

INSIDE! **EXCLUSIVE!** New Raiden move and more! **Mortal Kombat 2** cheat mode revealed

SEGA POWER

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NOVEMBER 1994

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LEMMINGS 2

EXCLUSIVE!

All formats reviewed

Sonic & Knuckles

MEGA BOMBERMAN



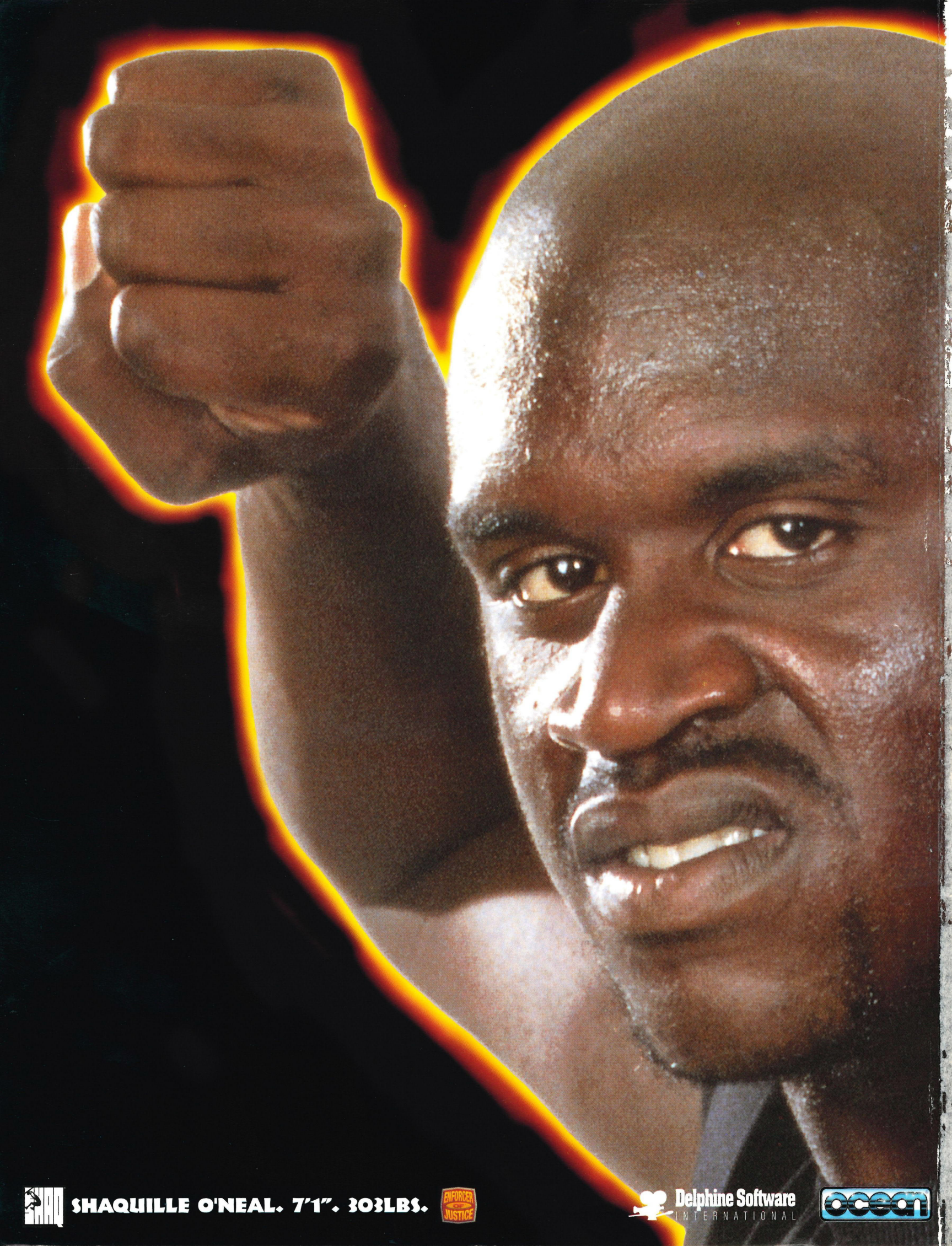
EARTHWORM JIM



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Mickey Mania, FIFA '95, Lethal Enforcers 2, Dynamite Headdy, and more MK2 tips!

"She's gonna die like a dawg..."



SHAQUILLE O'NEAL. 7'1". 303LBS.



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A GO
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HARD
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FOOT

WOOOAA ARRRGH!

Hey! How are ya? Having a good month so far? Goddam it, I *hope* so. Remember - we love you all. Andy here. I'm working a bit late tonight. The office is really quiet, actually. Hmm. What was that? Bit of a strange noise. I think I'll just go and check... GOD!! NOOOO!!!! AAAAAAAAAAAHHHHH!!!



"LOOK INTO MY EYES... YOU WILL BUY THIS MAGAZINE EVERY MONTH!"

Irregulars

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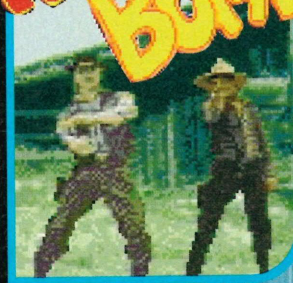
Hi! You there! Turn to the news for some top, ace Sonic & Knuckles info.

34 Sonic and Knuckles are back. And this time, they've got 48 hours to solve the case. The DA's on their ass, and time's running out for that little girl! Kill the piggies and RISE!!! Er...

Preview

16 Yep - the IRA may have declared a ceasefire, but that's certainly not going to stop us from, er, blowing up our enemies with big bombs or shooting them in the knees or something. You see (er... er...) this issue's two big previews are *Lethal Enforcers 2* (in which you shoot people a lot) and *Mega Bomberman* (in which you blow up people a lot). (Phew! I think). Oh, and there's also some new EA sports games, and the update of senile old 8-bit name-forgetter, *Pitfall*.

MEGA BOMBERMAN



Parents

Lemmings 2 The Tribes

39

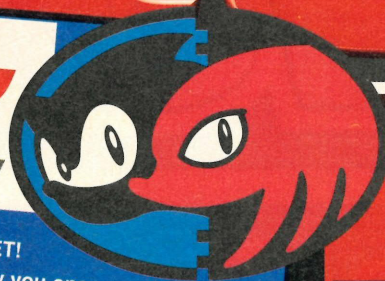
Tiny creatures... stomping around mindlessly... imagine being woken in the middle of the night by a horde of the things shining torches in your eyes... They'd move in on you like savages.

They'd steal your soul... and your heart. Just kidding. Ho ho.



Oh, did we forget to mention that these are exclusive reviews of all formats? (Yep. - everyone). Sorry, mum!

KONAMI



DON'T FORGET!

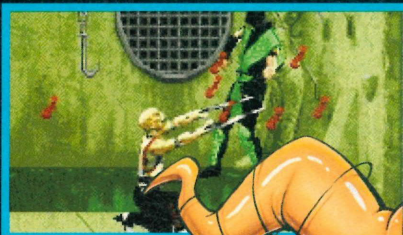
Be careful how you open the mag, else your great Sonic & Knuckles/Probotector poster might fall out and mess up your dad's arrangement of colourful fishing flies.

MORTAL KOMBAT II

11

TOP SECRET CHEAT MODE ALERT!!!! Yes, it's true you can 'do' a new finishing move with

Raiden, AND access all the usual infinite energy/one-hit death business. Rush to this page with vast rapidity...



Game Reviews

Sonic & Knuckles

MD 34

Lemmings 2

MD/MS/GG 39

Mickey Mania

MD 42

Earthworm Jim

MD 46

Sparkster

MD 48

Tiny Toon All-Stars

MD 49

Buhsy 2

MD 50

Soulstar

CD 52

Probotector

MD 53

Mortal Kombat 2

MS 54

Second Samurai

MD 55

Flink

MD 56

S.S. Lucifer

MD 58

Ecco 2

GG 60

Dynamite Headdy

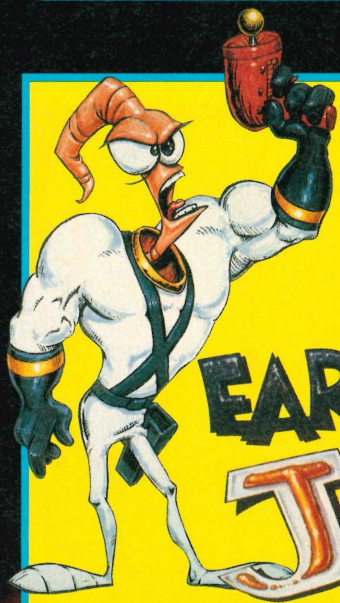
MD/GG 62

46

Crazy, mad, twisted, stupid, insane, zany, wacky, silly, triple-A, utterly, utterly hat-bleedin' stand. This game is an absolute, definite, 100% 90% prod-

uct. Acer than four aces in Texas Hold-'Em. And there's a compo, too! Dog's arse!

EARTHWORM JIM



News

Sonic & Knuckles - what's all this backward compatibility about?

Information has been filtered through to us by all the usual channels, and some a tad more bizarre, about the backwards compatibility on *Sonic and Knuckles*.

The game is compatible with all Sonic games so far released - including *Sonic Spinball*. At present it's unsure how *Sonic 1* and *Sonic Spinball* will play, but we're reliably informed that it's going to be something a bit different.

Sonic 2 is much the same, but as

you'd expect, playing as Knuckles does make the game a bit harder. Knuckles can't jump as high as Sonic and isn't quite as fast, so all those routes and tactics you had with Sonic will be mostly useless.

As for *Sonic 3*, well, that's a different matter altogether. The game plays through mostly the same, but when Knuckles gets near the end, he gets the option to jump through into another level. Here he can play through another four or five levels and then fight a totally new boss and a top ending.

In certain sections of *Sonic 3*, Knuckles is unable to play through -

simply because Sonic is good, and Knuckles is a bit feeble and would get stuck - so new sections have been included.

Therefore, in a word, *Sonic 3* is almost a totally new game with Knuckles. It's bigger, harder and better. So buy *Sonic and Knuckles*. Now.



Knuckles gliding happily through a level.



The title screen from *Sonic 3*, but now with added Knuckles appeal.



Sonic, a bit of a hero and everything, from *Sonic and Knuckles*.

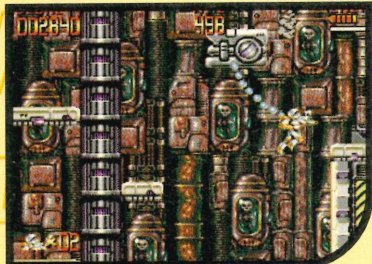


Could this Echidna eventually be as big as Sonic? Wait until the fluffy toys appear and then you'll have your answer.



Here's another shot of Knuckles in his top new game, *Sonic and Knuckles* - just in case you'd forgotten what he looked like.

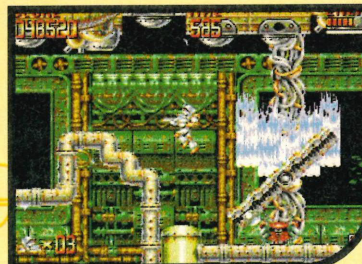
Mega Turrican is here



Mega Turrican – it's fab and everything.

When we reviewed *Mega Turrican* back in issue 54 (giving it the highly respectable score of 84%) we didn't count on it ever getting an official UK release, but now Sony Imagesoft have taken up the challenge.

The game should be taking up shelf space this side of Christmas and if your mad old Auntie Beryl wants to



No, really. Trust us, it's excellent. Not as good as *Earthworm Jim*, though, but what is?

know what to give you for Chrimbo, you could do a lot worse than stick this on your list.

Funny-Shaped Balls

Rugby, the posh man's football, has never really succeeded in making it to the consoles. Domark had a bash last year, but the less said about that the better. EA, though, are hoping that there are enough folk out there who know their Twickenhams from their Cardiff Arms Parks, because they're about to launch their own version of the game played by men with odd-shaped balls.

The game'll be coming out on the EA Sports label, so you can expect all the usual bells and whistles – such as digitised presenters (who nobody's ever heard of) and enough stats and numbers to make Glen Bennett himself cream his nylon pants.

New phone Thingy



It's posh and you can fool your mates into thinking it's something really expensive.

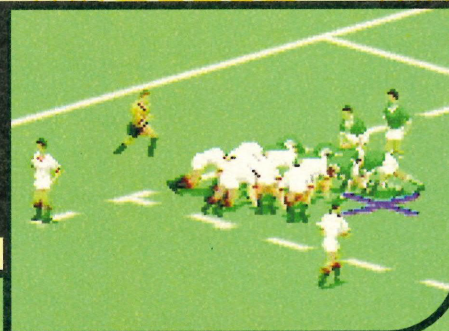
All new customers for Dattel's Action Replay cartridges will now get this nifty telephone tone-dialler gizmo free. Programmed into it are three numbers for the cheat helplines set up by Dattel themselves. All you have to do to get it to work is hold it to the receiver and press one of the pre-recorded numbers. Top idea. And there are also 10 places to store your own personal numbers.

.....

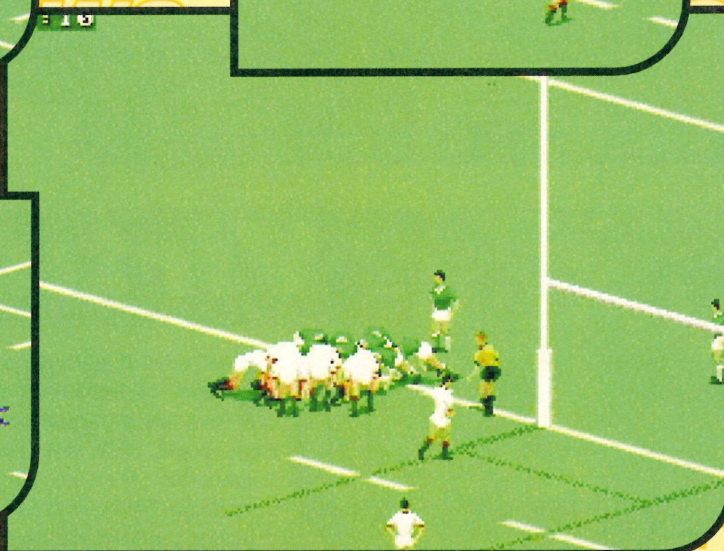


This, so I'm told, is what happens at the start of a rugby match... an *EA Rugby* match even.

Oh no, I've got that horrible feeling that I'm not going to know what to write about this game. Rugby, er, it's great.

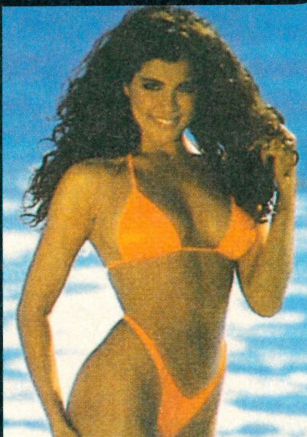


Is this called a scrum? I'm not sure. The only rugby player I know is that tosser from *A Question of Sport*.



Well, as rugby games go, this one looks pretty interesting – from a FIFA point of view. Oh dear...

Hot gossip



Hiya guys! More stateside snippets to dunk your donuts in, dribble your crazy gaming mouths off, and lick up with sexy rel-ish. Giggle. Ooze. Bikinis. Etc...

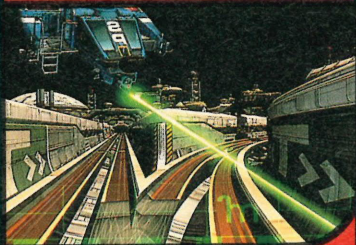
■ During my swift stopover in London, England, I nipped into the ECTS show, and caught a cab (so-o cute!) to Sony who were just round the corner at The Brewery. Sipping on my Malibu and chatting (*better not be chatting up* – Simon) I noticed an early Mega Drive copy of *Prince of Persia II* on show. Lookin' and playin' good, slicker than the Purple Prince numero uno. I'll tell the Crew and you more about it next month. My feelers are out for you. (*And my pants have gone all sweaty.* – Dean)

■ I've just found out that the very dinky *Micro Machines, Part* (bi-lingual giggle) *Deux* has got a couple of sime-ool-taneous eight-player option levels along with the regular four-player deal. That means it's two-people per joypad: acceleration is automatic, direction shared between the ABC buttons and the D-pad. So get ready for some snuggle and speed over that pad. (*I've got a nice pad that you might like to visit some time. Er, will you go out with me?* – Andy)

Continued over...

Hot gossip

■ A new company called Rocket Science (just up the road from me in Palo Alto, California) are developing two games for the Sega CD. *Loadstar*, an inter-planetary truckin' arcade game, and *Cadillacs and Dinosaurs*, a comic book thriller based on Mark Schultz's graphic novel series. Oops! I've just accidentally spilt ice cream all over my bikini. (*I have to lie down.* – Simon) (*I have to be sick.* – Ali)



■ Another popular comic over here and the second-biggest seller in the world, *Spawn*, is also being developed into a game for early next year. Psygnosis are behind the Mega CD version, and it promises to be a great fighting/adventure game. To remind you, *Spawn* is actually an ex-human, ex-agent who's sold his soul to the devil in order to return to earth, retrace his memory and fight demons. Sounds sexy. A bit like me, really. (*Oh, do us a favour. Bloody yanks.* – Ali) (*Leave our Mandy alone.* – the boys)

■ *Ernie Els Golf* – Who? Unless you're the sort of person who enjoys tramping about a field hitting a small spherical object around, you're unlikely to have heard about him.

Interestingly enough, though, he's the winner of this year's '94 US Open Championship and he's also been licensed by Codemasters for their Game Gear golf game – originally titled *Global Golf*. See y'all next ish then. Love, Mands. xxxx

Zero Tolerance

- New version



Absolutely fabulous, and the 32X version's on its way.

Accolade are developing a 32X version of their top *Doom*-clone, *Zero Tolerance*. The original team, Technopop are beavering away as we speak. And as you'd expect from *Sega Power*, we'll be first with any shots.

Just thought you might be interested to know that Accolade have

added a couple of bells and whistles to *Zero Tolerance*.

The game now contains speech throughout the game and all the enemies have far better artificial intelligence. On top of that there are also three bosses to contend with and the graphics of the characters have been improved.

Street Fighter 2

The game of the film of the game

Right, once upon a time there was this game called *Street Fighter 2*. Verily, much joy was spread across the land for it was so good. So good in fact, that the great Lord Capcom™ decided to let some rich people produce a cinematic experience based on characters from

that rather top beat-em-up game.

Again, the land was filled with joyous occasions and cream cakes were readily available. Then the great Lord Capcom™ thought that it'd be rather spiffing to release a game of the film of the game, so that's what he did.



Cammy (Kylie Minogue) shares a joke with one of the production crew – probably something to do with her feeble attempt at music.



Guile (Van Damme), looking tough with big guns.



Virtua Cop



As you can see, Sega's Virtua games are coming along rather well.

Just a bit of space here to show you the latest in the long line of Virtua games from Sega. AM2, the team responsible for everything from *Virtua Racing* to *Daytona*, are putting the finishing touches to *Virtua Cop* – a cross between *Lethal Enforcers* and *Doom*. There's

bound to be loads of fuss about it and a Saturn version, so remember where you heard it first.



The Night Warriors

Capcom's latest arcade game

Capcom are about to launch another beat-em-up, and it's not a *Street Fighter* game! *Darkstalkers: The Night Warriors* will play much like *Street Fighter 2*, but all the characters are now top monsters with monster-like special moves.

The characters range from Demitri Maximoff from Romania, an English Werewolf and Sasquatch, the Canadian Snowman who melts folk left, right and centre. Expect Mega Drive, 32X and Saturn versions in the middle of next year.

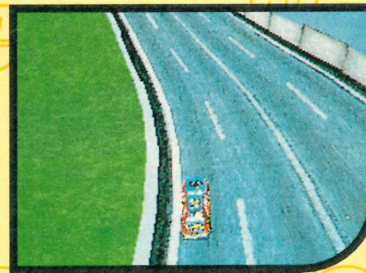
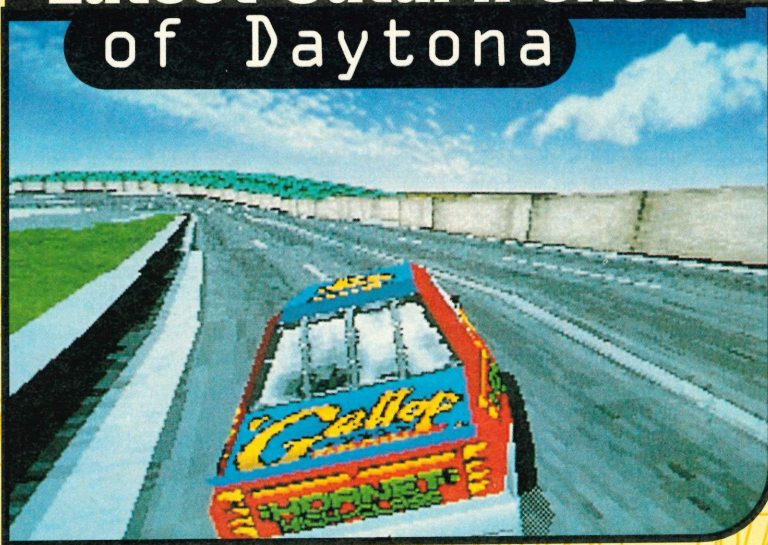


Wahay, a Capcom game actually with blood and stuff.

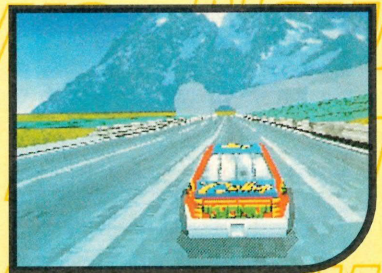


If you had somebody charging at you, glowing white and surrounded in a bizarre white flame, would you stand like that?

Latest Saturn shots of Daytona



If you think that these shots look good...



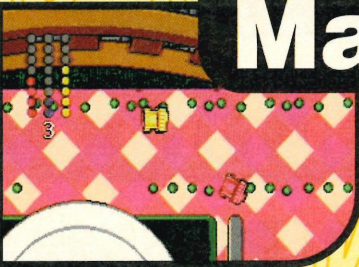
...then you should see what we've got for the next issue.

These, believe it or not, are the latest shots of *Daytona* on the Saturn. We're reliably informed here at *Sega Power* HQ that the game's now finished and ready for the Saturn's launch in Japan within the next couple of months. Apparently the

new version will move and feel just as good as the arcade game.

Feast your eyes on this lot and look forward to next month where we promise you something very treaty and exclusive in the Sega Saturn department.

Saturn version of Micro Machines 2



Micro Machines 2 on the Saturn – what would you like to see?

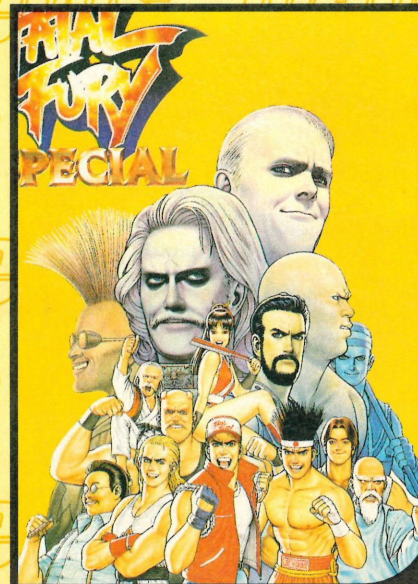
Although this has not been officially announced, rumours have filtered through to the office that Codemasters are working away on a Saturn version of their top game, *Micro Machines 2*.

The game's bound to be fab and everything, but it's unsure how the Saturn version would look. Any ideas? Then do forward them on to Codemasters themselves. You never know...

Digitised backgrounds, more interaction – the possibilities are, as people writing captions are apt to say, almost endless.

Fatal Fury

Special edition



You've had *Fatal Fury 1* and *2* to clutter up the already bulging cupboard of beat-em-ups, but now JVC have announced they're launching *Fatal Fury: Special Edition*.

Why another one? Well, this version's coming out on the Mega CD and boosts loads of extras which, so far, haven't been available on any of the other versions. There'll be taunts, the ability to play any of the bosses from previous games, larger characters and an excellent CD score. This could easily be the best CD beat-em-up yet. Find a review very soon in *Sega Power*.

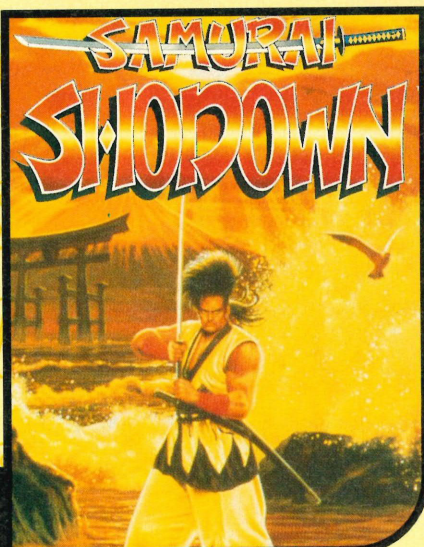
Meet the gang...

Samurai Shodown

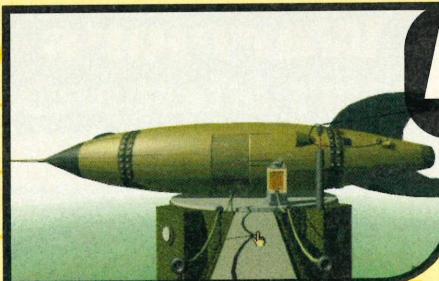
Another contender in the battle for the best Mega CD beat-em-up is about to enter the sweaty, blood-stained ring. *Samurai Shodown* is a straight conversion from the superb Neo-Geo arcade game and boasts some excellent sprite scaling and unique fight perspectives.

