Reviewed: Sega Rally • Virtua Fighter 2 • Virtua Cop • Madden 96

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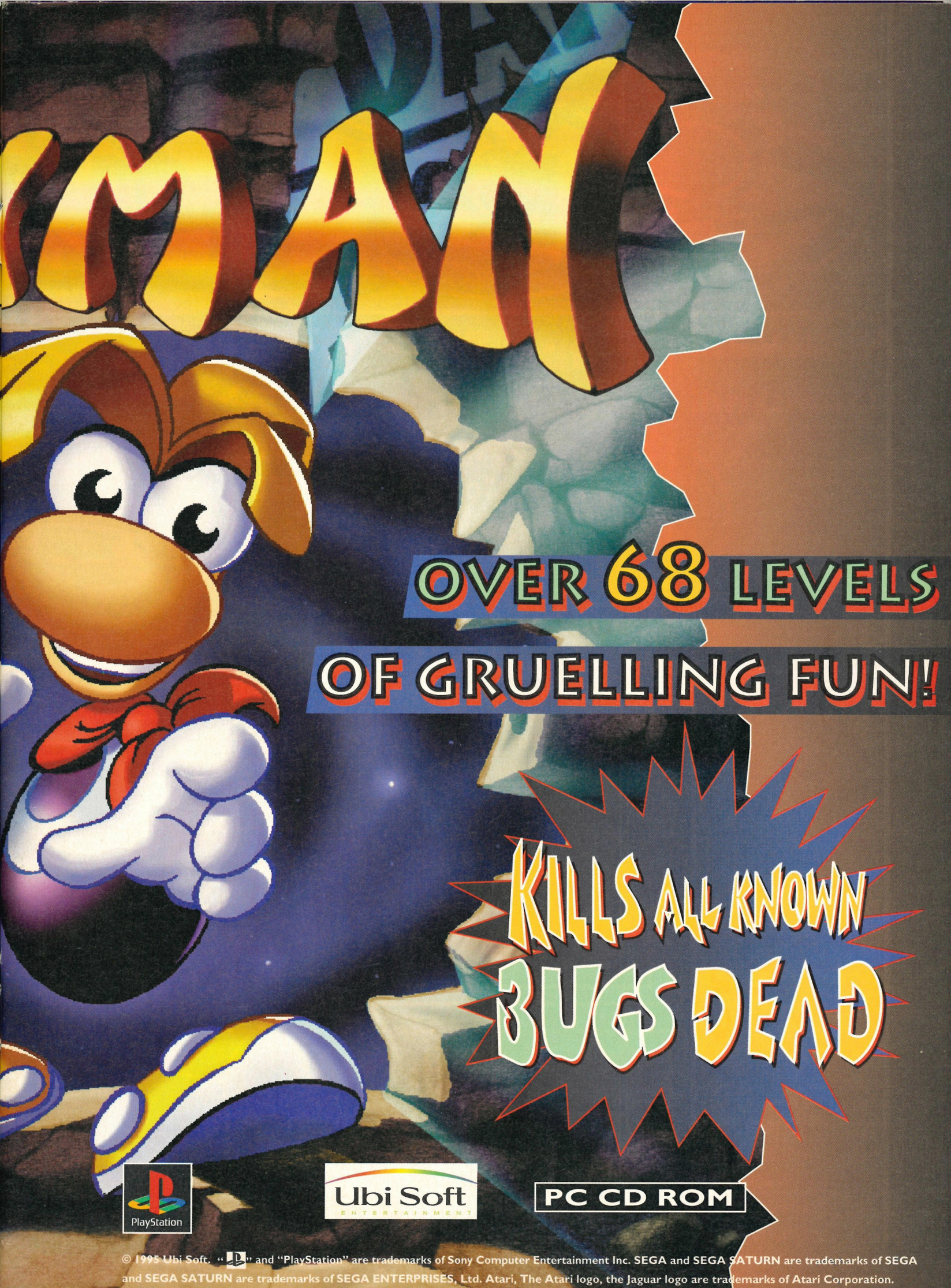

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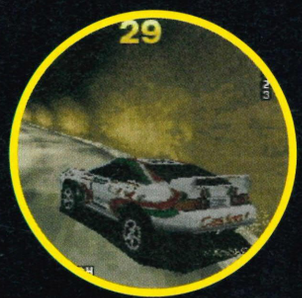
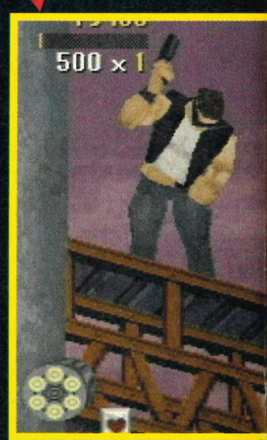
- Sega Rally *REVIEWED*
- Virtua Fighter 2 *REVIEWED*
- Virtua Cop *REVIEWED*



THREE HUGE REVIEWS!

Merry Christmas! After a bumpy 1995 for fans of all things Sega comes news to gladden anybody's heart: the three best arcade conversions EVER are all here, ready for you. Read the in-depth reviews NOW.



12 Previews

Top line-up fer you all again. Check out *Cyberia* (EXCLUSIVE, p12), *IndyCar Racing* (p16), *Caspar* (p18), *Toy Story* (p20), *Magic Carpet* (EXCLUSIVE, p22), *Johnny Bazooka* (p24), *Tilt* (p27), *The Horde* (p28), *World Cup Golf* (p29), *Scorcher* (p31), *Amok* (EXCLUSIVE, p33), *FIFA 96 Saturn* (p34).

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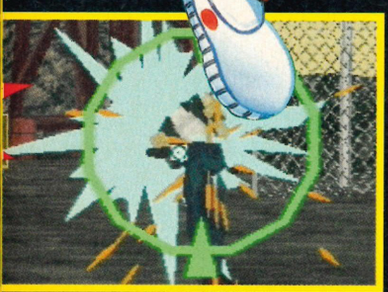


79 Power Tips

LOADS of top tips for you. There's the usual cold Power Tips buffet on page 80. And for those who prefer their food hotter, *Earthworm Jim 2* gets funked up on page 86. And there's *FIFA 96* on page 90. Hurrah.

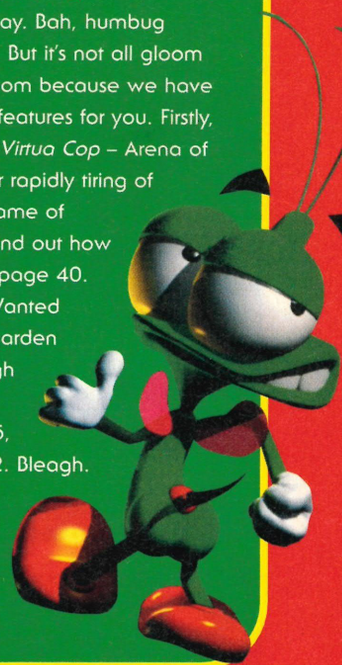
WIN 100's of presents!

We've got bleedin' HUNDREDS of prizes to be won this month in our giant giveaway compo, courtesy of BMG Interactive. Turn to page 44 for all the dirt.

38 Features

It's Christmas!

It's depressing but true. Forget fun, we're going to be shivering indoors and barefooted next to a four bar electric fire, eating gruel and watching Oliver Twist on Christmas Day. Bah, humbug etc. But it's not all gloom and doom because we have several most interesting features for you. Firstly, read our largely useless *Virtua Cop* – Arena of Death on page 38, After rapidly tiring of that, you might feel a game of something is in order – find out how to get 'em cheapest on page 40. And the last ever Most Wanted gets a final stroll in the garden before being shot through the back of the head, with its rundown of 1995, on page 42. Bleagh.



66 Toshinden

It's the first of a stack of PlayStation games that'll shortly be wafting across the gamesplaying divide and onto the Saturn. Is the 'Station's No.2 beat-em-up good enough to take on the Saturn's *Virtua Fighter 2*? Turn to page 66 and find out, if it's distressing you all that much.

Quicken

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News

WIPEOUT Wipe Out?

● Saturn ● Early 1996 ●

Sony are to convert a whole raft of their top Playstation games to the Saturn, it has been announced. Top of the list is the Playstation smash *Wipeout*, an excellent 3D 'driving' game, which is anticipated for a March release.

This follows news that other publishers are readying their initial Playstation releases for the Saturn. Namco have released their top beat-em-up *Toshinden* for the Saturn, reviewed this issue. Many titles are already receiving multi-format next gen releases, with *Spot Goes To Hollywood* and *Earthworm Jim* heading the Virgin list, and *Alien Trilogy*, (exclusively previewed next month in *Sega Power*), from Acclaim.

Wipeout is Saturn bound along with the rest of Sony Interactive's back catalogue. Not as good as Sega Rally though.

Wipeout cleans up. Har, the caption of the year, surely.

Alien Trilogy

● Saturn ● Early 1996 ●

Everybody loves Aliens, from the loveable Hoover-attachment that was ET to the cuddly, 'bring it home to meet your parents' cuteness of Alien. Sorry, not right. It'd eat them all and then chew on yer dog.

Alien Trilogy from Acclaim is developing nicely, and although it's now looking to be out sometime in May, it should still cause more than a few ripples on its launch. Oh yes, and WE'VE GOT THE EXCLUSIVE FIRST LOOK, in a month or so. Thank you. And despite the sour-grape stuff you might have read in some arse mag elsewhere, we'll be printing only Saturn pictures in our feature. The grabs here are PlayStation ones but it'll give you a good idea of what to expect.

Alien Trilogy on the Saturn. *Cool Spot* is above. Cool Spot isn't an alien, he's a spot. Whether he's cool or not is very debatable.

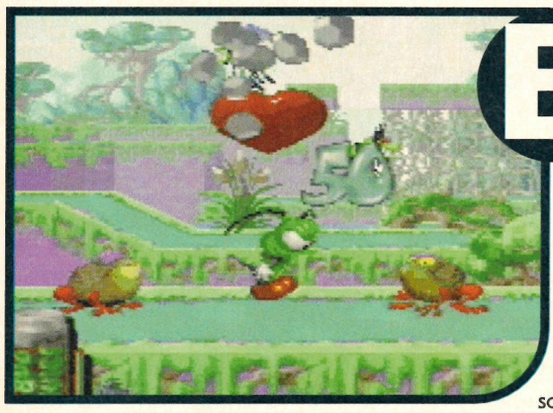
Sticky fingers

● Saturn ● NOW! ●

Do you like playing *Virtua Fighter 2*, hmmm? Do you like the thought of playing it in the way God intended? Do you have £45 to spare? Then you'll probably want to buy this arcade joystick from Marubeni.

It *is* expensive, but for the true feeling of the arcade, you really can't do any better. It's well made and feels sturdy and long-lasting. It's in the shops now and is probably the best excuse around for spending £45, apart from *Sega Rally, Virtua Fighter 2, Virtua Cop, Toshinden, Thunderhawk 2* or *FIFA '96*. Can I go now? PLEASE!

Hmm, very nice. Because the Marubeni stick is largely of metal construction, your finger-twiddling sweat is deposited for all to see and share in. Lovely.



BUG! 2

● Saturn ● Summer 1996 ●

Unsurprisingly, Sega are already planning sequels to their big games from last Summer. *Bug! 2* is destined to arrive, ooh, sometime around NEXT Summer and is bound to be wonderful and groovy and equally as good as the first one, which got the cheery score of 95% a few months ago.

Sega are keeping as tight-lipped as a clam about the it at the moment, but some information is bound to leak out of the Sega information safe before too long. Hopefully we'll get it before the rest of the bought-up, paid off crawling tossers.

Panzer Dragoon 2

● Saturn ● April 1996 ●

While *Panzer Dragoon* was an excellent example of the graphical capability of the Saturn, that's about all it was. The gameplay was, at the best, very linear.

Excitable people will be humoured to find out the Sega of Japan are working on a sequel to the 'Summer smash' that should be released in Japan around April. Expect more loveable dragon fun next year, although this time we're informed that they'll be a lot more for the player to do. Translated from Sega-speak, this means that the game should be a lot less linear, with various routes and paths to take. BIG news soon.

Panzer Dragoon was a game, that much is certain.

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Anything by AM . . . . . Loads%

Thunderhawk 2 91%

GP Hang On . . 70%

Pac Panic 50%

Wirehead 10%

FRY IT

Quick News

■ Sources near the chimp inform us that Sega are looking into the possibility of a 32X version of *Bug!* Is it possible? Would it do the game any justice? More later.

■ With the review of *Thunderhawk 2* still wet on the paper, we understand that Core are already working on the sequel, to be out next Summer. Apparently it'll be more of a space age affair being set far in the future, with plenty of planet-hopping and hovering bladeless craft.

■ Sega have flopped into the virtual reality market with the release of Netmark in Japanese arcades. It'll have the usual headset plus a gun and was designed by the British company, Virtuality.

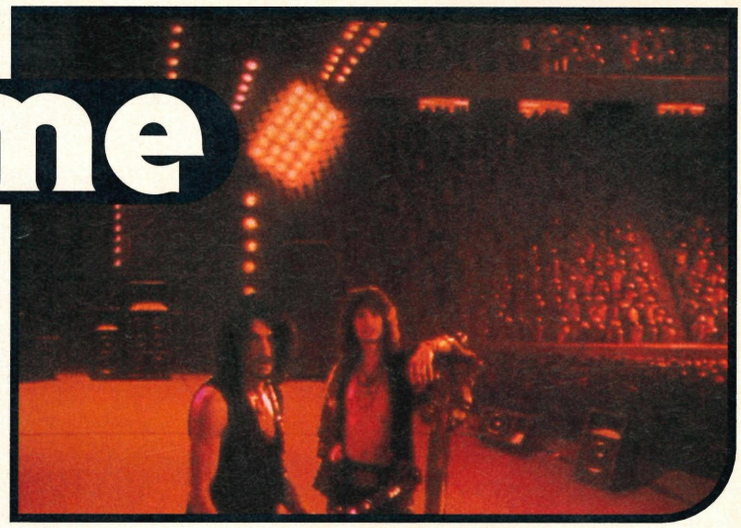
■ More 32X gossip currently spinning around the heads of the youth is that Daytona itself may be heading to the burnt pasty. Sega are looking into the possibility of a conversion, but we wouldn't expect greatness, or even a Saturn-like effort.

■ JVC are working on yet another driving game, but wait, this one has violence – blood-splattering, eye-gouging, arse-rubbing violence. Apparently you fight in 10 track/arena things and it's all polygony, Saturny and lovely. Hmmm.

■ Latest unconfirmed gossip from the States has *Ultimate Mortal Kombat 3* supposedly coming to the Saturn in Feburary 1996. More on this next month. Oh good.

Quest for Fame

● Saturn ●
● Next year ●



We all dream of standing up on stage with Aerosmith, hacking out a living banging a guitar and growing our hair for stupidity. Well, if BMG have their way, that's exactly what you'll be able to do on the Saturn next year.

Quest for Fame may seem like a standard CD-ROM title where you progress from bedroom to stadium, but you do get the bonus of the *Virtual Pick*. It's a sensor that allows you to play along with the band and, jdepending on your performance, promote you to eventual band member. I've played it and it's darn fine old-fashioned grungy fun. Er...

Manx TT

● Saturn ●
● Winter 1996 ●

A more difficult conversion will be *Manx TT*. AM3 are the people responsible and they promise to have a darn good try at it. We know, because we have a telepathic mind-link with each and every one of them.

The arcade game surpassed *Sega Rally* in graphic excellence, but with the top conversion of *Rally* tickling us right now, a fair version should be more than possible.

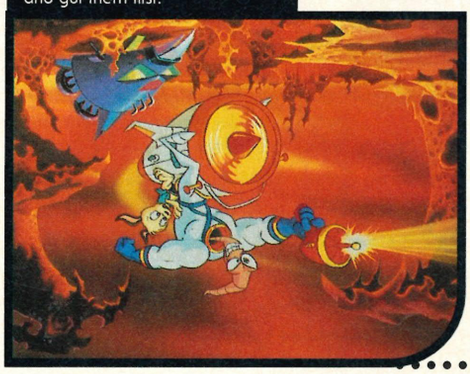
Two wheels less than *Sega Rally* but very good apparently.

Motorbikes are poisonous and should not be eaten raw.

Earthworm Jim 2

● TV cartoon ●
● On now! ●

Worms are best diced lightly in a little hot oil. Remember to skin and gut them first.



Fans of Earthworm Jim can relax safe in the knowledge that their hero is now on TV.

A direct adaptation from the game, the show airs on the satellite channel TCC on Saturdays (8am) and Sunday (2.30pm).

We don't need to tell you guys the plot, except that yes, Jim's out looking for that elusive Princess again. Why doesn't he just go with the nice worm from next door and save himself all that trouble, eh?

Saturn Strike

● Saturn ● Next Summer ●

Helicopters taste best lightly seasoned with salt and horseradish and baked for three hours.

The very famous *Strike* series of games on the Mega Drive (*Desert, Jungle* and *Urban*) is about to be updated in a rather large and impressive fashion. The same team behind the originals is now turning its well-turned hand towards the Saturn.

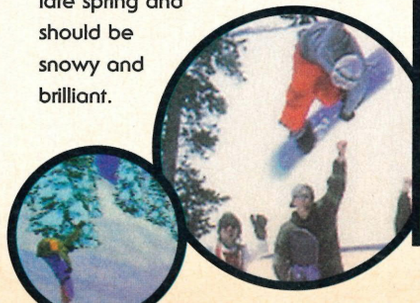
None of the actual game or storyline's been developed yet, but we do know that it'll use the Saturn's power to increase the scope of the graphcs, sound and gameplay. More weapons, FMV scenes and the most incredible photo-realistic visuals all seem likely.

Shredfest

● Saturn ● Spring ●

The world of snowboarding is a strange one. Populated by people who used to skateboard and like EMF, they now snowboard and listen to Smoker's Delight. Who? Doesn't matter, I don't care and neither should you. Fun, though. Damned good fun, actually. Carefully leads me to...

EA are bringing out a Saturn game thing called *Shredfest*, with plans to do for 3D snowboarding what they did for motorcycle violence. It'll be out sometime in late spring and should be snowy and brilliant.



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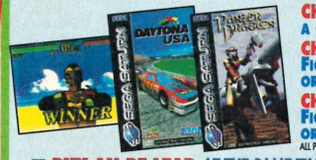

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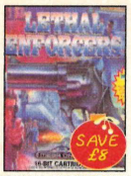

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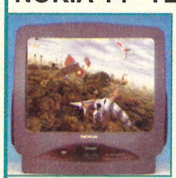

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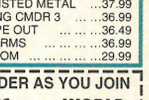

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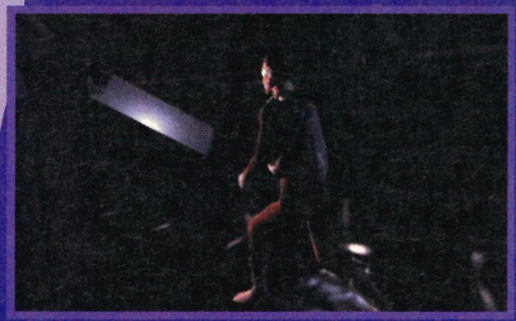
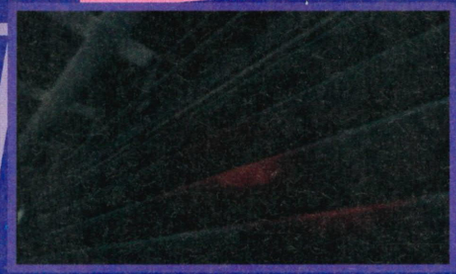
Slice 'N' Dice

Puzzles... puzzles are the key to life. Isn't life one big puzzle? Who are we? WHY are we? And how is Barbera Cartland still walking around... or is she? Maybe it's all some elaborate pulley system thing. Never mind. Here's an example puzzle to illustrate, well, the puzzles in the game.



◀ Here's Chumpy, waiting at a sharp venting system blade thing. If he gets through okay he wins loads of chocolate, a year's subscription to *Good Housekeeping* and a chimp.



If he gets it wrong, though... Umm. ▶

***Sigh. Bless my cotton shorties, here's a four star, three page preview of a game called* Cyberia.**

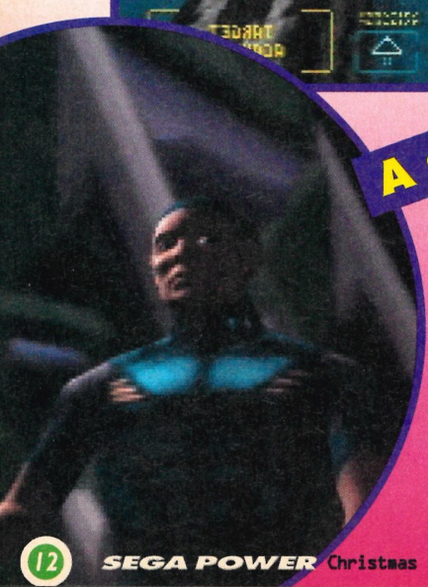
• Saturn • UK Release •
• January • Interplay •

Cyber

The one and only, my friends. *Cyberia*'s been out for around 18 months on the PC, but like most of the more common spod-box titles, it's coming towards the Saturn.

Coming with a manic expression, screaming and waving its jollies high in the air. What sort of game is it? Well that's comfortably explained in a informative, easy-to-read and downright lovely boxout

Here's a caption box that bears no relation to anything whatsoever.

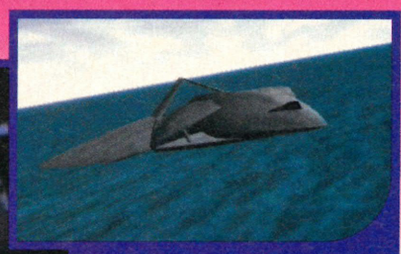


A section explained

Here's a selection of grabs from the first few bits of the game. Hey, hope they help!

This is YOU looking 'cool' and new and ready for boy-like adventures of bravery and courage.

This is bloke who got you out of prison and looks like the guy from the Eurythmics.



The original caption box for this was much bigger, but I've just reduced it. Tee hee.

Siberia

The title, y'see, is an amusing play on the words cyber and Siberia. The least interesting of these two words is cyber – which has lots to do with science and freaky machine/plant hybrids.

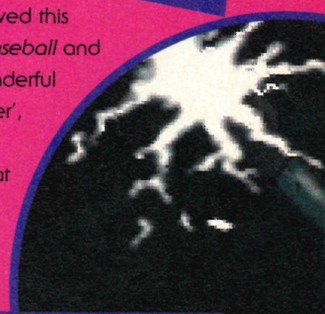
Siberia, on the other hand, is a lot more interesting. If you live(d) in Russia and – through no fault of your own – knobbed-off someone high up, you were exiled to a place called Siberia to work in the labour camps. Dead cert ways to get there were to betray the KGB, laugh at a potato, queue for less than three days, refuse to wear one of those stupid fur hats, giggle at Western humour and not play the best-selling Russian computer game, *Potato Boy Goes to Stalingrad*.

The thing about cheese is its taste. There are lots of different kinds of cheeses. Many people prefer French ones, some like English or Dutch. Lovely.

ia

Bates on Talk Radio this morning AND that he had Kenneth 'Bigger tit' Brannagh on his show... oh yes, and a game called *Sega Rally*'s just popped into the office. *Cyberia* will be Interplay's first Saturn launch next month, but it won't be the last. They're also planning *Casper* (also previewed this issue), *VR Baseball* and the very wonderful '*Doom* beater', *Descent*.

From what we can tell, *Cyberia* looks like



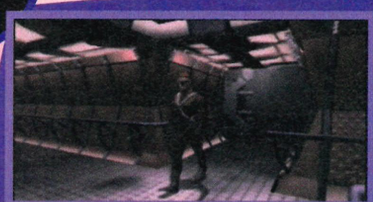
somewhere else. That leads me onto the plot... Um, again you'll find all the plot carefully disected for you visual pleasure elsewhere. So, what does that leave ME to say? Not a great deal, in fact.

I could tell you that some revolting chimps are coming around this afternoon at 2:30 to film some excruciatingly embarrassing film sequences for the 'Christmas party film' - we won't be there, we're running away. I could tell you that I listened to Simon 'Tit'

How to Listen to the new East 17 album in two easy steps: (1) Put the thing on...

and (2) Die. That's the problem with buying shite CD's, I'm afraid.

He shows you a quick film that goes in yer eyes and gives you the plot.

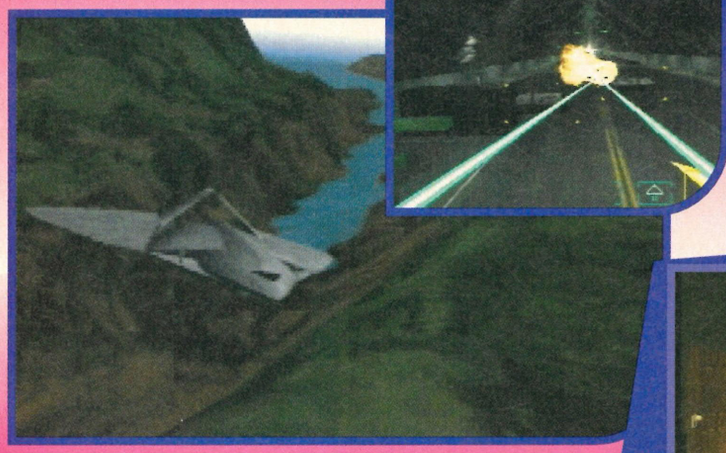


Nice graphics. You walk through the door and stop...

Then you start the bleedin' game.

You make another choice and you poodle over to this young lady.

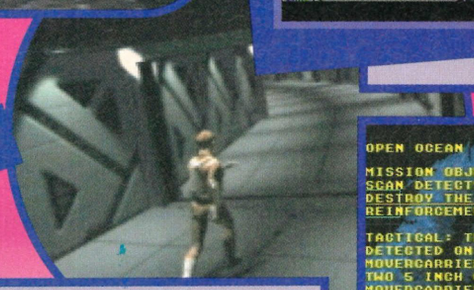
You're in a tunnel. You shoot things. I want to go and play *Sega Rally* again.



being the first of what will surely be a multitude of PC CD-ROM conversions of this type. Being the first one out there will certainly not do it any harm. A splendid review of should follow next month.

SEGA POWER

That's the save screen above.



But what does it compare to?

It's a difficult game to describe... There are bits when you fly about shooting things and others when you're walking around. None of it is totally controllable, you sort of. Stop. Every. Few. Feet.

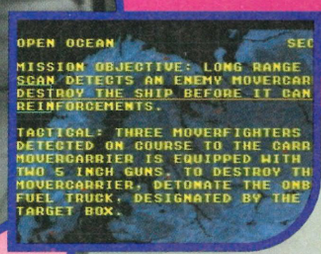
See? Hard, isn't it? To help, we thought (well, I did) it might be nice and friendly to describe the game by comparing the two main sections to other Sega efforts...

Mansion of The Hidden Souls

What? No ladybirds? Indeed, chumpy boy, the similarities aren't quite that subtle. But you know, right, the way I described the feeling of wandering around the rooms and corridors in *MOTHS*? Well, that's what it's like, *Cyberia*'s the same. You move in a given direction and your character waits at the next point of interaction. There's the odd point in the game when you have to quickly shoot something (like the knight scene in *D's Diner*), but that's basically how it all works.

Rebel Assault

In a slightly less scary way, *Cyberia* also seems to have plenty in common with this old Mega CD chestnut. The shooting sections are identical – you follow a pre-rendered path and move the crosshairs around – and there's even a tiny bit of a similarity with the running-around-the-corridors sections.



A lovely mission briefing awaits you at the start of the shooting level things. CARE? Course you do.

What's the story, Moaning borey?

Ookkaayy, so it's the future, and against all current forecasts, we've managed to avoid destroying the world. But, and it's a big continent-sized but, now someone's stumbled upon something called the *Cyberia*. It's the ultimate doomsday device (apparently) and it's been found it in the frozen wastes of Northern Asia. Well, as you can imagine, world stability is threatened and blah, blah, blah.

Well, you're running down a corridor and, sigh...

How do you watch that many TV's. You've only got two eyes.

HERE'S A SHOOTY BIT! Sorry, it's not the best one, but there are other pics somewhere on this page.

In the hanger at the end of the first bit. Watch out for the hidden bomb.

Don't make US laugh

WIN Sega 32X packs!

Given that it's technically known around these parts as the season of goodwill and taking into account the huge generosity and limitless humanity of the company known only as Sega, we're rightly chuffed as a monkey's uncle to be able to bring you this competition.

I like *Virtua Fighter*, you like *Virtua Fighter*, my Mother likes *Virtua Fighter* and so, probably, does yours.

With this in mind, we're giving you the chance to win these wonderful prizes...

A 32X *Virtua Fighter* pack
Contains a 32X, lots of leads, and a copy of *Virtua Fighter*. **Plus,** five other 32X games

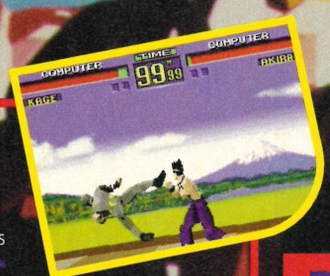
Got a 32X? Really? Not a problem. Because we've also got...

Five copies of Virtua Fighter for the 32X

See, every way you're a winner. You could be crying one minute because Santa Git only brought you a Spiderman comic and a Batman suit and the next you could have yer very own black squashed marrow thing. Everyone's happy – apart from Saturn, Master System or Game Gear owners, but you don't deserve to be.

SEGA POWER

How to WIN...



Everyone knows at least one joke. Some are as funny as your Grandmother's legs, some as unfunny as a case of Herpes. We want YOUR jokes. Nice and short, simple question-and-answer things, y'know. The crappier, the better. Cheesy, pleasy. Um, something like this...

Q: What do you call a donkey with three legs?
A: A wonky

Q: What's red and sits in the middle of a field?
A: A cow with a shell-suit on

See? WE WANT YER CRAP... not literally, of course, just the jokes. Things that make you laugh and groan at the same time.

The best - or worst - jokes win the stuff, and the best bit is that you can send in as MANY ENTRIES AS YOU LIKE. Just put a different joke on each one.

Look, a tiny little caption box. Ahhh.

Rules

1. Nobody from Future Publishing or their relatives, friends, pets or furniture may enter this compo. The same applies to Sega. Oh yes, Justin Hinchcliffe isn't allowed to enter either because we still think he's a tit.

2. The closing date for this competition is sometime towards the end of January. Probably. But if we get some gems, we may hold it for a week or so more. We're strange like that.

3. The Editor's decision is... FINAL!

4. The first entries out of the proverbial hat win.

Indy Car

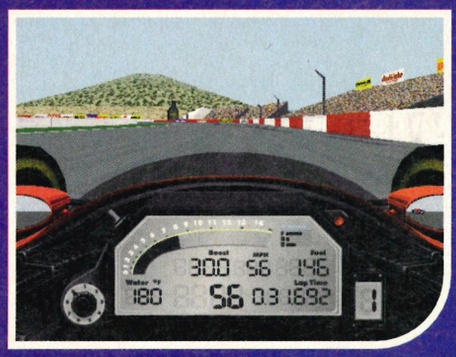
• Saturn • £TBA •
• 1996 • Virgin •

Flick my tonsils with Cindy Crawford's tongue, if Indy Car racing isn't totally irrelevant. Never mind, there's a game of it if nothing else.

Indy Car is so dull that even Nigel Mansell could become its leading personality.

Indy Car is so dull that nobody even knew there were road circuits in it until a couple of years ago.

Indy Car is so nightmarishly boring that the game designer for this says, "We have spent a lot of time optimising the super VGA rendering of *Indy Car II*".



Zip, zip, zipitty doodah.

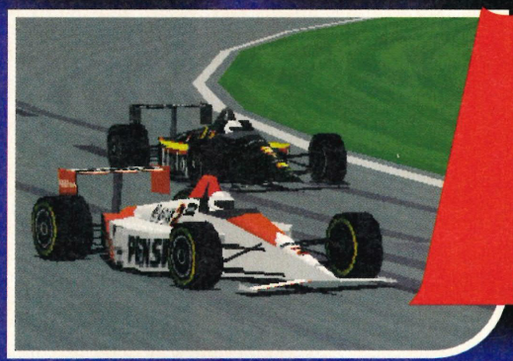
That's for the PC version, of course. And we're not really being astonishingly fair to the guys from Papyrus there, quoting them completely out of context. Cackle, the power us writers have, eh?

So far, most of the action has concerned the PC version – called *Indy Car II* – which is currently in development. But hurray for Leila, there's a Saturn effort on the way too, called *Indy Car Racing*.

Now, we know something about racing games on the Saturn. *Daytona* – hum, *Gran Chaser* – wellllllllll, *Sega Rally* – whey hey. So WHY BOTHER WITH THIS ONE, EH?

"The opponent cars in [the first PC] *Indy Car* were not really modelled under realistic conditions," reckons games designer Adam Levesque. Oh, so NOW you tell us. "While the human-controlled cars were, the other cars were not. They just didn't follow basic real world physics."

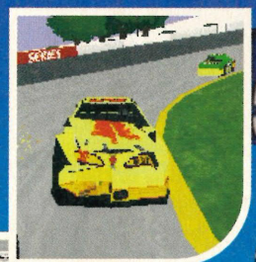
Of course, we don't have Physics anymore, only Combined Science. So what this really means is that the cars in the game will act more like real racers. For instance, tyres adhere to the tracks better at some speeds than at others. There's downforce to work with. Cars might well slip off the track or spin, depending on how well they're driven.



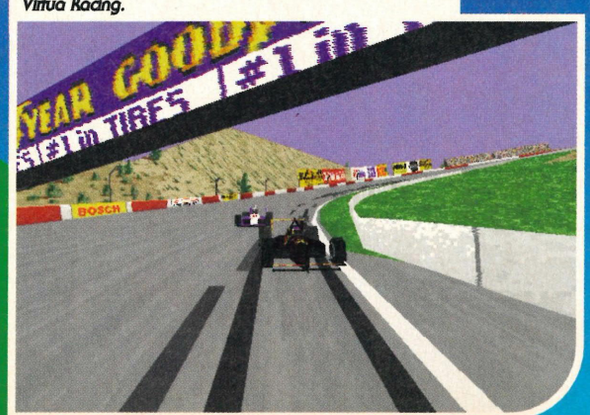
All this attention to reality applies to your opponent cars as much as it does to yours. Like: no more cars taking advantage of bad polygon rendering and ghosting through yours on corners. Instead, REAL overtaking! REAL attempts not to plough straight into you! 100% GENUINE slowing when approaching chicanes!

The game is going to be packed with options too. All sorts of vastly imaginative things will be possible, like spectacular crashes, random engine failure, or even the chance to construct your own Indy car. Buy engines, chassis etc and race the blighter around in circles for hours of top-level Indy Car excitement.

Adam Levesque says, "One of the things that people find right away is that when they take the time and learn what the different settings do they'll realise that changing things about and customisation actually makes a difference. It's not like you're

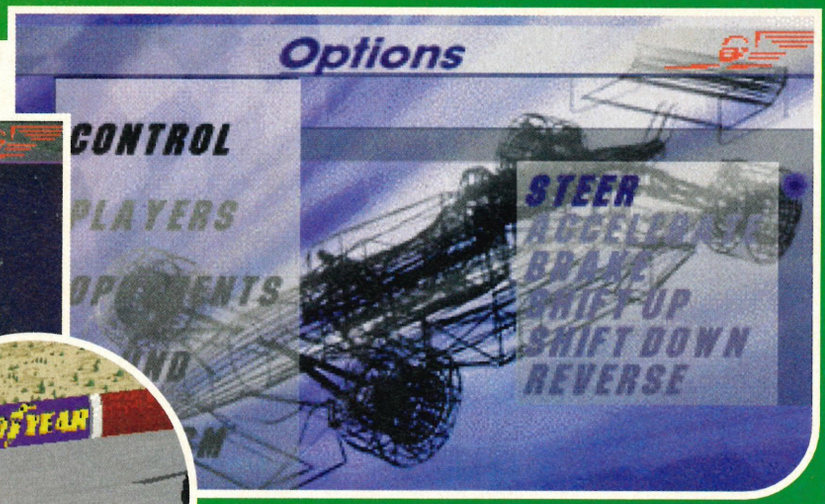


Drive by The Cars is one of those songs that will never bleedin' go away. Now tell me this doesn't look like *Virtua Racing*.



Oh dear, a crash. One less car to worry about.

Can someone please tell me what good has come out of Detroit? OK, so Motown came from Detroit. ALL RIGHT, so did cars. BUT WHAT ELSE EH? Ha!



Captioning options screens is not my idea of going out to the movies, let me tell you.

Racing

just changing something for the sake of it. Once they understand that, they can then appreciate what the different features do and try and make the car drive faster and better."

We likey. Look out for the review some time in the new year. SEGA POWER

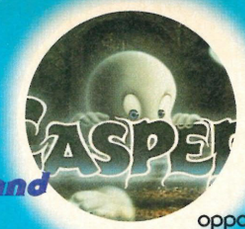
Wooooooooooo-oo. That's the kind of noise ghosts make. Other interesting noises are aaargh, weelah, hooplah and the classic 'pfhhhh'.

Ghosts really aren't what they used to be, are they? When I was a lad, a ghost was a ghoulish member of Satan's undead legions, a disfigured, decapitated, sulphurous, maggot-ridden night creature.

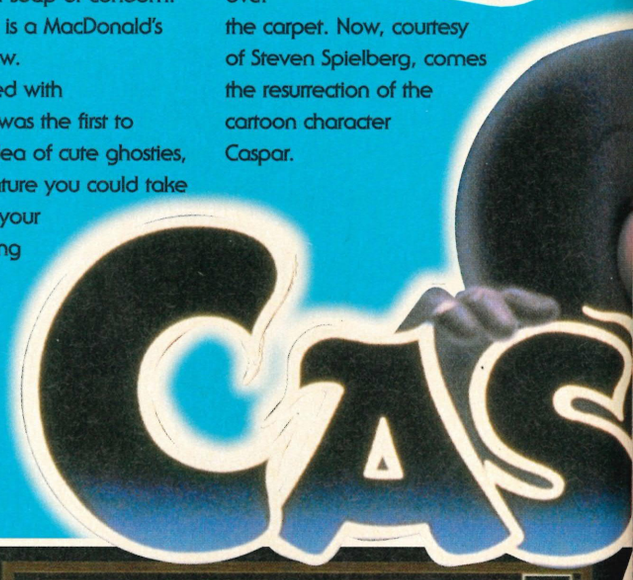
Ghosts in my day were associated with grim things like creaking floors, stomping footsteps, pictures hung at odd angles, freezing breezes and pained moaning at three in the morning. Chains clanked, clocks stopped ticking and strange transparent women who looked like your dead Aunt Flo would sit at the end of your bed muttering about life in the 13th Century.

Of course, it's all different now, isn't it? Added to the inconvenience of being dead is the indignity of being a cheap merchandising opportunity. No sooner have you popped off this mortal coil than you find yourself a pencil eraser, or bar of soap or condom. My Grandfather is a MacDonald's Happy Meal now.

