

NEW!

ACE FRESH LOOK • BRITAIN'S GREATEST SEGA MAG!

Saturn • Mega Drive • 32X • Game Gear • Mega CD • Issue 72 • November 1995 • £2.50

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SEGA POWER

FREE!
A1 Poster

Wheely good!

Sega Rally

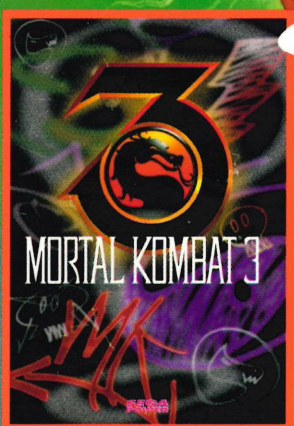
EXCLUSIVE pix

Micro Machines 96

EXCLUSIVE

review

Mortal Kombat & Micro Machines 96



EXCLUSIVE

Mega Drive review



Mortal Kombat 3



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POLE

POSITION!

You already know about the *Mortal Kombat 3* review. Enough said. But consider this: we've the world's **FIRST** *Micro Machines 96* review. And it's **EXCELLENT!** While we're on a racing theme, check out the **LATEST** sensational *Sega Rally* screenshots. If that isn't enough, check out our **ELEVEN** pages of tips, plus starting this month, a free centrespread poster. And finally, don't forget about our superb *Mortal Kombat/ Micro Machines* A1 poster. Enjoy!

Cheers!

Nick Merritt,
Editor

COMING

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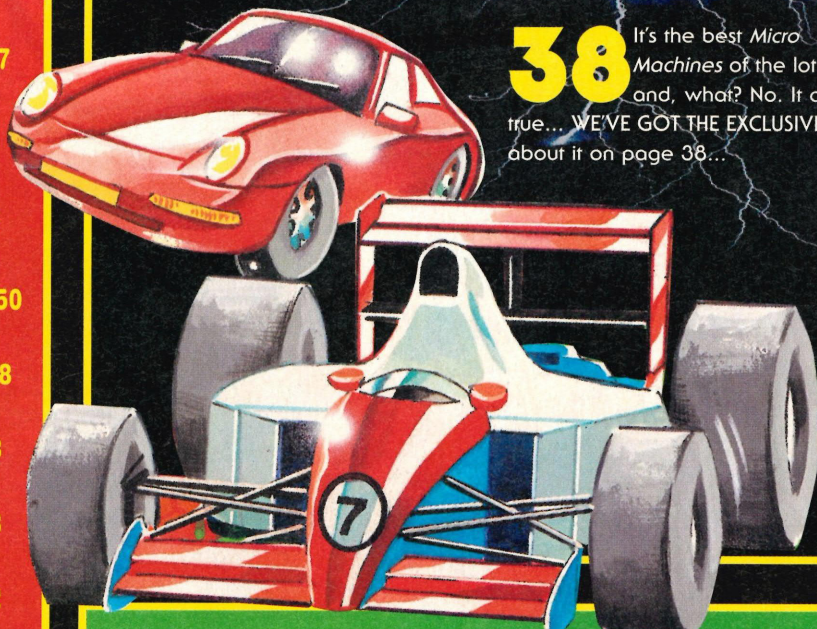
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Mortal Kombat 3

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TWO TOP EXCLUSIVES

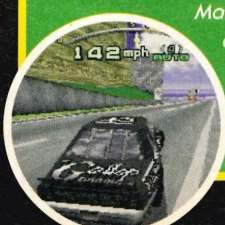
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Micro Machines

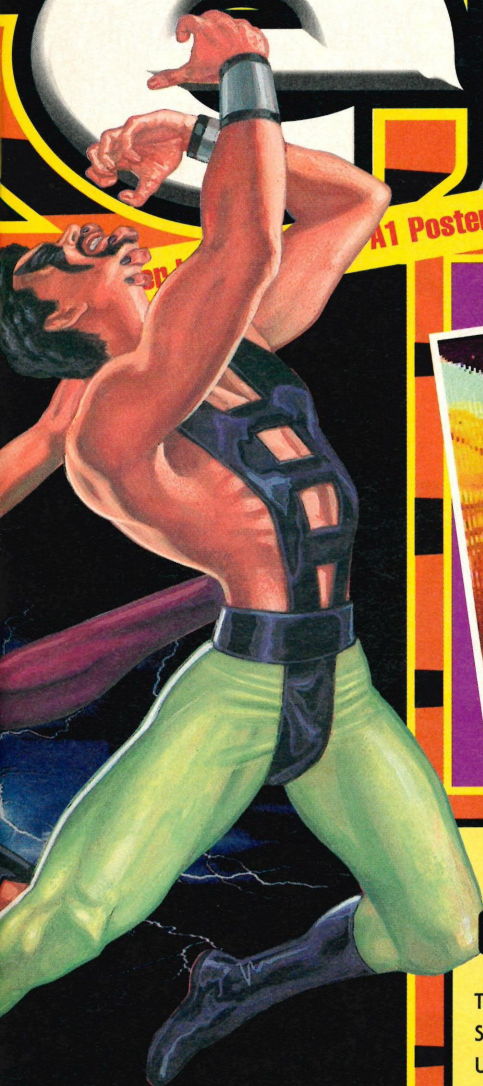
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Whatchawantoknoweh? How about T-MEK (12), *Super Skidmarks* (fnar, 14), *Kolibri* (16), *Marsupilami* (weird, 18), *Premier Manager* (20) and, yes, *Sega Rally!* (22).



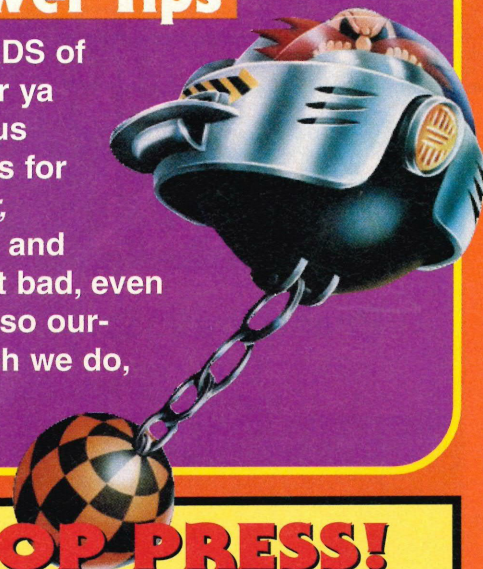
POWER TIPS

Free A1 Poster Inside! ● Free A1 Poster Inside! ● Free A1 Poster Inside! ● Free A1 Poster Inside!



59 Power Tips

LOADS of bleedin' tips fer ya this month, plus players' guides for *Virtua Fighter*, *Daytona USA* and *Sampras*. Not bad, even if we do say so ourselves (which we do, naturally).



STOP PRESS! STOP PRESS! Hand-Held Mega Drive On Its Way!

Too late for the News pages comes this FIRST picture of Sega's new hand-held, the Nomad. To be released in the USA in December for \$200, it is compatible with all current Mega Drive carts, contains a full colour screen, can be plugged into a TV and can take standard D-Pads. Sega say they have no plans to release it in the UK but we suspect this might not be strictly true... More next month, funky people.

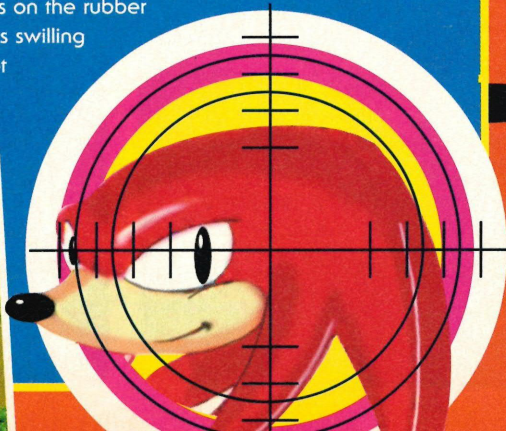
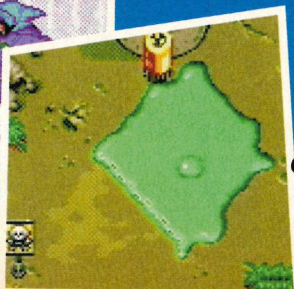


STOP PRESS! STOP PRESS!

'96 mines

24 Missing in Action

Games wot appeared on release schedules but mysteriously vanish into the software house's sewage systems. James Binns rolls on the rubber gloves and goes swilling around the toilet bowl.



quickfit

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NEWS

Street Fighter 3 - The Facts!

- Brand new Street Fighter game •
- Out early next year •



Feel the force of my mutant flon attack... etc.

Capcom ARE definitely working on a new *Street Fighter* game, but it's not the already-announced *Street Fighter Legends*, *Movie* or *Alpha*. It WILL be called *Street Fighter 3*, and it WILL be a whole new game.

Sources in our local pub tell us that it'll be ditching the 2D anime-inspired graphics and are looking to the likes of the *Virtua Fighter*/*Tekken* style of 3D game, but with all the moves and fighting style of the original *Street Fighter* games retained.

We expect the game should felch into the arcades in the Spring of next year, and belly-flop onto the Saturn sometime next Summer.



This caption now in full Smell-o-vision (TM). SNIFF THE PAGE... NOOOOWW!

High Velocity



• Saturn • 1996 •

This game will be available on import in two strokes of a lamb's tail.

It must be said that racing games are in vogue. Hideously popular, others may say. With this in mind, take a peak at *High Velocity* from Atlus (they so kindly gave us *Virtual Hydlide*).

From the pictures, you'll have to agree that it looks a tad more like

Ridge Racer than *Daytona*, but it doesn't seem to have anything near the sharpness of the graphics.

Atlus claim they can get up to four people playing simultaneously, but without a link-up...? Tish 'n' fip. An import copy should be in your greengrocer's soon.



Hey, it's not as good looking as *Daytona*...



...but then again, neither is your girlfriend. I'VE SEEN HER!!

Landstalker 2 on Saturn

• Saturn •
• 1996 •

Dark Saber is currently being developed in America for the Saturn by the remaining members of the disbanded company Climax – who were responsible for *Landstalker* on the Mega Drive.

The game promises to be another action/RPG, much in the style of *Landstalker*, and shots should start to filter through, um, soon?



This is *Landstalker 1*... Don't get confused.

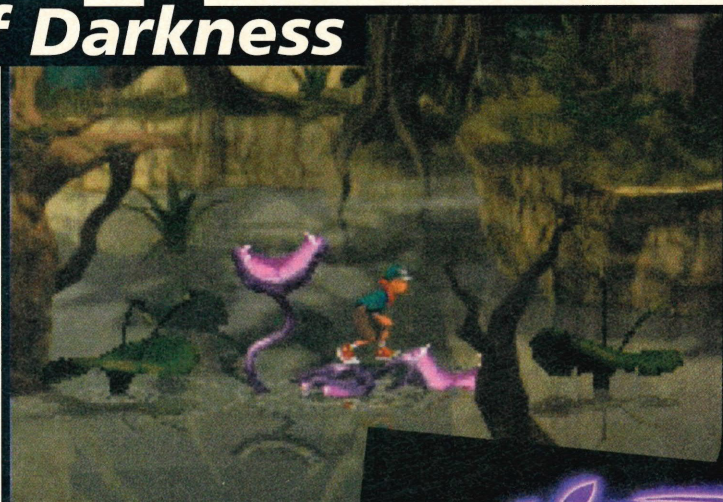
Heart of Darkness

• Saturn •
• 1996 •

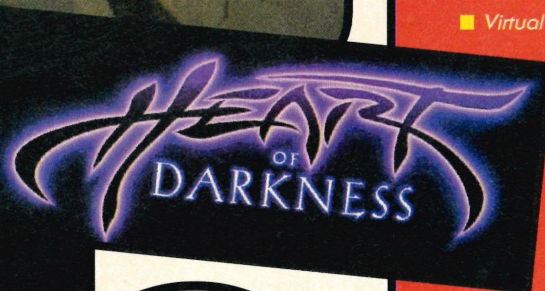
Heat of Darkness is currently dampening pants around the PC world, but that could be more to do with the people on the mags than the game itself, but it's Saturn bound.

You're Andy, your dog's called Whiskey and he's disappeared. Andy must travel into his dream world (there are seven of them), confront some demon things and get his dog back. Much like the very bizarre *Jamie and his Magic Torch*, but without the torch. Or the swirling thing under his bed.

This is what Virgin, the developer, says: "In *Heart of Darkness*, anything is possible. And herein lies the proof – a fantastical feast for the senses that delivers everything and sacrifices nothing. By flawlessly weaving slick animation with arcade action, *Heart of Darkness* achieves a level of interactivity that will absolutely stun you." Lovely words.



Magic and dogs don't mix. Ask Paul Daniels and the lovely Debbie McGee. (Oh dear, maybe we shouldn't have said that... naaah.)



Quick News

■ Konami are renowned for their top football games, and one of them, *Goal Storm*, is coming to the Saturn in the spring of next year. Naturally it's all 3D and contains a sweaty bag-full of options.

■ More Konami. Something called *Project Overkill's* Saturn bound and due sometime in the middle of next year.

■ From the mouth of Sega USA big cheese Tom Kalinske comes the news that PlayStation biggie *Toshinden* will be coming to the Saturn in '96.

■ The popular *Castlevania* series of games is updated and ported with news that *Castlevania: The Bloodletting* is to be released on the Saturn in the next year.

■ *Virtual Sonic*... truth or horrible rumour. Either way it's another sickening piece of Saturn news. Sources at Sega did let it 'slip' that their top spods in Japan were working on a Sonic game for the Saturn, but you know what rumour did... it ate the baby, or something.

■ Sources in America recently let it slip that *Daytona 2* has started production. Dunno about that but more later.

Help, It's Acclaim

• New charity compilation •
• Out now •

Charity, good isn't it? Dipping deep into your pockets and producing a few grubby coppers for shrinking bladder research makes everybody happier about spending vast amounts of money on things like Saturns, doesn't it?

Anyway, Acclaim are being all good and nice and are releasing *Help! 2*. You may remember the first one – it was nice and good – and the second pack gives you a 'bumper compilation' of *Shaq Fu* (EA), *Robocop vs Terminator* (Virgin), *WWF Raw* (Acclaim) and the completely dirty *Captain America and the Avengers* (Sega).

The completion will be available exclusively from Woolworths at the Children-In-Need friendly price of £49.99. Buy it and make some sick children smile.



OUT NOW!

BUY IT

Batman Forever (MD)	91%
Weapon Lord (MD)	88%
Striker (GG)	59%
Midnight Raiders (CD)	30%
Fahrenheit (CD)	21%

FRY IT

● Saturn ● Early 1996 ●

Black Fire Update



Like this do you? Think it looks... PRETTY? Care do I?

We did print a couple of pictures of this game a while ago, but because we had a large white space and we kind of thought they looked interesting, we're printing a couple more. After all the excitement of the fabulous terrain mapping, the buildings and craft do look a little weak. But, you know what they say, 'the proof of the pudding is worth a cook in yer bush.'



Mean Machines worked through the night to try to beat us...



...Stinks of desperation a bit, doesn't it? Yer goin' dahn!

Toon Struck

● Saturn ● 1996 ●



Virgin's new cartoon-based interactive adventure is to star the vocal talents of Christopher Lloyd, Dom DeLuise, Tim Curry and the bloke who does the voice of Homer Simpson.

The story revolves around Drew Blanc, an animator who somehow gets sucked into the cartoon worlds he creates. The idea is to guide Drew around his world so he can save it and therefore get his ass back to planet Earth (that's here you know).

A likely story. But bound to coin Virgin zillions of your Earth-pounds. Lovely.



Contacts:

Acclaim
(0171) 344 5000

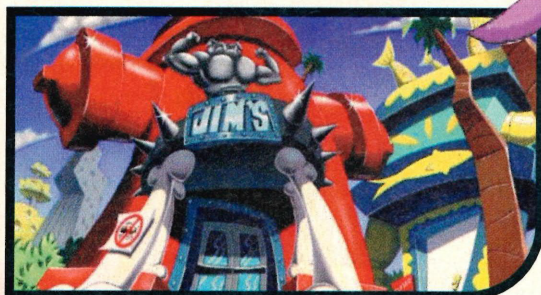
Capcom
(00492114931018)

Konami
(01895) 853000

Ocean
(0161) 8326633

Sega
(0171) 373 3000

Virgin
(0171) 368 2255



Lobo-tomy

● Mega Drive ●
● Early 1996 ●

Lobo, comic? Heard of it, have you? Hmm, me neither, but I don't tend to spend hours floating through a barrage of plastic folders, containing grubby, twenty year-old comics. ENOUGH already! Mm.

It's coming out on the Mega Drive, but Ocean, the producers, say it's all done on Silicon Graphics and it's a top fighting, brutal experience. And Robert D'Nitro's in it, so that's alright then. Yessir.



Tell Nick that yer copy won't be in on time and this is the result.

Get stuff here - for free!

Yes indeed, my moss-grabbing worms, want an original, limited-edition, exclusive, one-off, chimp-wiped Sega Saturn T-shirt? It's black, it's got three streamlined air-conditioning vents, it comes in one size, XL, and it's 100% cotton. On one side it says, 'SEGA SATURN July '95' and on the other... 'SEGA SATURN LAUNCH CREW.'

To get one, just send us a postcard, NO ENTRIES IN ENVELOPES - WE'LL THROW THE BUGGERS AWAY. It's as simple as that. Please mark your joyful entries MY POSTMAN EATS FLIES, Sega Power, 30 Monmouth St, Bath, Avon, BA1 2BW.

► Our models today are Greg and Sven. Both come from Bamer and like sitting in fields and laughing at cows.



SHARPEN YOUR MIND
AS WELL
AS YOUR SWORD.

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SEGA the
GAME IS NEVER
Over.

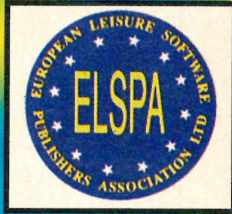
Light Crusader

MEGA DRIVE



Hours of awesome role-playing and beat 'em up gameplay. Meet the challenge or meet your Maker.

Charts



Sega Hotline

• Saturn •

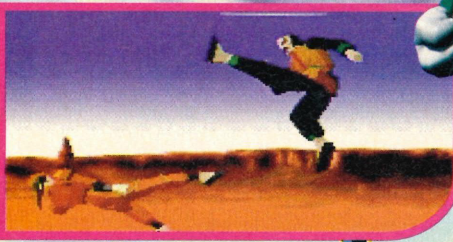
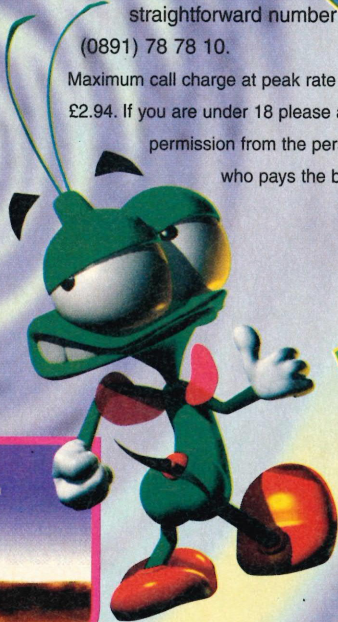
After many years of badgering and general grief, Sega have finally decided to launch a tips helpline. The down side to this (there's always one) is that it'll concentrate mainly on Saturn games.

Currently the line will give you tips (and that) on *Virtua Fighter*, *Daytona* and *Panzer Dragoon*. As well as the aforementioned tips, the usual bizarre cheats, tat and stuff are also included.

Simply pick up the receiver of the nearest telephone and dial this

straightforward number...
(0891) 78 78 10.

Maximum call charge at peak rate is £2.94. If you are under 18 please ask permission from the person who pays the bill.



Latest News...

Mega CD

- | | | | |
|---|----------------------------|---------|----|
| 1 | <i>Mickey Mania</i> | Sony | ▲ |
| 2 | <i>FIFA Soccer</i> | EA | ▼ |
| 3 | <i>Brutal Paws of Fury</i> | Gametek | ▲ |
| 4 | <i>B.C. Racers</i> | Core | NE |
| 5 | <i>World Cup USA '94</i> | US Gold | ▼ |

Mega Drive

- | | | | |
|----|--------------------------------|-------------|---|
| 1 | <i>Brian Lara Cricket</i> | Codemasters | ▲ |
| 2 | <i>Theme Park</i> | Bullfrog | ▼ |
| 3 | <i>FIFA Soccer '95</i> | EA | ▲ |
| 4 | <i>PGA Tour Golf 3</i> | EA | ▲ |
| 5 | <i>Pete Sampras Tennis '96</i> | Codemasters | ▲ |
| 6 | <i>Street Racer</i> | UBI Soft | ▲ |
| 7 | <i>Rise of the Robots</i> | Acclaim | ▲ |
| 8 | <i>Road Rash 3</i> | EA | ▼ |
| 9 | <i>Winter Olympics</i> | Kixx | ▼ |
| 10 | <i>NHL '95</i> | EA | ▲ |

Game Gear

- | | | | |
|---|-----------------------------|-------------|---|
| 1 | <i>Strider 2</i> | Kixx | ▲ |
| 2 | <i>Micro Machines</i> | Codemasters | ▲ |
| 3 | <i>Sonic Chaos</i> | Sega | ▼ |
| 4 | <i>Winter Olympics</i> | Kixx | ▲ |
| 5 | <i>Sonic the Hedgehog 2</i> | Sega | ▲ |

Master System

- | | | | |
|---|-----------------------------|--------|---|
| 1 | <i>Batman Returns</i> | Sega | ▲ |
| 2 | <i>Desert Strike</i> | Domark | ▲ |
| 3 | <i>Sonic Chaos</i> | Sega | ▲ |
| 4 | <i>Desert Speed Trap</i> | Sega | ▲ |
| 5 | <i>Sonic the Hedgehog 2</i> | Sega | ▲ |

SEGA the
GAME IS NEVER
Over.

The pen is
mightier than an
axe sword
Bye Bye
Mortus
Mortus

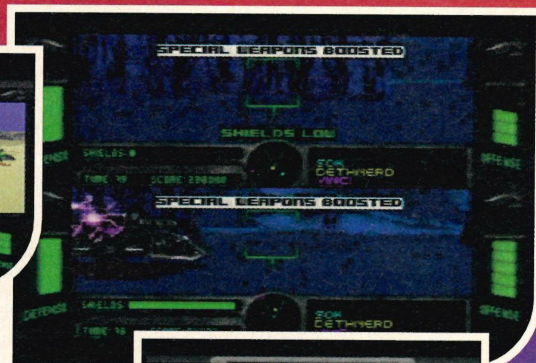


MEGA DRIVE

The evil Mortus has you trapped in a comic book. Get cross or get crossed out.



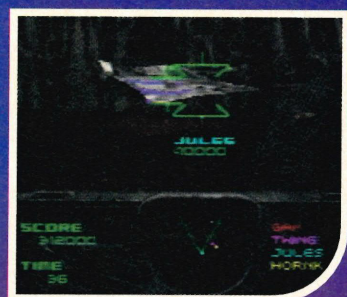
To the right we have the two player split-screen mode. On the left, lots of on-screen, in-game info.



That green thing is a special weapon. Nice isn't it?

Reasons to buy the 32X. Need some? Is this one? Could be. Preview follows shortly.

T-MEK

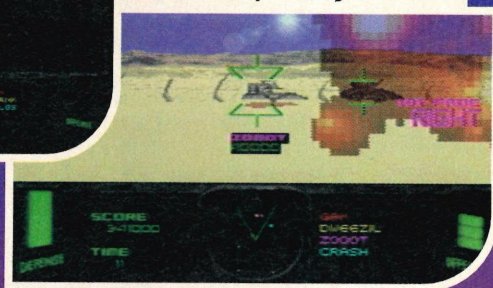


In a converted bus station in Cricklewood, North London some men are doing things with a 32X development kit. They're not ignoring it like most of the videogames industry, oh no, they're making a game and bloody good it looks too.

You've probably seen *T-MEK* in the arcade. It's a futuristic 3D tank



I've got whiplash from dancing too wildly to 'Common People' last night



battle game controlled with two large, spring-loaded joysticks. So spring-loaded in fact, that playing it for any length of time leaves you feeling as if you've been on the wrong end of a Mike Tyson arm-wrestle. The idea of the game is to kill the other tanks (MEKs) in a battle arena more times than they kill you before the round time runs out. Success advances you in the tournament, through different arenas, new enemies and bad-attitude bosses. Anyway it was

number two in the American coin-op charts last year, so if you haven't seen it lots of other people have and they're all talking about it... behind your back... to your girlfriend... in seductive voices.

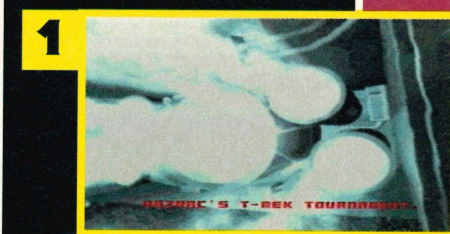
"Blub and flip", you may well be saying, "Leave my girlfriend out of this. What has *T-MEK* got to do with the 32X anyway? Sounds like a good game, it can't be going anywhere near Sega's



It's that man again. He's got a silly computer game name and soys' tough' things

number two in the American coin-op charts last year, so if you haven't seen it lots of other people have and they're all talking about it... behind your back... to your girlfriend... in seductive voices.

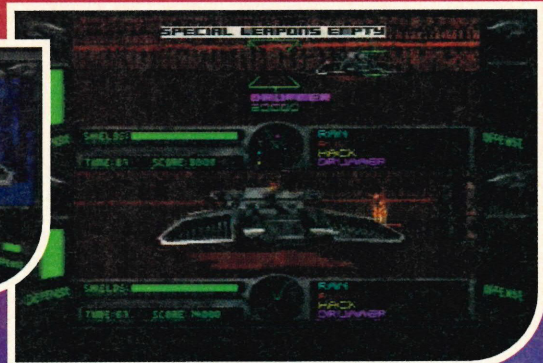
Intro sequence



1 First of all, right, this happens. It's probably meant to be you turning your engines on or sumfing.

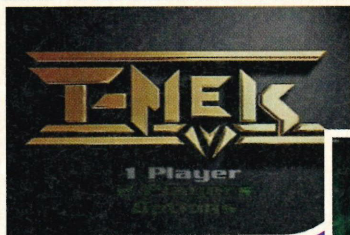


2 Then, you get this bloke come. Ch Peter Pan in rubber but he would.

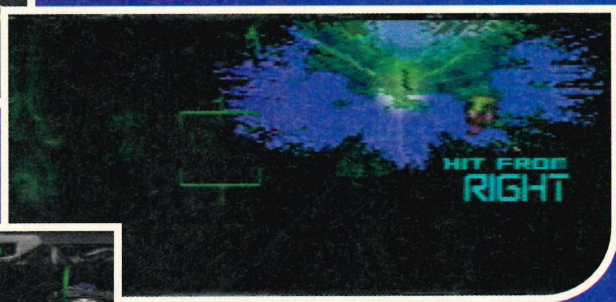


The MEK in front of player two is about to become pre-heated cat food. Player one's special weapons are empty. Know how he feels.

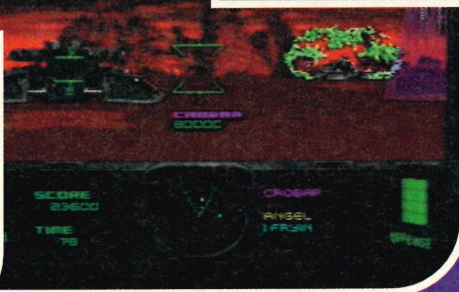
● 32X ● £TBA ●
 October ● Time Warner ●



This has to be the hardest ever picture to caption. I want more more money for this job.



MEK



educationally sub-normal black mushroom." Your scepticism fails you though my good sirs. A 32X conversion follows soon as surely as Oasis follow Status Quo. I know. I seen it.

The battles take place in one of 20 different 3D arenas. By and large, these are faithful reproductions of the arcade originals, along with an extra six for us Sega chimps. You get a choice of MEK, each with a differing

special weapon and defence (like the ability to bounce fire back at your attacker). One of the special weapons is a missile that, when fired, gives you the option to guide to target as if you were on-board.

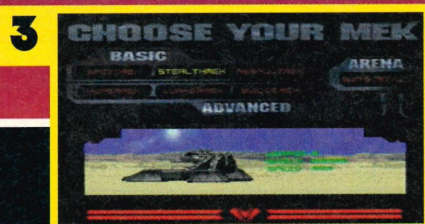
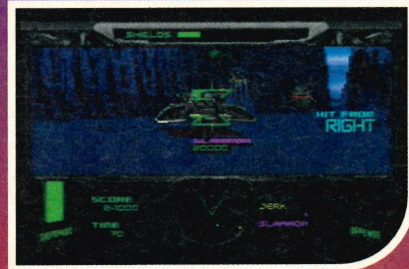
Although it's a shoot-'em-up there is a surprisingly large tactical element to the game. Each MEK comes with a radar which must be used to stalk and catch opponents. It's not easy, especially as some MEKs can temporarily 'cloak' and disappear from the screen. There's

also the landscape of the arena to contend with as well as the burning hulks of your destroyed opposition.

In one player mode the playing field is about 60 percent of the screen. In two player, split-screen mode nearly all of the screen is given over to the game view. That's right, there's a two-player mode and from what I saw, it didn't seem to affect the 3D quality or speed of the game.

The Cricklewood conversion team promised a whole host of hidden extras and stuff which

we're not allowed to print until later. This is good because I've forgotten them, left the press release on the Tube as well. Call me an amateur and I'll slap you when the review comes round.



Then... it's time to choose your 'MEK'. Looks like a choice of six to me

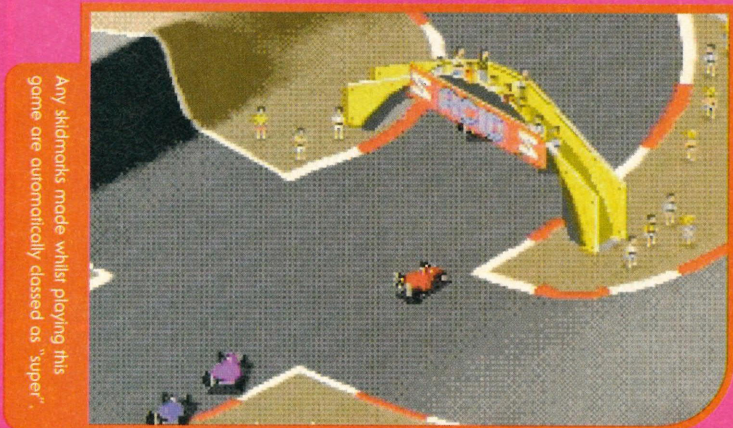


Now you're all MEKed up it's time to choose the round you want to start on.



Now prepare to join the battle. Those things on the horizon are destroyed MEKs, by the way

There's a joke to be made somewhere with this title. How long can I hold out before saying PANTS?



Any skidmarks made whilst playing this game are automatically classed as "super".