Each character has its own special moves – obviously – and extra to that they all have a special weapon to kill each other in a very real way. Top things in the next issue of *Sega Power*.

Some Samurais have a bit of a showdown in the Neo Geo classic *Samurai Showdown*. It's now on Mega CD too.



Myst



This is *Myst* on the PC. And it looks fantastic.

Hidden Souls, the action is totally controllable and the graphics have all been created on one of those very expensive 3D graphics machines.

Myst was a bit of a top game when it was released on the PC recently. Sunsoft obviously think that it would make an excellent Mega CD game because they're releasing it this coming January.

Much in the style of the Sega game, *Mansion of The*



Makes me laugh really, cos *Mist* means crap in German.

Baby Boom



Imagine this... you could be paid for babysitting...



...while playing at babysitting on your Mega Drive. Oh dear.

Nothing to do with the cheesy film starring Diane Keaton, but lots to do with small bundles of flesh that eat strange-smelling food and produce revolting smells and noises.

Baby Boom is set in the year 1999 and your job is to babysit an apartment block full of babies who are going haywire. You're getting paid a cool million for the job, but damages have to be paid for. *Baby Boom* will be soiling its nappies around December.

Batman & Robin

Seeing as Sega's have had the licence for Batman for donkey's years it comes as no surprise to find out that they're releasing a game based on the excellent Batman cartoon series. Darkness and broodiness will be the order of the day, with a side order of death and destruction. This

could well be the best Batman game created yet.

Mr Freeze is the main obstacle in Batman's journey to utter peace and tranquility. Joining our frosty adversary are The Joker, Scarecrow, Mad Hatter and Two-Face. Expect the game around December.



Another Batman game promises to be the best one ever...



Find out whether it's true very soon in *Sega Power*.

Road Rash 3

Road Rash 3 is, apparently well on its way to completion. Details of the game are unsure at present, but I'm not sure what they could do to improve over the previous titles. *Sega*

Power was informed that the game should be launched around Feb/March time. We wait with baited breath.



Road Rash 3 looking more like road crash here. Just as well he's got his safety helmet on, that's what we say.

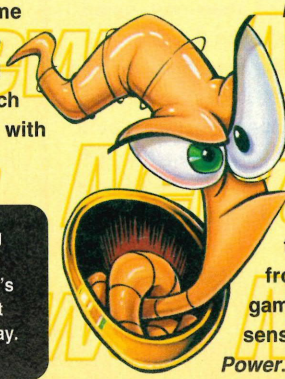
Earthworm Jim 2

Even though the first *Earthworm Jim* has only just been reviewed in these hallowed pages, *Sega Power* can reveal that Dave Perry has already started work on the sequel.

After the enthusiastic response from the first game it makes good sense reckon *Sega Power*. We asked the



man on the street what he thought of the idea, and these were some of the replies: "eh?", "what?", "Earthworm who?". Eventually we found someone who actually owned a Mega Drive and he said: "I'm more chuffed than when my Gran died and my dog got shot." Yes, well.



Ultimate

Basketball Compo

Future Games

The more observant among you will have noticed the supplement for Ultimate Future Games – our next biggy launch – in this month's issue. Well, not only does it promise to cover ALL the major new players in this funny arena we call the console market, but the launch issue's going to have tons of free things with it (house, car, girlfriend/boyfriend, money) and will be released on the first of November for the stupidly low price of 95 pence. Future issues will be at £2.25. Ultimate Future Games promises to give you all the very latest Sega news and previews – that also includes the Saturn and Mega 32X – apart from all the top stuff that *Sega Power* give you, of course.

Free gift next issue

Oh, alright then. We'll tell you. It's a really rather ace fridge magnet, featuring that manky, but still undeniably cool cat, Bubsy (from out of *Bubsy The Bobcat* and *Bubsy 2*). Big, colourful, and plastic, with an attractively shaped metallic, magnetic bit on the back. But it's not just your mum's fridge that can look forward to erotically lapping up the magnetic fields of this ace device. It's also compatible with many other metallic objects, such as metal pencil cases, metal mirror surrounds and artificial limbs.

And it should also work on Zippo lighter fuel bottles – er, make that your dad's Zippo lighter fuel bottle.

And even your grandad's pacemaker.

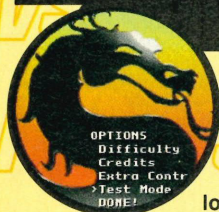
Look, just buy the next issue of *Sega Power*. And remember, ask your physics teacher about 'How magnetolectricity works'.



Bubsy demonstrates his furfully big and powerful feet.



Mortal Kombat 2 Cheat Mode Revealed!



Getting razzed on by Raiden? Slit up a treat by Baraka? Or maybe just lobotomised by, er... hang on... Liu Kang. Ah... As usual, *Sega Power* has sniffed out a smooth, soothing, ointment for those jagged, protruding game haemorrhoids that are your problems with *Mortal Kombat 2*. Christ. Anyway, go to 'Options'. Put the cursor on 'Done', then, steadily, 'do' L,D,L,R,D,R,L,L,R,R (directionally, on the joypad). You'll now have

access to Test Mode. The new Raiden move requires Background 6 and 'Ooh, Nasty' on.

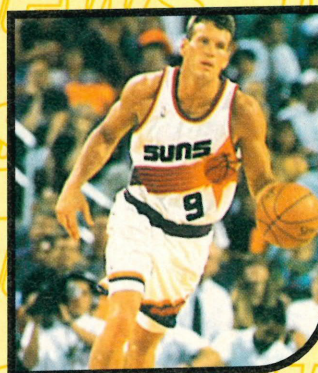


And use ONLY Kicks. And finish them with Back x3 & Block.

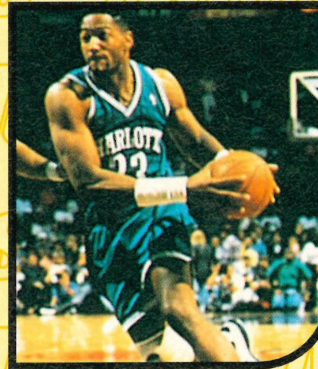
NBA is big. Bigger than a very large building with an extension and awning. Bigger than Future Publishing's telephone bill and bigger than lots of very big things all put together to make one hulking great huge big... er, thing. Anyway, two new vids are taking up shelf space in Woolworths and the like, and we've got 10 copies of each one to give away.



NBA Superstars is a 48 minute long video showing action from all the hottest players – including lots of people we've never heard of and Shaquille O'Neal – with some excellent music in the background from the likes of Soul Asylum, M People, LL Cool J and Shaq O'Neal. Dream Team 2 is the result of dragging 13 of the best NBA players together (kicking and screaming I heard) to take part in the World Championships of Basketball.



We've decided to give away the videos in 10 packs of each of them. To win a pack, just tell us who would be the worst possible basketball player... and why. Please make them funny, it's not that difficult, you know. Send your entries to: This person can't play basketball, and here's why, *Sega Power*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. All the usual rules rule and the editor's a big smelly man thing.



The Future Entertainment Show

Earls Court 2
26th – 30th October 1994

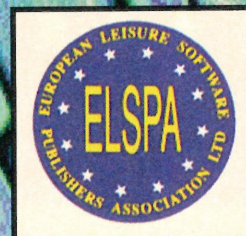
CD-Rom • Amiga • PC • CD-i • Consoles

Last call, folks! As you read this, you're probably either A) at the show itself (check out that nerdy guy over there, clutching his flight sims – haw haw) or B) sitting around in your stinky old bedroom thinking, "Jesus F. Christ! I haven't bought my ticket yet." Get on with it! And then get your scrawny arses down to the show (that's 26th to 30th October, date collectors).

And now there's an added reason to slot your undoubtedly cool frame into the spotty throng of the Sega faithful... We can confirm that Sega will *definitely* be showcasing the Mega Drive 32/32X... whatever, at the show. And, there'll be all kinds of muffled enveloping opportunities to win one of the bleeders! Imagine leaving the FES with a 32-bit Mega Drive add-on of your very own!

Oh, and the first person to approach Andy with a picture of Chris Morris or something will instantly win an MK2 cart. Woaaa!

The Charts



And if this little lot isn't enough for you, then tune into Digitiser (Channel 4 Teletext, page 476) for weekly updates on the Mega Drive charts.

Mega Drive

| | | | |
|----|-------------------------------------|--------------------|---|
| 1 | FIFA International Soccer | Issue 50 89% | ● |
| 2 | Pete Sampras Tennis | Issue 55 88% | ● |
| 3 | Fantastic Adventures Dizzy | Issue 47 80% | ● |
| 4 | PGA European Tour | Issue 53 79% | ▲ |
| 5 | Sonic 3 | Issue 52 90% | ▲ |
| 6 | The Chaos Engine | Issue N/A | ● |
| 7 | World Cup USA '94 | Issue 55 88% | ▼ |
| 8 | Virtua Racing | Issue 54 91% | ▼ |
| 9 | Zool/James Pond 3 | Issue 49 78/87% | ▲ |
| 10 | Robocop vs Terminator | Issue 49 90% | ● |
| 11 | Streets of Rage 3 | Issue 55 83% | ● |
| 12 | Cool Spot | Issue 43 80% | ▲ |
| 13 | Pele Soccer | Issue 51 36% | ● |
| 14 | NBA Jam | Issue 52 90% | ▼ |
| 15 | Streets of Rage 2 | Issue 41 92% | ● |
| 16 | Streetfighter 2 (Champ. Ed.) | Issue 48 94% | ▲ |
| 17 | Sensible Soccer | Issue 49 93% | ▼ |
| 18 | Mickey and Donald | Issue 38 89% | ● |
| 19 | Sonic Spinball | Issue 49 90% | ● |
| 20 | Terminator 2 | Issue 38 88% | ● |

Game Gear

| | | | |
|---|--------------------------|-----------------|-----|
| 1 | Sonic Chaos | Issue 50 94% | New |
| 2 | World Cup USA '94 | Issue N/A | ▼ |
| 3 | Jungle Book | Issue 49 84% | ● |
| 4 | NBA Jam | Issue 52 89% | ● |
| 5 | Micro Machines | Issue 50 87% | ▼ |

Master System

| | | | |
|---|----------------------------|-----------------|-----|
| 1 | Jungle Book | Issue N/A | ● |
| 2 | Sonic Chaos | Issue 49 93% | ▲ |
| 3 | Tazmania | Issue 37 65% | New |
| 4 | Mickey Mouse 2 | Issue N/A | New |
| 5 | Andre Agassi Tennis | Issue 46 38% | New |

Mega CD

| | | | |
|---|----------------------------------|-----------------|-----|
| 1 | FIFA International Soccer | Issue 57 87% | ▲ |
| 2 | Tomcat Alley | Issue N/A | New |
| 3 | Sonic CD | Issue 48 88% | ▲ |
| 4 | Sensible Soccer | Issue 55 94% | New |
| 5 | Ground Zero Texas | Issue 52 91% | ▼ |

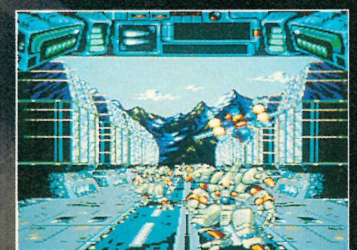
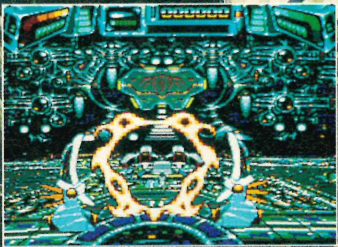
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"The missions are huge, with 3 levels of skill included. Lastability is reinforced with concrete! I'm going to give it 92%."

MEAN MACHINES

Available on:
Mega-CD



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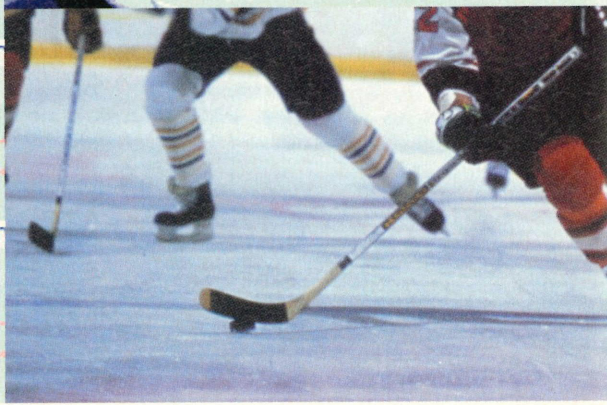
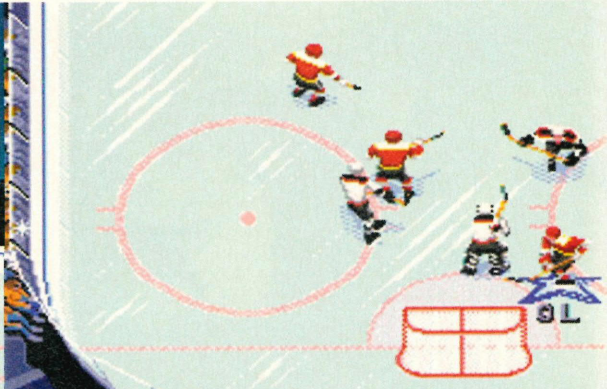
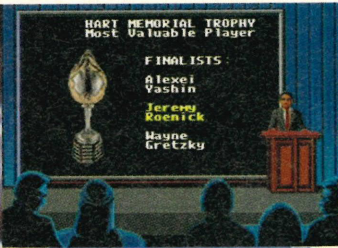
55 Ashbourne Road Derby DE22 3FS Telephone (0332) 297797 Facsimile (0332) 381511

SEGA™

MEGA-CD



NHL 95

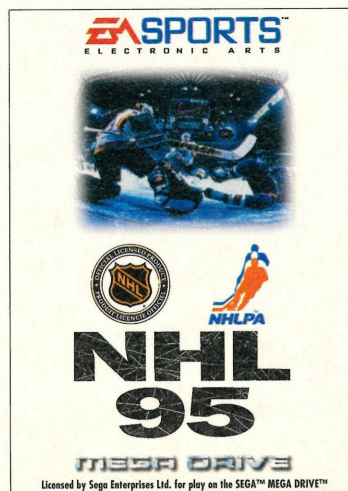


For seasoned pros only

Before you strap on your skates for NHL® 95, consider a few basic laws of physics. Like what happens when an unstoppable force meets an immovable object. And the one about every action having an equal and opposite reaction. That means for every net-ripping, perspex-shattering slap shot you can unleash, there's one coming straight back at you. And nothing ever came at you like NHL® 95.

First of all, it's fast. EA Hockey pushed the edge of the envelope, but NHL® 95 shreds it so fine it wouldn't even make bedding for your hamster. But if you think you can take the pace, have you got the stamina for a full 84-game season of unstoppable NHL® action? All-new animation and artwork make these guys look pretty, but beneath it all they're still meaner than grizzlies. Fortunately, there's a 2-on-2 practice mode to give you extra time to perfect those new moves – drop passes, fake shots and kamikaze defensive dives. And this time, if your players can't cut it you can trade with other teams or create your own players from scratch.

Get ready – you're about to lose your NHL®-plates.



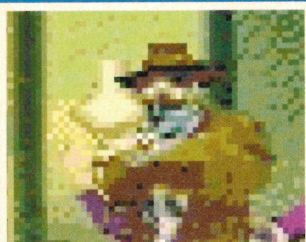
if
it's in
the GAME,
it's in
the GAME™

For more information about NHL® 95, call 0753 546 465 or write to Electronic Arts, 50 Heron Drive, Langley, Slough, Berks SL3 8XP. Sega and Mega Drive are trademarks of Sega Enterprises Ltd. EA SPORTS, the EA SPORTS logo, 4 Way Play and "IF IT'S IN THE GAME, IT'S IN THE GAME" are trademarks of Electronic Arts. NHL and the NHL logo are registered trademarks of the NHL and used under license by Electronic Arts. NHLPA, National Hockey League Player's Association and the logo of the NHLPA are trademarks of the NHLPA and are used under license by Electronic Arts.

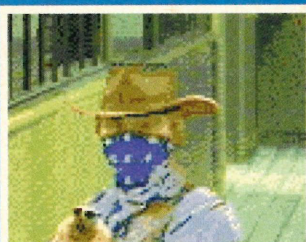
EA SPORTS
ELECTRONIC ARTS

CHARACTER ASSASSINATION

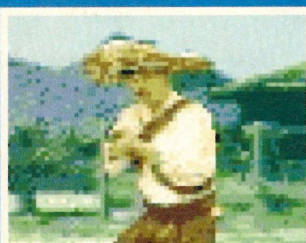
The Wild West has had its fair share of bad lads: Billy the Kid, General Custer, Jesse James. But *Lethal II* has dug up its own as yet undiscovered legends of outlawness, men so rotten and bloated with the gruesome stench of a scoundrel that they just have to be shot. Lots. Get incensed with your shootah and 'ave 'em to death.



WANTED: Hilary Chip for sellotaping breadcrumbs to the inside of patio windows and watching hungry birds headbutt themselves.



WANTED: Mostly Fraction Child, for potato-printing the entire bible and trying to sell it as wallpaper to God-fearing Liverpudlians.



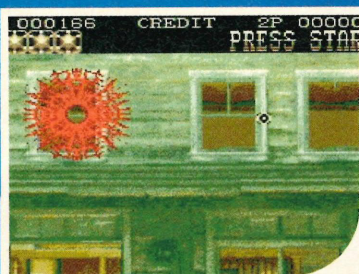
WANTED: Merlin McWouldn't, for pretending to admire babies in prams, then spitting motorway tar-mac into their fat, red, faces.



WANTED: canvassers for reputable company. No sales. Car essential. Phone Chris or Derek on 0123 456789. Time wasters appreciated.



New weaponry included in *Lethal Enforcers 2* includes a 50 calibre Sharp rifle and a major-damage cannon.



Apparently, this is what you see when you get shot in the eye. Apparently...

- Mega Drive ●
- £44.99 ●
- Konami ●

In last year's *Falling Down*, city psycho Michael Douglas could have saved himself a sack of hassles, sore plimsolls and sweaty pits by staying at home with his Mega Drive. Instead of strutting the streets of LA, and taking out his 9-5 urban angst on burger bar artex and public phone booths, the lad could have slouched in his favourite sofa and wasted a thousand odd geezers in the comfort of his own home. If only the stupid

Lethal Enforcers 2 has five considerably huge levels to gun your way through: the bank robbery, the stage coach, the saloon showdown, train robbery, and the hide-out.



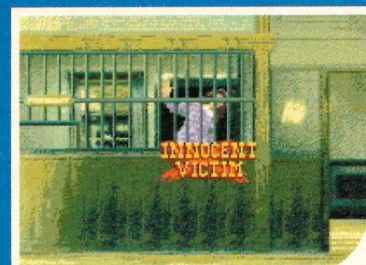
Lethal En

slag had heard of *Lethal Enforcers*. Maybe next time. I for one am ready to suggest the Sega-inspired sequel. Let's call it *Sitting Down* this time, yeah?

Armed with a special gun, *Enforcers 1* was a well tasty bullet fest, and did some serious business, thanks to some gnarly digitised graphics and that plastic shootaah. Leaving a Sega nation with bloody sore trigger fingers, the time has come yet again to get your twitchy digits aching with urgent pain. *Lethal Enforcers Part Deux* is upon us.

This time round, there's been some kind of time-tripping deal, swapping the gangsters for injuns and gunvorns for cowboys. Yep, *Lethal Enforcers 2* is set in the sweat and sawdust of the wild west, when a real man's favourite hobby was taking pot-shots at tethered horses and blasting the boots off

This is what you can expect if you try to make off with the Sheriff's bird after a few bevvies down the local saloon.



Ha! Ha ha! Ha hahahahah! Ha! Ha! Ha hahahahahahah! No, really, I'm sorry...

the first man who spilt his sarsaparilla. Just a bit of harmful fun, you understand.

It's inevitable that comparisons are going to be made between this and the rootin' tootin' 'avesummathat shootin' of arcade and CD hit *Mad Dog McCree*,



Oi. I'm going to tell the RSPCA on you. You should treat horses with respect.



Don't shoot me. There's no need. I'm not the one who prepared that grimy sandwich you just had the misfortune to consume.



"OK, coin me is an anagram of OK Mine co.," claims quizfunster Mr Richard Whiteley of Countdown fame.



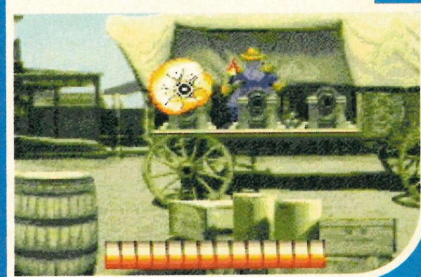
hal forcers 2

just because *Enforcers 2* is set in cowboysville. But, who cares when the action is this hectic and harsh. Supplied with power-ups in the form of shootas, shootas, more

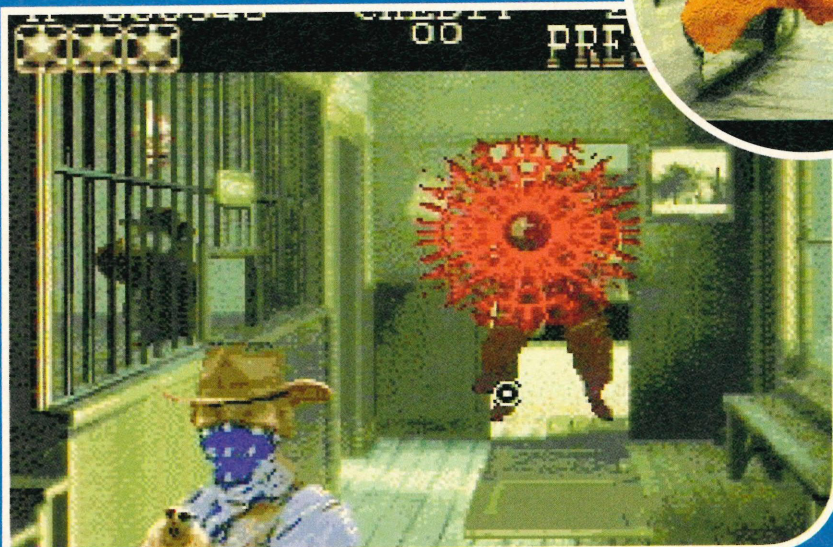
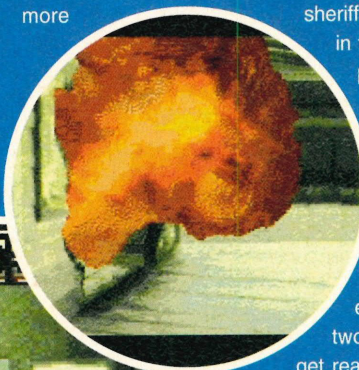
shootas and, yes!, cannon balls, this is one gratuitous weapon-fest to make all Wayne and Eastwood wannabes spark up in their pants. The digitised graphics are top-notch, and the shouts of "Eat lead!", "Get back or I'll blow 'em away!" and "You ain't gonna git me, sheriff!", are all delivered in top hick-speak samples. Ease up on that saddle, boy.

Control is joypad and gun controlled, and with six levels, this promises to be one dumb shoot-em-up that rules on two-player mode. So get ready to terminate with

The first boss, your average fat, mad, psycho murderer cannon fetishist thing.



prejudice whilst sporting a huge, stupid grin. Kill 'em with guns! Kill 'em with hammers! Kill 'em with anvils! Kill 'em! Kill 'em all!!!! Oh dear. I think I'd better have a lie down before I do somebody some damage. Oops. Sorry Dean. It won't happen again, honest. Nothing an elasto-plast won't clear up. I think. I hope. Shit! Does Shake 'n Vac get blood out of carpets?... **SEGA POWER**



Dave Perry finally figures out the second-most perfect place to stick his bandana. A-and what's the first? Answers to Where Should Dave Perry Stick His Bandana to... (etc...)

Isn't it weird how that cowboy on the right has his leg wrapped round the table leg? Why?



Mega Bomberman

● Mega Drive ● Sega ● £34.99 ● Release: November ●

Trainee terrorism begins right here on the Mega Drive. Semtex frolics are at your disposal at last on what has to be one of the best multi-player games in existence.

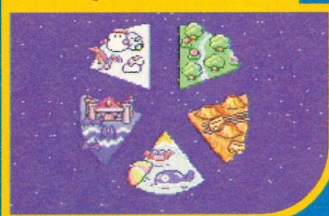


These armed bunnies can make playing *Mega Bomberman* a bit of a harrowing experience. Not, however, as harrowing as Keith Chegwin (above right).

We've got a shot of the screen where you can pick to play *Mega Bomberman* on your own if you're a sad loner.



Don't know what sort of toppings there are on this pizza. It looks nice though.



MEGA BOMBERMAN

Separatist Movement, the PLO and ELO look like namby-pamby amateurs.

It's a four-player frenzy loosely based on the actions of tried and tested cunning terrorists plots across the world. As a

Bombberman you must explode your opponents to bits using strategies which will make the likes of the Basque

So then, it's semtex festivities all round as you blast apart a series of mazes in a bid to steal your way into a castle-type affair where you will find a strange princess making anonymous phone calls. Hang on, no, that's not right... Oh, I remember, the castle's where you find a missing piece of a magical locket. As

He-elloo! Is there anybody down there? He-elloo! Is there anybody down there? He-elloo! Is there anybody down there? Hours of fun with these echoing well things...