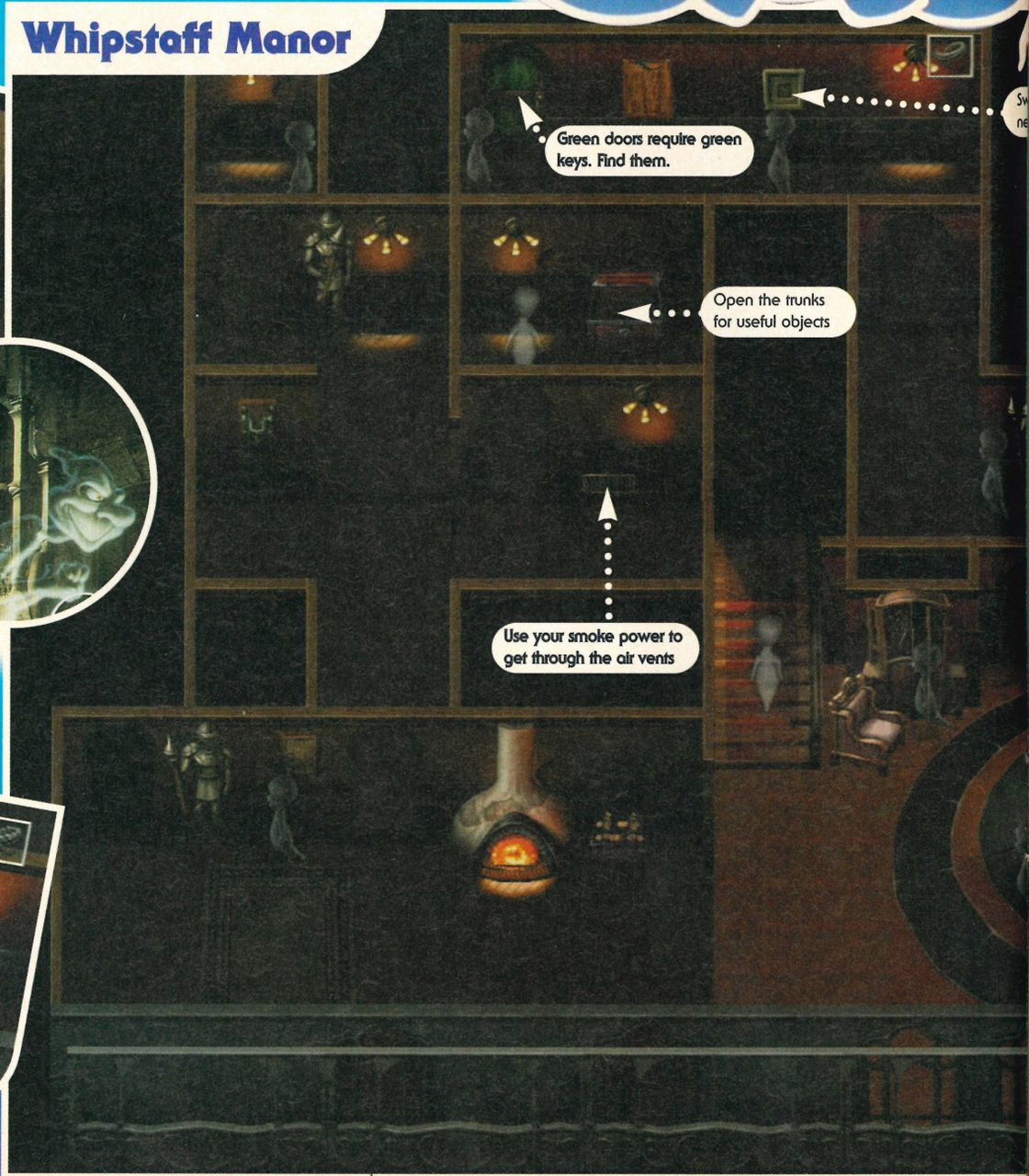
The rot started with Ghostbusters. It was the first to introduce the idea of cute ghosties, the kind of creature you could take home to meet your mum whilst being sure it wouldn't morph into a fifteen foot slavering fiend and begin decomposing all over the carpet. Now, courtesy of Steven Spielberg, comes the resurrection of the cartoon character Caspar.



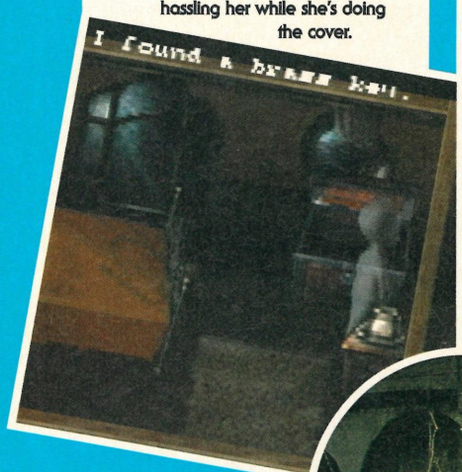
The room on the left can only be reached by turning into smoke and wafting about.



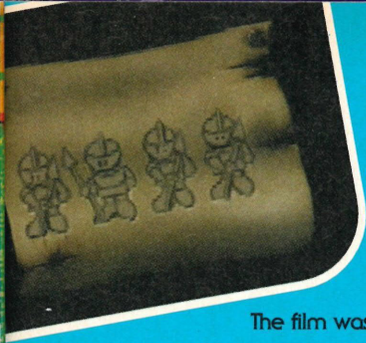
Whipstaff Manor



I've just been told off by my Art Ed. for hassling her while she's doing the cover.



When you've progressed to a certain stage of the game, you gain an additional 'smoke' power which allows you to travel about through the air vents.



CASPER

Saturn • £TBA • December • Interplay

The film was quite successful so naturally, as maggots follow death, a game has arrived.

Interestingly, it's not an obvious platformer as we might have expected but a text-based adventure, in the *Monkey Island* vein, if you can remember that.

The idea of the game is to float around a big house, eating tuna fish sandwiches to keep your strength up, picking up objects like keys to allow you access to other parts of the house, increasing your powers and morphing into smoke to get through air vents or whatever.

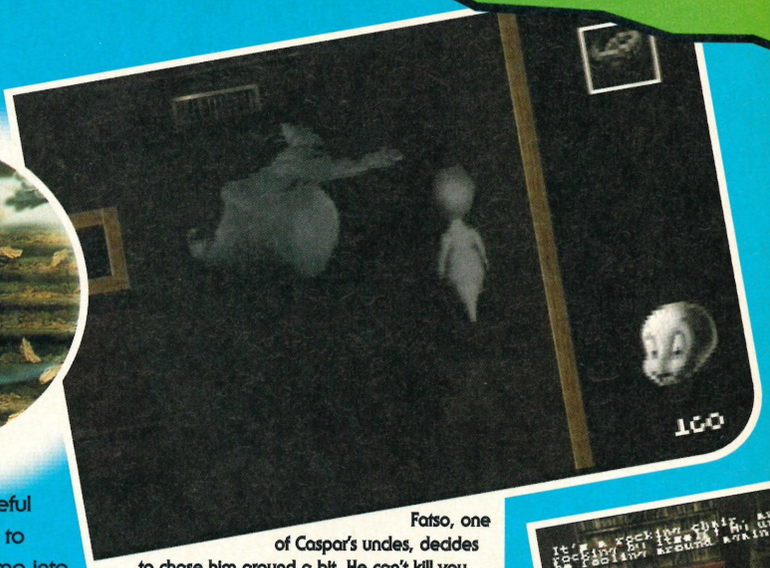
Other objects can be queried to find out what they do. And you need to be careful not to bump into your three uncles – Fatso, Stretch, Stinky – if you can avoid it. Sometimes they're just a nuisance, other times they can actually attack you and inflict damage.

There is a purpose to your ghostly wanderings. Apparently, as in the film, someone's hidden a Lazarus Machine in the house and you have to try to find all the bits, put them back together and conjure yourself back into the land of the living.

Before you can do this, you have to spend the first part of the game moving from room to room, finding pieces of a jigsaw which when assembled give you extra exploration powers.

Anyway, in the meantime, take a look at the lovely map and TRY TO FIGURE THE DAMNED THING OUT FOR YOURSELF, OKAY?

SEGA POWER



Fatso, one of Caspar's uncles, decides to chase him around a bit. He can't kill you but he can slow you down.

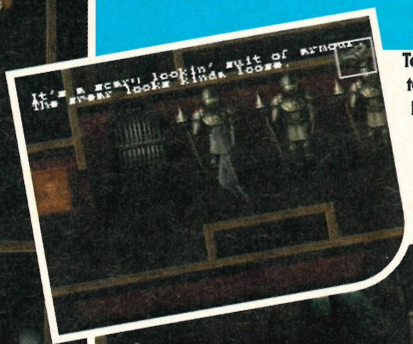
Chairs, eh?

itches open
w doorways

Some suits of armour act as doorway switches

Your first aim is to find pieces of this jigsaw

Go upstairs to a different part of the house.



Text appears to help you in your travels. Find out what it says by pressing 'A'.

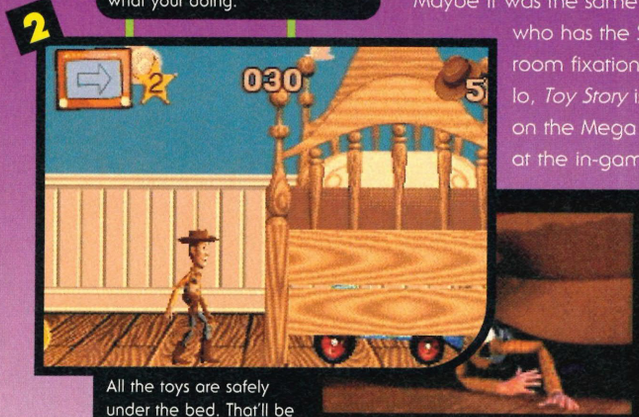
Scene 1: Soldier, Soldier

Competition from the Saturn is certainly bringing out the best in the Mega Drive. Toy Story has some of the best MD graphics we've ever seen. Blimey!

Toy S

• Mega Drive • £TBA • • Early 1996 • Sega •

Scene 2: Beddy Byes



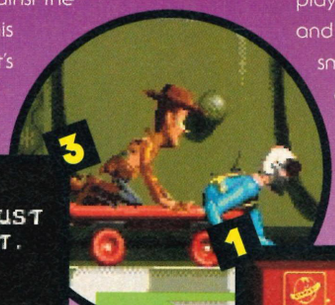
We went a bit over-board with the intro grabs, I'm afraid. The animation in the game is superb, though and we all right impressed, I can tell you. Stuffs *Clockwork Knight*, anyway.

We weren't nice to *Clockwork Knight*. We didn't change our minds when *Clockwork Knight 2* came around. A bit like using a Ferrari to drive into a town for a bit of light shopping, both *Knights* were tales of misused, abused and under-used Saturn power.

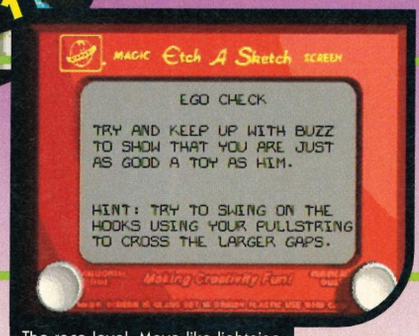
Maybe someone was listening. Maybe it was the same someone who has the Sega toy room fixation, because, lo, *Toy Story* is imminent on the Mega Drive. Look at the in-game graphics. Yes, it is a Mega Drive game.

The *Clockwork Knight* comparisons are going to be inevitable but from what we saw, *Toy Story* would seem to offer a whole lot more. Each level/scene has a storyboard introduction which tells you (a superbly animated cowboy thing) what to do in the forthcoming level, often while you race against the clock. This means it's not simply a case of platforming left to right and having your heart restarted by the emergency boredom defibrillator.

The game also includes some very non-platformer elements. First of all there's a car racing thing, looking very much like *Street Racer*. Secondly, and later on, there's a sort of run-around maze, *Doom*-type thing. We didn't get to play these but we saw them run and they did both look incredibly smooth. With these two sub-games included, Sega say *Toy Story* is one of the biggest Mega Drive carts they've ever produced.



Scene 3: Runaway Ego



Our hero hides in a pot of yogurt with the bottom cut out for increased mobility. No idea why. Only a preview, you see

Doom on the Mega Drive?

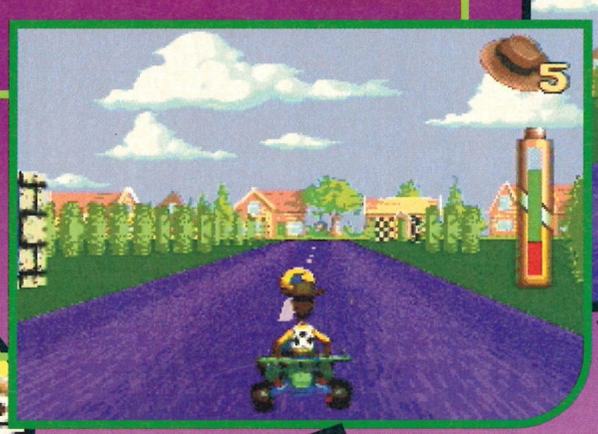
And what the bleedin' hell is going on here then? Looks a bit *Doom*ish doesn't it. Bloody smooth as well. *Toy Story, Vectorman*, the Mega Drive isn't dead yet.

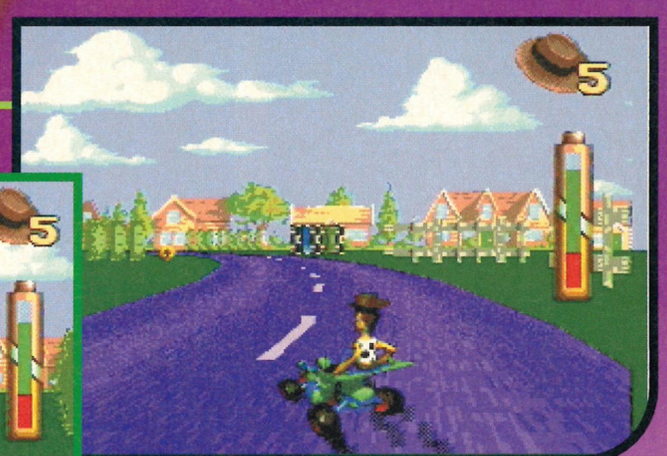
Story

The rest of this preview is given over to some nice boxouts. Look out for *Toy Story* next year. Look left and right before you cross the road. Now look at this. SEGA POWER

Street Racing?

What's going on here? We didn't play it but it looks like some kind of racing sub-game. Impressed? We might well be when the review comes round.





2

Here we are, mid race. Tension's squeezing the juice form my eyes.

Scene 4: Big boss nightmare

1

This picture comes with its own caption included. What more can I possibly say that you don't already know? Tch.

2

Boss. Hard as the dried up bits of Weetabix left in the bowl prior to washing up. That hard.

Magic Car

A carpet. That is MAGIC? What kind of fools do they take us for. Eh? EH!

I've just spent some time in the Middle East you know, and I'm telling you, all that stuff about magic carpets, the Arabian Nights and so on, is rubbish.

There I was, in Muscat, in a traditional Arab market, and I couldn't find a magic carpet anywhere. There were rattan mats, Persian rugs, Chinese rugs, throw rugs, wall-to-wall carpets, Stainmaster carpets, pile carpets, shag carpets, airport carpets, carpet burn, carpet bags and carpet jackets but was there a magic carpet anywhere? No.

Until, that is, I got home and went to a proper white, sterile, shopping mall and into Dixons. "Excuse me sir, got any magic carpets?" and true to form, the cheap-suited customer-harasser showed me an entire wall stacked with Bullfrog's finest.

Not bad. Just goes to prove the Middle East is nothing but a cheap tourist trap anyway. With bullets.

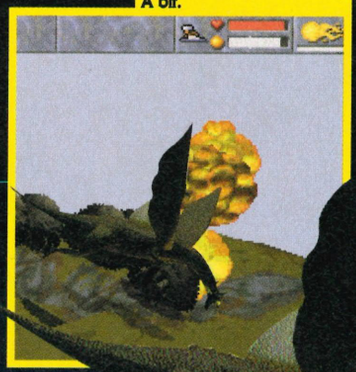
Anyway, back to business: *Magic Carpet* was a big hit on the PC when it appeared this time last year, although you needed a highly souped-up PC to get the most from it. The idea is to fly about a magic landscape, casting spells, and trying to become the most powerful sorcerer.

There are some 50 island realms for the player to peruse, with the object in each being to acquire enough mana (magic power) to restore the land to health. If you manage this, your power will become unimaginable and you'll probably develop nervous twitches and have sudden urges to invade neighbouring countries or something.

The way to get about the game environment is on your carpet, attacking monsters and acquiring their mana. You also get to build castles. Yes, it wouldn't be a Bullfrog game if you didn't have to take yer finger off the trigger and set about building something useful – city, planet, theme park or whatever.

Essentially, the castle contains your collected mana making it a tempting target for some of the more unscrupulous competitor wizards flying about. The castle also acts as a central base for yourself, offering protection and acting as a relay station for lines of balloons carrying the mana you've collected. Therefore, much of the game's strategy involves defending your castle and balloon supply lines, or attacking competitors. It's a bit reminiscent of other Bullfrog strategic affairs but the 3D shooter elements add that extra something.

A bit like *Panzer Dragoon*. A bit.



A man with shiny palms and a turban. This captioning lark is a piece of piss, I can tell you.

A carpet that hoovered itself, now that would be magic.

A stain-resistant carpet would be quite special as well.

Is this going to be a big hit on the Saturn? It's a more complex game than the average console jockey is used to, and the nature of the Saturn means that we're going to see a lot more of this sort of thing.

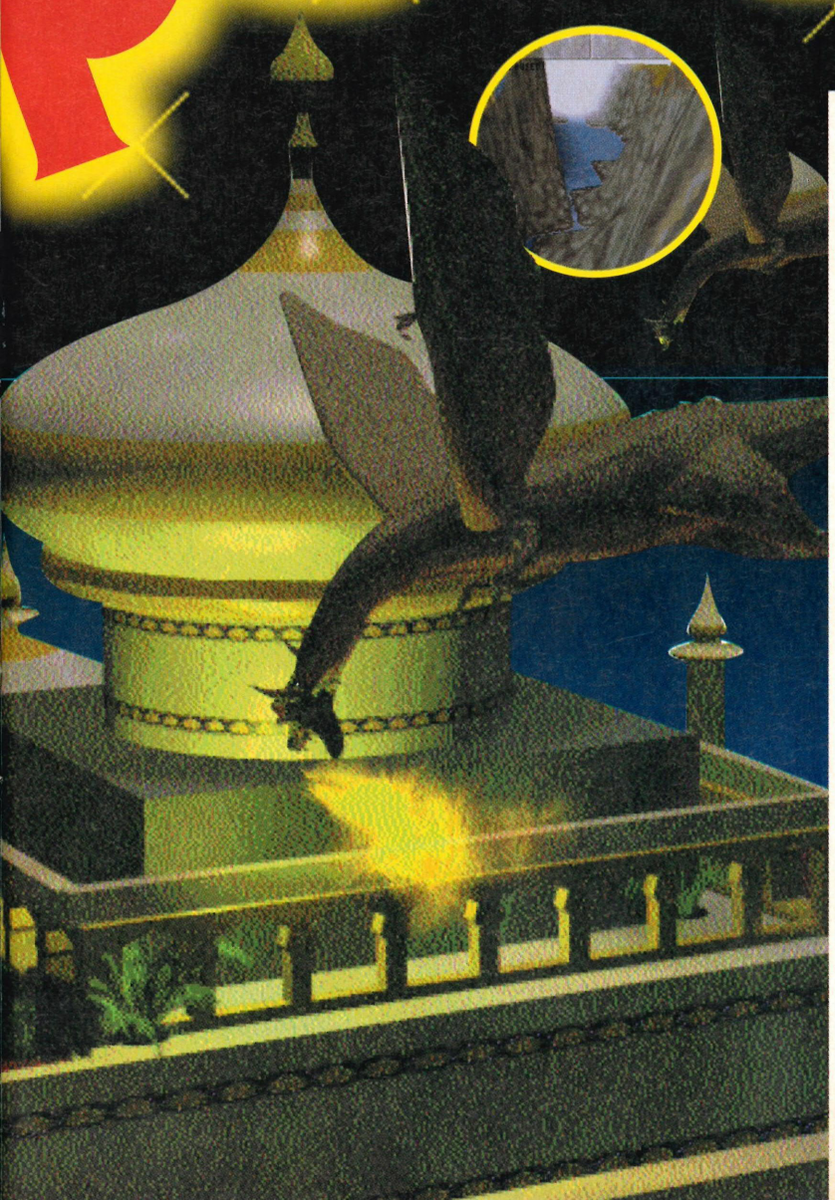
This is going to be worth a look when it hits the streets. How much so has yet to be seen.

SEGA POWER

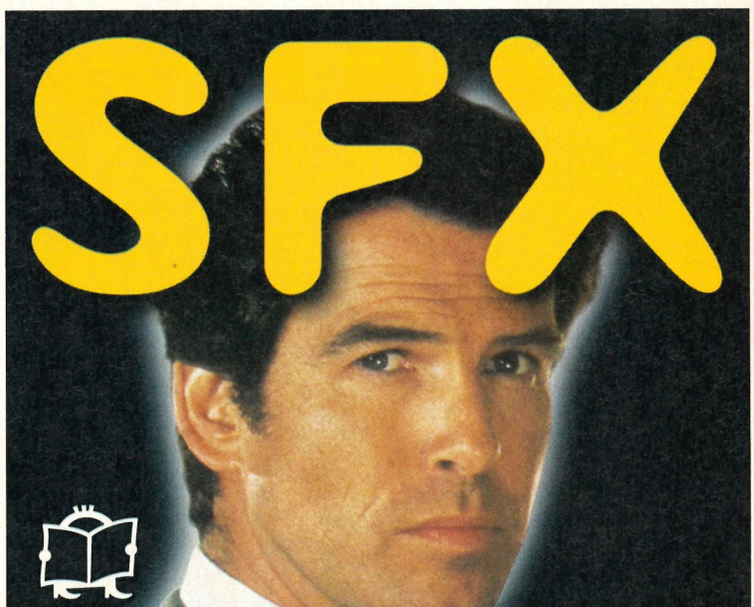
• Saturn • £TBA •
• UK Release • Sega •

pet

That's a castle and IT'S ON FIRE!



SFX



FREE BOOK!

THIS MONTH'S SFX COMES WITH A FREE 200 PAGE PAPERBACK, FEATURING SHORT STORIES AND EXTRACTS FROM ROBERT RANKIN, ANNE MCCAFFREY, KEVIN J ANDERSON, DAVID GEMMELL, GARRY KILWORTH, GEORGE LUCUS & CHRIS CLAREMENT, RAND & ROBIN MILLER, AND TERRY PRATCHETT...

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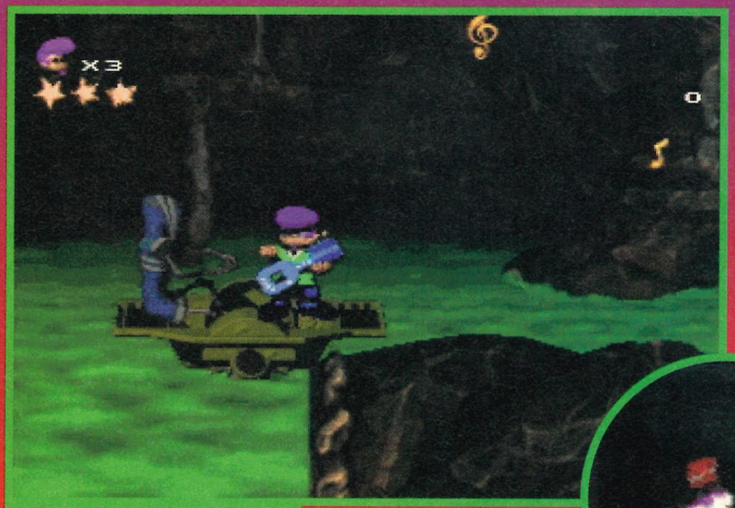
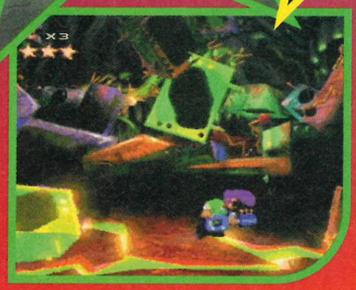


A game to make a virtue of playing air guitar.



It's simple, really. It's 2050 AD and Johnny's a bigger star than Elvis and The Beatles put together. He doesn't sound like Oasis and he's probably been on the cover of *NME* and *Looded*.

He probably has a guitar-shaped swimming pool and bad taste in clothing and, according to US Gold's press release, he's

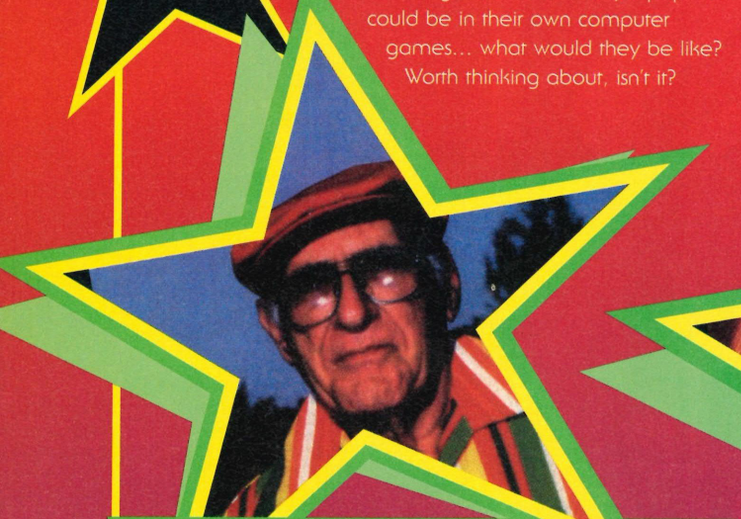
Johnny Bazo

He man like quiff-lad Elvis. He fight for his guitar and Rock 'n' Roll. He in a videogame. Me confused. (Anyone else know what's going on?)

What if...

What if, right, some of today's 'pop' stars could be in their own computer games... what would they be like? Worth thinking about, isn't it?

• Saturn • £TBA •
• January • US Gold •



Liam Gallagher's I'm mad for it

Spend all your money on a band that plays just like something that was around years ago and wait forever trying to match up our hapless pop personality with a sense of humour.

Likelihood of game ever getting published: 1/10 (Oasis are unlikely to be around long enough to pick up the royalties.)

Ant & Dec in cherubic laddy capers

Couldn't-you-just-take-them-home-to-yer-mother-salt-of-the-earth-clean-cut-boyish-charm-harmless-pop-hits-cheeky-grins-and-rosy-cheeks. In a word, chimps.

Likelihood of game ever getting published: 7/10 (It's amazing what publicity agents can do. Just look at Robson & Jerome.)

Mich

Nick's been to Dubai for a week and his skin is fair.

the 'Ultimate 21st Century boy, spreading love-vibes and funking-electric-bazooka-grooves.' Hmmm.

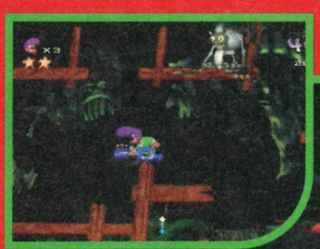
The plot centres around the fact that the Devil (Mr. L. Diablo) wants to get rid of him and place himself at the pinnacle of musical greatness. To do this he steals Johnny's guitar and lures him into a cunning trap.

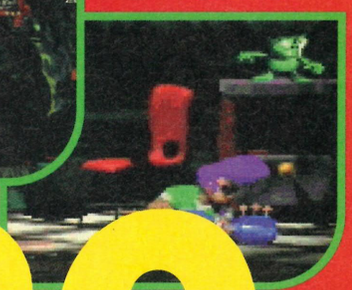
The plot over with, we now move smoothly onto the game. It's a platformer – pure and simple. It's got lots and lots of levels, huge bosses and it's all rendered on those huge computer things that take up, well, probably the space of a matchbox and make the Saturn look like a cheesegrater. Probably. Much like that *Donkey Kong Country* thing, but without the bananas.

One thing I've noticed about the glorious Saturn (*Bug!* and *Rayman* aside) is a distinct lack of platformers for it.

Maybe the whole industry has decided to try and go for some originality. That said, it's refreshing and not entirely unwelcome to see a highly playable and 'FUN' platformer. Hoorah to that.

A review of *Johnny B.* should surely follow in the next issue. But then we always say that.

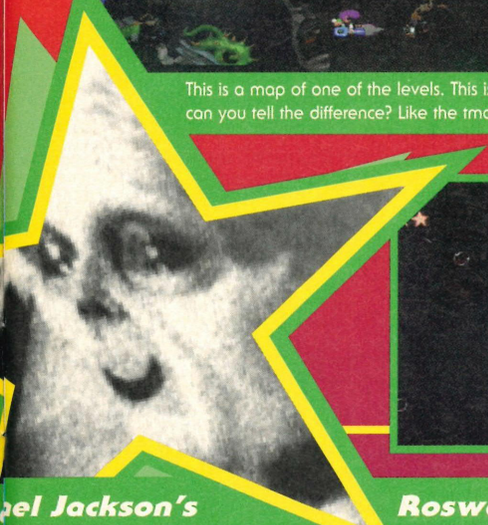




SEGA POWER

ookatone

This is a map of one of the levels. This is an informative caption... can you tell the difference? Like the tmap do you? HMMMM?



ael Jackson's **Roswell alien adventures**

Take the ultimate test as Michael guides his 'young friends' and chimps through a never-never land of, frankly, utter stupidity. Have a severe personality complex stemming from bad childhood experiences and marry Elvis' daughter to keep yourself in the charts. Simple.

Likelihood of game ever getting published: 2/10 (Look at THAT FACE!)

You see the game's all based around A HOTEL. Get it? And the Devil runs it. Sigh.

WIN! Saturn Action Replays

Rules!

1) The Editor's name is Nick
2) All days shall hereby be Fridays
3) The compo closes on January 15th 1996.
4) The Editor's decision is final
5) No correspondence will be entered in to.
6) Future/Datel people, this is NOT FOR YOU!

You want ACTION right? Speed, excitement, bits of rectangular plastic that fit into other rectangular bits of plastic (although larger).

In that case, Datel are the boys for YOU. Purveyors of fine Action Replay carts to the masses, they now have of gadget for the Saturn.

Not only do THEY have one, WE have one too. In fact we have FIVE, to give away to FIVE readers. And in case you fail at that, we also have ten T-Shirts to give to the runners-up.

Just jot the answer to the following question on the back of a postcard or envelope and send it to: My Postie Is An Underpaid Hero, *Sega Power*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW. All answers must reach us by January 15th or the Editor will go into labour.

Question:
How many bits is the Saturn?
1) 2 bit
2) 32 bit
3) A bit of all right

Five things the Action Replay can do:

- Connects to your PC as well as your Saturn
- Provides cheats for your fave Saturn games
- Includes 4 Meg of back-up memory
- Allows import games to be played on UK Saturns
- Can be upgraded easily

And five things it can't:

- Mow the lawn
- Wash the dishes
- Set the video
- Provide a fulfilling relationship
- Eat cheese and mayonnaise sandwiches

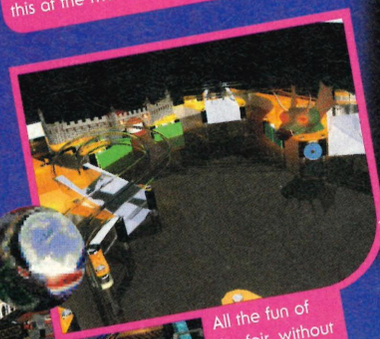
RoadKing USA: Last as long as you can while running up a stupidly large national debt. The Yanks seem to be the best at this at the moment. Suckers.

Saturn • £TBA • Next Year • Virgin

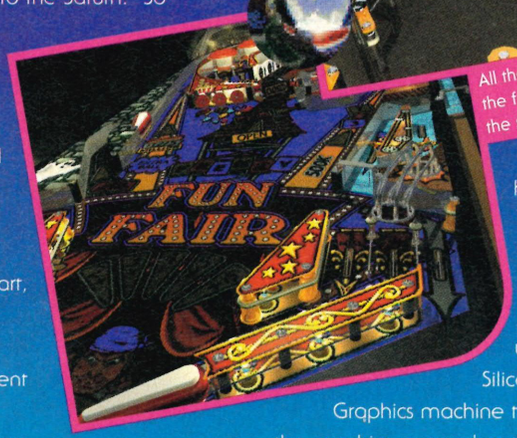
Tilt

As far as pinball goes Saturn owners have had little choice. Sega's own *Digital Pinball* was lost in the realms of patheticness and, well, that's it really. Now Virgin have announced that they are converting their hot PC title *Tilt* to the Saturn. "So what" you may say. So what? Let me just tell you something about *Tilt*.

For a start, when they started development the programmers actually took apart different pinball tables to help make the game as accurate as possible. Hopefully it should be the most realistic pinball sim ever, with real ball mechanics and everything.

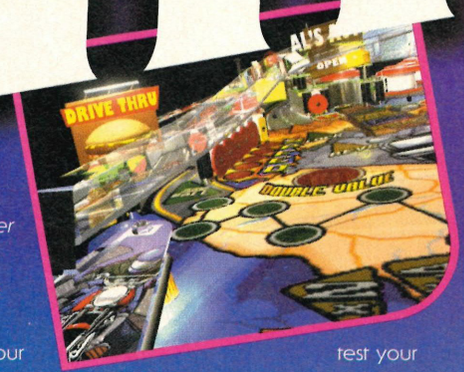


All the fun of the fair, without the scary rides.



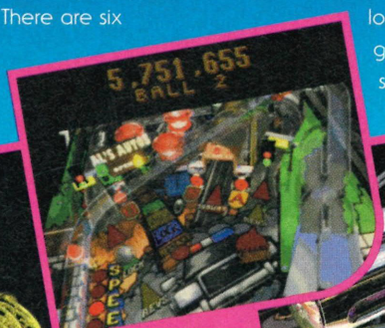
The tables have been designed and drawn using a Silicon Graphics machine to make the graphics as good as they could possibly be. There are six tables on offer, *Roadking USA*, *Space Quest*, *Fun Fair*, *Mist and Majik*, and *Gangster and Horror*. They're all packed with features, some you will find on real tables, some you won't. You get your sling shots, jackpots, multiple ramps, skill shots, loops, multi-ball etc. Every table also has a unique "toy", like a monster on the horror table etc.

The features that even real tables can't do come into effect when you get a ball into lock and kick in side games or cut to sequences to test your luck and skill even further.



Is *Tilt* better than the real thing? Well, considering you don't have to worry about some drunk spilling his drink on the table and claiming that you've nicked his credits then yes, I guess it could be. Review for you next year.

SEGA POWER

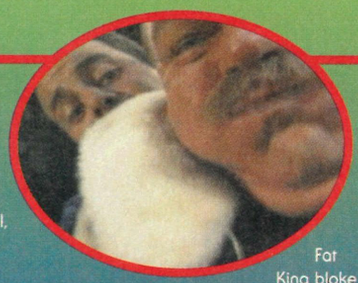


You can be Dick Tracey on the gangster table. Dress up in stupid clothes and get off with Madonna. Shouldn't be too hard.

Hung, drawn and quartered

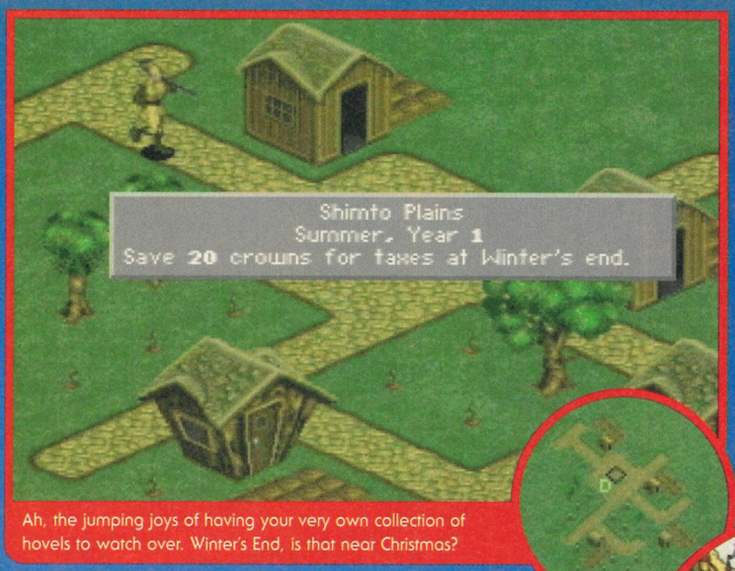
There's 35 minutes of 'gut-busting' FMV action on the CD. Here's a ripe selection of stills from the intro, complete with our own interpretation of WHAT EXACTLY IS GOING ON.

Well, um, strange child-boy thing has a soup ladle grafted to his mouth and looks to be in some distress. All going well so far then.

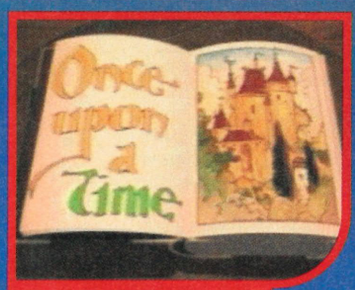


Fat King bloke is about to empty the contents of his vast stomach – probably over some serf or other. Not impressed with the fake vomit, I'm afraid.

...Which leaves strange thing-man looking stupid and, um, child-like. Ho-hum... beats playing with yourself, though. Doesn't it?



Ah, the jumping joys of having your very own collection of hovels to watch over. Winter's End, is that near Christmas?



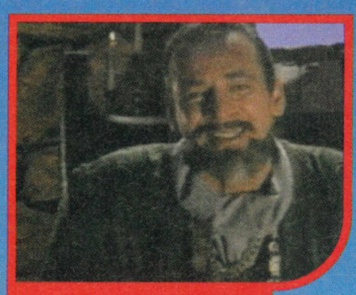
...this country was great and money was worth something

TAX TIME! Pay yer Poll Tax like a good citizen and keep schtum.

It's a sword, y'see? You save the King's life and he rewards you by making you a knight, giving you his prized sword, Grimthwacker and sending you out to the colonies to 'tame' the natives.

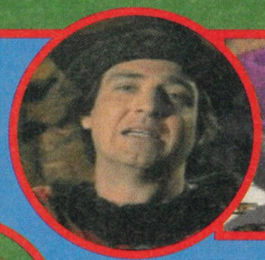
You play a hapless character by the name of Chauncey (raised by cows – I think it's supposed to be comedy. They're American, humour them.) who must develop his commune, make money, avoid the evil chancellor and kill off the rampaging Hordes that appear at the end of every season. They're red, small and kill or eat anything in their path.

You must stop them by making sure you have the resources to defeat them. Yes, it's a sort of a role-playing game along the lines of *Kingdom* (remember that) or maybe a rural *Sim City*. YOU take on the ROLE of Chauncey and PLAY farmer Joe until you've got carrots coming out of your ears, silage around yer grummets and weevils in your beard. Lovely.



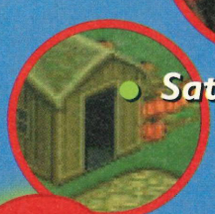
I used to live with someone who looked like this. LISTEN!

These be monsters. Kill them all and the King'll give you a present.



Treat the King properly and he'll reward you with his Grimthwacker. This and other subjects are carefully skirted around in the following preview...

No, trying to be clever, spelling bomb with an 'e' and going all gallic doesn't score any points with us. SORRY!



