *Daytona*. I would love to see a two-player option and even more spectacular pile-ups and I am sure a lot of other people would too.

P.S Is Sega's *NBA Action* due for release, and if so is it any good?
Dan, Nottinghamshire

Thank you for your concerns, Dan. Daytona Deluxe *(or* Daytona USA: Championship Circuit Edition*, to give it its proper name) WILL be a far better game than the original. In fact, I'll go so far as to say that it'll be the best driving game ever seen on anything, like, ever. Sega aren't perfect, but they don't tend to make the same mistakes twice.* NBA Action *was reviewed in issue 83 and we gave it 74% Why? because it's average and not quite as good as* Slam 'n' Jam *– reviewed in the same issue (81%).*

I'm a freak!

Just a note to 'thank you' for your cool, informative article 'Why Now is The Time to Buy a Saturn.'

After reading it I rushed straight out to find a job I earned my money and on Saturday I will be the proud owner of a brand spankin' new SEGA SATURN, complete with four, yes I said four new games for only fifty quid extra.

I have become a Sega freak and I shall buy your mag for the rest of my game-playing life.

P.S Keep up the good work. I would like CD's please.
Simon Taylor-Watson

Maybe I don't believe you. Maybe you sound a little too enthusiastic for my liking. 1) How did you find a job in one day? 2) How did you manage to earn enough in a week to afford a Saturn? 3) Are there any other jobs going where you work? and 4) We'd like CD's too.

Snippets

Brothers and sisters the Mega Drive has sinned. For this it's punishment is death!
Steven Mitchell, Scotland

Can I fondle the sheets? Can I live in your beds?
Alexander

Could you go up to Dean and offer him the 20 cents for his beard? Don't just ignore this, actually do it. Thanks.
Simon Stubbs, New Zealand

Gus Swan is a monkey-faced, prole-slapping jessy and I know, cos I used to live near him.
Will Edwards, London

HELLO SATURN! WOOF WOOF!
Steven Mitchell, Scotland

Nick didn't know his *Daedalus Encounter* from his *Daedalus/Robotica*. Don't worry, we've TOLD him now.

Guns are the work of a gunsmith

In Issue 82 on page 18 you said that *Daedalus* had terrible graphics and you die easily. In *Doom* if you walk up to an object the graphics are rubbish and yet you say *Doom* graphics are very good. *Daedalus Encounter* is not a game for people who like to blast people apart every five seconds. I have completed the game and think it is very good. It's a puzzle solving game not a shooting game. Please explain why it had such a bad review. Thank you for your time.
Alex McLarty, Tyne & Wear

Ah, slight mistake on the brain front, I'm afraid. We mentioned in the feature on Alien Trilogy *that Tia whatsherface was in* Daedalus Encounter, *but that was NICK and NICK's gone now. Of course,* Daedalus/Robotica *(which is what he meant to compare) has nothing at all to do with* Daedalus Encounter *(never released on the Saturn). Sorry, but that's showbusiness.*

I'm cleverer than most

Star Letter

Good morning! (Or whatever time of day you get 'round to reading this!) Just thought I'd drop you a line letting you know of an excellent deal I got on a new Saturn last month.

As you highlighted in your article last month, Comet were offering a new Saturn with Daytona USA and Panzer Dragoon (plus a choice of Virtua Fighter 2 or Sega Rally) for the bargain price of £249.99.

As it happened, the salesman I chanced upon to sell me my new system knew very little about 1) home entertainment systems an 2) the offer that the store in which he was employed was running!

I asked for the offer that included *VF2*, plus the other, older games. When the salesman returned, he was laden down with a Saturn box, on top of which was a copy of *Panzer Dragoon*, a copy of *VF2* **AND** a copy of *Sega Rally!* When he asked me if this was the combination I had requested I began to nod my head furiously and didn't stop until I'd reached the sales counter!