The obligatory choose your character screen. See that one on the bottom row, he looks like M. Bison. A bit, anyway.

that that situation closely resembles hell. Cos, in case you didn't know it already, *Mega Bomberman* is what friends (and a Mega Drive) were

made for. Well, okay, apart from using them to borrow their homework from every so often.

Mega Bomberman will rule! It's been the best thing ever on various formats including the SNES, and it's even been released in disguise as *Dynablast* in an attempt to shield from harm those people who turn crazy at the mere mention of the word Bomberman. I know people who have literally given their right arm to get hold of this game. And you will too. I think.

Can you imagine your life without any friends? Well, try imagining your life without *Mega Bomberman* or any friends and you'll find



Bomberman do look a lot like Lego Men™.

Bombberman



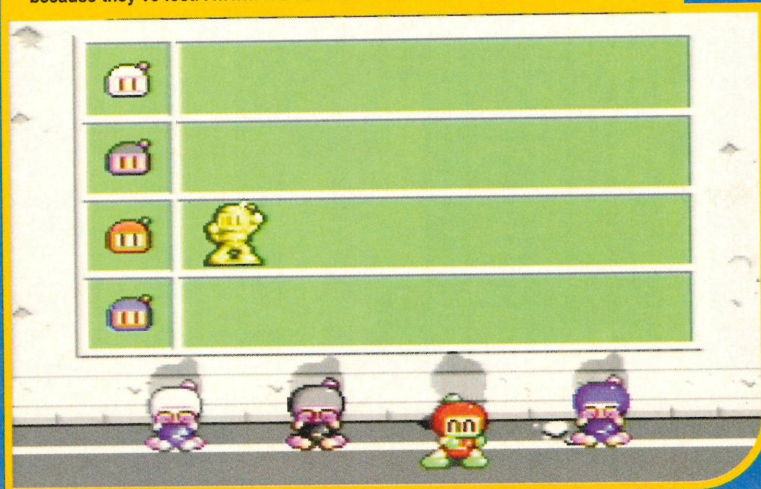
See there, in the top left-hand corner, there's one of those lucky egg things which you need to collect for your complementary kangaroo ride.

you reassemble the locket, some fiendish beasts are unleashed. Possibly the Queen Mum and Barbara Cartland. (That's enough anti-royalty. – Simon)

There are some kangaroos in it as well. No kidding. And our little ozzie

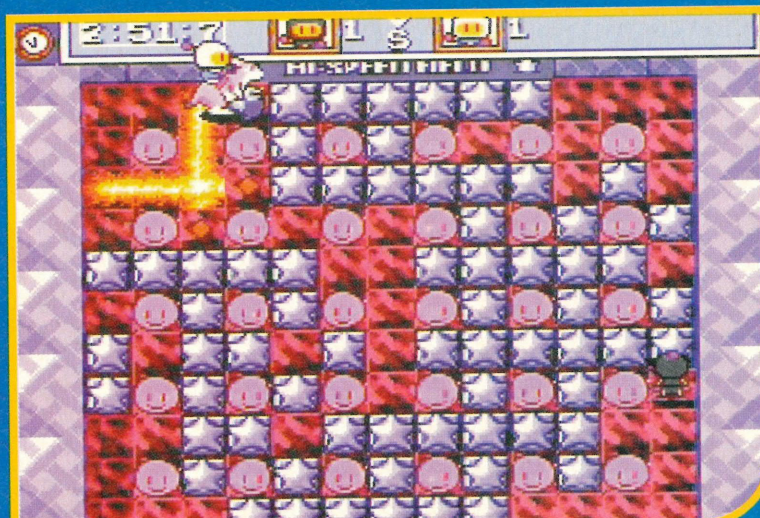
mates are there to help the Bombberman on his way through the mazes. As you travel around the mazes, you'll find magic eggs to collect. But, if you find yourself armed with a special egg, a kangaroo will jump out for you to ride

This screen has broken my heart. All those poor little Bombberman are crying because they've lost. Aww... it's sadder than Dumbo.



Just so you understand how much fun *Mega Bombberman* is... 1. It is more fun than dressing up as Keith Chegwin. Which is ridiculous. 2. and amazingly, it's even more fun than defacing pictures of Take That. If you've got a pen handy, why not try it for yourself and you'll see what we mean. Get the picture now?

Hello sir! All aboard the kangaroos for some top jumping around pieces of chewing gum action.



Roos into action. At least this screenshot is cheerier. Lots of smiling faces everywhere. We're hard at *Sega Power* and we don't want any more screenshots which might make us blub.

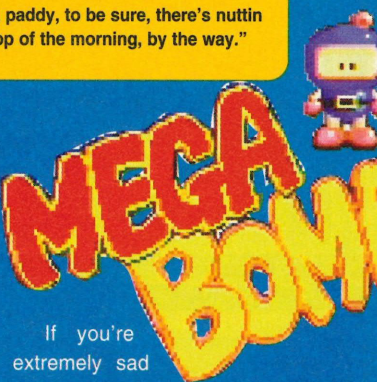


Kieran O'Connor the cuddly crab says, "Oi, paddy, to be sure, there's nuttin to be gained by ceasefires in this game. Top of the morning, by the way."

on. Oh yes. Sounds a bit weird, but they're great. With a kangaroo you can get about much more quickly, which enables you to get out of tight corners when the need arises.

Roos also help you to travel to different areas of the maze (which you wouldn't be able to reach otherwise), to kick bombs about (don't try this at home), or to push blocks around to trap other players.

Of course, bombing the pants of your enemy wouldn't be half so much fun if it weren't for the extra firearm icons which are littering the place. If you collect these you'll be able to commit surprisingly explosive set-ups. You can get multiple bombs, and fire power stickers which will make your bombs have a greater range, putting a stop to those irritating situations where cowardly players hide in the corners in the hope that by staying out of range they'll be okay.



If you're extremely sad you could play *Mega Bomberman* by yourself as a kind of puzzle game, but we suggest that that would be a very lonely pastime indeed and you'd be missing out on a load of fun. Up to four can play at once, and you know, the more the merrier. Just choose your character, lay your bombs, duck for cover and blast away your opponents. It couldn't be more strategic. By the way, it's an 8-meg game, but who cares, eh?

Don't miss next month, if you want to find out if this is the bomb bonanza of the decade.

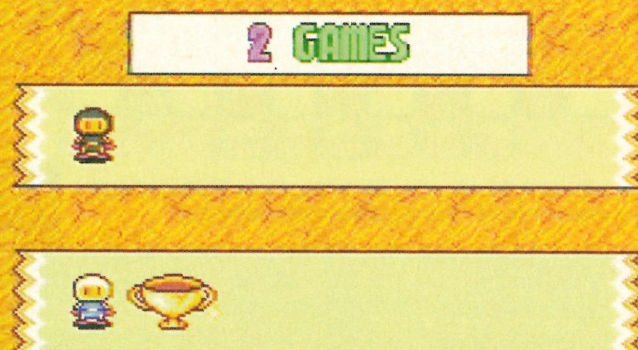
SEGA POWER



See those Bombermen who didn't win, if you look into their eyes, you'll see that they're a bit cross. Sorry. Running out of things to say now. I've got a bad cold.



Only three more captions to go, then. This grab is rather boring. More tedious in fact than a caption about my runny nose would be.



Just on the left is one of the special bonus Rolph Harris icons which has the kangaroos fleeing for their sanity.



The last grab and the last caption. And hello there, if this screenshot doesn't look almost identical to the last picture. (Thanks to Inspired Captions™ for that.)


LMP GAMESTER

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MEGA DRIVE CARRY CASE:
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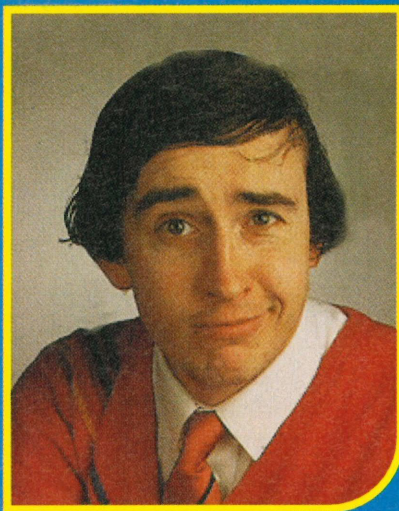
SUPER ACTION CASE:
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ALAN PARTRIDGE PRESENTS...

*Well-come. I. Am. Alan Partridge. Before we commence this engaging round-up of electric games or something, allow me to mention my top new show, **Knowing Me Knowing You (With Alan Partridge)** on BBC2, Fridays, 10PM. I can assure you, it's a lot more than just a load of hot air. It's a balloon of entertainment, sent soaring by the hot air of lively chat. But, as I always remind my guests, it is a little cheap to be so eager to plug yourself, so... "This is Sports Desk. I'm Alan Partridge..."*

FIFA '95

- Mega Drive ● £44.99 ●
- Release November ● EA ●

A hem. "For my money, Port Vale and Partick Thistle evoke the very essence of, I'd say, world class football. If only the collective abilities of those teams could be distilled and bottled, someone, somewhere could make a fortune selling something labelled 'Finest Quality League Football'..."

Now, let's face it. Those are the words of someone who knows nothing about our great British game. But now,

with myself, Alan Partridge, now gracing the glossy 'gogglebox' in the corner of the room, you can rest assured that people like Jimmy Hill and Alan Hansen are frightened men. Frightened...

Okay. As Nathan, our new researcher informs me, one of the most successful football computer games ever to be released on the Atari (and other consoles) last year was FIFA Association Football. Apparently, it effortlessly dribbled past two other top-rated games, Responsible Soccer and Hastily Cobbled Together World Cup Cash-In '94, to blast a scorching right-hoof through the fraying net of the gaming industry.

And now, in order to cynically convince you to part with more money, the game's been revamped and repack-



Making it's second re-entry into the top ten at number eleven, it's Intense Furniture Corporation with 'Extraterrestrial Ego' (12" schizo dub).

player control, bending shots

aged, and, as Sinead O'Connor would no doubt say, it's "simply the best".

The action moves to the international club scene and there are now 100 club teams to choose from. Other weakly significant changes include set plays on free kicks, injuries (I like those), better

and a more accurate shooting system. Oh, and I've been told by that Andy bloke to say, "fans of the original will love it, but if you don't like football games, then you probably won't like it".

FIFA is also coming out on the 'Game Gear' console. And it'll be great.

Let's have one more nail in the coffin of coherent, relevant captions... We'll 'do' the top ten dance tunes of the moment...



Barging in at number twenty-six, it's Fantasy Eggplant and 'God's Nob'.



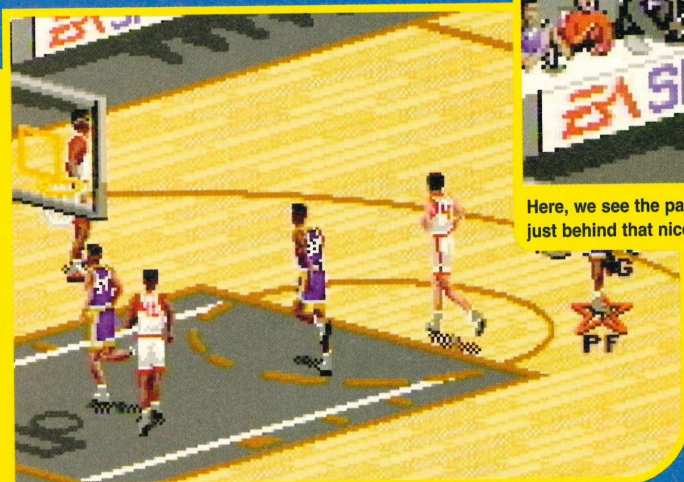
Slithering down to number eight, it's Cranberry Armpt IV with 'Jeremy's Slash'.



NBA Live '95

- Mega Drive • £44.99 •
- Release October • EA •

Tell ya what. Let's 'ave some good, old-fashioned, sensible captions from now on... Eh?



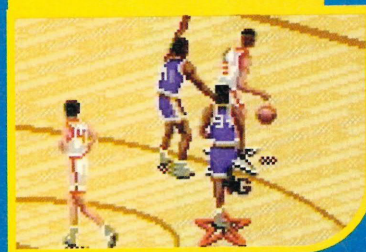
Here, we see the panel of judges, (just out of sight of the teacher) and stare, long and hard, at the flimsy, flapping skirts; the silky nubile puppy-fat; the fresh-voiced squeals of delight. It was a mesmerising and, I'm not afraid to admit, arousing experience.

According to this press release, *NBA Live '95* takes "a new isometric perspective on the action", offensive and defen-

Now, I must say, that I've been a fan of netball ever since school, where, during rugby practice, I'd often loiter on the touchline (just out of sight of the teacher) and stare, long and hard, at the flimsy, flapping skirts; the silky nubile puppy-fat; the fresh-voiced squeals of delight. It was a mesmerising and, I'm not afraid to admit, arousing experience.

sive plays (as opposed to, say, a passive play – or, perhaps, a passion play... ho ho) and all the usual leagues, seasons and slam-dunking business. Dean reckons it'll certainly take 'steps' to prove that it's silly to put all of your balls into the *NBA Jam* 'basket' where Mega Drive netball games are concerned.

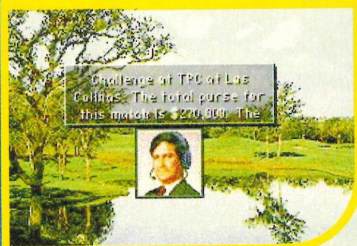
And – oh! Just look at the graphics on those players. Just gorgeous.



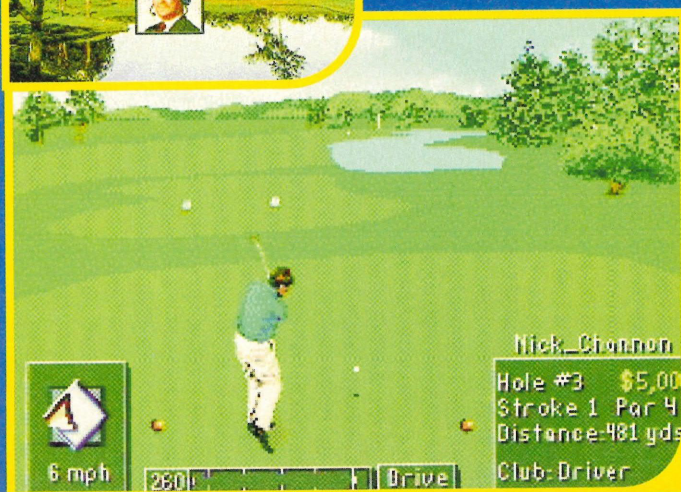
PGA Tour Golf 3

- Mega Drive • £44.99 •
- Release November • EA •

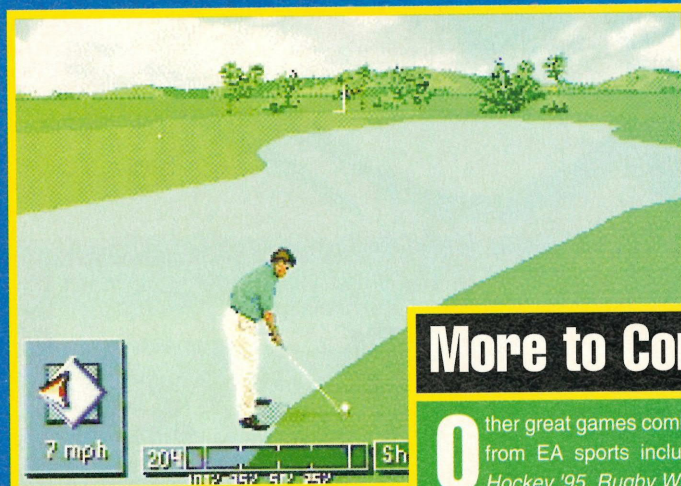
Oh, arse it. I'm well bored with these sensible captions. Let's have that inevitable number one.



It has been said that televised golf consists of nothing more than middle-aged men in silly trousers walking around on some grass, polite clapping, endless shots of the sky. And Peter Allis. In reality, if you take the trouble to 'canter' down to the metaphorical course in the dead of night, and thrash about the



And for the nineteenth year at number one, it's Rustling Git and 'Describe My Brains'.



This picture is particularly interesting, because the man is standing in the water! Ha!

More to Come

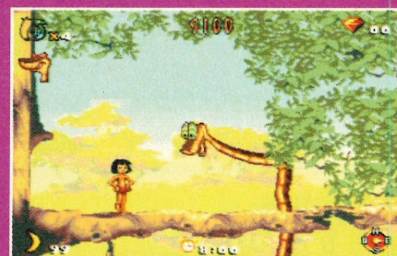
Other great games coming soon from EA sports include *NHL Hockey '95*, *Rugby World Cup '95* (read more about that one in the news pages), *IMG International Tour Tennis* (reviewed that one last ish) and, inevitably, *Madden NFL '95*.

This is me, Alan Partridge, signing off. Over and out. Roger Wilco. Book him, Dano, Murder One. Don't forget to join me next time the Sega Power 'crew' have some sports games they can't be bothered to write about. JOIN ME!!!

TV coverage bushes with your Probing Interview Personality golf-racquet, you can uncover some startling golf ball-like golfing personalities. And, er... If you're taking that advice literally, you can always do as I do, and sell the balls to working-class people who can't afford to buy them from sports shops.

No. No, I don't actually do that. I am, as you're probably aware, a sports casual personality who leads a rich life. I don't relish the occasional thrill of stalking around a moon-lit golf course, observing couples walking their dogs. (*Can we get on to the game, Alan? – Andy*)

Right. Four new courses, impressive new animations, and, of course, more of those fascinating stats. If you like golf games, you'll love it. If you, don't, etc...



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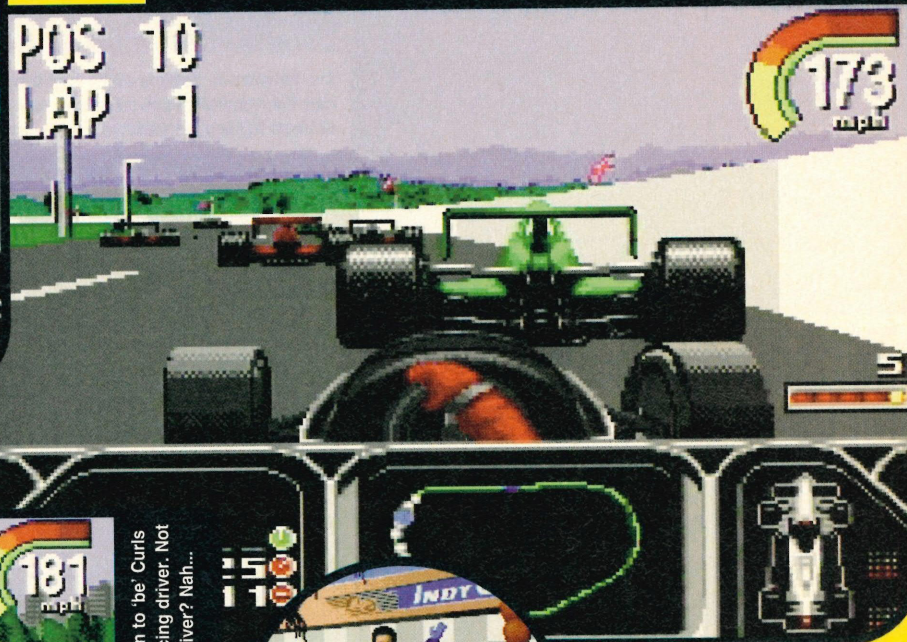
Nigel Mansell

• Mega Drive •
• Release: December • Acclaim •

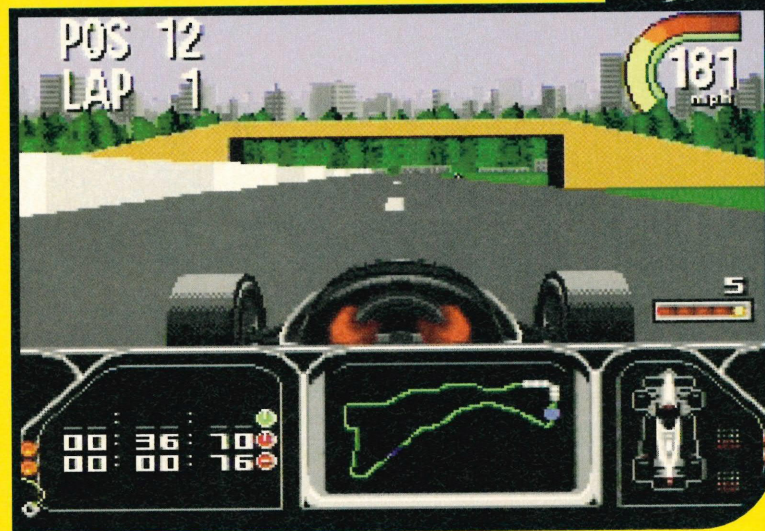
Indycar Racing



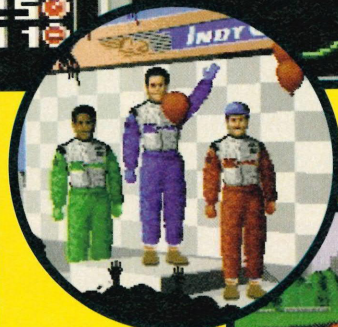
A scene from one of those Police Stop videos, showing notorious ramraider and Welsh farmer Brian Fear, escaping at top speed after a sheep-splat incident on junction 7 of the M25...



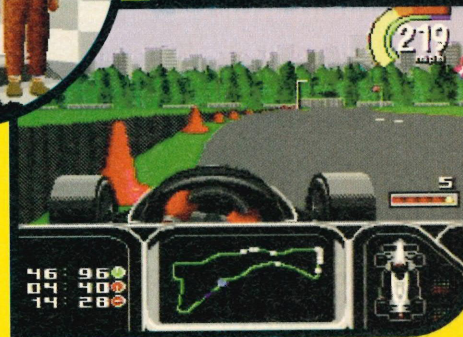
Believe it or nay, this is the queue for the pit-stop, an extremely modern service-stop where you can get your tyres changed while you nip out for a pasty and a packet of Quavers.



Indycar also gives you the option to 'be' Curly McSpunky, the world's worst racing driver. Not a sod in sight. Me? A rubbish driver? Nah...



Mansell's student days simulated as he drives down the slip lane nicking road cones 'to impress his friends'.



Motor racing? Don't make me laugh. Brightly sprayed fag packets bolted onto tractor tyres, skidding around some eternally winding carpet of tarmac. Lap one dillion and thirty,

and the jumped-up, jetsetting joyrider is getting dizzy. He screeches into the makeshift motorway layby, nips out for a country burger from Judy's Pantry while his mates fill 'er up and swap rubber.

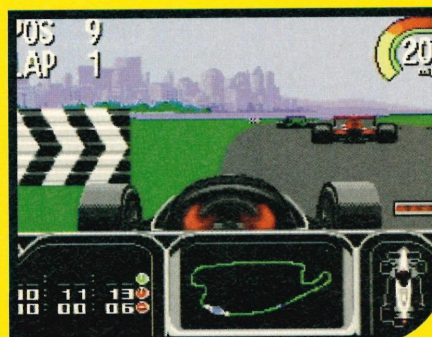
Barely time to wipe the ketchup catastrophe from his gibbering lips, it's back on the M25 speed-dodgem circuit for a quick kip behind the wheel as an anvil-loaded Nike applies pressure on the ever-punished accelerator. And you're telling me half the world follows this sport? Moses on a tricycle...

I can't say I'm that attracted to the fast-car, dumb-driver culture of grand prix primadonnas. Especially when the hero

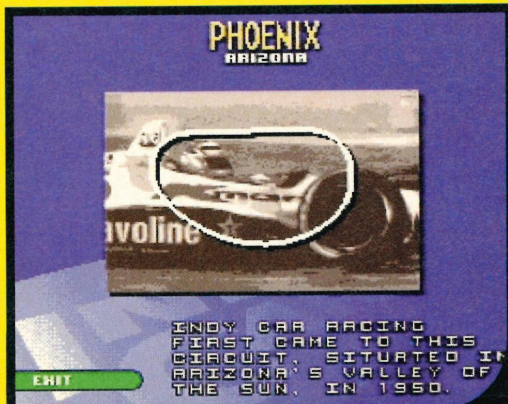
of the circuit is a moustache called Nigel. Unsurprisingly, the man has lent his name to a game, and here it is. And – diddums, shucks, gasp – it's good enough to get the speed-spods petrolling in their pants.

You 'are' Nigel in his motor, touring the globe, going through all that qualifying and pole position gubbins, and gently tweaking your million dollar caterpillar

carpet eyebrows. There are also more options than one of those Ford Escort range things: 16 racetracks (on 16 meg), auto or manual gears, practice modes, pit-stops, game saves... Really, what sets this apart from your *Daytonas* and *Virtuas* is that this can be test-driven in both arcade and sim mode, meaning that you can customise your car, and experience the whole season in your living room, you know, 'be there'. And, yes, there's that two-player option so you can, oh go on then, burn the rubber off each other. Christ – it's the only time I can ever imagine people arguing over who wants to 'be' Nigel. What is the world coming to...



The two-player mode, although not shown because I haven't got any friends, is a nifty horizontal split screen affair thing...



Indycar racing first came to this circuit, situated in Arizona's valley of the sun, in 1950. Erm... erm... erm...

SEGA POWER

Pitfall!

The Mayan Adventure

• Mega Drive •
Release: Before
Christmas • Activision



Way down deep in the middle of the jungle, a monkey picked a passion fruit, a banana and a mango, and then... and then... er a bloke flew through the trees and landed in a caboodle.