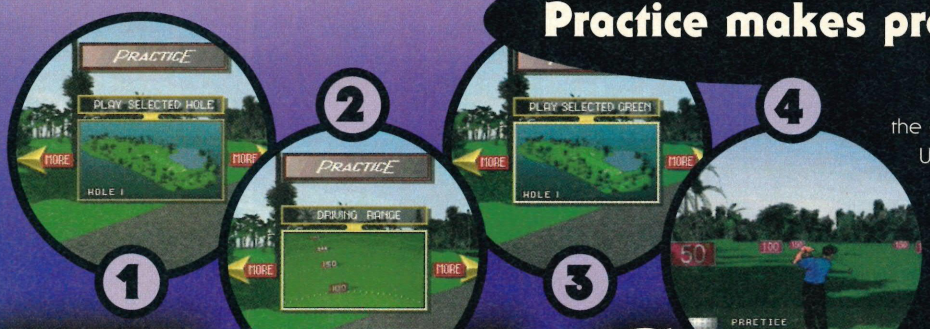
• Saturn • £39.99 • January • Crystal Dynamics •

The Horde

Practice makes prefab

Work hard all your life and you too can live in the prefab house of your dreams, drive the same old Hillman Imp until they put you into the ground, collect a meagre pension every month AND TAKE UP GOLF. Discuss...

Well, um, of course, we're not all able to dive straight into the world of golfness without a small safety harness. In other words, the delight of knowing that practice does indeed make prefab. Before trying the daunting complete course, you can practice on any of the holes, greens and 'have a bleedin' go' on a driving range. Lovely.

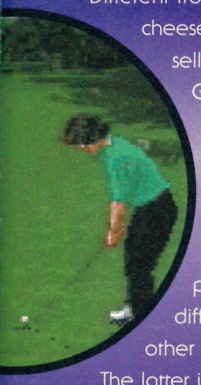


World Cup Golf

US Gold finally give us their golf game, but is it any different? (I've got a Hickory Shaft and it's worth a few bob. Apparently.) We Find out...

• Saturn • £39.99 •
• January • US Gold •

Yes, yes, yes, lovely intro. Nice and sensible 'n' all, but different from what? Different from rubbing cream cheese all over a cat and selling it to your Grandparents as a book-end? Different from walking for 10 miles and NOT hitting a small white ball around your path? Or just simply different from all the other golf games?

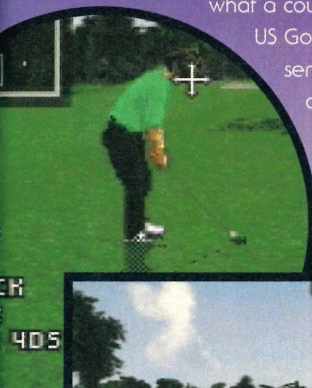


The latter is, of course, the one I mean, and despite my meanderings, I intend to answer this question to the best of my vast knowledge. Well, it's only got the one course, but what a course, eh? US Gold kindly sent out all their designers and long-haired programming folk to some tropical place and they gathered in all the information needed to recreate this course as accurately as possible. You get all the usual options, computer/human/chimp opponents, skin colours, (uuhh?), tournaments, cups, things, and that.

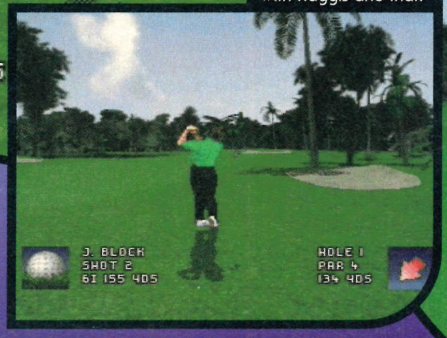
You also get the option to view the hole before you play it, the very welcome addition of a fly-by as you take the shot, and the ability to view the hole from almost any angle.

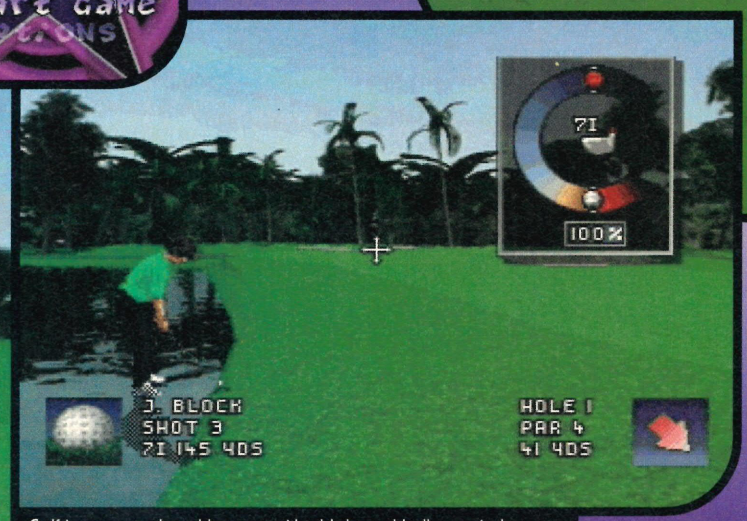
If the prospect of one course makes you cry, US Gold inform us that they plan to release a series course disks – as soon as they can raise the money to send the long-haired types off again, no doubt.

SEGA POWER



Golf started in Scotland ages ago. With Haggis and that.





Golf is a game played by men with old-shaped balls... or is that cricket? No, it's football. Sorry, I mean rugby. Sorry.

It's Technofunctionomical

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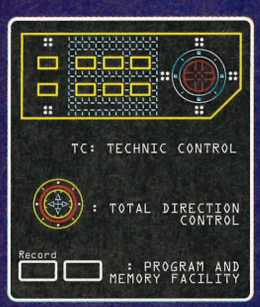
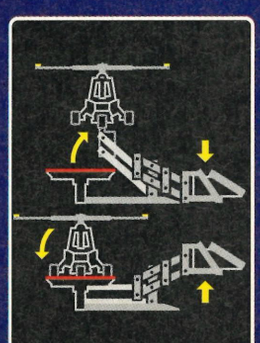
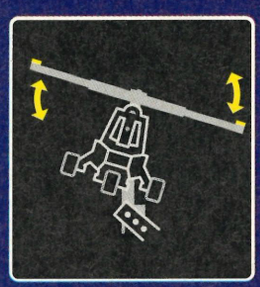
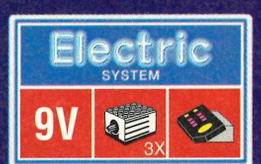
NEW









Pass me the greased-up monkey Mater, Scavenger in 'Better graphics than AM bunch' shocker...

• Saturn • £TBA •
• Next Year • Scavenger •

Scorcher

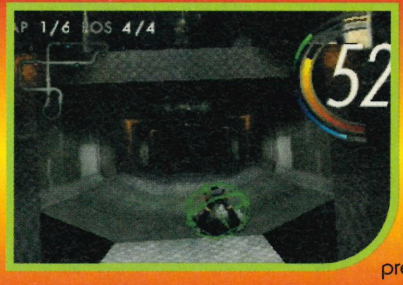
IT'S TRUE I TELLS YA. *Scorcher* (previously known around these parts as *Vertigo*. Remember?) is the bestest looking thing I've seen since Mrs. Gutwrench from next door bent over a little bit too far whilst weeding. It's gorgeous. It dives over yer visual senses better than a picture of the Queen Mum and it should be out on your Saturn sometime next year. At present it's unsure who's got the licence for it, but Sega seem favourite.

What is it? It's a racing game. Why is it? Because racing games are popular and everybody loves either *Wipeout* or *Sega Rally* or *Cyber Speedway* (ahem). What's so chimpin' good about it, then? It looks sooo brilliant. You tear up and over, down and around, tubes, pipes, straights and enormous curves. Under bridges, bypassing trucks, fly under bridges, leaping gaping holes and jumping over huge obstacles.

Y'see I've played it, and in a extremely smug did-it-before-you kind of way, I can tell you that you could be looking at a possible *Wipeout*-beater here. You can't compare it in gameplay terms to *Sega Rally*, but the graphics? In my opinion, they do seem a bit better than *Rally*. The best news of all, though, is that this game will not be appearing on the PlayStation.

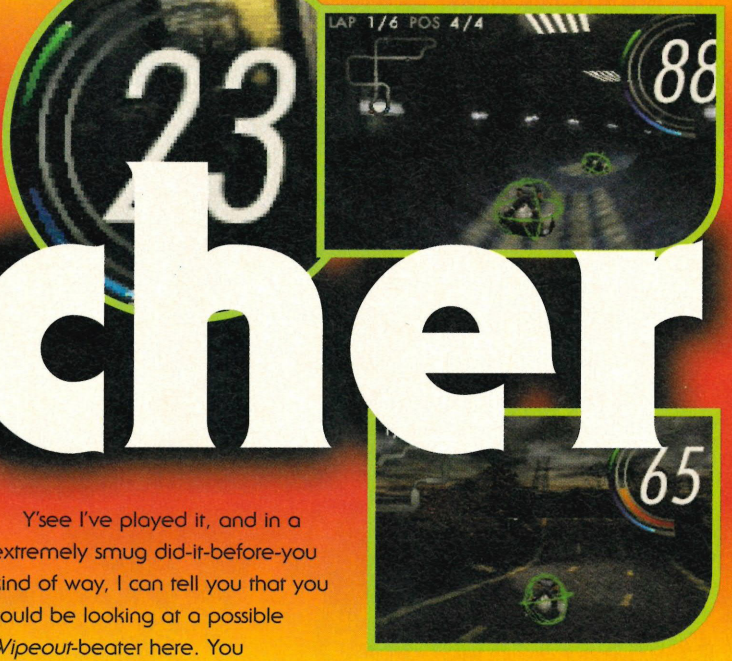
By Hell or high water we'll be doing our damndest to get the review before the rest of the press rabble.

SEGA POWER



Loooook at the bloody graphics. LOOK AT THEM I TELLS YA!

Why the green stuff. Is it spaghetti or some alien string?



Who hell they?

Scavenger? Hmmm? They wrote *Sub-Terrania* (1) and *Red Zone* (2) on the Mega Drive. Both technically pretty good games, but I didn't like 'em. Sorry. Since those dark 16-Bit days they've been holed up somewhere in California with a Saturn and a instruction manual. *Scorcher* is their first 32-Bit title.

NO udder RACE game got COWS.

"A truly amazing racer."
92%
GamePro

SUPER SKIDMARKS™

First crush car-metal over 24 chaotic 3D courses. And then, if you're not minute-fry steak, you can take these cows by the horns over the next 24 tracks. Super Skidmarks: it's rally rage in the extreme.

Codemasters pure gameplay J-CART FOUR PLAYER POWER MEGA DRIVE™

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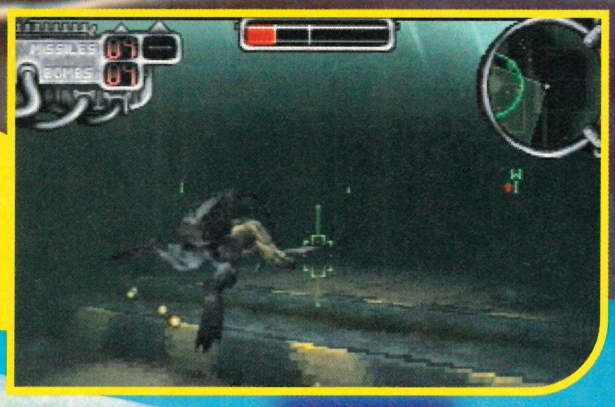


Nick's 'flitted' off to lunch WITHOUT DOING HIS CAPTIONS. Naughty.

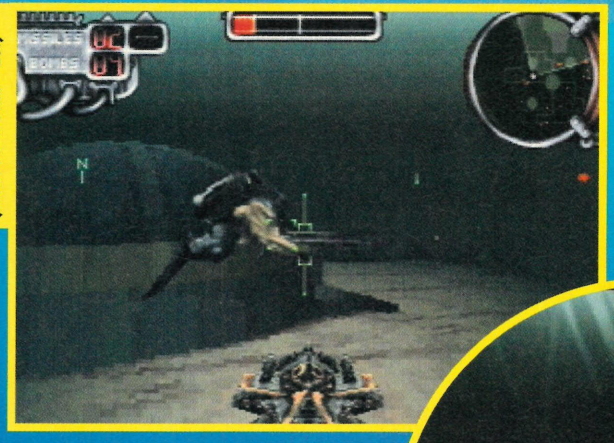
• Saturn • £TBA •
• Release TBA • Scavenger •

Amok

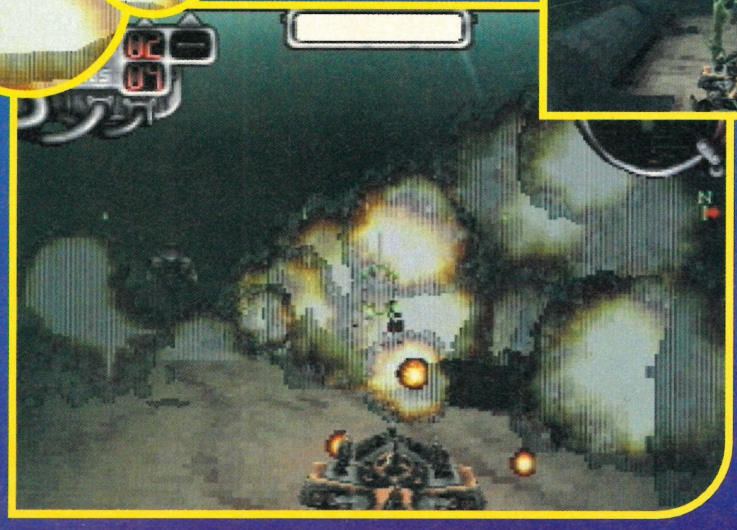
Amok is about the sea. We like the sea, it makes swooshing noises. Now so does the Saturn but without all that nasty wet stuff.

The word 'Amok' gives me a thrill. Amok is the kind of word you use when 'rampage' is not available. 'Amok' conjures up images of bulls in china shops, people running in all directions in a riot, of explosions, mayhem and devastation. 'Amok' is the kind of word that gets let right into the *Sega Power* offices, dressed in jeans and without an invitation.

Amok is also the name of an interesting game from Scavenger, the creators of *Scorcher*. Graphically excellent, *Amok* is all about submarines and slipping slowly under oceanic temperature inversions to loose your torpedoes at enemy bases. Yes, we like this.



Personally, I was impressed by *Amok*. When I was allowed away from my desk to see it, that is. (BACK TO WORK! – Ed.)

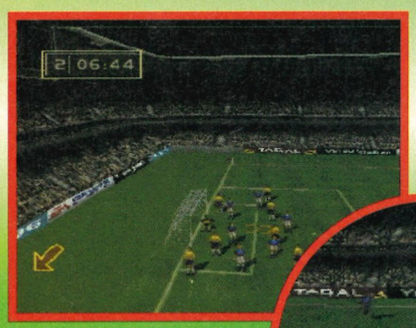


The aim of the game is to infiltrate your enemy's compound and destroy strategic objects. Sharks slip in and out of the frame before gathering themselves for attack and launching themselves at you. Divers glide by, turning smoothly to shoot their harpoons. It's all very impressive.

This is not to say there aren't aspects of the game which still require work. But on the whole, *Amok* is looking like one of those Saturn games which could turn out to surprise a lot of people when it finally gets its release.

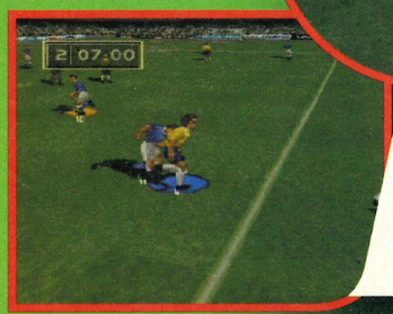
SEGA POWER

Sharks have no nipples or bones. Instead of letting this get them down, they've learned to lay square eggs and specialise in cartilage.



See this Virtual stadium stuff. INNITGOOD?

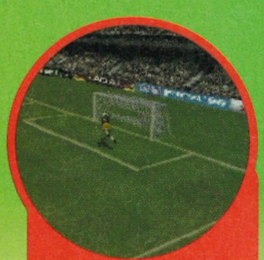
The goalie hoofs the ball up the field. Such is football.



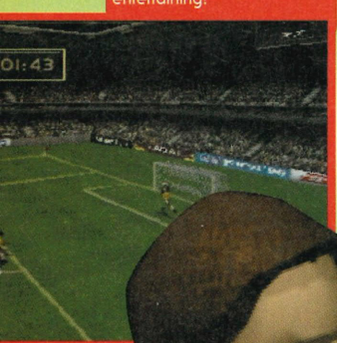
FIFA S

Intro sequence

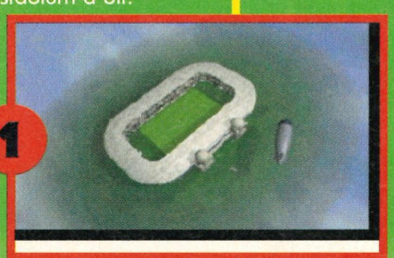
The camera starts off high above the stadium, zooms down a bit, nips in through the entrance (without paying, mind), zips up onto the terrace and wafts around the stadium a bit.

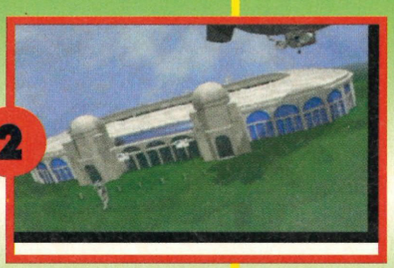


Kick the ball. Isn't that entertaining?



Football's groovy, football's great, skin my knees with a dinner plate. Oh yes, FIFA's back, this time for the Saturn.

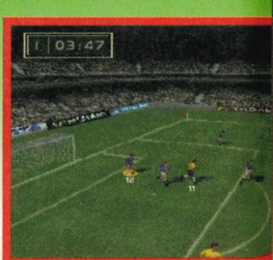


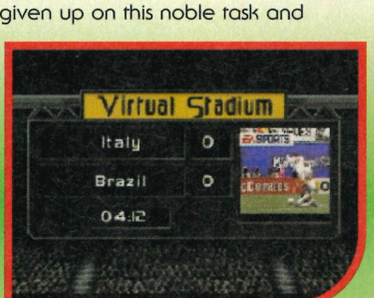


FIFA, FIFA, FIFA. Acronyms, eh? Actually, I hate acronyms. Acronyms are a way of disguising nasty purposes in nice, user-friendly words. For instance, 'CUTESY' might mean 'Crazed Uptight Tossed Eyeball Sucking Yobbo' while 'NAZI' might mean 'Nice Although Zealous Individual'. Hmmm. But then maybe not.

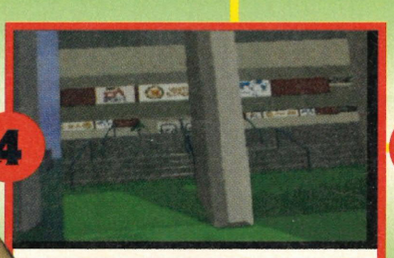
The thing about acronyms is that it's all gone a bit too far. Instead of coming up with nice new words to describe things and thus advancing the English language a little, we've given up on this noble task and favour of recycling old words in new ways.

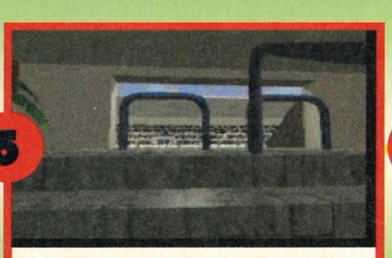
FIFA for instance sounds like it describes a bunch of sprightly young men, full of vim, vigour, fighting fit and ready for a quick knockabout any time. In actuality, FIFA really stands for a bunch of tired, grey-haired old men who are only interested in watching the game provided someone has greased them billions for the rights to televise it first.

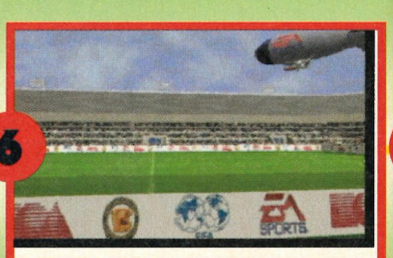




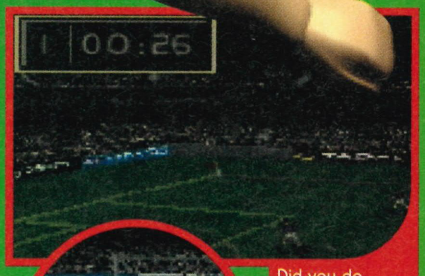
So onto *FIFA '96* for the Saturn. Opinions differ on the *FIFA* games series. Many console people are happy to maintain that they're the







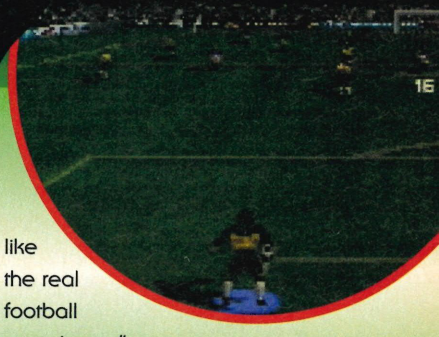
What's the point of this grab in the circle eh?



Did you do anything this weekend? I had a very interesting time. I learned to gibber.

- Saturn
- £TBA
- Out Now
- EA

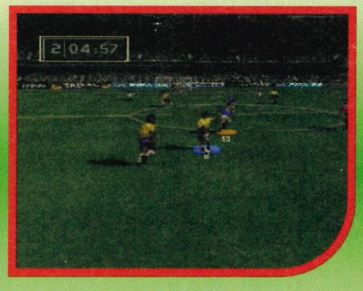
Soccer '96



blah, disagreeing with the PC people who would rather you agreed that *Sensible Soccer* with its lousy graphics but marvellous gameplay, was actually the best.

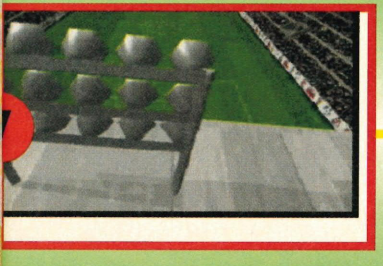
Whatever the case, while many have greeted *FIFA '96* on the Mega Drive with a hearty cheer of approval, some have decided the whole thing is starting to show a few signs of wear.

The Saturn version has tried to get around this creeping old age with a brand-new approach. Instead of the familiar isometric viewing angle we're used to, Electronic Arts have bravely decided to try out something they call their 'Virtual Stadium' technology. What this means is that the stadium is modelled inside the Saturn, meaning any part of it can be displayed without too much trouble. In practice, this is a little jerkier than is ideal at the moment but when all the bugs are ironed out, EA are confident it's going to add a whole new dimension to the gameplay.



EA's Canadian Development Vice-President Bruce MacMillan reckons there's a lot more to *FIFA* than this though. He says, "*FIFA Soccer '96*'s ball control, with the ability to lead passes, dummy, nutmeg players (*?* – Ed.), sprint, controllable give and go, and diving headers are the areas I find most exciting about this product. It adds a whole new feel as well as bringing *FIFA* much closer to feeling like the real football experience."

EA have also tried to include a variety of special moves. Bruce again: "We're putting special

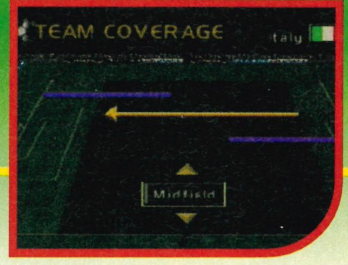


The Options

Sigh. Options. Life is full of them and rarely do you ever seem to take the right ones. Anyway, this game is stuffed bleedin' full of them. Looky here and see what we mean.

Formation

This allows you to change your team's formation. 4-4-2 or whatever, it's all changeable right here.



Team Coverage

Alter the amount of space your team plays in. Combine with the strategic element and cross your fingers for goals.

Telecam

Sidelinecam

Cablecam

View to a kill

This new 'virtual stadium' technology is kind of all very well in theory, but what does it mean in practice? The main thing to bear in mind is that the Saturn's groovy processing power means the gameplay can be presented from more than one angle (as you've probably noticed from other games, like *Virtua Fighter*). *FIFA* uses this approach by modelling an actual soccer stadium and having a virtual camera which floats around the action. Angles can include your typical TV angle, the view from the sidelines, a cable view from the top of the stadium looking down, an 'endzone' view as they call it (bloody Americans can't even get the flippin' terminology right), a stadium view, a shoulder view and a view from ball level.

This flexible approach also means that the camera can zoom in on any other interesting pieces of action happening around the stadium. So when a goal is scored, the camera makes a whizzing trip to the scoreboard to show you the information.

Similarly, the camera can follow players in and out of the tunnel before and after the game.

Endzonecam

Stadiumcam

Shouldercam

Ballcam

moves in the game that read well – you know what you're doing and they give you a lot of control back. Essentially, however, we're trying to make the game so you can develop a strategy."

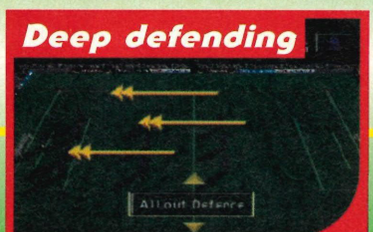
One other thing. John 'Motty' Motson does the voice-over. In this version he's slightly telepathic, managing to say what I've done just before I've done it but then you expect that with Motson, eh?

Will all this new stuff give *FIFA* a kick-start? Welll... Guess what - there WILL be a *FIFA* '97. See? SEGA POWER

Get strategic

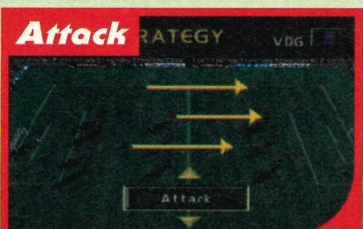
Strategy might seem like one of those funny things Terry Venables always bangs on about without ever really seeming to make any difference, but here you go. This is what *FIFA* allows you to do to affect the ways your teams play. (Simple really, no?)

Deep defending



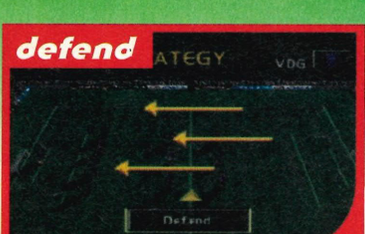
Pack your penalty area with bodies to prevent the opposition scoring. Bad if you intend to score goals.

Attack



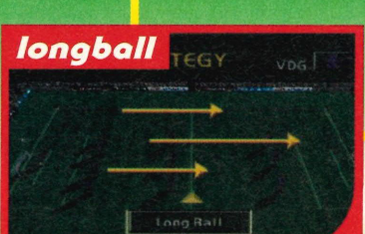
A bit more of a balanced approach here. This is more of a formation likely to pick you up a few goals.

defend



Balanced the other way. Still likely to score goals but more weighted to stopping the opposition.

longball



Gruh. Play like Wimbledon and send the planer to sleep. Useful against the less skilled teams.

none

Make it up as you go along. This is the kind of strategy we appreciate here on *Sega Power*.

Ultimate

Future Games

Prepare to be shocked

– you've never seen graphics like these before...

We were at the launch of Nintendo's Super Console
We played the games
We tell you what they're like
Be the first to see Super Mario 64

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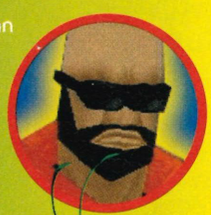
http://www.futurenet.co.uk
E-mail... mhawkins@futurenet.co.uk

Contents

Over the next eight pages you will find something to tickle your every festive whim (well almost). So let's begin with this wonderful space filler, wait for it – The Virtua Cop Arena Of Death.

38 The Virtua Cop Arena of Death

Seeing as it's right next to this contents column I'm not sure what I'm supposed to write here. The *VCAOD* iis another top idea from the warped mind of Mr. Dean Mortlock and is bound to make those long winter evenings just fly by.



40 Hello, Good Bye

Fed up with getting ripped-off by greedy software companies, keen to extract the very life-cash form your games-eager bodies? Well we bloody are and we're going to do something about it. Gaming on the cheap is our aim and we never miss.

42 Sega Power Chimp Awards 1995

Who's in, who's out. What's up, what's down. What's over, what's under. What's (*STOP NOW* – Nick). Yes, it's the *Sega Power* guide to what's good and what's, well, not. It's also a gratuitous chance to be rude to the Queen Mother which can't be bad.

44 Huuugge Competition!!!!!

An exhaustive trip to Toys 'R' Us has filled the *Sega Power* offices with hundreds of Christmassy toy prizes to give away. At the moment we're playing with a remote controlled Go-Kart which Nick wants to keep for himself. As if he doesn't get paid enough.

The Vir Arena O

Ready?

There's a few simple stages that you must rigorously stick to if this game is going to be anything like a success.

Bit one
Place the level of your choice on the edge of a table, with the picture facing outwards.

Bit two
Here's where you need a friend, sorry. Get them to sit UNDERNEATH the table and, at irregular intervals, they should wave one of the characters in front of the background/box/thing.

Bit three
You fire off your gun/sticky thing/elastic band. If you hit the character, YOU GET A POINT. If you hit the background, you swap places with your friend.

Bit four
To make it more realistic, you can start on level one and every time you get a set number of hits, you can 'progress' to the next one.

Bit five
It's a game and it's SUPPOSED TO BE FUN! Yes, well...

WIN *Virtua Cop* HERE!

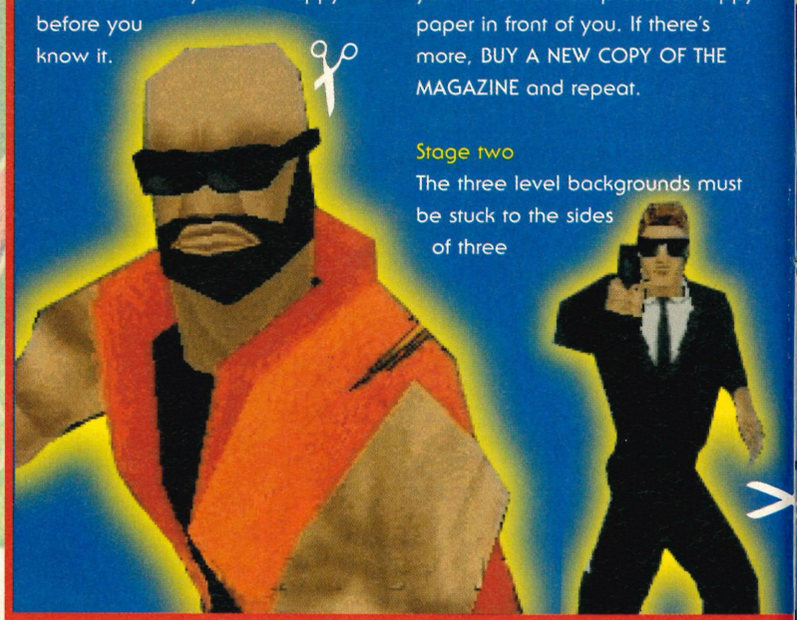
Want a copy of *Virtua Cop* for your very own? Does the thought of a gunless winter ahead fill you with dread? Well, fear not, if you're the happy owner of a Saturn, then you can win your very own copy of *Virtua Cop*. Simply send us a picture of you playing the *Virtua Cop Arena of Death* and the funniest/most seriousest/bestest one will win a

How?

Putting it together couldn't be easier – we know, we've tried. Just follow our 'so easy it's cheesy' instructions and you'll be happy before you know it.

Stage one
Remove these pages and cut around the characters and backgrounds. You should then find you have have six pieces of flappy paper in front of you. If there's more, BUY A NEW COPY OF THE MAGAZINE and repeat.

Stage two
The three level backgrounds must be stuck to the sides of three



tua Cop
f Death

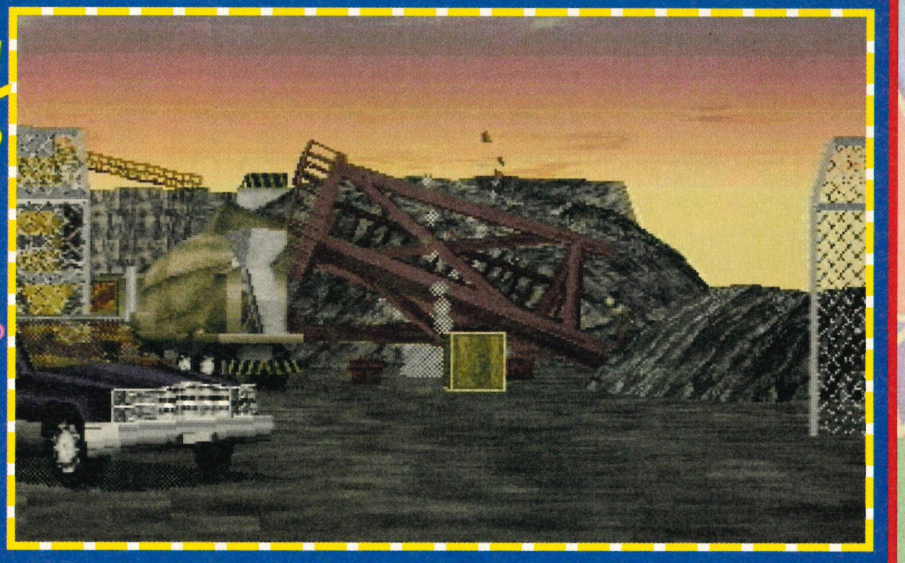
After the success of last year's Mortal Kombat Theatre of Blood, what else could we do but try to repeat the glories of yesteryear. Now welcome into your hearts, The Virtua Cop Arena of Death.

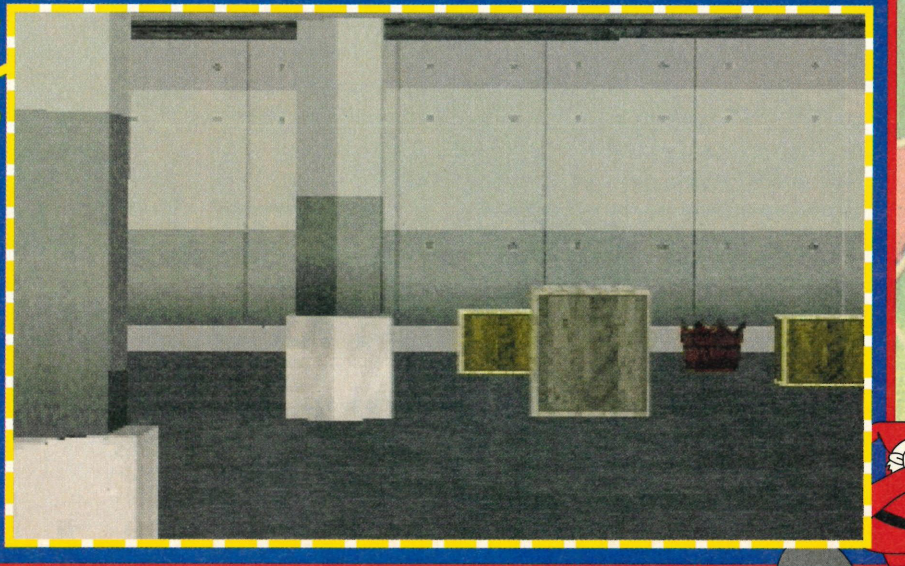
What is it?

It's either: a) a computer game, or b) a cheap excuse to fill pages and give you the impression that you're getting something worthwhile.

How does it work?

Okay, it's like *Virtua Cop*, but without all the horrible expense of buying a Saturn and a copy of the game. Now you can faithfully recreate the thrill of killing folk (both criminals and the innocent) without the outlay or sentencing. Use it to pacify hyperactive family members, give it to poor people, and do it with smug grins.





copy of the game plus one of those lovely plastic guns. The next few people might win a *Rayman* watch, or whatever's lying around amongst the filth of the *Sega Power* floor.

Send yer pictures to...

I survived the *Virtua Cop Arena of Death*,
Sega Power,
30 Monmouth St,
Bath.
BA1 2BW

All the photos must get to us by the 18th of January or whenever you can get them back rom Boots. All the usual rules apply (NO MULTIPLE ENTRIES) and the Editor's a pumpkin.

What you'll need...

Usual things like...Scissors/sharp, knife and Glue.

And delightful extras, like... Three cereal boxes, some sort of pellet/sucker firing weapon (If you're POOR then you CAN use an elastic band), three sticks of around two feet in length, and some gullible friends.

separate cereal boxes. These will be the three LEVELS from the game. EXCITED YET?

Stage three

Cut out the two 'Bad Guys' and one 'Good Guy' and paste them onto thin cardboard. Gives them rigidity, YES!

Stage four

Then the sticks, twigs, limbs, WHATEVER, can be stuck to the BACKS (not the fronts, that would be silly) of the BAD and GOOD guys, hose me down with Creosote, if you ain't ready to now PLAY.

Hel

Merry Christmas

Now everybody loves to save while they spend – there's only one thing more satisfying than picking up that spanking new copy of *Virtua Fighter*, and that's basking in the knowledge you've paid ten quid less for it than your best mate down the road. Just diving into your local computer shop and explaining the concept of supply, cost and demand isn't going to do the trick, however.

What you need is do what we cunningly refer to as 'shopping around' and 'weighing up the options'. Join us, as we explain these meaty terms.

Shopping around

First stop has to be the big stores. Here you're virtually guaranteed friendly service, a huge range of titles, plus they're the kind of reputable people who won't disappear overnight.

You might be surprised at the bargains some of them offer, too. See our price comparison chart for a rough idea of who's doing what with the latest games. But remember, some stores can do more favours for Sega gamers who want the older titles. Like we said – shop around!

Wait a minute, Mr. Postman

Even easier than traipsing down to the local *Toys 'R' Us*, is sitting on your cheeks at home, and waiting for the postie to bring you that latest bit of gaming heaven. Two of the biggest mail order suppliers are *Gameplay* and *Special Reserve*, both of whom advertise in *Sega Power* – funny that. They work out pretty even on price, and though *Special Reserve* charges a yearly membership fee of £6 (more for buyers outside the UK), it's possible to save over twenty quid on a single purchase of some of the older stuff. Bargainous.

Also worth a mention are *Dream Machines* and Bournemouth's *Video Games Centre*. These two have more knowledgeable staff than the big retailers and specialise in import stuff but British games are also stocked. Again, check our price comparison chart for the full monty.