This'll be that vertically divided two-player mode, then.



I'm facing the wrong way now and WILL LOSE. Your fault, this.

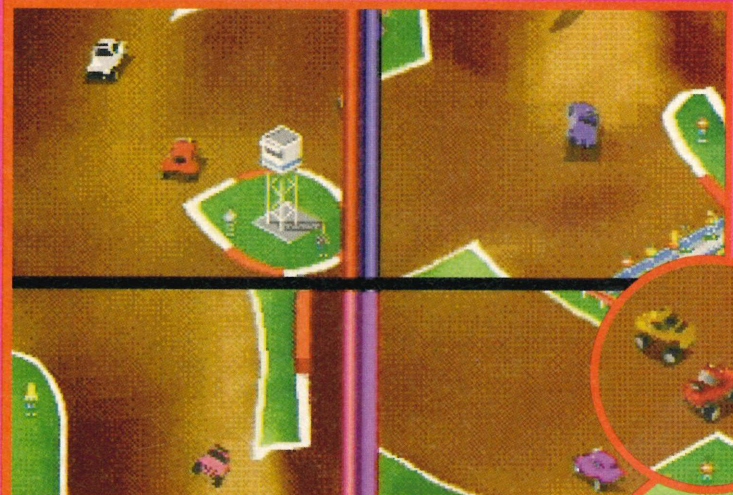
Racing games, we love 'em. Maybe. Well, if it's not us then lots of somebodies do because there's loads of them. Proliferating they are (good word that, but Nick won't like it). It's a good job we don't HATE racing games, otherwise our lives would be a much darker shade of brown.

Still, the point (grasp and hold): Codemasters are releasing *Super Skidmarks* for the Mega Drive. Hard fact that; more follow. It's an all-action multi-player rallying game featuring (an incredible?) 30 tracks of fun. Codemasters would like me to say, at this juncture, that said tracks

are in true 3D but (and this is vital) they've been created with B-Spline Curve Mathematics. No, honestly.

Crashing is normally a bad thing in racing games (and in life, come to that) but it's one of those things you've got to do in *Super Skidmarks*. 'S ractics you see, there's no fair play involved. Nice guys, it would appear get their bumpers bent, whilst the cheats get to sip champagne on the rostrum.

For those of you with friends, the best news is that *Super Skidmarks* comes on one of Codemasters internationally acclaimed J • Carts. That means four player action, people. For those of you who don't like the



The miracle that is the J Cart allows (wonder of wonder) simultaneous four player action. Here it is. LOOK!

● Mega Drive ● £TBA ●
● November ● Codemasters ●

letterbox split screen effect you get with multi-player racers, you can opt for a vertical split. Funky? We think so.

With kind regard to my hangover, let's move gently on to YET MORE OPTIONS.

Twelve cars, that's 12 CARS are included. They all go very fast and come in a variety of flavours, Damon Hill-style formula one, sad American monster truck, Michael Caine Mini Coopers and some Dairylea cows on wheels. Again, honestly. Wacky people these games designers.

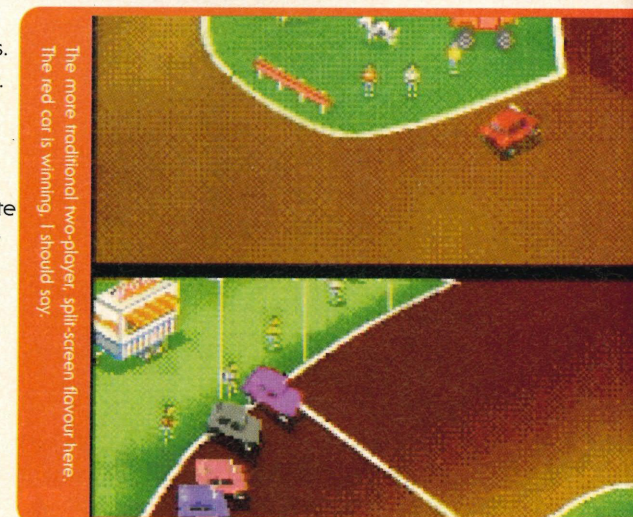
To complicate matters (in only

the most pleasant of ways) there are four separate "themes" running through the

game. These affect the way your car handles and skid about and stuff and they have names. Ranch, Rally, Beach and Snow are said names. There, informed, you are.

A full review thing follows soon where a whole wave of underwear-related jokes will be repressed in the name of good taste and decency.

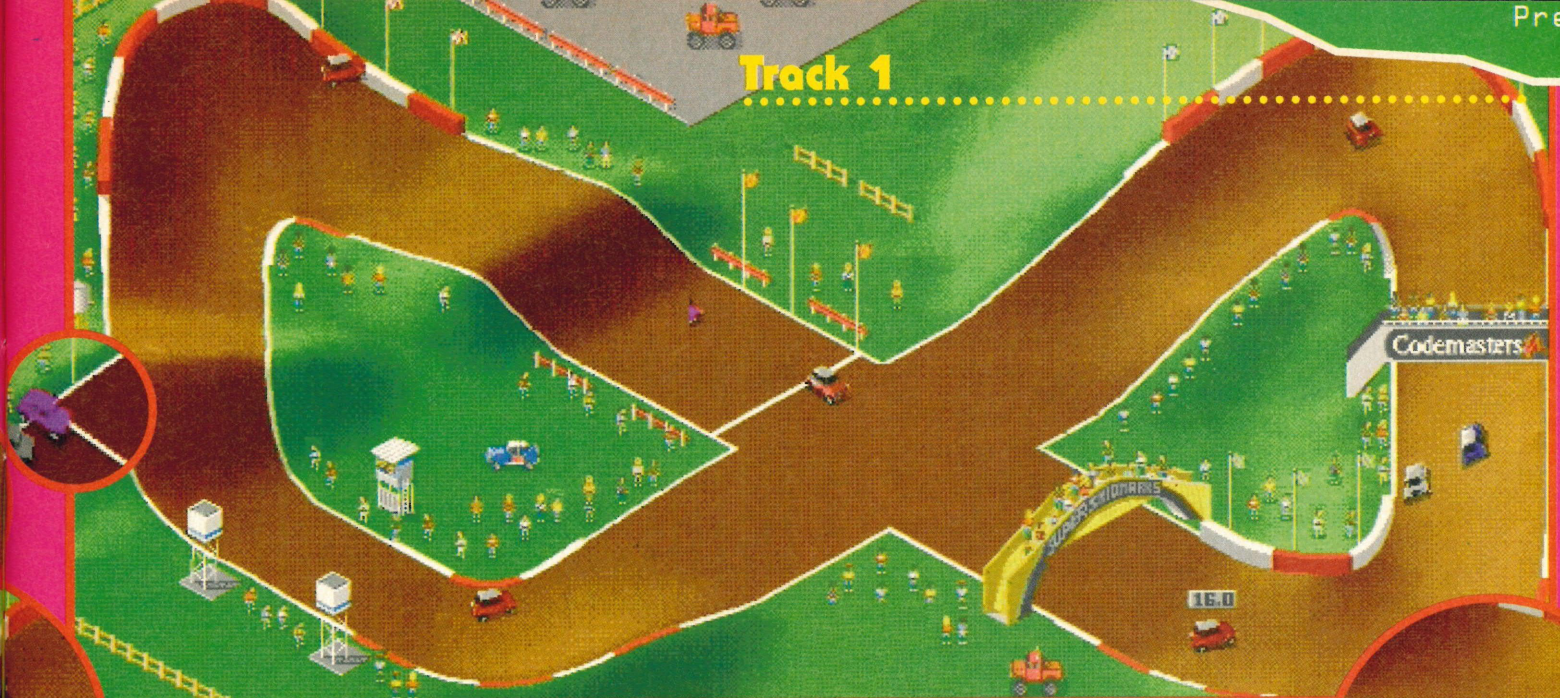
Whatever that is.



The more traditional two-player, split-screen flavour here. The red car is winning. I should say.

Super Skidmarks

Track 1

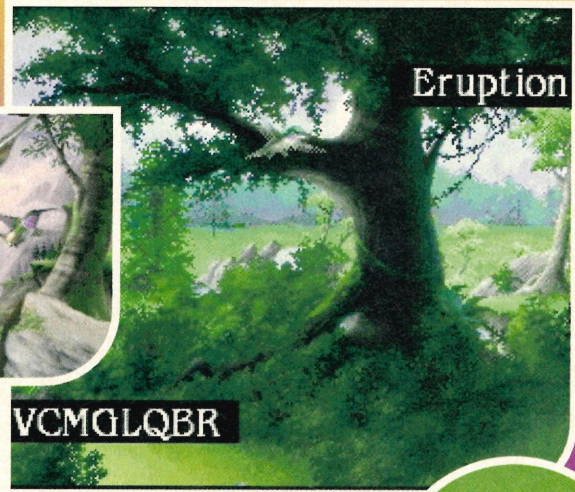
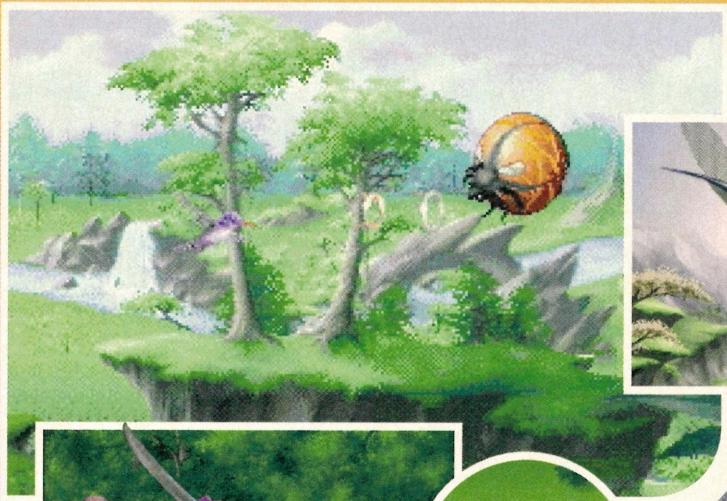


Track 2



Track 3



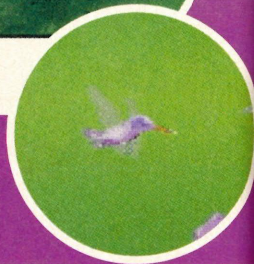


The trouble with all this sunny weather we've been having is the wasps. Saw one of those Euro wasps at the weekend - bloody huuuuge it was. Got a wasp nest outside my house too.

VCMGLQBR



- 32X ● £TBA ●
- October ● Sega ●



Programmed by the people that gave us Ecco, humming like a pair of Dean's finest, Kolibri starts the cheesy task of the 32X revival.

Kolibri



Graphics so good I'd like to swear gratuitously. But I'm not allowed to. Orders. From above. Or whatever.

Hippies, eh? Funny things, aren't they? Everything touched by them has that, oh I don't know, revolting plastic peaceness about it.

Hey, fact here folks, the Sixties weren't that good. Take a look at the divorce statistics of the people who believed 'free love' was the passport to paradise. Cold?

Cynical? Me? NEVER. Let hippies loose on video games and you get ridiculous affairs involving llamas, sheep and camels.

Remember Ecco? Glyphs? And all that gumph about 'hearing the ocean breathing'. Jeez, after a couple of Uncle Bob's herbal cigarettes, not only is the ocean breathing, but your shoes are giggling and your hair is having an in-depth conversation with a grapefruit.

Aaannnyyywwaaayyy

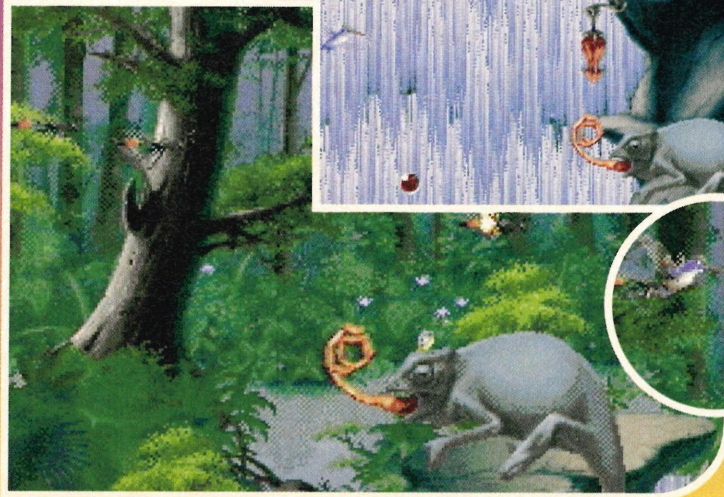


the people that 'did' Ecco, have now 'done' Kolibri, and in a remarkable way, they're pretty similar really.

Okay, so we all really did like Ecco, even if we didn't have a bleedin' clue what it was all about. Vortex steals sea life, Ecco has stars on his bonce. Ecco 'meeeeeeeeps' his way through 20-odd levels of utter absurdity, which is basically what you get here.

You play a rather-realistic looking hummingbird. Realistic in that you fly and, er, hum.

The graphics are absolutely beautiful and do look more like something you'll find on the Saturn. 32,768 colours at work there, and TOSS ME A SHREDDED MUM, does it

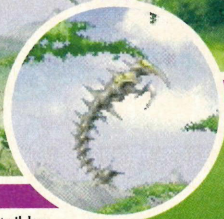
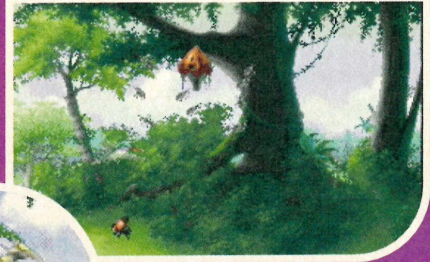




Now, this might be a little obsessive but wasps are dangerous. My mum, for instance, is allergic to wasp stings. That's what happens when you eat wasp and honey sandwiches.



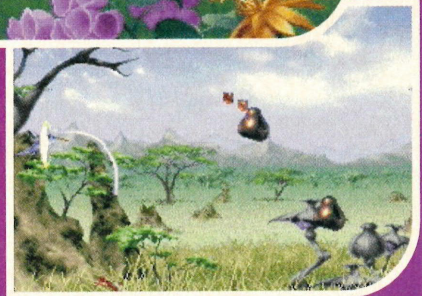
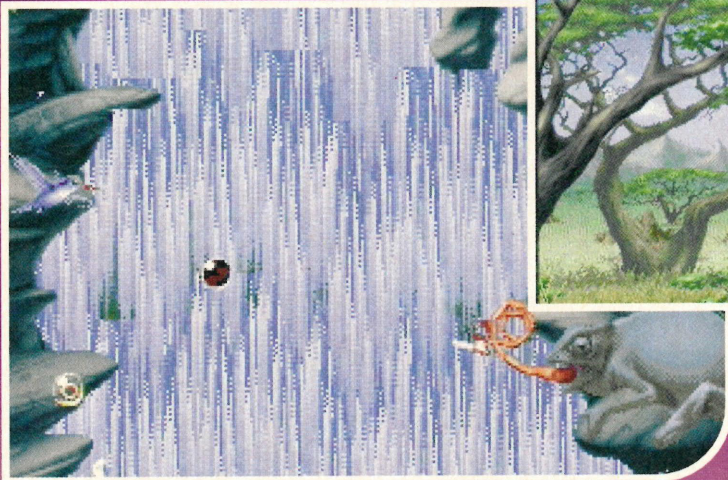
Wasps are like bees except they fly south for the winter. THAT'S WHY THEY ALL VANISH. This however, is a frog. The interesting thing about frogs is they're MUCH SMALLER than this usually. Though not as small as wasps.



A thing dangles from a tree, captured with rare detail by the 32X, usually better known for being about as accurate as a dart-playing gluesniffer.



kolibri



show? Yes, it does. Much like our flippery squid-in-a-tin friend, *Kolibri* has weapons – a whole bee-exploding 15 of 'em. Sega assure me that *Kolibri* DOES have 29 levels, and from the ones that I've played, they're pretty varied.

invented twin-pot yoghurts? Answers please before the twin moons of Thruxor rise seven times.



Plenty of nectar-drinking flowery action, and it has to be said, a very 'nice' and 'safe' game. Could *Kolibri* save the 32X? Is it all too late for our friendly plastic pig? Will Brenda kill off Mandy? Who

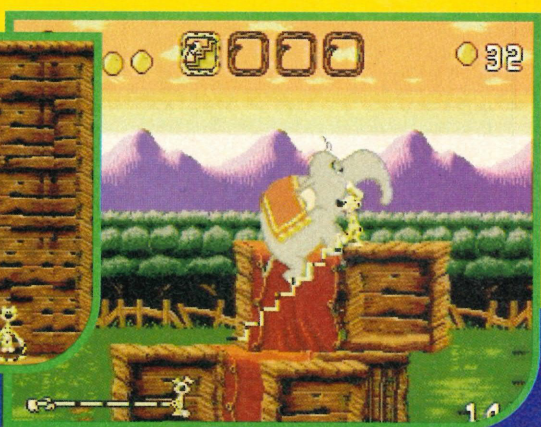
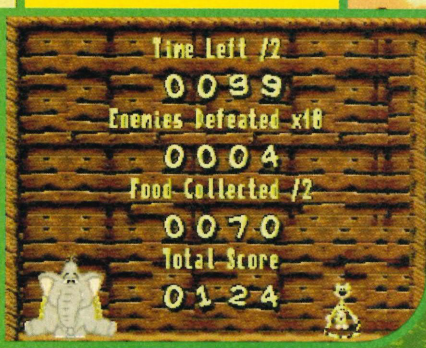


Sega Speak

Novotrade, a name that probably doesn't mean a lot to you, doesn't mean a lot to Sega either. In a dithering but largely successful attempt to pad out this preview, we spoke to Mr. Guy Pearce (PhD) from Sega Europe and asked him burning questions like "Who are Novotrade? Where do they come from? Who was the mysterious woman with the muscles of Arnold Schwarzenegger?"

Guy says "Um, they did a game with an X in it. What was it?" "Are they foreign?" "Dunno They did *Ecco*, though."

So all we can tell you is that Novotrade had a swollen hand in the pie of *Ecco*, *Ecco 2* and that *Ecco* bleedin' CD thing, too. That makes them: (a) very nice and clever and (b) a bunch of spaced-out children of the universe. Who always remember to pay their milk bill on time.



• Mega Drive • £39.99 • October • Sega •

Marsupilami

Can you turn your tail into a mouse? Marsupilami can. Here he is and he wants to kiss you...

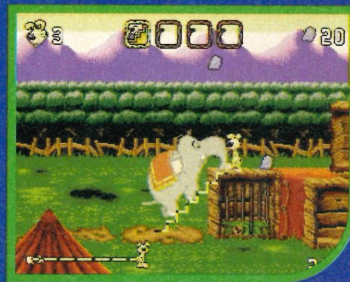


Imagine, just for a minute, that you could somehow suspend your beliefs of what is possible. Now, if you could do that, imagine a monkey thing married another funny monkey thing that had three children. Now, please keep with me, visualise an elephant friend of his. Now, the funny monkey thing (called Marsupilami) and fat elephant



Shove an animal out a cannon. Get put in jail.

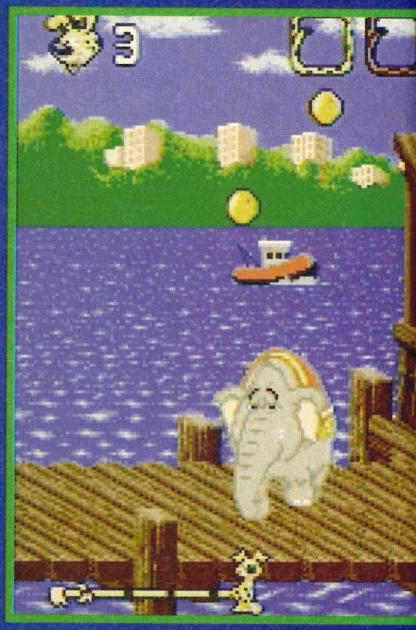
thing (Bonelli) have been captured, are in a circus, blah monsters de blah. Shove all that, because now it gets very strange. Funny monkey thing has a tail that can do bizarre things. He can



(sigh) turn it into steps, a winch, a mouse (uuuuUUUUHHHHH!?!), a pole vault, a parachute, a hammer, a shield, a lever, punch with it and use it as a bridge.

Now, the point of this game is to guide fat elephant boy – you, playing the role of spunky chimp weird tail monkey – through, ooh, 20 ish levels and escape the circus, find your weird-rail, chimp children things and get back to the safety of your jungle and the welcome monkey-arms of your jizzy, junkie-foaming, animal chimp wife.

Guiding grey fat elephant monster boy through the levels is



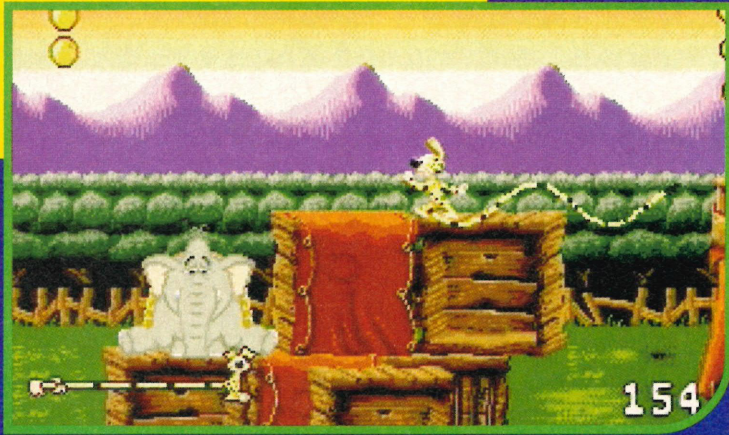
done with the aid of your rail. Y'see the elephant never stops moving and can only be helped over the many and challenging obstacles by green-faced, jumped-up, spanky-tailed, monkey chimp features. All makes perfect sense, doesn't it?

Anyway, with the expletives carefully now packed away in the sanitised trunk that contains the sum total of our competitors' talent, I can inform you that the game ain't going to win any awards, but plays pretty well... I think you know what we're trying to say, yes?



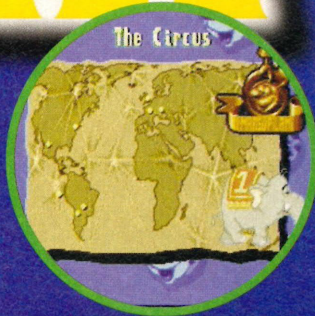
SEGA POWER

There are
videogames
magazines...

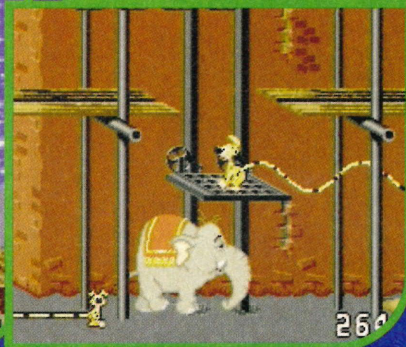


lami

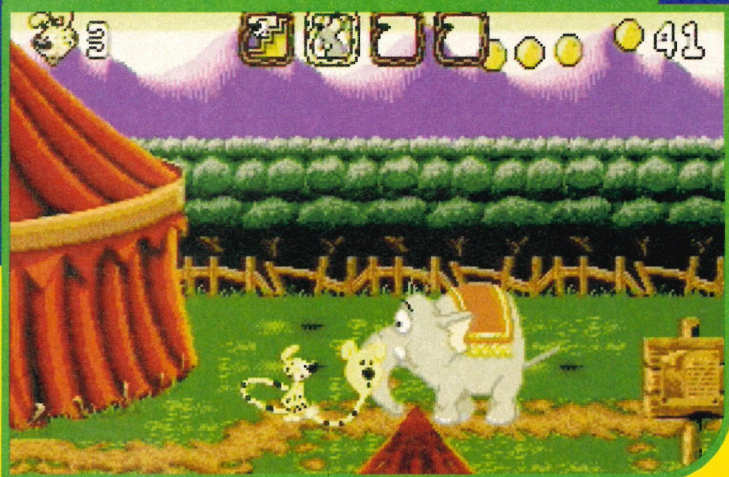
A bloke with a 'rash' throws a yellow ball into the air. This exciting sentence is a result of our new captioning policy.

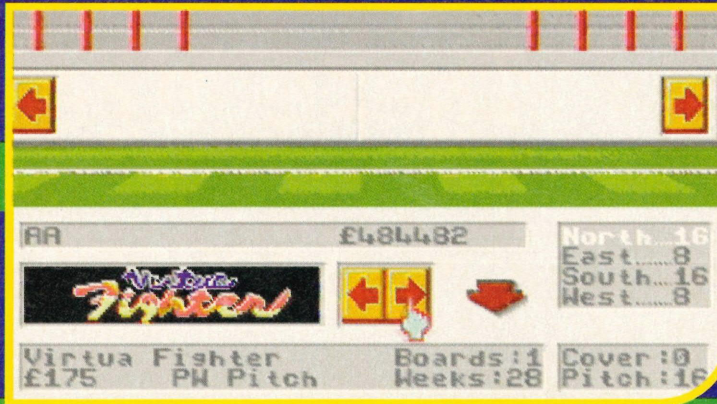


There's a 'rail' to be told here. Sometimes our humour makes our testicles want to explode.



The world's elephant population is dying out. Serves them right for having big ears and gigantic noses, the ugly sods.





Yes, this pitch is sponsored by Virtua Fighter. That means you'll have loads of Lego men running all over the place. Much like Liverpool. Ha ha ha, etc.

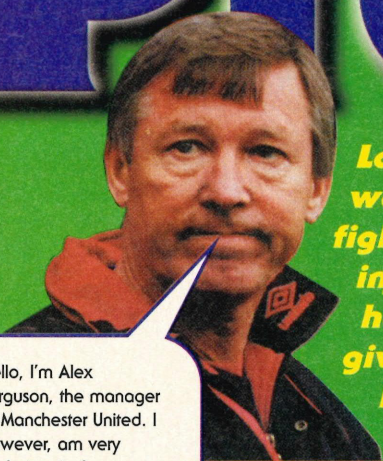
TRANSFER MARKET

SK	PLAYER	CLUB	DTV
PS	Batty	Blackburn Rovers	PRM
IK	Rieper	West Ham United	PRM
SH	Kenny	Everton	PRM
IK	Ablett	Liverpool	PRM
IK	Ruddock	Blackburn Rovers	
PS	Atkins	O. P. R.	
SH	Bailey	Wimbledon	
IK	Thorn	Arsenal	
IK	Bould	Chelsea	
PS	Rocastle	Himbleton	
PS	Jones	Sheffield Utd	
SH	Holland	Sunderland	
PS	Ferguson	Hull City	
IK	Webber	Hatford	
IK	Hooney	Luton Town	
IK	Thomas	Norwich City	
IK	Newson	Tranmere Rovers	
SH	Bennett	Birmingham City	
IK	Whyte	Oldham Athletic	
IK	Pointon		

Players For Sale:40 Page 1/2

Premier Manager

• Mega Drive

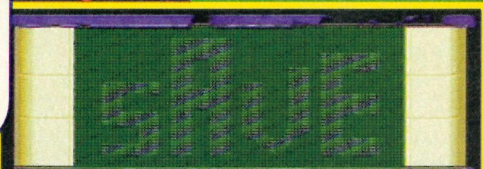


Locked in a world of transfer fights, groin injuries and bad hairdos, Sega give us the legendary...

Hello, I'm Alex Ferguson, the manager of Manchester United. I however, am very likely to win the League. This is obvious because the person who typed this in is a rabid Man. U. fan.

This caption is for one of these three pictures... can you guess which one?

A bloke in a pub once told me that possession's nine tenths of the law. Thank you.



DIVISION THREE MATCH
Linsola City 0 Gillingham 3
3512 At Staint Park

TOTALS	HOME	AWAY
Possession Time	43:20	16:13
Yellow Cards	0	0
Red Cards	0	0
Shots Attempted	10	12
Shots Saved	10	12
Shots Missed	0	0
Attempted Tackles	10	12
Tackles Won	10	12
Tackles Lost	10	12
Attempted Passes	10	12
Good Passes	10	12
Passes Intercepted	10	12
Bad Passes	10	12

LINCOLN CITY vs Carpenter Passes Ball

FIRST HALF
15:11

1 SHOT 3 Watts GOAL 2:38

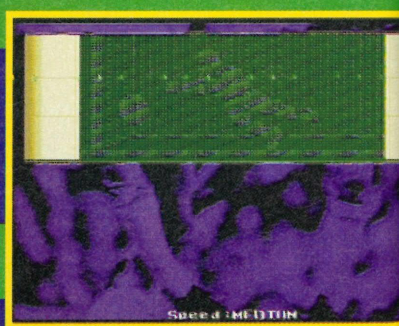
Speed:FAST

Waited we have. Waited with tongues hanging out, trailing along the floor like dehydrated snakes. Waited for this moment... A FOOTBALL MANAGEMENT SIMULATOR'S COMING OUT ON THE MEGA DRIVE! News like this makes me very happy. Y'see, I'm one of those sad gimboids who loved raking teams of legless chimps and transforming them into, um... good things.

I'd spend hours locked in my room, wearing a large suede coat, chomping on a fat cigar and pretending that I was being interviewed by John Motson.

"Yes John," I'd say. "Signing Ian Rush may have been costly, but the work he'll do for the team will more than compensate." Sad?

Lonely childhood... only child, see? Now, after our patient and lonely wait, Sega give us Premier Manager for the Mega Drive. Not just any football simulator... oh no, the best one. Famous for bloody ages on the Amiga, ST and PC.



What's it got? Well, to coin a phrase, it's got the chuffin' lor. To start with 'ground improvement' - in other words, making sure your pitch, stadiums, etc. are kept in peak and safe form. You can add to this the usual transfer markets, cups, squad selection, tables, financial malarky, plus telephones?

Here you can contact all yer staff, chase them up, go power mad... whatever. A fax machine keeps you informed of your progress and up-to-date developments of the leagues and other teams... Good. It is

We'll probably be reviewing the damn thing next issue, read about



Sincil Park

No Area Covering To Build Basic
 Weeks :2
 £15000

AA
 Lincoln City
 Ratings:23%

Spend money building up your pitch to allow more people in and, thus, get more money. Unless you're Lincoln City, of course. In that case you might as well just give up now.

PREMIER LEAGUE MATCH
 20:00 At Good Park
 Blackburn Rovers @ Everton

G. Flowers	D. Baccetti
D. Hendry	D. Short
Berg	D. Watson
Le Saux	D. Unsworth
Krona	M. Kanchelskis
Pearce	M. Horne
Sherwood	M. Stuart
Baldy	A. Ferguson
Speiser	I. Limer
Sutcliffe	B. Rideout

ATTING: Sports
 STYLE: Sweater
 TACKLE: Hard
 PRESS: High
 MARK: Nearest Man
 SHOTS: Medium

RATING: 4. Good ****
 STYLE: Passing
 TACKLE: Hard
 PRESS: Normal
 MARK: Zonal
 SHOTS: Medium

NSL C. Gilchrist

And then there's...