The attention to detail in *Pitfall!* is striking. Just look how the animators have taken care to paint in a pair of boots to keep the skeleton's feet warm.



Pitfall! turned out to be a real mish-mash of adventure films. Here... that one - Crocodile Dundee.

Just after people had stopped playing in the streets with their sticks and hoops, a console called the Atari VCS was invented. It was a nifty little cart-based thing, with power comparable to that of a small dynamo. One of the more memorable games which appeared for it was a rather primitive but fun platform game called *Pitfall!*, from a company called Activision.

Now it's 1994 and things have progressed a bit, so no longer are we interested in the exploits of a bloke in brown trousers called Pitfall Harry who runs

around the jungle swinging on vines like a monkey and collecting treasure. Unless of course, certain changes have been made...

Changes such as updating the graphics, sound and gameplay to provide the modern gamesplayer with something that they wouldn't be ashamed to take home to meet their lovely grandparents. So, that's exactly what Activision have

gone and done to bring *Pitfall!* to the Mega Drive.

With graphics and animation designed by the people who created the cartoon-film Fern Gulley, and sound from the people who worked on *Cliffhanger*, *Pitfall! The Mayan Adventure* certainly looks (and sounds) very promising. And not only that, but it plays well, too.

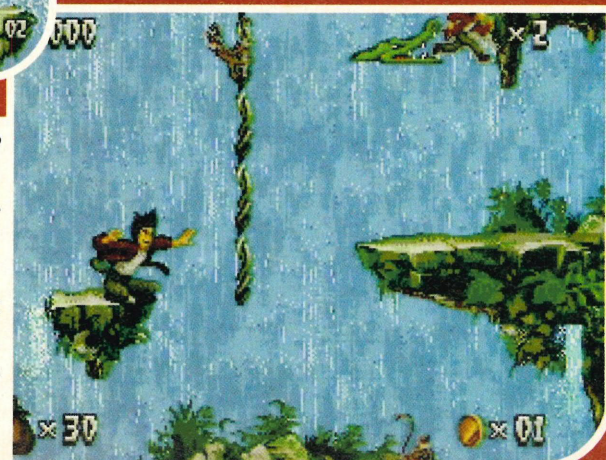
For nostalgic purposes, Activision have also included an entire version of the original *Pitfall!* game, which, interestingly enough, fact fans, only took up as much memory as a single screen of the 16-bit version. Well, sing Hosanna until the cows come home!

Looking like a cross between *Flashback* and *Jurassic Park*, *Pitfall! The Mayan Adventure* could well be a very pleasant sight to wake up to after a heavy night out. *Sega Power* is shattering its gaming bowels in anticipation.

No-o. I'm afraid I couldn't tell you what that is.



One good reason not to practise your surfing moves when you're in the jungle is that you'll look an utter jerk.



The spinning spiny armadillo from hell spins into spiky spiny action. Old matey rather stupidly just stands there.

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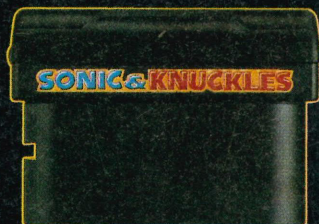
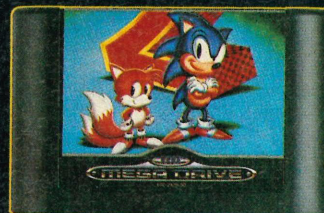
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WANT TO SEE WHAT HAPPENS IN SONIC 1 AND SONIC SPINBALL?

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SONIC & KNUCKLES!

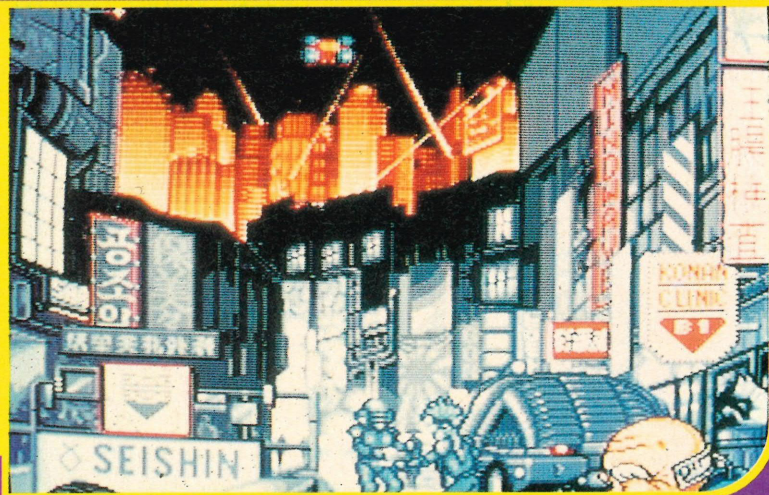


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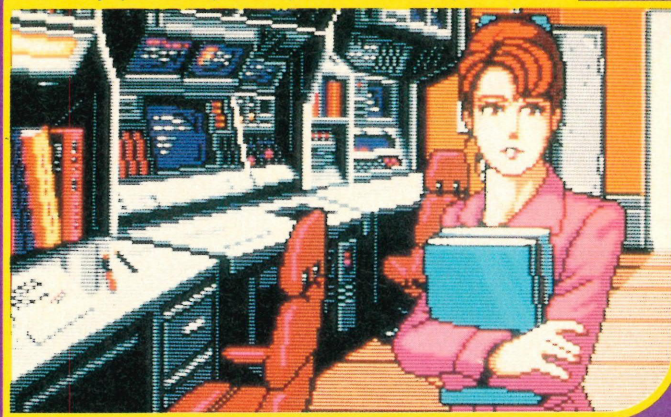
SEGA

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Tokyo, Wednesday afternoon, 2065. I was blundering about in a caravan awning, playing with my laser dog. Laser, when the video phone beeped...



"Gill, it's Mika." "Where have your thumbs gone?" "They fell off when I was peeling an apple with a laser spoon. But I digress. Some foxy space chick phoned up. She wants to see you."



Snatcher

• Mega CD • Release: December • Konami •

It's Friday night and you're 'on' the fourth terrestrial channel. Sub-lieutenant baldy is dealing out yet another game for his impro hungry wolfpack of cocky funsters. The orders from above are 'Do a film, right, in the style of a cartoon.' The fat yank opts for Star Wars 'in the style of' a Tex Avery. (Haw haw.) The lass with the big maaf goes for Jules et Jim 'in the style of' a Czechoslovakian short, "Glozvak Herzojikkann". (My sides.) The spivvy nob 'in the styles of' High Noon with Hong Kong Phooey. (There goes another rib.) Then the last smart-

arse, ready and confident to out-funny, out-clever, out-clap the lot chooses Blade Runner 'in the style of' a Manga cartoon. He's about to launch into an oh-so-hilarious, eye-watering skit when the computer spod producer stops the show. "Sorry, already been done." The comedian blushes, farts like a wizard and weeps like a girl as he's shown a copy of Konami's forthcoming *Snatcher*...

Already a hit on the PC Engine CD (A what?—Everyone), *Snatcher* is a bizarre future-shocker packed with cyber-punk. Under the guise of Gillian Seed, a member of Junker (Japanese Undercover Neuro-Kinetic Elimination Ranger — try

saying that ten times with a mouth full of petrol), an organisation dedicated to destroying Snatchers, bio-robots that have got too big for their chips and made it to the streets of Tokyo. Our Gillian has 48 hours etc to stop the androids.

It's an adventure style game that supplies the clues using a digitised soundtrack and the very highest quality Manga graphics to give you that, er, solving-a-cartoon feel. And, for some bizarre reason, it's compatible with The

Justifier Gun (there is a small arcadey shootah sequence, but god only knows what you do with it the rest of the time).

Due to its adult-theme (cue Simon Bates harping on about 'sexual swear words'), *Snatcher* looks as if it's going to be 'targetted' at the 16 or above market. Which means it may well receive that 18 certificate stamp, so keep your mitts off, kids... You will find out what we think of a bit of snatch in a forthcoming issue of *Sega Power*.

SEGA POWER

"Give me her number. I like foxy space chicks, I do." I farted quietly. It smelt.



"Hello?" "Gill here. Let's meet." "Come quick. My special laser steaming blouse has broken."



I jumped into my space car, the roof rack piled high with cattle prods. I sucked some kitty grit...



I put out her steaming blouse, and then sha... (enough space filth. — Andy).

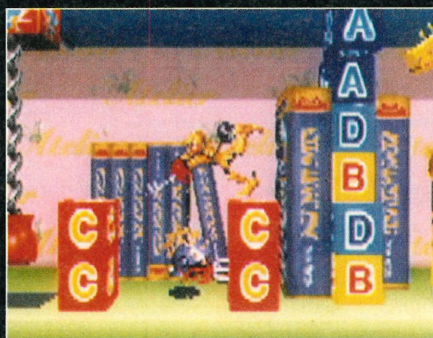
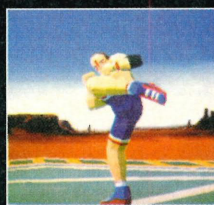
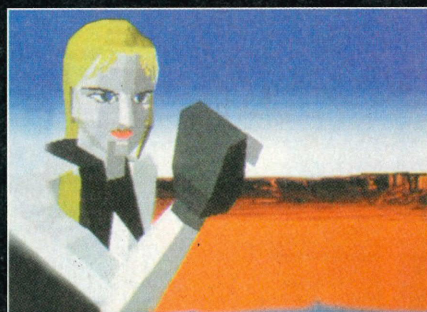


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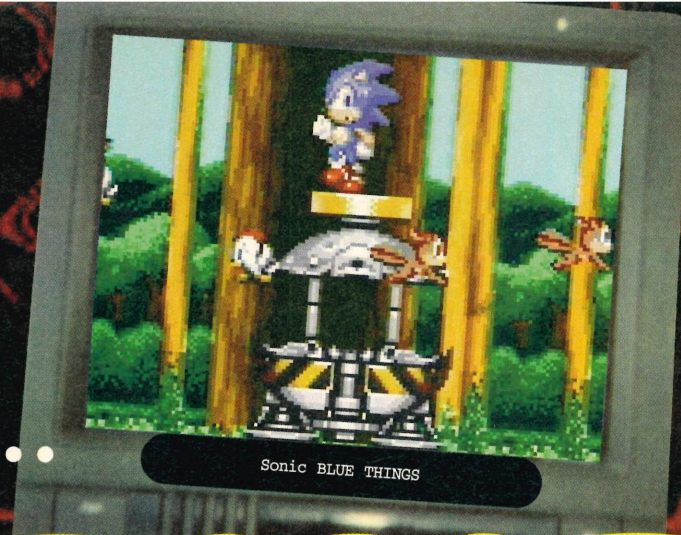
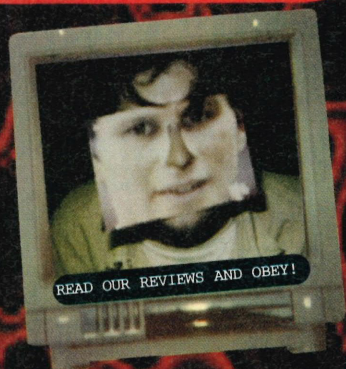
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Reviews

Chris Evans says, "Wa-hey! I may be a ginge, but I love Sega Power!"

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Sonic & Knuckles (md) OOOOOHHH...



Sparkster (md) BIG BOY!!!



Bubsy 2 (md) GET DOWN!!



Soulstar (cd) WEAR THIS!



Earthworm Jim (md) MY PARENTS WILL HEAR!



Second Samurai (md) MMM...



Quick! Mum's coming...



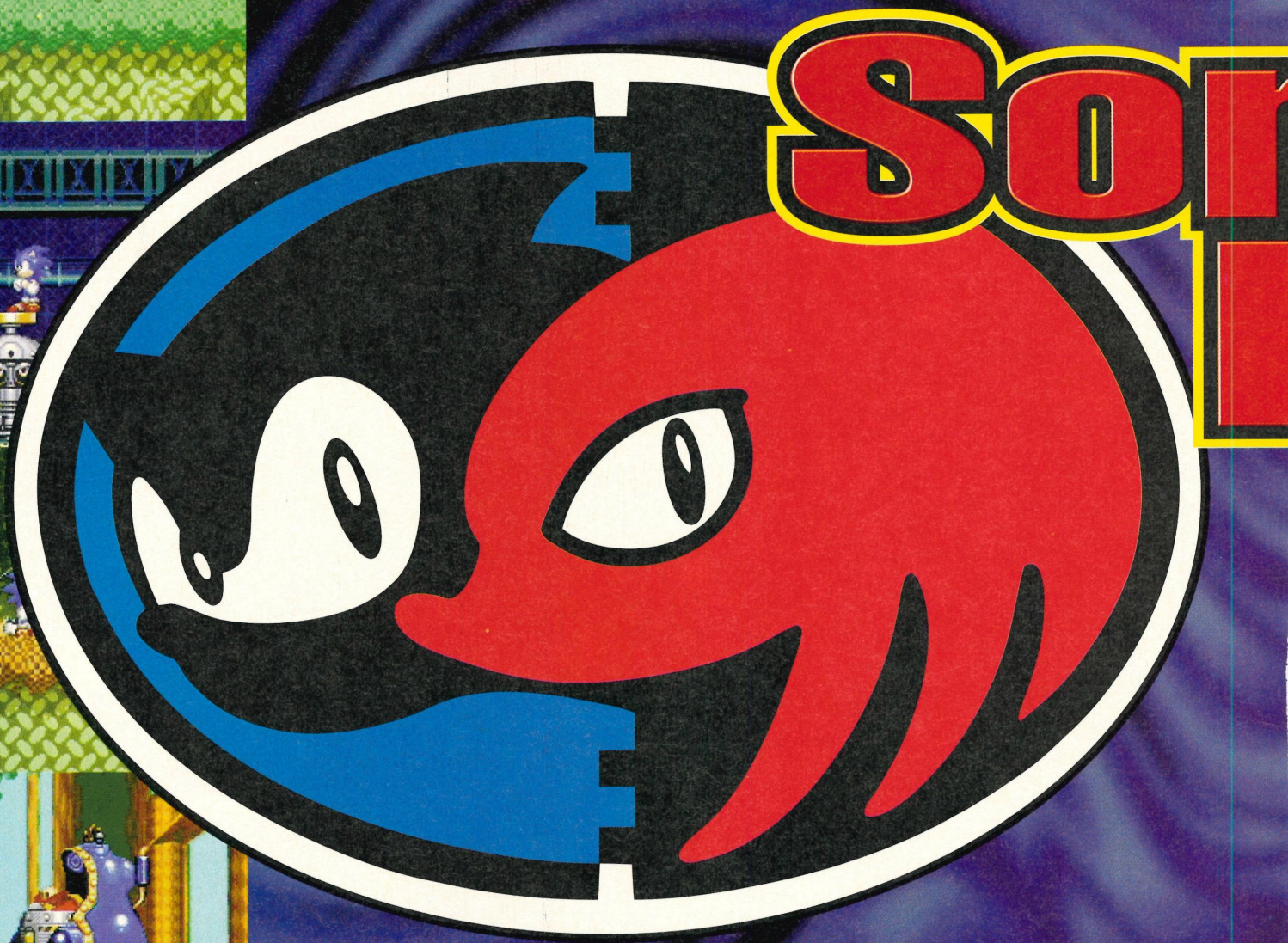
Probotector (md) SORRY, MUM!



Ecco 2 (gg) GET OUT OF THIS HOUSE!



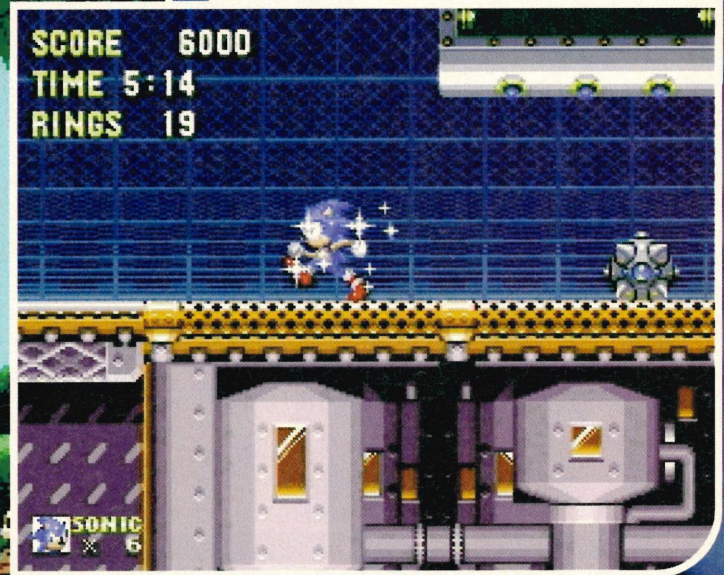
Tiny Toon All-Stars (md)



Hurrah! One of the most touching moments is when Sonic gets to free all the little animals and allow them to frolic freely in the lush green meadows. Until some hunter pops them off with a 12-bore, that is.



Sonic is, apparently, the 396th richest person in the world – that's only a few behind our big boss Chris Anderson then.



Sonic & Knuckles

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

Death, mutilation and ladies underwear, going down.



Sonic's back and this time he's brought his sandwiches and thermos flask. Here are a few excerpts from an exclusive interview with Sonic himself...

Monday 9:00am

Nervously I approach the secret address. This must surely be the scoop of the century. The normally reclusive Sonic T. Hedgehog finally agrees to do an interview.

9:15am

Finally convince the security guards that I am from *Sega Power* and not some devious monster from Nintendo.

9:30am

Am lead to a large, well-lit room containing several higher members of the Sega marketing division and some rather large men in suits and sunglasses, covering all the exits. I'm lead to a seat, frisked and scanned. Then, and only then, am I allowed to sit down.

Sometimes it's nice to deliberately kill Sonic; just to see the look on his face.



A shot from one of the three bonus rounds in the game. As well as the 'collecting blue spheres from *Sonic 3*' game, there's also this fruit machine-type game (also from previous games) and some bizarre one that I couldn't get to grips with.



10:47am

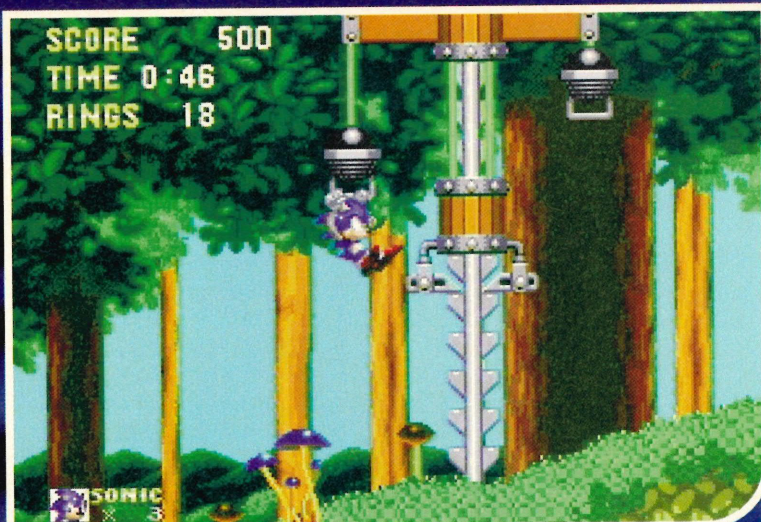
After a wait of over an hour, Sonic finally graces us with his presence, and it has to be said that he is a formidable character. Nervously he sits down. He's wearing dark sunglasses – adding more fuel to the rumour that he's started to hit the

bottle. Rumours aside, I start to get down to the facts...

Sega Power: Sonic, this'll be your fifth game, what's new?

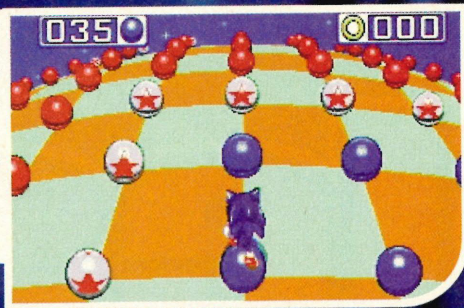
Sonic: Well, for a start there's the backward compatibility...

Hee-eere's Knuckles. Our grub-eating friend has a face like the Predator and the somewhat aggressive personality of Sooty. Not so sure about those suspect mushrooms, though.



Another new feature in *Sonic and Knuckles*. This pulley will hoist our spritely friends up to higher sections of the levels.

Sonic battles on the spherical tablecloth of life. Great fun this bit.



Sonic: No comment. We've listened to lots of criticism about previous games and can promise that this one'll be tougher.

Sega Power: What do you dream about? Sonic: Goldfish and cheese. Next.

Sega Power: How big's

favourite colour?

Sonic: Green.

Sega Power: Tell me about your suspected drink problem. Any truth in the rumour that you're fond of the ol' giggle water?

Sonic: I like a drink as much as the next man.

Sega Power: Finally, what do

say to the whispers that reckon you don't actually exist and are nothing but the product of a twisted imagination?

Sonic: No comment.

Sonic duels with the weather-cock for the golden Hula Hoop – or something. Oh dear – it's early and we're on deadline...



Oh wow! Like this shot is almost the same as the one at the top, only Sonic's in this one and Knuckles is in the other.



Sega Power: Yeah, how does it work? Sonic: Do you mind not interrupting me? As I was saying, the game's compatible with both *Sonic 2* and *3* (and rumour has it that it's also compatible with *Sonic 1* and *Spinball*). This will mean that you can now play as Knuckles in the previously-mentioned titles.

It was rumoured that the hidden levels from both games could be used with S&K, but this has recently been found to be incorrect.

Sega Power: So what of this rumour of you and the bird from Baywatch? Any truth in that, eh? Eh?

the game?

Sonic: There's a total of six levels, plus bosses and two brand new bonuses. (Each level's split up into at least two stages.) When you add to that the backward compatibility, you've got quite a huge game.

Sega Power: What would you say to people who say that it's nothing but another Sonic game?

Sonic: It's the old story. When you've got a winning formula, why change it?

Sega Power: What's your

Sonic may seem like a superstar to millions, but when he's not starring in video games he's just an ordinary Joe. He lives in Peckham and works as a plasterer's apprentice – he did my bathroom.



Sonic & Knuckles

- ▲ Winning Sonic formula
- ▲ Backward compatibility
- ▲ Harder gameplay!!
- ▼ No Tails
- ▼ Good, but a change is needed

Graphics

8

Sound

7

Addiction

9

Lifespan

8

Power points

Release date October
Players One
Levels 6
Difficulty Varies
Sega 071 3733000

Final verdict

"Excellent ideas, great game. A change in gameplay is needed soon."

Dean

90 Percent

pads for Professionals



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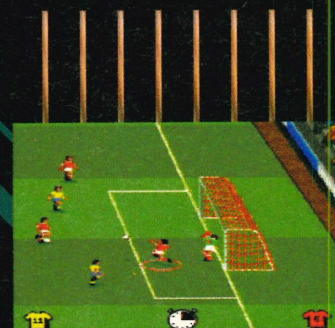
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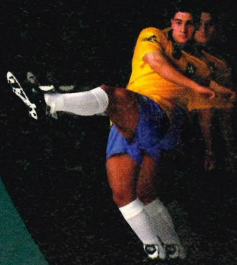
Come and have a go if you think you're hard enough!



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ANCO



VIC TOKAI

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Screen Shots are illustrative of gameplay and may vary from format to format

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Puzzle games have always had the stigma of being rather dull to play. Thankfully, Lemmings changed all that. Can the sequel still appeal to the less Glen Bennett-types amongst us?

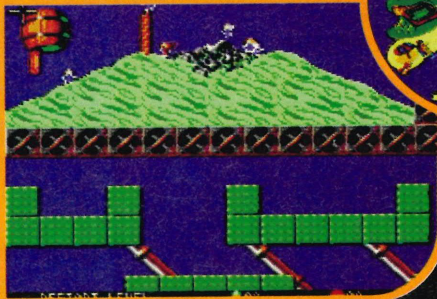
EXCLUSIVE!



LEMMINGS 2

Master System

The Lemmings attempt to top themselves by burying through a mountain of bogey-like substance.



As the first instalment of mass suicidal mammal antics proved, *Lemmings 2* is the type of game that can translate onto any system. Thankfully, the graphics are more functional than showy, a factor that can only work in favour of the technologically-challenged Master System. So, even though this lacks some of the detail of the Mega Drive, this conversion is still a hair-yankingly aggravating and addictive effort.

Seemingly named after Dickson's Compendium of Stools and Arse Air (you've got Wind Skills, Floaters, Exploders, Scoopers, and Ballooners – a Turtle's Head would have completed the collection), your platoon of lemmings have been armed with a massive selection of power-ups fiendishly designed to aid them in their escape from pedestrian-unfriendly places. So with more icon options crammed into the cart, I reckon it's fair enough to say that the game is more varied and notably

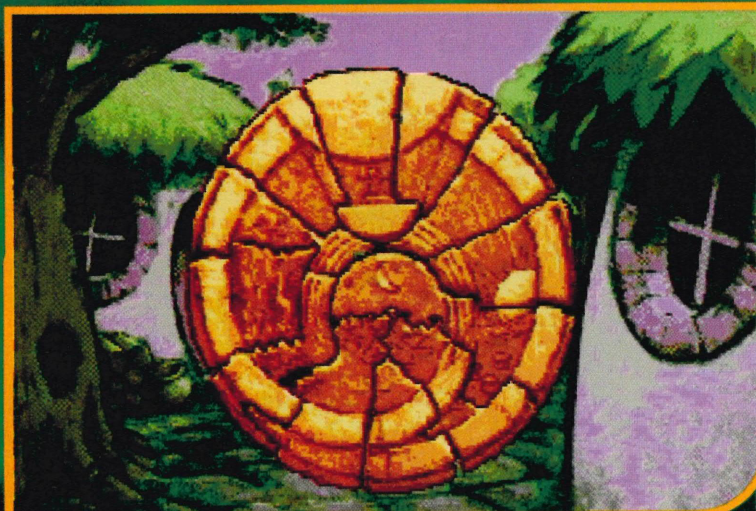


DNA molecule-like things are also good for wandering about on.