So, in short, if you wish to buy a new computer system and want the best deal, look for the most middle-aged and nervous-looking salesman you can find. Happy hunting!
Peter Kelso, Kent

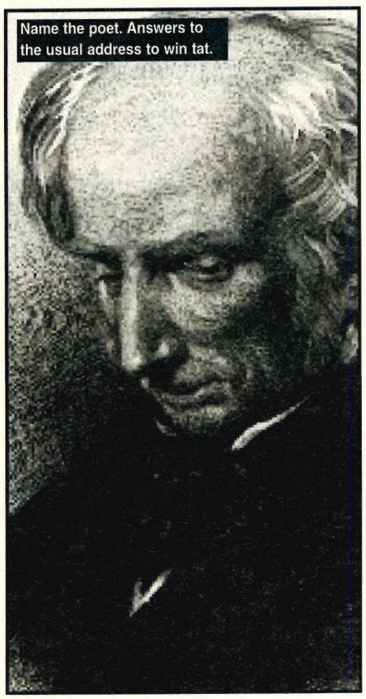
Well done... you should be very pleased with yourself, Peter. In my experience, the people that work in electronics shop chains tend to be an unexperienced bunch. I'm sick of taking calls from people who swear blind that the 'lovely man' from 'a leading high street retailer' promised them that all their Mega Drive and 32X games would work fine on their new Saturn. Good to hear that someone's come out on top... for a change.

Only if it rhymes

I have written a poem about your most excellent magazine company. It's about all those responsible for every issue of *Sega Power*. Hope you like it.

Sega Power, what a mag.
It's no joke, it's no gag.

Nick, poor sad Nick; his loved one has


Name the poet. Answers to the usual address to win tat.

left him.
If he ever gets through his door,
what's he going to do with his hands?
(*What?* – Dean.)

Dean, a bit of a punk,
only thinks twice about getting
drunk (*Punk?* – Dean.)
Once he finds vodka.
No wonder he can't get into his
pants. (*Umm* – James.)

James, cool name – same as mine,
looks pretty dull, though,
could do with a good time (*Sorry?* –
James.)

Lastly Laura, what can I say?
First sight blows you away.
James Welly, East Sussex

James, utter rubbish. We tried writing one of our own, what do you think?

I wandered lonely as a cloud
That floats on high o'er vales and hills,
When all at once I saw a crowd,
A host, of golden daffodils;
Beside the lake, beneath the trees,
Fluttering and dancing in the breeze.

Continuous as the stars that shine
And twinkle on the milky way,
They stretched in never-ending line
Along the margin of a bay:
Ten thousand saw I at a glance,
Tossing their heads in sprightly dance.

We quite like it. What do you think?

Answer Me...

Hi! I'm Ed Winchester!

Hi!! It's me again. I just thought I'd write in and say thank you for your most excellent advice and because of you I am the proud owner of a Saturn. Could you answer these questions for me? Thanks!

❶ As you've had a good look at *NiGHTS* what is the smallest review score you think it could achieve?
❷ Please rank these beat-em-ups for me...
VF Remix, VF2, SF Alpha, UMK3 and *X-Men*
James Wells, East Sussex

❶ *About an inch – give or take.*
❷ VF2, UMK3, (Night Warriors), X-Men, SF Alpha, VF Remix.

Do not be rude to the Manics.

Michael Jackson wears his sisters' tights

I know you are a brilliant magazine so please may you answer my questions.
❶ What is your favourite band, is it still the crappy Prodigy?
❷ Having read back through issue 63 I read what was to be an insult to the Manic Street Preachers but got cut off. Tell me what you were going to say or I'll blow up your office and buy a Spectrum because they are the best band ever and are Gods.
❸ Can you tell me how to get my friend to realise that the PlayStation and N64 aren't as good as the Saturn so that he'll buy one?
❹ I read on a Sega internet thing that the Saturn has three 32-Bit RISC processors. Is this true?
❺ What is the best Saturn game ever?
❻ Should I sell my MD with 32 games and buy a Saturn?
❼ Will *Resident Evil* be released on the Saturn over here?
Charles Reston, Cheshire