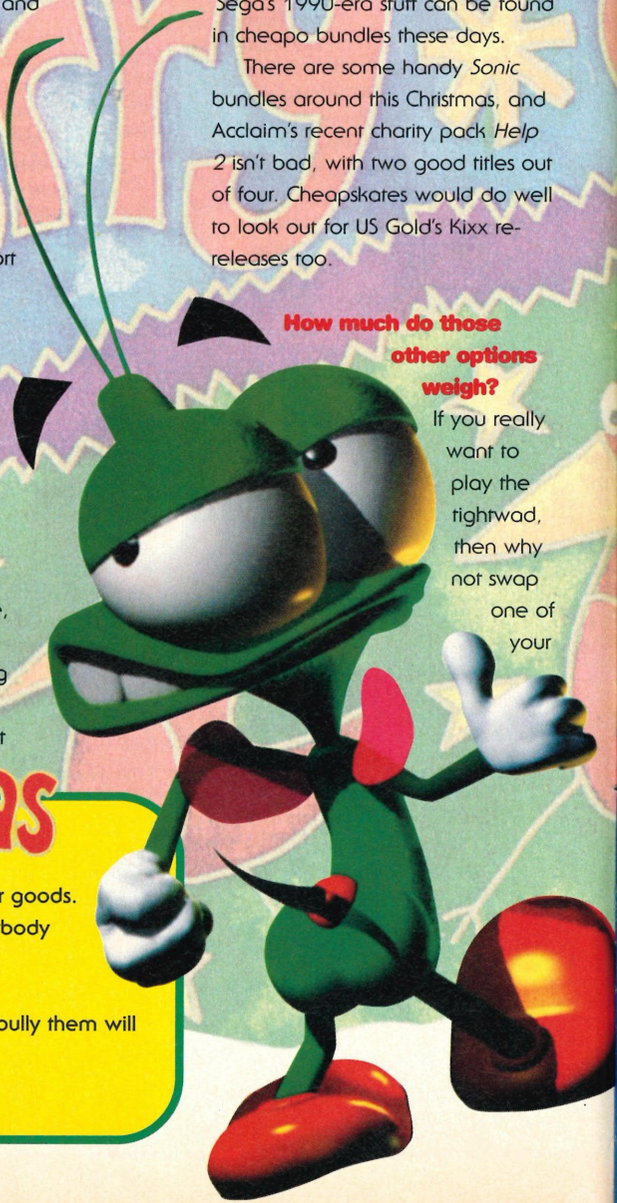
At home to Mr. Spendthrift

There is, of course, something to be said for supporting your local independent computer shop. They're handy, sometimes far friendlier than the big stores, and if you're a regular customer they'll often be willing to match discounted prices anyway. Or there is always the budget game option. The Sega games world isn't noted for its budget re-releases and compilation packs, but some of Sega's 1990-era stuff can be found in cheapo bundles these days.

There are some handy *Sonic* bundles around this Christmas, and Acclaim's recent charity pack *Help 2* isn't bad, with two good titles out of four. Cheapskates would do well to look out for US Gold's Kixx re-releases too.

How much do those other options weigh?

If you really want to play the tightwad, then why not swap one of your



Tips for buying

1. Always pay by credit card if possible – it gives you extra protection and insurance on your goods.
2. If buying from a mail order company, ensure they're well established – do you know anybody who has dealt with them before?
3. Always keep your receipt – you're powerless to prove a purchase otherwise.
4. Do shop around – some retailers will match competitors prices if you ask nicely. Trying to bully them will get you nowhere.
5. Read the *Sega Power* review before you buy – bit obvious, really.

Ho Ho Good Buy!

Merry Christmas

Hey, you with the fistful of moolah! Put it back in your pocket, and don't buy another Sega game until you've read our essential guide to gaming on the cheap. Cash will be saved, oh yes.

unwanted games for the cart you want, or simply buy it second-hand? And waddya know, *Sega Power* has a rather compact Small Ads page for just that very thing.

Of course this relies on somebody out there actually wanting to dump the game you need, and with swaps you've got to find somebody willing to take the crap you're trying to off-load. It's not always a walk in the park, so you could try checking out your local rental shops. These places don't always just hire cartridges.

The occasional bit of ex-rental stock can sometimes be picked up for a song, and other bizarre bargains can sometimes be found. Again though, we're talking about the older titles here.

Put the boot in

More suited to picking up that scraggy five year old copy of *Herzhog Zwei* than *Mortal Kombat 3*, there're always the local car boot sales and market stalls, always handy sources of unwanted old cartridges.

Treat these as a last resort, though – you've got next to no rights on the goods you buy, no way of checking whether the stuff works, and probably no way of chasing Mr. or Mrs. Salesperson if there's a problem.

Right, you've had your briefing, your tips, and your warnings. If you want the latest, you'll still need to shell out a fair amount, but if it's yesterday's hits you're after, they could be yours for much less. So off you go – spend, spend, spend.

And hey, let's be careful with the cash out there, people

SEGA POWER

It's price comparison time

Sega Power, *dark and tall, just who is the cheapest of them all? To find out we checked prices on three Sega systems, and just to throw a spanner in the works and check shop knowledge, included the unreleased (at the time of writing)* Virtua Fighter *for 32X*

	Bug! (Saturn)	*Micro Machines '96* (Mega Drive)	*Virtua Fighter* (32X)
Toys 'R' Us **Tel: (0121) 2001700**	£43.97	Not in stock	Didn't know about it
Game Stores (Bristol) **Tel: (0117) 929 8626**	£44.99	£34.99	N/A Correctly knew it wasn't available yet
FutureZone (Bath) **Tel: (01225) 464**	£44.99	£34.99	N/A Didn't even know it was coming out
Special Reserve (Mail order) **Tel: (01279) 600204**	£38.99	£36.99	£38.99 Price published before game's release. Remember to add initial £6 for one year's membership
Gameplay (Mail Order) **Tel: (01924) 473157**	£35.99	£35.99	£38.99 Knew the correct release date
Dream Machines (Mail order) **Tel: (01429) 869 459**	£39.99	£37.99	N/A Correctly knew it wasn't out yet
Video Games Centre (Mail order) **Tel: (01202) 527 314**	£44.99	£44.99	£44.99 Knew exactly when it was due in and gave the correct price.

Remember, we've just picked three of the latest titles. Other games, particularly last year's Mega drive hits like *Cannon Fodder*, *Red Zone*, and *Chaos Engine* may give different results. The only real way to get the best bargain is to take your time and shop around.

The Sega Po
Chimp A

Most Wanted is dead. It coughed up its last blood-stained furball a couple of months ago. Sad we are at its departure, but true to Sega Power form, we managed to salvage a final few sentences from the still-warm carcass and thus can proudly bring you...

Useless Product of The Year...

Mean Machines

Okay, so there was *Sega Mag*. Official, bit boring, bit anal, but definitely OFFICIAL. Now *Sega Mag*'s chimpin' morphed into a Saturn only thing and *Mean Machines* is another official thing. WHY? Isn't one enough? They mean to confuse us all with their Sega-related trickery, and for that reason alone they thoroughly deserve the title: USELESS PRODUCT OF THE YEAR. Remember folks, it's *Sega Power* verses the corporate fatcats. Who do ya trust?

Runner up:

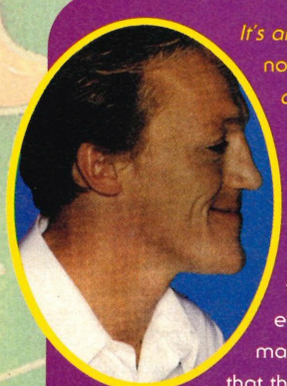
The delightful Japanese give us the Dustpan & Brush shoes. The utter ridicule that doing your housework this way can only be imagined. THIS IS A REAL PRODUCT.

What got you shakin' like a fish and as floppy as a dead Giraffe? What got you as stiff as titanium and as spongy as a cat? All this, that's what...

The Liz Hurley Award

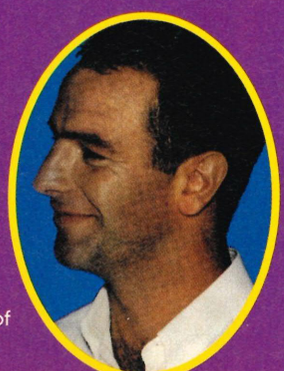
For Nothing in Particular

It's amazing what people can do if they sleep... (Best not – Nick) . You can get recording contracts, daytime radio shows, TV programs and best-selling computer games. Here's some stuff that shouldn't be where it is...



Robson & Jerome

Take two 'good friends' from a sub-standard evening drama and make old people believe that they've been caught in a bizarre time-warp and are really two chirpy singers from the days of the Blitz.



Hugh Grant

Oh dear. After the 'comedy hype explosion' of last year, everything's gone, well, a bit pear-shaped for our foppish Brit. You all know the wonderfully amusing story concerning our Hugh, but just for the ones that forgot, here's another picture... Ha Haa!

Lisa I'Anson

Sorted-wicked-thumpin'-respect-howyadoin'... need I say more? Probably. It's like this, I'm sure she's a lovely person, but EVERYBODY I know thinks she's bloody awful as a DJ. Her mind is locked in a downward spiral of late-eighties sayings and words. None of them are cool, all of them make her look, well, a little bit stupid.

Mark Goodier

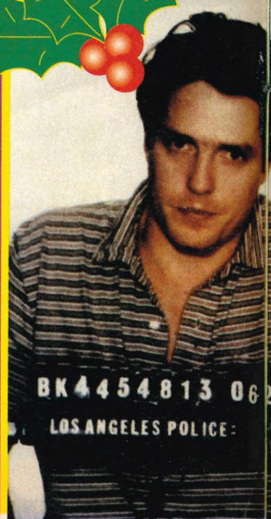
While we're on the subject of crap Radio One DJ's, is this bloke utter toilet, or is it just me? Smug git.

The 32X

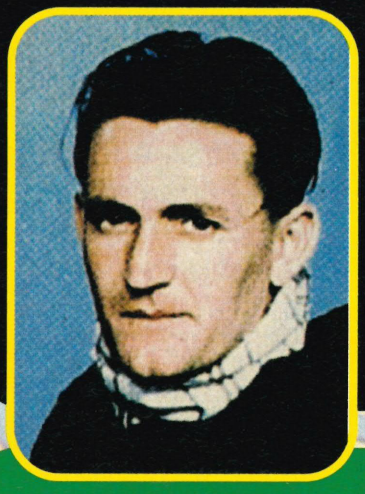
Even with a valiant last-minute attempt by Sega, the 32X is sadly dead. Deserted by the third party developers and dead as a dead thing. Very dead. Bought one, did you? SELL IT TO YER SISTER QQUUIICCKK.

Talk Radio

How would YOU like to wake up to Simon Bates every morning?



wer 1995 wards



The Pretentious-Pop-With-The-Irony-of-a-Slug Award...

The Beautiful South

The Queen Mother Award For Being The Queen Mother...

Well, she made it through another year. Gawd bless 'er and all who sail in 'er. What happens when she makes 100? Will she get a telegram from her daughter? Or a chairlift? Or some wine gums? Or will they just put her in a... (*TREASON! To the gallows with the insolent pup!* – Derek the priest.)

The Jarvis Cocker Award for Utter Greatness...

It hasn't been all doom and Hugh Grant this year, there have been some 'good things'. Look...

The Sega Saturn

A slow start, admittedly, but, well...
Segarallyvirtuacopvirtuafighter2wipeouttoshindenalientrilogyscorcher...
ENOUGH. PlayStation? No chance, mate.

The Great Escape

Inevitable, really. Brilliant times 10 and try to catch their cover album of classic Chas 'N' Dave tracks. It's a right old Cockney party's worth of up-beat proletariat fun. Better than that Mancunian effort at any rate.

Chris Evans

Sir, you're good. Damned good. As the women said, 'Nobody does it better' and by the flaming ears of Steve Wright, she speaks the truth.

The Atari Jaguar award for technical excellence...

The Bleedin' Internet

Got caught up, did you? Spent £30 in an Internet cafe looking for pictures of Pammy Wammy Woo, did you? Surfed merrily on the Information Superhighway of nonsense cliches, did you? Stared at the phrase 'Contacting Host: Waiting For Reply' until it was burned onto your retinas, did you? Found out after all the hype and hulla-balloo that it's all a bit overrated and clogged to the service station of the information super-bleedin'-highway full of dullards and anal university smegma? 'Course you did.

Win 100

The Question

Offworld Interceptor (reviewed on page 64) is the latest Saturn release from BMG. In the game, you take the role of futuristic bounty hunter collecting money and hunting down interstella crim'nals.

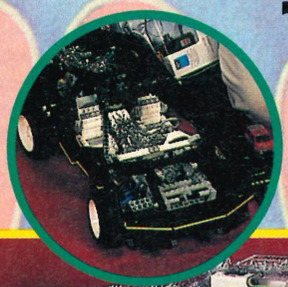
The question is, what kind of vehicle do you use in this quest? Is it:

- **A** A Robin Reliant
- **B** A souped-up Zimmer frame
- **C** A futuristic, four wheel drive off-roader

Send your answers to:
Offworld Interceptor Compo,
Sega Power,
Future Publishing,
30 Monmouth Street,
Bath,
Avon,
BA1 2BW

Only one entry per household. No employees of Future or BMG or their limited circle of friends and relations are eligible. Entries must be received by the 19th of January. The Editor's decision is final.

We've been down to Toys 'R' Us with a big wad of money and orders to spend. Want some of this? Of course you do.



To mark the launch of their first Saturn title, *Offworld Interceptor*, those exceptionally generous people at BMG have given us £2000 worth of their cash to buy you loads of top *Offworld*-type compo prizes.

It was hard work in the toy shop. We bought the most expensive remote controlled cars we could find, the biggest sets of technical Lego, huge Scalectrix layouts, more cars, laser tag games, headset walkie talkies and toy guns (we like that sort of thing, alright). We still hadn't spent all our money though, so we had to go back and do it all again. It was hell.

Anyway, after seriously damaging the van's suspension lugging it all back to the office, we're now just itching to send it off to you.

If we got a normal entry for this compo we'd be able to give a prize to everyone that entered, so get writing. You heard us.

SEGA POWER

BMG INTERACTIVE Entertainment

prizes!

Win Win Win!

With over 100 prizes we can't possibly list them all here – take a look at the photo. The first 12 correct entries will win one of:

Nikko remote controlled *Hercules* all terrain vehicle. **Worth £100.**

Nikko remote controlled *Gator* amphibious jeep. **Worth £90.**

Nikko remote controlled *Championship Kart*. **Worth £50.**

Three Nikko *Turbo Dasher* remote controlled jeeps. **Worth £50 each.**

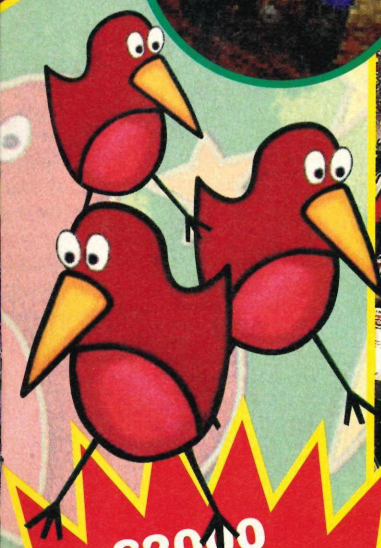
Daytona, four wheel drive and steer, V8 Technical Lego. **Worth £80.**

Pneumatic, six wheel drive *Technical Lego* mobile crane set. **Worth £85.**

Two *Scalextric Micro Rally* sets. **Worth £50 each.**

Two *Scalextric Endurance* sets. **Worth £50 each.**

The next 90 or so will win anything from Sega's laser tag game *Lock On* to a BMG t-shirt. Blimey.



£2000 worth of top toyshop tat to be won. Over one hundred prizes!

Power Tips

Mortal Kombat 3

Tips update

Kung Lao

Moves

Hat Throw:	B, F, LP
Teleport:	D, U
Spinning Shield:	F, D, F, RN
Air Kick:	D+HK (in the air)

Combos

7 Hit:	HP, LP, HP, LP, LK, LK, B+HK (34%)

Fatalities

Hat Boomerang :	F, F, B, D, HP(close)
Spin & Suck:	RN, BK, RN, BK, D
Animality:	RN, RN, RN, RN, BK
Babality:	D, F, F, HP
Stage Fatality:	D, D, F, F, LK
Friendship:	RN, LP, RN, LK (over sweep)

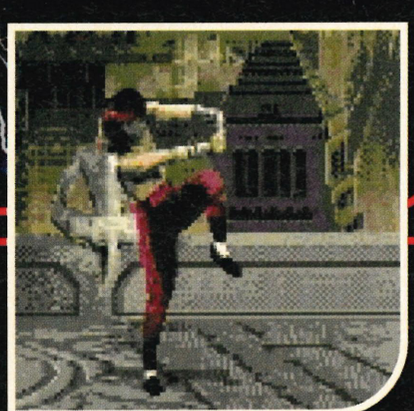
We're sorry... very sorry. As sorry as you can possibly imagine one collection of sorrowful humans to actually be.

It's like this, due to some error beyond our control (honest guv, it was in perfect nick the last time we had it on the road), there was a couple of glitches in the *Mortal Kombat 3* guide last month.

Basically, Cyrax's moves were duplicated in the place of Liu Kang's and Liu Kang's were in the place of Kung Lao's. All the rest work fine and are in their proper places but. Not. Them

Therefore, if you want Liu Kang's moves, all you have to do is look in the box above his – Kung Lao's – and they're all there. To make things ultra helpful, we're giving you all the moves for Kung Lao and a guarantee that we'll slap each other across the chops.

Yes, we're sorry it wasn't our fault. Here finally are Kung Lao's moves, combos and that. Enjoy...



Liu Kang

Moves

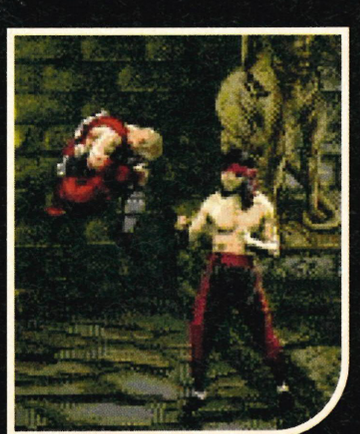
High Fireball:	F, F, HP (also in air)
Low Fireball:	F, F, LP
Flying Kick:	F, F, HK
Bicycle Kick:	Hold LK, wait 3 secs. Release LK

Combos

7 Hit:	HP, HP, BK, LK, LK, LK, LK (34%)
5 Hit:	HP, LK, LK, HP, LK (25%)
4 Hit:	LK, LK, HK, LK (21%)
3 Hit:	Jump Kick, High Fireball, Flying Kick

Fatalities

Flaming Skeleton:	F, F, D, D, LK
MK 1 Machine Crush:	U, D, U, U, BK+RN (anywhere)
Animality:	D, D, U (sweep)
Babality:	D, D, D, HK
Friendship:	RN, RN, RN, D+RN
Stage Fatality:	RN, BK, BK, LK



Reviews

Spreading happy cheese on the rancid cracker of life

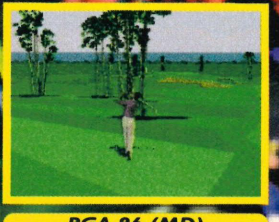
Wirehead (Mega CD)

Toshinden (Saturn)

Thunderhawk 2 (Saturn)

Garfield (MD)

PacPanic (MD)



PGA 96 (MD)

Walk on through.....

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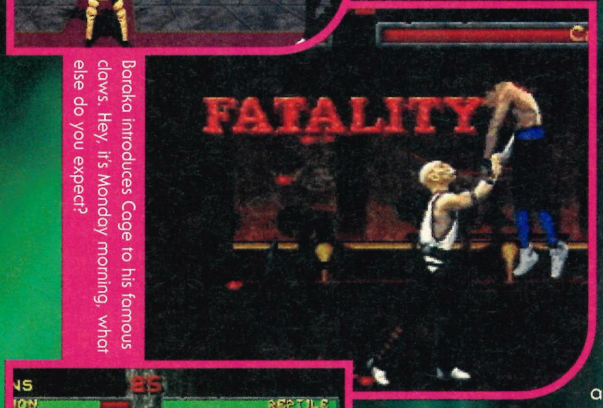
Mortal Komb

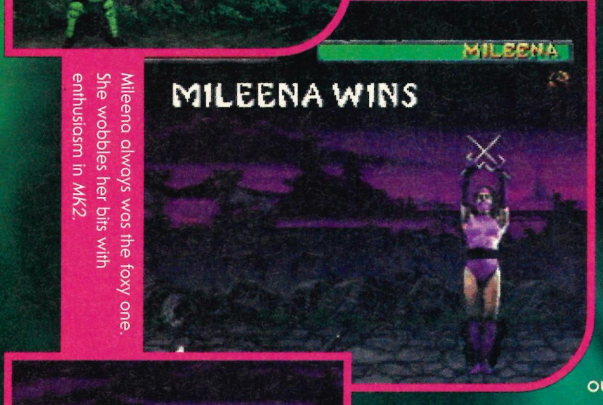
See this bit? It's arcade-perfect, whatever that means, 'coz you don't get strange smells and psycho kids with the game. Jokes like that will keep me in work for decades.

• Saturn • £TBA •
• UK Release • Acclaim •

Stone my brass monkey with a feather duster if this isn't* Mortal Kombat 2 *for the Saturn. Weird eh?

Baraka introduces Cage to his famous claws. Hey, it's Monday morning, what else do you expect?





Mileena always was the foxy one. She wobbles her bits with enthusiasm in *MK2*.

Hey folks, it's *Mortal* bleedin' *Kombat* again! Somehow I've got to squeeze 500 words out of this wretched game. How many times before have we reviewed it? I dunno. What am I going to say that hasn't been said before? Dunno. Every flipping time we think there's a new version of the game, somehow an earlier one seems to slip in, ghost-like, just behind it. We thought that after *MK3*, it was all over.

But no. Because the Playstation has the exclusive version of *Mortal Kombat 3* and therefore it won't be appearing on the Saturn, Acclaim has clearly decided to try to stick this old one out in the hope that too many people don't notice the number after the words is one lower than it ideally should be.

But manfully I'm gonna try to deal with this. Some questions that are worth considering:

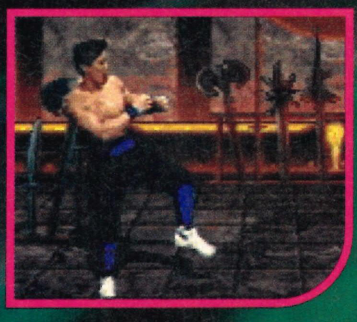
1) Does this look like it should be on the Saturn?

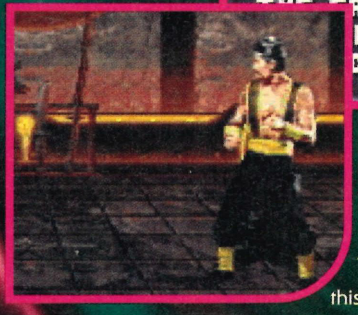
Well, yes. Despite the likes of *Virtua Fighter 2* and so on, and the attendant dangers of long-in-the-toothedness, this is, to use the hoary old phrase, an arcade-perfect conversion. Is this important to you?

2) Is this perhaps a bit out-of-date?

Ha, well now, *Mortal Kombat* is kind of getting on a bit and next to these new polygonal-powered super-beat-em-ups, it is starting to look a tiny bit old-fashioned.

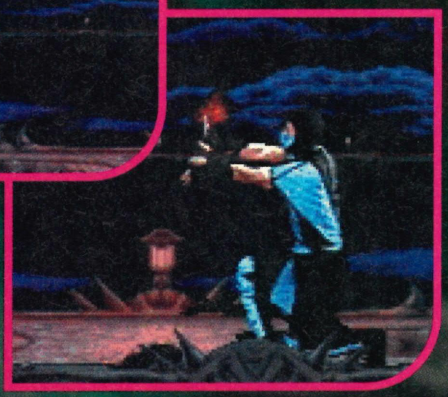
But it's still an amazingly playable game and stuff like that doesn't go out-of-date too quickly.

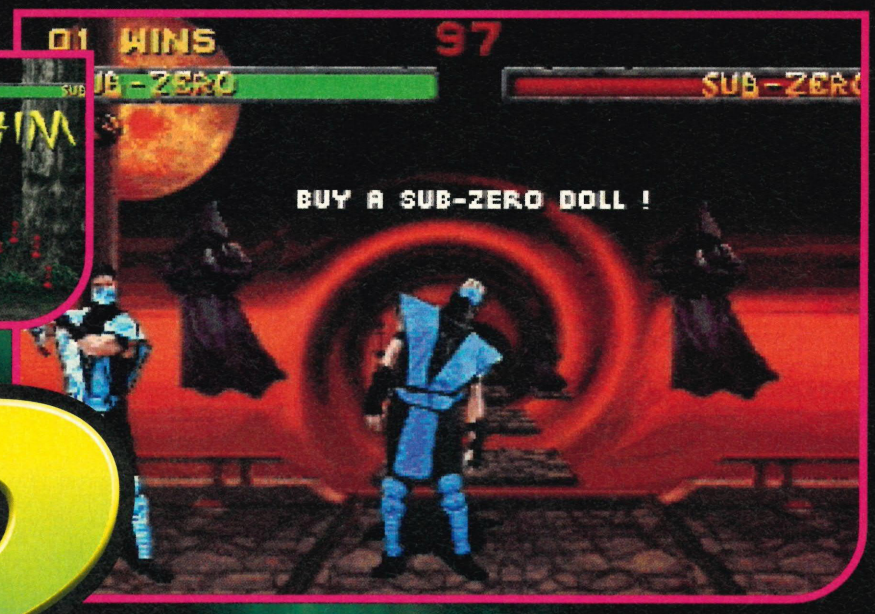




3) Are there any better beat-em-ups coming out for our lovely Saturn?

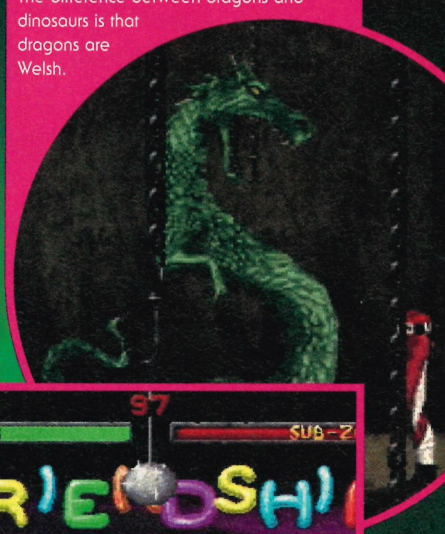
The Saturn is built for this kind of thing but at the moment, all the software houses are going berserk for polygons, rendering and stuff. So there aren't many 2D beat-em-ups like this around, well, at least not any good ones anyway. *Toshinden* is





Mortal Kombat 2

The difference between dragons and dinosaurs is that dragons are Welsh.



here, *Virtua Fighter 2* is here and both of these are very good. But in the 2D stakes, this is the best one around at the moment, and let's face it, a lot of people still prefer this approach.

4) Is there any new stuff in it?

Erm, not really. All the familiar characters are here and all the special moves and so on are present and eerily arcade correct. This is not a game for those people looking for the latest thrill. However, it is a game for people looking for the kind of thrill that they might remember from the Mega Drive.

5) Who's doing the conversion?

Guess what, it's those boys from Probe again. Nice, eh?

6) What else do I need to know?

The version we've seen, sadly not a completely finished one as it didn't get here on time, was a little jerky and slow, certainly not up to arcade speed. Acclaim have promised us that these problems will be fixed for the final release and there's certainly no reason why they shouldn't be.

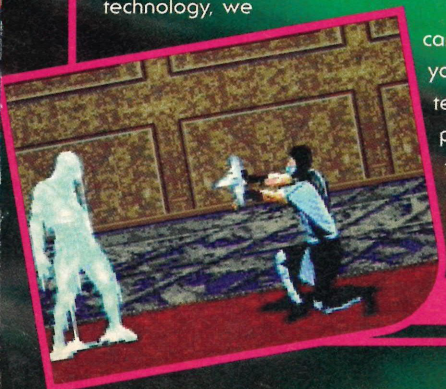
The choice is all yours.

SEGA POWER

Mega Drive vs. Saturn

Saturn

In a stunning development and thanks to the wonders of modern computer technology, we can bring you these terrific pictures showing you what the two versions look like next to each other. Flippin' lovely innit really? Yes.



Wouldn't you be more interested in how the bloke in the background manages to float around like that?

Mega Drive

Power points

Release date ..... Out Now
Players 2
Levels ..... N/A
Difficulty ..... N/A
Acclaim ..... (0171) 344 5000

Uppers & downers

▲ It's *MK2*
▲ It's arcade perfect
▲ It's on the Saturn
▼ Out of date
▼ It's not a next-gen game

Final verdict

"Hurrah for *MK2*. We love it but this is probably the last we'll see of the 2D beat-em-up. Sigh." ***Nick***

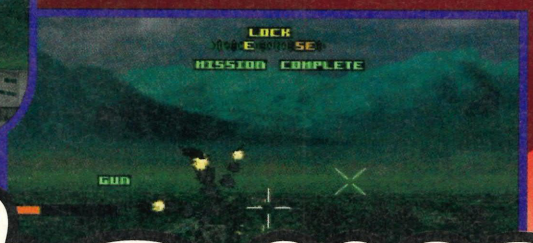
89%

Graphics	Sound	Addiction	Lifespan
8	8	8	9

SEGA RALLY
MICHELIN

Some of the missions involve a time element. Here you've got to prevent the tank convoy escaping over this bridge.

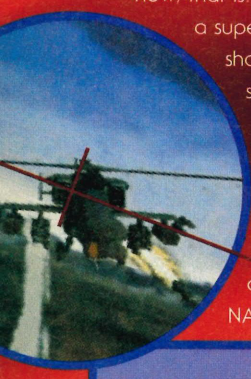
As you try to complete your mission, enemy helicopters will attack you.



Firestorm Thunderhawk 2

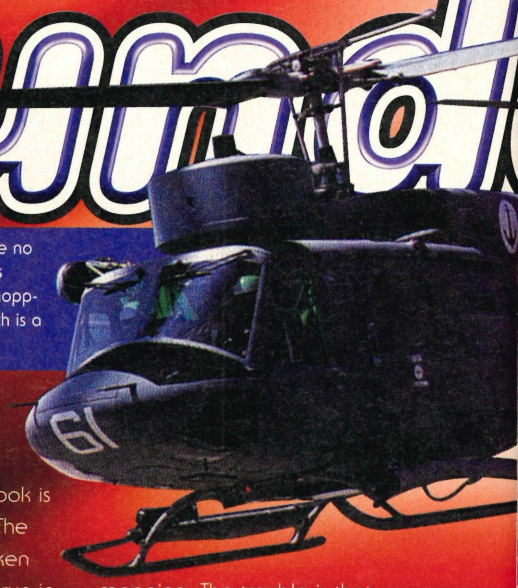
Thunderhawk: *the only excuse for the Mega CD.* Thunderhawk 2: *a damn fine justification for the Saturn.*

There's no doubt that since launch, the Saturn's software catalogue has just got better and better. We've now got several top-notch racers, fighters and platformers; strong representation in all the traditional formats. What we haven't had is anything good in the cross format line of things. Until now, that is. *Thunderhawk 2* is a superb mixture of shoot-'em-up, flight simulator and tactical game.



As pilot of the futuristic helicopter Thunderhawk and part of a NATO rapid reaction force, you tour the world's trouble spots sorting out a new world order. It's everything *Wing Arms* should have been but wasn't because it was all Japanese and sanitised.

So what's good? Excellent intro, in-game speech and briefings, an intuitive control set, brilliantly conceived mission objectives and a challenge curve that will keep you playing until your fingers deform and blister merrily.



There are no UK mags about choppers, which is a shame.

Thunderhawk's only blot in its teacher's pet exercise book is in the graphics department. The graphics are superb when taken statically. Lots of detail (men run in terror from their destroyed vehicles) with excellent texture mapping. The trouble is that objects only build up when you're

Choose your campaign

Before you start the game you must choose which campaign you want to fight. They're set all over the world, in real life situations with real life politics (Bosnia, for example). Each campaign is split down into 3 or 4 separate missions. These build on each other to create the major campaign objective.

Central America

Recapture a Costa Rican town from some nasty communist types.

Panama Canal

Overthrow the ruling military junta and re-open the Panama canal.

South America 1

Disrupt a Colombian arms smuggling racket working out of Venezuela.

South America 2

Rescue a downed spy-plane pilot from the evil Red Commandos.

(Far Left) Some targets *have* to be destroyed to finish the mission. These are flagged 'Primary'.

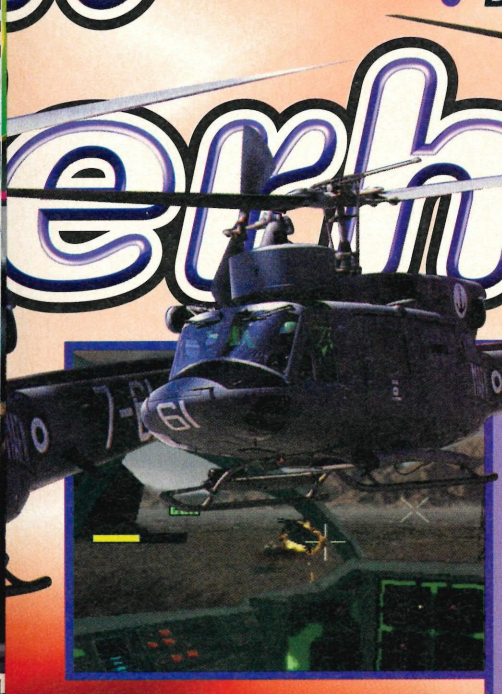
Choose your weapons

Depending on your mission you'll want to arm your copter with different weapons. Lots of anti-ship missiles for boaty campaigns and big bombs for runway destroying jobs. Bit obvious really.

Here's a full list of the options: 30mm Chain Gun, AGM-214 Homing Missiles, FFAR Rockets, RCS-233 Runway Cratering System, MK-84 500lb Bombs, Mac-874A Cluster Bombs, MK-3 Penguin Anti-ship Missiles, RC-14 Depth Charges. Lovely.

Thunderhawk 2

• Saturn • £44.99 • December • Core •



Obligatory bit about the views

It's on the Saturn so *Thunderhawk 2* has to have at least three in-game views...

1) The 'virtual cockpit' view. Realistic but very difficult.

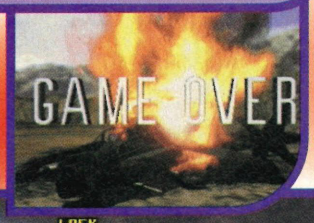
2) The 'all the help you can get' view. Much the easiest.

3) The 'behind the copter' view. Yes, very nice.

relatively near them, and sometimes appear almost magically out of the ether. This doesn't do the gameplay any favours, especially over water.

I highly recommend this game. Incredibly *Thunderhawk 3* is already in the pipeline. *Thunderhawk 2* gives it a lot to live up to.

SEGA POWER



Things explode with much gusto in *Thunderhawk 2*. Nice stereo panning too.

Eastern Europe

Escort an United Nations aid convoy into the Bosnian town of Zavnik.

Middle East 1

Protect Jordan and its capital Amman from advancing Iraqi troops.

South China Sea

Attack Iraqi forces in Kuwait and prepare the way for NATO re-invasion.

Middle East 2

Track down the Black Skull pirates and protect civilian shipping.

Thunderhawk 2

Power points

Release date	December
Players	1
Levels	26 Missions
Difficulty	Hard
Core	(01332) 297 797

Uppers & downers

- ▲ Excellent gameplay
- ▲ Extremely challenging
- ▲ Buttock-tightening action
- ▲ Addictive
- ▼ Nasty clipping in places

Final verdict

"One of the best Saturn games I've played. Lacks graphical polish but still highly recommended." ***James***

91%

Graphics	Sound	Addiction	Lifespan
8	9	9	9

Mario 64 Exposed!

GAMES MASTER

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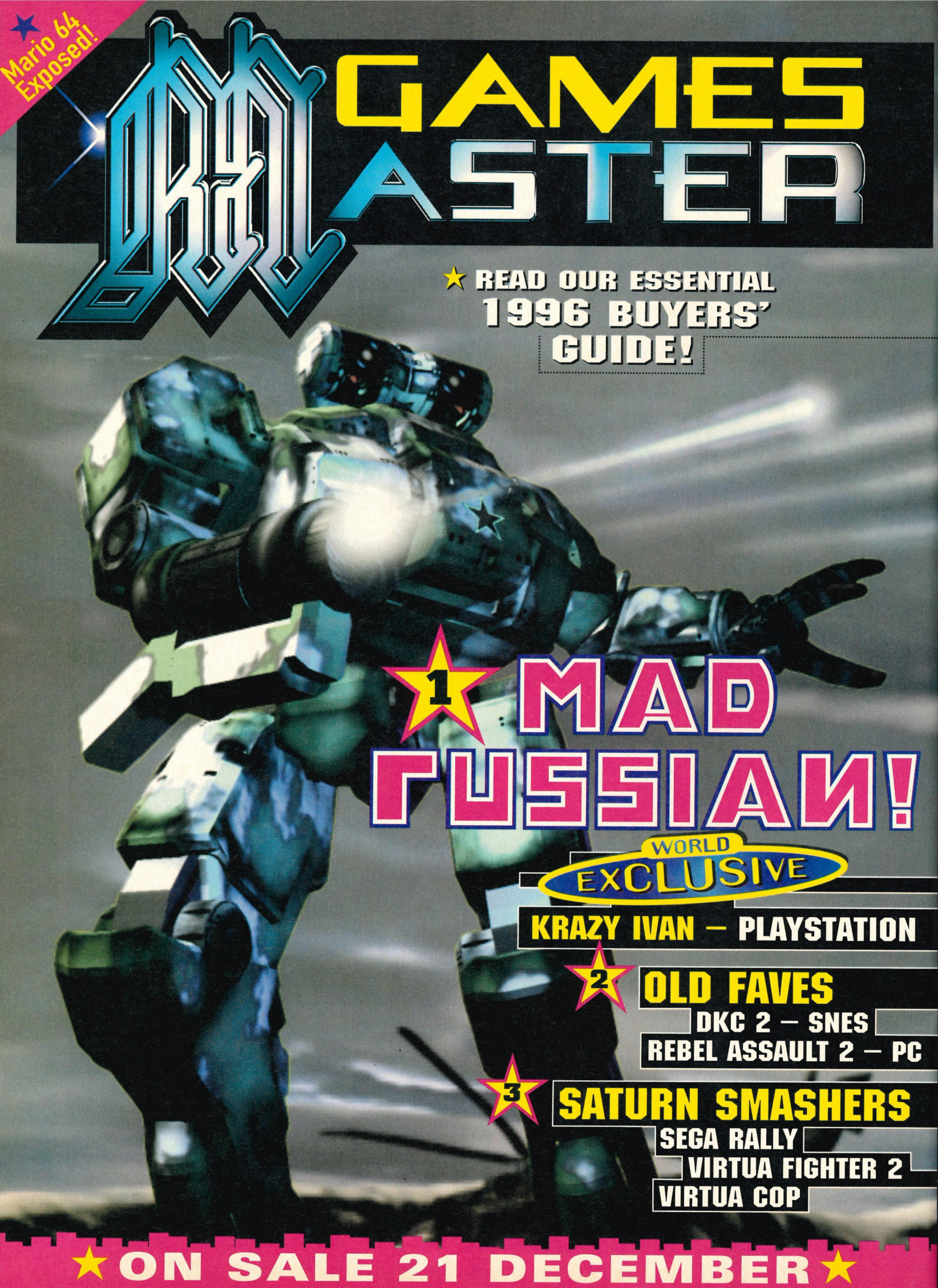


1 MAD RUSSIAN!

WORLD EXCLUSIVE

KRAZY IVAN – PLAYSTATION

2 OLD FAVES

DKC 2 – SNES

REBEL ASSAULT 2 – PC

3 SATURN SMASHERS

SEGA RALLY

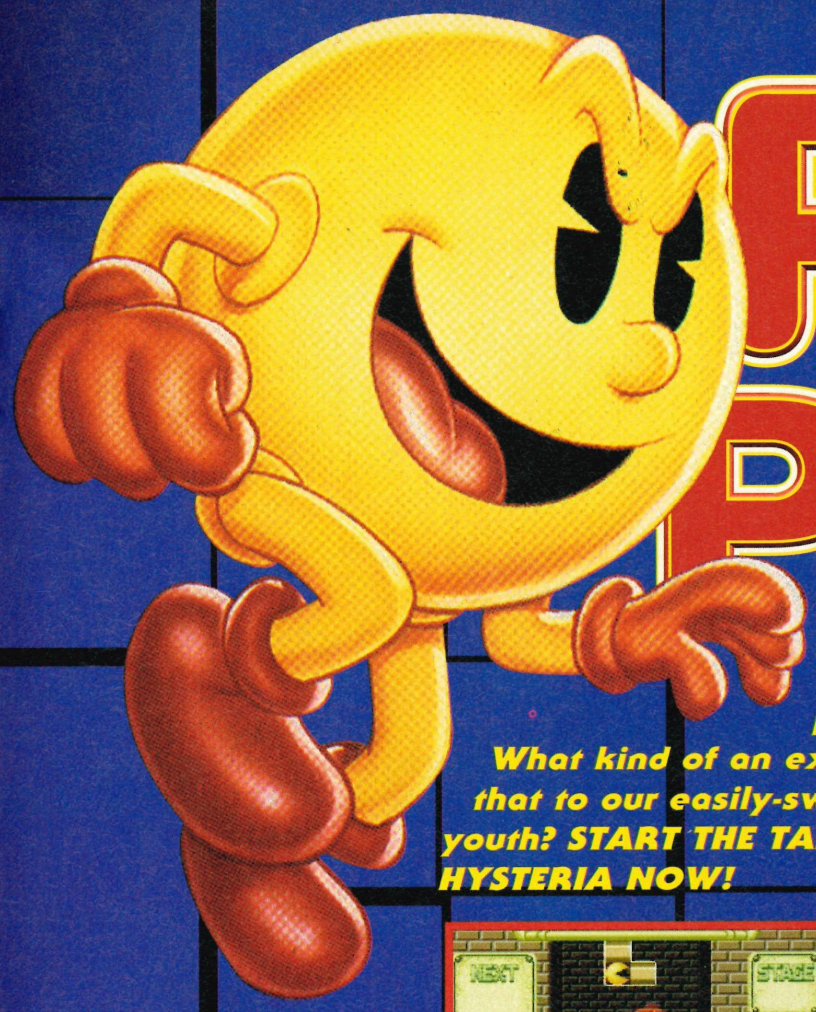
VIRTUA FIGHTER 2

VIRTUA COP

★ ON SALE 21 DECEMBER ★

• Mega Drive • £24.99 •
• Namco • Namco •

Pac Panic



Eating 'power pills' eh? What kind of an example is that to our easily-swayed youth? START THE TABLOID HYSTERIA NOW!