- Mega Drive/Master System/Game Gear •
- varies according to format • UK Release • Psygnosis •



This gives you some indication of the wide selection of Lemmings now at your disposal in *Lemmings 2*.



This is the Tallsman that you have to assemble from each of the 12 levels – there's 12 pieces, see. Ahh, now it all starts to make sense.



Um... this is a beach level... and... um... there's not much going on.

Lemmings was one of those games that everyone liked. Hopelessly addictive and so playable that the hours seemed like seconds and the days seemed like minutes. Anyway, enough of the Glen Bennett intro, let's dish out some dirt.

Lemmings aren't bright creatures and have a leaning

towards suicide, so you wonder why on earth anybody would spend time and energy trying to save them, but save them we must.

The improvements over the first one are numerous – although these screenshots don't really show that. There are loads of new characters – far too many to explain, and the basic plan of the game is that you now have to rescue a set amount from 12 different lands. The beauty being that you

can start – or finish – any of the lands at any time. No more of this password nonsense either, now the game gets saved into memory.

Lemmings has always been a classic and *Lemmings 2* certainly does the original game justice. 120 levels, tons of varied Lemmings and the sort of gameplay that has you missing meals and getting red eyes from sitting too close to a television screen. Lovely.

SEGA POWER



Top. Plenty going on here, though. You can choose which scene to play at any time and they've even included a selection of levels based on ancient plays.



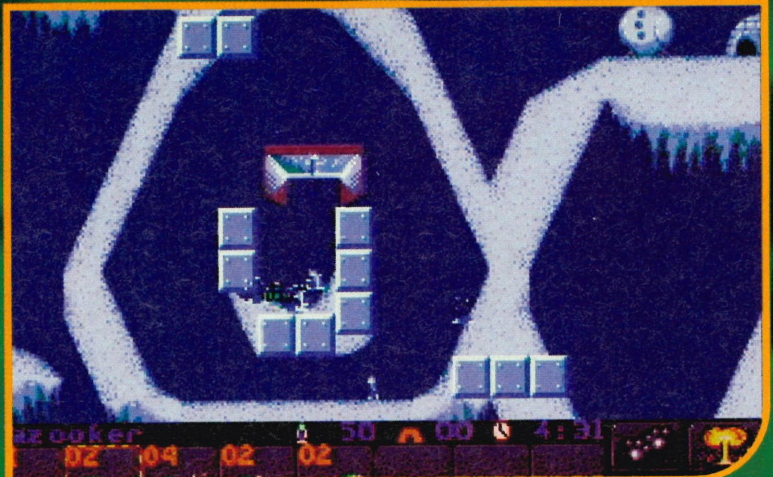
Lemmings don't actually exist. They're all the product of some bizarre dream.

tougher than the sound original. If you spark in your pants over puzzlers, and are still sad enough to get excited over Master System games, this is probably your cup of glee. Glen Bennets of the suburb unite! You're going to be sipping out of your thermos flasks in darkened rooms for a long time until you crack this one.

Hot-air ballooning is a regular Lemmings pastime around these parts...



86 Percent



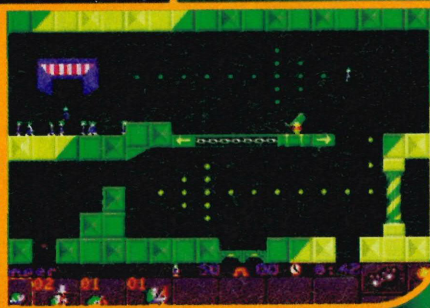
There's no business like snow business.

Ha! ha! ha! (Dean was tried and painfully executed for that joke. - Andy)



As strange as it may seem, Lemmings are in fact only 12 millimetres tall. Really.

Warning: Firing Lemmings out of cannons may seem fun, but it's illegal, so stop it.



This level link give you an excellent idea of the tasks involved to stop all the Lemmings from killing themselves. Good, eh?



Lemmings 2

- ▲ Classic puzzle gameplay
- ▲ A wagon full of levels
- ▲ Loads of different Lemmings
- ▲ Save game option
- ▲ Very challenging

Graphics

7

Sound

6

Addiction

9

Lifespan

9

Power points

Release date November
Players 1
Levels 120
Difficulty Medium to hard
Psygnosis (051) 7095755

Final verdict

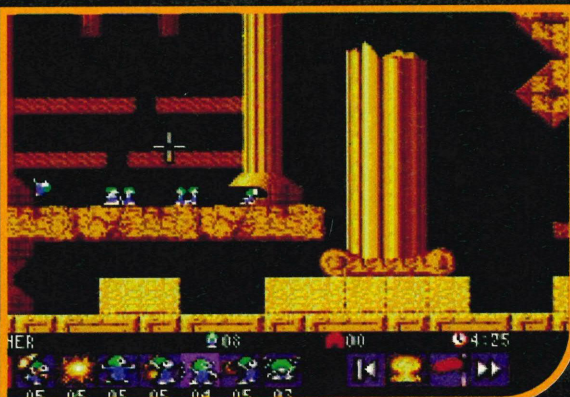
"Lemmings 2 is up there with *Mean Bean Machine* as one of the classic puzzlers on the Mega Drive." Dean

90 Percent

Game Gear

Right. I say that endangered animals aren't endangered at all. They're just hiding, right, to draw attention away from the so-called more common animals, like sparrows and chickens. I say, shoot a panda, save a chicken. And blue whales. Loads of fat, blubbery fish blocking up the water with their bloated, arrogant, ugly mushes. Now, if lemmings were so nancy and endangered, how come there's so many of them? And if they can't wait to kill themselves, they're certainly not worth saving. I say, give them a hand. I say help the guys out. I say, kill them yourself. If they're walking about, dig a hole and watch them squirm. You know they love it. I say kill them to death, right?

But, hey, I'm a thinking man's guy, and concessions must be made to more sensitive readers. Killing's cool, but so's caring, right? It's tough to save the selfish species, and you'll have a hard time of it. Loads of landscapes, options and puzzles makes this tougher than gaining a Tuffy Club glow-in-the-dark balaclava for outstanding road awareness. I say that better sound and faster action makes this ever-so-slightly better than the Master System version. It's good. I say get it. And then kill them all with hammers.



Like, this is the hidden game, yeah, where you get your gun target and, like, shoot the baaaaastuuuds. Er, right?

Yeah, that's more like it. Point them towards the cannon, and witness the splatterjack suffer.



89 Percent



Balger Braid 231, Ribbon Floss 5678b, Madeira Croissant 96 -pl+, in dark beige Glisson Gloss Crystal. (Caption supplied by Cross-Stitch Collection.)

In later stages, a big bastard rasp is often enough to 'scare' the grain off an awkward and stubborn plank. (Caption supplied by Good Woodworking.)



Mickey

• Mega Drive • £44.99 • Release: November • Sony •

The Fleurette's subtle-toned velvet upholstery gives the interior a pleasingly familiar feel. (Caption supplied by Caravan Plus.)



Brain-shag! A mouse named Michael and some rabid mutt or other take on the almighty (oh dear...) Pete. Aaaah – the Magic Of Disney™. Time for a chinniwag...

Christ in a meat grinder, it takes you back, dunnit? Back... back to those heady days of the 1920s, when people did different things and, er, led different lives. Well, no. But, whether you're 4 or 43, those old cartoons still weave that hazy kind of wizardry, guaranteed to awaken that vague pulse of nausea in your stomach. Overweight, moustached men with a constant hue of perspiration; fluffy, viciously made-up 36-year old women;

lots of animals acting like humans; inconceivable and painful-looking activities – all bombarding your retinas with gleeful anarchy. Often tasteless. Always disturbingly satisfying. Get it?

I've got a funny caption about Franz Kafka... But you wouldn't understand it.



Grigham's dipping procedure has in the past caused some sheep to 'worry' themselves into fierce teeth spasms. (Caption supplied by Farmer's Format.)



Forthcoming Mickey games... or maybe not

Doom Mickey

Armed with a tactical nuke and an industrial mining drill, Mickey clashes bloodily with the satanic hordes of hell. Ace.

Mickeyfighter

A bit like *Streetfighter*, only with

Mickey and... etc... etc...

Mickey Goes Seal-Clubbing

Mickey gets a disease that mice get, goes mad and heads off to the beach to bash some furry bonce...

(That's enough unlikely forthcoming Mickey games. –Everyone).



In the olden days, when he was being 'sketched', and before he got popular, Mickey was named Gervase. And he wasn't a mouse, he was a gerbil!!

If you ever find your house or flat infested by mice, don't sit back and 'watch' them. You won't chuckle at their hilarious antics, you'll catch a slimy disease...



Mania



Em eye see kay. Ee, why, em! Oh you. Es ee... It makes sense, honest.



O-kay. Now, there's no doubt that cartoons have, in both artistic impression and technical merit, progressed wildly since the days of funny old black-and-white-with-hairs-on-the-screen-and-no-

talking. Now, having been squarely drop-kicked into the 90s, we're casting our thousand-yard-stare onto the likes of Beavis and Butt-head, The Simpsons, Ren and Stimpy, and Dildo, The Dog From Outer Space. So, Mickey Mouse? A bit... erm... past it, perhaps?

Nah, Gord bless ya. Mickey's enduring. He was, and will always be a blissfully cute, um, mouse with big ears and a silly, falsetto squeak. Your parents will love this game. In a 'they don't make 'em like this any more' kind of way, they'll force you to watch Grange Hill on Sunday mornings, insist upon how brilliant Tiswas was (it was crap) and, this

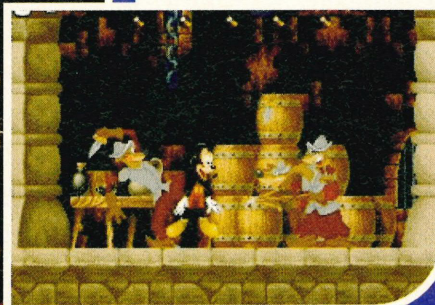
Christmas, they'll press this into your unwrinkled palm as you mutter something about *actually* having put *Mortal Kombat 2* on your sad little Santa list...

Basically a cuddly, non-threatening romp through those-Mickey-cartoons-you-don't-actually-remember, *Mickey Mania* has convincing, devilishly photogenic sprite animations, surprisingly inventive (but not-too-tough) puzzles, and authentic attention-to-detail (the Steamboat Willy sequence rules).

Let's face it. Walt Disney wars un school pldmath a-tur. Cur.



And now, he's in some kind of stupid deep freeze. Apparently.



...and, incidentally, it's always best to electrocute mice. Not with wires, but with Ladyshaves!!!!

Fiercely recommended for both young 'uns thirsting for some solid, wholesome post-MK2 entertainment and for withered old gits who still have room in their left ventricle for foolish vermin with stupid ears.

SEGA POWER

Mickey Mania

- ▲ The toppest graphics
- ▲ Groovy, happenin' gameplay
- ▲ Not too kiddie-easy
- ▲ Bloody Disney™ get everywhere
- ▼ It is a platform game

Graphics

10

Sound

8

Addiction

7

Lifespan

8

Power points

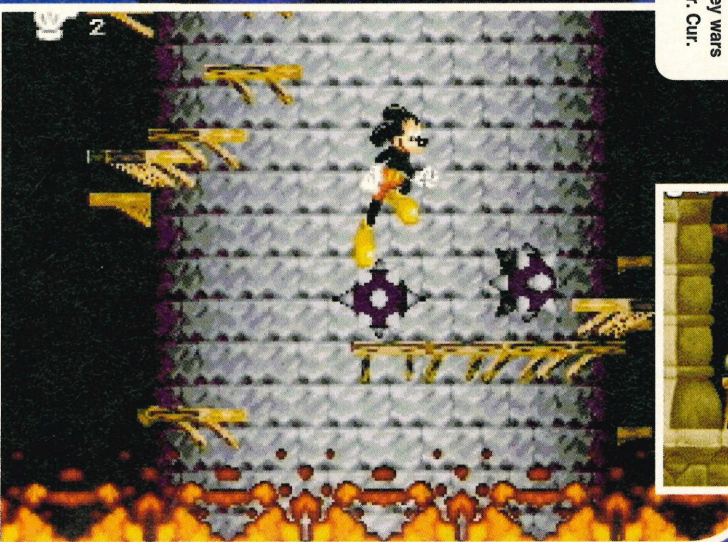
Release date November
Players 1
Levels 5 cartoons, 25 levels
Difficulty Medium
Sony (071) 9118700

Final verdict

"A fresh take on a distinctly old and mouse-eared concept. Very cool indeed."
Andy L.

90 Percent

Nah. We don't mean it. Wait... Wait... was a storyteller, through and through. He knew how to enchant children with his yarns.



Access
Show
Features



Theatres



Coin-ops



Games Arcade



The Next
Generation



CD-ROM Today

The Future is almost here!



World Exclusive! Ultra 64 Revealed!

That's right. This year's FES will feature the World premiere of possibly the most eagerly awaited piece of new gaming technology for years. Nintendo's all-powerful Ultra 64 will be at the show in arcade-format.

And you'll actually be able to play it!

Machines of the Future

Only at the FES show will you be able to get your hands on the very latest in interactive entertainment. We've been working round the clock to assemble an all-star cast of new machines. And it's all gone rather well...

Leading the assault of the next generation of interactive technology is the 3D0. You've seen the screenshots, you've seen games magazines go crazy about it and now you get a chance to play it for yourself.

We'll have machines available for you to use and there'll be plenty to buy for great prices!

Philips will be unveiling their new CD-i machine and a radical line of new thrilling programs - come along and judge for yourself!

Coin-ops

As well as all this great stuff, there'll be a host of top-of-the-range coin-ops at the show for you to play. There will be Daytona, Virtua Fighter, Rad Mobile, all the new Streetfighter versions, Ridge Racer, a stack of Neo Geo hits and plenty more besides.

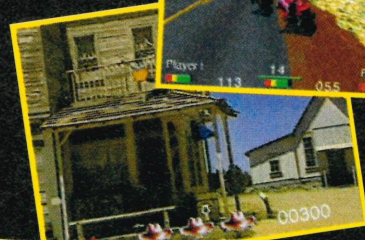
National Games Championship Final

Only at the FES can you see the very cream of Britain's gaming elite fighting for the title of National Games Champion. They've been battling it out in rigorous qualifying stages all through the summer at Future Zone stores. On Saturday 29th, you can see the final of this gladiatorial contest.



Theatre

The focal point of this year's FES will be the theatre areas, packed to bursting point with great items put together by the editors of your favourite magazines. There'll be top programmers debating hot issues and demoing their new games. There'll be exclusive previews of forthcoming Christmas hits. You'll also be able to come along and test your mettle against some of the best games players in the country.



See it first at...

Earls Court 2, London 26th-30th October

The Future Entertainment Show

Earls Court 2
26th – 30th October 1994

CD-Rom • Amiga • PC • CD-i • Consoles

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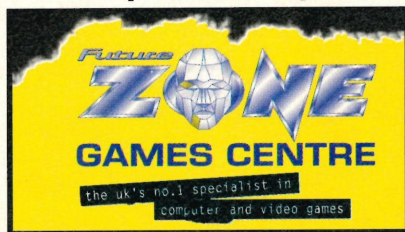
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The Future Entertainment Show, PO Box 9, Dunoon, Argyll PA23 8QQ

SegP 11

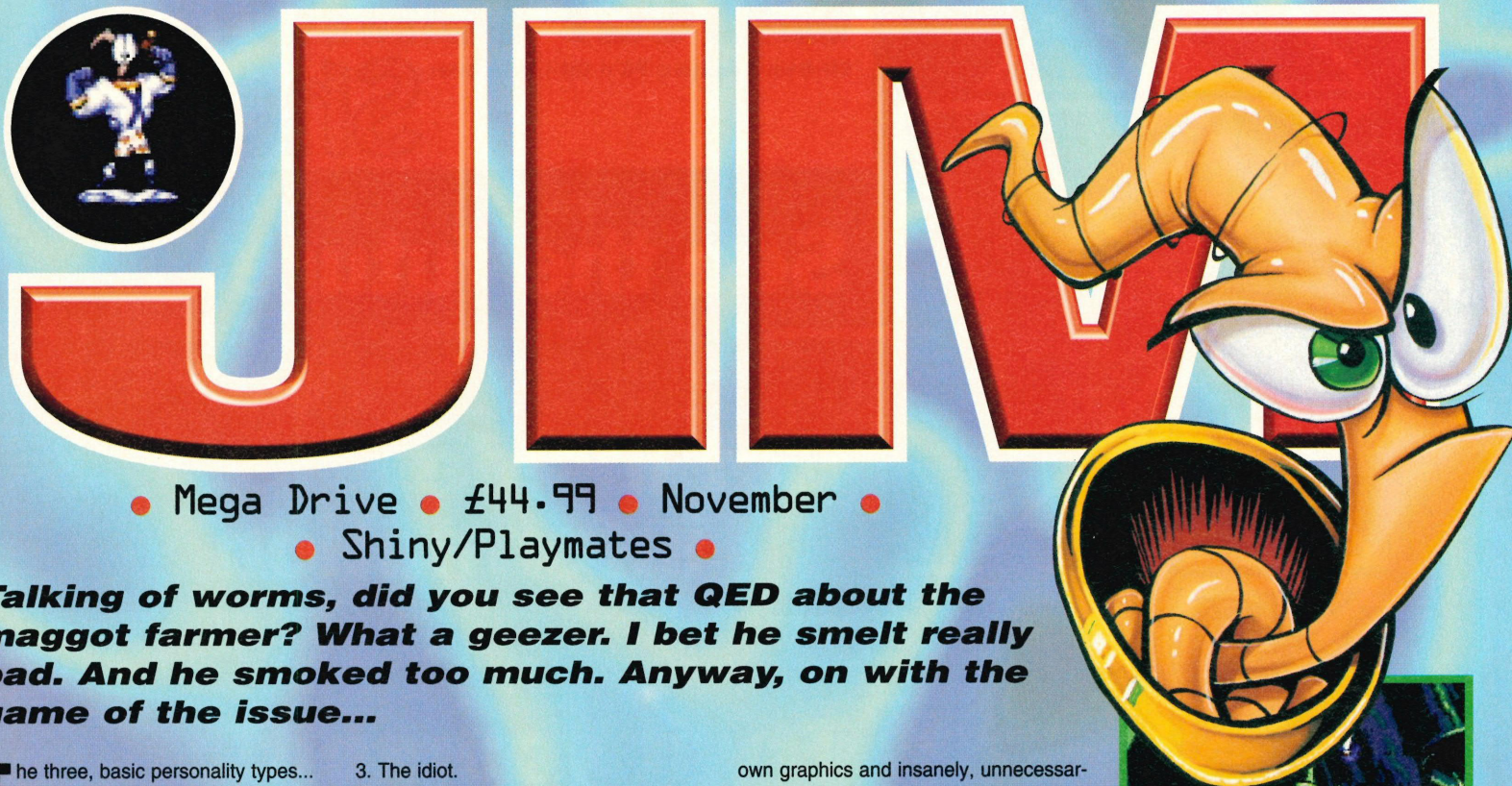
National Games Championship

Sponsored by



Finals to be held at the Future Entertainment Show – Saturday 29 October

Earthworm



• Mega Drive • £44.99 • November •
• Shiny/Playmates •

Talking of worms, did you see that QED about the maggot farmer? What a geezer. I bet he smelt really bad. And he smoked too much. Anyway, on with the game of the issue...

The three, basic personality types...

1. The optimist.

"Platform games are good, wholesome fun. Cosily familiar, and buzzing with pestilent swarms of untapped potential."

2. The pessimist.

"The platform game is a cliché. Tired, overused, flogged to death. A bit like that Tory MP a few months back."

3. The idiot.

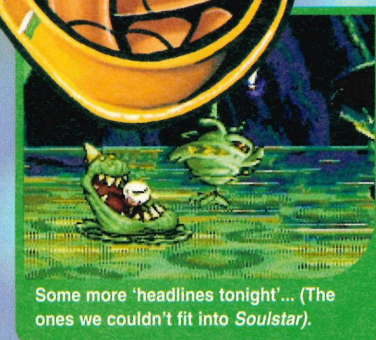
"Sorry, mum. I tried to turn on the console, but I knocked over my bedpan with the calipers."

Hey, look. It takes a lot to get me excited over a platform game. We're talking some kind of contraption where the cart actually doubles as a handy teleport device. A free Pamela Anderson cloning kit with every copy. Guaranteed drunken taxi driver conversational gambits listed at the back of the manual. A main character who resembles Ro-land out of Grange Hill.

Alternatively, the game could just adopt a cuticle-gnawingly original approach. It could be impossibly slick, inspired and varied. It could have God's

own graphics and insanely, unnecessarily funny kinks of gameplay. Oh, and actually taking the trouble to sample some Scooby Doo sound effects would be nice...

Earthworm Jim is a silly game. It's warped, twisted, cracked, touched, insane, hell-bent. Absolutely, undeniably hatstand. The 'Jim' in question is a bizarrely intelligent worm slotted curiously into some form of all-purpose battlesuit, doing satisfyingly resourceful fighting with the crazed minions of some surreal, squirming, space-age nightmare. The battle-suit is, inevitably, armed with



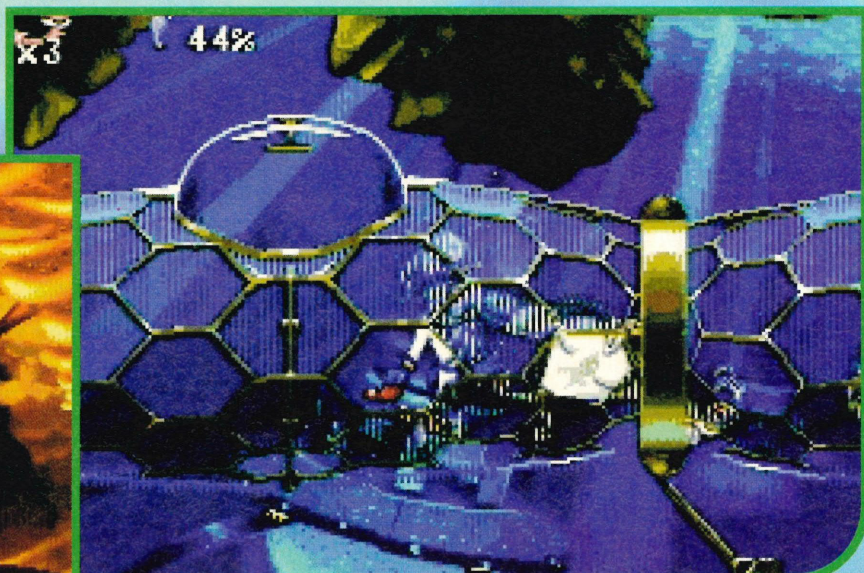
Some more 'headlines tonight'... (The ones we couldn't fit into *Soulstar*.)

a special gun, and can leg it and leap in the standard fashion. Less practically, Jim can put his flexible, disturbingly organic self to other uses (as a whip to repel monsters and gain access to

"Man claims that jockeys resembling alien larvae dismantled his fireplace."



"Siege on Natural Law party's intelligent eel stronghold ends as Lord Lucan instigates insurrection by using toast as jewellery."



"Su Pollard used me as inflatable olive in warped, Satanic pizza flagellation ceremony" claims red-eyed woman hiding in Chris Eubank's leather kagool."

"Excitable puppies with shoelaces tied to their tails could fuel turn-of-century Peterborough", claims the man who wipes the tables at Romford County Court canteen."



"Distinctive fragrance of eyesore theatre could be behind the women-called-Angela-refusing-to-eat-anything-but-pebbles outbreak."



thingy to slow his rate of descent).

There's this bit, right, where Jim has to whip a suspended fridge which falls onto a seesaw contraption which 'launches' a comedically positioned cow into orbit. For some reason.

There's this bit, right, where Jim whips crates onto a spring in order to dislodge a hostile fat bloke busy throwing up over him.

There's this bit, right, where a smartly dressed gentleman keeps opening his briefcase and flinging its contents into Jim's face. You have to flick the case (which, of course, he uses as a shield) from his hands and shoot him repeatedly in the chin. There's this bit, right, where Jim goes bungee-jumping with a living lump of mucus. There's this bit, right, where, *Sleepwalker*-style, Jim must guide a happily bounding puppy

over a hostile landscape (by whipping it over gaps). Only... if the puppy runs into harsh stuff, it briefly, kind of, shape-shifts into a big, green, scary monster puppy which attacks him. And there's a great bit, right, where the whole level is cast into darkness, with only Jim's darting, blinking eyes as the aid to navigation.

And it's hard. So hard, in fact, that this reporter knows of one magazine blessed with such a particularly unique and attractive view of its own intesti-

nal tract, that it lumped the game in with the other platform dribble which often dilutes the output of the Mega Drive.

Earthworm Jim is not 'just another platformer'. It's hilariously playable, and – joyous day – unpredictable. Chew your cheeks in anticipation. If you miss this, you're either dead or in jail, and if you're in jail, break out.