❶ *Firstly, I think it would be unwise to call The Prodigy crappy but no, they're not our favourite band at present. I tend to listen to nothing but the sound of my own heartbeat whilst I sit alone in my darkened room. James, on the other hand, listens to too much Underworld for my liking and Laura? Dunno. Too scared to ask.*
❷ *They're a lot better now they've all got nice haircuts and 'lost' that other... ah, best not continue.*
❸ *The PlayStation and N64 aren't as good as the Saturn. There, done it.*
❹ *No, just the two.*
❺ Sega Rally – *reckons us.*
❻ *Yes.*
❼ *Eventually a version of* Resident Evil *will make it to our hallowed shores.*

I'm a confused puppy

After reading your article in Issue 82, I am now the proud owner of a Saturn. Anyway, I am going to get straight to the point.
❶ Is it worth waiting for *Alien Trilogy* or shall I just go and get *Virtua Cop* with my £50.
❷ That best tips in the world ever book was jolly good. Will there be any others along the way?
❸ When I was playing *Sega Rally* I got confused when I bashed into a wall because I could see past it as if it wasn't there. Explain that.
❹ What's the point of having the demo disk, it's utter shite! The games you play are mostly rubbish and to view pre-recorded games is a waste of space as they last only a few seconds.
Peter Bride-Kirk, Oxon

❶ *I'd wait... if I were you.*
❷ *I THINK so.*
❸ *A trifling error in the game. Don't worry about it.*
❹ *I haven't a clue what you're talking about.*

How many? Hmmm?

I have a few questions I want to ask...
❶ How many Saturns are sold against the PlayStation both in Europe and around the world?
❷ How many Mega CD's were sold around the the world?
❸ If I take part in a competition of your magazines, can I win and get the prize here in my country?
Zeeshan Farooq, Pakistan

❶ *Europe is tricky to work out, but worldwide there's been more Saturns sold than PlayStations.*
❷ *Not enough.*
❸ *We've increased our time allowed for competitions, so now everyone worldwide can now take part. Hurrah!*

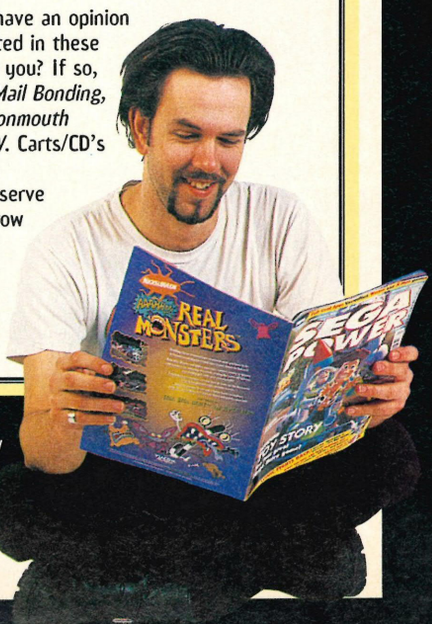
Print my chat

I love the new look so please answer my questions.
❶ I've played an import version of *Mario 64* on an imported N64... it's crap! Boring, boring, boring, please say *NiGHTS* will be better?
❷ Will *NiGHTS* come with the analogue pad. If not, how much will it cost?
❸ I also own a 32X. Please rate these games in order...
Motocross, Doom, Kolibri, Virtua Racing, FIFA '96
❹ When, in Issue 79, you said that the 32X was dead, did you mean Sega aren't making any more, there's no more games coming out for it, or both? And why?
Thanks, as this is my sixth letter AND YOU HAVEN'T PRINTED ANY OTHERS. I know you'll print this.
Gareth Trew, West Glamorgan

❶ NiGHTS *will be DIFFERENT. Despite what you may have read in a previous Issue (under other management),* NiGHTS *is a completely different game – a comparision is worthless.*
❷ *It comes with the game, but you have to spend an extra £15 for the honour.*
❸ Doom, Virtua Racing, Kolibri, Motocross, FIFA '96 *(it's crap. Don't buy it.)*
❹ *Both. Why? Because Sega woefully under-promoted the system and left the current owners high and dry whilst trying to get the Saturn off the ground. That's why.*

So you think you have an opinion worth getting printed in these hallowed pages do you? If so, get scribbling to: *Mail Bonding, Sega Power, 30 Monmouth St., Bath, BA1 2BW.* Carts/CD's for the star letter.