Pac Man. I mean, come off it. Fair enough, in its day, *Pac Man* was quite a laugh. Guide a yellow critter around a maze, eating power pills and fruits and avoiding ghosts. Not, in retrospect, the most complicated of games, but a worldwide phenomenon at the time.

Anyway, Pac has returned – again – in yet another lame attempt to stretch the *Pac* brand into relevance. Frankly, we don't care about *Pac Man* any more In fact, I'm beginning to get remarkably pissed off with the yellow git. Retire him, send him away. Invite him out for a drink and while his attention is distracted, shoot him. In short, ENOUGH BLOODY IRRELEVANT EIGHT BIT GAMES CHARACTERS ALREADY!

As you can see, Pac will appear on-screen in the middle of a *Tetris*-block.

Two player 'versus' mode isn't really a great deal more interesting to play than the other option.

Dunno why I'm captioning this. It's a piece of artwork, you see. Yes.

The idea of this is to build up rows and columns of cute ghosts, *Mean Bean* like, and set Pac loose on these rows at various stages. He'll then clear all the lines of ghosts up. The solid blocks surrounding the ghosts then fall into the gaps and any solid lines vanish for points, like in *Tetris*.

Towards the end of each level, when you might have a lot of trapped ghosts in inaccessible places, a fairy comes along and zaps them for you. By this stage, you'll be bored witless anyway, so it's not really a tremendous event.

Or you can try the puzzle mode where the aim is much the same, except you have to clear all ghosts before moving onto the next level. Yes, it really is that interesting.

SEGA POWER

Pac Panic

Power points

Release date	Out Now
Players	2
Levels	99
Difficulty	Variable
Phillips	(0171) 490 4324

Uppers & downers

- ▲ It's *Pac Man*
- ▲ It'll keep you occupied
- ▼ But £25 or no...
- ▼ It's still money for...
- ▼ Very old rope indeed.

Final verdict

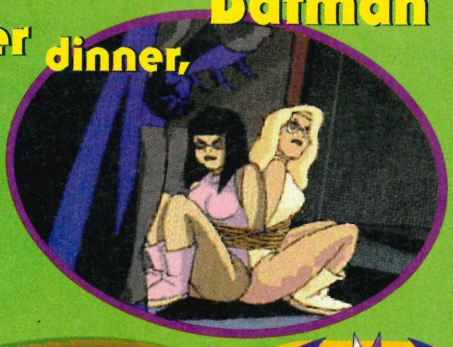
"Lots of options fail to disguise the derivative nature of the game. Save your money and wait." ***Nick***

50%

3	3	5	5
Graphics	Sound	Addiction	Lifespan

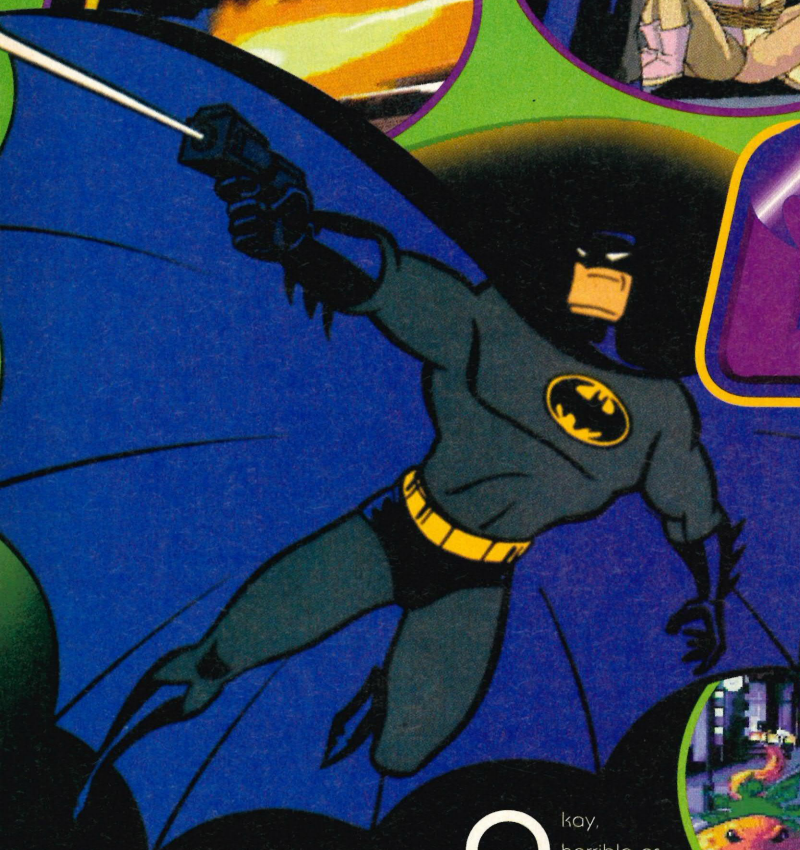
Dinner dinner dinner dinner, Batman

Loved the cartoon bit? Then buy a bleedin' video from Woolworths – it's a lot cheaper. Here's some of our favourite bits from the Disney-like treaty thing...



Batman

• Mega CD • £35.99 •
• UK Release • Sega •



Holy Gulls' Balls, Batman, I'm locked in a downward spiral of cliched comical comic phrases...

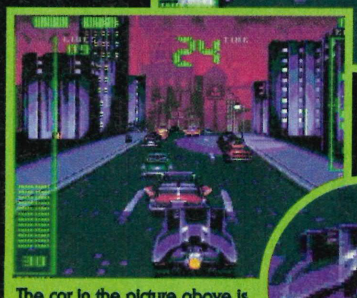
Okay, horrible as the thought may be, would you devote your life to crime-fighting if your parents were killed? Would YOU dress up as a six-foot bat and parade through the parks and streets of your community, picking up minor offenders and waiting for robberies? Would YOU employ a young boy, name him after a small bird and spend far too much money transforming a cave into a sort of den thing? No, of course you wouldn't but this is cartoon world, a mysterious place where the borders of fact and fiction have been smudged by sanity rubbers.

Batman – love it, loved the new cartoon series, bored with Val Kilmer and the ever-smiling Jim Carrey, and pretty bored of this game, too. Remember the old Batman Mega CD game, *Batman Returns*? The basic platform game was tat, but it was carefully supported by the likes of a rather good driving section. That was two years ago. Now Sega have taken all the ideas from that driving bit and we get

Here's the Batmobile, along with the Batfree, the Bat-bleedin'-lamp post.

Have you noticed that all these grabs look the same? Funny that, isn't it?

A group of lorries from the Forgetful trucking company. Zzzzzzzzzzzzzzzz



The car in the picture above is duplicated to the right. Only a bit larger, and that.

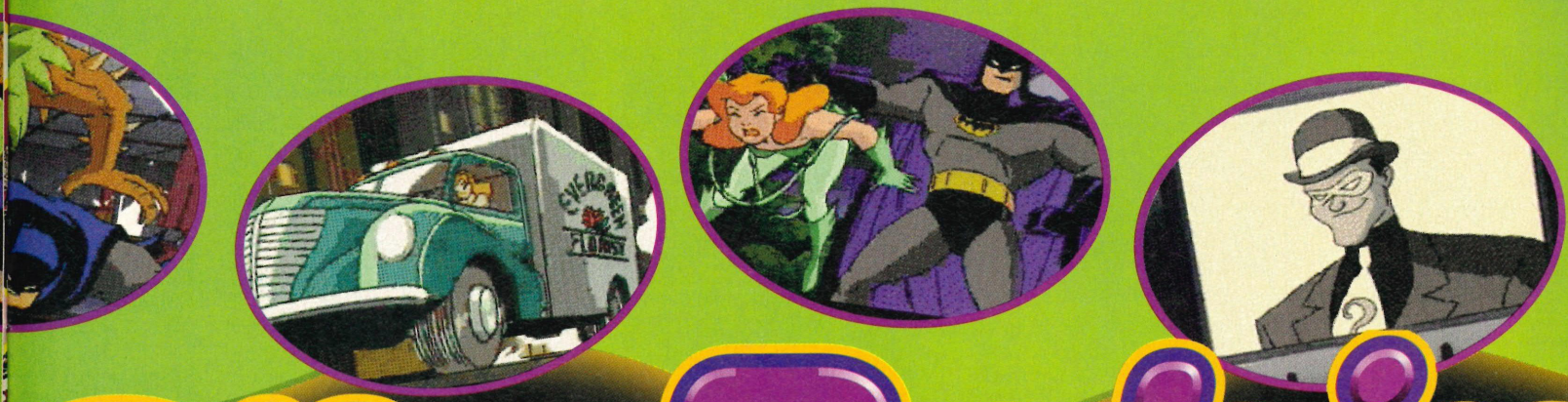
Dress like yer mother

Since the dawn of time itself, young people have a strange obsession with dressing up like super-heroes. WATCH ME FLY, MUMMY!

I AM BATMAN, HEAR ME RROOAARR...

BUT, I AM SUPERMAN AND I ROAR THE BEST!

NO, I AM THE TRUE BATMAN, HEAR ME ROAR.



an & Robin

Remember when we could get away with [illegible] about the game in caption boxes and using the word 'ARSE' a lot?

Batman & Robin

Power points

Release date	Out now
Players	1
Levels	More than five
Difficulty	Medium/Hard
Sega	(0181) 996 4607

Uppers & downers

- ▲ It's BATMAN
- ▲ It's a driving game
- ▲ It's a Mega CD game
- ▼ It's a bit knob
- ▼ Not a patch on the MD version

Final verdict

"More of a Flash than a Batman. More of a Thrush than a Robin. More of a Batchimp than a... Oh, I give up." ***Dean***

68%

Graphics	Sound	Addiction	Lifespan
7	8	7	7

this. To make things easier for me, Sega have blagged around 15 minutes of lovely Batman cartoon FMV that plays merrily along in the middle of each level. YES, it does add to the atmosphere, but NO, you wouldn't buy the game on the strength of this alone.

The driving bits are fairly smooth. You go along roads and much like the oldie (but hey folks, ain't it a goody!) *Chase HQ*, you have to catch up with yer enemy car and shoot it off the road. Get through to one bit, blow something up, get a bit of cartoon for your pleasure, then onto the next one.

Batman & Robin bares no similarity to the Mega Drive game. I'll say that now. That was quite good. This isn't. It's an old-fashioned and plainly out-of-date CD game.

SEGA POWER

Ooh, Batman is sooo big and sooo strong etc.

Press the right combination of buttons and you could end up riding in this fine red jeep. A veritable comucopia of excitement awaits you.

I'm in the Wild West and I'm being arrested by the Sheriff. God, the sheer tedious debauchery of it all.

Wirehead? Bonehead more like...

• Mega CD • £39.99 •
• UK Release • Sega •

Wirehead

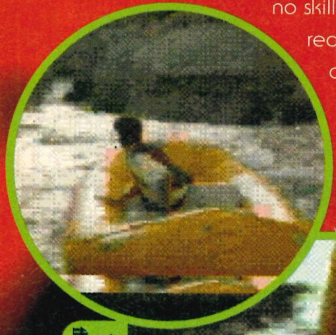
Imagine a game where the aim is to run around blindly in circles, trying to get away from people who are after you because you're wearing a remote control on your head.

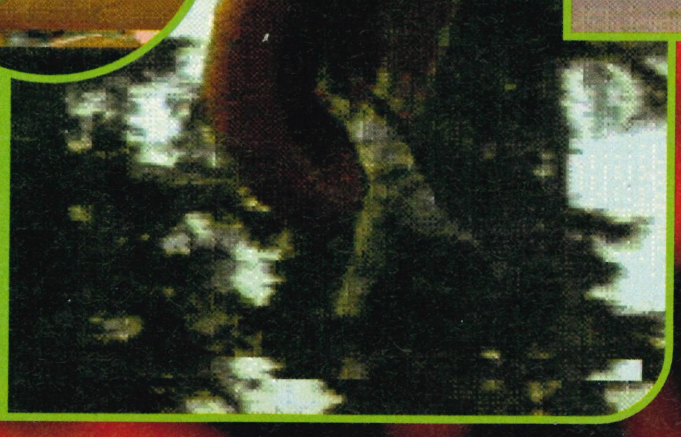
Imagine a game where the only way to get about is by pressing directional buttons on the d-pad until you find a single route which doesn't involve getting you killed.

Imagine a game where there is no skill required at all and where it all purely comes down to trial and error. *Wirehead* is a bizarre title where your dad can be controlled robot-fashion by using a remote control strapped to his ears. The bad guys are after the inventor that made this possible, and your dad happens to know where the guy is.

Basically you're on the run. An FMV scene appears, which, at its end, allows you to move left, right or forwards. Two of these options will get you killed, one will take you into the next scene. Most of the time there is no way to predict which direction you should go in – a death sequence is your only way of finding out. The producers are actually MGM Studios, which accounts for the FMV. But although MGM make good movies they are crap at games. This is about as challenging as ripping the arms off a leper. Dire.

Make a wrong move and the bad guys will get you. This happens rather often.





You'll find yourself being catapulted through the air after the rapids scene.

SEGA POWER

Wirehead

Power points

Release date .....Out Now
Players.....1
Levels.....N/A
Difficulty.....Mean
Sega.....(0171) 944 6000

Uppers & downers

- Dire
- Boring
- No gameplay
- No enjoyment
- Avoid at all costs

Final verdict

"I can't believe how little entertainment th offers. Another stake through the Mega-CD heart." *Nick*

10%

Graphics	Sound	Addiction	Lifespan
5	5	1	1

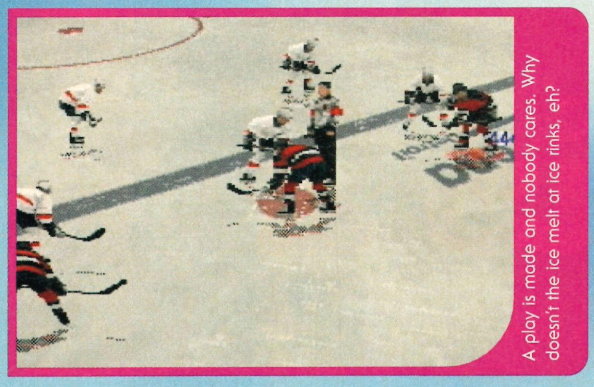
NHL All Star Hockey

Ice Hockey – it's not exactly a rivetting game in the first place, is it.

Dangle Yer angles

• Saturn • £44.99 • Out Now • Sega Sports •

Altogether now darlings: "Let's be cocky. Big shocky. Another game of ice hockey."



A play is made and nobody cares. Why doesn't the ice melt at ice rinks, eh?

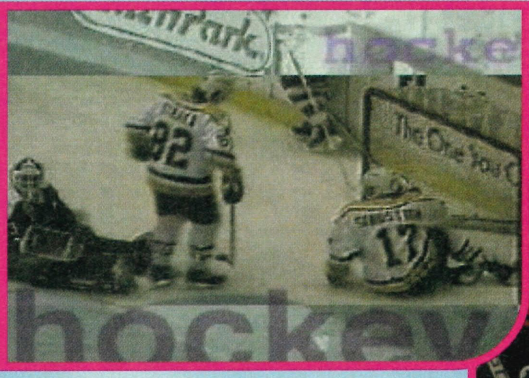
So, my little bald monkeys, it seems that as yet Sega have simply refused, like some big mad robot, to release anything even hinting at a completely original game for their – how you say? – Saturn system. A couple of beat-'em-ups, a whole scaffolding of driving games, and a wrestler's leotard of platformers. Alright – there WAS the 3D nicery of *Bug*, but so far so predictable.

Lugging around the dubious tradition of supreme averageness like a massive hunchback with an interest in gardening, Sega Sports has now got itself a name for producing games-that-aren't-as-good-as-the-ones-they're-trying-to-copy. Shove, rude-old-lady style, past the flashy, trashy, brain-mashy MTV-type intro and you have a game gut-bursting with options but twig-breakingly annorexic on gameplay. Give it a kiss for offering 84 games and then thump it repeatedly with the nearest pet for its stubborn refusal to, like, let the game FLOW.

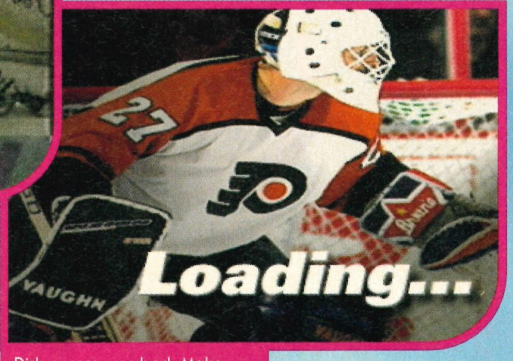
Now we all know that ice hockey is all needy speedy, and *NHL* is certainly a superfastspazout. But what use is this when, with NINE camera angles, not one of the bleeders seems to give you a quarter- decent view of the action? The players swarm into each other, you squint to see who passed what, the goals are spectacularly unspectacular, players have NO SPECIAL MOVES and the puck may as well be hidden up the referee for all I could work out.

The Saturn deserves more than this shallow, ineffectual, joyectomised averageness. Electronic Arts, over to you.

SEGA POWER

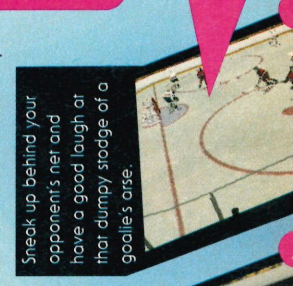


This is an intro shot and it's more exciting than the game. Very MTV.



Disk access was bad. Make friends with this screen.

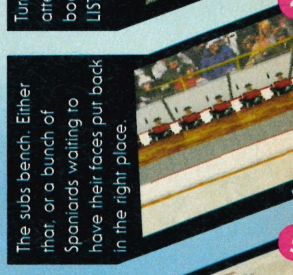
They put ice hockey on Grandstand when they can't get any rugby league, indoor bowls or children's darts from Chepstowe.



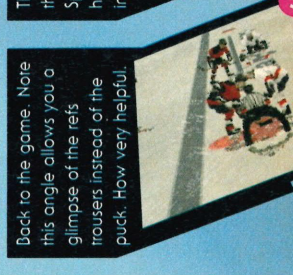
Sneak up behind your opponent's net and have a good laugh at that dumpy stodge of a goalie's arse.

Eye up the repulsive mushes of the supporters. They'd probably be happier watching Countdown.

Turn your lack-of-attention to the no-score board. YOU STILL LISTENING, YES.



The subs bench. Either that, or a bunch of Spaniards waiting to have their faces put back in the right place.



Back to the game. Note this angle allows you a glimpse of the refs trousers instead of the puck. How very helpful.

NHL All Star Hockey

Power points

Release date.....Out Now
Players.....2
Teams.....Lots
Difficulty.....Med-hard
Sega.....(0171) 373 3000

Uppers & downers

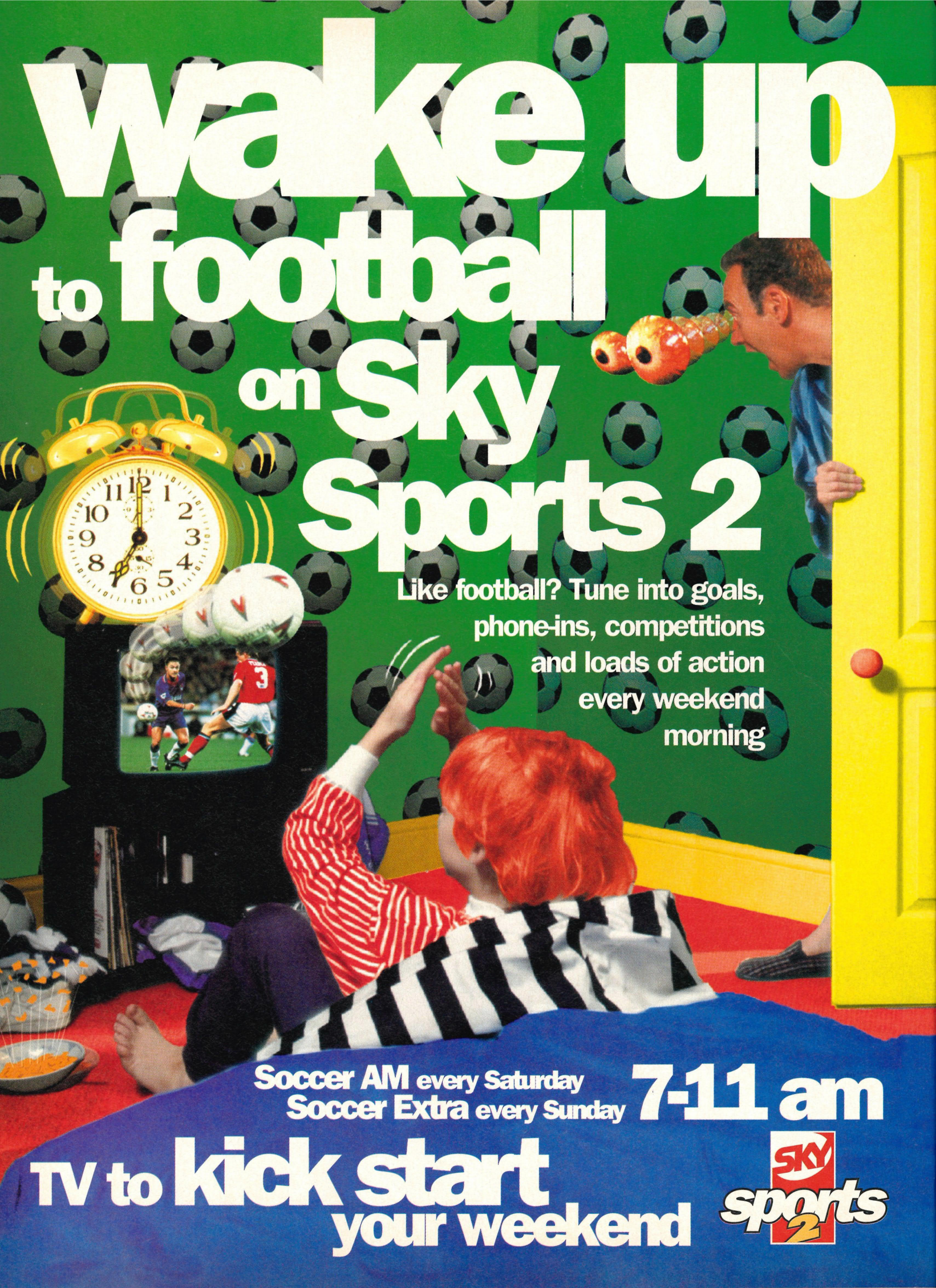
▲ Okay graphics
▲ Lotsa options
▼ Dreadful disk access
▼ Pointless camera angles
▼ No atmosphere

Final verdict

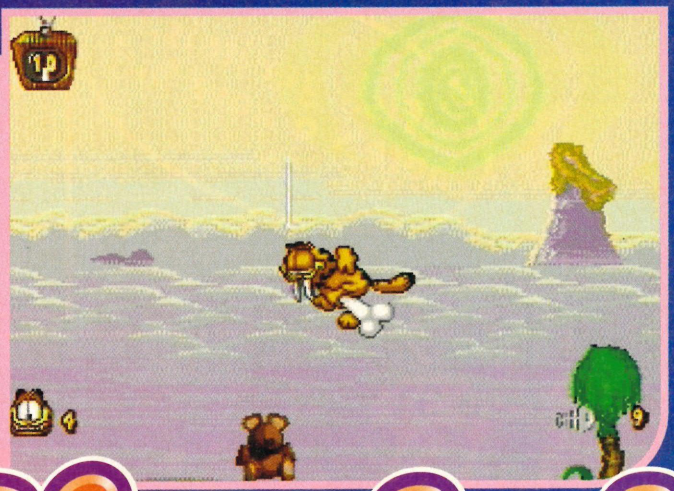
"Think *Victory Goal* on ice. Not as good as tha one by EA. You can, of course, slap me now fo saying that." ***Simon***

64%

Graphics	Sound	Addiction	Lifespan
7	6	6	6


wake up
to football
on Sky
Sports 2
Like football? Tune into goals,
phone-ins, competitions
and loads of action
every weekend
morning
Soccer AM every Saturday
Soccer Extra every Sunday
7-11 am
TV to kick start
your weekend
SKY
sports 2

Look, Garfield is in the TV with lots of circuit boards and electrical things. HOW BLOODY EXCITING IS THAT?



Garfield – not very exciting to play – it's not much of a pant-wetter to caption, either.

Garfield

• Mega Drive • £39.95 • Out Now • Sega •

Caught in the Act

***I hate Garfield. I'm not best friends with platform games. Is anyone excited at the thought of* Garfield, Caught in the Act?**

How much does the Mega Drive need another platform game? As the uniquely talented Paul Daniels so amusingly says, 'not a lot'. No, in fact 'not a lot' takes first prize in the international understatement awards. The Mega Drive needs another platform game as much as I need ritual disembowelling followed by a frontal lobotomy.

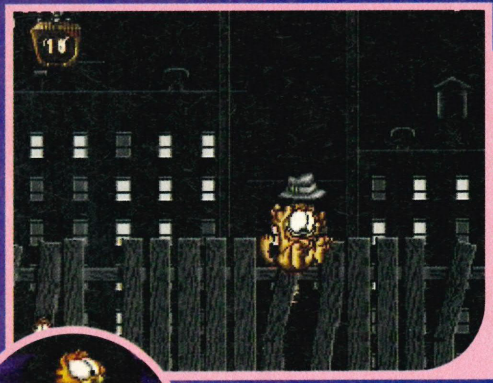
To be accurate, *Vectorman* and *Toy Story* show there's nothing too wrong with the platform format in itself. It's just that these *Maui Mallard*, *Garfield* identikit efforts taint the whole genre with the fly-ridden stench of poo.

Storytime! Garfield has a nasty accident with Jon's telly and, whilst he and Odie try and put it back together, Garfield gets sucked inside by a monster made of diodes and resistors and things. Yeah. Anyway, now he's got to battle his way to the outside, taking part in various programs and films and general television-themed nonsense on the way.

The animation is average. Some of the levels are extremely repetitive. There's no single glaring error in the game that you can point to and say, 'That's why this game isn't *Earthworm Jim* or *Sonic*', it's just that the whole thing is sadly and relentlessly average.

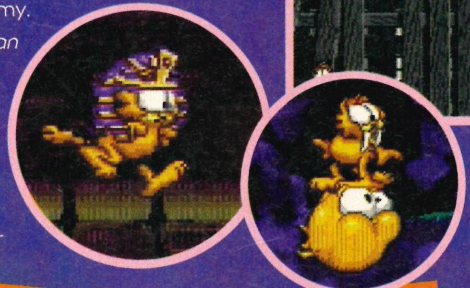
Something for the platform devotee? Certainly. Something for the more discerning/monetarily-limited gamer. Certainly not.

SEGA POWER



Gangster level. CAN'T YOU TELL BY THE HAT?

Egyptian level. Make jokes about mummies. NOW.



Garfield Caught...

Power points

Release date	Out Now
Players	1
Levels	A plenty
Skill levels	2
Sega	(0171) 3733000

Uppers & downers

- ▲ If you like Garfield...
- ▲ ...here's a game with him in
- ▼ Nothing new
- ▼ If you hate Garfield...
- ▼ ...here's a game etc.

Final verdict

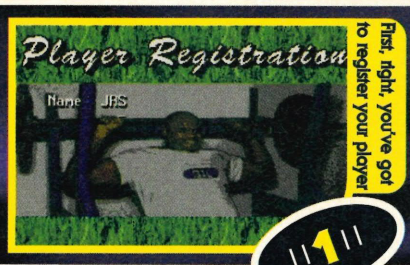
"As much fun as those stick-on stuffed Garfields funny people have on their car windows." ***James***

70%

7	8	6	6
Graphics	Sound	Addiction	Lifespan

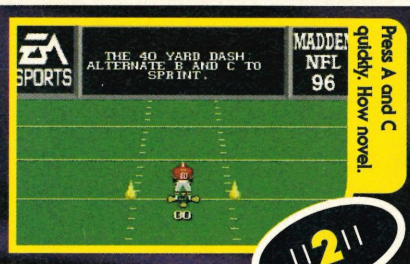
Fish genitals, here's a new bit!

Electronic Arts claim this is a whole new game within the game. It's all about training players.



First, right, you've got to register your player.

||1||

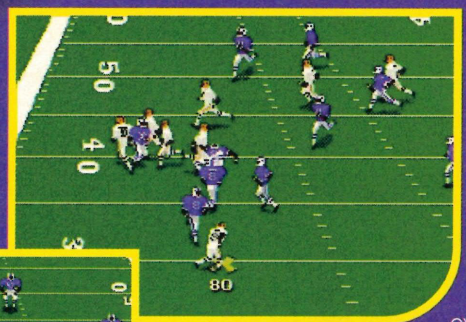


Press A and C quickly. How novel.

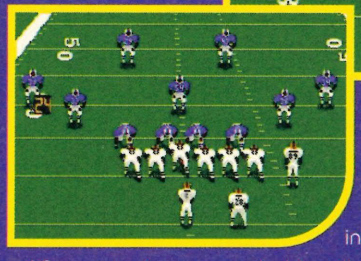
||2||

Madden '96

More rain from the clouds, more buzz from Burtons, more sick from the dog and more Madden from EA. Rejoice.



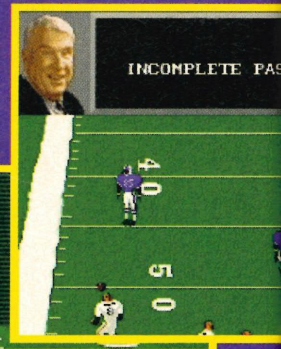
Words cannot fully express my heart-felt hatred of American football – the sheer blinding rediousness of it in its tactical, statistical, body-armoured pointlessness. You use as many players as you want, blither on about 'tactics' before just simply fighting with each other and chucking a super-light, super-easy-to-catch ball about for a few seconds. IT'S RUBBISH. They thought it would catch on over here but it didn't because, I'm afraid, IT'S A GAME FOR CHIMPS. I really do feel quite strongly about this.

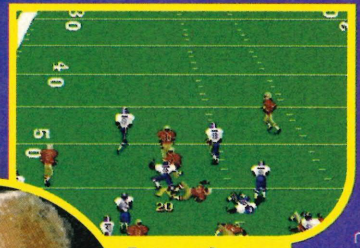


Coupled with being about the most dull game on earth (beating Lawn Bowls, Televised Darts and Swimming) *Madden* is the sixth game in the series. SIXTH! I mean, that's not just flogging a dead horse, it's digging it out of its shallow horse grave, tying it to a van and dragging its decomposing flesh for one more go 'round the race course.

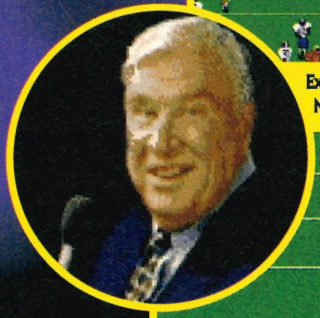
What's more, EA seem to have taken an historically successful, much enjoyed game and fiddled with it till it's ruined. The AI is terrible – a goldfish could outwit it and with benefit of in-bowl Mega Drives, probably will – and all increasing the difficulty seems to do is make your team more unreliable, dropping more passes and tripping over their outsize egos.

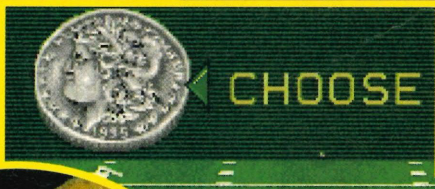
The graphics are marginally improved but so what, I'm afraid. You'd have to be a graphics freak from the planet anorak to give a toss



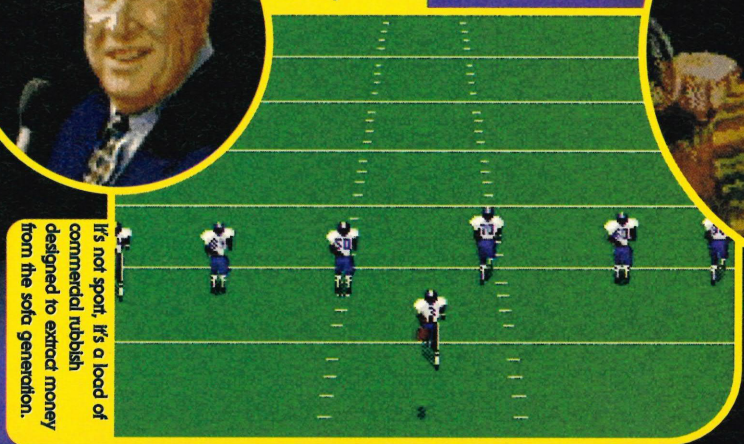


Excitement? Not likely.





The message here is 'choose money' over sportsmanship.'



It's not sport, it's a load of commercial rubbish designed to extract money from the sofa generation.

Madden '96

Power points

Release date	Out Now
Players	1-4
Levels	NA
Difficulty	Hard
EA	(01753) 549442

Uppers & downers

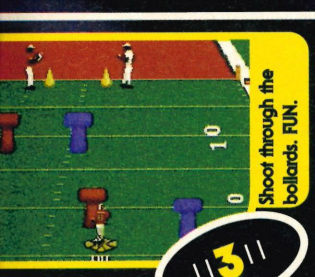
- ▲ All-new stats
- ▲ Secret stuff
- ▼ Too much for too little
- ▼ US Footie – bunch of arse
- ▼ Seen it all before

Final verdict

"More, more, more of the same from EA. If you've got it already forget it. In fact, forget it anyway. ***James***

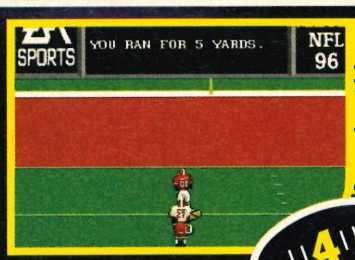
49%

Graphics	Sound	Addiction	Lifespan
7	7	2	3



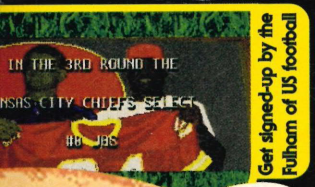
Shoot through the bollards. FUN.

!!3!!



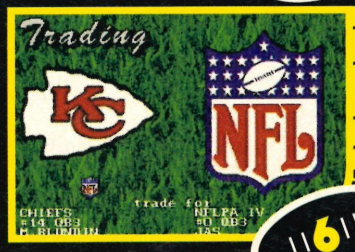
Run and avoid the tackles. MORE FUN.

!!4!!



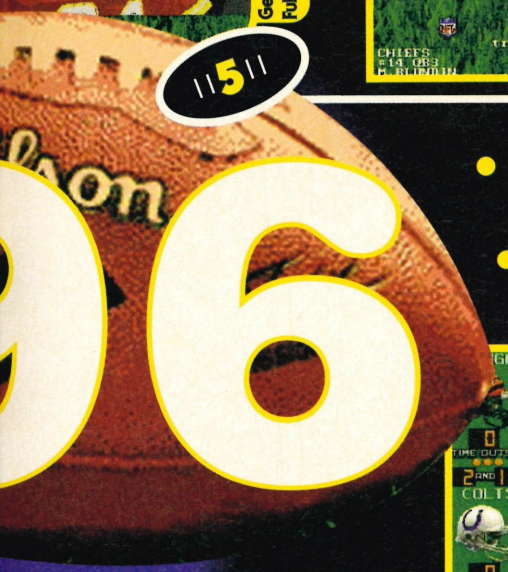
Get signed-up by the Fulham of US football

!!5!!



Trade players, break rules, get bribes.

!!6!!

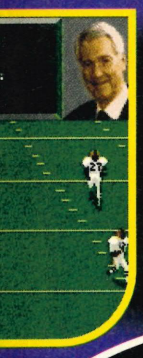


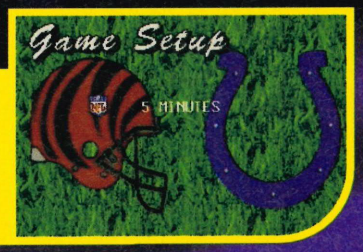
• Mega Drive •
• £44.99 •
• Out Now •
• EA •

about that after spending £45.

My advice? If you want an American Football game (and this is a big and questionable 'if'), buy an old *Madden* reduced or second hand. Put the money you'll save in that Saturn fund.

SEGA POWER





Long caption for an extremely exciting grab. There's a helmet, a horse shoe, some words, a little NFL symbol and some grass. '5 MINUTES' refers to the maximum length of time you'll want to play.