SEGA POWER

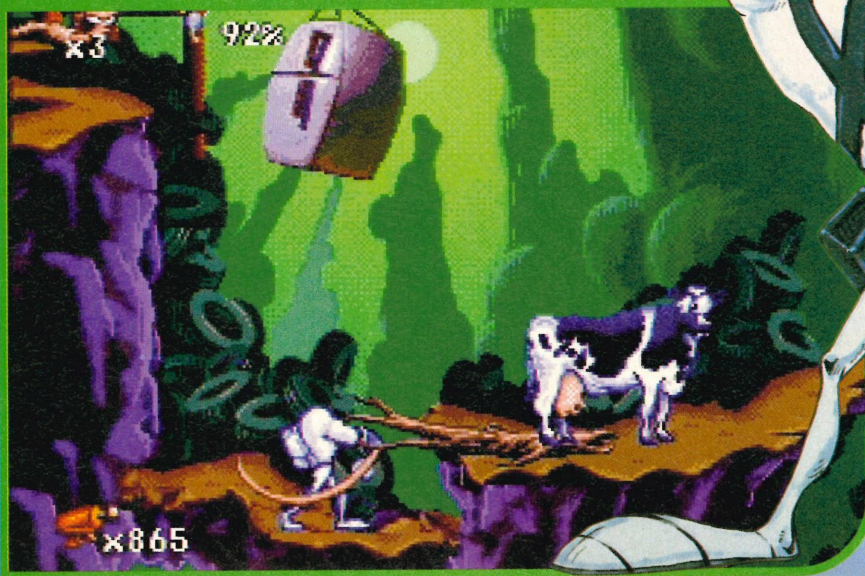


"I didn't explain the sourness of sculpture of strawberry vulture as cause of bicycle's sexual monogamy", pleads Spanish prince.



"All-pig catalogue re-awakens subsidence in Catalan mine."

If you've enjoyed these nonsensical captions, send your own 'headlines' in to James Binns at PC Format. Mark them 'Hiya James, mate!'



And if you don't understand these captions or just don't find them amusing, forget you!

Earthworm Jim

- ▲ Astonishingly ace graphics
- ▲ Mad, mad, mad, mad, mad, mad
- ▲ Sprawling, varied, unpredictable
- ▲ Tough, but satisfyingly learnable
- ▲ It samples Scooby Doo

Graphics

11

Sound

10

Addiction

9

Lifespan

8

Power points

Release date November
Players 1
Levels Well over 50 (!)
Difficulty HARD!
Virgin (081) 960 2255

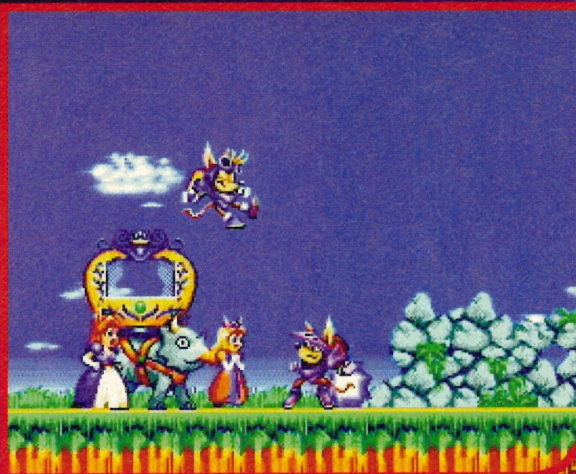
Final verdict

"Sick of *Mortal Kombat 2* yet? This is the game to plug the void. It's fantastic. Get it."
Andy L.

94 Percent



An opossum may seem like a weird choice for a main character, but then, so's a hedgehog. But don't tell Sega we said that.



Oh lovely. How twee. Our Sparkster, superhero and superpossum extraordinaire springs to the rescue of some damsels in distress.



Those rocket packs are brilliant. Ever so handy for those days when you can't be bothered to get on the local bus which smells of tramps.

Sparkster

• Mega Drive • £39.99 • UK Release • Konami •

He's small, he's furry, and he's got two fingers stuck in the electricity socket. He's... Sparkster!

If you've ever seen an opossum, you may have noticed that they're not the speediest of animals. Neither do they carry rocket packs and swords. And they're not exactly the sort of animal that you'd trust to take on the evil empire of Gedol in an attempt to save his home of Elhorn from civil war. Still, Konami seem to like the little fellas, so, we're stuck with one.

Anyhow, Sparkster is the name of the opossum who starred in last September's *Rocket Knight Adventures* (SP 46: 82%). And along with a few new moves,

power-ups and more speed than the streets of Manchester, Sparkster is going it alone against a vast army of baddies, each of whom has 'interesting' new plans for Sparky's face.

The graphics are pretty peachy. Nicely drawn sprites and large end-of-level bosses are all over the place acting like they've been having slightly too much caffeine.

The game has remained essentially the same. Which is no bad thing, unless you're one of those weird people who like originality in their games. But that said, a game doesn't have to be original to be good, and *Sparkster* is good.

Overall, there's a feeling of quality in *Sparkster* that makes it a pleasure to play. Platformphobes and fans should find this a decent run-jump-'n'-slash experience, while people fond of opossums will be a bit cheery. Maybe. It's a fine game.



Hey look, that chairlift is wearing a CND badge. Oh very right-on. You don't get many of those to the pound these days.



Glad it's not my head stuck between that hammer and that brick wall. What a mess that'd make.



A caterpillar tucks into wall made of that horrible chocolate that isn't really chocolate and doesn't even taste like it.



Some small animals attempt to play tug-of-war with sheets. I don't know what for really.

Sparkster

- ▲ Graphics are good
- ▲ Large areas to explore
- ▲ I want a rocket pack
- ▼ Seen it all before
- ▼ A tad easy?

Graphics

7

Sound

6

Addiction

6

Lifespan

7

Power points

Release date November
Players 1
Der Steinitz Mushroom
Difficulty Medium
Konami (0895) 853 000

Final verdict

"Yep, like it. It's got graphics, it's got gameplay and it's got opossums. Good stuff."

Danny

80 Percent

TINY TOON ADVENTURE

Acme All-Stars

• Mega Drive • Konami • £39.99 • UK release •



It's like basketball only with dodgems and furry things.

Footy and basketball get the Tiny Toon treatment. Would you be better off staying tooned in on the telly? Probably...

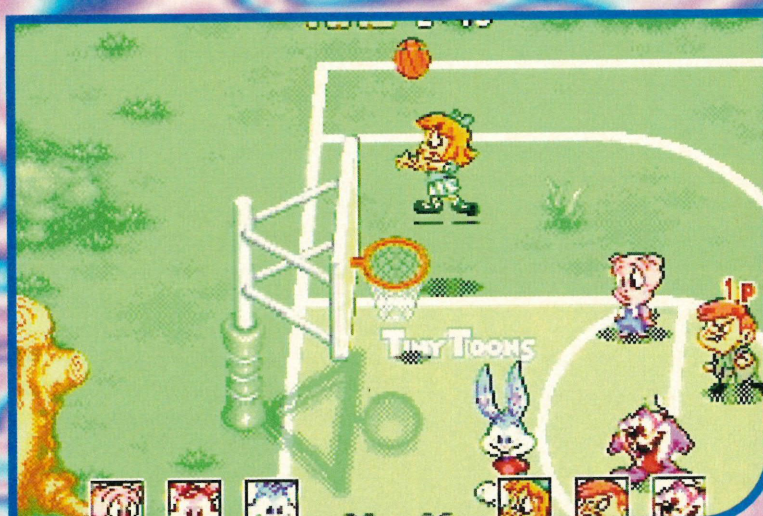
Set in the land of those Saturday morning funsters the Tiny Toons, *Acme All-Stars* captures the feel of real cartoon mayhem on the sports pitch. You can play as your favourite character and you can even play up to three pals. The problem is, although the characters are great and the idea is easy to swallow, the gameplay is virtually absent.

There are two sports here for you to take part in, basketball and soccer, and neither of them resembles reality to any degree. Also, although each of the characters has his or her own special moves, there is nothing new added to the sports by putting them on a cart with some furry animals. This is not *NBA Jam* combined with *FIFA* and populated by Warner Brothers, oh no – this is some (very well animated) cuddly toys having a bit of a laugh with a ball.

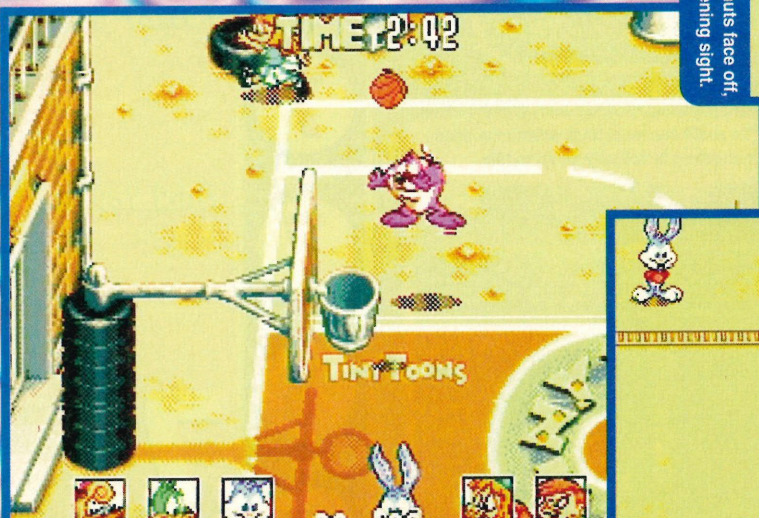
There have been mumbles that this is a game aimed at younger children but I am not at liberty to accept that your younger brother would enjoy this just because he's a bit young and therefore not fully clever yet. The fact is, this lacks challenge and imagination and, although it sets a scene very quickly, it doesn't really entertain.

SEGA POWER

The two gingerbuns face off, and it's a frightening sight.



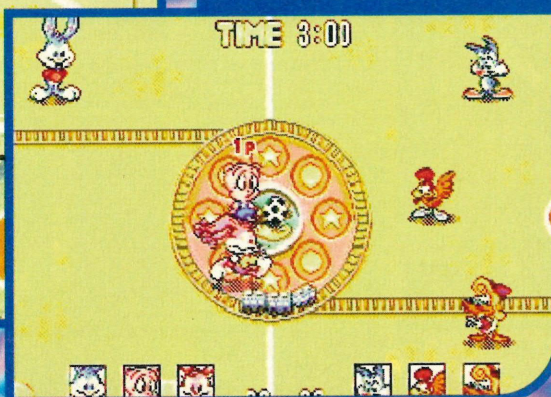
Why are they just standing there watching, when they could be putting up some form of defence? I blame Graham Taylor. Er?



Wahey! Slam it in the jam or something, dude. (Okay, I know, poor caption. But what exactly are you supposed to shout when you go to basketball matches?)



Football. Ah that's better... I know that one. Er... "on the 'ead, my son."



Tiny Toon Acme All-Stars

- ▲ Tiny Toon characters
- ▲ Great music
- ▼ Daft
- ▼ Uncontrollable
- ▼ Unrealistic

Graphics

8

Sound

8

Addiction

5

Lifespan

4

Power points

Release date November
Players 1-4
Levels 5 pitches
Difficulty Easy
Konami 0895 853000

Final verdict

"Although this looks great it has no real lasting appeal or level of challenge/entertainment."
Simon K.

56 Percent

BUBSY 2 THE BOBCAT

• Mega Drive • Accolade • £39.99 • UK Release •



All the animation that you'd expect from a platformer like this is... well, cute.

9 out of 10 Sega owners who expressed a preference, said their cats preferred... well, anything to this.

Hello, and welcome to the wacky world of Bubsy the Bobcat – the Bobcat with Purrsonality (Ho, ho)!!!

And – hey! – thanks for buying this. So, what's new? Er, not much really! But hey! Who cares? We'd rather be sitting in our offices thinking up new cat puns!

Like last time, the YTS trainee who does our work for us decided to design a game that looked good. So Bubsy is as cute as ever and the levels look pretty meowvellous (hey hey!), but unfortunately when it came to ironing out the faults that made the original smell faintly of dogs... well, we forgot.

Just to be awkward, we made sure that there were plenty of annoying ways for Bubsy to bite the dust. Merely touching things or falling too far will result in cer-

tain death! And to give the game some character, we left the not-quite-finished feel of the original in there.

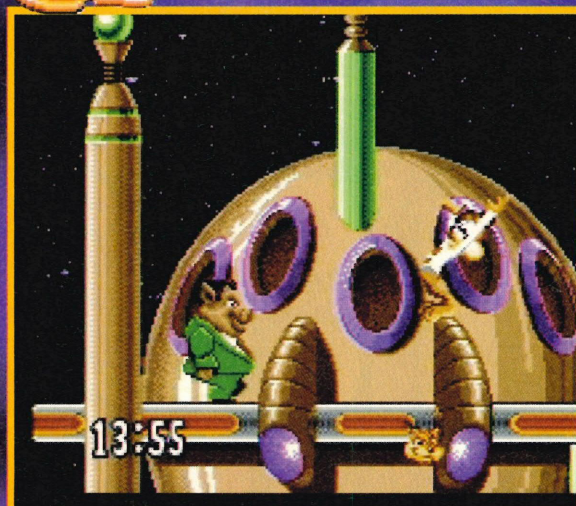
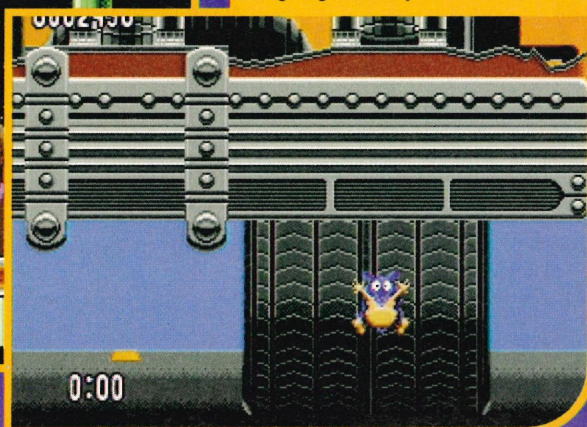
Well, that's that. Again, thank you for contributing to the wallets of the (wait for it) fat cats at Accolade, by buying what we hope you'll come to see as the slightly-above-average-not-that-bad platformer of the year. Suckers.

SEGA POWER



One of the bonus games involves frogs.

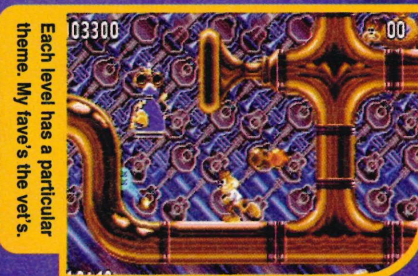
To avoid law suits, that small blue dead hedgehog is actually an armadillo.



This is the bit where Bubsy summons two massive electrical bolts out of the sky and rips the pig's head off. Probably.



Choosing which level you want to play first is achieved by walking over these black discs and saying "Oop" loudly.



Each level has a particular theme. My fave's the vet's.

Bubsy 2

- ▲ Big and bold graphics
- ▲ Pretty good speech
- ▲ New two-player games
- ▼ Too easy to die
- ▼ Not playable enough

Graphics

7

Sound

7

Addiction

6

Lifespan

6

Power points

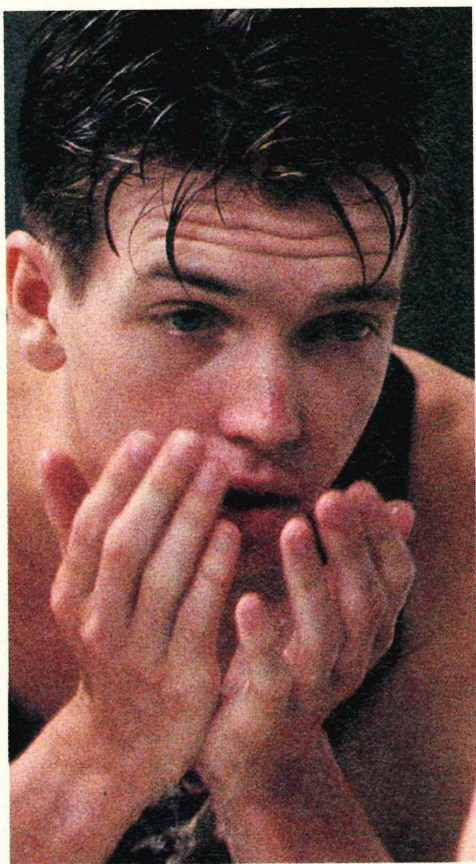
Release date September
Players 1-2
Puns Moderate to poor
Difficulty Medium
Accolade (081) 7880200

Final verdict

"Well, not bad, but basically just another Sonic copycat. (Hey hey!)"
Danny

72 Percent

YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them.

It's been a while since I've had one.

Nowadays I use Oxy* Clean Facial Wash.



Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash.

Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin.

And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.



Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*



The headlines tonight: Mad moose pile-up on congested pasta slick, mump boy licks wounds after Croydon dictionary incident, and robots eat M3 after hunger-strike plans are foiled...



Top-shooting, major-laser, pant-sparking, throat-barking record breakaaaaahhh!!! Er.



An end-of-level tactical bit, in which you lose all your shields trying to deactivate the, er, thing.

- Mega Drive • £TBA •
- Core Design • UK release •

You've liberated the knee of a comet, the lung of a planet, and the stomach of a tramp. But the question on everybody's lips is, can you rescue the soul of a star in, er, Soulstar?

Huge slappy activity should be administered to a certain Nathan McCree. Not around the face, mind. On the back. Because minus his aural contributions, *Soulstar* would be emptier of that crucial atmosphere.

With a cracking score and sound, the game flows past with cinematic vigour, given more than a helping hand thanks to some well tasty FMV sequences. After last month's CD disappointment, you can't help feeling that this is what *Rebel Assault* should have been.

From the geezers that shoved and rubbed and sandpapered *Thunderhawk* into our faces comes this superior CD shoot-em-up that's not afraid to cram some tactical head-scratching in among the manic laser and phaser antics. You 'are' phone directory nightmare Bryk Hammelt, Cryo Commando, battling his final battle against ancient alien enemies, the Mykroids, in order to rescue the soul of a star. Okay, the story's a bit up its own shaft in a Star-Trek-Glen-Bennet-spod-u-like sort of way, but the

game carries off the mythical pseudos with its sound presentation and mission sequences. And the gameplay rules, unlike a certain recent CD licence. After a swift and swanky briefing you take off in one of three space motors (a strike craft, turbo copter and walker) and start to blow the slacks off the Mykroids, grabbing power-ups and swooping towards your mission destination, a uniformly harsh and havocised den of major damage.

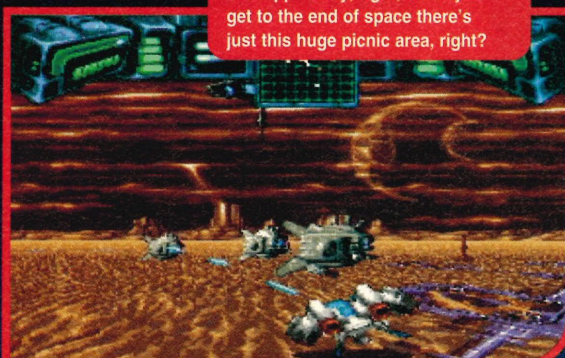
Soulstar is that rare CD shoot-em-up, a game that matches presentation with gameplay. It's an intelligent blaster of the universe with a neat line in options (the two-player mode hints towards *Virtua*



And apparently, right, when you get to the end of space there's just this huge picnic area, right?



Other stories tonight: child swallows face in inverse burping incident, old woman claims panda's child is hers, and fire virus claims the lives of 20 Micks from Folkestone.



In this level, you can 'be' the turbo copter, although the best thing to, er, 'be' is the strike craft due to the vast weaponry available: lasers, smart bombs, arse-bullets etc.

Soulstar

- ▲ Brilliant sound
- ▲ Well tasty graphics
- ▲ Original two-player mode
- ▲ A decent blastaah basically
- ▼ Trekky-spod story

Graphics

8

Sound

9

Addiction

7

Lifespan

8

Power points

Release date November
Players 1-2
Levels 23
Difficulty Fairly tough
Virgin (0332) 297797

Final verdict

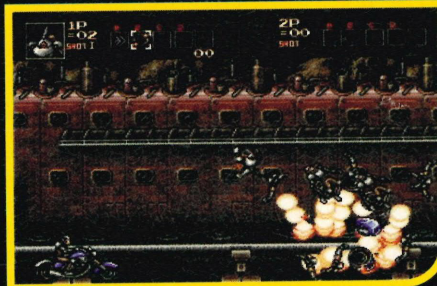
"One of the best shootahs on the MCD so far. Should stop those snivelling CD spods whinging."
Simon C.

88
Percent

Soulstar

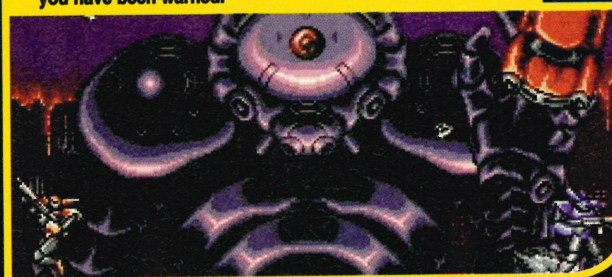


The road scrolls, the boss moves beautifully and, er, the road's a bit empty and the streetlights are a bit short.



Wahay, top explosion-type thing. Of course, it's only a computer game and nobody was really hurt.

In the year 2,000 and something, this is what happens to your car when you park in a restricted zone. Remember: you have been warned.



Probotector

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

After being played on Nintendo systems since the dawn of time (maybe), the Mega Drive finally gets its own version of Probotector/Contra...

There are several things that get my goat and I'm not going to bore you with a list of what they are, but one happens to be relevant to this game. It's when you're playing a platform game and one hit kills your character.

Am I being petty? I don't think so. In a game like *Probotector* where there are loads of things going on everywhere around the screen, then how are you expected to see the bullets?

Time after time I found myself losing my lives and saying, "What? What happened this time?" In the end all that turned to frustration and eventually severe boredom.

Before anybody starts to criticise me for not liking this sort of game, I have to say that I was a huge fan of both the *Contra* games on the NES (sorry, but it's true). This, however, fails to



Arise Sir Largeboss, Lord of Berkshire, Earl of Glastonbury, Duchy of Cornwall and Warden of Upper Didcot.

come anywhere near those two in the playability stakes.

The bosses are good, though, and there's plenty of excellent animation and some great weapons. But all this doesn't add up to a hill of beans when the gameplay isn't there.

Please don't take my word as gospel, it's just my opinion and maybe I was expecting a little too much in thinking that the Mega Drive version would be as playable as a four-year old 8-bit game.



Hanging around on the windmills of death, um, yesterday. (Oh dear - Topical Ed.)



All the robots running movements were based on the famous sprinting star, Linford Christie. If you believe that, you'll believe Simon Crook's a shy, retiring cross-stitcher.



Heh, heh, heh. Yeah right. Why don't you come over here and chew on the end of this big gun, you filthy old alien dog mess?

Probotector

- ▲ Well-animated bosses...
- ▲ ...and huge too
- ▲ Varied weapons
- ▼ One-hit death, aarrgggh!
- ▼ Frustration soon occurs

Graphics

8

Sound

7

Addiction

5

Lifespan

6

Power points

Release date November
Players 1-2
Levels 12
Difficulty Tough
Konami (0895) 853000

Final verdict

"A disappointment. Not terrible, but nowhere near as good as it could've been."
Dean

74 Percent



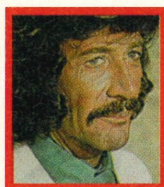
This is a shot of Liu Kang knocking Jax onto his fat ass!! Hee, hee, bet he doesn't get up very quickly from this one!!

Mileena sits on her fanny, while Liu Kang checks his underarm deodorant!!!
(I'm very chuffed with that one, very funny indeed. - Glen)



MORTAL KOMBAT II

Master System • £24.99 (approx) • UK Release • Acclaim •



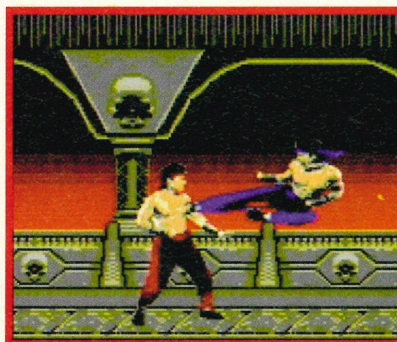
Fancy writing a review?
Glen Bennet, a reader from Swindon did. This is an edited version of the 3,000 word essay he sent us...

Mortal Kombat 2, eh? Don't you just love it? Unless you've been living under a rock somewhere, you're bound to have heard of *Mortal Kombat 2*. We've had the Mega Drive and Game Gear version and now the Master System version. What's it like?

The graphics aren't as good as the Mega Drive version, but that's okay. The Mega Drive is a 16-bit machine and the Master System is an 8-bit one. To expect

the Master System version to be as good would be stupid!!!!

So, what's the game like then? Great!!!! I loved the first version of *Mortal Kombat* on the Master System and I wasn't disappointed with the sequel, *Mortal Kombat 2*. There are only eight characters, but that's okay – it could've been worse. Cos if they only had half the amount of memory then there could only have been about four characters and



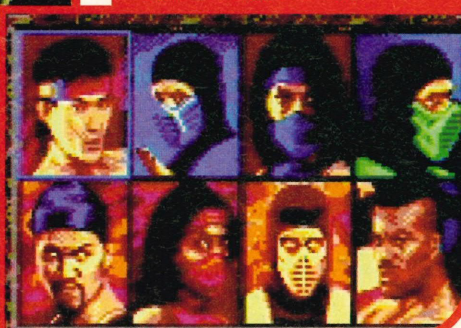
Hold on... what's this? Two Liu Kangs, fighting? Yes, even on the Master System version you can still get the same character thingy!!

that would've been bad, but, because they had lots of memory to use, there's eight characters.