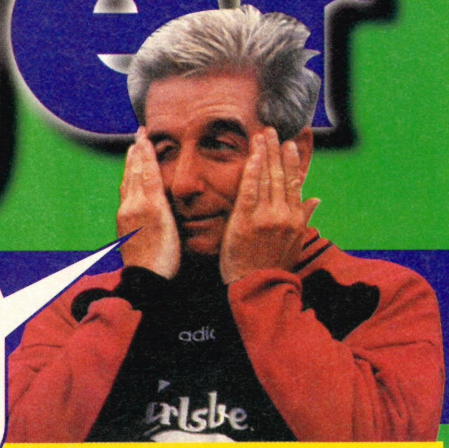
The Official
PlayStation
 Magazine No. 1

On sale mid-September

The 'PS' logo and 'PlayStation' are trademarks of Sony Computer Entertainment Inc.

£44.99 • October • Sega •

anager



I'm reliably informed that I'm a picture of Roy Evans, the manager of Liverpool. This is very important because you should realise what the person who fails to win the League looks like.

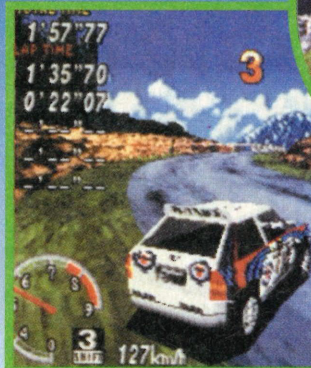
Here's a page full of icons. I know what all do, you don't. Ah, I'm sure, will be revealed next month.

LINCOLN CITY SAT 1

WK	MATCH	TYPE	G	SCR	OPPONENT
1	DIVISION 3	H			Gillingham
2	DIVISION 3	A			Hartlepool Utd
2	DIVISION 3	A			Wigan Athletic
3	NONE				
4	DIVISION 3	H			Mansfield Town
4	DIVISION 3	H			Preston N.E.
5	LEAGUE CUP	H			Gillingham
5	DIVISION 3	H			Rochdale
6	DIVISION 3	H			Torquay United
7	DIVISION 3	H			Barnet
8	DIVISION 3	A			Cardiff City

if then. In the mean-time here are some sizzling screenshots to keep you happy. Don't say we aren't nice.

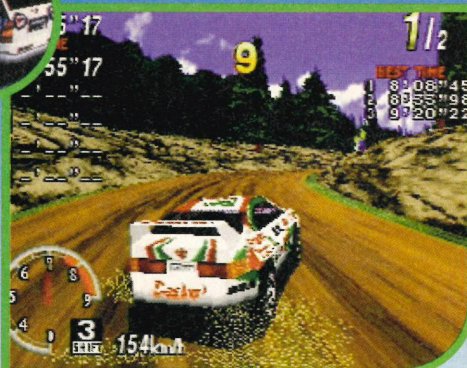
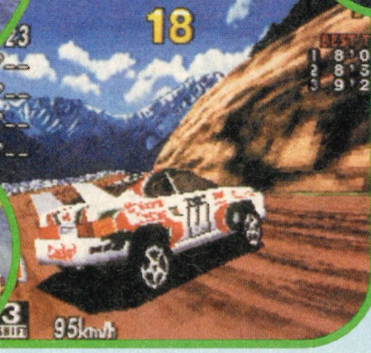
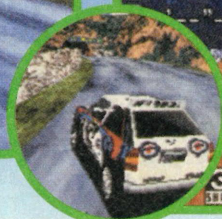




This car looks suspiciously like a Vauxhall Nova to me.



Repeat after me. "No clipping, no clipping"



This is the most finished of the three tracks we've seen.

• Saturn • £TBA • December • Sega •

Sega Rally

Slippery Haddock!
Another huge arcade conversion is Saturn-bound and (whisper it gently) might just be here for Christmas.

You know that there *Sega Rally*, the one that blows away all the other arcade racers, the one that they have to unload money from with an industrial fork-lift, the one that transforms mild-mannered Escort-drivers into dirt track demons, the one... (GET ON WITH IT! - Nick.)

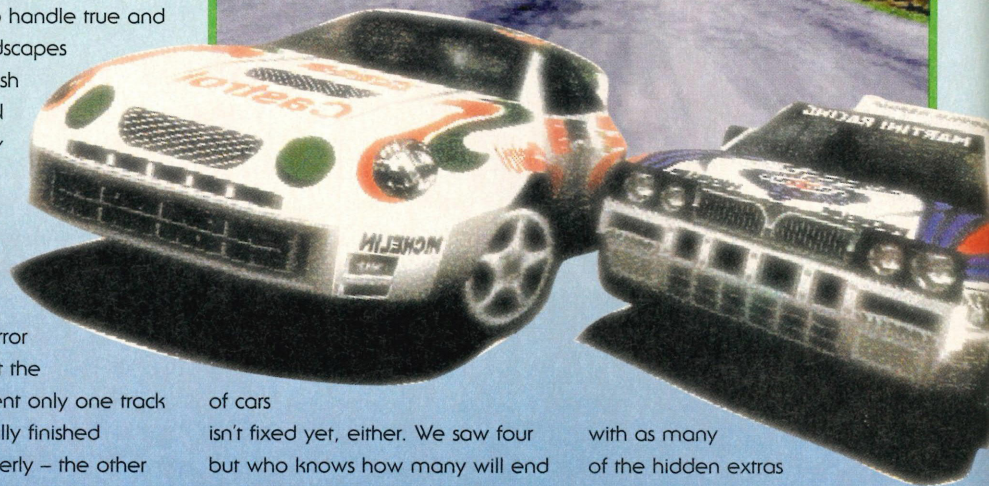
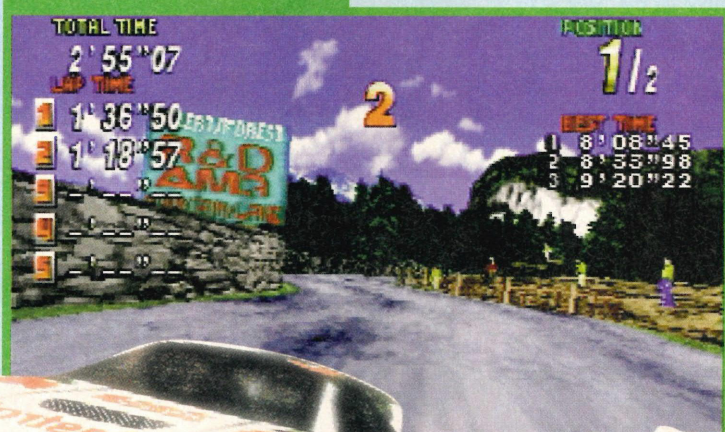
Well it's been ported to the Saturn, we've seen it and it looks fantastic.

It's another AM2 job but this time they've used a newly-perfected assembler system called... something techie no doubt. The best thing about this is that it eliminates that nasty horizon clipping that dogged *Daytona*. That's right, my little Saturn acolytes, all those stories about the Saturn not being able to handle true and changing 3D landscapes were a pile of fresh fish faeces. IT CAN and in *Sega Rally* IT DOES.

The finished game will have three different tracks, as well as the obligatory mirror mode. At the

moment only one track is really finished properly - the other two need finishing rouches. The number

This is the outside-and-in-front-of-the-car view. LOOK AT IT AND DRIBBLE



of cars isn't fixed yet, either. We saw four but who knows how many will end up in the final version. AM2 have also promised to stuff *Sega Rally*

with as many of the hidden extras as they did with *Daytona* and *Virtual Fighter*, which'll keep us in tips for a while.

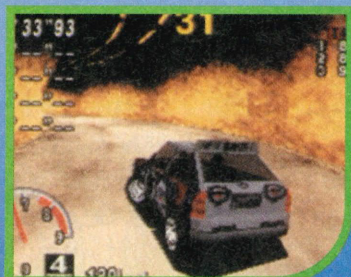
What we all really want to know, though, is will it have a two-player option? At the moment, the word is that it will, via a machine link-up. Keep your fingers crossed.

Sega Rally will be one of the select band of games that every Saturn owner will buy. More news next month, perhaps even a preview. You never know with us.

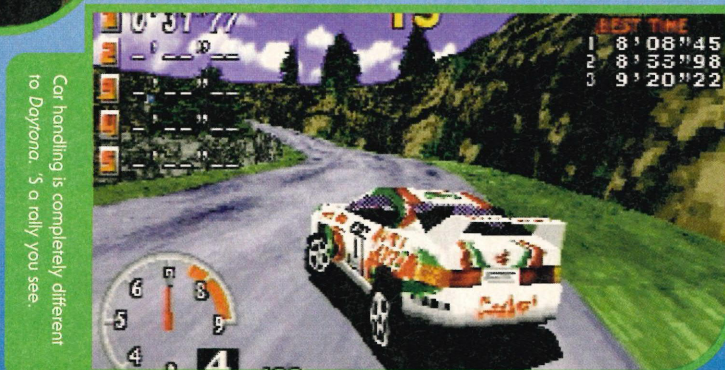
SEGA POWER



No other cars, have you noticed. Not finished yet y'see.



This is the tunnel on track two. We. Know. Stuff.



Car handling is completely different to *Daytona*. 'S a rally You see.

Spare a thought for your mates who went into nice steady jobs.



Filing clerk, sales rep,
shop assistant.
Do you really want
to be one of these for
the rest of your life?

There is an alternative.

When you leave school you could get a job that makes the most of your talents, and even gives you the chance to discover some new ones. A job that'll never allow you to get stuck in a rut.

A job in which personal qualities are important, not just exam grades. We'd be interested in seeing you whatever your qualifications; anything from no GCSEs to a whole handful of them. So how do you

find such a great job? Apply to join the Royal Air Force. With over 60 different specialisations we're bound to have one that would suit you. Who knows, you could even find yourself working abroad.

Think about it, how many overseas postings have filing clerks or shop assistants ever had?

In the RAF, you can do things you never imagined you'd be able to do.

They say a job is what you make it. In

the RAF we believe it's what it makes you.

If you're over 16 and under 23½, phone us on 0345 300 100 and we'll tell you more.

24 hr information: 0345 300 100. (Calls charged at local rate.) Or post coupon to Group Captain S. J. Barclay OBE, Freepost 4335, Bristol BS1 3YX.



Mr, Mrs, Miss _____

Address _____

Postcode _____ Date of birth _____

Present or intended qualifications _____

1A987 25/09

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ROYAL AIR FORCE GROUND TRADES

Missing

Ever heard of Sonic Stadium, Baby Boom, Aspect Warrior or Cult of Speed? Well, you'll never get to play them. We investigate the games that got away.

Sega gamer, you live in a world of success, happiness and joy. A winners' club into which only the lucky games get released. Behind it all though, is a netherworld of tragedy, torture and horror. The games that remain in captivity live a life of misery, fed only on rations of bread and marmite and generally strapped to a bamboo contraption. This is the story of the games that got left behind.

Hell, many games don't even make it into action. Just as you've probably sat around at home with your mates and thought "hey we've got a fantastic idea for a game, let's send it into *Sega Power* so they can use it to light their bonfire" so do the Sega organisation. Sega of Japan have whole departments

dedicated to originating and conceiving new games. Lucky programmers are sent away for a couple of weeks and come back with some working code and concepts that show off their latest spanking idea.

Very few games make it even beyond this prototype mock-up stage - they're strangled at birth, even before being christened. And what about all the stages a game has to go through before it hits the streets - you've got the trials of storyboard, first playable, alpha, beta and final versions. At any of these phases a game can get killed off, some get wiped out just before they reach the stores... ah the woe, the gnashing of teeth.

It didn't use to be like this of course. In the bad ol' days Sega could release any old-iron-in-a-cart-box and the

eager punters would gobble it up. As Mark Maslowicz from Sega explained: "back in 1992 we could just get everything out there and let the customer decide. They weren't so educated and in some cases would buy a license or a nice box."

If you want to get an idea of the tat we're talking about here, go to your local second-hand cart shop and look in the big £4.99 barrel. You're all a bit more discerning now and Sega can't get away with such sharp practices... erm... but watch the Saturn boom carefully, okay?

With the Mega Drive and Game Gear markets shrinking, outfits have to be a tad more discerning when it comes to new releases. You may not think so, as you sit there with your latest cart purchase fiasco but quality levels have actually gone up in the last year. Maslowicz again: "Unless something's a real smash-hit title, it's probably not worth releasing anymore." So what are

you doing then?

"We're now

releasing fewer games, but want to get more behind them."

But Sega aren't infallible.

Sometimes they'll turn

their nose up at a

game, like

Phantasy Star 4

and reject it

for European

distribution.

But then

said game

turned

out to be a

massive hit in

the US and

Japan, and has

thus limped

back onto the

release

schedule. In

some cases,

Sega, who are

used to

dealing in

bigger

volumes of

product, may

reject a game

and pass it

down to a

smaller

party for

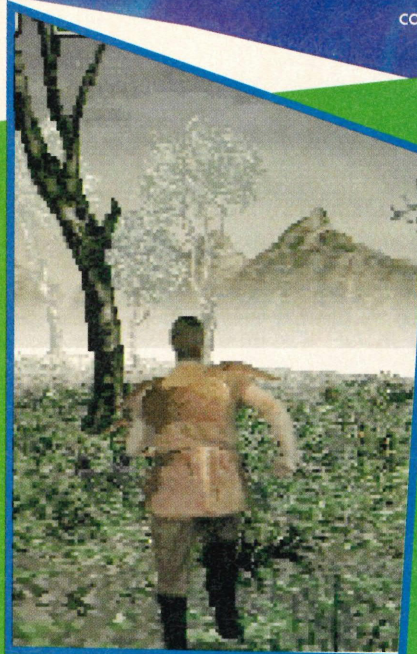
release. From

a limited

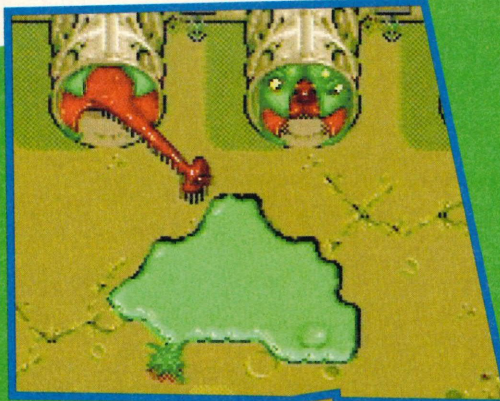
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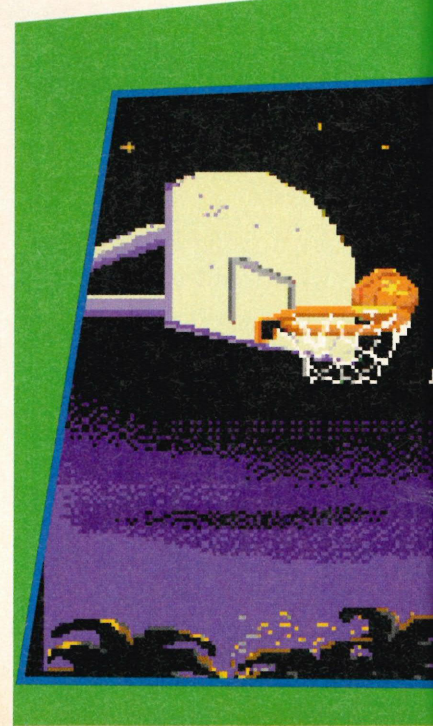
leaner,



Virtual Hydlide. In or out? After some humming and haaing, Sega have finally decided to release it into the wilds of the UK games market. How nice of them.



The Ooze. Seemed like a pretty neat idea - in fact, we previewed it only a couple issues ago, but someone decided to slime the game after all that.



in Action

fitter, tighter operation can still make loadsa money.

Another example of a popular game that never made it to the UK is *The Ooze*, a Sega of America title, ditched from the schedule largely because they would have been trying to flog it at the same time as *Crusader* and *Comix Zone*. Oh and there's the awful *Jammit*, a basketball game that doesn't even come close to the hallowed *NBA Jam*. One way games often fall by the wayside is through a late redesign and name change. For example, *Shinobi 3* on the Mega

Drive never saw the light of day, even though it was shown off to mags like us around the end of 1992 and was due for release at the start of 1993. It disappeared for six months and turned up completely changed. And you know *Chaotix*? That platform, swingin', ring thing evolved from out of a game starring everyone's favourite hedgehog, *Sonic*. The name of the game was *Sonic Stadium*, and we wouldn't be surprised to see it appear on another product in the near future.

Then there's the old format change trick – always a good'un for scuppering fledgling games. It goes something like this: An outfit have a game which is coming along very nicely until some producer or other points out that a little extra processor power would be nice, and what with that Next Gen format on the horizon, wouldn't it be lovely to design the game for

a more zingy platform. That's what happened to *Eternal Champions 2* on the Mega Drive. It turned up, but not on the Mega Drive – enter stage left *Eternal Champions CD* on the Mega CD, complete with full motion video.

That's also the way a game called *Ratchet and Bolt* went. It was a platformer featuring two robots, by the name of (sigh) Ratchet and Bolt, and cropped up in the Mega Drive brochure in the middle of 1994. The silence on this one suggests that there may still be a possibility of a 32X version.

Then there are the games wot got moidered. Games we'll never see ever, bloody ever. *Spinny and Spike* (Anyone ever hear about that one?) rose without trace and as for *Baby Boom*, well that went bang at the very last minute. *Baby Boom* was a Sega of America game, due for release last Christmas. This dodgy puzzler was a sort of a

Lemmings and featured babies running rampant.

You had to baby sit and stop them getting into trouble. Versions were planned for the Mega Drive and Game Gear, but the fact that it bit the dust comes as no surprise when you read the promotional garb. Stuffed with terms like 'Holy Wet Diaper', it completely failed to recognise that baby-sitting is not a hip and happening pursuit amongst Sega gamers.

An equally brutal night of the long knives came to Electronic Arts when loads of projects were ditched, not least *Cult of Speed*, a trolls-on-bikes affair not unlike *Road Rash*, and *Aspect Warrior*, a bit of a *Desert Strike* running around on the ground.

Games that disappear do so for a reason. Chances are, if Chuck Norris went in to liberate them, rather than a ticker tape parade finale, they'd be spat at in the street. Life is so cruel.

SEGA POWER

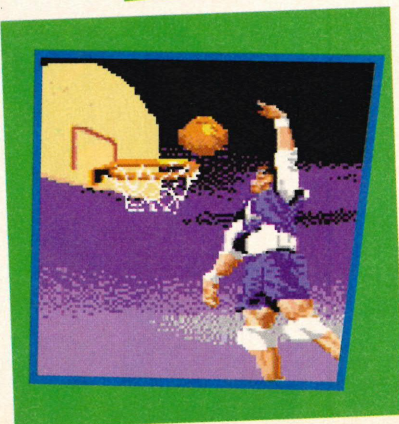
Chaotix. Originally due to be called *Sonic Stadium*, it eventually appeared on the 32X looking like this.



Eternal Champions. Lousy on the Mega Drive, great on the Mega CD, funnily enough. Tricksters, those Sega boys.



Jammit. So cack even people who enjoy cack like *Rise of the Robots* didn't get a chance to play it. Nasty.



X-Ratio

Part 2 This month, in the final part of our critique on the 32X, we look at its future prospects...

The Future

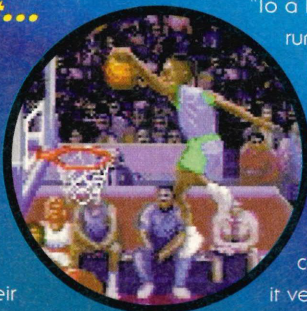
Although there's a large group of third party licensees, response on the 32X has been mixed, to say the least...



upgrade, they'll buy a Saturn."

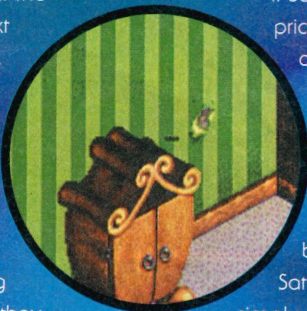
Core:

Core took a safer approach to the 32X. They had several 32X projects planned, but most of these have now been put on hold. A spokesman told us that "To a large extent, the long-running consumer press interest in the 'Next Generation' machines has somewhat overshadowed the 32X's release. I think the consumer still perceives it very much as a stop-gap hardware purchase."



Virgin:

Virgin are planning just the one 32X game, *Cool Spot*. We asked them what they thought went wrong with the 32X, and their reply was "The problem was that people bought the 32X expecting Next Generation quality. Also, the machine has had very bad support from Sega themselves, you need a degree in DIY to put the thing together and now they expect you to fork out another £400 for the next big thing."



"If Sega can align the retail price and the software catalogue with the Mega Drive owner's expectation of an upgrade, then it could become successful. I don't believe the Sega Saturn's potential buyer is simply anyone who owns a



Mega Drive. After all, the Saturn and PlayStation retail prices are in line with some electrical items like camcorders, video recorders, etc."

Kolibri on the 32X: Saturn quality graphics on the 32X, we wonder?



So, not such a rosy future for the 32X? Maybe, maybe not. Development for the 32X is quite strong, but it desperately needs a quality batch of ORIGINAL games that let everybody know what the machine's capable of. So far this hasn't happened, and considering that the machine's been available for about nine months, that's a worry.

amount of third party titles – even ones mentioned last month – have been suspended or dropped. Software houses are scared to spend the vast amounts needed to produce 32X carts. *Rayman*, *Street*

Another concern is that a certain

What Sega Say



Questions had to be answered. WE WANTED THE FACTS! We rang up Sega, spoke to a top sensible business-type and fired some questions at him...

Can Sega honestly say they're happy with the 32X?

Obviously it could have done



What The Software Companies Say

Head?



An 'industry source' told us that the 32X has sold between 30 and 40,000 units in the UK. Sega are trying to get an installed user base of around 100,000 by the new year.

Racer, Clayfighters 2 and Soulstar X are all examples of this.

Okay, so at times we haven't been too complimentary about the 32X, but Sega have deserved it. I'd wager that a high proportion of 32X users aren't happy.

However with all the talk of Saturn this and Playstation that, it's easy to forget that for a lot of



Cool Spot on the 32X won't differ greatly from the MD version

What You Say

We asked for your response to the 32X, and being the lovely people that you are, you actually rang up. First off the mark was Louis Smith from Southampton. Although he felt quite let down by the 32X (he thought the Saturn came out too quickly afterwards and stole most of the 32X's thunder), he liked *Metalhead* and thought *Chaotix* was excellent. He also was glad that *Virtua Fighter* was coming out and thought that would help the machine's future.

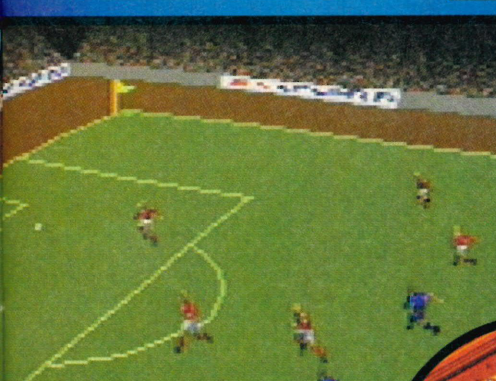
The Brez (ahem) from Tottenham in London wasn't quite so chuffed. He bought his 32X around last Christmas and, in his words, 'has been polishing the bloody thing ever since, 'cos there's nothing else to do with it.' Interestingly enough, he also told us that Sega admitted to him that there weren't any decent games for the

system and extended the in-pack vouchers for another two months. We asked him, on a scale of one to ten, what he thought of the 32X. On a basis of what it could do, he gave it 10, but on what it's actually done, the Brez gave it a poor 0/10!

Not exactly examples of a happy



Man in red body suit fights transparent man. Come on, look at that leg going through his body. PAH!



capable of. It takes time for any developers to get used to a system.

With the Saturn out now, are Sega still bothering to promote the 32X?

We're still doing ads for 32X, and we've just done a cinema ad for it. That's a lot of money being spent



better, but when *Virtua Fighter* comes out, people will see that the machine is a powerful piece of kit. It's just a shame that games like this weren't available earlier on.

Why weren't they then?

The first generation games on any machine aren't a good indication of what the machine's



advertising, so it's still very much part of our plans. We've not abandoned it.

These are the only 32X games Sega could (would?) tell me about...

- FIFA '96* – Yes, yes... very nice.
- X-Men* (Dec.) – Sega think it's a stunning 3D fighting game.
- Daxide* – A 3D asteroids game by David Braben (of

- Elire* fame).
- Virtua Hamster* – Silly name, still knocking about.
- Virtua Fighter* – Review next issue.
- Kolibri* – Clever, and looks beautiful.
- NBA Action* – Well, could be good.
- Spiderman* – Nothing known yet.
- T-MEC* – Looks good. Preview this issue, page 12.



The 'Why The Hell Did They Release That?' of the Month

*Midnight Raiders 30%
Helicopter + Mega CD = The Number Two*

Help Me, I'm New Here

Tip a jug! Part the Zwei to Most Wanted's bluffer's guide for Granny Spaz Idiots Who Don't Even Know What Game They're Playing. This month it's... Platform Games.

What are they? Only the most popular form of game in the entire world evereverEVER. And to be honest, we're sick to the nuts of 'em. History: Well, during the eighties every small child had a Sinclair Spakdrum 48k and a copy of *Manic Miner*. This great horse of a game was such a success that even Margaret Thatcher knew somebody who owned a house who had a copy who played it occasionally who told his pen friend who was Japanese whose Dad was rich who converted it who gave it to the friend who had little children who bought lots of copies and read *Sega Power* who has this *Most Wanted* section who is now about to tell you about the history of the platform game. Good Points? Juuu-mp! Collee-c! Avooo-id! It is fun. Lots. Bad points? Eek! The reason why we're sick of 'em is four-fold. Firstly, the gameplay - only those designers with a taste for innovation can



make a decent job of it. Secondly, they've always got some stupid title like *Weaselsocks In Nun Land*. Thirdly, Hollywood film licenses and fourthly, something else. Likely to star? *Sonic the Hedgehog*. Ah, hang on - that was the fourth one. 'Best' ones? *Earthworm Jim*, *Aladdin*, *Mickey Mania*, some of the *Sonics*. Stinky ones? *Yogi Bear*, *Dynamite Headdy*, film licenses from Acclaim. Average ones? Too many. The capital of Peru? Lima. I Thank you.

HAVE YOU BEEN MESSING ABOUT WITH MY WIFE? This, plus many other accusative sentences have never appeared in the intro-strap to *Most Wanted* and, quite frankly, we're not about to start now. So a warm chunklet of your favourite Terry to you, dear reader, and welcome. **BUT TOUCH HER AGAIN AND YOU'RE PORK FAT.**

Useless Product of the month

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Mortal Kombat 3

- The Secret Moves



Yeeeeeeeees!
Aaaaaaaaalways FIRST WITH EXCLUSIVES! No, yes again – you've seen the fatalities. You've squawked at the friendships. You've moored at the babalities. You've practically operated on yourself with excitement at the animalities. You thought you'd seen all of the secret bits. NOW LISTEN, YOU. The

Mega Drive conversion is stuffed like a, erm, BAG with new DEATH moves and all that. Exclusively *Most Wanted* exclusively give you exclusively EXCLUSIVE information on those exclusive EXCLUSIVES!!!! (Two exclamation marks too many – Nick.) (Yes! Another EXCLUSIVE for Sega Power! – Dean.) (Tie him up and then beat him with this will you? – James) (What I'd like to know is how I ended up in this magazine – Moira Stewart.)

The Shrinkality

Press High Kick, High Kick, Up, High Kick outside sweep range and witness rogue soldier Stryker shrink to A VERY SMALL SIZE, jump into his opponent's mouth only to appear through his victim's RIGHT FOOT causing his TOES TO EXPLODE WITH BLOOD.

The Clownality

Press Low Punch, Low Kick, Run, Run, Run anywhere and see Kabal rip off his life-support mask to reveal A CLOWN'S FACE. He then laughs like a MENTALLY UNSTABLE VICAR as he tosses a GUT PIE into his opponent's TROUSERS.

The Santality

Press Left, Right, Block, Run, Block up close without blocking in the final round and pog at robot ninja Sektor CHANGE INTO a Santa Claus costume and sing a jolly Christmas carol in SOME ELECTRONIC VOICE so loud that it shatters his pant-wetting opponent into LITTLE FLESHY SNOWFLAKES.

While we were throwing buckets around the office trying to work out who the ugliest member of East 17 was (a podgy skin battle between Chipfat and Watermelon), an angel appeared before us and had the bare-faced swilling cheek to sell us THIS rat.

"I am not a Columbian. I come in peace. I am peaceful. Me peace. Peacey me. You are nor. And do you know WHY you're not peaceful? It's your complex matrix of skin muscles sagging around your eyes, mouth, jawline and neck. And that's why YOU need Facial Flex™ Yes, Facial Flex™ and its unique stroke rehabilitation methods allows your RIDICULOUS MUSH to LOOK NICE to OTHER PEOPLE. Regular use of the precision-made device with dynamic elastic band THING, Facial Flex™ will rejuvenate your cheek gristle and make you smile like a monkey sucking helium through a straw OR YOUR MONEY BACK. So give us fifty quid or I'll get John Craven to eat your readers."

So now we've got two hundred bleedin' Facial Flexes™ cluttering up the bleedin' office and blocking the bleedin' fire exits so if a bleedin' fire bleedin' begins we bleedin' die like cigars. MIND YOU, THANKS TO THE FACIAL FLEX™ WE NOW ALL LOOK LIKE TEENAGE POPSTARS. Praise Him! Praise Him! Praise the happy end!

The Vegality

Press Up, Up, Down, Low Punch, Low Punch anywhere and fart excitedly as Shang Tsung transforms into A HUGE CAULIFLOWER and proceeds to roll over his victim SEVERAL TIMES until he's a soupy pulp WITH BITS OF CAULIFLOWER IN IT.

The Granality

Press High Punch, Low Punch, Forward, High Punch at sweep distance, and watch a bit as Kung Lao transforms himself into AN OLD AGED PENSIONER, and proceeds to over-feed his opponent on Barley Sugars until they BURST THEIR GUTS while he goes on and on about the price of CUP-A-SOUPS and DENTURE GLUE nowadays, it's disgusting...

The Barberality

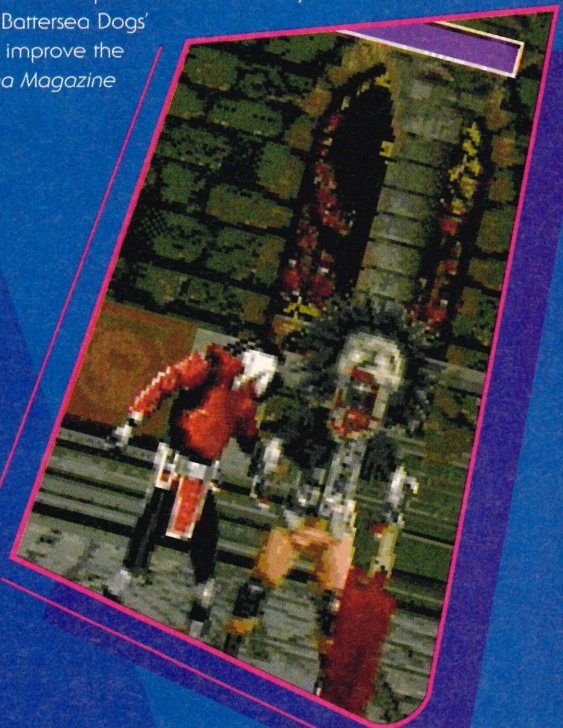
Press Run, Run, Block, Run, High Punch up close and Jax will launch on his opponent with a pair of scissors and proceed to MESS UP THEIR HAIR REALLY HORRIBLY whilst dancing like a German.