Super secret stuff

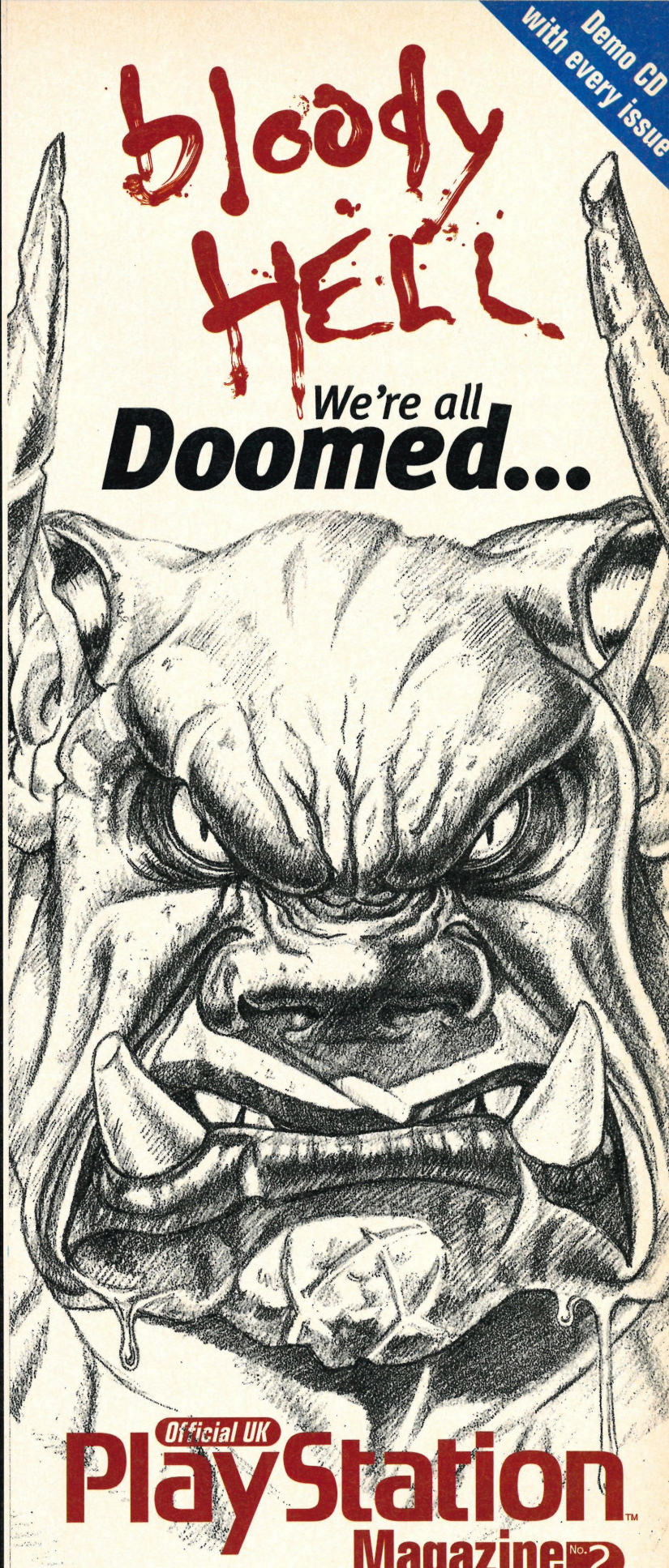
Yeah wow, *Madden* lets you enter codes for hidden players and teams. Here're some we found. Oh, and a cheat.

London Monarchs	cbcbbbb
Scotland Claymores	cbccccc
Frankfurt Galaxy	cbcacac
Barcelona Dragons	cbcaaaa
Amsterdam Admirals	cbbcacb
Hall of Fame	cbabbca
EA Sports Team Madden	ccaacab
All 50's	ccabbba
All 60's	ccacabc
All 70's	ccacccb
Skip opening screens/ 15 second quarters/ Quick coin toss	aaccbb (before main menu)

Demo CD with every issue

bloody HELL

We're all Doomed...



Official UK PlayStation™ Magazine No.2

On sale January 9th

PlayStation

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Off-World Interc

Fancy driving mad 4x4's far too fast over hills and rivers and shooting lots of stuff? Read on...

Originally this game was called *Off-World Interceptor* and it surfaced on the 3DO earlier this year. It was pretty good and was successful because of its bright cheerful looks and the fact that you couldn't take your eyes off it as the ker-ay-zee 4x4's bounced up and down. A bit like Pamela Anderson pogoing on your sofa. I'd pay £44.99 to see that. In fact I'd pay considerably more – £500, maybe.

The Saturn version is an upgrade, hence the '*Extreme*' bit. So Pammy's joined by Gina Lee Nolan and they're bouncing together. That must worth at least a grand. Hmm.

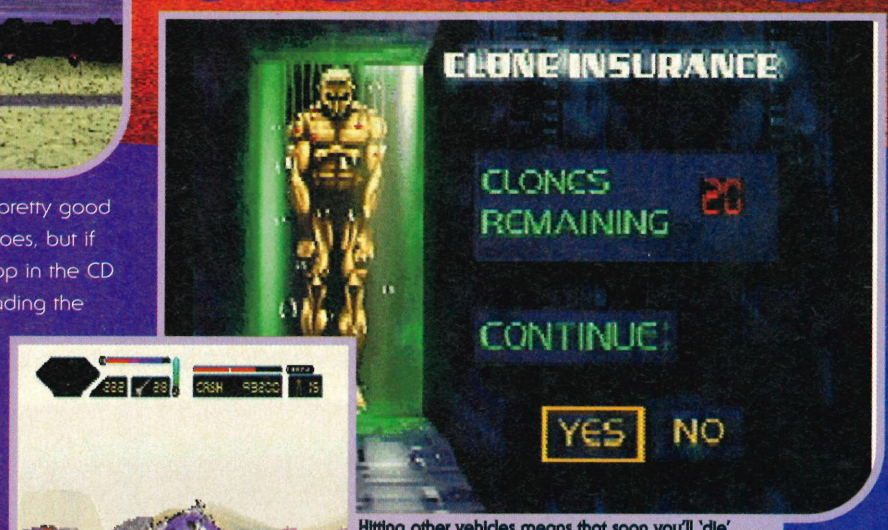
But should you dish out your hard-earned dosh for *OWIE*? It's pretty good at what it does, but if you were to pop in the CD and play it without reading the manual or enduring the intro, it'd be tricky to work out quite what's going on. Okay, you drive fast over 'extreme' terrain, collect power-ups, avoid obstacles and shoot stuff. So we know where we are then, yes? Er, no. Not really. Check out the storyline and you'll discover that you're actually a futuristic bounty hunter.

Your job is to 'Intercept' the galaxy's most notorious villains – the ones that the five worlds' governments daren't face themselves.

It's not a race. You don't have to finish in front of anyone – in fact some vehicles you simply can't overtake, they stay magically in front of you, firing back, continually lowering your defenses as you zig-zag to collect homing missiles and armour-repairs.

And coins. Being a bounty hunter, all you're really interested in is cash, so silver and gold line your path. Collect it and you're free to spend it on upgrade goodies.

It's all a bit of a laugh, and in one-player story mode there's a pretty good progression through increasingly-tough though not massively varied levels. The big disappointment, however, is the



Hitting other vehicles means that soon you'll 'die'. Simply dip into your 'Clone Insurance' for another go.

Left: once in a while you come across a field full of cash, hiding invaluable weapon power-ups. Top!

These 4x4s with drive across, over or through anything but it's amazing how much objects like trees and buildings knock off your armour. But drive into 'em anyway. For a laff.

Off-World I.E.

Power points

Release date.....December
Players.....One or two
Levels.....50
Difficulty.....Medium
Info.....(0171) 979 0011

Uppers & downers

- ▲ Lots of levels
- ▲ Crazy trucks
- ▼ Unplayable two-player mode
- ▼ Unfathomable goals.
- ▼ Annoying video bits

Final verdict

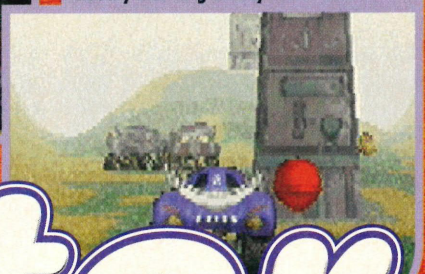
"Cheery, chirpy, mindless drivin' 'n' blastin' fun for one player. Headaches for two." ***Laurence***

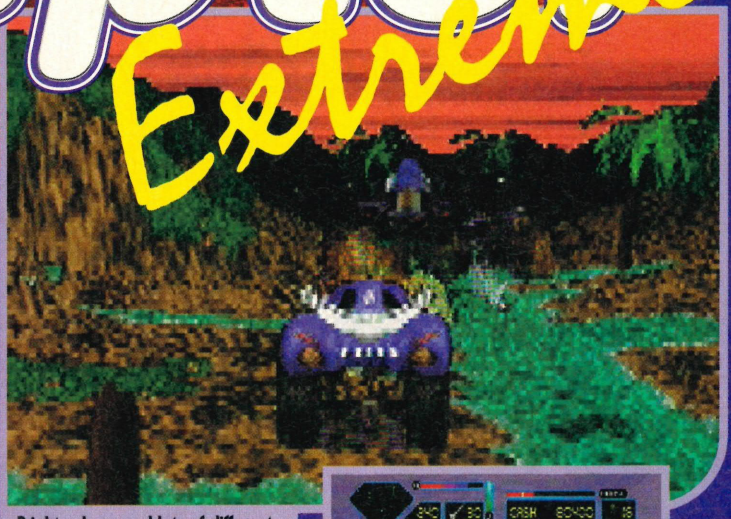
72%

Graphics	Sound	Addiction	Lifespan
8	7	7	6

...eptor Extreme

Left: ease off the throttle, let the fella on your right get ahead, and shoot him. Ha! Below: the red balloon to the right is actually incoming enemy fire. Avoid.





Bright colours and lots of different settings don't mask the lack of variety in gameplay. Sadly.

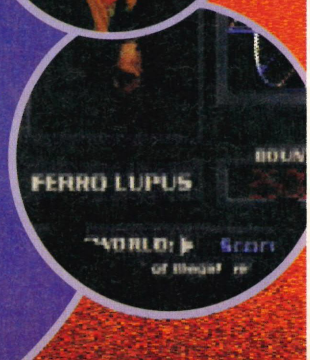
two-player split-screen mode. It's awful. Two of you blast along, trying to shoot each other. You can only shoot in front of you, and you cannot turn round through 180 degrees. This means only one player can attack at any time, and you're either going slow trying to get behind someone, or racing off trying to get to the bizarre purple teleport arrows that warp you backwards. Either way it's a nightmare and unplayable to the extent of pointlessness.

SEGA POWER

In Arcade Mode, select missions from each of five worlds.

Video nasty

The wacky funsters at Crystal Dynamics are obviously bored with lengthy video intros, so they've employed two silhouetted, overweight 'jerks' to provide a piss-taking commentary on the hammy action, Beavis and Butthead-style. Trouble is they're more annoying than the video itself. Tsk!



THE **OFFICIAL** VIDEOGAME MAGAZINE

FIFA 96

FIFA 96 on PC CD ROM, PlayStation, Saturn, 32X, Mega Drive, SNES, Game Gear, Game Boy and now on paper.

The definitive guide to the best soccer videogame in the world.

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OUT NOW!

See the 3D view? Better than a slap with a wooden door, you'll agree.

Battle Arena Toshinden

Stuff the PlayStation, its best beat-'em-up is now available for the Saturn. Chew on that, Mr. Johnny 'We're going to rule the world' Sony...

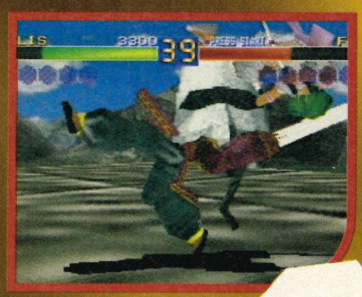
The PlayStation is a fine beast, to be sure. It's fast, sexy and cool. Sony have, it must be said, done an excellent job and made several veteran videogames companies look very complacent indeed. Has the initiative been handed over to Sony by Sega? It looks like it.

The other real question is over the PlayStation games. Much depends on *Psygnosis* who have done well up to now with *Wipeout* and *Destruction Derby*. And although the Saturn has received something of a mixed reception, it should have a slight advantage with Sega providing the software, although there aren't nearly as many third parties supporting the Saturn as there are the PlayStation.

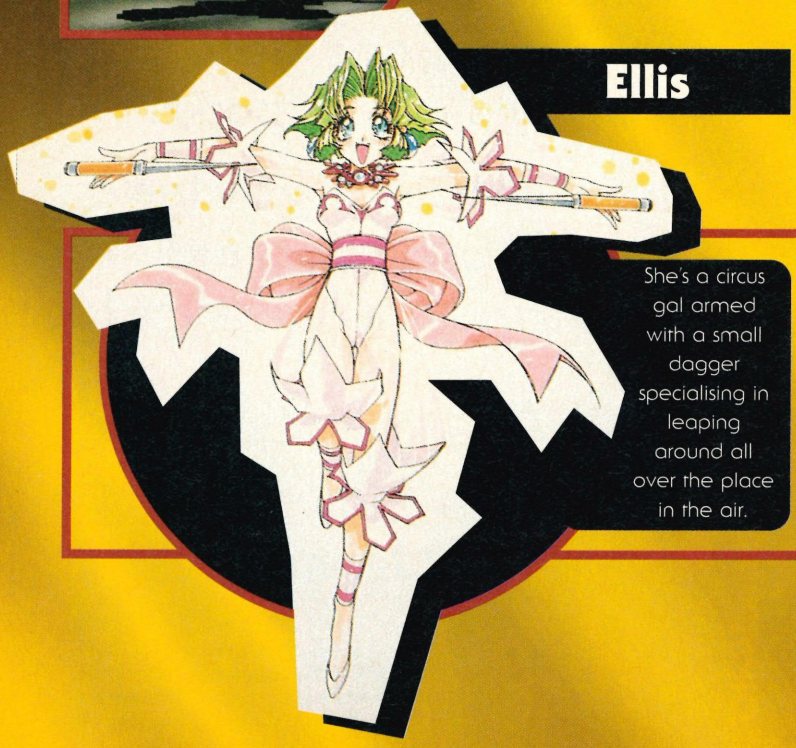
Weapons. There's no shortage of them in this game. No, really.

Takara is one of them. *Battle Arena Toshinden*, a Namco-developed product, is now available on UK import from the little blighters.

This is the first game to allow us something of a direct comparison between the PlayStation and the Saturn. It cannot be a complete comparison because it is rare for conversions to be ported perfectly to a new machine. But it should be enough to be getting on with.



Ellis



She's a circus gal armed with a small dagger specialising in leaping around all over the place in the air.

Kayin

Armed with a claymore and a special 'Deadly Ray', Kayin Amoh is a fighter to be feared. Looks like a bit of a nonce, mind.

Toshinden on the Playstation

See? This is a piccy of the Playstation version... Nice but on the crappy PlayStation it has to be said.

And now the Saturn. The differences are mostly to do with the resolution, speed and some minor graphical details.

ena hinden

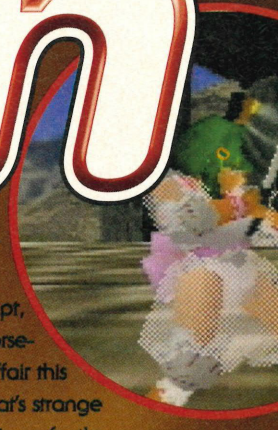
The thing about captioning is that it firms-up your conversational skills.

- Saturn
- £49.99
- Jap. Import
- Takara

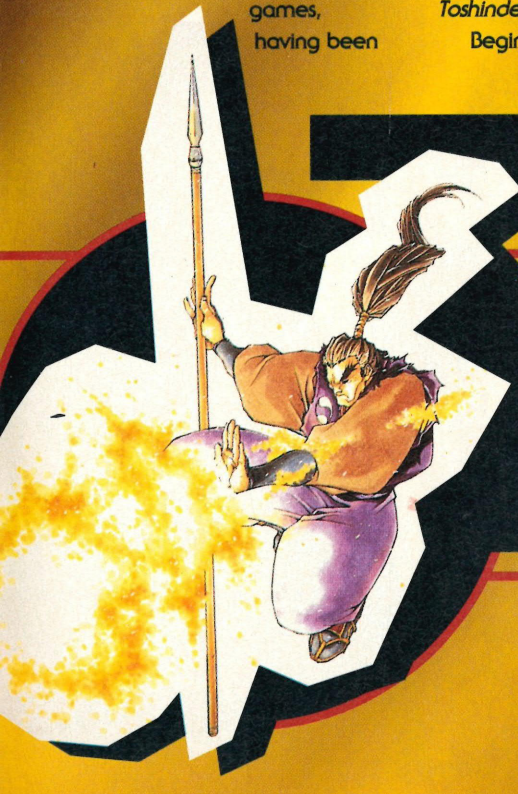
The first thing that should be said is that it is likely that we're going to see many more PlayStation hits coming across to the Saturn, with pretty well none in the other direction. This is good news for Saturn owners.

The second thing is that these games, having been specifically developed for the PlayStation, are on the whole going to be better than the Saturn versions. And it has to be said that this is pretty well the case with *Toshinden*.

Beginning with the boring technical stuff, it's obvious from this that the PlayStation version is a great deal slicker. The resolution in the Saturn version is lower and Ellis, wearer of a flimsy transparent skirt in the PlayStation attempt, sports a much worse-looking dotted affair this time around. What's strange is that the Saturn is perfectly capable of generating transparent graphics as the flickering flames in the background show.



Mondo



He's got a spear and he knows how to use it. Don't get on the end of it unless you want the shish kebab treatment. Lovely.

Run-Go

Schtoopid name. He's a yank (figures), armed with a flippin' great club which he's quite happy to use as brutally as possible.

1 Lights, camera...

Spot the useless camera angles. There's (1) a fairly normal sideways view (2) A longer shot for those people who are long-sighted. Get a grip. (3) A pretty useless overhead view and (4) a stunning impractical 'from orbit' angle. WHY?

2

3

4

Apart from this, the rest of the game seems all present and correct. The speed is so close to the PlayStation version's that it'd be churlish to complain about it. All the characters are included – in fact, it seems like a complete conversion.

All the Goraud shading is here. As is the texture mapping. Plus the characters can circle around each other, something they haven't quite sussed out yet in *Virtua Fighter 2*.

The backgrounds are mostly all there although to keep the speed up to scratch, some of the resolution has been sacrificed.

As for the game itself, it's certainly a fun beat-em-up. Starting with the options screen, you can alter the camera angle, adjust the game's difficulty and the strength of your character or change the controls if you want.

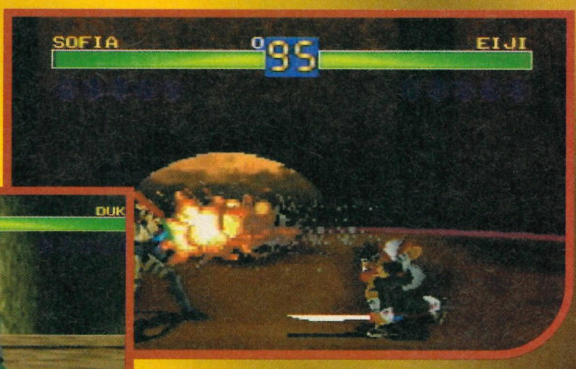
There's a selection of eight differently armed characters, and two hidden ones. The main problem I found here was a lack of actual punching and kicking moves. Too much of the game requires the use of weapons, which, whilst in itself was fine, meant that after a bit, proceedings got repetitive. Players tended to take to the air to avoid brushes with the opponent and it was pretty tricky to keep the action rolling fluidly.

Also, the 3D 'circling' system has its weaknesses as well as its strengths. For instance, although it's very easy to escape the clutches of your opponent, it's also correspondingly tricky to let off a

Ready. Steady...

Time for a scrap. I'll win.

A battle between Fo and Sofia would be good.



Duke

He's French and got a big sword which he likes and lashes all over the place when on a roll. Goodness.

Eiji

He's Japanese with a lovely blade. This blade has the rare ability to shoot fireballs around the place. (*Did you write this, Nick* – James) (*Yeah, problem w'that* – Nick) (*No, it's lovely* – James).

fireball in the direction you want, as you can easily find yourself facing in slightly the wrong direction.

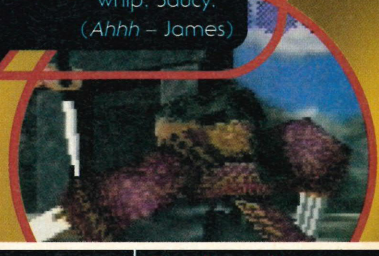
Nor did the characters strike me as having star potential in the way the *Street Fighter/Mortal Kombat* ones did.

But I'm being picky here. This is a good beat-'em-up and although *Virtua Fighter 2* dumps all over it, it's well worth taking a look at. If you can stand your smug, PlayStation-owning friends picking out all the minor glitches and errors that is. SEGA POWER

See that skirt? Very disappointing.

Sofia

Skimpily-dressed she may be, but as an ex-KGB agent, she's not one to point it out to. Her fave weapon is a whip. Saucy. (*Ahhh* – James)



Fo

He's Chinese, he's magic and he has three foot steel razor claws. Don't mess with him unless you're ready. (*Oh purlese* – James)

Toshinden

Power points

Release date	Out Now
Players	1-2
Characters	8-10
Difficulty	Variable
D.Machines	(01429) 869459

Uppers & downers

- ▲ It looks like the PlayStation one
- ▲ Pretty faithful conversion
- ▲ Stacks up well against VF 2
- ▼ But a little repetitive to play
- ▼ Too few characters

Final verdict

"A good conversion showing there's little the PSX can do that the Saturn can't. Worth considering." **Nick**

84%

Graphics	Sound	Addiction	Lifespan
8	5	7	7

Australian Rugby League

● Mega Drive ● £45 ● UK Release ● Electronic Arts ●

A game about a game played by men with oddly shaped balls. (Good gag – Ed.)

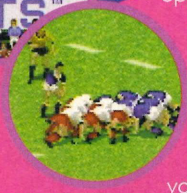
Another thrilling play is made. Next from EA their eagerly anticipated *Competition Trout Fishing* simulation with virtual rod technology.

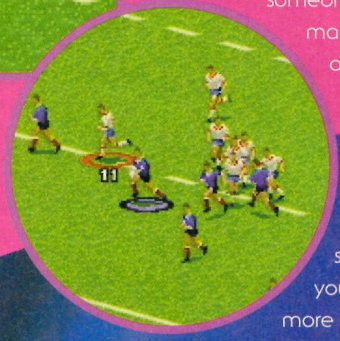
Rugby was invented when some kid was playing football at a posh private school. He picked the ball up and ran with it and everyone shouted for joy because some snob had invented a new game. Now if that was my school we would have just got shouted at for cheating, not cheered and congratulated. What a swizz. See there are benefits to going to private schools, if you cheat you don't get called a cheat, you get congratulated for inventing something new. Bah.

So after all the hoo hah of England getting yet another rumpting in yet another rugby World Cup, EA are coming out with their second attempt at a Mega Drive version of the, ahem, great sport. Unfortunately it's a great sport that just isn't suited to being a video game, as this proves.

Australian Rugby League feels sluggish when you play it. There's nothing more frustrating than getting near enough to tackle someone to see your man go for it only after you press the button, not at the same time. If your opponent switches from side to side then you're in even more trouble. The game soon dissolves into a mass of frenzied button pushing as your whole team piles onto the poor sod with the ball.

The board tells you if you score. You wouldn't know otherwise.



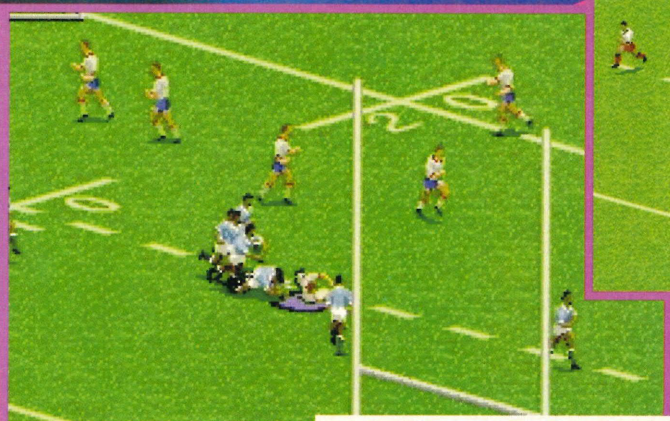


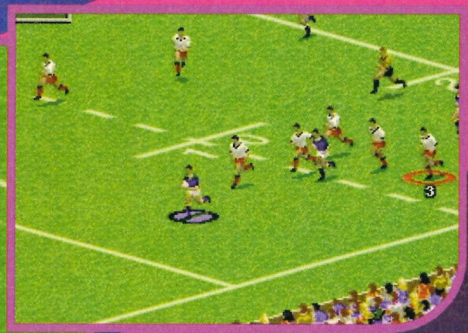
Although this game has been the cause of much hilarity (especially when on the first go my opponent's man ran straight into the post), it's too confusing to get any real enjoyment out of it. Winning a game is down to luck rather than skill. In something like *FIFA* you feel involved in the game, here you don't.

If you're a rugby freak then you're probably crying out for any game and you'll go for this. However, us more refined gamesplayers would prefer something in which we actually participated a bit more. A good attempt at bringing the sport to the Mega Drive but it doesn't measure up.

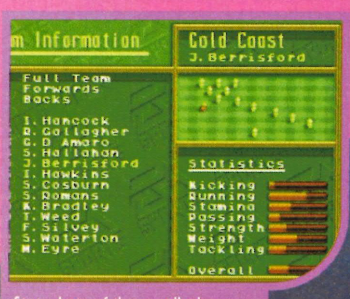
SEGA POWER

Rugby League, a game devised so that the town of Wigan could be famous.





An exciting break-away try is about to be scored. The crowd go wild etc.



Stats. Lots of them, all about large Northern men.

Wigan, Workington, Leeds. Rugby League is GLAMOROUS

Australian Rugby League

Power points

Release date	November
Players	4
Levels	N/A
Difficulty	Tough
EA	(01753) 549442

Uppers & downers

- ▲ Cool graphics
- ▲ Tons of violence
- ▲ Four players
- ▼ Too confusing
- ▼ Sluggish control response

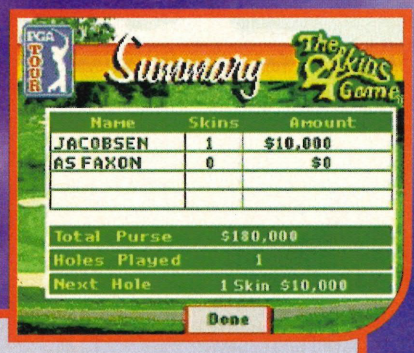
Final verdict

"A fair attempt but unfortunately, it just doesn't get you involved in the action enough." ***Les***

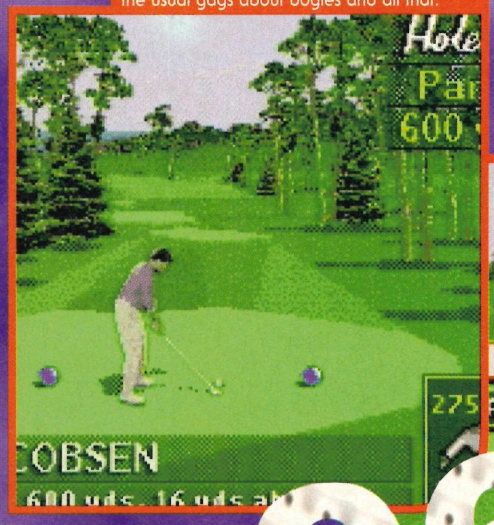
70%

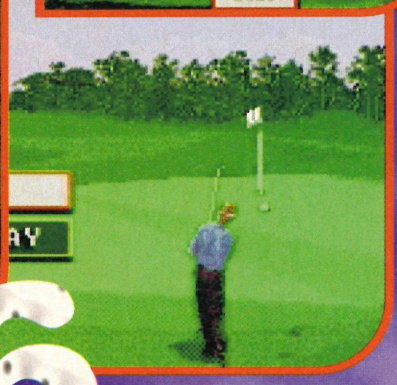
Graphics	Sound	Addiction	Lifespan
8	5	7	6

Use your giant magnet thing to make the metal club swing backwards in true cartoon style.



Note the imaginative use of the colour green, even for a golf game this is definitely OGed (over greened). We've refrained from doing the usual gags about bogies and all that.





Mega Drive • £45 • UK Release • EA •

PGA Tour 96

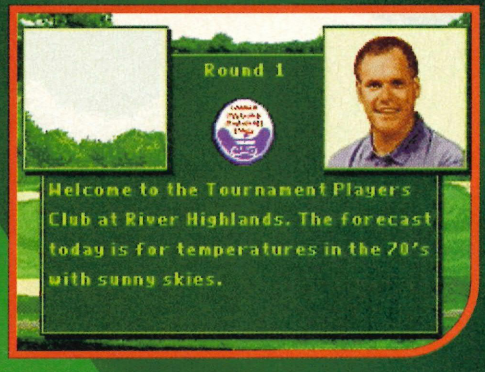
If it ain't broke, don't bother fixing it.

Look, just how much more can you to a golf game? After four attempts you would've thought that just maybe EA would sit there and think, "Yes, we've produced great golf games, let's not get ridiculous." You'd think that, but they don't.

PGA '96, better graphics, well yes we'll give them that. Better control interface, debatable but let's see what else they've got to offer. Three courses but who cares, they'll all be green anyway.

See that's the problem, the only thing that has been changed for the better are the graphics. Sure they look wonderful in their 3D splendidness but there have been sacrifices. For a start when the view switches to your new position the screen takes ages to update. Then there's this new green business. Take it from me, the old system was much better when they showed you all the slopes and angles of the green. This new thing of putting white dots on the green is not good.

Wahey, another comedy magnet. There also seems to be a couple of balloons floating across the course. All a bit too spooky for a golf game if you ask me.



Nah, for my money what you are looking at here is a completely surplus piece of software. If you haven't got a *PGA* game already then *PGA '95* and *Euro Tour* are being viciously discounted at the moment (down to as little as twenty quid). They were as good as it got. If you've already got one of those games and unless you want to see some slow 3D graphics why bother shelling out cash for an inferior sequel? The time really has come for the EA Sports team to think up some new ideas.

SEGA POWER

PGA Tour '96

Power points

Release date.....November
Players.....4
Levels.....N/A
Difficulty.....Medium
EA.....(01753) 549442

Uppers & downers

- ▲ 3D graphics
- ▲ Digitised characters
- ▼ Controls aren't as good
- ▼ Slow to update screen
- ▼ Nothing too new

Final verdict

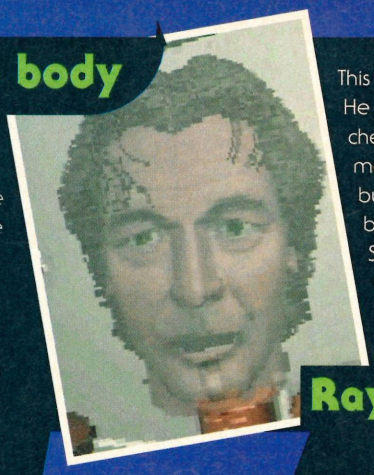
"*PGA* has nothing to offer anyone who has played the other games, so don't bother." ***Les***

60%

Graphics	Sound	Addiction	Lifespan
8	6	6	6

Ain't got no body

Heads frothing around in the misty ether are this month's special dish on the menu of bizarreness at the restaurant of absurdity. *Mansion of The Hidden Souls* is busting full of butterfly-ghosty-head-chimps just waiting to give you advice.

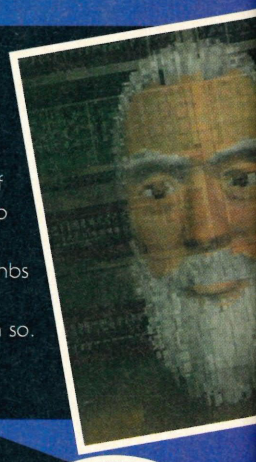


This is RAYMOND. He looks as if cheese wouldn't melt in his mouth but his heart is a black as a Skunk's turd. Or is it?

Raymond

Danny has the jaw of a bulldog and the constitution of a frog. Is he to be trusted? By the greased limbs of ol' Jacksy himself, I reckon so.

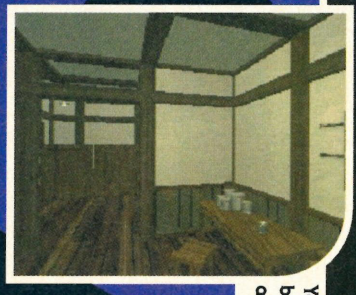
Danny



• Saturn • £39.99 •
• UK Release • Sega •

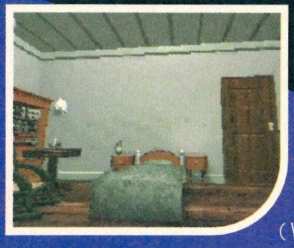
Mansion of the Hidden

Much like* Thunderhawk 2, *this game was out on the Mega CD first. Unlike* Thunderhawk 2, *though, it's got no helicopters. Plenty of butterflies, though...

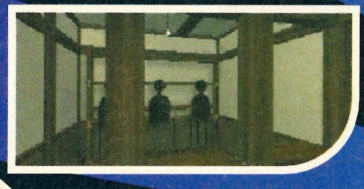


Yes, it's a butterfly. Pretty and all. HAPPY?

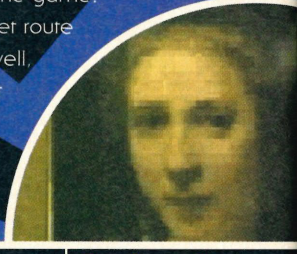
Well, whaddya know? Bumbling out of the chestnut wardrobe is chum of the dynamo himself, *Mansion of the Hidden Souls*. Out back in April of 1994, it was a pretty good Mega CD game all about running around a mansion created by a huge 3D graphics machine. We liked the idea, thought the graphics were chimpy but passable and although it was an interesting idea, it was too short and a bit easy. All about butterflies and rescuing your sister. Lovely.

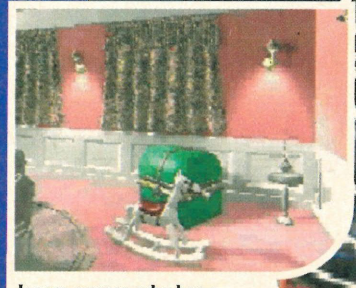


The Saturn version is VERY SIMILAR. You run around an almost identical mansion although you talk to real people now (they're still butterflies really) (*What are you talking about, man* – James). The layout's much the same, the puzzles are different, but still easy and, well it ain't *D's Diner* (3D roaming horror game from Acclaim).



Too much time is spent wandering around looking for the next bit of the game. There's no set route through – well, there is, but nor so's you'd notice – and this





Ignore anyone who has a room like this.

Mansion of the Hidden Souls

Power points

Release date	Out Now
Players	1
Rooms	About 10
Difficulty	Non-existant
Sega	(0171) 3733000

Uppers & downers

- ▲ It looks okay
- ▲ Um, it's a bit different
- ▼ Quite atmospheric
- ▼ It's far too easy...
- ▼ ...and a bit boring

Final verdict

"A thinly-veiled rehash of the Mega CD version of two years ago. A very 'alright' Saturn release." ***Dean***

68%

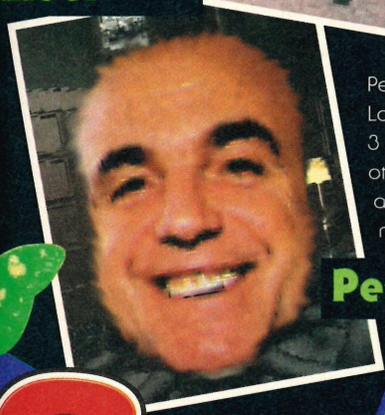
Graphics	Sound	Addiction	Lifespan
7	7	7	5

Elder is old and wise, much like an owl but with less feathers. He appears Obi-Wan Kenobi style to help you through the end bits.

Elder

Josy looks like Pat from Eastenders and gives you a pack of Tarot cards. She wears far too much make-up and is friends with sailors.

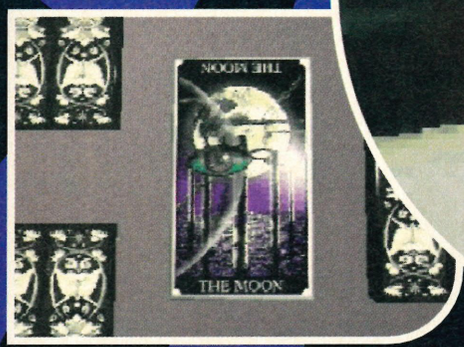
Josy



Peter runs a crappy nightclub in London where pop stars and page-3 girls drink too much and kiss each other's navels. He has a strange antiquated view of women and is not to be trusted. According to me, anyway.

Peter

Souls

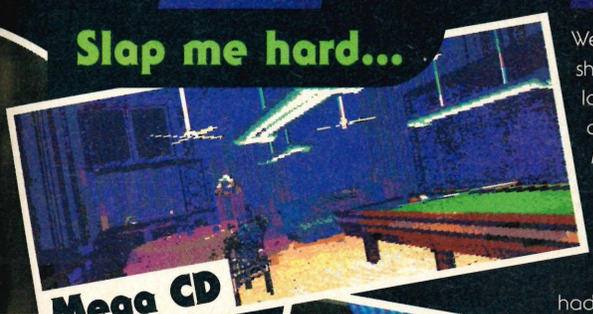


all tends to lead to a deep boredom pretty quickly.

There's no real case for 'Well it's something interesting to show your poor Mega Drive friends', because they won't be that impressed. Stick to *Sega Rally*, that's our advice.

SEGA POWER

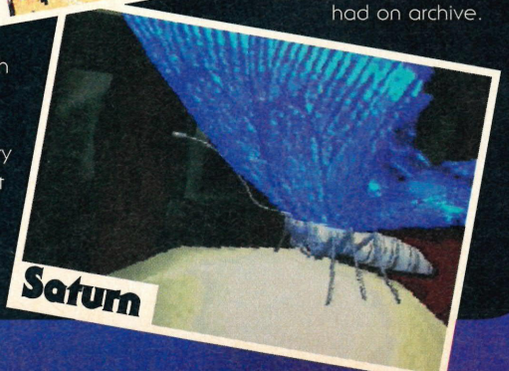
Slap me hard...



Mega CD

We wanted two shots of the same location, but we didn't have the Mega CD version any more. This is one of the best grabs we had on archive.

Yes, much better. There's a bit of fuzziness, but it looks pretty good. If you sort of squint at the screen, that is.



Saturn

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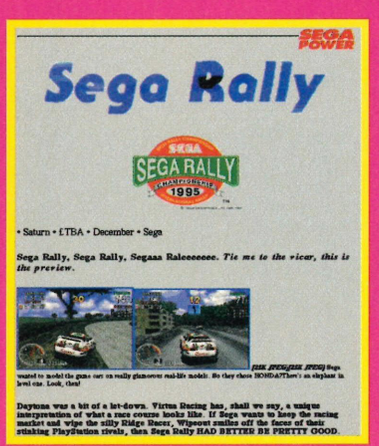
and this!