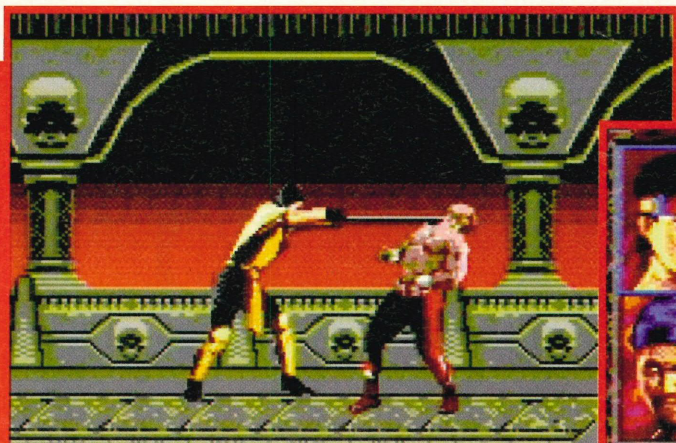
It's a veritable cornucopia of blood, gore and special moves. I'm running out of space, so I'm off for another go!!!

SEGA POWER

This is a shot of all the characters from the game. All eight of them!!!



This is a shot of one of Scorpion's special moves!!! It's great, just like the arcade version – which I've played literally loads!!!



Mortal Kombat 2

- ▲ Nice graphics
- ▲ Loads 'a' gore
- ▲ Neat moves
- ▲ Eight characters
- ▼ Crap sound

Graphics

8

Sound

5

Addiction

8

Lifespan

8

Power points

Release date Out now
Players 1-2
Characters 8
Difficulty Low
Acclaim 071 3445000

Final verdict

"If you like this sort of game then you'll love this. If you don't, then you won't."
Glen

85 Percent

Second Samurai

• Mega Drive • UK Release •
• £39.99 • Psygnosis •



Ha! Ha! Eat my lunch indeed. I, however, have no time to eat lunch, as I'm the current Underwater Judo champion.

One of the bosses, Rock Jaw. If he were underwater, I'd do him. I'm the current Underwater Judo champion, by the way. Have I mentioned that before?...



Darren Braidy from Bernice 'N' Darren's Underwater Judo School introduces the Second Samurai...

As I remind every one of our ten pupils during lessons at Strood's leisure centre, Kent, "Land violence is ugly. Aquatic violence is beautiful." I've been an expert in Britain's fastest-growing sport for three months, the only fully-qualified referee and the current president and national Underwater Judo champion, beating Bernice L Braidy in an exhilarating final. Cynics of this fantastic,

fastest-growing sport often ask me, "What's the point of underwater judo then, Darren?" Well, it comes in handy. For example, I was snorkelling off the coast of Margate when a huge shark came into view. Luckily my skills prepared me for the encounter and I taught it a thing or two, I can tell you.

Anyway, this game. Frankly, I didn't like it. I loved it! My business partner, wife and UWJ runner-up Bernice says it's a scrolling bundle in the Streets of Rage tradition. It's of my opinion that *Samurai II* is much better. It's original, exciting, hard to master, addictive, and action-packed. Rather like the

My new book will teach you everything about UWJ in the comfort of your own bathroom. I'm good, I am.



I was really good at the jetpack laser round, and beat Bernice as easily as I beat her in the UWJ final. I'm the UWJ champion, I am.

Dinosaurs have been about for millions of years. But Underwater Judo is the UK's newest, fastest-growing sport, it is.



Second Samurai

- ▲ Fast 'n' furious
- ▲ Like Bernice 'N' Darren's
- ▲ Underwater Judo school
- ▲ Fab sprites, sound 'n' gameplay
- ▼ Not as good as Underwater Judo

Graphics

9

Sound

8

Addiction

7

Lifespan

8

Power points

Release date November
Players 1-2
Levels 12
Skill levels 4
Psygnosis 051 7095755

Final verdict

"Not as exciting as Underwater Judo, Britain's fastest growing sport, but pretty damn good."

Darren B. Braidy

88 Percent

world's fastest-growing sport, Underwater Judo. (I'm the current champion.)

There's plenty of excitement here. Most of the action is jump and hack with manic power-ups, but this is brilliantly broken up with bosses, bonuses, puzzles and shoot-em-up sections. There's also a fab two-player mode, which this year's UWJ finalists (I'm the current champion) enjoyed immensely. There's also a neat password system, of which I have also become the champion.

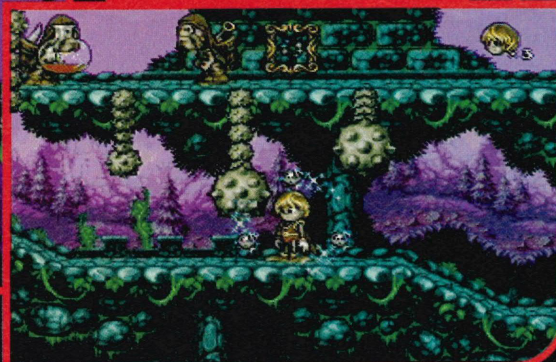
You'll be hard-pressed to come up with something better than *Second Samurai* this gaming season. However, if you like exercise whilst meeting interesting people like me, why not drop by, every Tuesday at 8.00 (after EastEnders), and give this decade's most exciting, fastest-growing sport a try. If you can't make it, my

SEGA POWER



Other clockwork driven-vehicles in *Flink* include a special edition lifesize cog-operated model of Gloria Estefan licking Jelly Tots out of a tupperware cat.

Arsing about above Flink is the infamous Farting Wizard of Islington...



The final lava spurting stage. Sexy.

FLINK

• Mega Drive • £39.99 •
• November • Psygnosis •

He's given you countless Chinese burns and stolen your merit marks. You ARE Flink, and it's time to give that bully Wicked Wainwright a scaffolding he'll never forget...

Typical. Your village is under attack from evil killer spirit monsters, and your trio of renta-hero macho-types (Chris, Chad & Winston) are on a Club 18-30 holiday in Greece. So you try... Dave? Busy. Barry? Locked in his shed. Greg? Got a stitch from after-dinner jogging. It's getting worse. You've been through the Gordons, the Clives, the Darrens, the Adrians, the Dereks, even the Edwins. You're at the bottom of the barrel. It's a toss-up between Alan and Flink. Alan grazes his chin on purpose to excuse himself. Sighs of distress. Flink it

is then. Whoever that is. Hardly sounds nails, but you're desperate. And, hey, what's in a name anyway?

Worse still, he's got to travel the plattscape of Imagica to wipe away the scum left by Wicked Wainwright, who, let's be honest, sounds more like a bovver boy from Grange Hill than a grandmaster megalomaniac. Typical...

And – doh – typical *Flink* would have been, if it weren't for some agreeable graphics and gameplay to lift it ever-so-slightly above the standard platty formula.

The levels are big, the puzzles progressively more (durr) mentally challenging, and the action tricky. Yeah, yeah. So what's new? Well, two things. First, there's consideration for those beat-em-up addicts who think platform games should be tackled by controlling the joy-pad wearing boxing gloves, as a practice mode is included. Secondly, the game is geared towards the strategy side of sorcery, because, once you've collected enough magic (brown liquid in a bottle) you can create a variety of spells.

However, well-animated *Flink* though may be, the hero still looks like he's escaped from one of those horrible A4-size puffy efforts from Clinton Cards (you know, drunk mice with Santa hats in a champagne glass, that sort of thing). So, with the nice-but-dim title character lacking personality, it's unlikely *Flink* will become the next-big platform thing.

As plattys go, it's not bad, but it must be said that *the* major gripe about *Flink* is its relent-

less, unbearable music that sounds like it was scored by an organ grinder's monkey. You can

solve it with the sound down, but it's all a bit lacking atmos-wise without the odd ping or blurrp.

But enough of me grumblin'. If you're a platty addict and fancy a change, *Flink* has enough original touches and a big enough brain behind it to make it worth your while.

Flink

- ▲ Agreeable enough graphics
- ▲ Magic gimmick is, er, magic
- ▲ Polished presentation
- ▼ But just another platformer
- ▼ With truly excruciating muzak

Graphics

7

Sound

4

Addiction

7

Lifespan

6

Power points

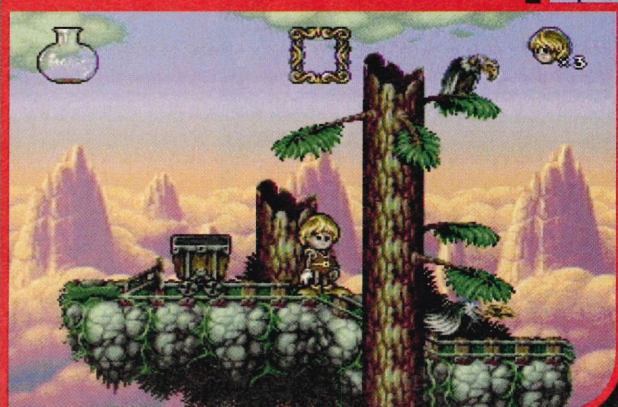
Release date November
Players 1
Levels Over 50
Difficulty Medium
Psygnosis 051 7096466

Final verdict

"Reliable, solid, and safe with few surprises. Which makes it a bit like a Volvo really. With stabilisers."
Simon

69 Percent

Top Tippy: to summon the Demon geezer to help you out of a platty scrape, select a gold ring, a mirror, then a necklace.



Top Tippy: for the Lightning spell, select two diamond rings, then a feather. I know it's dull, but I'm trying to help.

Unbelievable graphics

Unstoppable power

Untouchable excitement

Ultimate

Future Games

The next generation

The magazine

The 1st of November 1994



SS LUCIFER

• Mega Drive • £39.99 • October • UK release •

This 'ere is the exit for the passengers. 'Tis where you 'ave to guide 'em.

If I wave my arms in the air, then it should give everyone the impression I'm happy.

In true Poseidon Adventure style, Kevin – our spritely hero – has to rescue passengers from a sinking passenger liner. All this and not a sign of Charlton Heston.

Oh, to be a sprite stuck in an average platform game... Hosannahs! I am!

After rescuing all the passengers, you can escape through this exit.

Bombs are great for blowing up things in your way. Anything really, like... (Snip!)

Hello, I'm the main sprite, Kevin, and I can't think of anything to put in this box.

Right, so it's a puzzler and if you've ever seen *Lemmings* or *Krusty's Fun House*, then you'll have a very good idea of what to expect. You have to guide up to six very dumb passengers off each of the levels.

To do this you have to leap around the platforms and ladders, flicking switches and exploding possible obstacles. To give the game credit, there are a wide variety of obstacles, and, with around 100 levels, there's quite enough to keep you

going. Most of the levels have passwords too, so that's one possible gripe out of the way.

Reservations? Yep. The gameplay's a bit too similar to *Krusty's Fun House*. Because the game isn't as original as the aforementioned game or *Lemmings*, it's unlikely that playing through 100 very similar levels is likely to keep you grafted to your joystick for long. Not bad, but definitely nothing special.

A plane flies by with the password to the next level. Says it all really.

Ever wondered how these maps are made? Then you're very, very sad.

At the start of each level you're given a small map, including the start and finishing points for both you and the passengers.

I'm confused. Run that by me again... I have to rescue what?

My one moment of fame ruined by a power points box. Oh well.

Stay away from the high-powered brain press to my left. Not a treaty thing.

SS Lucifer

- ▲ Some original touches
- ▲ Lots of levels
- ▲ Password system
- ▲ Not very original...
- ▲ ...and not the best in its field

Power points

Release date October
Players 1-2
Levels Around 100
Difficulty Medium
Codemasters (0820) 814132

Final verdict

"A puzzle game that has some good features, but it gets repetitive in a short space of time."

Dean

Percent

69

Graphics

6

Sound

5

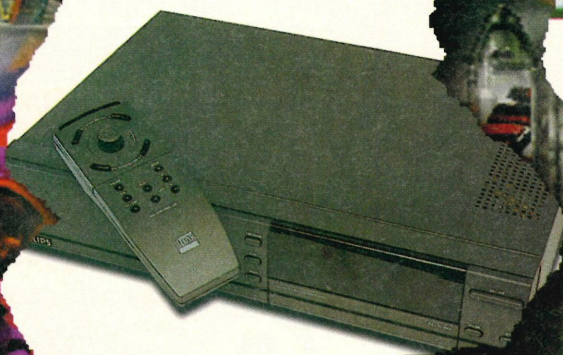
Addition

7

Lifespan

7

**Sony PlayStation • Nintendo Ultra 64 • Sega Saturn • Atari Jaguar
3DO • Arcade • Mega 32 • NEC FX • Neo Geo CD • CD-ROM • CD-i**



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explore them...**

**Super new-generation console magazine:
experience it...**

Premier issue on sale NOVEMBER 1st:

Ultimate
Future Games

Ecco 2

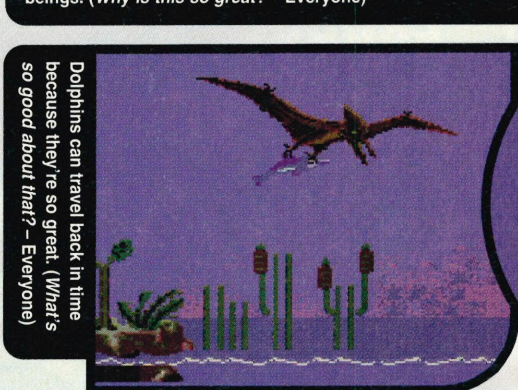
- Game Gear • UK Release •
- £29.99 • Sega •



Dolphins are great – they are more intelligent than human beings. (*Why is this so great?* – Everyone)



Dolphins can stay underwater for ages without breathing. (*Oh. Like, really useful skill that one.* – Everyone)



Dolphins can travel back in time because they're so great. (*What's so good about that?* – Everyone)



Should The Dolphin finally be laid to rest in a can of tuna?

Ecco is one of those increasingly rare moments when an original idea collides with stunning graphics and novel gameplay to produce a deserved classic. How do you top that? For Ecco 2

to be judged favourably alongside the original, it would have to be equally revolutionary.

Sadly, it's not. Ecco 2 is almost a re-run through the original. Same quasi-

mysticism, same glyphs, and same octopi and same killer whales that talk in gibberish. Yes, admittedly there are some new features such as being suddenly transformed into a school of fish, but that's not enough really.

For all Ecco 2's comparative lameness though, it is still a good game if you judge it in isolation. Graphically it's about as good as you will get on the Game Gear – it takes place over a vast area, and it's not the sort of thing you'll complete faster than you can down a tuna sarnie.

That said though, Ecco 2 is also a wasted opportunity. It's okay to give people what they want, but sometimes they do want more than just a

SEGA
POWER

Dolphins can understand gobble-de-gook messages from large whales. (Yeah. Really intelligent. – Everyone)

Ecco 2

- ▲ Beautiful sprite animation
- ▲ Dolphin friendly
- ▲ Ocean-sized gaming area
- ▼ Not enough originality
- ▼ Wasted opportunity

Graphics

9

Sound

7

Addiction

7

Lifespan

8

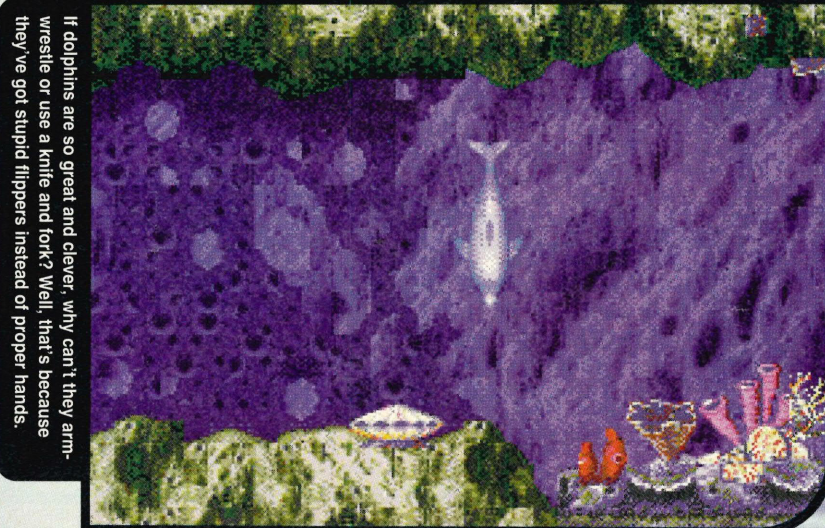
Power points

Release date October
Players 1
Levels 30
Difficulty Medium to tricky
Sega 071 3733000

Final verdict

"Despite its class, it doesn't improve on the original, just refreshes it."
Andy S.

78 Percent



If dolphins are so great and clever, why can't they arm-wrestle or use a knife and fork? Well, that's because they've got stupid flippers instead of proper hands.

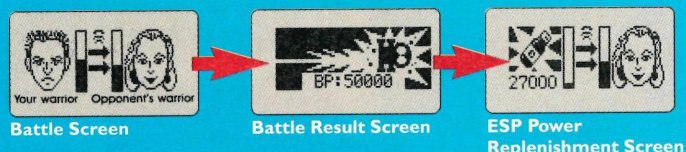
ZAP YOUR MATES WITH A



BRILLIANT BATTLE GAME.



The new Casio C300 My Magic Diary has a brilliant battle game. And because it's got a magic beam, you can play it with your mates even when they're not sitting next to you. Or you can try to beat the built-in computer.



And it's got tons of other fun and useful features. It'll keep a record of all your mates names, addresses, birthdays and telephone numbers. Even their faces.



Using the montage feature you can build a picture of anyone you like (no matter how ugly they are!).

And you can store things secretly with the secret password function. We've also squeezed in a calculator, calendar and clock/alarm. With this many fun features you'll be beaming from ear to ear.



CASIO CLUB

MAGIC
BEAM
DIARY



THE CASIO CLUB RANGE COMPRISES: C-100 ELECTRONIC DIARY, PRICE GUIDE £29.99; C-200 ELECTRONIC DIARY, PRICE GUIDE £64.99; C-300 ELECTRONIC DIARY (SHOWN ABOVE), PRICE GUIDE £79.99; M-100 KEYBOARD, PRICE GUIDE £19.99; M-200 KEYBOARD, PRICE GUIDE £49.99; ML-1 FLASHING LIGHT KEYBOARD, PRICE GUIDE £39.99; ML-2 FLASHING LIGHT KEYBOARD, PRICE GUIDE £59.99; U-200 PERSONAL STEREO, PRICE GUIDE £7.99. THE CASIO CLUB RANGE IS AVAILABLE FROM: ARGOS, BOOTS, DIXONS, FREEMANS, GUS, INDEX, JOHN LEWIS PARTNERSHIP, TEMPO, TOYS 'R' US, WH SMITH AND ALL GOOD TOY STOCKISTS. PRICE GUIDES CORRECT AT TIME OF GOING TO PRESS. SOME MODELS MAY NOT BE STOCKED AT ALL OUTLETS.

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CASIO

Does the Game Gear give good headdy?

So, Dynamite Headdy on the Game Gear... is it really dynamite or merely as dung-ridden as Worzel Gummidge in a particularly smelly field full of cows...



Head Fact: 'headaches' are often caused by your brain 'farting' out pain through your skull.

Head Fact: if your head falls off, you will often die.



Top crusty anarcho entertainment is a bit short on the Game Gear. You can't sit in a field drinking Merrydown and plotting the overthrow of the government with just any game. Nope, you need one with added left wing credibility. *Headdy* sounds like it could be the one. He's about to take a trip into town to see his friends Headcase, Hangman and Bead, when he finds out that it's been taken over by the evil dark demon. You're asked to "Rid the town of the oppressor". Hey, the revolution starts here.

Or maybe not. *Headdy* is a bog-standard platform game with bright, blocky styling à la James Pond. Revolutionary? About as politically destabilising as a croissant, I'd say. Charge around, defeat bosses, vaguely admire the surreal Toytown graphics, and that's all there is to it. Okay, so he does nut people, but that's hardly the stuff that legends are made of.

It's pleasant, unassuming and young kids will love it. Apart from containing a level called Toys 'n' the Hood though, it hasn't got a lot to recommend it. **Andy S.**

54 Percent



Head Fact: an anagram of head is 'death'. If there was a 't' in head.

Another month, another platform game featuring a psychotic puppet geezer with a jack-in-the-box bonce stalking

the streets of toytland looking for a rumble. How original...

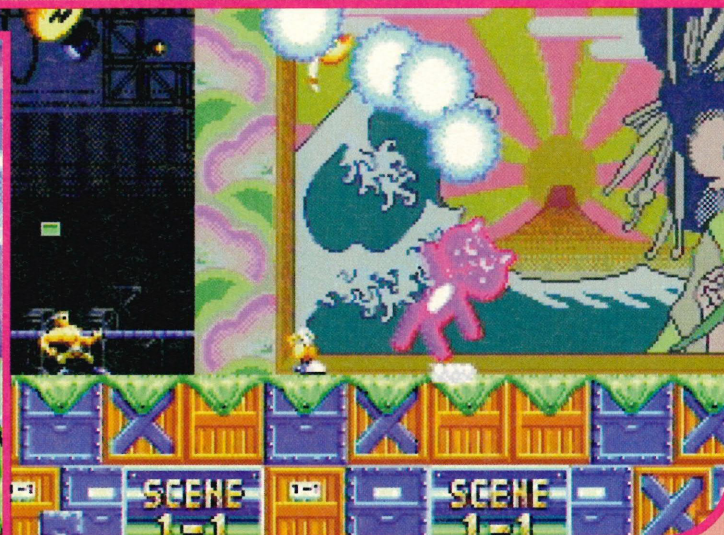
Out-doing the old adage of two heads being better than one by a mile or 20, *Dynamite Headdy*, thinks he's a tasty number. Following in the dung-sodden footsteps of pikey old scarecrow Worzel Gummidge, Headdy can summon a menagerie of new heads when placed in a dicey scrape. Here it's up to Headdy to take on some shifty stud called King Dark Doll who's upset the utopian apple cart of True Land and turned all the inhabitants into a fruity shambles of bruised and battered Cox's Pippins. Metaphorically speaking...

Dynamite Headdy aims to give that fat old moose known as the platform genre a good kick up the jacksy and a generous tweak of the antlers. And whilst it should be commended for its vaguely original approach, there are just too many irritations that go with the game to give this classic platty status.

Kitted out with a battalion of distinctive additions to his upper deck (Bully's special prize has to go to the Hoover head), DH cuts a coolish figure walloping the gangstas of toytland with much buckling of bonce and skull-thuggery. As far

Dynamite

Head facts: the heaviest head in the animal kingdom belongs to Glimpser's Marmoset, weighing in at 16 stone.



Head Facts: the opposite of a head is a bottom. Also known as a 'bum', 'rump' and 'arse', it is used for sitting on by animals that can 'sit down', like dogs, humans and dolphins, who often 'arse' about the ocean floor.

Head Fact: the staple diet of most heads is 'food', which comes in a variety of forms, like barley sugars, pigs, and Monster Munch crisps.



Head Fact: If you placed the heads of popular beat combo Take That in a row, it would go around the world six times.

engaging. Or funny. Just bloody irritating.

And it's not only the forced zaniness of it all that grates. The intro sequences between each level drag more than puffing on a 70 foot cigar. The first couple of levels, including one devoted to 'practice' are too easy and go on for an age. This is why a password system should have been introduced, so you can skip past such pointless sections. There are also far too many bosses placed relentlessly one after another, breaking up the admittedly slick and puzzley platty action.

Perhaps I'm being too harsh. After all, *Dynamite Headdy* does have a few good things going for it. The sound is pretty, er, sound, with lots of bizarre



Head Fact: if you pick your nose too much, your head collapses, ruining your face and eyesight.

samples and garish tunes, and the graphics are gawdy enough, lovingly scrawled in bright tacknicolours (though sometimes the quality dips into – gulp – Sinclair Spectrum lows). And, yes, the gameplay is bravely styled to set it apart from other platties. But Glasgow kissing gimmicks do not a great game make. As a result, the rather over-confident *Dynamite Headdy* isn't even half as good as it thinks it is.

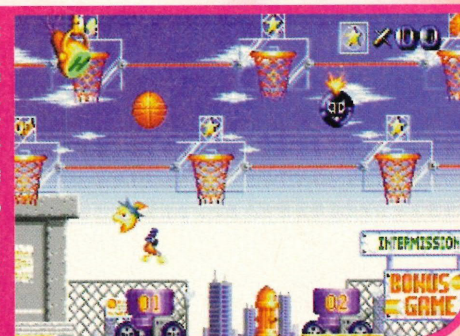
SEGA POWER



Head Fact: in East Hendred, Oxon, it once rained heads, destroying the roofs of many once delightful thatched cottages.

as head-flying heroes go, he's amiable enough. But what with too many oddities abounding on screen, *Dynamite Headdy* surrounds the senses with unmistakable whiffs of weirdness. Whereas last month's *Baliz* pulls it all off with brash panache, *Headdy* tries too hard to be off-the-wall and, like, cur-azee, tugging you on the sleeve and screeching in your ear, "I'm tooootaleee mad, me, hahhah-haaahhaahh!!!" Hardly what you'd call

Head Fact: in the film *Scanners* people are able to explode heads with special 'mind-hammers' and such.