The No-Originality

Press Up, Right, Right, Run, Low Punch and Block at inside sweep and to make Liu Kang transforms into LIU KANG and do exactly the SAME MOVES AS HE'S DONE IN THE OTHER TWO GAMES AND NO DOUBT THE NEXT SIX BLEEDIN' INSTALMENTS. I mean, sorry but...

The Inevitable-Over-Their-Heads-Againality

Press Left, Punch, High Kick, High Punch, Run, Block, Up, and absolutely ARSE-ALL will happen but you'll keep TRYING IT AND TRYING IT until you start to miss school, fail your exams and become an unhappy butcher in Croydon all because we thought it would be funny to tell some lies. We thus apologise for the foolish, irresponsible content of the above and promise to seek five year's bonio-counselling from Battersea Dogs' Home. Still won't improve the circulation of *Sega Magazine* though, will it?



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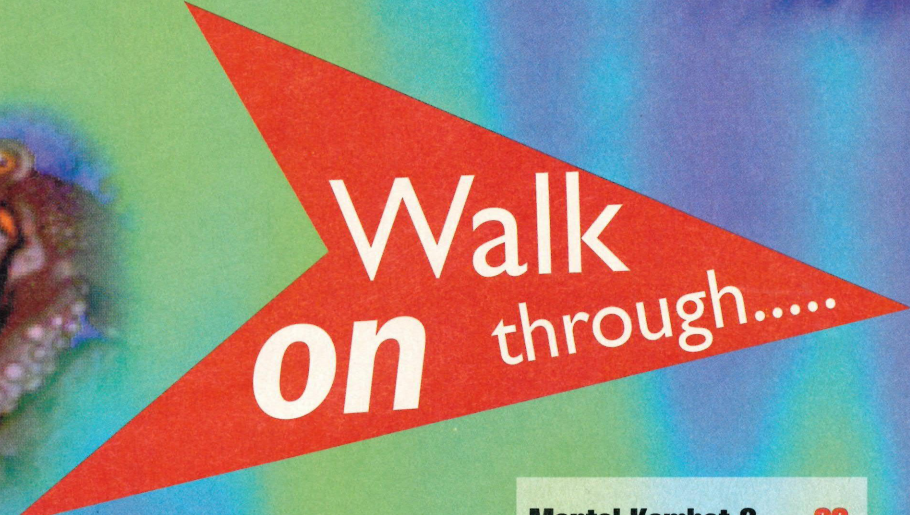
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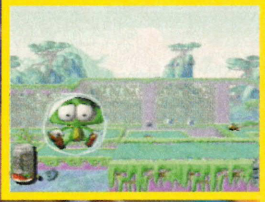
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Reviews

Vomiting the reviews truth over the Mean Machine of mediocrity



Mortal Kombat 3 (MD)



Bug! (Saturn)



Clockwork Knight 2 (Saturn)



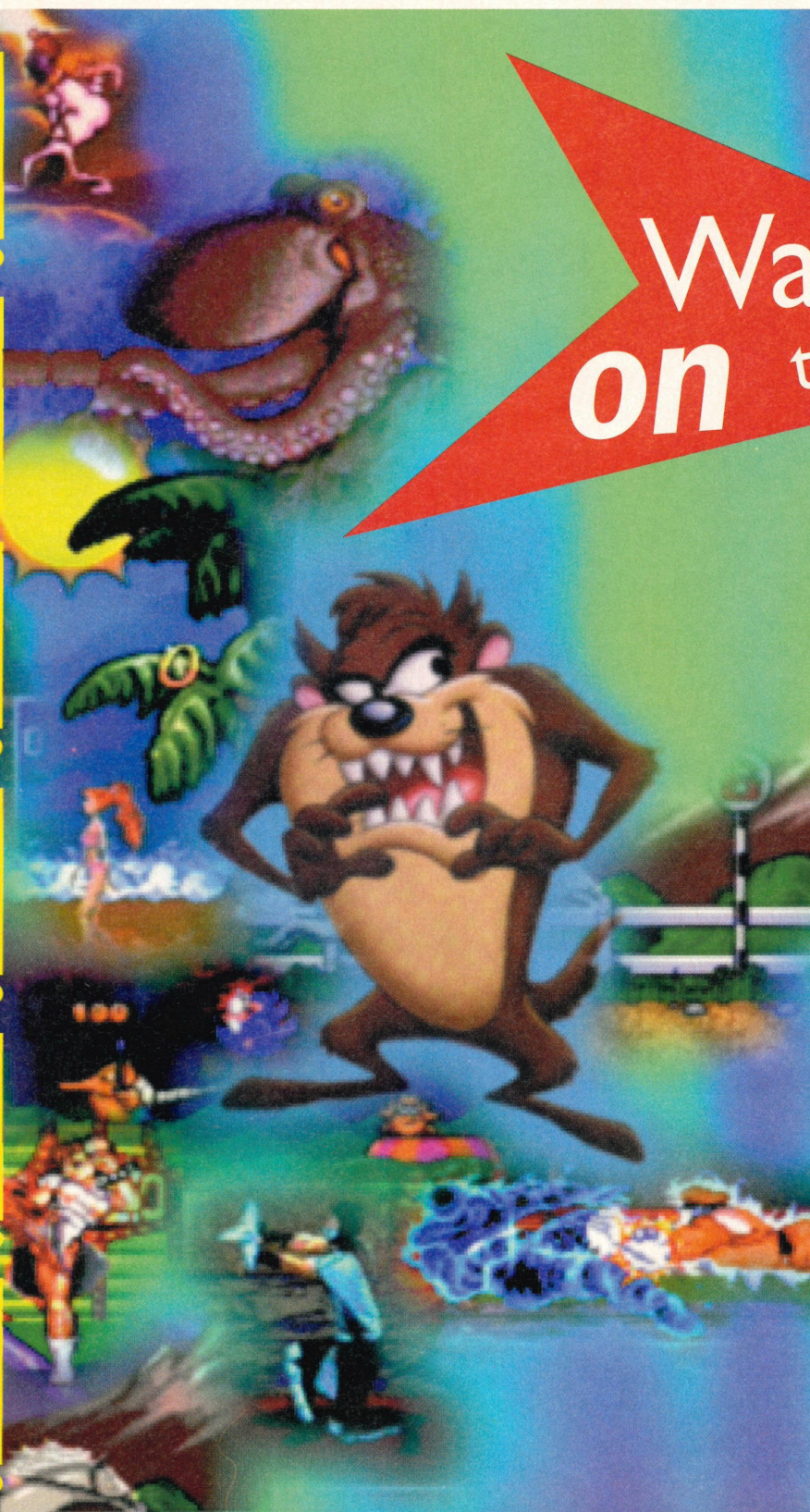
Comix Zone (MD)



Kolibri (32X)



Micro Machines TE (MD)



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Mortal Kombat

Yes, we know. Stop yer dribbling...
MORTAL KOMBAT 3 IS HERE!



Did you know that an anagram of Choose Your Destiny is Ryishose Uyd Entc?

I've got four pages to fill on this game. Hard. Very hard. Right, what do you want to know? Do you want me to tell you that the Mega Drive version of the game that you've probably been shoving money up for the last two months is arcade-perfect? That'd be silly. Maybe that it's the best version possible... Weeell, pretty



Frozen. 'Isn't that nice' as our Grans would say.

much - more on that later. Um, right, 61 words written and already I've hit a plateau.

WHAT'S BEST?? *Street Fighter 2* versus *Mortal Kombat 3*? *Mortal Kombat 3* versus *Mortal Kombat 2*? *Mortal Kombat 3* versus

Killer Instinct on the SNES?

THE FACTS

(according to me, anyway)... *Mortal Kombat 3* urinates over *Street Fighter 2* from a great height, laughing with wide eyes and sweaty brow while it does it. *Mortal*



I'm New

Seven new characters, there are. To help and make this whole review a little bit more logical, I've decided to spend a bit of time going through the newest people. No, please don't thank me. I do this for a bloody living...

Cyrax - or man of metal



Looks like an extra in *Buck Rogers* and eats flies with his metallic teeth... probably (sigh). Some moves, sirs...

Close Grenade: Low-Kick (Back, Back, High-Kick)

Net: Back, Back, Low-Kick

Fatality: Down, Down, Up, Down, High-Punch



Well, it's an explosion... It's a special move. ENOUGH?

A net. Much like one you could use for catching fish or marmite, or small dogs... etc.



Kombat 3



Friendships are back. We can do them... You can't. Makes us best.



Kombat 3 is dubiously allowed to call itself a sequel and *Killer Instinct* on the SNES is as slow as your Grandad on his funeral day.

What do you get for yer 60 squids? 14 characters, seven of them new, plus a cheerful, pat-on-the-back and glass-clinking return for Kano and Sonia from MK. 1. A chunky 'run' move, which allows you to um,

RUN towards your opponent, the ability to knock your foe through the ceiling into an upper part of the level and all new fatali-

ties, moves and the like. Liu Kang is back and, being my favourite character, I was disturbed to find that



Enjoy this game young people. It'll be the last MK on MD.



People jumping. Jumping about like spritely chimps.

Kabal - or Strainer Head



Looks like an extra in Star Wars and lights up like a torch when you whisper 'Cheese' in his ear.

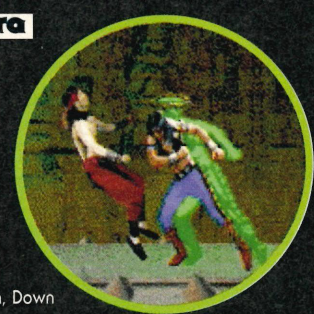
Eye Spark: Back, Back, High-Punch
Ground Saw: Back, Back, Back, Run
Babality: Right, Right, Low-Kick

Nightwolf - or Richie Sambora



Looks like a chimp from a heavy-metal rock combo. Likes having his feet tickled muchly.

Arrow: Down, Back, Low-Punch
Shadow Shoulder: Forward, Forward, Low-Kick
Animality: Forward, Forward, Down, Down



This is a fatality. Just to prove that they're there and we're good.



I've captioned more fighting games than you... or have, and I'm BORED WITH IT.

CaptionCaptionCaptionCaption... FOOLED YOU! Who do you think we are? Mean Machines?



New Code Thing

Another new aspect of MK3 are the combat codes. By pressing A, B and C on this screen you can change these codes to 'give you' stuff in the game. These can range from turning off the blocks or throws, to on-screen messages, to random character morphing. No doubt we'll be printing all the codes soon in the inevitable tips guide.

his hair has grown and he's taken to wearing some poncy headband. Looking like the spoddy geek from the top 'pop/rock/cock' band, Bon Jovi, is all down to personal taste - you can't help it if you want to look like a

spaz, I suppose - but must these 'long-haired' oafs invade our computer games as well?

Much like the arcade game, there's no real new innovations here but

15 captions on two pages? Cruel people, art folk.

that's mainly because this is the arcade version, in all but name (firm, that too - Nick.) (Oh yes, sorry - Dean.)

Any problems? A couple. The run feature isn't really that useful, but that's a fault of the arcade game, not the conversion. Some of the special moves are quite hard, and even ones that have travelled over from MK2 are harder to do. But maybe that's good.

Having said that the graphics are excellent and the playability's as strong as ever. There's hidden characters, special code

Men At Work

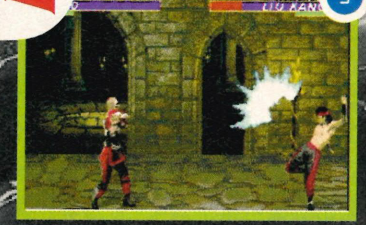
Kano is pretty hard this time around. Here, it's time to batter Liu Kang...



1 A little drubbing just to soften the wimp Liu Kang up a little.



2 Kano demonstrates his flashy new slicing move. Use it up close.



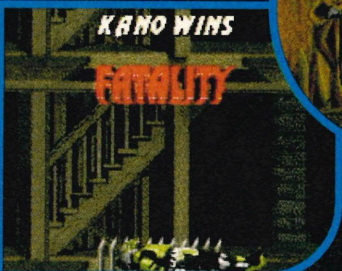
3 The knife can be thrown from a distance too, which is fun.



4 A quick Cannon Ball finishes off the weedy Kangster...



5 ...Before Kano blows bubble gum in this final friendly gesture. Not bad, eh?



I suppose it's true to call falling on spikes a fatality.



Who knows the secret of the Black Magic Box?



This caption is dedicated to James Wise of York who had to sell his SNES to get money to buy food. It's not too late to enter our Saturn comp!

Sektor - or Sector



Looks... like an idiot, with a 'K' where there plainly should be a 'C'. Stares at walls.

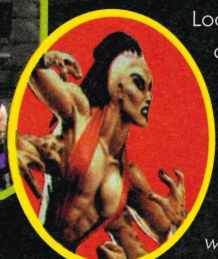
Smart Missile: Forward, Down, Back, High-Punch
Fatality: Low-Punch, Run, Run, Block
Friendship: Run, Run, Run, Down



This cyan thing is a target for your homing missile.

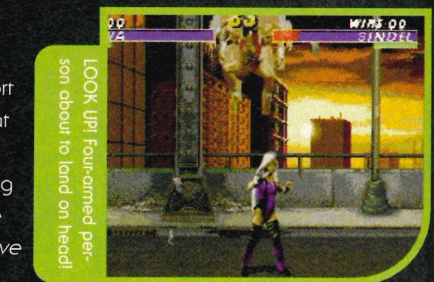
Sektor gets ready to do a lovely fatality. What more can we say about that? I DON'T KNOW.

Sheeva - or Dint



Looks like the sort of woman that you always seem to snog when you're drunk. (You've snogged women with four arms? - James) Looks at you funny, like,

Teleport Stomp: Down, Up
Fireball: Down, Forward, High-Punch
Babality: Down, Down, Down, Block, High-Kick



LOOK UP! Four-armed person about to land on head!



Feel the force of my flaming thump half experience.

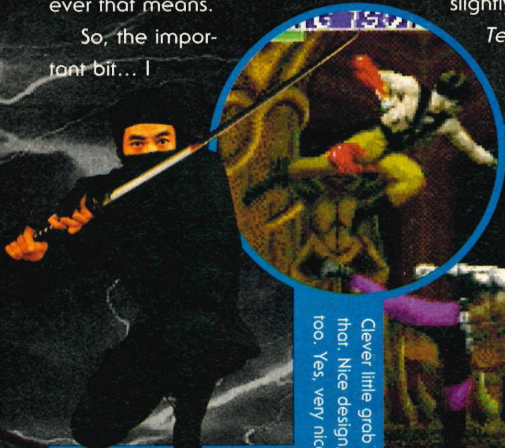


Great feature this. You can knock people through the roof! Isn't that wonderful? (Zzzz.)

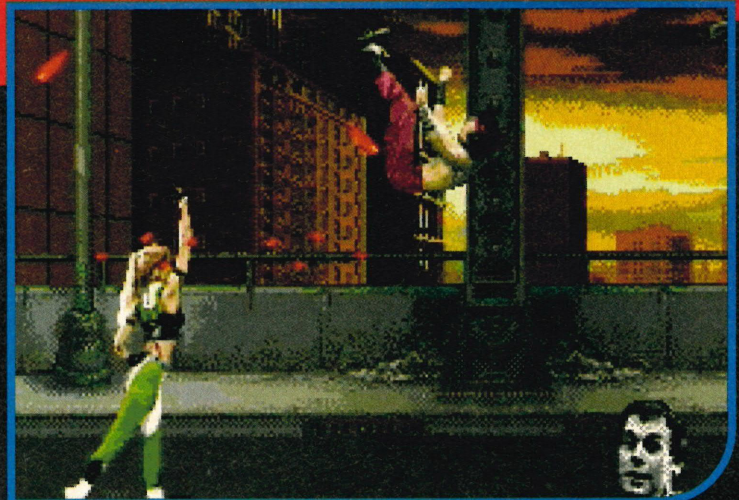
things (SEE BOXOUT. NOW!), bizarre new characters and not the sign of a chimp to be had, whatever that means.

So, the important bit... I

love *Mortal Kombat 2* and I'm not ashamed to admit it's one of my favourite games. Not even slightly. With *Virtual Fighter 2*, *Tekken* and the like, *MK.3* can look a bit old-fashioned and out of date,



Clever little grab that. Nice design, too. Yes, very nice.

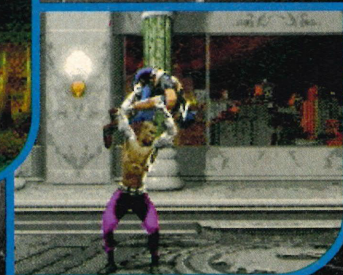


Mr. Toastie makes a welcome return, but he does look a bit older... Such are the pressures of fame.

much like that cousin you haven't seen for 15 years who suddenly turns up at a family wedding with flares, wide-collared shirts and sandals. But somehow Acclaim have just managed to get away with it one last time.

Not only will *Mortal Kombat 3* be the last decent 2D beat-'em-up to appear on the Mega Drive, but also the last *Mortal Kombat* game to appear... full stop. It's a very good way to end. R.I.P.

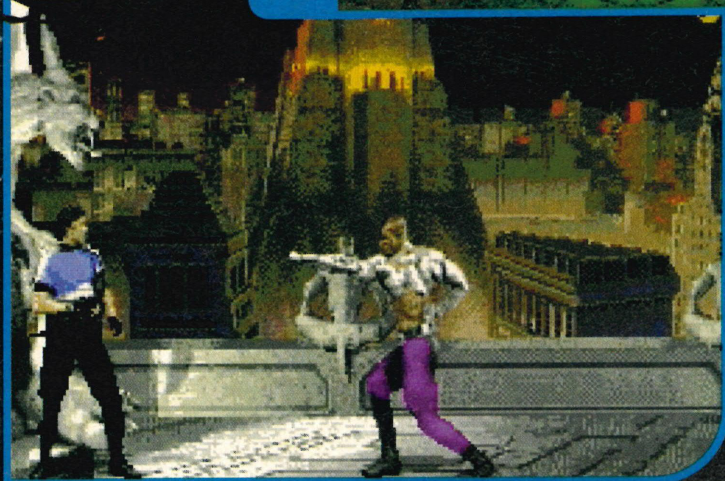
SEGA POWER



We asked *Sega Pro* to write these captions for us...



...but they haven't finished delousing their writers yet.



Who buys the CD? I can't understand the logic behind that. Or the Neo Geo, or the Jaguar... Somebody PLEASE tell me.

Mortal Kombat 3

Power points

Release date October

Players 1,2

Characters 14

Difficulty Medium/Hard

Acclaim (0171) 344 5000

Uppers & downers

- ▲ It's *Mortal Kombat*...
- ▲ ...you need know no more
- ▲ An admirable conversion
- ▲ Excellent new characters
- ▲ Plenty of new stuff

Final verdict

Wipe the stains from my tie. *MK.3* is every bit as juicy and fruity as we could've hoped for. Brilliant. **Dean**

95%

9

Graphics

9

Sound

9

Addiction

9

Lifespan

Sindel - or Mother Hen

Looks like she hasn't slept since she was a child. Likes purple sweets.

- Fireball: Forward, Forward, Low-Punch
- Fly: Back, Back, Forward, High-Kick
- Scream: Forward, Forward, Forward, High-Punch

Scream if you're horny... or just float about like a swan.



Hello, my name's Deborah and I like The Colour Purple.

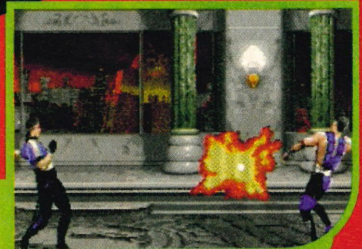
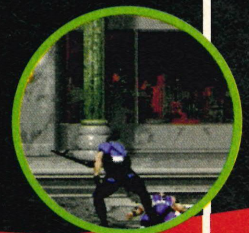


Stryker - or Man with Baton

Looks... fat. Likes to shout out Michael Barrymore impressions to get him free drinks in pubs. Never works.

- Low Grenade: Down, Back, High-Punch
- Baton Trip: Forward, Back, Low-Punch
- Friendship: Low-Punch, Run, Run, Low-Punch

LOOK AT THEM! LOOK AT THEM. Look at the funny men as they dance to EMI.





Punch one, get the other. Freaky. But cool.



The



Rectum is a similar word to arse, so we might try using that instead.

Axe no questions. Such gags make Meon Machines whine like girls.



The curse of the rancid Neo Geo lifts a final claw-like hand in the midst of its death-throes...



I make no secret of the fact that I think the Neo Geo is a pile of fresh manure. Everyone, including Neo Geo, must surely know by now that the machine's doomed. Much like Doctor Legg from EastEnders. It appears every now and again but nobody's really sure why.

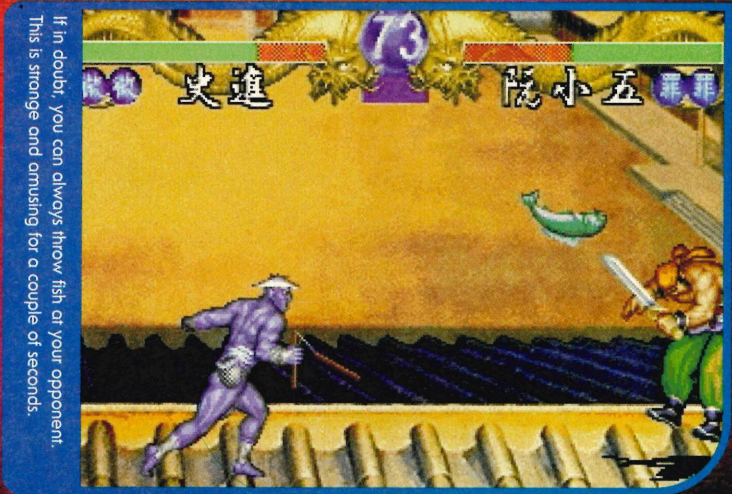
Yes, it can give you a pretty good fighting game... but that's all that seems to be released on it. And, laughably enough, all you DO eventually get to play is *King of The Fighters*, *Fatal bleedin' Fury* and *Samurai Shodown*. In other words, most of the tat that you really can't be arsed with. Where are the *Mortal Kombats* and *Street Fighters*? Anyway, ENOUGH!

point, which I was desperately trying to convey in as few words as possible, was that this is a game so ideally suited to the Neo Geo, that I thought, well, it should be on the Neo Geo.

Outlaws of the Last Dynasty probably has a pretty average plot. Being Japanese 'n' all, I'm not in a position to be able to tell you quite what's going on, but hey, it's a bear-em-up, what do you expect, eh?

You get yer 12 fighters, you get yer special moves. None of them are anything near original. None of them... oh, I don't know. It's just painfully average. There's nothing here that says IMAGINATION, SKILL, ORIGINALITY. Somebody walked past me whilst I was playing it and thought it was a Mega Drive game. Nuff said?

I'm sorry but I'm beginning to lose the plot with Japanese computer games. Maybe it's just me, maybe I'm too old for all this.



If in doubt, you can always throw fish at your opponent. This is strange and amusing for a couple of seconds.

• Saturn • £39.99 • Japanese Import • Data East •

Outlaws of the Last Dynasty



See what happens when you arm one guy with a mysterious staff? Not really.

When we asked what turned this sweet young thing into a maniac, she said it was a lack of sex education.

I Feel Like A Chicken

Special moves, eh? Doncha just love 'em? Sigh... Well, there's plenty of 'em in this game. And hey, here's a selection of our favourites...



A flick of the wrist and you can flush someone away...



Or entomb them in a massive block of ice...



Or slash them to pieces with fiery blades...



Or boggle them with purple wiggly things...



Or nuke 'em with powerful dragon punches.



I'm about to freeze you, okay?



Not the sort of thing I'd wear, but then I can't afford silk.

It seems to me, though that 70% of them are uninspired rubbish like this and 25%

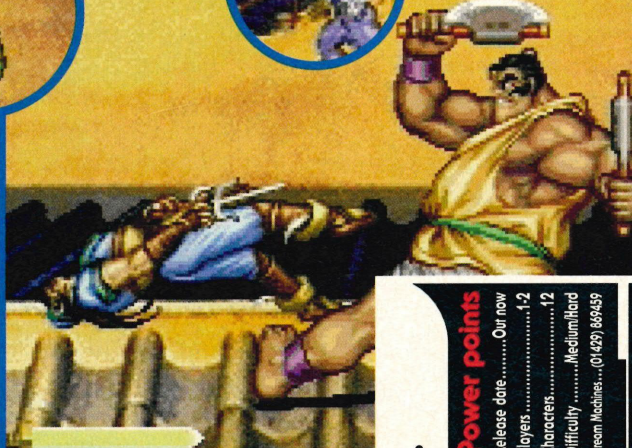
of them are so bizarre that only Simon Crook can understand them. Don't write in complaining. We're bound to do a feature on this on a couple

months so save it 'til then. Rant over. I don't need to write any more about this game because there's nothing more you need to know. Technically there's nothing wrong. It plays okay, the graphics are barely okay, the speed is fair but it's ultimately very tedious.

SEGA POWER



This is the kind of thing that happens when you have to sit down and grab games. Screenshots like this keep turning up. Actually, it's the START, OK?



The bigger the are, the harder they fall. This is rubbish. The smaller they fall, the more satisfyingly they fall. This is the essence of bullying which I'm sure you'll agree is... (STOP! You can't say this sort of thing! - Nick.)

Outlaws...

Power points

Release date.....	Our now
Players.....	1-2
Characters.....	12
Difficulty.....	Medium/Hard
Dream Machines.....	(0)429) 869459

59%

Uppers & downers

- ▲ Nothing wrong with gameplay
- ▼ It's a Japanese Beat-em-up...
- ▼ ...and it's not Virtua Fighter
- ▼ Very tedious
- ▼ It's like a Neo Geo game

Final verdict

No comment needed... The pictures will tell you everything you need to know. Please wake me when it's over. **Dean**

5 Graphics	4 Sound	5 Addiction	6 Lifespan
----------------------	-------------------	-----------------------	----------------------

Micro Machines

Turbo Tournament Edition

Start your engines, aim for the OAP and SCORE SOME POINTS. This old joke, and many more, are exhumed below.

- Mega Drive • £44.99 •
- UK Release • Codemasters •

Blow me away with a .45 Magnum, if this new *Micro Machines* isn't EVEN BETTER than the previous two incarnations.

Tie me to a track and drive over me with the Channel Tunnel train, if the new additions to *Micro Machines* don't make this the best racing game EVER.

Nail my testicles to a splintery piece of wood, if Codemasters don't make so much money from



this they can afford to buy THE WORLD. Or at least Cornwall.

Fire my eyeballs through a cheese grater, if... (*That's enough of that* - James.)

It's official. The new additions to *Micro Machines* have made this game so tasty you could eat it. (If it was cheese, which on a safety note kids, it's not.)

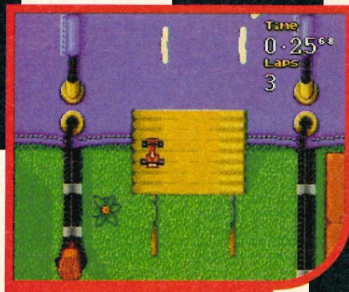
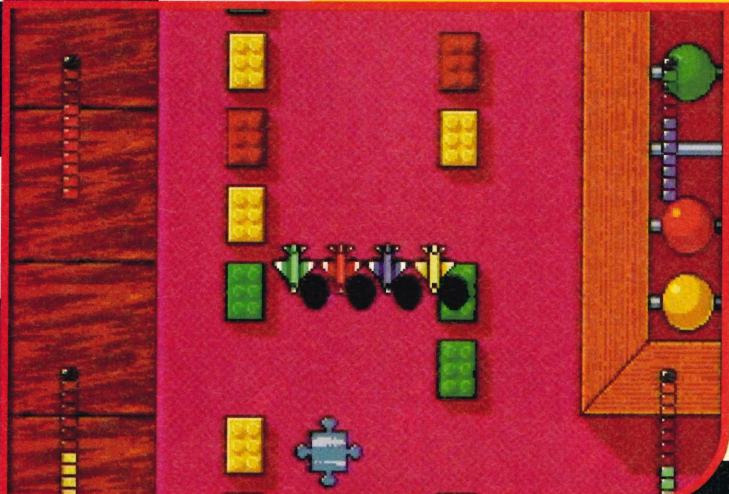
Whatdoyagetferyermoney? SIXTY BLOODY GREAT TRACKS covering plenty of new 'environments' like science labs, a gymnasium, a camp site and a bath. More importantly from this game's point of view, a construction kit is also included. We'll deal with that in a minute as

it's a complicated beast.

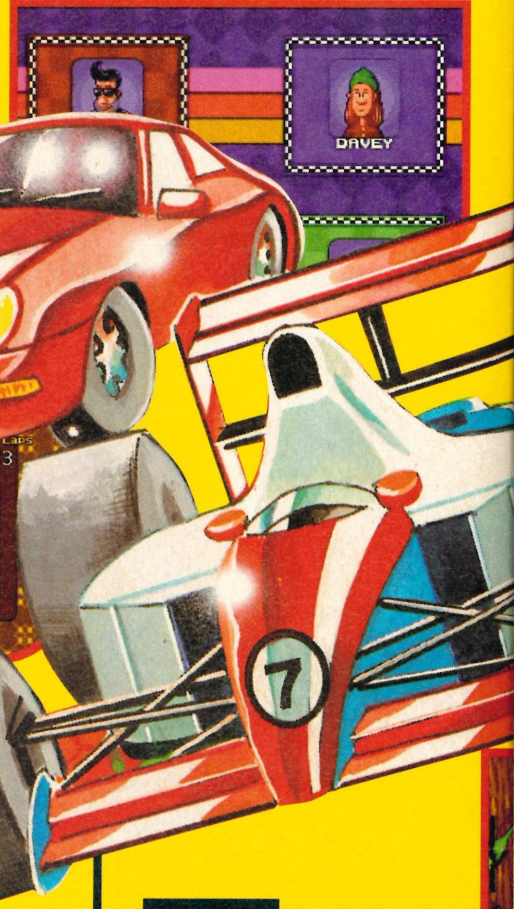
Got any friends? If so, you can have up to eight people playing this at once, in a multitude of interesting ways. Or, if it's just you, in your bedroom, left on your own with your mum laughing at you, and people making jokes at school because you're so unpopular, there's a Time Trial Challenge and Pro Head-to-Head mode. (Note that this won't make you popular, it'll just occupy a little bit of time.)