SEGA POWER

Sega Rally

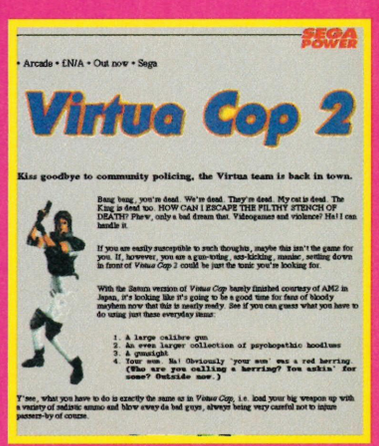
SEGA RALLY CHAMPIONSHIP 1995

• Saturn • LTBA • December • Sega

Sega Rally, Sega Rally, Segaaa Raleeeeeee. Tie me to the vicar, this is the preview.

SIX SPECIAL SPECS! Sega wanted to model the guns on really glamorous real-life models. So they chose BONDAGTher's an elephant in level one. Look, then!

Daytona was a bit of a let-down. Virtua Racing has, shall we say, a unique interpretation of what a race course looks like. If Sega wants to keep the racing market and wipe the silly Ridge Racer, Wipeout smiles off the faces of their stinking PlayStation rivals, then Sega Rally HAD BETTER BE PRETTY GOOD.


SEGA POWER

• Arcade • £N/A • Out now • Sega

Virtua Cop 2

Kiss goodbye to community policing, the Virtua team is back in town.

Bang bang, you're dead. We're dead. They're dead. My cat is dead. The King is dead too. HOW CAN I ESCAPE THE FILTHY STENCH OF DEATH? Phew, only a bad dream that. Videogames and violence? Ha! I can handle it.

If you are easily susceptible to such thoughts, maybe this isn't the game for you. If, however, you are a gun-toting, ass-kicking, monster, settling down in front of *Virtua Cop 2* could be just the tonic you're looking for.

With the Saturn version of *Virtua Cop* barely finished courtesy of AM2 in Japan, it's looking like it's going to be a good time for fans of bloody mayhem now that this is nearly ready. See if you can guess what you have to do using just these everyday items:

1. A large calibre gun
2. An even larger collection of psychopathic hoodlums
3. A gunsight
4. Your own. No! Obviously 'your own' was a red herring. (Who are you calling a 'herring? You eatin' for some? Outside now.)

Y'see, what you have to do is exactly the same as in *Virtua Cop*, i.e. load your big weapon up with a variety of realistic ammo and blow away da bad guys, always being very careful not to injure passers-by of course.

Videogames • Computers • Music • Bikes • Sci-Fi and more!

GP Hang-On 95

• Saturn • £39.99 • Jap Release • Sega •

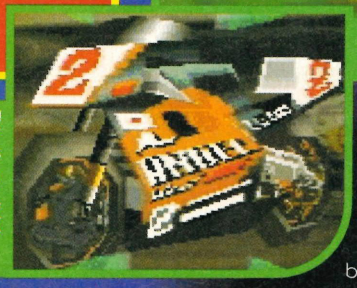
Get yer tips 'ere

In an amazing show of gaming prowess, we've already managed to find a couple of tips for this astonishing game. Um, hurrah?

Complete all six tracks and you get an extra five bikes.

Interesting enough. If you then complete all the tracks in Endurance mode, you get an extra six tracks. Astounding! Well, not really, it's a mirror mode option. Thanks to reader Neil Crayne for this last bit of info.

... . the Editor of .... has a head like the Mekon and doesn't smile.



This, if you didn't know, is a motor bike. Glad we are. Glad as God!

Snigger time.* GP Hang On *makes the unfortunate mistake of appearing in the same issue as* Sega Rally. *Ha Haa...

It's one of two things. Either:

1) This game was written by somebody who used to work for AM1 (or 2, or 3 or what-bleedin'-ever number they are now) and got the corporate 'shove' for staying a bit too long at the house of Mr. Crap.

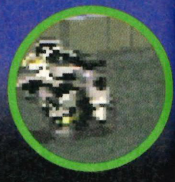
Or...

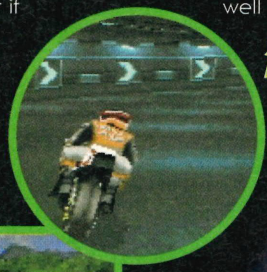
2) This game was written by somebody who worships the ground that the tiny-footed Yu Suzuki skips lightly over, wants desperately to work at AM thingy... but can't... 'cos he's still a bit crap.

Sooo, the game: Not bad, really. It's fairly smooth, fairly fast and it looks fairly okay. The easiest way to describe it, though, is to say that if you bought this and not *Sega Rally*, you'd cry, lots.

The bike moves very unconvincingly, the challenge is very low, the options are okay, but even *Daytona's* were better than this.

Oh yes, one more interesting point. Whoever 'did' this game almost certainly 'did' *F1 Live Information*, as well. Doesn't bode well really.

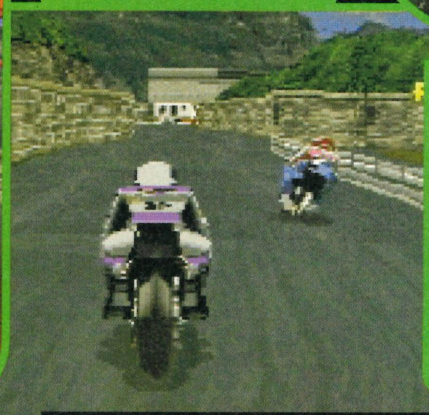




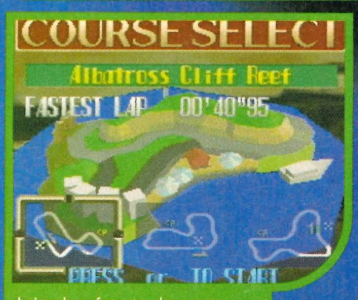
SEGA POWER

Here's a bike... coming out of a tunnel and looking all hard and bikey. Oh, happy we are.

DON'T BUY *SEGA RALLY*... BUY THIS. Only kidding.



As interesting as washing your feet and going to bed early.



I simply refuse to do seven captions for a single page...

...review. It's not humanly possible I tells ya.

GP Hang-On '95

Power points

Release date.....Out now
Players.....1
Tracks.....6
Difficulty.....Beginner/Medium
Dream Machines (01428) 669469

Uppers & downers

- ▲ Plenty of tracks
- ▲ Hefty options
- ▲ Graphics?
- ▼ Plays a bit ropey
- ▼ The bike sounds awful

Final verdict

"An extremely average game. Hmm, basically two words: *Sega Rally*. No other criticism is needed." ***Dean***

70%

Graphics	Sound	Addiction	Lifespan
7	3	6	7

This is how it looks if you opt for the non-television busting mode.

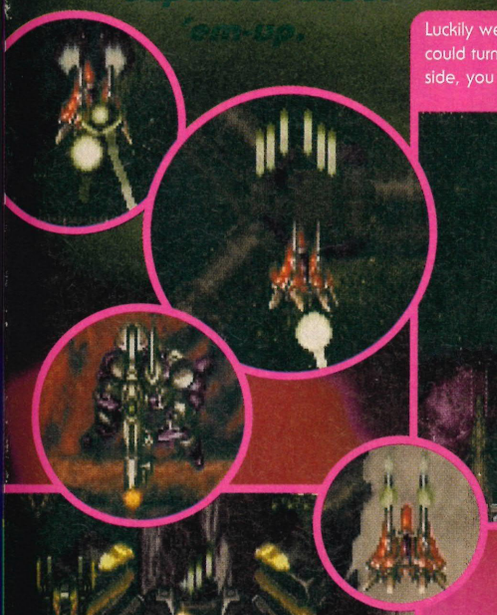
Bit of a pub game this. DON'T ASK!

This is the the 'turn your telly on its side and invalidate the warranty' option.

Layer Section

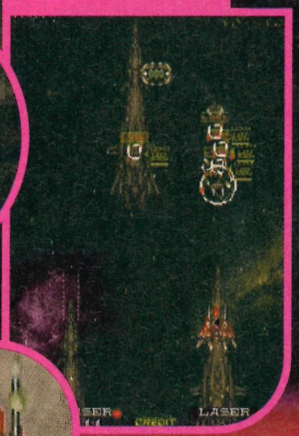
Ouch! My fingers! This game HURTS! Yes, it's another badly-designed stupidly-named Japanese shoot-'em-up.

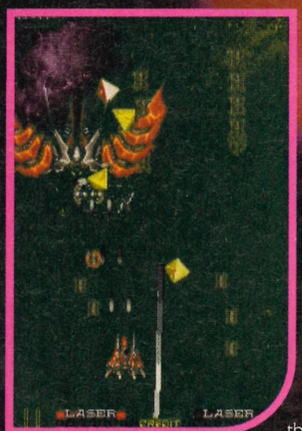
• Saturn • £49.99 • Japanese Release • Taito •



Behold! My lasers are green and you, boss thing, shall die.

Luckily we could turn our telly on its side, you know...





... because it's not that big. What if you've got a 24" monster, eh?

From the country that's given us bizarrely-named shoot-em-ups like *R-Type* (huh?), *X-Ranza* (whaaa?), *Assault Suit Leynos* (fruitcakes) and *Glay Lancer* (take me outside NOW!) comes another, *Layer Section*.

Obviously after the programmers finish a game, it gets passed onto the 'Let's Stick Two Random English Words Together And See What Happens' dept. Why not just call it *Xmrfmble Zqrijhgle* and just forget about accurate translations into English altogether?

This is a conversion of one of those frenetic arcade shoot-em-ups, also called *Layer Section*. In fact, it's so accurate that when you're playing in two-player mode and your trusty pal gets offed, the legend 'Insert Coin' appears.

This starts as a vertically-scrolling shooter and you'll soon find there's really not enough space on the screen to move when things get really frenzied. You'll therefore tend to die rather often.

The answer is 'Arcade Mode'. If you now turn your TV set on its side, you can play in a vertically-scrolling-but-loads-more-space mode. Unfortunately, this isn't a game which converts well to the joypad. One fire button launches missiles which lock on to certain targets. The other is a repeating gun. The gun will keep firing if you hold the button down but you need to keep stabbing on the missiles to loose them off. Ouch.

But get a big clunky arcade joystick base and this is great.

Two player mode is also a dog. It's hard enough to avoid the enemy weapons when there's one of you. When there's two, it's impossible to keep up. Sigh.

SEGA POWER

Remember the original *Space Invaders*. Rubbish, wasn't it?

Layer Section

Power points

Release date	Out Now
Players	1-2
Levels	N/A
Difficulty	Medium
Dream Machine ... (01429) 869459	

Uppers & downers

- ▲ Fast, furious action
- ▲ Great with an arcade joystick
- ▼ Unplayable with a joypad
- ▼ Silly conversion flaws
- ▼ Impossible two-player mode

Final verdict

"Energetic shooter but its flaws make repeated go's too painful. Excellent with an arcade stick though." ***Nick***

79%

Graphics	Sound	Addiction	Lifespan
8	7	7	7

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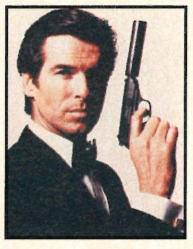

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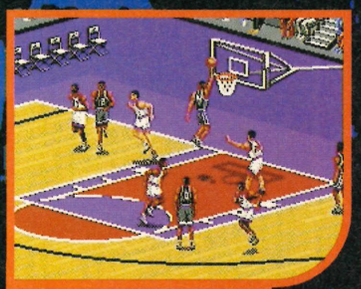
NBA Live '96

• Mega Drive • £44.99 •
• UK Release • EA •

The result of the shortest product development meeting in history finally arrives. What a shock!

Have you seen those EA recycling bins in supermarket car parks? Oh they exist alright! Simply pop in an old EA sports cart and wait a few months. Then hoof down to your favourite games retailer and there's your old cart, together with a new box, available for the bargain price of £45. Yes, there's a message here – stop bloody ripping us off EA!

About four years ago EA had a few decent ideas, executed them well and promptly fired all their creative staff. Now we're left with version upon version of *FIFA*, *NHL*, *PGA* and – of course *NBA* which got a massive overhaul last year, er, a slight fiddle with the perspective and remains largely the same this time around.

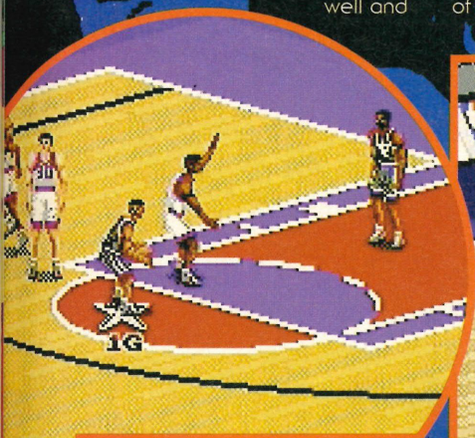


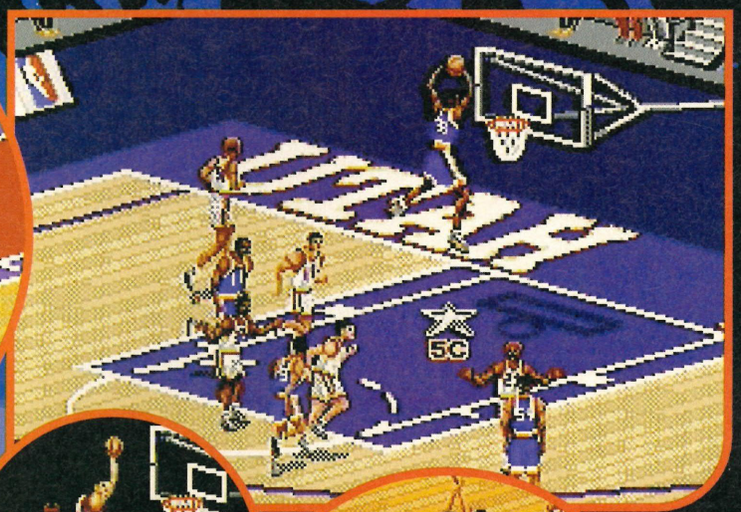
A basket is scored and no one cares in the slightest.

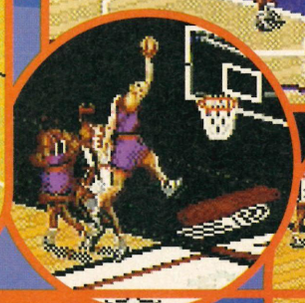
Okay, new features then, not a lot, but here we go: Naturally the '95-'96 schedule is in place, all 29 NBA teams are there together with two All-Star teams and four custom teams, the players are all real and come complete with '94-'95 stats, the player and crowd animation has been improved slightly as have the strategy options (on-the-fly play-calling, animated play diagrams and the like) and last, but not least, custom players can now be created as well as modified. Nothing ground-breaking, but all good tweakage.

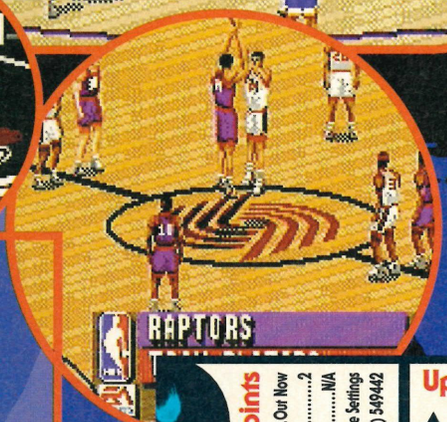
That's it, I've finished with this basketball extravaganza now. I'm just off to my local supermarket car parks to give the boys at EA a hand with *NBA Live '97*. Good grief...

SEGA POWER







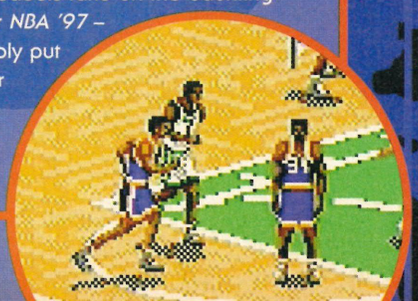


All the excitement of real basketball. OK, so that's not a lot of excitement but hey.

Help EA and win!

It's a tough life working at EA. Not only do they have to re-market the same old games every year, but they have to create new packaging as well!

Well, take next year off boys and have a think about some NEW games while our readers take on the daunting task of designing the cover for *NBA '97 – So Very Tired*. That's right, simply put crayon to paper and post your entries to the usual address. Remember, all those printed win some stuff!



NBA Live '96

Power points

Release date	Out Now
Players	2
Levels	N/A
Difficulty	Time Settings
EA	(01753) 549442

Uppers & downers

- ▲ As playable as ever
- ▲ Options-a-plenty
- ▼ Same old tat
- ▼ Same old tat
- ▼ Same old tat

Final verdict

"As good as ever, but unless you're some sort of statistic mad wibbler buy an older version on the cheap." ***Dean***

60%

7	6	6	6
Graphics	Sound	Addiction	Lifespan

EDGE

Nintendo 64
The inside story

No other hardware launch has been as clandestine. No other gamebox has so much to live up to. **Edge** reports from Tokyo on the debut of Nintendo's 64bit machine and interrogates the visionaries behind it

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Power Tips

Relaxing in front of a log fire with a glass of brandy and a stoopid party hat hanging off one ear, your thoughts are going to turn to the subject of games and how to play them. Believe us, we've seen the Xmas TV schedules. Where better to come than the ever-reliable Sega Power Tips section?

Q&A

Your tips tonsils tongued into submission overleaf...

Cheats & Hints

Some drooling madman with all the answers

Fresh tips straight from the NET

This Month Earthworm Jim 2!

Beavis and Butthead 80
Shaq-Fu 80
Red Zone 80
Theme Park 80
NBA Live '95 80
Comix Zone 80
Batman and Robin 80
Earthworm Jim 80
Streets of Rage 3 80
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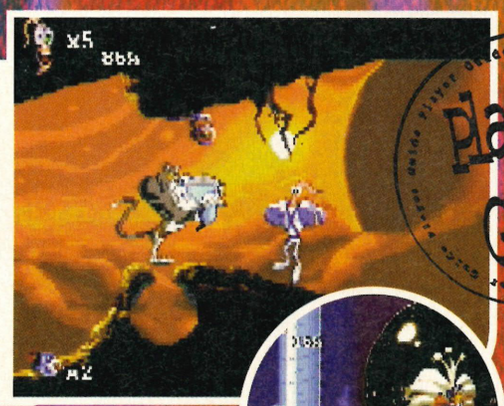


Earthworm Jim 2
It's brilliant, funny, enjoyable and other words like that. Hence this guide.

FIFA Soccer, what a game. Don't know how much longer EA can keep churning them out but here's tips anyway.

Now Power Tips might not seem like loads of fun but they are really. Someone out there probably likes them.

Q&A

Back for another month, it's time to see what tips mutants have managed to crawl onto the gaming dry land. SHOOT THEM BEFORE WE ALL DIE!

Send in your Questions and Answers to:
Q&A Tips, *Sega Power*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW. Please remember to include your name, address and if it's an 'Answer', the person and issue number to which you are referring.

Any excuse for some *Earthworm Jim* pics, eh?

Laugh at the worm's funny feet, everybody.

Beavis and Butthead

Mega Drive

I am getting into real trouble for wrecking the house when I can't get any tickers on the Mega Drive version of *Beavis and Butthead*. How can I sort it out?

Daniel Bowers and friends, Oldham

Nick suggests: Try looking in the June 95 issue!

Shaq Fu

Mega Drive

Can anyone send David Chilton in Manchester a code for infinite energy on *Shaq Fu*? DO IT NOW!

Earthworm Jim

Mega Drive

Andy from Guernsey cannot finish *Earthworm Jim* because he is unable to kill the Evil Queen. Can anyone help him at all?

I hate Bjork and so do these two.

Streets of Rage 3

Mega Drive

Steve from Guernsey cannot get onto level 8 in *Street of*

Cheats & Hints

Sliding the tips dagger between the shoulder blades of the gaming establishment.

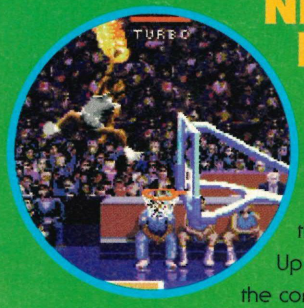
Mega Drive

Red Zone

Having trouble wandering through *Red Zone*? Keep getting 'done' by the enemies? Want to roam proud and free, as Freddie Mercury does up in his little home in the sky? Enter the following password, then: B, A, A, B, A, A, C, B, C, A, A.

Theme Park

Enter your name as zarkon! Now collect £10 000 000. Go do it now.



NBA Live '95

Cor! Quite a nice little cheat, this. At the player Set-Up screen, move the controller icon so that it's under any team you like, and push Up until an option named "Start New" appears. Press Start and enter REFLOG as your name. Press Start again, and you'll be in for a round of golf! Lovely! Oh, and if it's a practice mode you've been waiting for, just keep holding A for turbo. While you're doing this, press Start and everyone else on the screen except you – that's except you – will freeze. That's except you, EXCEPT you.

Why not, shorts boy. And you can stop that hiding behind the skull thing as well.

Build a theme park and contribute to the moral and intellectual decline of this country.

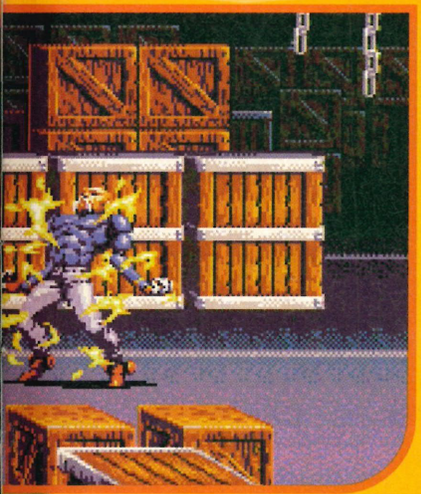
Comix Zone

Ooh... this is so simple. Ever fancied seeing just who is really responsible for the cart we in the business call '*Comix Zone*'? Well, just get to the options screen, and then press and hold A, B, and C. Like so.

There, darlings.

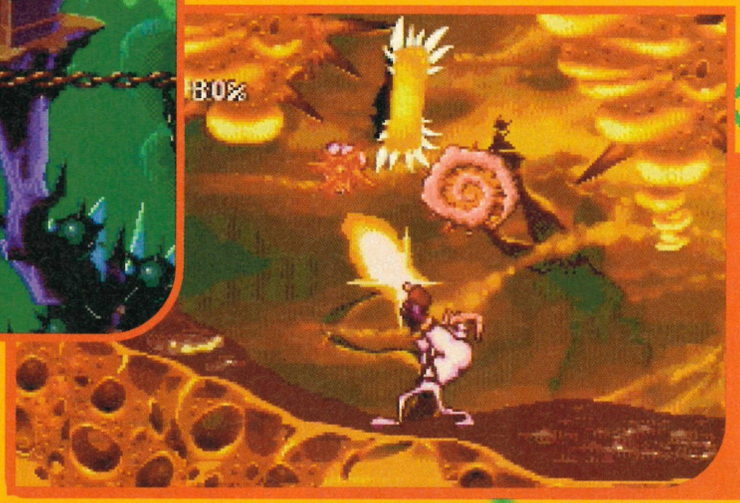
The Adventures of Batman and Robin

Bad Luck, eh? Tsk. Terrible, isn't it? Like when you're walking through an apparently disused minefield, or trying to carry an elderly relative down a flight of stairs in the dark. But, if you're playing *T.A.o.B.a.R.*, however, it can also be, like, rather good. Start the game and pause it, then press B, A, Down, B, A, Down, Left, Up, C (kind of like Bad bad, er, Luc), and you'll be whisked off to the next stage. Good.



Rage 3. Any helpful thoughts there folks? Send them in to the usual address.

More *Earthworm Jim*, WHAT IS GOING ON HERE?



I reckon Laura's had a bit of a worm fetish come over her.

Earthworm Jim CD: Special Edition

Mega CD

Never expected a letter from the other side of the channel, did ya? (*That some kind of TV thing?* – Schtoopid Ed.) Well, here it is.

I'm a 37 year old 'kid' from Holland. I've been buying your magazine and you've never disappointed me as far cheats are concerned, until now.

It's *Earthworm Jim CD*. You've given me (almost) all the cheats I need, except for one. I haven't been able to find the cheat for the level called 'Who Turned Out The Light'. I know it's there because I've already found the ragtime music track on my regular CD player.

Please help me. I'm desperate, I think.

Paul Bastiaansen, Holland

SEGA POWER

Cheat Cart Codes

Action Replay

Game Gear

Dracula

00C53AXX . . . . Level Select
00C54014 . Infinite Weapons
00C53C01. Infinite Continues
00C53D03 . . . . Infinite Lives

Mega Drive

Mega Turrican

FFBF260003 . . . . .
Infinite Lives
FFBF200032 . . . . .
Infinite Energy
FFBF290092 . . . . .
Infinite Time

Yogi Bear

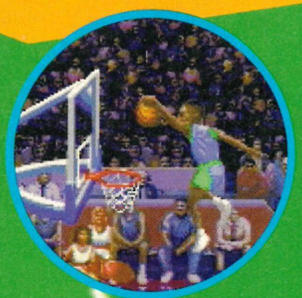
FFBF260003 . . . Infinite Lives
FF9F8F0005 . . . Infinite Energy

Game Genie

Game Gear

Jurassic Park

Invincibility C98-26D-19D
Invincibility-
arcade 3A6-E78-2A2
Infinite Lives . . . 3AC-B49-2A2



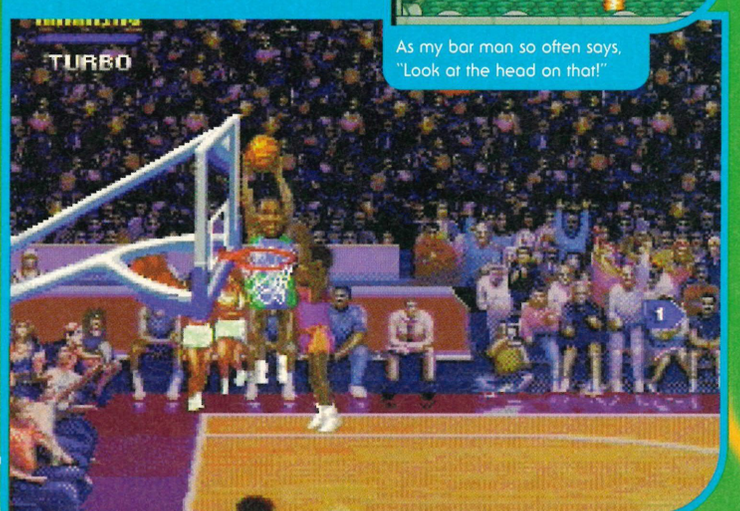
NBA Jam Tournament Edition

Go ourside and get an All-Star NBA Team. Go on, do it. See? Toughness itself. Still, with the help of, well, *Sega Power*, you can have as may as you want! Get that game what's called *NBA Jam TE*, and enter C, Up, Down, B, Left, A, Right, Down and then press Start while you're at the title screen. Enter your initials as JAM. Now – bloody hell! – you've got an All Star team!

Mega Bomberman

Passwords to the end levels, you want. And thanks to Jamie Vincent of Arbroath, you can have them all.

Look, a puzzle game. HOW BLOODY EXCITING CAN YOU GET.



As my bar man so often says, "Look at the head on that!"

Sorted

• Issue 72 •

Puggsy

I have the answer for Stefania Nikolic, issue 72. Type in these passwords to get to any part of the game:

Access any level:	End of level racoon:	End of level:
600 276 007	377 503 570	377 501 370
714 325 661	653 677 333	673 766 133
027 316 576	740 161 204	740 661 244

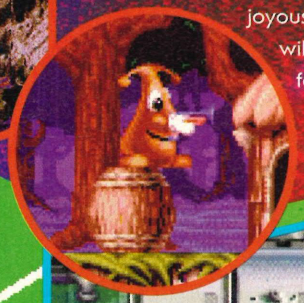
Andrew Baxter, Hastings

Thanks for that Andrew, a T-Shirt is in the post.

• Issue 70 •

Ecco 2

Pause the game while Ecco is facing you (towards the screen). Then press Right, B,C,B,C, Down, C and Up. If you successful a joyous cheat menu will lay itself out for you.



• Issue 72 •

Wonder Boy

Press Down and Start on the title screen. Then push Up on the joypad to choose the starting level.

• Issue 73 •

Road Rash 2

Hold Down, Up, A,C and Start. Some chords will strike and when you go to the bike shop the Wild Thing 2000 is all yours.

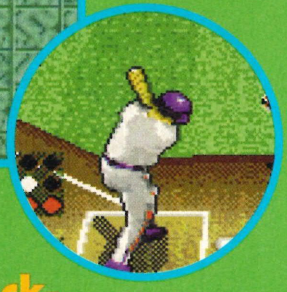
Cheers to Mohammed from Southampton for these top cheats.

World 5
Stage 1: 8114
Stage 2: 2814
Stage 3: 1134
Stage 4: 5654
Stage 5: 7954
Final World: 0515

True Lies

Arnie's good, isn't he? Oh yes. No doubt about it, missus. Yes indeed, vicar. His cart counterpart, however, is less than top. To kit him out with Infinite Lives, Infinite Continues and Full Weapons, slap the following codes in:

Weapons: . . . . . .BGWPNS
Lives: . . . . . .BGLVS
Invincibility: . . . . . .BGGRLY



and press Right, Right, Down, Up, Left, Right, Up, Up, Left, and Down. There you go, then...

Mine Level
FBWC
QP7R
WJTV

Tree Level
RRYB
ZS9P
XJSN
CGDM

Sand Level
TJ1F
GSG3
BMHS
Y4DJ

Mega CD

Panic

Bit of an odd game, this, but at least we're now able to make a bit more sense out of out with the use of this startlingly useful Scene Select cheat. Just get to the title screen,

32X

Black-thorne

While you're at the passwords screen, enter the following nonsense to make life that little bit more manageable.

True Lies, a game with guns, bushes and lamp posts. THESE ARE THE BEST BITS, FOR CHIMP"S SAKE.

Baseball means absolutely nothing to me. It's always looked a bit easy as well.

Grovel at the ref's feet to increase your chances.

• Issue 73 •

ToeJam and Earl 2

In Power Tips, issue 73, Daryl Subramaniam from Bognor Regis asks for *ToeJam and Earl 2* passwords from level six onwards. Firstly, passwords are given every two levels from level three, so there is NO password for level six. But as I have completed the game, I enclose all the passwords:

Level:	Password:
3	RWAWRZ2K6813
5	RAYW5Z6D7J8!
7	VYW4EK-56V17
9	VDFQY!Q5J91R
11	PYANNCD2T8JC
13	JHWNJ!0MTI06
15	JXXLJ!8Q0Q13

Thanks to A. East for these.

Sonic 2

Mega Drive

Hello *Sonic* fans. I saw something very strange today in issue 73 of *Sega Power*. *Sonic 2* was at No. 5 in the Mega Drive charts. So I said to myself, why not give them some cheats and here are some below:

Level select:
Go to the options screen and play tunes 19, 65, 9 and 17 on the sound test. Press Start to get back to the title screen, hold button A and press Start again to get to the level select.

Super Sonic:
Enter the level select and from the sound test play tunes 4, 1, 2 and 6. Select a level and play as normal. Collect 50 rings, press B and C together and Sonic will go super.

William Mairs, Greenford.

Castle Levels
HCKD
NRLF
J6BZ
MJXG
K3CH

Tree World
RRYB
ZS9P
XJSN
CGDM
That's your lot on that.

RBI Baseball '95

Time Warner, eh? They're funny old duffers. And surprisingly good at baseball, too. Wanna see 'em play? You're sad. Ah well - here's how: At the passwords screen, enter A, Q, Y, F, F, K, O, T, O, K, H, T. You are now the Time Warner team. Good, no?

SEGA POWER

Seg@ Powerd Up!

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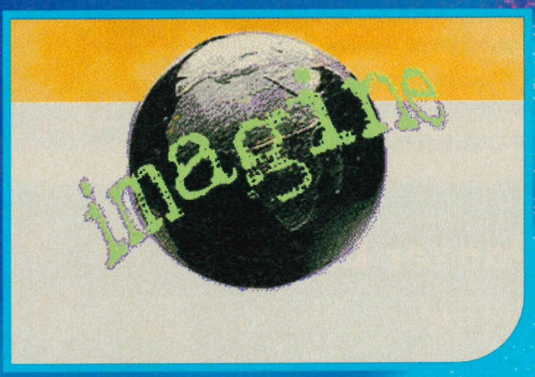
FutureNet
http://www.futurenet.co.uk

FutureNet? Well – that's our very own little site, recently named among the top 5% Internet sites in the WORLD. All the latest news, previews and reviews on just about any system you'd care to mention, as well as providing a healthy tips service along with it. Go there. Now.

Game Players
http://www.gameplayers.com
Oh... they're not so bad, really. Bags of America-based gaming nonsense, backed up by a decent wadge of tips. Pretty good.



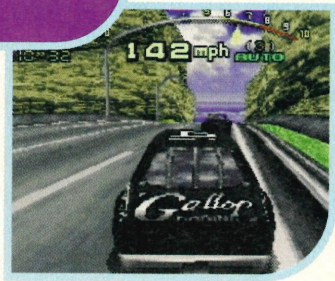
Well, they've got a few nice pictures, I suppose. And a bit of a reviews section. And a tip or two. But it's not really particularly good, it has to be said.

Paragon On-line
http://www.paragon.co.uk

Paragon online

Saturn Ch

Daytona USA



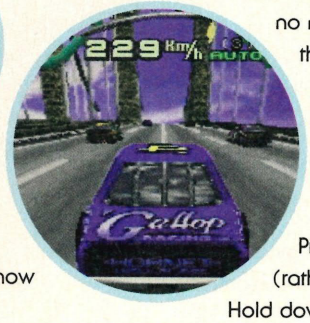
Enter your initials at the name-entry screen as SEX. For some reason not immediately apparent, the game will automatically 'censor' a word as rude as that, and will change one of the letters.

At the cinema, move diagonally UP-LEFT, and press A, B, X, Z simultaneously. While holding these, press START. You'll now be able to select to play as a horse, should you wish.

After you've done the previous cheat, beat any track in Endurance mode, and you'll manage to find another horsey option, where you'll be accompanied by a slightly smaller, dewy-eyed four-legged friend. Lovely.

Come first in any of the tracks you race, and, once you are at the screen where you enter your initials, enter either PAI or LAU. You'll now hear a snippet of in-game music from *Virtua Fighter*. Also try J.M, A.Y, J.B, K.M, S.B, W.H, Vft, TET, ANI, HSB, AO., KAG and NAG.

At the end of a race, when you're asked for your initials, enter the initials of other Sega games, and you might just hear their in-game music. For example, try V.R for *Virtua Racing*, V.F for *Virtua Fighter*, ORS for *Outrunner*, or A.B for *Afterburner*. Just how useful is that?



When the pit crew remove your tyres, press A, B, C and START. Now if you now watch the demo/intro thing you'll notice that the chimps didn't manage to put your tyres back on, and your car has turned into some sort of bizarre floating, look-mum-no-wheels type of automobile.

Karaoke Saturn? Set the playing mode to Arcade, first of all. At the track select screen, hold UP on the D-Pad, and press C to select the track while still holding UP. Now no nasty singing. If you've got the Jap version of the game, the words of the song will scroll across the bottom of the screen. So you can sing along, like.

Prefer Miles per Hour to those (rather odd) Kilometre things? Hold down X, Y and Z on pad two

Panzer Dragoon

At the title screen, press start. Then enter Up, X, Right, Y, Down, Z, Left, Y, Up, and X. You should hear a screech if you've managed it correctly. Now, enter the game and wait for the screen to turn black. When it does, press and hold C (for quick, purple shots, as well as blue lock-on shots), or B (for high powered red shots), Z (for green shots and blue lock-ons), or Y (for a red machine gun). Good, eh?

Want to be able to roll at any time of the game? At the title screen, press Up, Right, Down, Left four times in a row. You'll hear a crashing sound and "Rolling Mode" should also appear on the screen.

For a dragonless flight, go first of all to the Saturn Set-Up mode, where you should choose German as your language. Once you've loaded up the game, go to the title screen, and press Up, X, Right, X, Down, X, Left, X, Up, Y, Z. Got that?

At the title screen, highlight Normal Mode, and tap button L, button R, button L, Button R, Up, Down, Up, Down, Left and Right. The words 'Wizard Mode' should show up just below the title. Now things'll get just that little bit harder.

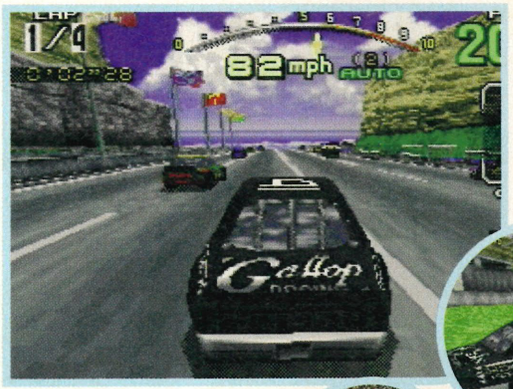
Go to the title screen, and press START. At the 'Normal Game' and 'Options' screen, do this: Up, X, Right, Y, Down, Z, Left, Y, Up, X. You'll hear a pained dragon if it's done correctly. Now, when you die in the game but have no more continues, a red (not blue) polygon figure will drop down from the skies above and form the word 'Sega'.

In a festive spirit of loveliness and giving, we've rounded-up all the Saturn tips we can find and put them all in to one, easy to use Saturn tips section. Some are new, some are not, here it is, deck the boughs.

eats

on that there title screen, then.

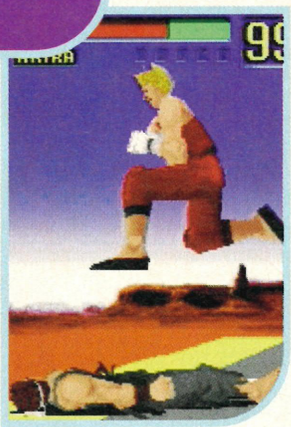
When the SEGA logo is up and running, press Up, Up, Down, Left, Right, Left, Right, A, B, C. The game will now be set to Maniac mode.



For a new angle with which to watch replays, set the pad controls to A and during the replay in Time Lap mode, position the viewpoint to the highest setting and then press A for top-down view. Other viewpoints can also be chosen by fiddling around with the shoulder buttons of your pad.

If the car ahead is getting a little too far for comfort, press and hold Z at any point in the race, and it will be mysteriously and magically drawn towards you...

Virtua Fighter



Choose to play with any background and any fighter. After a normal match, hold down on the L and R buttons until the cheat menu appears. When it does, rearrange things until your little gamesplaying heart beats loudly with satisfaction.

At the title screen, decide on either Arcade or Versus mode. Then, at the fighter select screen, press Down, Up, Right, A, and Left (spelling, if you will, DURAL). You'll now be able to pull off all the moves available to the big lady herself.

At the title screen, press UP 12 times, then press START. Choose to go into Options. Go to the EXIT option, and then press Down once. After the highlight disappears from the bottom of the stage, press C. You are now able to woo the ladies and impress your friends by changing the size of the ring you fight in.

Robotica

At any point during the game, press and hold the L and R shift buttons on pad 1. On controller 2, press A to renew your shield. Then press B to refill your generator, and X to power your weapon right up. Press Z to load the level map. Huzzah!