Oh and we reserve to cut, rewrite, throw away, laugh at or slaughter any letter in any manner we see fit. So there!



This picture has been special impregnated with mind-altering drugs. Simply lick Dean's copy of *Sega Power* and sit down somewhere safe.

It's Over!

Last Orders

It's Laura's last full issue, so the rest of the team (James and myself) would like to thank her for the laughter we've shared and the tears we've wept on more than one occasion. She's finally decided to accept that offer from the SAS and is, as I speak, blacking out her face with boot-polish and planning her next raid on the freezer section of Somerfield. Top secret manoeuvres, apparently. Anyway...

Issue 86 will flap around like a dying fish on the deck of the good ship Sega ruptured with these mighty hooks...

Intestine-splitting reviews of...

Worldwide Soccer, Tomb Raider, Die Hard Trilogy, Break Point, Tunnel B1, Gridrunner, Crimewave, Chaos Control, Impact Racing, Darius 2 and oooh... other things, besides.

Spleen-rupturing previews of...

Daytona USA: CCE, Doom, Hexen, Micro Machines V3 and. Other. Good. Things.

Big next month! exclusives

Continuing our frankly breathtaking display of editorial excellence, *Sega Power* will be bringing you an exclusive world's first feature on ANOTHER ground-breaking Saturn title.

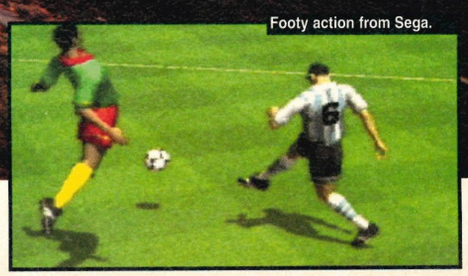
Command & Conquer will be arriving early next year and it's one of the best, most addictive (and above all) fun strategy games of all time. Take our sweaty hand and we'll tell you everything you need to know about the game next month. Why? Because we're the best, that's why.

Lovely Lara will be running in next month.

As will *Tunnel B1*.

Issue 86 will, unbelievably, be the issue before the Christmas one and it'll hit the shelves of your local newsagents in a similar way to a brick hitting a pain of glass from about 20 feet. It's also going to be **on sale on Thursday, the 24th of October.** Buy it – it's better than those other tatty rags.

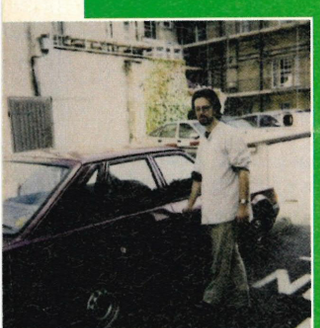
And things explode in *Command & Conquer*.



Footy action from Sega.

Teamwork

Despite the sad news that Laura is to part company with us this month and that everybody caught some sort of hideous disease or other, the last month has been pretty fair for the *Sega Power* team...

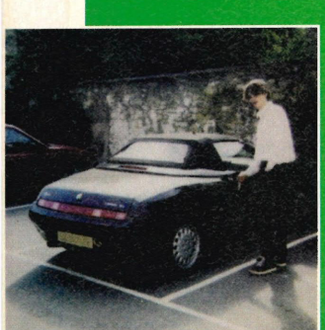


Dean

Best thing about this month?
My 'special' parcel promptly arrived from the mail-order company.

Worst thing about this month?
Spending far too long trying to teach my cats to talk.

Favourite number... and why?
37, because that's the age at which I'll finally learn to eat unassisted.

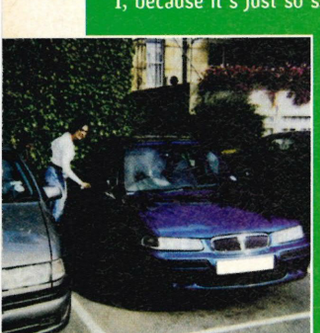


James

Best thing about this month?
Getting hold of that rare Batman number 14... It cost me a king's ransom.