VROOM VROOM VROOM VROOM VROOM VROOM etc.



A tent. Tents are handy if you want to feel cold and wet.



Main Menu

Start here to edit your tracks, cars, attributes, load in new tracks or whatever. Clever, no?



Games Construction

Construction Kit

(Patronising voice). Let's talk about the main feature in some detail, everyone.

The Construction Kit is probably the main reason for buying the game. It allows you to either edit a couple of the existing tracks – alter the layout, put in new features and so on – or create new ones of your own. You can save up to ten of the beggars using a fancy new password system which also allows you to 'share' tracks with your mates.

Yep, when you've made a track and saved it, you can take the resulting code and put in into a friend's copy of the game to try it out. A clever idea indeed and we'll be printing some codes shortly so you can try other readers' tracks for yourself. (SEND THEM IN!)

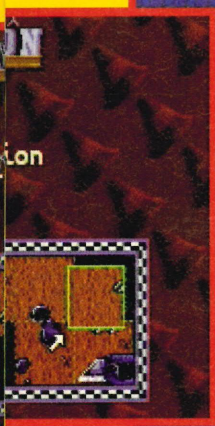
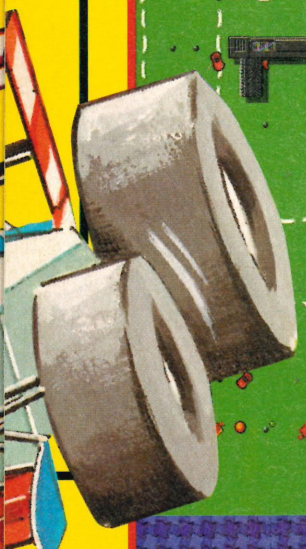
The Kit also allows you to alter acceleration, weather, grip, car types and so on, although there are limitations. For instance, when creating a new track, you can't put certain items that appear in other courses, on the track – the barbecue, for example. You also have to be careful about how complicated your track is – all you can do is create relatively simple loops. But this isn't a real complaint. Check the following out for a full breakdown of how the cunning beast works.

The Course

When you've made a new course, this is what it might look like.

I've taken a pre-existing track and altered the colours and backgrounds.

I've also added this corner and a few hazards.

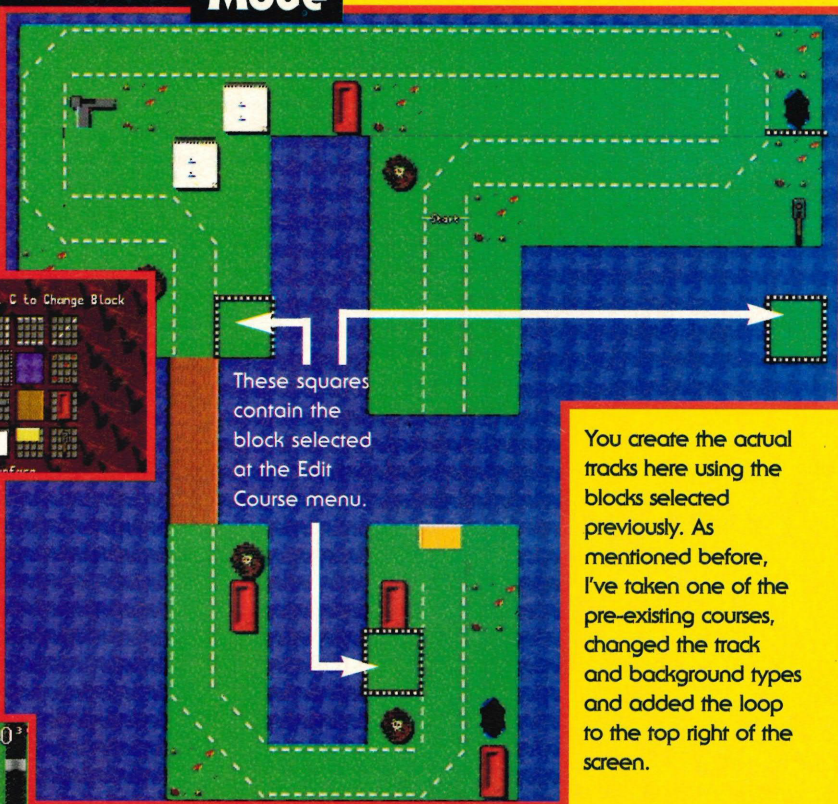


Edit Menu



Access all the Construction Kit options from this menu. So simple my mum could use it.

Preview Mode

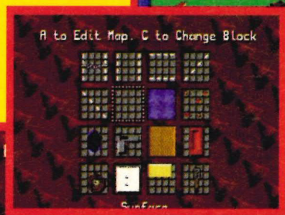
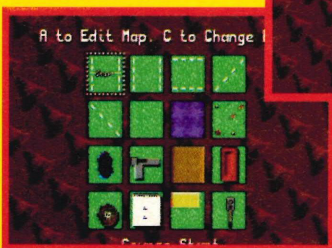


These squares contain the block selected at the Edit Course menu.

You create the actual tracks here using the blocks selected previously. As mentioned before, I've taken one of the pre-existing courses, changed the track and background types and added the loop to the top right of the screen.

Edit Course

This screen allows you to cycle through the track types, backgrounds, hazards and so on. Select what it is you want, then go to Preview Mode.



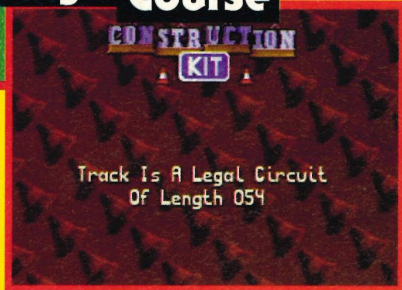
While we're here, the game also keeps some new characters under the mattress (well, alright then, that's not very exciting), new vehicles – cop cars, solar cars, jets yeah yeah yeah and that's it.

The gameplay is the same as before – the Codies have in their shrunken wisdom decided not to mess with the tried-and-tested formula. You'll know, therefore, that this is wasted in one player mode, despite the Codies' game attempts to liven it up.

But we don't care about that. Essentially, I want to have sex with this game. Yes, I am that sad. But it does have a racy glint in its eye. Play it and you'll agree.



Legal Course



The computer then checks the course you've created. If it's OK, you can save it and give it a spin.

Vehicle Graphics



Not only can you change the courses to a limited extent, but you can also change the vehicles that get to drive on your course.

Attributes



And importantly, it's easy to change the acceleration, speed, grip and so on. THE POWER TO CHANGE THE GAME IS YOURS!

The usual head-to-head option is still here, AND MANY MORE!



Micro Machines TTE

Power points

Release Date	October
Playability	6
Levels	65
Difficulty	Medium
Codemasters (01926) 614132	

Uppers & downers

- ▲ Love the Construction Kit
- ▲ And the clever codes idea
- ▲ And the new tracks
- ▼ But I hate...
- ▼ ...NOTHING!

Final verdict

"Better than owning a real car. But then I can't drive so what do I know?" *Nick*

95%

7 Graphics

7 Sound

9 Addiction

10 Lifespan

EDGE

SPECIAL EDITION

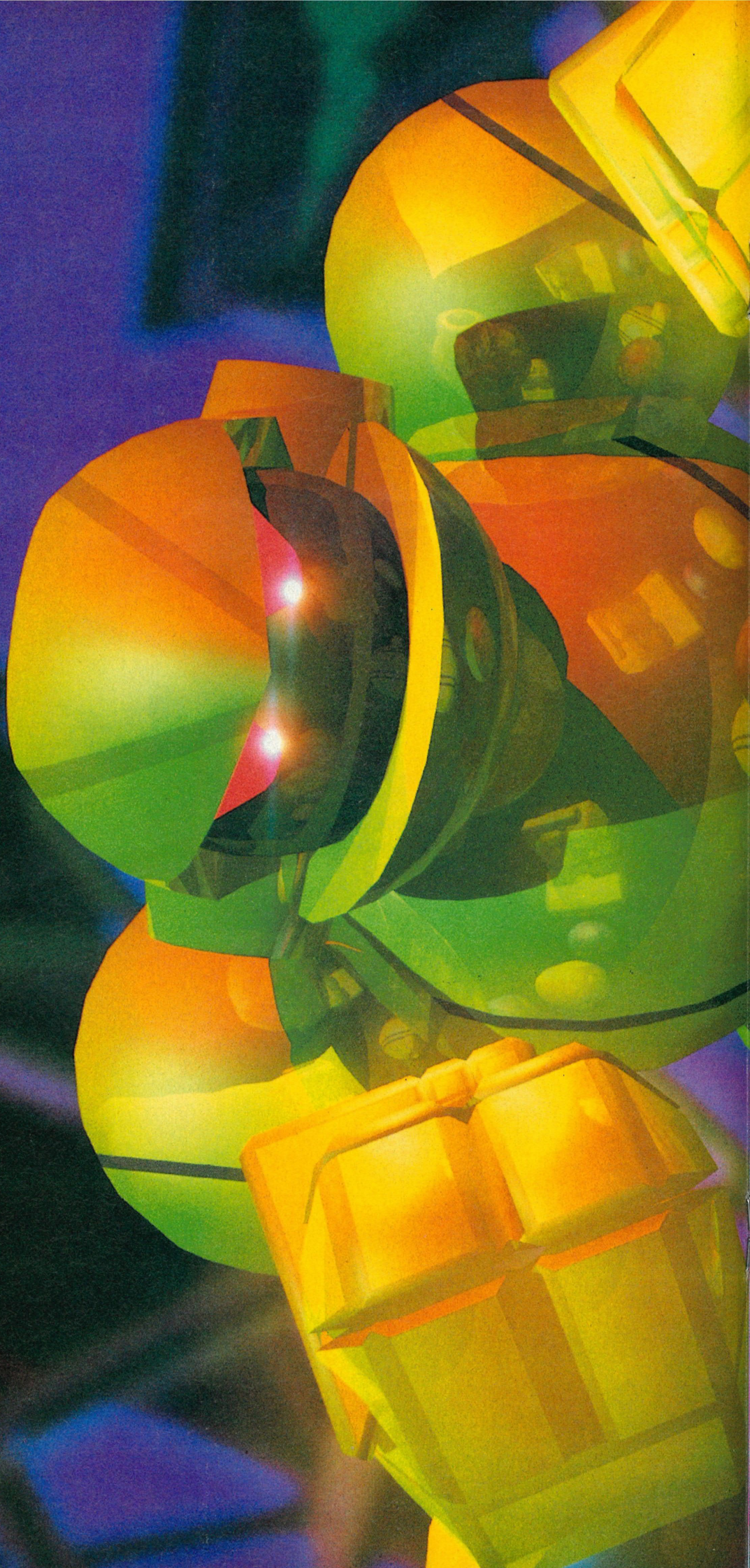
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• Saturn • £Varies • Japanese Import • Sega •

Clockwork Knight 2



Bless the mechanics of a small child, our favourite knight of tin is back...



Pretty pictures do not a good game make. We need new ideas, now.



Yes frantic people, he's back and once again trying his meral-arse best to recover Chelsea, his pretty doll girlfriend. Not hard, though, this game's still easier than farting and blaming it on your pers.

We didn't like the first one... Too easy, too boring, too many better things to do with the money. It's nice to see that Sega have listened to us. *Clockwork Knight 2* is STILL too easy, too boring and there's still too many better things to do with the money.

Okay, okay, GOOD BITS! Weeeell, although the graphics are not going to win any major

beauty prizes, they still stand a pretty good chance of being chatted up at a night-club – after a few drinks and a chorus of "Yeer reeaaally sweet, youz are. Ere, j'wannaa..." Understand?

As a minor showcase on the Saturn's ability, *Clockwork Knight 1* was fair. It did show that relatively straightforward platform games could look good on the Saturn. But, despite all those lovely rendered images, nobody liked it. So why return with the same formula? Why not stop and think



"hold on, nobody actually liked this game, DO YOU THINK WE SHOULD DO SOMETHING DIFFERENT?"

With luck, this game won't escape Sega's flimsy quality control net and get released over here. If it does, I'd advise you to avoid it for the ridiculously average effort that it is.



Clockwork Knight 2

Power points
 Release date.....Out now
 Platform..... Saturn
 Levels.....4
 Difficulty.....Easy
 Dream Machines.....(01/25)
 069485

Uppers & downers

- ▲ Well, the graphics are okay
- ▲ Good rendered stuff as well
- ▼ Too small
- ▼ Too easy
- ▼ Too much like the first one

Final verdict

Sigh... Uninspired, unoriginal, uninteresting a real 'un' game. I really don't like it very much at all. **Dean**

53%



PJ and Duncan, eat your hearts out.

In true Japanese nightmare Karaoke fashion, Sega have included in the manual the words to both the songs in the game. Here, for you, are the words to "Pretty Please Boogie". You're not going to believe this...



Well, well
 Let me tell you what it's like
 Being a pretty doll day and night
 Baby, it ain't easy...

I do
 Enjoy the attention you give me
 Still, there's a lot of work behind
 the scenes
 You'll never know the little things I
 go through

I dare not move when you're around
 Even when I need to sneeze
 Ooh that hurts!
 Aaah...
 When you're in bed I stay close to you
 Making sure nothing bad
 Happens to you
 Lu, lu, lu, lu
 Lu, lu, lu, lu

Most of all
 I smile for you
 'Cause I know that's the best I do
 So, have a heart, won't you please
 If you could, I'll be so pleased
 Oh pretty please, could you give me
 A vacation???

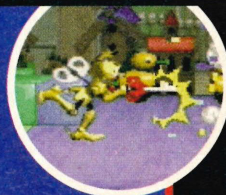
So, you
 Wanna know more about what it's like
 Being a pretty doll day and night
 Baby, it ain't easy...
 Yes, I
 Enjoy the freedom while you are out
 Still, there's lots to care about
 You'll never know the little things I do
 for you!

After I sunbathe on you pillow
 I close the windows
 And Sometimes wipe them, too

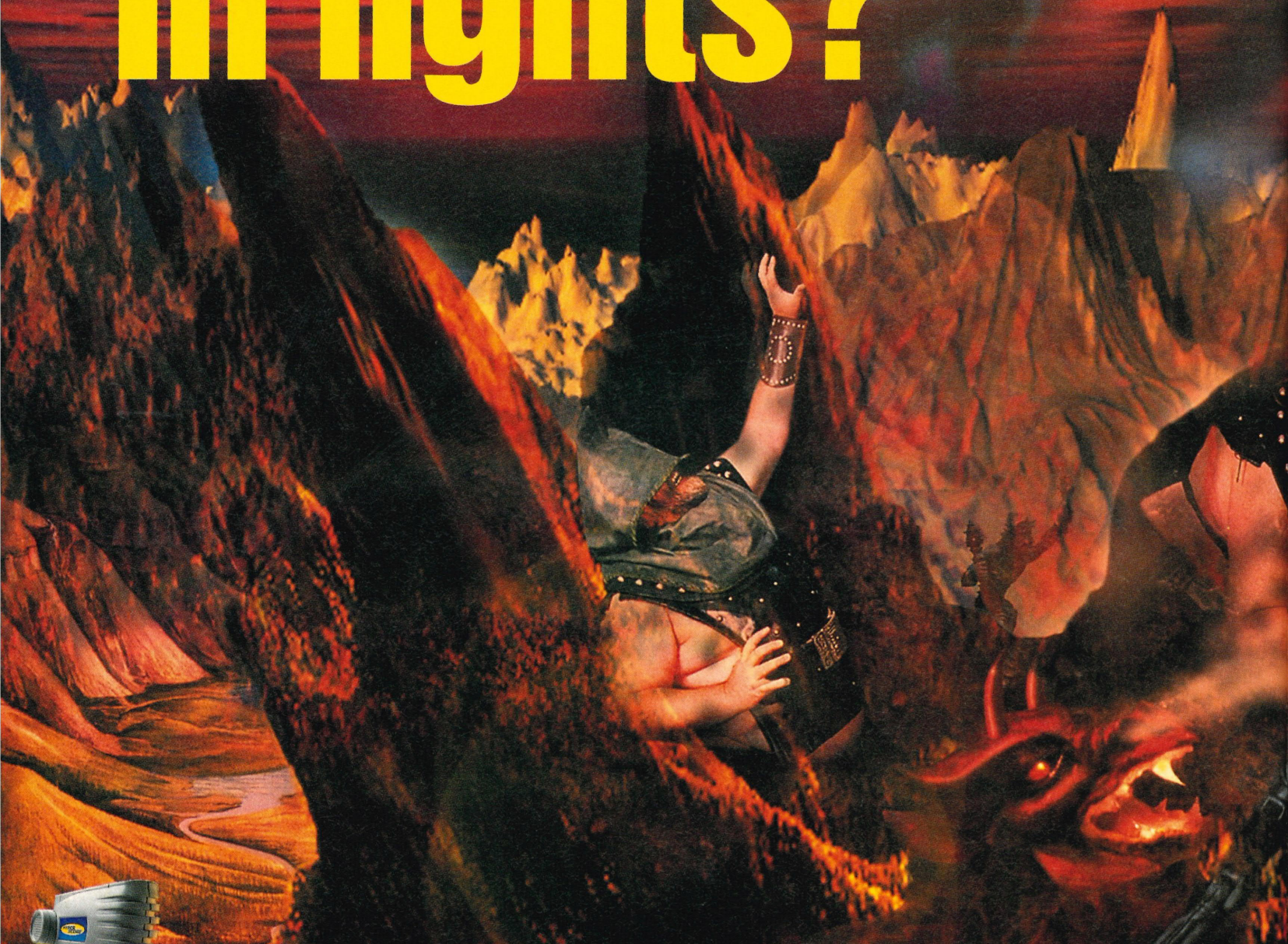
Woo, woo, woo, woo...
 Behind the bookshelf is where I would go
 Trying to find what you are
 looking for
 wa, wa, wa, wa...

Words by Reiko
 Waters

Makes Euro-
 vision look like
 Sergeant
 Pepper.
 Reiko,
 hide
 your
 head
 under
 Granny's
 skirt, I'm coming
 for YOU.



WHAT DO YOU have to do to get YOUR NAME UP in lights?



Ever wished the world knew how good you are? **INTRODUCING HYPERSCORE**, the telephone network communicator that jacks you into a national games league then publishes your name in the Daily Mirror and on **Teletext** on Ch4 P. 438 (providing you cut it). It's a doddle to use... just slot in your game cartridge into Hyperscore (Hyperscore comes as either **SNES™** or **SEGA MEGADRIVE™** compatible)... hold it to your phone and download your



score to get an instant ranking. The hard bit is **GETTING TO NO1**. Every quarter Hyperscore updates with all your fave 16 bit games, plus eight new leagues, and there's a **TRUCKLOAD OF PRIZES** to be won. If you've got a High score you need Hyperscore.

Without Hyperscore you're nowhere.





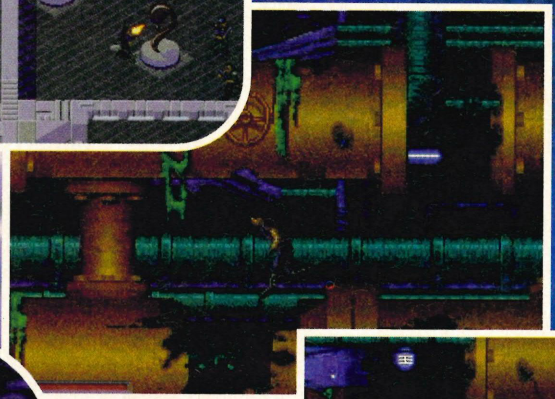
The Gauntlet-bit. Walk around this isometric environment, pick up guns and generally shoot the hell out of the bad guys.



The best idea is to stand behind the wall and shoot as the boddies come.



It's the Weapons Museum scene from the Demolition Man movie. The President lurks here as well for some reason.



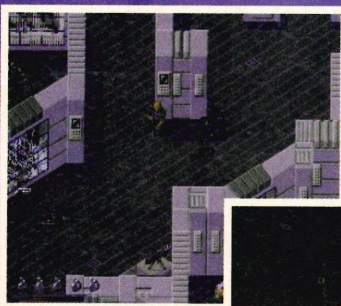
Pipes. Sewers. Rats. More reasons for playing the game.



DEMOLITIO

Spread some celebratory cheese on a Ritz cracker, it's Sylvester Stallone in the game of the film. Hoist your underpants in exultation.

- Mega Drive ● £34.99 ●
- UK Release ● Acclaim ●



The only thing worse than games made from films is films made from games. I dread to think what would have happened if they'd based Demolition Man – the Movie on the game. Lots of mindless hysterics, shooting, jumping about

and explosions probably. But wait... (ha, WE'RE SO FUNNY!).

We got to see Sandra Bullock I guess – that was a Very Good Thing. We got to see Dennis Leary – would have preferred Bill Hicks really but he's dead now and probably unavailable for bookings, Hell being the way it is these days.

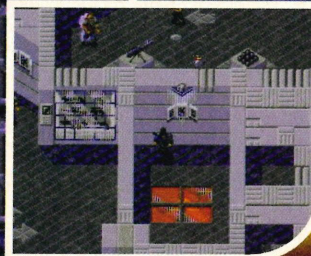
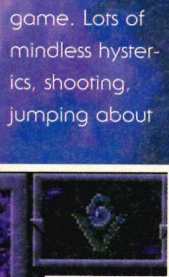
Which leaves us with Sylvester. I refuse to call him Sly because that would be playing his damned Hollywood game and I've been working on my fine British cynicism



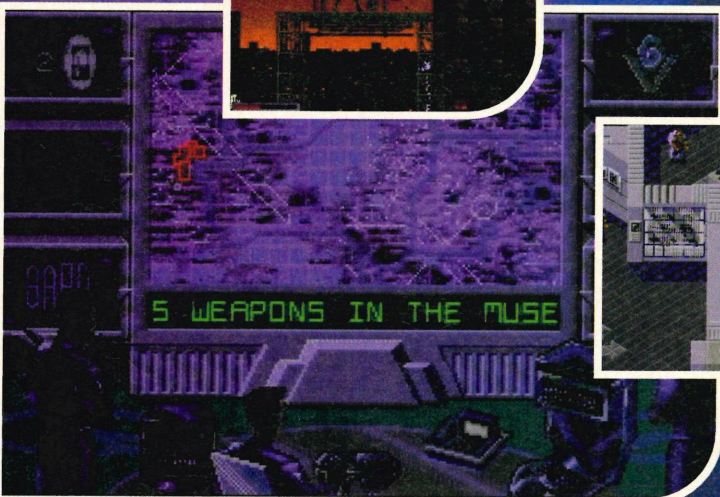
too long to let things slip as easily as that.

Besides, if Schwarzenegger looks like a condom stuffed with walnuts, Stallone's more a jiffy bag packed with frozen peas. Certainly, it's lucky that he's managed to find so many acting roles where the ability to speak clearly isn't required. Let's face it, this must have really annoyed Dolby, George Lucas and all the others who have invested so much in state-of-the-art, high-tech cinema sound systems.

I guess that some licence based on the marginally original Demolition Man was bound to appear sooner or later. It's just a surprise it's taken this long.

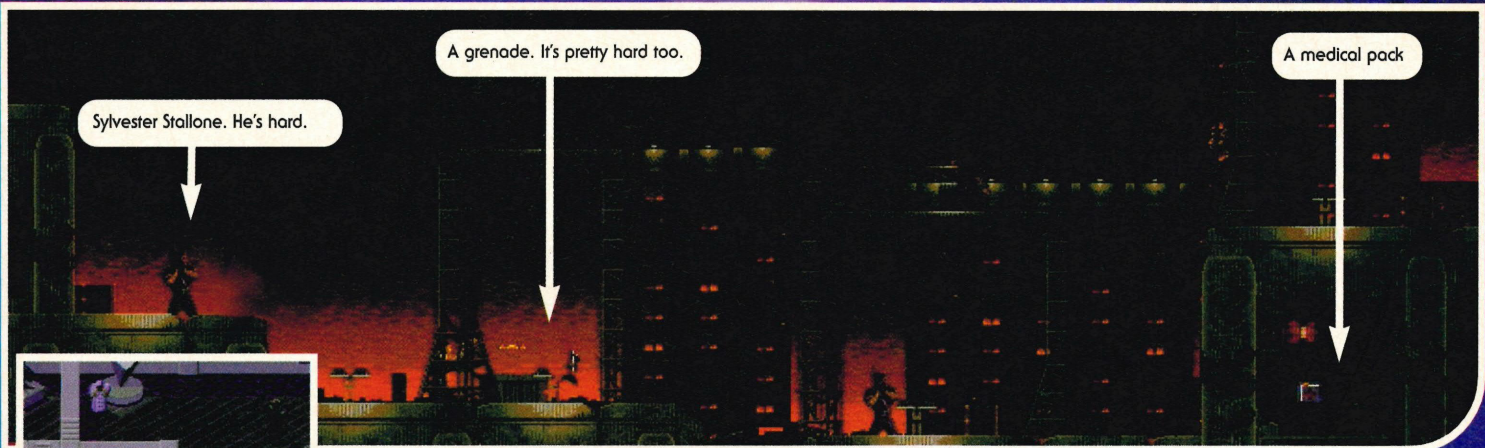


BANG BANG BANG
BANG BANG BANG
BANG BANG BANG
BANG BANG BANG
BANG you're dead.



Before you begin each section, the main police computer briefs you on your objective and potential problems. Get to it boy, before the World Falls Apart (again).





Sylvester Stallone. He's hard.

A grenade. It's pretty hard too.

A medical pack



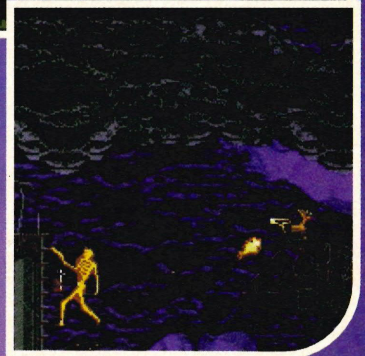
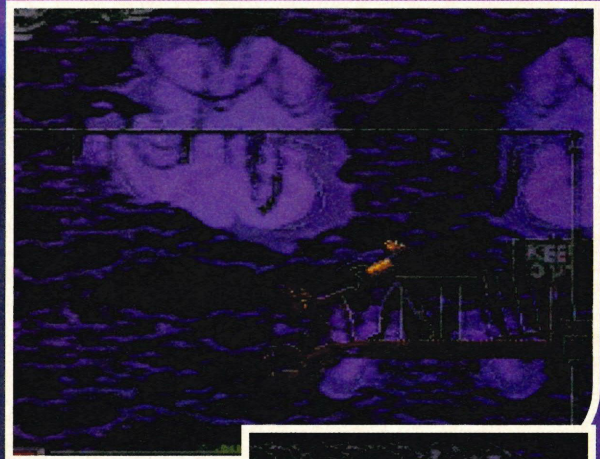
The first scene of the game has you jumping out of the helicopter on a bungee cord as in the film. Now WHAT KIND OF A SICK FOOL GETS OFF ON THAT EH?



N M M A N



When walking along some of the areas like these, you want to be careful of the containers of C-4 explosive held in nets. Shoot them with your gun but be careful not to be underneath when they explode.



The game: The first bit has you bungee jumping out of a helicopter, as in the first few minutes of the film. Spray a few bullets about and take out the baddies who are hanging around. It's all pretty straightforward with medical and weapons power-ups (better guns,

extra grenades) available when things get tricky.

After this, there's a *Gauntlet*-style level where you have to wander around a 2D landscape shooting baddies and trying to keep up with the President (whatsisname, Paul Eddington from the movie). There's more: another level where you spend most of your time descending a large cavern attached to an overhead line, shooting things and an underground level where the idea is to wander around a load of pipes – shooting things.

The trouble is, as soon as we started to sit down and play the game, we knew what it was we were going to get. This is

Terminator. This is *Gauntlet*. This is *Earthworm Jim*. Like Stallone's latest film, *Judge Dredd*, it's just a collection of bits from other, better, titles.

I guess it'll fill a gap in the day but, if you're expecting some Mega Drive 'lost hurrah' before the Saturn muscles onto the scene, you'll be a sad, disappointed chimp.

SEGA POWER



Demolition Man

Power points
 Release date September
 Playtime 1
 Levels 4
 Difficulty Variable
 Acclaim (0171) 644 0000

Uppers & downers

- ▲ Short-term entertainment
- ▲ Sound sounds
- ▲ Not bad on the whole
- ▼ But lacking in originality
- ▼ No real tension to the game

Final verdict

"A tapestry of familiar themes. This won't make you want to throw away your current games duvet." **Nick**

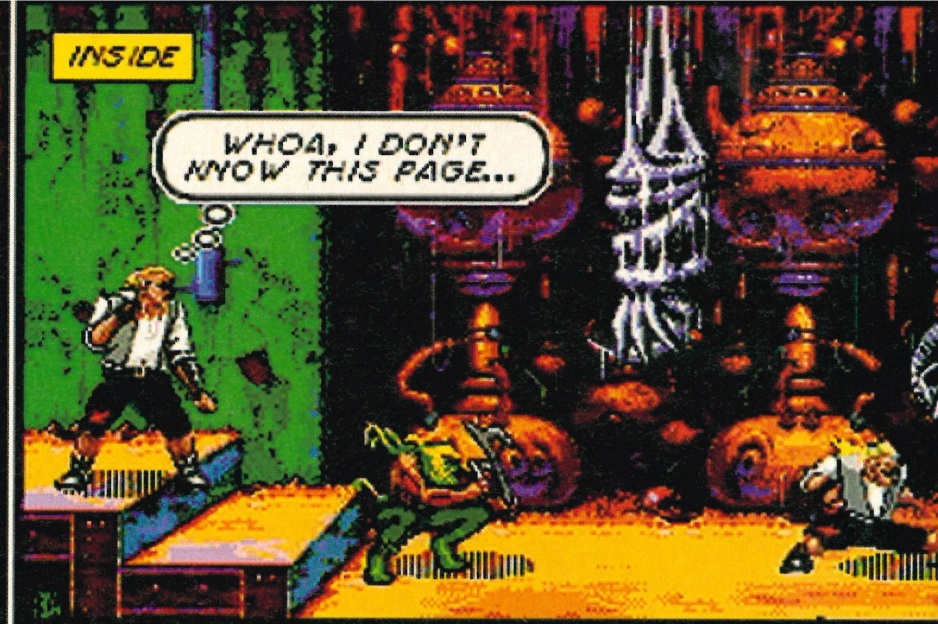
72%

7
Graphics

6
Sound

7
Addiction

6
Lifespan



Puzzle Box

Say it in a magazine and we get shot, but it's fine to say it in a game. Oh yes.



Ookay, you'll need to get through this fan to continue...

...This is done by dropping the rat and letting him do stuff...

Then, when the fan's stopped, you can punch it out, like.



Look! You can see his little fingers on the edge of the page!

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

ix Zone



There's a couple of secret rooms, and hey, here's one!



A better chat-up line you'll never hear.

People DO spend vast amounts of money on old comics... Read this and you may find out why...