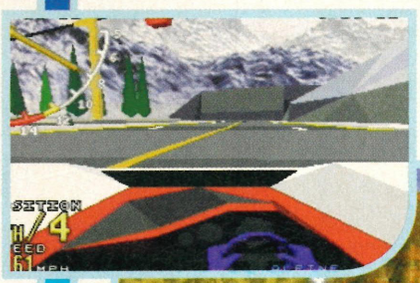
At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z. When the stage select screen appears, you can play wherever, whenever you like.

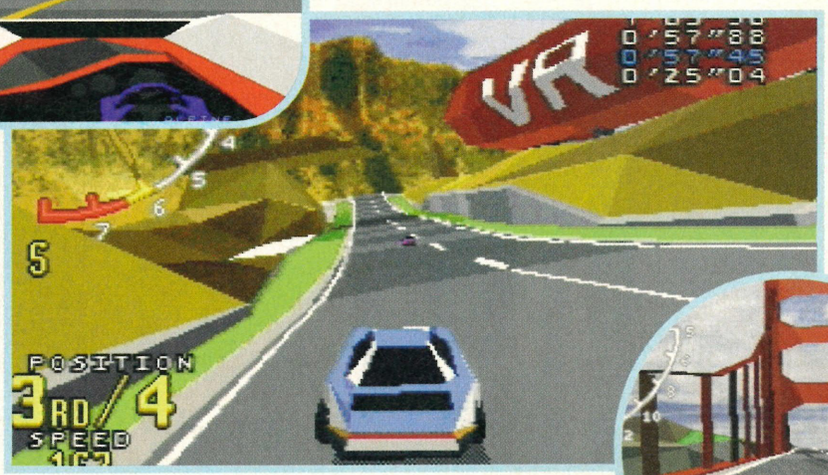
Want just one more level? At the title screen, press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. Now enjoy Level 0.

To become invincible and play without fear for your lives, press L, L, R, R, Up, Down, Left, Right at the title screen. Simple.

Virtua Racing

In Amazon Falls after the first big jump (with the Coupé) as you go up the hill, slow down. When you see the road block to the right, turn and drive through it. Here you will find a road with tunnels and huge jumps. If you hit the side, however, you'll be swept back to the road.



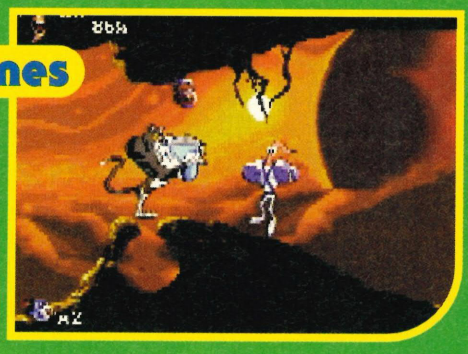


Earthworm Jim

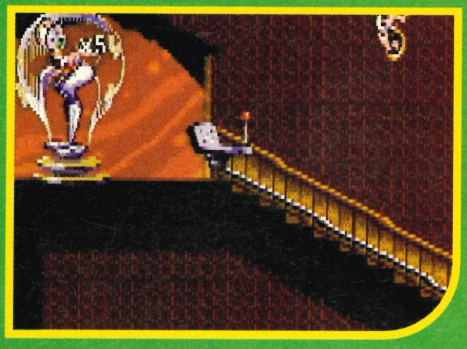
Power Tips

Squeeze the teats of cow if* Earthworm Jim 2 *isn't the best platformer in years. Happily, to celebrate this, we have a complete players' guide RIGHT HERE, just for your gameplaying pleasure. PLAY IT AND SEE.

Level One: Anything but tangerines

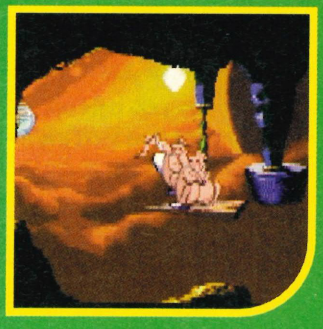


If you run up to close to this Bulldog, you'll receive a swift punch in the face. Use your whip to dislodge the item above his head. A pile of rubbish will fall onto him allowing you access through.



We all know pigs have their uses in the sausage and bacon department, but by picking these ones up (press down on the D pad) and dropping two of them onto the wood, their weight will lift the plug and let you slip into the gap.

Avoid the grannies by using the D pad to slow or speed up the stairlift. The extra life to the right can be accessed by a leap. However you will drop to the bottom, meaning you'll have to repeat the sequence.

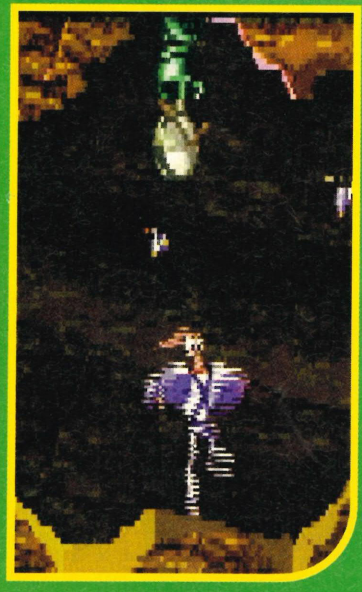


The passwords are damned elusive and when you do stumble across them, you can't reach them. Use your whip to get this one.

After zapping through the teleporter to the third installment on this level, run to the left. Here you'll see some water, jump into it and move left. A password and a variety of power-ups will appear.

Level Two: Lorenzo's soil

Throughout this second level you'll be against the clock. When this expires you must find another clock (scattered all over the level) or rocks will fall on your head causing major damage.



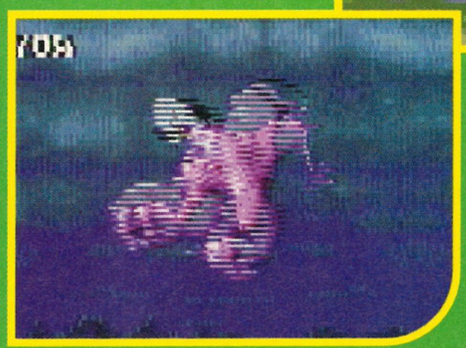
Use your gun to blast the rock. Areas that seem inaccessible can be reached by shooting rocks above which in turn create a platform below.

Blast the rocks away to reveal secret areas. And wherever you see dripping snot, use your sling snot – it will be worth it.

Level Three: Puppy Love

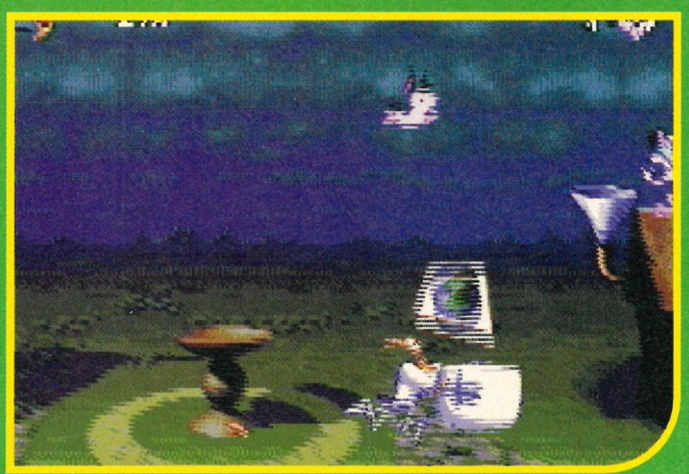
PsyCrow – on the left – will throw puppies, passwords & bombs.

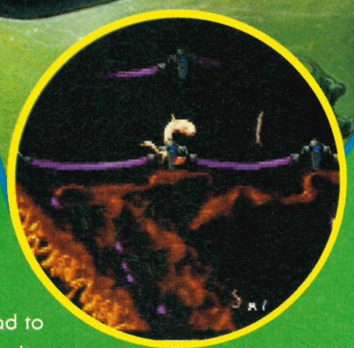
You have to bounce them across to the safety of the funnel, where their proud Dad waits. He'll then throw the bomb back and destroy the foul PsyCrow.



If four puppies drop to the ground, their irate father will turn into a monster and deplete your energy by 30%.

Puppy Love is made up of three stages. On each of the stages, a password will be thrown. It's imperative you catch the password, even if it means sacrificing a few dogs (providing you have the energy to withstand their angry dad).





A psychedelic level which sees Jim turn into a Salamander. Avoid the lava suckers by using the D pad to guide Jim through the narrow tunnels. Collect as many worms as possible as you'll need them for the final gameshow.

At the very beginning of the level you'll see these pinball machine mushrooms. Drop down to the left – carefully – where you'll discover a password icon.

This password is clearly visible, but given the fact that the spotlight on you is your only guiding light, it makes it damn tricky. Still, it all adds to the challenge doesn't it?

When you finally reach the end of the level, you'll have to take part in a gameshow. The worms you've collected act as tokens for questions. The questions are stupid but even if you foul-up, you'll still be able to continue.

Level Four: Villi People

Level Five: Flying king

At the start of the level this explosive hot air balloon will be on screen. Nudge it forward with your space bike to destroy the end boss.

When you've lost the balloon use these as a quick way of getting back to the start.

The rockets on each side of the screen can be used to give you a superfast boost.

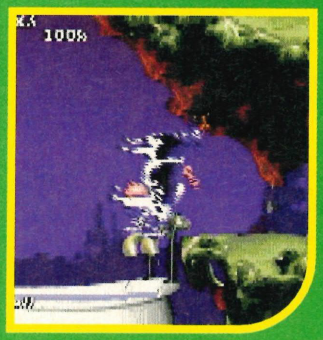
Dodge the green blocks and time your move, then use the rocket to escape thus avoiding the blocks.

The ships down below will attack you with their cannons. Fire using the A button to destroy them. Flying pigs will make a nuisance of themselves by clinging to your space bike causing a loss of energy.

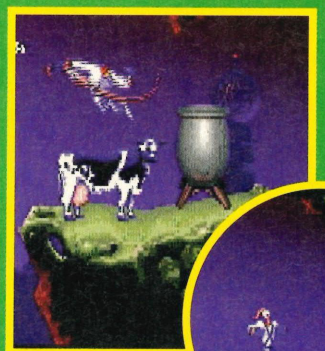
When you've guided the balloon to the end, the level boss will taunt you. Position the balloon close to him, then fire. The balloon will explode,

Level Six: Udderly abducted

To pick up a cow press 'down' and stand in the middle. Deposit the cows in the barn until a blue circle appears. This releases water into the bucket giving you access to the next section.



Not all cows are friendly. Many hold explosive charges built into their heads. The only way to diffuse these cow bombs, is to drop them in the bath. Only then are they are then safe to take to the barn.



If you avoid losing the cow to the UFO, you must put it into the barrel to get it to the other side. Use your sling snot to leap across and put the cow in the barn. You have to repeat this sequence three times.

After you've put the cow in the barrel, drop down to the left where you'll see these rocks. Jump, use your sling snot and you'll leap into a secret area containing a password and weapons.

Watch out for the UFOs. The only way to stop them stealing the cows is to have your whip at the ready.

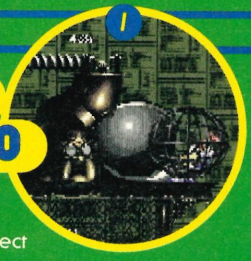
Level Seven: Inflated head

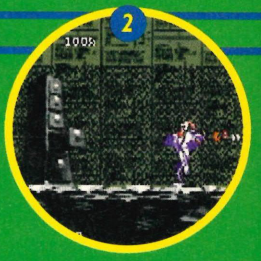
1 To inflate Jim's head take a deep suck on the gas. To keep it inflated when you're in the air press C. To release air when under threat press button B.

2 Light bulbs are located throughout this level. When they are lit and you hit them, you'll lose energy.

3 Sharp clawed cats are another thing to look

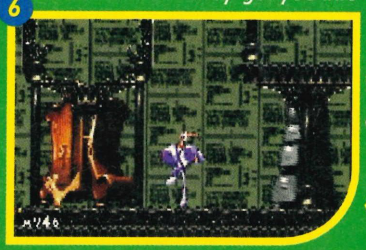
Level 8: ISO 9000





1 From the start you'll need to collect a couple of mouse cages and slip them into the machine. Press 'down' to collect one and when it's deposited, jump to the right, grab the password and jump back to the machine. Then, leap inside the mangle.

2 When the middle draw is open it's safe to jump onto these cabinets. If they get you into a corner, you'll die instantly.



3 These flaming boilers can be turned off by flicking the switch above. They'll re-ignite, mind.

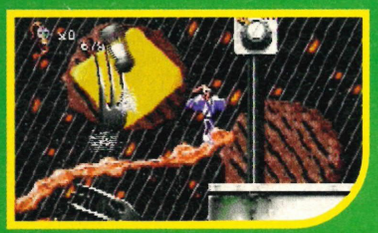
4 After dropping off the second mouse cage, go right and you'll

Level Nine: Level ate

You can whip these salt shakers away, but it doesn't have that much effect. You need to grab the super-gun. This will finish them off. Well, temporarily at least.

If you shoot at the eggs, they'll crack and leave you nice cool yolk to stand on as you cross the hot plates.

Although it's an easy to switch the hotplates off, further along there are no switches. Here, you'll have to jump over the blighters. Avoid the food gaps or you're hot-fried history.



At the end of the level, you'll see the teleporter and a password. Crouch and use your whip to get them

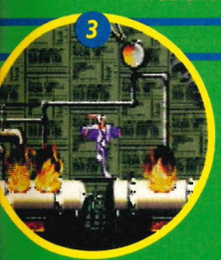
After zipping through the teleporter you'll arrive on a large cherry bakewell. A steak on a plate is above and will attempt to thump the plate onto your head. Run to avoid the falling plate, and when the steak drops to the surface, fire using A.

out for. If they burst your head, you'll drop right back to the bottom and have to start all over again.

4 When you see the funnel (halfway up), ease yourself across and drop into it. A password and energy await.

5 Now, Pea-shooting birds appear and try to pop your head. Use button B to avoid the their shots.

6 To collect the bonus items whizzing like ferrets across the top of the screen, jump on the base of the machine to make the boxing glove punch them.



see the angry genie and lots of energy. Shoot him, and collect the energy. To the right are some candles, ignore these and jump onto the boiler. Next, jump up to the right, climb and you'll see a password.

5 When you reach this point, close to the end of the level, you'll need to use your sling snot. Once you're on top of the boiler, jump right and drag yourself up. A password awaits.

6 After finishing the level, you'll be teleported to this screen. Get the chest onto your back by pressing 'down', then jump up to the second platform and drop the chest. Drop down to the base and chase the lone door. It will leap onto the second platform and run into the chest. You then climb through the door.

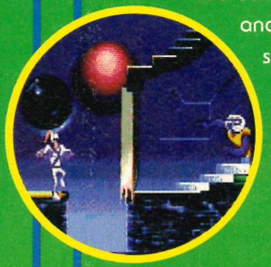
Level Ten: See Jim run, run Jim run

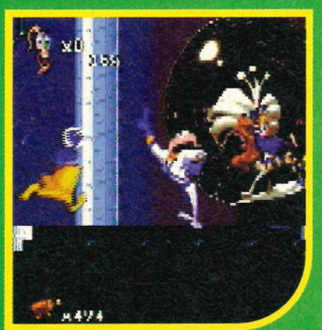
The last level has you racing Psy-Crow to be the first to get to Princess What's-Her-Name. If you let Psy-Crow get too far ahead he'll set up traps and barriers for you whilst he gains ground.

Psy-Crow can pass through the beams, you can't. The gun situated on the higher flight of steps is useless, so avoid it. The spinning blades also cause problems, as Psy-Crow can pass through them. Stay ahead of him and fire as quickly as possible.

Wait until the snot above is in the middle of the gap and jump using your sling snot. You can still make up the ground.

If you let Psy-Crow get too far ahead, he'll set a trap leaving you with no escape. Large red balls will rain down and it's back to the start for you.





FIFA '96

Strategium

Not really all that sure of what you should be doing? Hmm? Honestly? Right, just slap this strategy on your men, then. Chuck your men forward, and, as you start to attack seriously, even your computer-controlled defenders'll try and help you out.

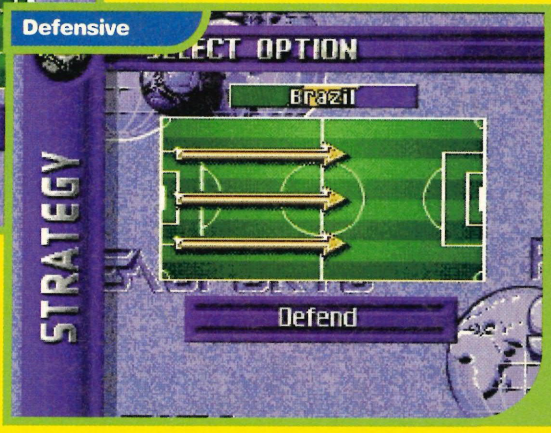
Attacking

All-out attack

Long-ball

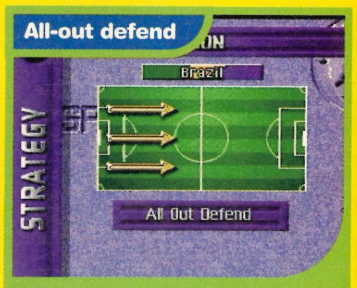
Something to resort to only in times of dire need, the long ball tactic isn't the most poetic to watch, but usually manages to do the job for a late result. Cutting out the need for a midfield, it means you can concentrate on creating a top attack. Oh, and use it with formations like the 4-2-4 or the Sweeper, and you'll be alright.

Defensive



Exactly the opposite of the attack strategy, although you probably worked that out. When used, your men will stay back, adopt a brave expression, and defend the goal at all costs.

All-out defend



Oh look... just work it out from the name, will you? This strategy is perfect for use late in the game when you're leading against your opponent, bringing your entire team inside your own half.

Movementios

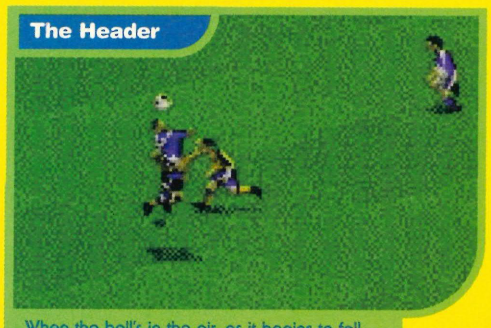
The Pass

Movements have been greatly improved since earlier *FIFA* outings, and all you've got to do in order to revel eternally in the pleasure a 'pass' can bring is press 'B'. At this stage it is a distinct advantage to know roughly whom you're passing to, mind...

The Shot

It'd be good to know how to do this, we reckon. Helps scores goals and all that. Spank the 'C' button rigorously for a quick shot, or hold it down and release for a bit of a Matt le Tissier, Tony Yeboah, Eric Cantona screamer type.

The Header



When the ball's in the air, as it begins to fall, press 'A', 'B' or 'C' to shove your funny little head at it.

The Barge

Run towards the opponent and press 'B' and 'C' simultaneously for a bit of a barge. It's good, it is.

The One-Two

Got the ball, have you? Want to 'do' one of those 1-2 things? Jam your fingers onto the 'B' and 'C' buttons then.

Power Tips

Write an intro they said, write an intro to some tips on FIFA '96. So I did and gave it my intro writing all. Here they are. Kick a ball, why don't you?

Forward, ever forward, my little darlings. Pressure their defence until they are but gibbering idiots on the pitch of life. Fling both your strikers and your midfielders into the box when needed and pepper the goal with shots of extraordinary power and skill.

Guard against being caught on the break by you opportunistic opponent. Always be ready to run back in defence.

None

Prefer just a disorganised ramble through the various strategies held within the world of *FIFA*? Choose 'none', then. With no strategies, you're free to play the game by ear, and only move men forward when you really need to.

Formationix

4-2-4

Do you, young person, have a strong attacking team? Hmm? Well, the 4-2-4 formation makes up for its poor midfield with a couple of top wingers, who'll cross it to your two awaiting strikers.

3-5-2

The three-man defence will protect your penalty area, all while your two strikers help carry out counter-attacks. Good for when you're winning by but a slim margin.

4-4-2

With the 4-4-2, your midfielders have the option of pushing themselves forward where they can help the strikers out, and so this four man defence is rather a lovely formation for all-round stability.

Sweeper

You've got an extra defender with this one, who'll act kind of like a man-to-man marker. Your sweeper bloke will follow your opposition's star-player, making sure that they can't get up to any clever footballing japes.

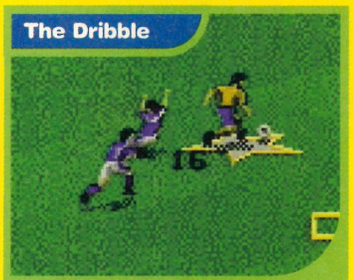
A good, solid, reliable tactic to use. OK in attack, but incorporating a decent midfield into its strong defence. Use it and weep footballing tears of joy.

4-3-3

The Tackle

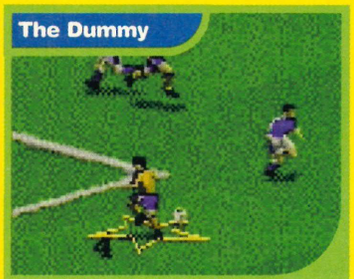
Pressing A will cause your footballing hero to slide like a vicar towards the opposition. You're more likely to win the ball and less to likely to win a red card than if you hit them head on.

The Dribble



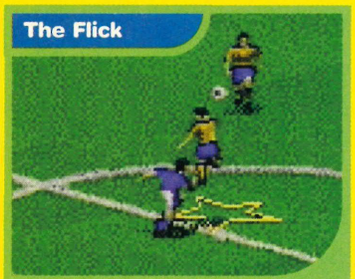
A good way of beating the opposition is by pressing B to knock the ball past 'em, and then continuously tapping C to catch up with it.
Repeat to fade...

The Dummy



A new addition, this. And a good one, too. Press 'A' and 'C' together to 'do' dummies. And pressing 'C' straight after will let you pull off a rather goalie-confusing shot.

The Flick

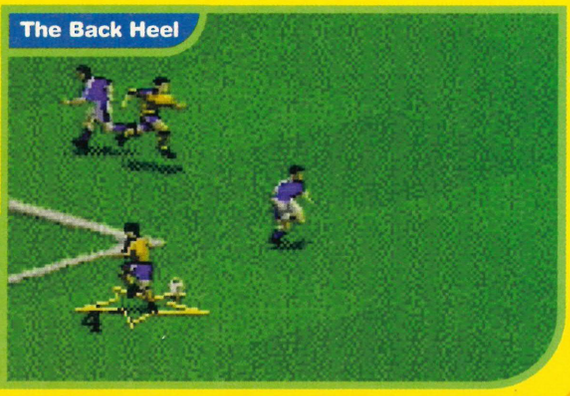


Press B and C when running at full speed towards the opposition to impress any watching girl-folk. Flick it over your little computer-man's head, then break into a dash. Geddit?

The Lob

Not the best of movements, the lob can nevertheless be carried out by just pressing the 'A' button. Try and catch the goal keeper off his line for the best lob : goal ratio.
Tricky.

The Back Heel



When you're feeling confident or in a bit of a risk-taking mood, use the 'A' button while pressing in the direction of the player you'd like to pass to (making sure he's behind you), and gently heel it back...

letters

Write to: Nick Merritt, Letters, Sega Power, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

Mislaid nasal decongestants

Despite being a really dull person, I have felt an uncontrollable urge to put pen to paper and share essential, yet intriguingly boring information with you all. It is this: Sonic, the blue-haired and grotesquely formed one, is not in fact a hedgehog but one of Saturn's little blue assistants sent to the upperworld to be a nuisance to all those trying to justify Sega games playing. Every time we good hardy citizens of earth stick up for the Mega Drive / Saturn we get reminded "Yes, but all those Sonic games are rubbish" and are compelled to agree. I also believe the Turquoise Spike Monster is responsible for the horrors cunningly disguised as the 32X and Mega CD

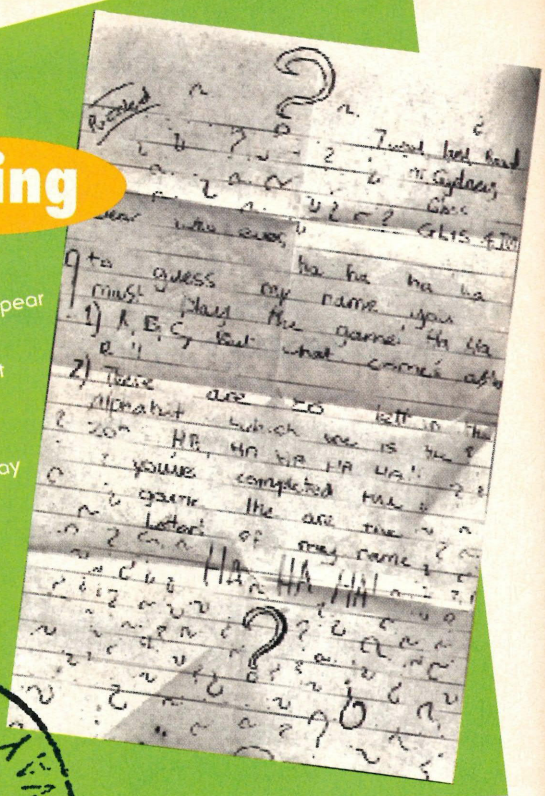
I really am a very dull person, you know.

John 'Dull' Austin, Loughborough

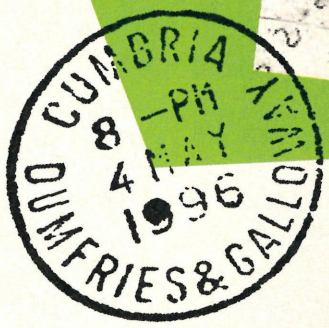
Whatever we might think about Sonic, if we published your full address (we can be persuaded – financially, that is) hate mail, letter bombs and assassination attempts might well find their way to you, dull as you undoubtedly are. These Sonic fans are quite fanatical, you know.

Sonic games crap? We're not saying anything.

Scary writing



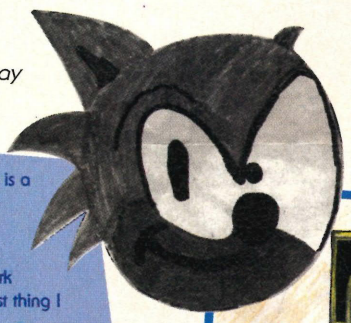
Well yes, this one's from '?' – that's either a sad attempt to appear more interesting or an admission that you don't know your name well enough to write it. Depressing either way round wouldn't you say?



Sega Power sex shocker

First off, congratulations on a truly excellent publication, definitely the best computer mag around. However, I have one complaint: we don't get to hear enough about you.

Why not have a page dedicated to the *Power* crew. Every month you could print embarrassing photos of yourselves and profile a member of the team. Ask them questions like hobbies (besides Sega), last person they snogged, favourite band film etc., strangest place they've had sex and the member of



Felt tips ahoy, Christopher Rogers is a big Sonic fan and now a proud owner of a Sega Power t-shirt. Go

From the fetid imagination of Mark Donington comes this. "It's the last thing I see before I close my eyes at night" chirps

James Graham thought we'd like this. Just another example of senseless violence and the degradation of the human soul, he was right – we like it muchly.

The Gallery

the *Sega Power* team they most fancy. Sounds corny but it will work. Trust me.

Nicola Clarke,
Oldham

Glad you like the magazine, we're the best and those in the know, well, know. As for photos of us, they do sneak in from time to time but we're far too shy and retiring to do it regularly. You should see what games reviewing does to people's looks anyway, take those photos in Mean Machines *– not good, let's be honest.*

Strangest place for sex? Ipswich.

Something in the water

Is it true that a second '*Virtua*' game is coming for the Mega Drive? Yes, I believe so! *Virtua Cop* is coming out on the MD and it looks sooo cool. In issue 73, when you previewed it, you said that the gun may come with the game. Can you confirm that now?

Joe McCoy,
Derbyshire

Oh dear, it seems the error chimp crept onto page 14 of issue 73 and left its slimy stain on the information strap of the Virtua Cop *preview.*

Virtua Cop *WILL NOT be appearing on the Mega Drive. Like it said in the intro on the same page, it's Saturn bound*

It does come with the gun. On the Saturn, though. SATURN.

T-Shirt winner

All a bit tragic, really

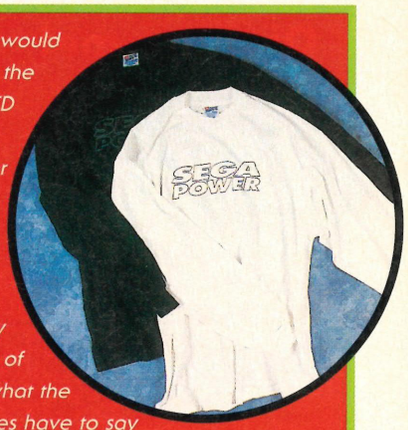
I am truly ashamed of you. I got *Sega Power* not just for the freeby but to see the new games for the Master system. There weren't any though, even in the book there were only a few cheats for it.

You can't just forget the Master System as so many people have them. I've only just bought mine so I'm not going to swap it for at least a couple of years.

Jennifer Merrison,
Suffolk

With most readers writing in worried about the fate of the Mega Drive now the Saturn is on the scene, it's an interesting change to get a letter on the same subject but with different machines.

Jennifer, if you'd bought a copy of Sega Power *before you bought your piece of woefully outdated kit, you would have noticed that the Master System DIED QUITE A WHILE BACK. New Master System software DOES NOT EXIST. We have all MOVED ON.*



Before you buy any expensive bit of hardware, read what the relevant magazines have to say about it – in WH Smiths like us.

If you really want to see some Master System reviews then order some back issues. Bear in mind you might have to go a fairly long way back to find any. Your next problem will be getting hold of the games themselves.

I don't suppose a t-shirt is much compensation for being duped by the greedy forces of commercialism but have one anyway.

32xasperated

I am so bloody pissed off with those people who have heaps of money and own either a PlayStation or Saturn and proceed to slag-off the 32X.

Sega made the 32X for people like me who own a Mega Drive but need to upgrade to the 'next generation' and can't afford a £400 outlay. I'm glad Sega created the 32X and I'm sure that good games will be produced for it in the near futuure.

If Sega abandoned the 32X it would have disastrous consequences for people like me who would then have to turn to the next best alternative – Nintendo or Jaguar and we don't REPEAT DON'T want that to happen, do we.

Scott Will,
Essex

You know it, we know it but the games industry thinks otherwise. Games developers are dropping the 32X far too quickly. The reason is the difference in capabilities between the 32X and the Saturn is too great for games to be released on both

Oi, ansa me!

Runny marmalade breakfast fracas

Will you please tell me about the Mega CD because I am planning to get one. Also are there any cheats for *Primal Rage* on the Mega Drive?

Thomas Gittings,
Sutton-in-Ashfield

I wouldn't in all honesty buy a Mega CD. The disappointing back catalogue of games and an uncertain new-release schedule make it a poor investment. Save the money towards a Saturn.

Yes there are plenty of tips for Primal Rage. *Order back issue 73 from the back issues page and weep dinosaur tears of joy.*

Disused chicken-mating coils

I wonder if you could answer these questions?

1) Will *Virtua Cop* be out on the Mega Drive?

2) Which is better, *Lethal Enforcers 1* or *2*?

3) How much are they? I'm not obsessed with guns, honest.

Ivor Andover,
Surrey

1) No, no, no and apologies no. It won't. Ever, ever, ever. (See Something in the water*)*

2) Lethal Enforcers *2. We think.*

3) They're both so old there's no set retail price. Shop around and remember stores will be keen to sell-off their 16 bit stuff after that jolly Christmas affair.

Slippery abattoir floors

Please answer my questions or I will do something very unpleasant to you (*Yeah right* – Tough Ed).

1) Is there any chance of *Earthworm Jim* coming out on the Saturn

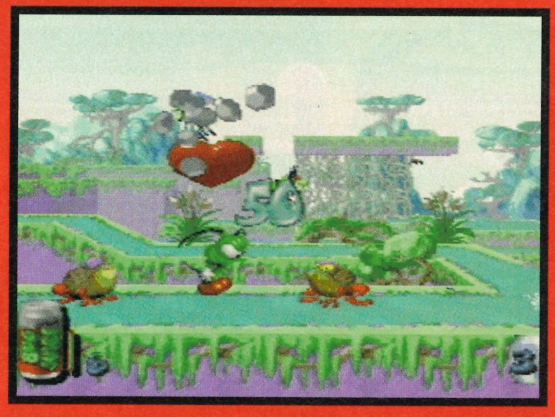
2) I've heard that the Saturn version of *Mortal Kombat 3* will be called *Mortal Kombat Extreme* because of the extra features over the PlayStation version. What will these be?

3) Will *Bug!* be converted for the good old Mega Drive?

4) What does the Saturn *Toshinden* look like?

5) The Master System was turned into the Game Gear, the Mega Drive the Nomad, will there be a 32 Bit handheld?

George Stafford,
Wexford



1) Yes, Earthworm Jim *gets its Saturn release in the spring. Watch out for* Sega Power's *EXCLUSIVE coverage.*

2) We're not sure about the name, but we can confirm that Mortal Kombat *on the Saturn will have four new characters and two new backgrounds. Any help to you?*

3) Of course and Virtua Fighter 2 *will be out for the Master System.*

YES. You will undoubtedly be happy to know that Toshinden *is definitely available for the Saturn – on Japanese import. In fact, we've even reviewed it this issue.*

4) If there is, you'll have to wait a very long time and fork out an awful lot of money when it arrives. The Nomad isn't getting a British release, by the way.

*formats (as with the Mega Drive and the Master System). Sega originally planned the gap between the machines to be more manageable (*Virtua Fighter*, designed to original Saturn specifications, has been ported very successfully to the 32X) but the PlayStation raised the stakes and the Saturn had to be upgraded.*

Software companies exist to make money and they judge that developing games exclusively for the 32X is just not profitable. Sega have promised their continued support but, all in all, it means that there never will be a great deal of 32X software.

Uncontrolled Retention of food solids

There is a funky monkey waiting for your reply. This funky monkey has a Mega Drive and is bewildered as hell with lots of questions.

1) Is *Street Racer* worth getting for Christmas or should I get some other game?

2) Is it worth getting at a hunky-dory, OKish £35.99 price?

3) Do you and your mates in the office think this funky monkey is a bit of a prat. If you don't then you definitely need a sanity check.

Jack Bristow,
Funky Monkey's Lair,
Surrey

I'm going to indulge you with this but do it again and you're chimp paste. Understand?

1) Yeah, we liked it.

2) Sounds OK to me

3) Well we do but not for the reasons you might expect, I'm afraid.

SEGA POWER

WATCH WITH SEGA POWER

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• Satisfy 'em

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Wanted, all finishing moves for MKII for all characters plus fatality for into pit on spikes and in acid. **Write to Nick at 23 Pinfold Close, Holymoorside, C'fiels, Derby S42 7DY**

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Last Orders!

...or "I'm obsessed with a footy star"
– Just Seventeen, 22th November

Rejuvenate your tired mind with the ever-vigilant WORD OF THE MONTH.

This month... Nonillion

A nonillion is the number represented by one followed by 54 zeros. Like a million is one followed by six zeros. Yes? It's also the amount of Saturns that Sega reckon they'll have sold before March.

Well, you're either surrounded by tons of paper and ungrateful cousins or you're almost wetting yourself with the shear mind-numbing excitement of Christmas. Whichever, I don't care. It's the beginning of December for me and I'm permanently trapped in eternal torment. Have a mince pie for me...

Things Parents say at Christmas...

Things parents say at Christmas...

1) I'm sorry, but we couldn't afford it this year, maybe for your birthday.

2) Be grateful, all I got was a piece of string and the rough end of me father's belt.

3) Has your mother got her hand up that turkey again? (Laughs.)

4) Don't forget to write all your thank-you letters.

5) Kiss your Gran.

6) Isn't the Queen marvellous?

7) I always forget how funny Morecambe & Wise were.

...And many other laughable cliches.

Next Month!

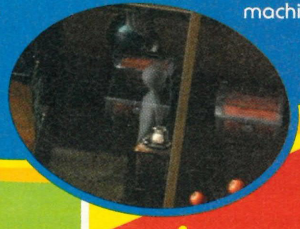
I'd love to spout endlessly about all the weird and wonderful things that are bound to be in the next issue, but to be frank, I really don't think you'd be paying enough attention for my liking. You're likely to be flopping around in a sea of cheap Woolworths wrapping paper and stuffed to yer fat gills with Turkish Delight and turkey breast. But, if you can tear yourself away from the Saturn that you may or may not have got, then here's some things we'll have...

Bestest reviews of...

Scottish Open
Toy Story
X-Men
Johnny Bazookatone
Casper
Cyberia

Gurt lush previews of...

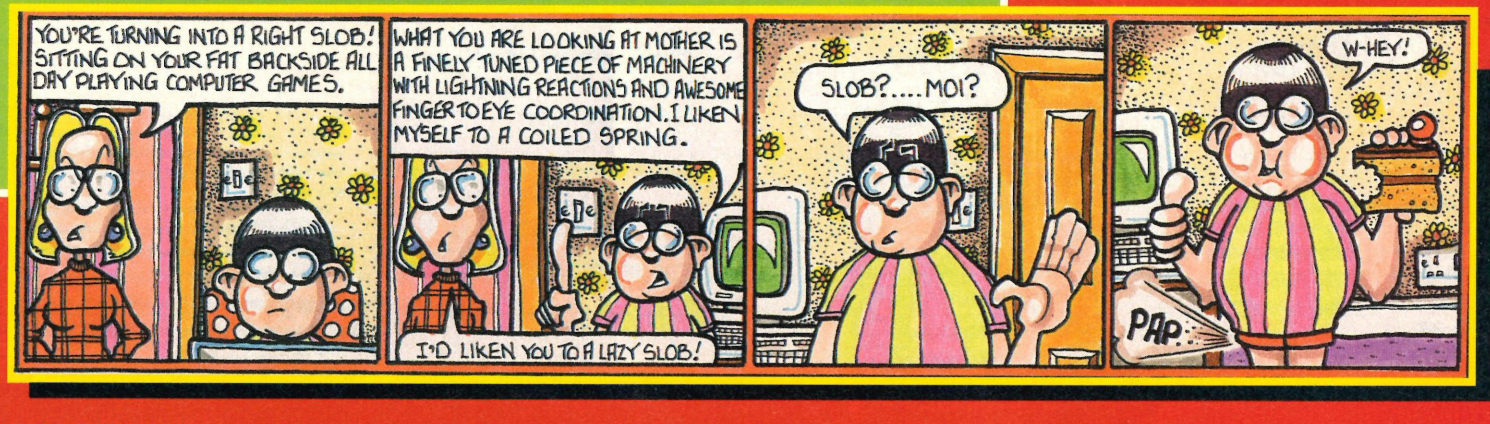
Anything lying around. No, really we mean it. It's incredible what's tucked behind the water machine.



The next issue of *Sega Power* which, Strangely enough, will be our 76th one, is 'out' on the 18th January.

Buying it would seem to be the sensible thing to do, given the alternatives.

POWER SURGE



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NEW BUILT-IN CHEATS
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NEW ADVANCED CHEATFINDER
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This unique adaptor feature, which allows you to play even import titles has also been improved. Now you can even play so called "NTSC only" games from the US and Japan.

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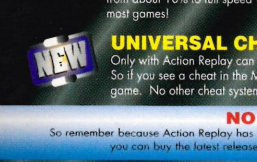

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