Worst thing about this month?
Failing again to lose my phobia of buses.

Favourite number... and why?
1, because it's just so singular.



Laura

Best thing about this month?
Learning to cut grass with my toes.

Worst thing about this month?
My computer's started laughing at me again.

Favourite number and why?
68, because it's the number of guns in the famous Alarm song and I like them very much.

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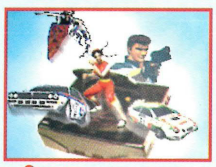

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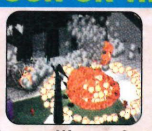
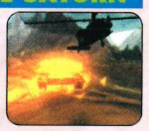
COMING SOON ON THE SATURN

TOMB RAIDER DUE OCT


SYNDICATE WARS DUE OCT


SOVIET STRIKE DUE NOVEMBER

EXHUMED DUE SEPT/OCT

VAMPIRE HUNTER DUE OCT

VF KIDS DUE DECEMBER

DOOM DUE NOVEMBER

VIRTUA COP 2 DUE DECEMBER

DUKE NUKEM 3D DUE DECEMBER

SATURN RELEASE LIST

FOLLOWING IS A LIST OF *PROVISIONAL* RELEASE DATES FOR FORTHCOMING RELEASES. PLEASE REMEMBER THESE ARE INTENDED AS A GUIDE ONLY AND WE CANNOT BE HELD RESPONSIBLE FOR ANY CHANGES OR DELAYS.

ACTUA GOLF	26TH SEPTEMBER
BLAZING DRAGONS	12TH SEPTEMBER
CASPER	20TH SEPTEMBER
CRIME WARS	END SEPTEMBER
DAWN OF DARKNESS	END SEPTEMBER
DEADLY SKIES	MID/END SEPTEMBER
DOOM	NOVEMBER
EXHUMED	SEPTEMBER/OCTOBER
FADE TO BLACK	OCTOBER
FIGHTING VIPERS	NOVEMBER
HEXEN	OCTOBER
HIGHWAY 2000	24TH SEPTEMBER
IMPACT RACING	END OCTOBER
NHL POWERPLAY	END SEPTEMBER
OFFENSIVE	MID OCTOBER
PINBALL GRAFFITI	OCTOBER
PROJECT OVERKILL	OCTOBER
SKELETON WARRIORS	26TH SEPTEMBER
SOVIET STRIKE	NOVEMBER
SWAGMAN	SEPTEMBER
TILT	END SEPTEMBER
TOMB RAIDER	OCTOBER
TUNNEL B1	END SEPTEMBER
VIPER	OCTOBER
VIRTUA COP 2	DECEMBER
VIRTUA GOLF SCOTTISH OPEN	13TH SEPTEMBER

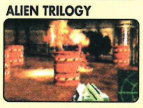
SATURN GAMES

BAKU BAKU ANIMAL

BLAM! MACHINEHEAD

ACTUA GOLF

ALIEN TRILOGY



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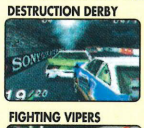
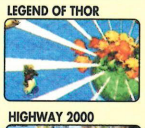
DESTRUCTION DERBY



LEGEND OF THOR



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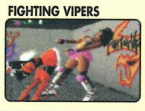
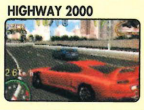


HIGHWAY 2000



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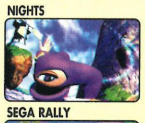
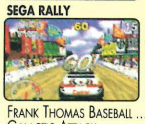


NEED FOR SPEED

SEGA RALLY



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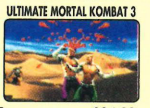

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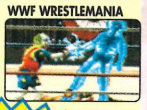

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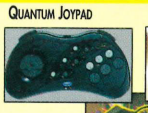

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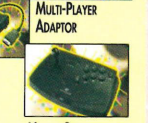

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