Comics? A harmless 20 pence worth of enjoyment while passing another half-hour of youthful boredom? Or something for anal, socially-challenged adults to waste large amounts of money on? Decide for yourself and let us know.

1 Well, there's no denying that some of them are actually worth a bob or two, but you do have to wade through an awful amount of crap to find the elusive 'golden turd'.

2 It gives them something to do, I suppose. Stops them beating up Grannies and suchlike.

3 So they can say things like... "I've got issue 37 of Batman. The one where Two-Face, Flutter the Mouldy Car and Jizzy the Shaking Mouse appear for THE FIRST TIME."

So, why do people collect comics?

But (with a mind razor), strip away the stagnant segments of your youthful brain that tell you a bear-'em-up has to be: A, devoid of a plot, B, linear or C, formulaic. Now, if you will, try to imagine an interactive comic, one where you can choose the eventual destiny of your character. This will get you somewhere near to the game that is *Comix Zone*.

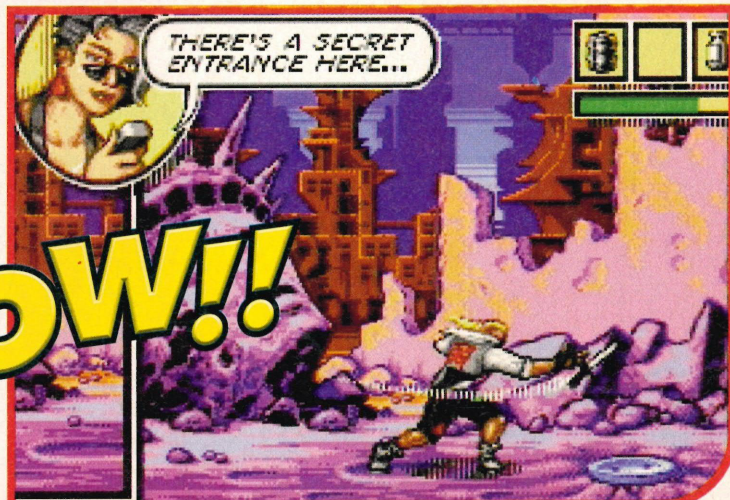
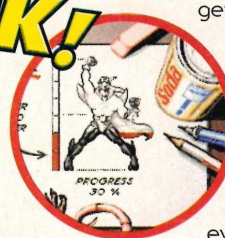
You're an comic book artist, you see, and, in a nightmarish Monster

reality break, your evil artistic creation bursts forth on a stormy night to claim his unrightful place on

God's clean Earth. YOU

get 'shoved' into a spooky locus of your own design and must fight yer way out, defeating everything you've

WACK!

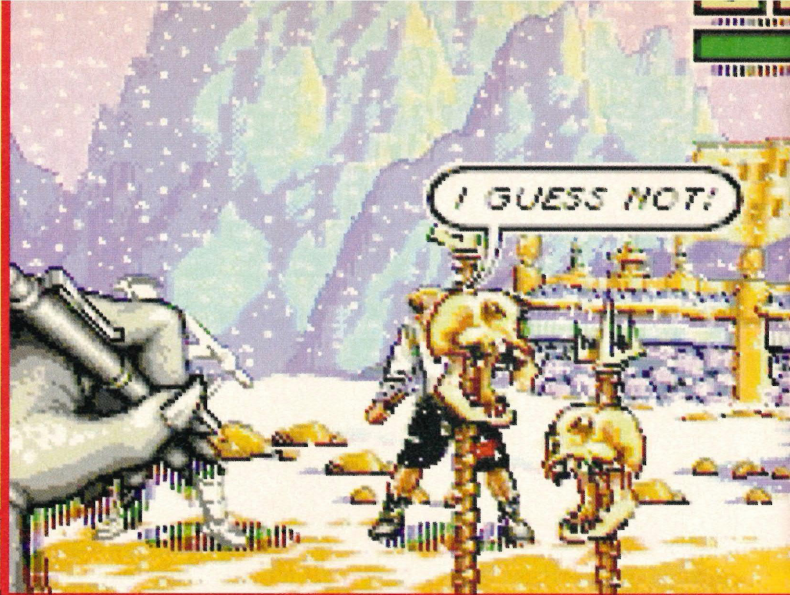


Who is she? Who knows, who cares. She'll pop up and give you 'helpful' information. Mostly of the completely wrong kind.

POW!!



I tried to capture something exciting and dynamic, but it didn't somehow work. Sorry.



Scary hand comes and draws in all the baddies, much like one of those nasty latex gloves you could buy. REMEMBER?

spawned. Much like a dream where a baker would have to fight a angry gaggle of crusty cobs, or maybe one where a burcher would ruck with a clump of irate pigs' trotters or spare ribs. Maybe.

'S like this. You jump into a frame of the comic and have to fight your way to the next one. Occasionally, you'll be faced with a simple puzzle, but mainly it's just a case of bashing your way through to the next bit. Sometimes you'll be given the option to choose your course through the level, but usually it's down to your wits, the help of a mysterious woman (who keeps appearing in a bubble) and a rat.

WACK!

Yes, your best friend is a rat.

The game only has a measly THREE levels... each one split into two sections, with a small bit at the end. Technically, then, that could count for seven levels, but you'd have to count them as small ones, cos they are.

My opinion? I liked it. It's certainly original and the graphics do tend to lean over to the very good side of



Oh, for a feather. How happy that would make me.

things. It's definitely too small, though, and the last level's bloody hard. Continues are minimal - a maximum of two for the whole game. It's challenging-enough for a couple of days play, expensive though those days will be. It's good, right, but I wouldn't buy it. I'd certainly hire it for a weekend and enjoy it for that, but I've got better things in mind for my £50.

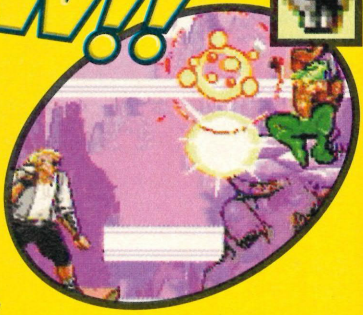
Three or four times the amount of levels and on the Saturn with wonderful graphics (and that) and I reckon you'd be looking at a classic game, but on the Mega Drive? Not quite. **SEGA POWER**

Collectibles

Stuff to collect. These are the stuff. Good things, they do.



POW!!



I had a very nice holiday... just in case you were interested.



Comix Zone

Power points
Release date Real soon
Players 1
Levels 3
Smoking (0171) 979 3000
Sega (0171) 979 3000

Uppers & downers

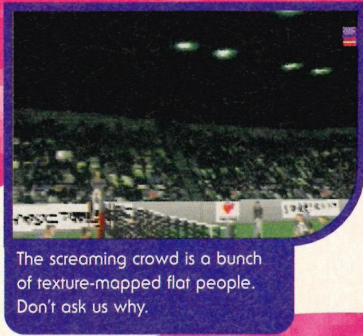
- ▲ Graphics. Are. Good
- ▲ Original
- ▲ One for the rat
- ▼ Too small...
- ▼ ...by half

Final verdict

"A twinkling star in the vacuous space of platform/beat-em-ups. Quite a small twinkling star, though." **Dean**

81%

9	8	8	6
Graphics	Sound	Addiction	Lifespan



The screaming crowd is a bunch of texture-mapped flat people. Don't ask us why.

You'll see a lot of this particular camera angle.



Virtual Volleyball

Volleyball. This is a game about it. We use the word 'game' in its loosest, flabbiest way. As for the 'it' part - make your own minds up which word that appears in.

- Saturn • £39.99 •
- Jap Import • Imagineer •

When games of this ulcerous calibre spew forth from the import stomach like a jet of blood-flecked bin-food from the mouth of a drunken tramp, all we can do is step over the mess, offer a tissue and be off on our way to something better.

of game we DON'T want to see polluting our spanking new Saturns any more.

The company responsible for delivering this mutant child into the world is Imagineer. Now, in theory, volleyball would appear to be a good game to convert.

The trouble is the programmers don't seem to have had much of an idea where to

But before we actually raise our boots over this festering goo, it might be worth inspecting a few of the stinkier bits of rotting carrot in the hope that we might understand something about the types

Oh look, it's this camera angle once again. Twice.



More volleyball happening here which fails to hold the interest.

start. The camera angle changes constantly as the ball flips over the net which is a little dizzying (and barely gives you enough time to react to the appearance of the ball), but it's the quality of the polygon figures which really stink.

The animations are OK but lack detail while the edges of the polygons are so jagged it's amazing the players don't cut themselves to pieces on each

other. The gameplay mainly consists of fiddling with the buttons until an animation sequence wheezes into action. DULL!

On the bright side, there's no shortage of options but, as far as I could tell (on my hack through the Japanese language forest), there's no variable difficulty level.

Right, that's your lot. I don't want to talk about this cretinous game any longer. GO AWAY!



Virtual Volleyball

Power points
 Release date... Now (import)
 Players.....2
 Levels.....N/A
 Difficulty.....Very Hard
 Dream Machines.....(01429)
 869,459

Uppers & downers
 ▼ Yeugh
 ▼ Nasty
 ▼ Horrible
 ▼ I paid £400 to play...
 ▼ ...decent games

Final verdict
 "So virtual it's unreal. unreally bad, that is. About as welcome as a turd in a swimming pool." **Nick**

31%

4 Graphics 5 Sound 2 Addiction 2 Lifespan



This is a 'continue'. It's hidden in a pretty flower, isn't that nice?



• Saturn • £44.99 •
• September • Sega •

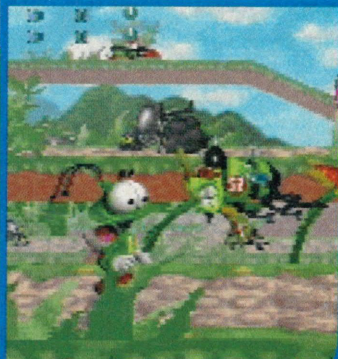


Look, we've used our top cheat to get 10 wholly undeserved lives. This is level two by the way and it's hard.

With only rumours circulating of a Saturn Sonic, Sega needs a hero to sell their black wonderbox. Step forward Bug.



What is a platform game exactly? Where is it based in reality? I



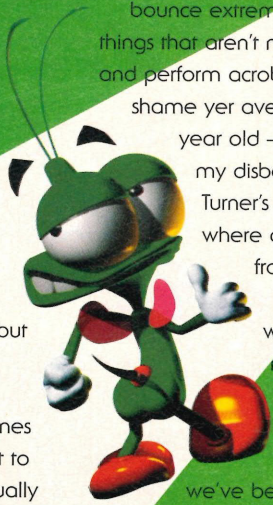
mean, driving games – race tracks, try to go fastest – easy to understand. Fighting games – develop grudge against life, beat people up – maladjusted, but comprehensible. Flight sims – memorise a thousand button combinations, fly around for half an hour, see nothing, crash on landing –



My girlfriend's coming to stay for the week, I've got my...

tedious, anoraky but we know where and why.

Platform games however – run left to right, collect unusually large diamonds,



bounce extremely high on things that aren't normally bouncy and perform acrobatics that would shame yer average Russian 14 year old – wha? Suspend my disbelief on Anthea Turner's knicker elastic – where are you coming from on this one?

You see, we've seen so many platform games doing so many of the same things that we've begun to question the basis for their existence. It's the inevitable result of trying to find new ways of saying "It's like *Sonic*, except not as good" for every bloody 'new' release.

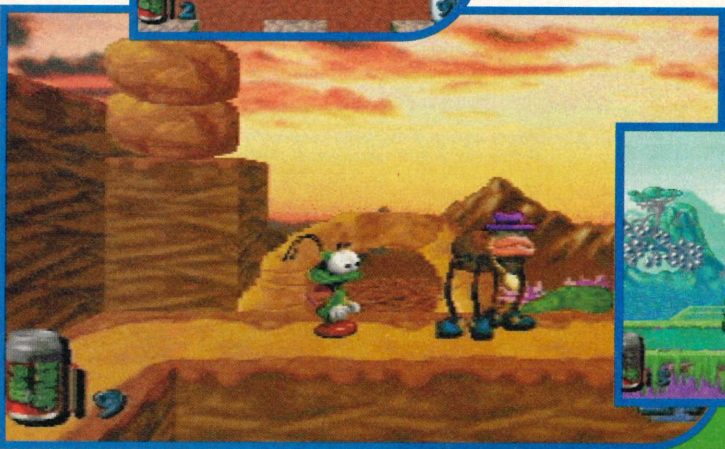


game comes along and silences our ignorant ramblings, reducing us to childish mumblings of delight. *Bug* is one such. Listen-up joypad thrashers, it's the best game on the Saturn and I'll see you outside if you disagree.

Look at it, *Bug's* in real 3D. You can walk into the screen, out of the screen, left and right, up and down. It's brilliant. What's more, despite this seeming complication, control of *Bug* feels absolutely natural. No joypad spazzing here. I'm very excited I can tell you.

Right, control, calm... the story. Queen Cadavra has kidnapped all of *Bug's* insect-type pals and (you know what's coming next don't you?) *Bug* has to rescue them. This is the damp excuse for six major levels of insect-themed platform

...own Saturn (with three new games), the Test Match is on, it's Friday...

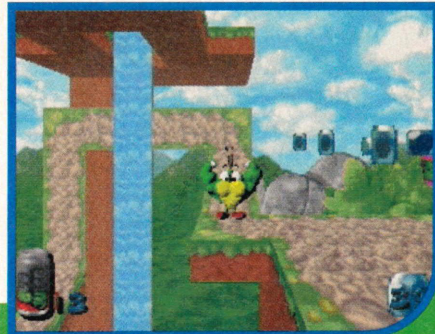


Tip-Top Cheatery

Snot even out yet and we've already dug out a top *Bug* cheat. For 10 continues on each level (rather than the government issue three) press u, d, l, r, u, d, u, d, r, r, l, u, l, l, u, l, r, r, d, d, A at the title screen. Praise us. But then you already know that.



I've made it to the end of Scene 1 level 1. Only another 25 Scenes to complete to win the game.



I've hit a patch of neutral caption-writing inspiration. Above: Frog. Left: Scorpion and Bug.



the levels, accompanied by an excellent sound sample (which Chris can now imitate perfectly).

Bug is almost as much fun to watch as it is to play, something you can only say about the top platform games – *Earthworm Jim* springs to mind. It's not easy, certainly (gamesplayers in America are annoyed that no level select codes have yet been published) but

you'll want to persevere. In any case the Saturn's memory system will allow you to skip previously complete levels (if you want to that is).

Bug is reason enough to buy a Saturn. How much more persuasion can you possibly need? Apart from a gun pointed at your heads.

But we aren't allowed to do that.

SEGA POWER



I'm waiting for a lift here. Don't know where it'll take me, though.

Bee type thing. Fires electricity bolts at Bug. Nasty.



G!

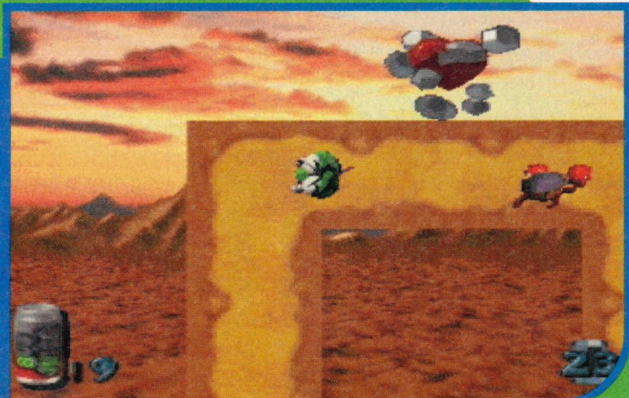


action. There's at least four scenes to each level, each with any number of continues and stuff. This is definitely not a platform game you could complete in a couple of days. Oh, and there's lots of hidden levels too. Give the coin to the Daddy long Legs, man.

There are too many great

touches to mention in one review. All the baddies (and there are a lot of them) are beautifully designed and animated. To kill them Bug has to jump and land on top them, cuing all sorts of special effects. Bug's life monitor is a can of Bug Juice which gets depleted by running into nasty stuff. New supplies can be collected around

...and, apart from the hangover, there's no doubt about it: I AM A VERY HAPPY MAN. Oh, Bug can walk up vertical walls. LOOK!



Power points
 Release date.....September
 Playtime.....1
 Levels.....6 Major Levels
 Difficulty.....Hard
 Sega.....(0171) 9753000

Uppers & downers
 ▲ It's a platformer in 3D...
 ▲ ...and it looks beautiful
 ▲ Challenging enough...
 ▲ ...to last a very long time
 ▲ Love it to bits

Final verdict
 "The first proper advance in platform gaming for years. Looks fantastic, plays like a monster" *James*

Bug! **95%**

9 Graphics 9 Sound 9 Addiction 9 Lifespan



RASTER GAMES

FREE!
Giant Ridge Racer
& Toshinden Poster

Racing Just Got **DEADLY**

Forget Formula One...

Ditch Mario Kart...

Destruction Derby – PlayStation
Need For Speed – PC
Micro Machines '96 – Mega Drive
WipeOut – PlayStation
Fatal Racing – PC
Sega Rally – Saturn

Plus Reviews of:
Yoshi's Island – SNES
Rayman – Jaguar
Bomberman 3 – SNES
Bug – Saturn
Fears – Amiga

ON SALE 28 SEPTEMBER

Virtual

• Saturn • £39.99 • Out Now • Sega •

Virtual Hydlide suffers from being 'virtually' a game. Pop yer eyes out with spoons, glue them to this page and everything will be revealed...

Hydlide

In the vacuous space that is Sega's commissioning department lies a man with severe bleeding to the head, face and neck. Tattooed upon his forehead are the words 'VIRTUAL HYDLIDE... WHY?' This is the man who said, "Hey, I LIKE THIS GAME!" This is the man who, if he ever recovers from his wounds, should spend the rest of his working life play-testing Master System games. This man is a fool.

Virtual Hydlide isn't disastrous, I suppose. It's quite original - in that it's an RPG with 3D jerkalot graphics and much running about. The graphics are okay, even if most of the monsters look like they've caught a terminal case of Lego-itus.

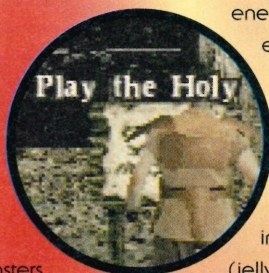
You bring up a map, run to the next flashing cross and 'do' something. This ranges from raiding

tombs and killing zombies to entering the vampire's castle and killing him (as well as another full complement of zombies). The

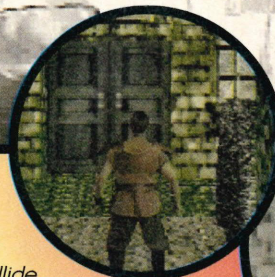
enemies are, if nothing else, a little different.

You've got zombies (You've done those - Nick), shaky trees, strange balls of electricity that seem indestructible, jelly (jelly's pretty easy to kill, surprised?) and... Zzzzzz.

Yeah, soooo, you wander 'round a large map, going through trees, finding strange crystals that transport you to other parts of the



Beautiful grey woman, trying her best here to escape from purple monster into thing.



map... and generally getting pretty bored.

The programmers do get a few points for effort. Virtual Hydlide has, as I said, some interesting ideas but the sloppy design, rubbish animation and general

unpolished feel loses it a lot of points. A bit of a boring game, really my loves.

SEGA POWER



This is a bridge. These are great for, well, crossing water and that. As these graphics clearly illustrate.



The programmers spent many months in Bridgewater to come up with the inspiration for the bleak, depressing graphics.



This is the Vampire's castle. It is Good...



...and this is a map of Bridgewater. It isn't.

Virtual Hydlide

Power points
 Release date.....Out now
 Players.....1
 Levels.....Only a couple
 Difficulty.....Medium (ish)
 Sega.....(0171) 373 3000

Uppers & downers

- ▲ I happen to like fighting jelly
- ▲ Some originality
- ▲ Very dull
- ▼ Jerky sperky graphics
- ▼ Too much tree running

Final verdict

"Imagine the Saturn is a house... well, Virtual Hydlide is the outside privy."

Dean

49%

6
Graphics

6
Sound

4
Addiction

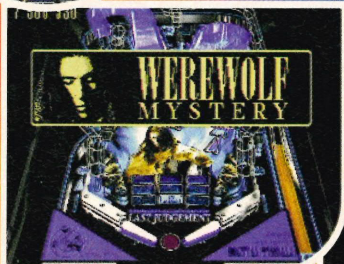
5
Lifespan

Digital

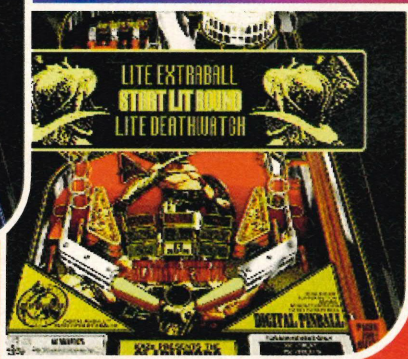
Pinball

The Pinball Wizard has turned a pinball princess into this pinball dog. Woof.

• Saturn • £TBA •
• September • Sega •



The great werewolf mystery. Like: What the hell has a poxy werewolf got to do with pinball?



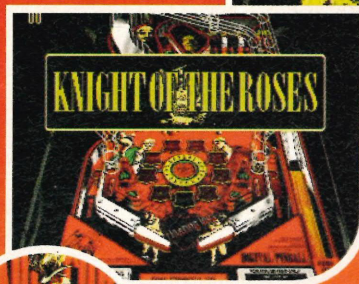
Imagine a CD full of feature-packed pinball tables using the Saturn's graphical capabilities to pull-off effects proper pinball tables could only dream about. Now take all those little thoughts, wrap them carefully in a bundle of cotton wool and flush them straight down the nearest crapper. *Digital Pinball* uses none of them.

Four tables. Count 'em. Four

bloody tables. Hardly going to fill a CD is it? Hardly the sort of 'push the machine to its limits' kind of game you would expect. It gets worse. All of the tables fill a single screen. So what's up, can't the Saturn handle scrolling any more?

Now as you can probably work out for yourself, if a table only fills one screen then you aren't going to be able to get many features on it. Correct!

So not only are there not enough tables, but the ones that



They could make a pinball table out of an office. Hit a target to get a secretary to sit on your knee. (Er, Les... Nick.)



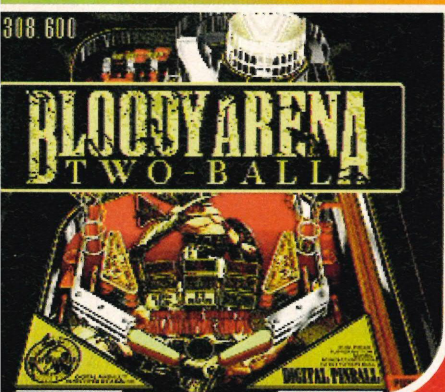
are there are small, dull and lifeless.

Either there's a hell of a lot of wasted space on this CD or, no, wait a minute. Here it is, the flash intro. A single screen affair with not much going on would have been far more apt.

Digital Pinball does seem to be a completely wasted effort. Very little imagination has gone into the tables, in fact, to show you just how little thought they've put into it, most of the bonuses and targets on the tables are exactly the

same. If you hit everything on one table there's not much point in playing the rest. Come to think of it, there isn't much point to playing this anyway, so don't. Or we'll send big Dean Mortlock round to empty his bladder on ya. (Um.)

SEGA POWER



You could gain extra points for getting up to naughty things with dodgy PC CD ROMs. Heh he he. (Oh dear. - Nick)

Digital Pinball	Power points	Uppers & downers	Final verdict
	Release date.....September	▲ OK for a few plays...	If I didn't know <i>Sega Rally</i> was coming I'd die. (Hmmm, I like the sound of that actually.) Les
	Players.....1	▲ ...If your friend buys it...	
	Levels.....4	▼ ...And you don't like him...	
	Difficulty.....Too Easy	▼ Then you can tease him...	
Sega.....(0171) 573 0000	▼ ...For buying utter crap		
22%		8	7
	Graphics	Sound	Addiction
		2	2
		Lifespan	

Power TIPS

Welcome to the new-look Sega Power tips section. Listen we did, listened like thieves, to our readers crave for more of these game cheat, tip and hint-type things. What did we do in response? Carefully sculpt eleven (that's one more than ten) pages of the darn things, that's what.

Q & A

Your questions answered over the next four pages

Fresh tips straight from

the NET

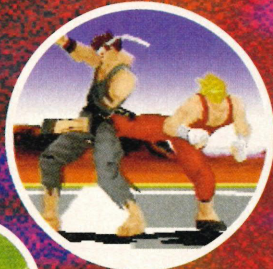
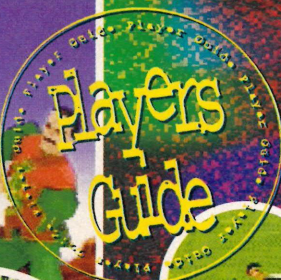


Cheats & Hints

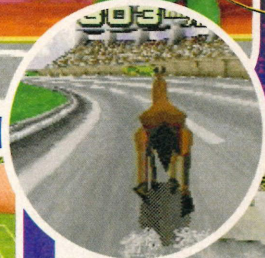
Whatever else we had lying about

- Puggsy 60
- Earthworm Jim 60
- WWF Raw 60
- 32 Great Holes 60
- Dragon 61
- Virtua Racing 61
- FIFA 95 61
- Game Genie Codes 61
- Action Replay Codes 61
- Wonder Boy 62
- Panzer Dragoon 62
- Zero Tolerance 62
- X-Men 2 62
- Jurassic Park 63
- Aero the Acrobat 2 63
- Virtua Fighter 64
- Sampras Tennis 68
- Daytona USA 70

Virtua Fighter
An enormous three page players' guide to everyone's favourite fighter.



Pete Sampras
Part two of our Sampras tennis tips extravaganza. This week, how to spit at the Umpire.



Daytona USA
Learn to drive like Damon Hill not Eddy Irvine, in the third of this weeks players' guides.



POWER TIPS

Kissing the tips backside this month are a whole bunch of

people who are RUBBISH AT GAMES!

But unlike those who still keep phoning us in the vain

hope that we might actually help them (we won't by the way), they're not ashamed to admit it in writing. Here we go then...

Q & A

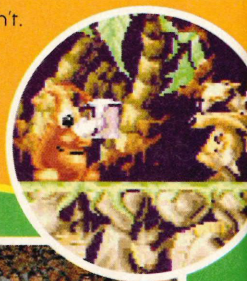


Puggsy. Desperately dull game this. Really.

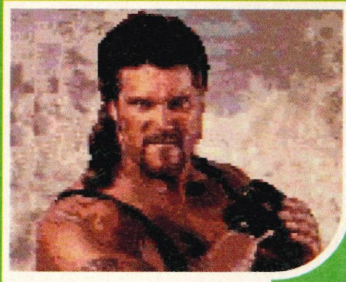
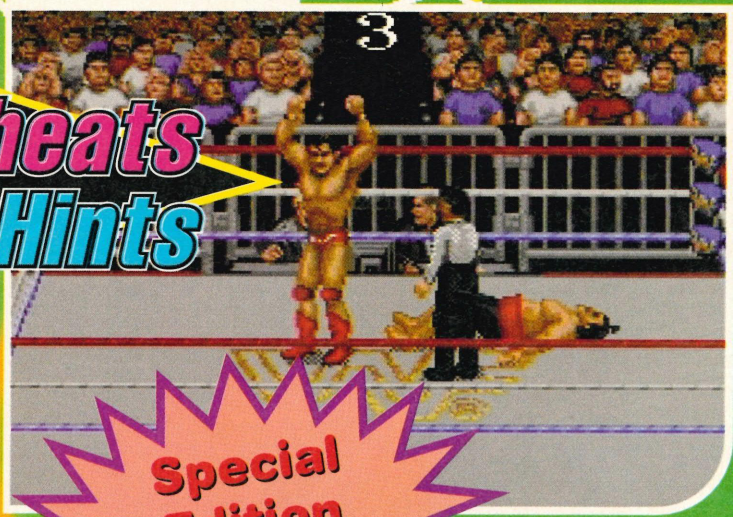
Q Puggsy Mega Drive

I am stuck on the 'Pyramids' and 'Angel Falls'. I've been trying for six months to

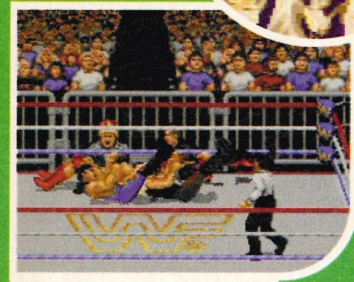
get past but I can't. Please help!
Stefanie Nikolic,
Clywd



Cheats & Hints



Ugly Yank with beard. Considered cool in some places.



Mostly American places, mind. Shows how much they know.

WWF Raw

32X
Wrestlers are twats. Absolutely no doubt about it. And they're great

to laugh at, too. But, if you find you've grown tired of laughing at the silly big faces and amusing noises of the standard, run-of-the-mill set of wrestlers found on, say, a 32X, simply go to the wrestler select screen of WWF Raw, and press Down, A and B, and some bloke called Kwang will appear. Top wrestler-related japey ahoy!

Special Edition Mega CD

Worms are our friends here at Sega Power. In they come, every day, singing and dancing as they do. And sometimes (just somerimes, mind), when they've done a little chant and had a cup of tea or two, they'll start spouting out the most extraordinary rubbish. Like these codes, for example...

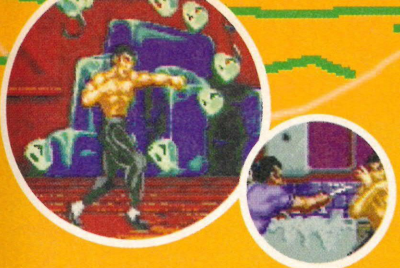
Earthworm Jim

- 1st Andy Asteroids Red sphere, Blue sphere, Gun, Cow, Cow
- What the heck? Blue sphere, Faucet, Gun, Cow, Red Ball
- 2nd Andy Asteroids Faucet, TV, Blue sphere, Cow, Hydrant
- Down The Tubes Hydrant, Blue sphere, Gun, Hydrant, EWJ
- Tube Race Cow, Blue sphere, Gun, Faucet, Gun
- 3rd Andy Asteroids Blue Sphere, Blue sphere, Cow, Blue sphere, Cow
- Snot a Problem Red Sphere, Hydrant, Faucet, Gun, Cow
- 4th Andy Asteroids Cow, EWJ, TV, TV, Red sphere
- Level Five Cow, Cow, Faucet, Cow, Faucet
- For Pete's Sake Faucet, Hydrant, Blue sphere, Red sphere, Blue sphere
- 5th Andy Asteroids Cow, EWJ, Cow, Hydrant, Faucet
- Intestinal Distress Gun, Red sphere, Faucet, Gun, TV
- Buttville Red sphere, Cow, Blue sphere, Blue sphere, Cow

32 Great Holes

32X
To scale objects until your tummy glows with the satisfaction of knowing that you, as a game player, are as powerful as God (with a huge ruddy great telescope thing), just enter the





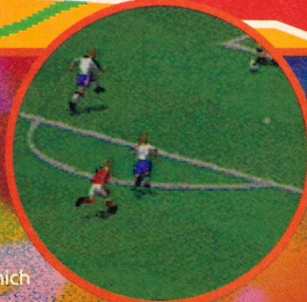
Q Dragon Mega Drive

Please help! I am a great fan of beat-em-ups such as *Mortal Kombat* and *Street Fighter*. Early this year, I bought *Dragon* on the Mega Drive. This is a great game but on Difficulty Normal I can only get to the solid part in the skin-tight

Sorted

A • **ISSUE 66 - FIFA '95:** Dave Stread from Eastwood has the answer to Michael Golgis's question about *FIFA '95*. He says, "On the option

screen, when you start a match, instead of pressing 'C' or 'Start', press 'A' and you will be magically warped to a cheat screen which includes a curve ball option. You can put ultimate curl on the ball and there is a super power cheat where you can make your team have super sonic shots." A shirt is yours, sir. Too kind.



bathing costume (*Whaaa? You can't say that! - A Horse.*). Any cheats or tips would come in

dead handy.
Mathew Harper, Oswestry

Q More Dragon Mega Drive

I have a major problem with *Dragon* on the

Mega Drive. I've been trying to find out how to play as the Bosses (as in issue 56). I've tried everything but it just doesn't work. Are there any more cheats for *Dragon* as I keep dying when I get to the Phantom..

L. Smith, Ipswich

Codes

Game Genie

Sonic & Knuckles

- AZKT - AAGO5 lives
- BFKT-AAGO9 lives
- GKKT-AAGO50 lives
- NPKT-AAGO99 lives
- K2WA-CA4JInfinite lives

Battletech

- AXYT-CA3YInfinite ammo
- AX7T-AA7LInfinite lives
- AD3T-AAHWMission 2
- AS3T-AAHWMission 3
- AM3T-AAHWMission 4
- AX3T-AAHWMission 5

Ecco 2

- ALBA-4A8RNo rings lost in 3D
- HDLA-WAD4Fish restore all health



- A4KT-2A38360 degree sonar blast
- FZ0A-TAGYVortex Queen start
- AKZA-TA7AInfinite air

Wolverine

- 83VT-D97LJump higher
- ATKA-AA9CInfinite lives
- REHT-A604Health doesn't improve
- NVDA-2AFEPower-ups restore full health
- ATHT-AA6CElsie-Dee never comes
- BTZT-AA5APartial invincibility

Action Replay

Pitfall

- FF3EC50004Infinite Lives
- FF34BA006EInfinite Energy

Ristar (pronounced 'Wry-starr')

- FE5780002Infinite Lives
- FFC0380004Infinite Energy



options screen and (with a six-button controller), hit the mode button on your pad. You will then enter a Scale Objects Screen. To adjust the size of the item, do this stuff:
Button A will make the item smaller
Button B will make the item bigger
Button C will change the item
DONE IT NOW?

Virtua Racing

32X

To get to the brand new, never-before-seen, hidden-secret-bonus car, the Gullibus 2000, simply enter your password as "GULLIBLE" and keep believing...



La la, la la la, La la la. It's a sunny day.





Caves in *Eternal Sun*. Andy's enclosed a massive guide to the game (thanks - it's a bit too much for us to print in its entirety). You need to find a Medallion and a scroll to get past the blocked cave.



who wanted to know how to get past the Chemical Planet Zone 2 in *Sonic 2*. "At the beginning you must go right to a dreaded spiny lobbing bombs and leap right over him. Then go down a long diagonal to the right,

A • ISSUE 70 - ETERNAL SUN: Andy East from Havercroft has the answer to Jonathan Egan's question about the Elgin

A • SONIC 2: Amazingly enough, there are people still playing this game. Daryl Subramaniam from Bognor Regis has the answer to the person



Q > Wonder Boy Game Gear

HELPI! Please! Me and my friend are stuck on *Wonder Boy the Dragon Trap* for the Game Gear.

We've tried everything but we cannot find the magical sabre and the kashmir sword. So please, please could you tell us where to find them?

Lee and David Korsman, Cardiff



Panzer Dragoon's neighbour's dog just got eaten by a cat.



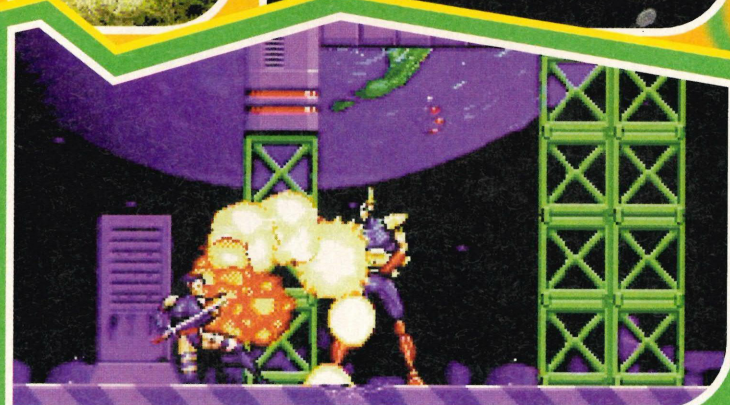
of magazines, eh? Anyhows, for a stage select screen, go first of all to the title screen, and press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z.

Panzer Dragoon

Saturn

Aaah... *Panzer Dragoon*. The game it seems we hated, then didn't mind, and are now belching out tips for. Blimey! The crazy world

To play episode zero, get that title screen up again, and press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. And - hey! - for an invincibility code, go once more to that title



screen thing, and press L, L, R, R, Up, Down, Left, Right.

Boss 2 aLo5-vxF2
Boss 3 Pvbd76Noj

Zero Tolerance Mega Drive

Hot news from our American sources (or something. I don't mind. All the same to me, mare) come these top level codes for the excellent *Zero Tolerance*. When this first banged its way into the office, it had Dean sweating like a girl.

Boss 1 cP98CrOfk

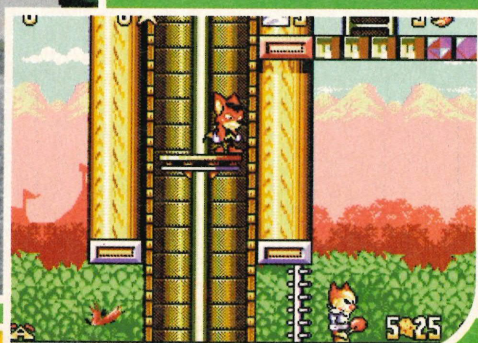
X-Men 2: Clone Wars

Mega Drive

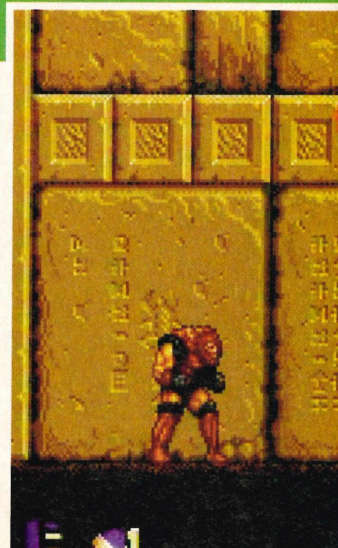
At any point in the game, press that start



In the Second World War, 'Panzer' was also the name of a German tank corps. Ask your grandpa, if he's still alive.



Eating fibre is the key to a healthy lifestyle. You can find it in foods like All-iron, free bark, lizards (dried ones) and fear.



flying up a high vertical wall at the bottom. At the top, land on a ledge. To your left in an alcove, is a TV with a life. Go right off the red springboards and use your spin attack to get up a steep wall. At the top of the wall, go to the far right and ram the two Grabbers. You will find three TVs with 20 rings and a shield."

"When you come to the bit where the two platforms move above the water, jump in and leap over the spikes until you get to a golden TV. When the water starts to fill up, be patient and jump block to block until you reach the top."

Help yourself to a T-Shirt, sir (when you send us your address that is).

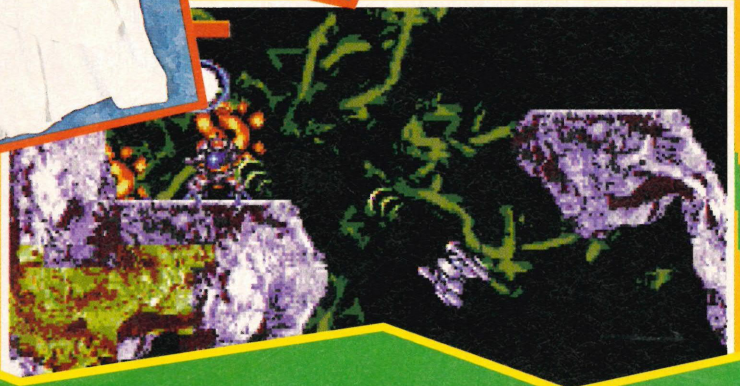


Send in your Questions and Answers to: Q&A Tips, Sega Power, Future Publishing, 30 Monmouth St, Bath BA1. Please remember to include your name, address and if it's an 'Answer Me', the person and issue number to whom you are referring.

Q Jurassic Park/ Subterrania Mega CD/Mega Drive

Jerome Cousineau from Canada wants

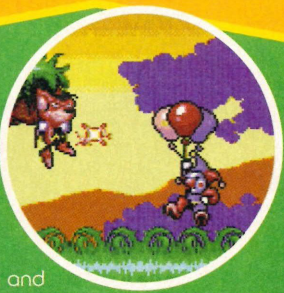
some tips for Jurassic Park on the Mega CD and Subterrania on the Mega Drive. Send 'em in and who knows, we might even pay attention. As unlikely as that is.



button. Then, for invincibility, press Up and B, Up, Right, Down, Up, Right, Down, Down, Up, B and then Start to unpause.

Then press Start again, and then Up and B. For the level skip option, press Start to pause the game, and then Left and C, Up, Up, left, Down, Down, Right, C and then Start (again).

Then (phew, nearly there) press Start to unpause the game and then Right and C. Got that? WE HOPE SO.



Aero The Acrobat 2 Mega Drive

Mega Drive

Bit of a Sonic-esque cheat, this. Mind you, that's perfectly fitting for a game that's no more than a poor man's Sonic, eh? Ha! Clever, eh? Get to the sound test screen

and play tracks 8, 4, 19 and 71. Then just start the game and press pause. Press Down, A and C at the same time for the level select.



Wireless Wonderings

If our tawdry, printed tips effort is proving unsatisfactory, why not tinker about with the Internet and see what other stuff you can find

Joystiks
<http://www.nuke.com>
 Joystiks is some American thing, dedicated to bringing you the latest and most informative games-related stuff from around the world. But its American.

Andy Eddy's FAQ Site
<ftp://brawl.mindlink.net/pub/vidgames/faq/>
 Andy

Europe's most popular e-zine - updated daily



- **World news** - All the top news stories, updated every weekday
- **Computing** - Hundreds of features on PC, Mac, ST, Amiga and more
- **Videogames** - Loads of game reviews and features for every platform

Eddy is a man with a lot of time on his hands. Still, it means he can spend his evenings collating tips and other useful game information SO WE DON'T HAVE TO. Visit him.

FutureNet
<http://www.futurenet.co.uk/>
 ALL the latest news, previews

and reviews straight from the knowledge-giving bowels of Future Publishing. Go there, and revel in our facts.

LOST ON NUKE? Read the NUKE FAQ	SHOP WITH US! NUKE Online Mall	SUPER TOYS '96 Schedule of Events	WIN BIG PRIZES! Register on NUKE
TRIPLE PLAY '96 EA Sports	DOOM Williams	BATMAN FOREVER! Acclaim	TOTAL ECLIPSE TURBO Crystal Dynamics
NEWS	PREVIEWS	INTERVIEW	SPECIAL FEATURES
REVIEWS	TRICKS	INTERNATIONAL	SPORTS

Welcome to the Joystiks Home Page! This is where you can find the latest news, previews, reviews, and more on your favorite video games. Just click on the selections above to go to the name of your choice. Below is a screen shot listing the latest updates of each section. Page number information is provided in the specified sections area.



Virtua Fi



Spanking new and shining brighter than an albino Scotsman after two weeks in Ibiza, Virtua Fighter is simple to play and a shitter to master. With all the stuff at our disposal, we've got together this rather nice guide to all the more 'hidden' tricks of Virtua Fighter – i.e., some of the better throws and combos. Clever? Helpful? Us?



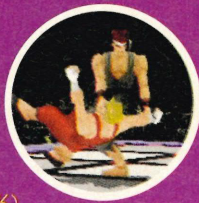
Throws:

- Trip:B+P
- Pull in, throw out:D+B, F+P (don't roll)
- Backwards uppercut:B, F+D+P+K (don't roll)

Combos:

- Punch and Roundhouse:P, K
- Double Punch:P (x2)
- Two Punches and a Straight Kick: . . .F, F+P+K, P, K
- Three Punches (and a Spin Kick): . . .F, F+P+K, P, P, (K)

Akira



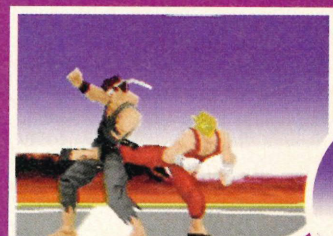
Darth Vader's captured Han Solo. Han, being tortured...



...soys, 'You know what Luke's having...



...for Christmas, don't you? Darth Vader soys...



...Yes, I have felt his presents.... HA! HA! HA! HA, etc.



Throws:

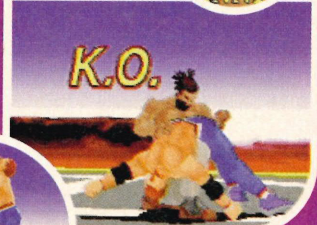
- Fireman's Carry: . . .Def+P
- Power Slam:F+P
- Body Press:B, B+P
- Crucifix Piledriver: .D+F, D+F+P+K
- Grab Face (verses crouching enemy):D+P
- Powerbomb (verses crouching enemy):D+F+Def+P+K

Jeffry

- Knees to the Head (verses crouching enemy): D, F+K (don't roll)
- Backbreaker (from behind): Def+P

Combos:

- Toe Kick 'O' Doom: D+K, D, F+D, F+Def+P+K
- Single Punch & Roundhouse: P, K
- Running Punches (with Uppercut): P, P, (P)
- Knee & Dashing Uppercuts: F+K, F, F+P, P



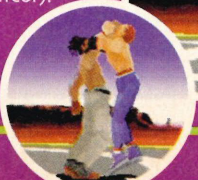
Wednesday, y'see? What's the point of it?



Virtua Fighter is MORE PLAYABLE THAN TEKKEN



Today is most definitely NOT a good day.



Letters – apart from A, I and perhaps Y – can be confusing on their own, so here's a user-friendly, wipe-clean guide to all the letters and abbreviations printed on these here pages...

- U** Uppity stuff Moves you in an upward motion.
- D** Down Down, deeper 'n' down.
- F** Forward As opposed to...
- B** Backward Mentally challenged.

- P** Please Bob Sad student joke. Or Punch. Blocks attacks
- Def** Defence Rubbish INXS album.
- K** Kick An extra move for combos. Can be left out.
- ()** Optional Up/Forward, Up or Up/Backward
- J** A jumping direction

ghter

Throws:

- Brainbuster: .P+Def
- Jumping Clothesline: .F, F+P
- Backside Clothesline: .P+Def (from behind)

Combos:

- Single Punch & Sidekick (close): .P, K
- Single Punch & Crescent (far): .P, K
- Single Punch & Sweep: .P, D+K
- Double Punch & Straight Kick: .P, P, K
- Double Punch & Backfist (& Sweep): .P, P, B+P, (K)

Running Punches (with Uppercut):

P, (P, P)

Running Punches (with Elbow & Heel):

F (hold), P, P, P, (K)

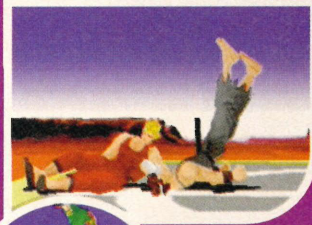
Elbow & Heel Kick

F+P, K

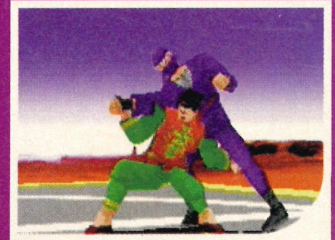
Jacky



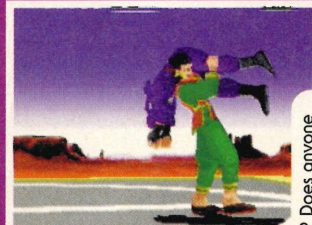
This is the Remix version... We think the grabs look better...



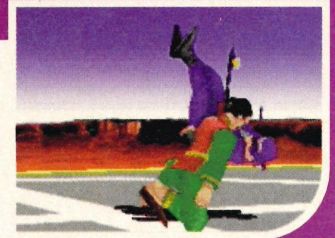
Lau



At this precise moment, Radio 1 is playing a Tina Turner record...



...Don't you agree? Ring in and tell us.



Why? Does anyone actually like her music?

Throws:

- Hip Throw (flip over shoulder): .P+Def
- Ten Foot Toss: .B+P
- Pull out feet: .Def+P+K
- Reaping Throw: .B, F+P
- Torso take down (from behind): .P+Def

Combos:

Hot legs... Scream and shout.

- Ten Foot Toss & Jump Kick:B+P, U+F+K
- Ten Foot Toss & Sweep: B+P, B, F, F+K
- Ten Foot Toss & Heel Kick:B+P, D, Def+K
- Roundhouse & Sweep: K, F, F+K
- Heel Kick & Sweep: D, Def+K, F, F+K

- Single Punch & Roundhouse (& Sweep): P, K, (F,F+K)
- Double Punch & Straight Kick (& Sweep): P, P, K, (F, F+K)
- Triple Punch & Spin Kick:P, P, P, K

- Triple Punch & Kickflip: P, P, P, U+B+K
- Running Punches: P, P, (P)
- Hopping Jab & Sweep: Tap J, Tap U+P, F, F+K
- Ten Foot Toss & Flying Kick:B+P, B, F, F, Def+P+K

Kage

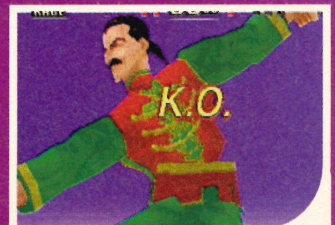


Throws:

- Flip across shoulders:Def+P
- Piggyback Drop:B+P
- Face Slam:B, F+P

Combos:

- Single Punch & Heel Kick:P, K
- Double Punch & Heel Kick:P, P, K
- Triple Punch & Spinning Crescent:P, P, P, K
- Triple Punch & Sweep:P, P, P, D+K
- Triple Punch & Kickflip:P, P, P, U+B+K
- Triple Punch & Mid-Kick: F, F (hold), P, P, P, K
- Running Punches:P, P, (P)
- Punch & Kick Mania: P, K, P, P, P, K
- Hop Kick Flurry: Tap U+F+K 3 P, K
- Knife, Punch & Straight Kick: D+F+P, P, K
- Knife, two Punch & Crescent Kick: D+F+P, P, P, K



Ah, now they're playing the new Tricky single. Much, much better.



Throws:

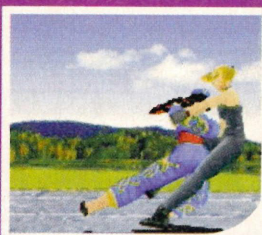
- Wrist Twist:Def+P
- Pushover:B, F+P
- Falling DDT:F, D+P
- Grab an attack (verses high P or K): ..B+P

Combos:

- Single Punch & Heel Kick:P, K
- Double Punch & Straight Kick:P, P, K
- Triple Punch & Sweep:P, P, P, D+K
- Triple Punch & Spinning Crescent:P, P, P, K
- Triple Punch & Kickflip: P, P, P, U+B+K
- Triple Punch & Mid-Kick: F, F (hold), P, P, P, K
- Running Punches: P, P, (P)



Please stop me from making a crap joke. PLEASE!



Capitoning fighting games is as hard as...



...Buggery. (Fill up the space else you won't get paid - A Publisher.)

Pai



Throws:

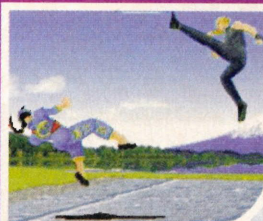
- Suplex:Def+P
- Jumping Clothesline:F, F+P
- Torso takedown (from behind):Def+P

Combos:

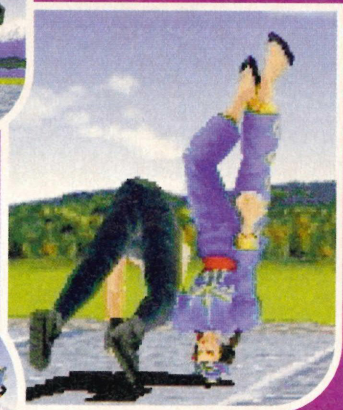
- Kick & Punch:K, P
- Single Punch & Roundhouse:P, K
- Double Punch & Straight Kick:P, P, K
- Double Punch & Low Roundhouse: ..P, P, D+K
- Triple Punch & Knee:P, P, P, K
- Triple Punch & Kickflip:P, P, P, U+B+K
- Triple Punch & Hop Kick:P, P, P, U+K
- Running Punches:P, P, (P)
- Elbow & Knee (& Elbow):F+P, K, (F+P)



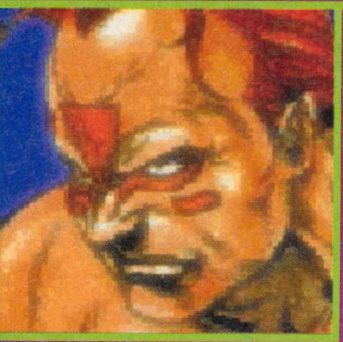
Sarah's blood type is AB. Yes, thank you Richard.



Ooh look, this picture's almost a total reverse of the one above. OOOOOH!



Sarah



Ummm, sorry, can't think of one



Throws:

- Backfall:Def+P
- Body Slam:F+P
- Crucifix Piledriver:D+F, D+F+P+K
- Twirl & Hurl (2 1/2 turns):B, D, F+P
- Double Arm Suplex (verses crouching): ..B+D+Def+P+K
- German Suplex (from behind):Def+P

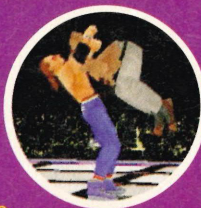
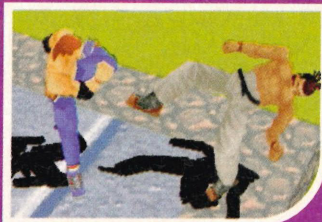
Combos:

- Single Punch & Roundhouse:P, K
- Running Punches:P, P, (P)
- Knee & Uppercut:F+K, D+F+P

I would be happy if I knew what was going on here. Honest!



Wolf



Dural

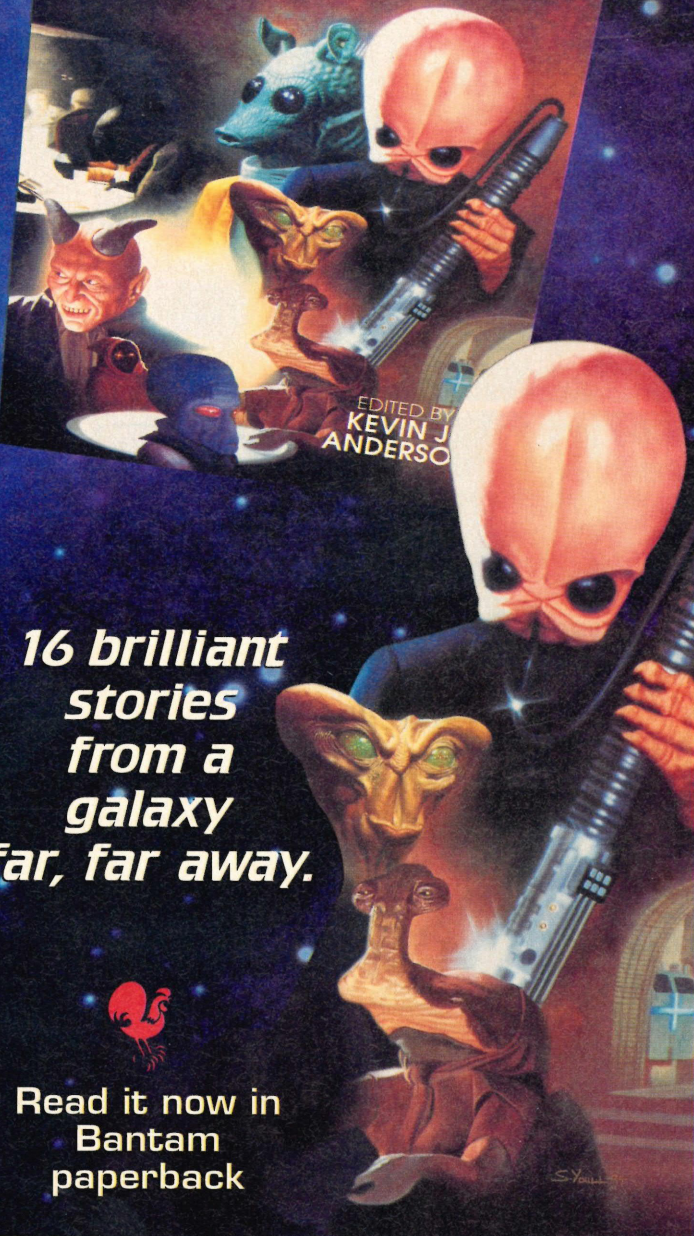
The final opponent is Dural, a metallic women (yes, we know). She has the best moves of all the players and you will only get the one chance to beat her. Another thing, you always have to win one more game than her. For example, in a game set to a two-out-of-three sets win, you have to beat her three times out-of-four. UNDERSTAND? It's not that difficult, honest.

Many thanks to Doug Lugaru for all the information here. You're a star. No, really.

Take a break from
your space travels
in the universe's
most famous
watering hole...

STAR WARS

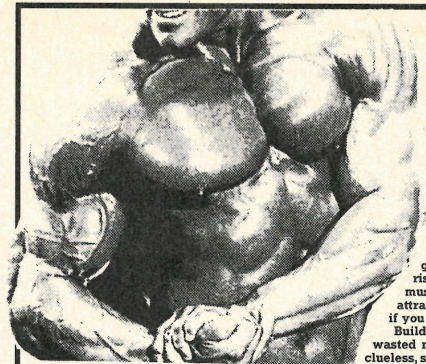
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Me Robo! Me Ronco! Me Randy!



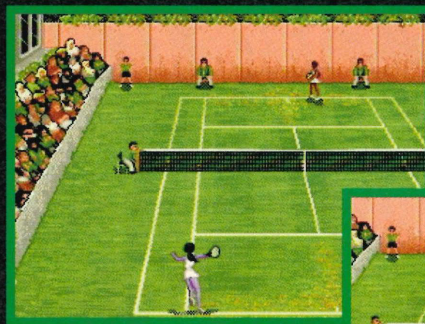
ROBO

Like an egg without a shell, like a boy without his knees, like a windmill without electric windows, a game ain't a game without them secret players.

What a fart of relief, then, to learn that here be a tennis playing robot for you to toss about the court.

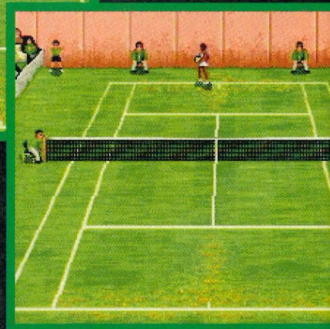
HOW BE? By simply entering the word 'ROBO' on yer password screen for the World Tour, you may then manipulate this futuristic hygiene clipper in a tennisy way and beat your more emotionally special friends. It fast! It powerful! It serve good!

But fast and accurate robot-thing may be, it does take a while to master the jittery speed of Metal Michelle. Our advice: practice until either one of your sonic heads explode. Easy.



Robot's serve is very good and goes fast, just like a robot serving. But enough of that - is it me, or do those new pictures of Steve Merrett make him look even more like a human pigchild?

Below: Robot woman malfunctions due to THOSE worms gnawing away at her zincy feet causing much bendage and, like, metal cancer stuff. During a game of tennis. And that.



Pete Sampras

Pete Sampras, the chief flea remover at this particular gibbon tea party returns (that's a tennis term) for part two of this increasingly rivetting selection of PG Tips. Ohyeshedoes.

Take Me To Church, It's The Passwords!

MARIE GUYENNOT
 NATIONALITY: FRENCH
 BORN: 1 JANUARY 1973
 RANK: 3

WON: 0
LOST: 0

VERY FAST ABOUT THE COURT AND HAS IMPRESSIVELY ACCURATE SHOTS. PERFORMS WELL ON GRASS.




Because we're a magazine and not a dustbin, and because we love each and every one of your unique toe smells, we thought that we'd print some passwords for the World Tour. These here below here yes here (Eh? - Annabel Croft) are for everybody's favourite Paris trout Marie 'The David' Guyennot. Why

this? WHY THIS? Because you lot have got men, men, MEN on the brain. So put on your puffball, yank on your pigtails and slobber on some lipstick for once. But unless you're ace as a solar-powered Dalek, you'll not defeat the Pere, so help your tufty bumcheeks... (These ees Eengleesh? - A foreign reader).

- BKFCG - Esperanza 'Hum It Like A Man' Delgado
- BKFDF - Wanda 'Ginger Tankard' Tucker
- BKFFC - Dino '32D And Still Pig Ugly' Turnetti
- BKFGB - Minoru 'Those Pants, Those Pants, Those Dirty Pants' Kurosawa
- BKFHK - Sam 'Surgically Mature' Nimitz
- BKFKG - Pere 'Too Much Chess Makes You Smell Of Petrol' Sampras


ROUND: 2

PASSWORD: BKFCG
MADRID CLAY

ESPERANZA DELGADO

NATIONALITY: SPANISH
BORN: 25 OCTOBER 1973
RANK: 1

PLAYS A FAST AND ACCURATE SERVE AND UH... BUT HAS A VERY TEMPER.



FACT: the revolting American below is American.

ROUND: 1

PASSWORD: B... TOKYO

MINORU KUROSAWA

NATIONALITY: JAPANESE
BORN: 3 JULY 1971
RANK: 4

FAST AGILE MOVING... RELIABLE... FROM DITTY.




ROUND: 3

PASSWORD: BKDFD
NEW YORK ASPHALT

WANDA TUCKER

NATIONALITY: AMERICAN
BORN: 5 JULY 1971
RANK: 6

POPULAR AND CHARISMATIC. HER SPEED AND AGILITY MAKE HER MATCH.




ROUND: 4

PASSWORD: BKFFC
ROME CLAY

DINO TURNETTI

NATIONALITY: ITALIAN
BORN: 3 JANUARY 1971
RANK: 5

AGGRESSIVELY COMPETITIVE AND VERY POWERFUL. IS VERY SHORT TEMPERED AND PRONE TO ARGUMENT.



FACT: the filthy Italian on the left throws his racket about the court every time you hoist him up by his greasy pods.


ROUND: 5

PASSWORD: BK... FLORIDA

PETE SAMPRAS

NATIONALITY: AMERICAN
BORN: 12 AUGUST 1971
RANK: 1

WON HIGHLIGHTS: US OPEN TWICE OVER 1000 R...



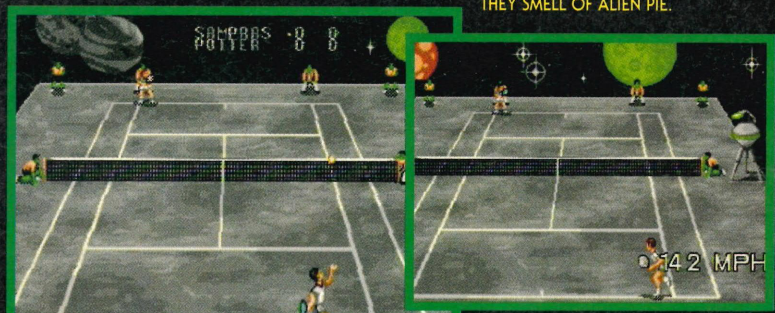
Piggery in Space

Just imagine a world without butter. (Right, while the crap bit of your brain contemplates stock markets crashing due to the terrifying decline of the crumplet industry, good bit must pay attention. Dribble over Uncle Brian and Aunt Wendy if you must, but there's a secret court in *Sampras '96*. Yet again, enter 'TIMEWARP' into the World Tour password screen, and you'll be treated to the Space Court. Despite the fact that the Umpire's voice sounds like he's reciting the Old Testament through a slinky, and the ball boys now look like Really Monster Children, this is, of course, BETTER THAN YOUR DOMESTIC SCIENCE PROJECT.

Due to it being in space and all that, there's this gravity nonsense going on, so expect some very odd ball bounces, and some speedy-up, slow-down trickery to fumble about with. And for that Superspaz feeling, why not 'be' Robo on the 'Space' court? LET'S GO MAD LIKE LEO-TARDS!) I mean, what Robo would you put on your toast?...

As you can see, it's nil-nil to nobody. And yes, in case you're asking, we couldn't be arsed to play it for long.

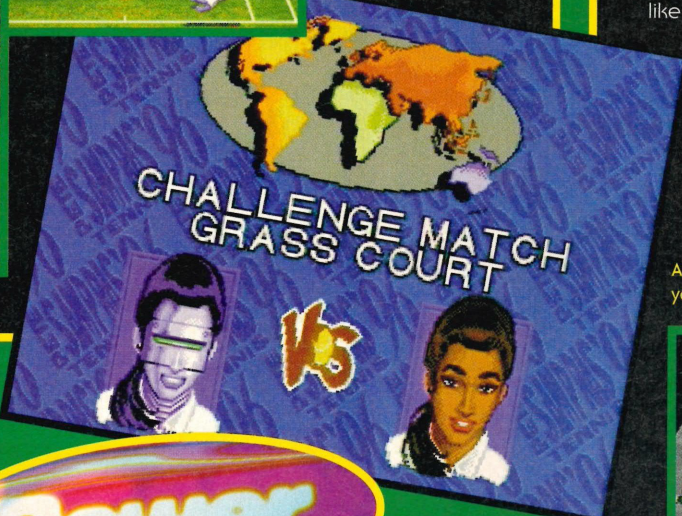
As you can see, all of the tennis people have green heads. THEY SMELL OF ALIEN PIE.



Note how the planets look like tennis balls from, like, the game. Of. Tennis. I QUIVER AT THEIR INGENUITY.



Just for your information, the ten digits to Nick Merritt's mobile phone number are: 6, 5, 8, 9, 0, 3, 1, 8, 8, and 0. Simply rearrange them in the right order and you too can ANNOY HIM FOR YEARS WITH BUM NOISE.



'96

General Tips

3 Aftertouch:

As you swing for a shot (before thwacking the ball into the gibbering face of your opponent), it's possible to tinker with the direction of the ball. The more you hold left or right, the further the ball will swing. When your opponent does a crappingly predictable shot, anticipate where the ball will bounce and swing early. You can tease some very tight angles out of the ball, but DON'T APPLY TOO MUCH LEFT OR RIGHT as the ball will invariably end up flying into the crowd and stinging the arse of one of the spectators.

4 Lobbing and drop shots:

These are harder to master than pig-removing, but learn them you must. The simple

rule is to lob when 'they' are near the net, and drop shot when 'they' are hogging the baseline. When you're roughly in the centre of the court, an ace lob to use is the drop lob (A + Down) - it'll confuse the Ming out of your opponent's woefully inadequate grasp of perspective as it zooms into the air and then plops weakly over the net. Works for me. As for drop shots, it's best to always give 'em a harsh left or right angle - if 'done' well, they're practically impossible to reach. ysee.

5 Doubles:

Three rules. One: Never stand still and let your computer partner do all the work - the opposition will soon cotton-on and suddenly launch an impossibly speedy shot in your direction. Two: Apply more angles onto your shots and use that extra tramline space. And Three: Never stir the mind gravy of Bill Beaumont.

FACT: the only reason Codemasters have included a Japanese player is to increase over-seas sales. (I don't think our readers want to know that - Nick.)

FACT: the ravishing hun on the left is only grinning because he's thinking of dead monkey's faces. AGAIN.

FACT: the wholesome prat on the left was wholly responsible for one of the MOST BORING WIMBLEDONS IN YEARS. Isn't it about time he volunteered to turn his own murky light out? OINK!





Those Cars (and horses)

Extra vehicles are awarded for coming first on each track with difficulty normal or above. Eventually 10 (count 'em) cars are available – five automatic and five manual. Each have different acceleration and grip characteristics, although I says the Black (automatic) and the Orange (manual) are the best.

When you've beaten all the courses you get the bizarre option to race as either a manual or an automatic horse. They don't handle very well but can

Daytona USA

Daytona is the route one destination for Saturn owners' hard-scrimped cash. If you've got it, now go faster. Much.

Yes it's the game the Saturn was invented for and, despite its slightly disappointing graphical limitations, it oozes to its feathery gills with nitro-driven playability. No one walks up

to *Daytona USA* and plays it well on their first lap. This turbo-charged beauty needs practice and perhaps a helping hand from us friendly people here at **SEGA POWER**.

Driving Tips

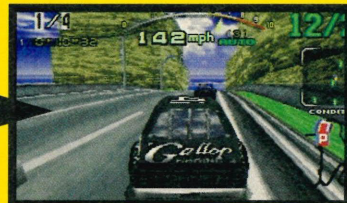
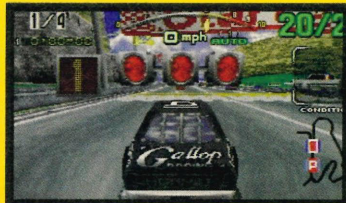
Here. This stuff must be MASTERED



Jump Starting

On the intermediate and advanced tracks you can accelerate away from the start line a lot quicker (and overtake half the field on the first straight) with this

little trick. As the lights count down from 3 to 1 keep your car's engine revs between 6 and 7 whilst holding down the brake. As "go" is signalled, let go of the brake and *whoosh*, hang on mother.



Power Sliding

The most important technique in the game. Power sliding allows you get round corners whilst still keeping engine revs high and maintaining a fair amount of speed. As you approach say a right-hand bend, steer right and briefly touch the brake. This will set the car sliding sideways through the corner. To prevent the car spinning, gently toggle steer left and as you exit the corner, straighten up the car and slam on the power.



Slipstreaming

On long straights use the slipstream of cars ahead to increase your speed. When close enough, pull up and overtake.



run on grass with no loss of speed. If you win an endurance race (any course) with either horse a further option appears in Saturn mode allowing you to race a mother horse with its foal in tow.

Oh, and if you're too crap to win on all three courses, when the *Daytona USA* title screen scuttles into view hold Up/Left, A, B, X, Z and "Start" together to get all the cars/horses available.

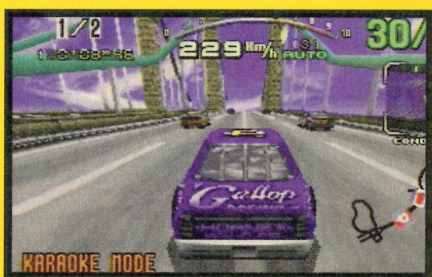
Hidden Modes

Ok, so they're not *that* hidden, but for any chimps who've not yet discovered that by holding down "start" at the track select screen you get the option to race on mirror versions of the three original tracks – now you know. Also by holding down "Start" at the car select screen and pressing C, you can go into "time attack" mode and race on your own. This provides an excellent opportunity to anally collect and compare your "best times" and send them to people.



Very Slightly Useful Stuff

1) None of that metric-fangled stuff, thank you. Hold X, Y and Z on pad two at the title screen for speeds in MPH.



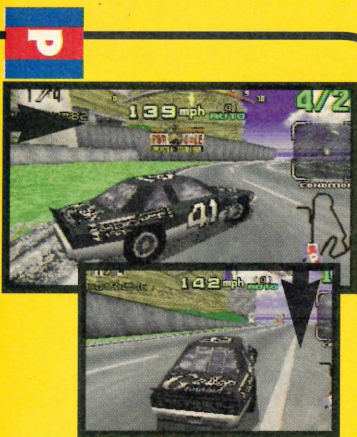
2) None of that rubbishy music, thank you. Hold Up during car select and "Gentlemen Start Your Engines". Now no singing. Hooray.

3) None of those nasty black tyres, thank you. At the exact moment your tyres are removed by the pit crew press A, B, C and "Start". If you now watch the opening demo, none of the cars have tyres.

4) *Daytona* too easy for me, thank you. Press Up, Up, Down, Down, Left, Right, Left, Right, A, B and C for Maniac Mode.

5) Not enough acrobatics in *Daytona* for me, thank you. As you pass the statue of Jeffrey

on the advanced course, repeatedly press X to make him dance (?)



5 Gear Braking

Using a manual car, instead of braking for gentle corners change down into third gear. This will slow your car and keep the revs high for a speedy exit.

4 Cheating

An important aspect in all major sport. On the beginner track enter the pit lane with your right-hand tyre on the kerb. If you hold this position you won't pit but you will take a sizeable short-cut and save yourself a second or so in time. Also on this track (in arcade mode), using the 'X' button to stop the wheels of the fruit machine as you pass underneath it can award you extra time. 3 Sevens for seven seconds, 3 Bars for five seconds

On the advanced course, swing out to the left hand carriageway in the subway (just after the first checkpoint)

and cut back in before the last pillar. This should allow you to powerslide through the tight corners at the end of the subway section at much higher speed. Truth!





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Write to: Nick Merritt, Letters, Sega Power, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

SCART Scandal

I wish to complain. Not about your fine publication but about Sega. Yesterday I bought a Sega Saturn for £400. I then had to spend another £20 on a hand controller which made me a little angry but the worst was yet to come.

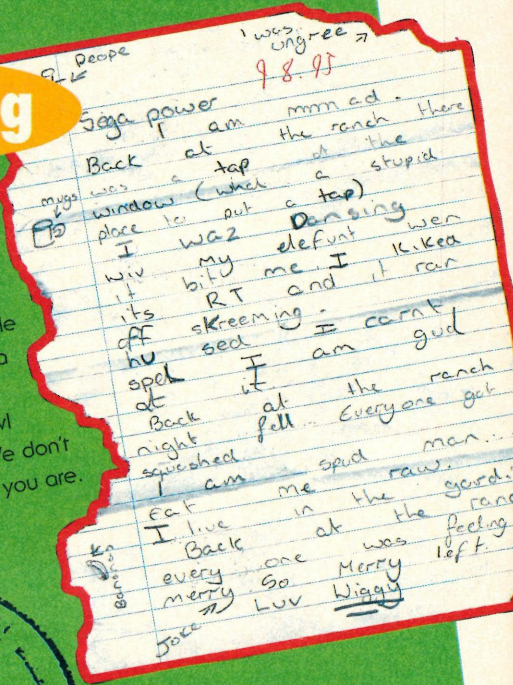
When I got home to set up my new console I noticed a SCART lead had been included. My TV has no Scart socket so I couldn't play my new machine.

I rang Future Zone in Leamington to ask where I could get an R.F cable. They had none in stock but were very helpful and phoned other shops in the area to find one. It was only when they told me to come and collect it that they told me it was £25! I'd just given Sega £420 and now they were going to rip me off for a further £25

Because I've had to spend an extra £45, I now can't afford to buy *Daytona* and I'm not happy. Please try to persuade Sega to drop the price of the R.F lead. Come to that, why can't a third-party produce an alternative at half the price?

Scary writing

We're very worried about some of our readers. People who write in pencil. People who obviously write to us in their French lessons. People with the writing style of a serial killer. This is this month's random scrawl from our postbag. We don't want to know who you are. Just... go away.



Craig Anderson
Coventry

Because we're so upstanding, we phoned up Sega and asked them just what the hell they were

playing at. They told us they were sorry you'd had such a nightmare and asked us to say that if anyone else is having similar problems, you should call their Customer Service department on (0171) 373 3000. However, we can understand your annoyance. Not everyone

has SCART yet and it's a shame that a little more thought from Sega for their customers didn't foresee this problem. We note that Sony aren't making the same mistake with their PlayStation...

Fish on Toast

I am writing to you for advice. No sooner have I opened your wonderful mag when my kipper Eric bounces up on his toaster and eats me. So I have to get my elephant Norman to

AT LAST! A decent piece of artwork crawls into the art gasschamber. Steven Winn from Lincoln, WE LOVE YOU! Consider yourself freshly branded with a quality Sega Power shirt.

We're starting to like these Mr. Woody things. Ironic, amusing - words like that spring to mind, as well as 'expensive'. We can't keep giving you shirts, Philip Kieman of Mullingar. AND BY GOD WE WONT.

The Gallery

Mr Woody

★ Meets ★

Mr Liu Kang

finish him!

No.2 in a Series of 5 by Philip Kieman



protect me but he get elephant droppings and washing-up liquid on the pages. P.S I love you. XXXXXXXXX

Tony 'Buttie' Butler
The Moon, Space

Good God man, get a grip on yourself. However, this letter rings a bell. I seem to recall this has appeared some time ago in a far less sophisticated, funny and debonair publication than this one - SegaPro in fact. Get the hell out of here, you sad, unoriginal creature and take your ratty magazine friend with you.

Recycle old ideas now!

I am pleased with the new additions to an already fantastic magazine. However, I think you should take a few steps back in time. Here are my suggestions...

1. Bring back the Back page
2. Bring back the Hard Line
3. Now the magazine has staples again, I think you

should include posters in the middle like you used to.

Now I have a question for you to answer. I know Sega has a 40% stake in Atari and look forward to playing Tempest 2000 on my Mega Drive, but will there be a 32X style convertor which allows you to play Jaguar games on the Mega Drive?

David Skelding
Retford, Nottinghamshire

Glad you like some of the new stuff. There'll be more whenever we get around to it. But look... The Back Page - will have something there that isn't the Back Page but something better (Huhh? - The Team.)

The Hard Line - Whyohwhyoh whyohwhy? We ain't got the space to print loads of stuff that stays the same month after month. Dull! Sad! Costs you money! However, we might introduce something that takes up less space but does the same sort of thing. We're working on it.


Actually, Sega has a 7% stake in Atari and yes, there is an agreement to licence each other five titles a year from their respective catalogues. Nothing's appeared from that yet (although we've heard from Atari that titles have been chosen and are in the pipeline).

However, I can assure you that the probability of Sega introducing a Jag

Not a T-Shirt winner

Sic as a Parrot

I hope this letter doesn't sound too bad, but you are pissing me off something kronic. Why don't you just tell people what they want to know. Sure make a wisecrack every now and again and don't give me any shit about this letter either. Also make more cheats in the reviews. You start reading one thinking oh this is going to be heaps good then it's just plain shit. Do more MK3 reviews all of the other magazines have them. Why can't you? I'm thinking of getting another magazine.



Anthony Berezansky, Australia

If you've been learning how to write from our mag, then I can see why you're so frustrated. Do you know what a pen is, by the way? Try using one next time - so much nicer than those big wax crayons you seem so fond of. Since you live in Australia, you won't have noticed the changes yet. So piss off.

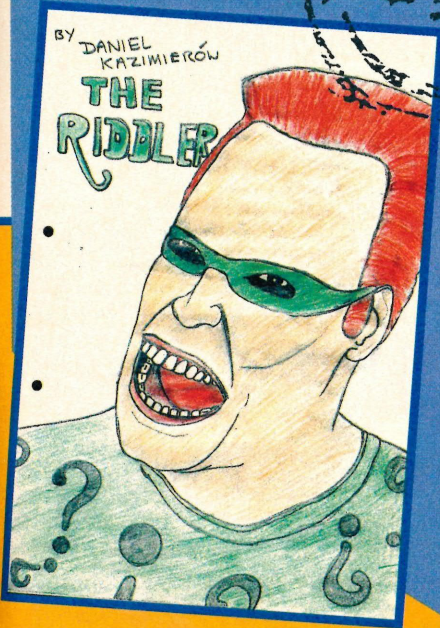
convertor for the Mega Drive is about the same as finding a piece of cheesecake up Dean's bum.

more laid-back. Most of your reviews are 1/4 review and 3/4 jokes and gibberish which is good. Most Wanted is one of the best parts of your mag and should be given four pages instead of two. Your magazine is nearly

Eat my dog's trousers

I think Sega Magazine is SHIT and should be destroyed totally and tortured and burned and stuff like that. (And that.) Your mag is the best because it's

Daniel Kazimierow from Peterborough did this fine piccy of Arnold Schwarzenegger or whoever it is. (? - Ed.)



Rupert Hall from Southampton, we need your full address man. Your dad owes the Inland Revenue £2,500. This is a joke by the way, as you can tell.



KEVIN WATT, WE NEED YOUR RUDDY ADDRESS TOO. By the way, there's a slight mistake here. Yes, the CRAYON GOES OVER THE LINES! (Sorry, it's a hot day.)

Oi, ansa me!

X-Rated

I own a 32X and have a few questions about future games.

- 1) Will Electronic Arts be bringing out any good sports games on the 32X?
- 2) I'm thinking about buying *NBA Jam TE* but am slightly put off by the ENORMOUS heads. Do you think it's worth buying or will there be other basketball games coming out?
- 3) I've just been playing *Doom* and suddenly I had all the weapons. After about five minutes, I figured out how I'd done it. For all the cards, weapons, full armour (200%) and 100% health, all you have to do is press Y and B together while playing the game. Even the BFG is yours!

John Worthington,
Altrincham

32X eh? Lovely. Bet you're glad. Anyway:

- 1) Yes, FIFA '96 for a start.
- 2) It's not so much the ENORMOUS heads that are the problem. It's an excellent conversion but at the end of the day, it doesn't do that much more than the Mega Drive version. You'll have to decide for yourself if forking out the money is going to be worth it.
- 3) You are too kind.

Blue bottled blowflies

I am anxious to know if Sega are

going to produce a computer game for the Mega Drive which has all the Sonic the Hedgehog games on one cartridge (like Nintendo have done with *Mario Allstars*). I am sure it would be best-seller.

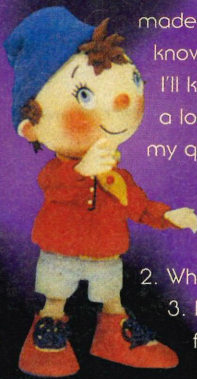
Adam Knight,
Thringstone

Sonic 1, Sonic 2 and Mean Bean Machine will be appearing on a cart from Sega shortly. No Sonic 3 as far as we know. Sorry.

Rude, angry and inquisitive

I have written previously but you didn't print it. Is the letters page a load of bollocks or what? Is it made up? Well I want to know - if you don't print this I'll know it is made up and a load of bollocks. Answer my questions!

1. How much will the Saturn be by Christmas?
2. What is the Neptune?
3. Does the 32X always flip with the Mega Drive 1.



4. When do you think the Mega Drive will die?
5. Did you know that Nick Merritt has been secretly planning a new Spectrum mag (called *Spectrum Power*)? Get the traitor, get him with 48k's of power. Har, har, har, har, chortle, snort. PS. Dean likes Noddy. Here's a picture of him in Fancy Dress.

James Lawrence, Bristol

May God suck your testicles up through a blunt straw. NO! We

don't make the letters up. We occasionally edit the letters to improve on the crap spelink and grandmar. Sometimes we even leave a reader's letter out because it's absolute pig-sucking crap. However...

- 1) £399.
- 2) Between you and me, forget about the Neptune.
- 3) Not always but sometimes.
- 4) When it runs out of food.
- 5) Oh God, I've been rumbled.

Snorting the tree of life

Please print these questions. The answers would be very useful.

1. I own a Mega Drive and I'm looking to upgrade. Which would you recommend, a 32X or a Mega CD?
 2. Does *Virtua Racing Deluxe* contain the SVP chip?
 3. What is the best game on the Mega CD?
 4. With the release of the Saturn, will the 32X and Mega CD be reduced in price?
 5. Is *Micro Machines 2 '96* better than *Micro Machines 2*?
- Cheers.

Darren Cranswick,
Didcot

I'm sure they would but WOULD THEY BE USEFUL TO ME? It's bleedin' take, take, take with you lot ALL THE TIME! Anyway...

- (1) If you must, get a 32X. But don't. Get a Saturn instead.
- (2) Does it matter? Yes.
- (3) God knows. *Thunderhawk*.
- (4) I wouldn't be surprised to see some offers soon.
- (5) I don't know yet. We've yet to review it.

Lately in Grampian, thanks to your magazine, I've become everybody's idol. Hmm, what's this? Mass suicide in Scotland. Well, better go, a large and dangerous firebomb just fell through my letterbox (*We wish* - Everyone.)

Dijon Ward, Strathdon

Who are you? What do you want? You're scaring the children. Go away! (Is that really your first name by the way. Silly, silly, silly.)



CHUCKLE WITH SEGA POWER

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THIS TIME THE COVER WAS DEFINITELY BY
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perfect so try to keep the same style. You should devote a page each month to taking the piss out of *Sega Magazine* because it over-rates all the games it reviews.

Jim Targett

Erm, thanks. Actually, we have nothing against Sega Mag. We know it's not their fault. I can't say I agree that having only a small part of our reviews concentrating on the game is necessarily a good thing all the time

Spreading cheese on knife wounds

Hello, it's me again, back to corrode your faith in life and send you running for the hills. (*Who is this guy?* - Dean.) You'll be glad to know that I've recovered from the coma *Sonic* fans placed me in (*Who?* - James.). I knew I shouldn't have restarted hedgehog flavoured crisps. I looked to see what part the critic 'Mr Horse' played in your magazine, yet I've had no luck.

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Machines 2 '96! Also Mortal Kombat 3
pix and characters, Shinobi-X, full Saturn
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Earthworm Jim II, Virtua Cop, Zeewolf,
Virtua Fighter 2, Judge Dredd, Most
Unwanted, Flying Nightmares, Fever
Pitch, Stellar Assault. Man, we're just
too cool.

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Primal Rage, Street Fighter II - Movie,
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Jelly Boy, Alien Soldier, Daedalus.

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True Lies, Stargate, Road Rash 3,
Clockwork Knight, MetalHead, Old peo-
ple and videogames. Story of Thor. Stuff
like that, really.

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Story Of Thor Guide (Part One), Doom
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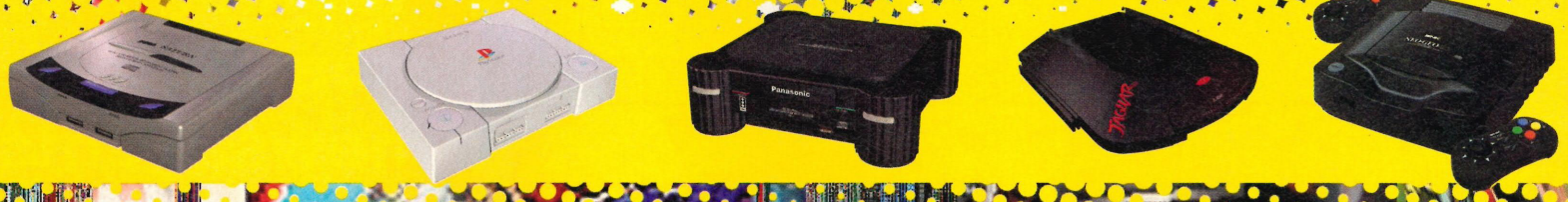
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WORD OF THE MONTH

This month... Kylie

A Kylie is a boomerang that is flat on one side and convex on the other. It's also a small, whining creature from the same country.

Congratulations!!! You've successfully managed to drag your flabby eyes to the very last piece of editorial in this fine magazine.

Razor-sharp we are. So sharp we dress ourselves up in stupid mummy outfits to prevent stupid cuts all over our stupid bodies. This page now eases you gently towards the end of the mag and leaves you in a horizontal position. No more boring 'Next Month!' stuff, just silly. Plain silly.

Are You A Techie Nerd?

Wracking our razor-sharp, youthful minds, we've devised a cunning 'quiz' to allow you to test your technical knowledge. Are you a technical spod with the personality of a grape, or are you a fun-loving person... who enjoys the odd game of Mortal Kombat? Test yourself and then try your chums...

1. Windows '95 is...?

- a) A new icon-driven desktop package for PCs.
- b) The name of a new glazing company.

2. RAM stands for...?

- a) Random Access Memory.
- b) Rabbit Arse Mother

3. A friend asks you if you have any software. You say...?

- a) "Yes, plenty. Come 'round for a game of *Sonic Whatever*."
- b) "Well, there's some mags under my Dad's bed,

but they are kinda scary."

4. RS232? What is it, eh?

- a) A form of computer lead thing.
- b) The stumpy robot from Star Wars that bleeps a lot.

Mostly a... Well done, you are indeed a techy nerd. You probably think the sun is something you buy in a newsagent's and food is an inconvenience in that it stops you spending time welded to your beloved computer.

Mostly b... Well done again. You've managed to go through your life knowing absolutely nothing about computers. You probably sweep roads for a living, but you do it with a smile on your face - although that could be classed as a type of madness. Depends.

Disclaimer: This ridiculous quiz is intended as a small piece of light entertainment and shouldn't be taken too seriously. It does not necessarily reflect the views of *Sega Power*... especially the editor - he had nothing to do with it. Or anything, actually.

Next Month!

Glistening previews of...

Next month we'll be placing, amongst other delights, the following into your sweaty young palms...

EVERYTHING! Well, not quite, but we promise to delight you with the very finest releases this side of Bamer.

Sparkling reviews of...

Virtua Fighter (32X), *FIFA '96* (MD, 32X, Saturn), *Premier Manager* (MD), *Myst* (Saturn), *Virtua Racing* (Saturn), *Vectorman* (MD), some Game Gear stuff... and other things, no doubt. Plus all the usual stuff wot gets us into trouble, like... swearing!

Anything else?

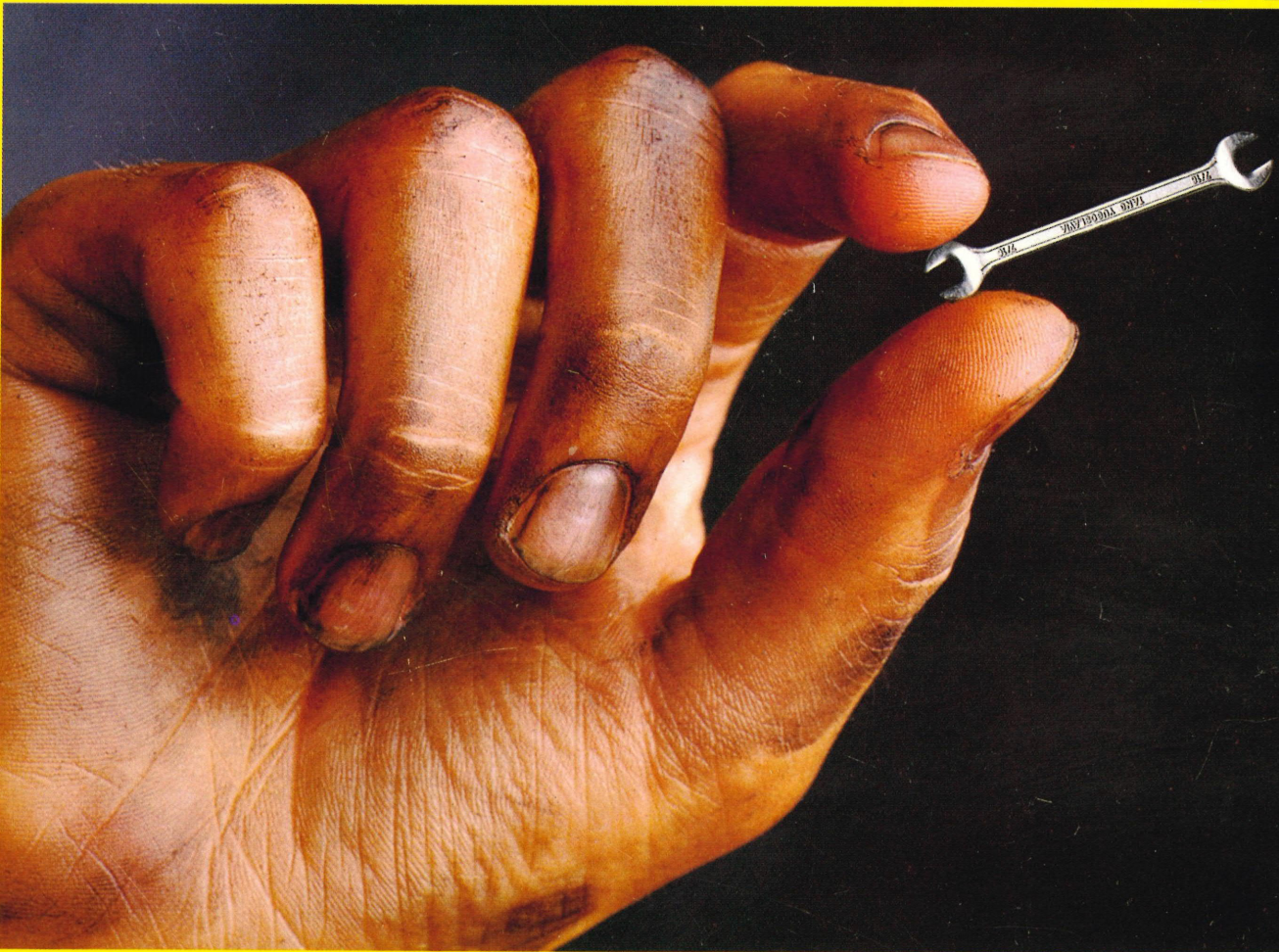
Plenty, but we're not telling you. Or them. They watch us all the time, you know - copy our ideas and think they're clever and funny, when they obviously aren't.

This issue's Chimp Count... 7



The next issue of *Sega Power* will be staggering old-man fashion into the grumpy newsagents on the 19th of October.

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