Headdy

Dynamite Headdy

- ▲ Some fresh ideas
- ▲ Hatstand graphics
- ▲ Gets too tiresome too soon
- ▼ The quirkiness deserves a kicking
- ▼ Ludicrously priced

Graphics

7

Sound

6

Addiction

6

Lifespan

6

Power points

Release date October
Players 1
Levels 6
Difficulty Middling
Sega 071 3733000

Final verdict

"A head-fest that grabs your attention then lets the mind wander somewhere more interesting."
Simon C.

71

Percent



Head Fact: in 1867, an Italian mistook her head for an apple and ate her face off.



Head Fact: everybody knows God created the world, but, surprisingly, he didn't create the head. This was invented much later on by Brazilian Graham Vasquez, who, fed up with bumping into things, made himself the first 'head'.

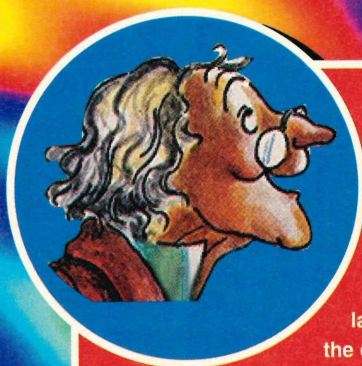
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Guest tipster of the month

"Good day to you all. My name's Mildred Oldbag and I'm up for anything that doesn't ladder my support tights... from making jam for the old gimmers' weekly bazaar to the *Sega Power* tips pages. Mind you, the extra shillings will come in handy for my coach trip to the Costa Geriatrica in Spain. Full of foreigners, but there you go. You never know, I might get lucky and grab a grandad for the week. Anyway, on with the tips, punters..."

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Power

Kick the Zimmer frame from him!

TIPS

Super Street Fighter 2
E. Honda, T. Hawk, Zangief and Dhalsim. Great combos for rubbish characters.



Players Guide



Mortal Kombat 2

In which we reveal the surnames of Liu Kang, Johnny Cage, Sub-Zero and Reptile.



Rebel Assault

Get a bit more of the Force and that. It's easy with these tip things.

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Hello, it's Mrs Mildred Oldbag here. (Andrew Lowe, shut that window will you, there's a terrible draft.) Now, where was I? Oh yes, Sega Power's advice pages... Um, go and play 'round your own way and don't kick your balls into my garden – yes, that's my advice. Sorry, Andrew Lowe, what's that? Pardon? You'll have to speak up, I can't hear. What? Hearing aid? Well, yes, I'll put it in – though I wouldn't have to if you didn't keep mumbling... You want me to answer these letters? Well, why didn't you say so? Don't you take that tone with me, sonny.

Medusa Bay
Undercaves
Ridge Water
Open Ocean
Cold Water
Open Ocean
Deep Water
The City Of Forever
Dark Water
The City Of Forever
The Tube
The Machine
The Vortex

QFFUB
QJJEK
WNVKD
UCERJ
KNVAF
CKRMG
CKJWH
MYISJ
YUKOV
GSCQM
UYPKC
YAPOW
QWQCK

again for another three weeks – which was just about enough time to fumigate the office. – Andy)

Ah yes, here they are – I'd forgotten we'd buried him in them. When you see the character select screen, press Down and Left, then press B and Start. You should now see the number of your starting level in the top left of the screen, use the D-Pad to select the level you want and then press Start.

For nine continues, again go to the character select screen and press Down and Left followed by A and C. Release all the buttons and press Start. You should now have nine continues.

Golden Axe

Mega Drive



Golden Axe. Eh? they look more like grey spears to me. But what do I know? I'm only a pensioner.

I've got over 40 games for my Mega Drive, and I've got cheats for all of them, except *Golden Axe*. I've got three different cheat books, but they don't include *Golden Axe*. Could you help me? I'd be most grateful.

PS. My mother really wants to marry you.

No-name, Planet Earth

Ooh, you turn my stomach! Edith told me there were nasty people like your mother. Well, you tell your mother that I'll be wearing an extra pair of surgical stockings in future – I didn't get where I am today without knowing how to protect myself!

As to *Golden Axe*, how about a level select and nine continues? Well, that's all you're getting, so you can either like it or lump it. Now, let me see if I can remember this... Oh, fiddlesticks, now I remember... I sewed the instructions onto the inside of my husband's incontinence pants, I'll just see if I can find them...

(It should be pointed out here, that we didn't see old Mildred

Robocop Versus The Terminator

Mega Drive

I need help! I'm stuck on level 8 of *Robocop Versus The Terminator* because I can't find many lives on levels 1 to 7. Please tell me where the secret missions are, so I can complete this wretched game.

Ben Self, Raynes Park

Secret missions? You want me to tell you about secret missions? What are you? Some kind of double-crossing Hun spy, I'll bet. Well, you can tell Mr Adolf bloody Hitler that he'll get nothing out of Mildred Oldbag, that's for sure. I didn't fight in 17 World Wars just to turn traitor

Ecco The Dolphin

Master System

In the August edition of your fab mag, *Sega Power*, you printed the passwords for the levels of *Ecco The Dolphin* on the Game Gear. Please, please could you do the same for the Master System and



A glyph with what looks like a small pig inside it.

help my six year old daughter? She's stuck in Medusa Bay, and at this rate I can see her still being stuck there this time next year!

We look forward to buying your brilliant mag in the months to come.

Rachel, Nottingham

You must have made a mistake, Rachel; I didn't print anything in August. I know, because I was on a coach tour of Scotland with my friend Edith at the time. Not that it was very good – she moans all the time you know, and that coach driver! (Mildred, the tip! – Andy) Oh yes, alright, here are the codes. Mind you, I think it's an absolute disgrace for a child that age to be stuck inside playing such violent games. What she needs is a spell in the workhouse...



I don't know, these new-fangled computer games things.

now! Hello, operator, get me the Ministry of Defence...

(It seems Mildred's a bit tied up on the phone now. But not to worry – here are the locations of the secret missions you're looking for.)

Secret office Mission 2

When you fall from the second bar, go left and when you reach the wall, jump diagonally left to jump into the wall. Now press Up and you should be in the secret office. Here you'll find two lives and a random power-up.

Secret street/office levels Mission 5

As soon as you start, move slightly to the right and jump onto the chairs to get to the bar. Now go left and you'll go through a wall. Kill everything and go through the door. Again kill everything, then walk to the far left and behind the wall. Press Up and you'll go through another door that will take you to the secret street level. Here you'll find an extra life and three random power-ups.

Secret remote base Mission 7

After you've descended the fourth ladder, walk left until you hit the wall. Jump up and left to go through the wall, continue left, climb the ladder and go straight through the door. You're now in the base. (Hope that helps. – Andy)

...What do you mean you don't believe he's a German spy? NATO allies? What are you talking about? Let me talk to the man in charge there... Hello, hello... oh, I've been cut off!

Phantasy Star 3

Mega Drive

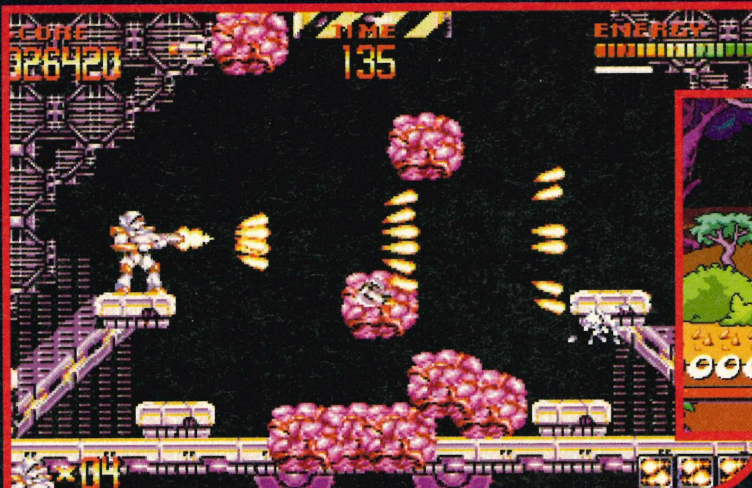
Please help! I'm on the brink of suicide. I've written to you before, but you didn't answer me. I need to find Sirens Shot to make up all the five ancient weapons in *Phantasy Star 3*.

Please help! I'll probably read your next mag on top of a building, so I can jump off if you don't help.

Stephen Boyle,
Ireland

"Look out below!"

(No wait! What Mildred actually meant to say is that she doesn't know the answer, but she'll send a *Sega Power* T-Shirt to the first person who can solve Stephen's little problem. Send your solutions to Pavement Painters, Celebrity Tips, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Now it's back over to Mildred. – Andy)



Oh my goodness me (and lots of other stuff that oldies say), look at those pink things. They look just like the shower cap I save for special occasions.

Mega Turrican

Mega Drive

Oi, where's the secret level on *Mega Turrican*? You better tell me, or I'll come round and fix you so that even your dentist won't recognise you.

Vince Daniels, Tunbridge Wells

I'd like to see you get past me in Tesco's on a Saturday morning. One quick flick of my walking stick and you'd be nursing your wedding tackle with a packet of frozen peas! In my day children respected their elders – and they certainly didn't think everything could be solved by violence... and if they did, they soon got a clip round the ear to teach them the error of their ways. Why, I remember way back in '53...

(Three hours later.)

...Anyway about *Mega Turrican*. Collect every single diamond on the first level. Then, as you go through the rest of the game, make sure the last two digits of your score stay at 00.

Make sure you don't kill any of the baddies on the lift because that will affect your score. When you eventually get to the bottom of the lift shaft, run to the right and you'll soon come across the hidden level you're looking for.



Did you know that in my day, cliffhangers were things that you went to see at the moving pictures matinees. Nothing to do with Sylvester bleeding Stallone.

Cliffhanger

Mega CD

I have come to confess and ask for your help. I bought the Mega CD game *Cliffhanger*, and although I now know what a terrible mistake that was, I'd still like to get through it. You see, I never allow myself to buy another game until I've seen the end credits of the one I already have. The trouble is this game is so tedious I just can't bring myself to play it for any length of time. Please help.

Juliet Fratham, Scunthorpe

Well, wax my womanly whiskers if that wasn't a foolish thing to do. Of course, I'm hardly surprised that you wasted your money. Nobody understands the value of money today. You just go out and spend it on any old rubbish. (It's never been the same since we went metric, you know.) In my day you had to make ends meet. Why, I remember cutting down my old pants for panscrubs – and that was only after 30 years of wear. But that's today's children for you – spend, spend, spend!

Mind you, most of them can't do maths either. Still, that's hardly surprising. In my day you learnt your times-tables or got beaten with a stick for the rest of your days – that's what real education is! Now, where was I? *Cliffhanger*... Press Start, C, B, A, Right, Left, Right and Left on joypad 2. Now when you press C on joypad 1 you'll be able to skip your current level.

Yes, like Bubba, I've found that my trusted old stick has got me out of many a tricky situation.



Bubba And Stix

Mega Drive

Please can you give me the level codes for *Bubba and Stix* on the Mega Drive. Cheers.

Zak Bresder, Wigan

Oi!
Got a problem?

Then write to: Celebrity Power Tips,
Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW. Also, if you'd like a particular celebrity to share their games knowledge, then drop us a line. Next month's Power Tips are presented by someone who's not even out of nappies yet. Yes, really.

Zzzzzz. Zzzzzzz. (Mildred, wake up! – Andy) What? Oh, it's you again. Why can't you leave me alone – I was having a lovely dream; Cary Grant had just proposed to me and Frank Sinatra was set to sing at our wedding. And stop waving those scissors about in front of me – you could have someone's eye out with them. (I was thinking of something a bit more lethal myself. – Andy) What? What was that Andrew Lowe? You're mumbling again... All right, no need to shout – I'm not deaf, you know. Right, *Bubba And Stix* codes...

Waldo's spaceship
6NWP49VVJS
Volcano
8XWQ7DCITZ
Marine Temple
125Z4MWHQL
Spaceport
XYW4!3W3NG



You know, I think I may have been wrong about that young man Andrew Lowe. He's just brought me in a good strong cup of tea. Of course, I wouldn't say anything to him, but it does taste a bit strange. (I bet he didn't use a proper tea pot. In fact now I come to mention it, I'm sure he didn't warm the pot like I told him too either.) And another thing, he wouldn't let me use my usual brand of sweetener: instead he insisted I use this... what's it called? – oh yes, that's it – arsenic.

Teenage Mutant Hero Turtles Tournament Fighters

Mega Drive

What is all this 'ninja' cobbles? Every night I hear children screaming outside my door – and that's before I hit them with my walking stick – about ninja mutants and turtle pizzas. And they've all got these funny inch-wide balaclavas wrapped around their eyes. They used to make a right row, kicking the dustbins at all hours. At least, they did until I covered them with superglue!

I suppose they must be doing it somewhere else now, because Jason Knight from Bridgwater sent in these 'special moves' for *Tournament Fighters*. I blame it on the parents...

These moves will kill any opponent in one go, but your energy bar has to be less than a quarter full before you can access them.

Leonardo

Press away, towards, down and towards, down, down and back, and C to roll towards your opponent, uppercut them and impale them on your sword.

Donatello

Press towards, away, down and away, away, and C to fly up into the air and then repeatedly smack your opponent with your staff.

Raphael

Press away, towards, down and towards, down, down and away, and C to run into your opponent, slash at them, kick them and then finish with a spin attack.

Michelangelo

Press towards, away, down and away, down, and C to fire a very big high whirlwind that can't be avoided.



Turtles never wore silly outfits when I was a lass.

Casey

Press towards, away, towards, and C to pick your opponent up on the end of your hockey stick and slam them repeatedly into the floor.

Ray

Press away, towards, down and towards, down, down and away, and C to shoot a huge fireball towards your opponent.

April

Press away, down and away, down, down and towards, towards, and C to throw your opponent before breaking their back.

Sisyphus

Press away, towards, down and towards, down, down and away, and C to spit a big, unavoidable ball of phlegm at your opponent.

Battlecorps

Mega CD

I was sat in front of the telly the other day (that lovely Harry Secombe was on – he makes my crimpline go all damp, you know), when I heard a voice calling me from on-high.

At first I thought it was that strumpet from 33a, but then I realised it was a spiritual call – something about entering the practice mode of *Battlecorps* or something, pausing the game and then pressing B, A, B, A, Right, A, C, A and Start to get a level select.

Well, as I said to Edith: "God may move in mysterious ways, but he won't be bloody moving at all if he interrupts 'Highway' again."



I was in the war, you know. I put my life on the line for this country and what thanks I get?

Sonic 3

Mega Drive

This game always reminds me of the war years. Whenever the air-raid sirens went off, we'd all clamber into Cedric's cellar and, as we listened to Vera Lynn songs

on the wireless, Cedric would cook up a hedgehog that he'd caught three weeks earlier and left in the open sewer to season. Oh, we had so much fun. Children today just don't know how to make their own entertainment. Instead, they have to rely on cheats like this one sent in by Mr Tony Greenman from Honiton in Devon.

First, access the level construction mode (no, I'm not going to tell you how to do that, we've printed it often enough), then hold down C and press B to make Sonic go through all his frames of animation (including some that aren't included in the game). Seeing Sonic in action makes

me wish my hubby Cedric was as agile as he used to be.



He may be all spritely now, but in another few years he'll need a zimmerframe.

And another thing, we used to stitch parachutes together to make knickers.



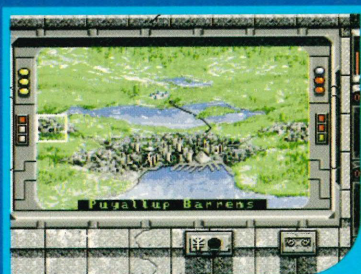
Castlevania

Mega Drive

It's strange what you uncover in the chemist's. There I was looking through the denture-fixing lotions and elasticated hairnets, when all of a sudden I came across this message on the bottom of a box of Preparation H...

To access the expert mode on *Castlevania* on the Mega Drive, press Up, Up, Down, Down, Left, Right, Left, Right, B and A when you see the second title screen. If the cheat's worked you should hear a ringing sound. Now go to the option screen and change the difficulty to expert.

Must be one of those new-fangled bar codes, I suppose.



Cheats were frowned upon in my day too. Ah, the good old days.

Shadowrun

Mega Drive

Look, it's all very well me giving out tips like this, but who's going to help me put this cream on my piles? A woman of my age needs help with these things, you know. Andrew, where are you? Dean, Jason... That's funny, I could've sworn they were here a minute ago. Anyway, where was I? Oh, that's right, *Shadowrun* – I knew something made me think of it...

On the title screen, wait for the 'Press Start' sign to flash and then press A, B, B, A, C, A and B on joystick 1. Next start the game as usual, then press Start to get to the statistics screen. Now press A to access the Pocket Secretary. Once here, move down past the Save/Load option and select the invisible option that's beneath it. You'll now be able to



Oh yes indeed. And we only ate gruel and pease pudding. I'll never forget the first time I saw a banana either – what a surprise that was.

select a whole range of cheats. Thanks to Ali Dever in Colorado, USA for sending that one in.

Streets Of Rage 3

Mega Drive

I don't like games like this. They make children violent – all that punching and kicking. Mark my words, in 20 years everyone will be so brain-damaged that you won't be able to go out in the streets without being hit. Soon everyone will be dead and it will all be because of these sorts of games.

I don't like games like this. They make children violent – all that punching and kicking. Mark my words, in 20 years everyone will be so brain-damaged that you won't be able to go out in the streets without being hit. Soon everyone will be dead and it will all be because of these sorts of games.

(Excuse me, Mildred but you've just said that. – Andy) Did I? Oh yes, well, I feel especially strongly about it. Of course, I'm just an old woman. Nobody listens to me any more. I'm just a worthless piece of junk. I fought 17 world wars, for you lot – not that I get any thanks, of course. But when you're dead at the hands of brain-damaged gamers, then you'll be sorry you didn't listen to Mildred Oldbag. (Another cup of tea and arsenic, Mildred? – Andy) Ah, yes that's better. Now this tip...

When the selection menu appears, hold B, press Up and, with 'Option' highlighted, press Start. If all's gone well you should hear a chime. You can now choose your starting level.

If you want to play as the boss

Shiva, here's what you have to do. First of all defeat him, then hold B until you get to the next stage. Now die. When you return to the character select screen, you'll be able to play as him. Lee Dobbs from Liverpool sent that one in.

Sunset Riders

Mega Drive

Andrew, Andrew... help. I don't feel at all well. I think I'm going to pass out. (There, there, Mildred. Just finish your tea. I'm sure that'll make you feel better. – Andy) Oh dear, I feel all dizzy. I'll just tell you about the level construction mode in *Sunset Riders* before I go and have a good lie down.

To access this *Sonic*-style edit mode, first play soundtest 1.3, then exit and press Start. Now use A and B to select your player and keep them held down until the game begins. If you now press B, your player will change into various parts of the scenery... Uuurrh, I think I'm going to be sick, I can't breathe. Andrew, I think I may be d-dying. I have to tell you s-something, though... Andrew, my favourite grandson (twice removed), I changed my will last week... My... cat... will... get... my... millions... now, ... Andrew... Andrew... you've... gone... a... very... f-funny... SEGA POWER colour...



A cowboy attempts to take the bull by the horns, but, er, dies while doing so. Just like Mildred.

Action Replay

Chaos Engine

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

Streets of Rage 3

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

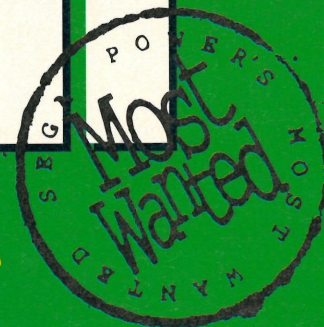


Great new codes for a top new game. More fun, more moves and more weird things, if you can be bothered to type them in.

Super Streetfighter 2

FF803E0011 Weird special moves for player one.
FF80400011 Low jumps and special moves for player one.
FF83C10000 Special moves in mid-air for player two.
FF828B000X Fight the same opponent throughout the game (player two). 0 - F.
FF833D0090 Unlimited energy for player two.
FF83C20001 Player two turns into flames when hit.
FF858A0002 Player two only needs to win one battle.
FF83750001 Extra turbo speed for player two.
FF85850005 Stops the count-down timer on the deathscreen for player two.
FF83B40000 Every special move has fireballs for player two.
FF831B0000 Player two's character is speeded up.
FF83620012 No combos. Every hit knocks player two down.
FF84890000 Removes dizzy stars for player two.
FF833E0011 Weird special moves for player two.
FF83400011 Low jumps and special moves for player two.
FF97EB0000 Start fighting before you are told to fight.

Mortal Kombat



Power

TIPS

Eric Cantona as Liu Kang
Jasper Carrot as Johnny Cage
Elle Macpherson as Kitana

Terry Scott as Sub-Zero

Dave Perry as Reptile (Get on with it. - Alison)

"Combos"

SMALL, TENDER, FLESHY YOUNG GIRL – Mummy, what's a combo?

MUMMY – Shush now, dear. Come here and loosen my straps. I'm alright now. I swear.

SMALL, TENDER, FLESHY YOUNG GIRL – But, in standard, unlikely fashion, it seems that I'm somehow expected to represent wide-eyed, probationary naivete.

MUMMY – Oh, alright then. You hit the other player, right? Then, like, you quickly hit him loads of other times. In succession. You dig? If you do it right, this – if you will – 'attack sequence' is, after the first hit, totally unblockable. Hence, a 'combo' – or 'combination attack'.

SMALL, TENDER, FLESHY YOUNG GIRL – Didn't we do this bit in last month's *Super Streetfighter 2* guide?

MUMMY – Silence, pestilent harpy! Unchain me, damn your breeches! Lest I bleat yarns too salacious for this magazine, that's for sure.

SMALL, TENDER, FLESHY YOUNG GIRL – Sigh. Right over the reader's heads again, then.

MUMMY – Yep. Thanks.

The month before last, we gave you... Mortal Kombat 2 - The Review. Last month, we brought you... Mortal Kombat 2 - The Moves. And now, from Norwich, it's... the Quiz Of The Week! Sorry. This month, it's Jethro - Best Mate Of The Cameraman's 'Cut' of... Mortal Kombat 2 - The Player's Guide. Next month... Mortal Kombat 2 - The Hangover Cure.

"JUGGLING"

Stupefyingly unfunny, Cockney pigdog Jim Davidson writes, "I've played a lot of gigs to crowds of feminist women, and, I tell you, they don't like me at first. In fact, one of them once tried to kill me with a cheese-wire. But, I just give 'em a cheeky wink and come at them with my information on 'juggling'. That really 'breaks the ice', and they all fall about laughing, and no mistake. Basically, 'juggling' is the art of tapping high or low punch at the right moment (when the enemy is in the air – either reeling from a previous hit or just jumping in for an attack). It helps to prolong combos and maximise damage, and all."

Yo! Dudes. Like, listen up! Deal. Most of these totally awesome, rad and hypothermically atomik-gnarly-zap kombos are well hard to kinda 'do'. Keep practiking and konkentrate on the timing, yeah? Before you kan say "PJ & Duncan should be tortured to death with old, unstable dental equipment", you'll have your mates krapping their saggy keks at your slimily shaggy sparrin' skills. Stay blunted...

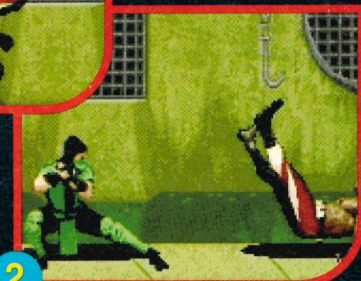
Reptile Smith

1



1. SLIDE COMBO

Jump in with a late kick, land and instantly 'do' the Slide.

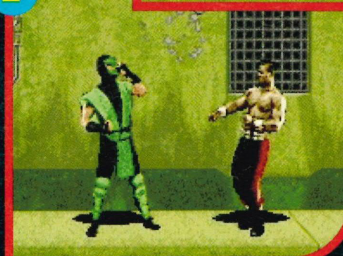


2

2. FORCEBALL COMBO 1

Chuck the forceball at your opponent from close range and, as they fly up, juggle them with a single high punch. Then, smother 'em a venom spit.

2



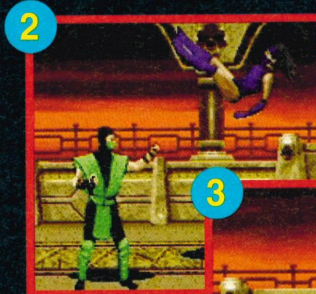
1

3



ombat 2

Reptile Smith

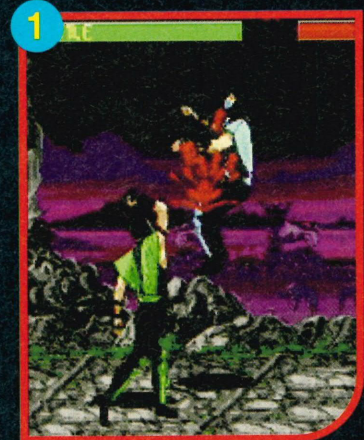


3. FORCEBALL COMBO 2

Chuck that forceball thang (from close range) and, as they fly, juggle with that single high punch again. Instantly jump towards them and tap high kick for your next in-air hit and, as you land, finish this joyous little ensemble with a Slide.

4. FORCEBALL COMBO 3

Throw the ball, uppercut 'em as they fly over, and slide to finish.



Johnny Cage Ellis

1. CORNER SHADOW-KICK COMBO

Get 'em in the corner and jump in with a late kick. As you land, juggle with a high punch and go into an instant Shadow Kick.



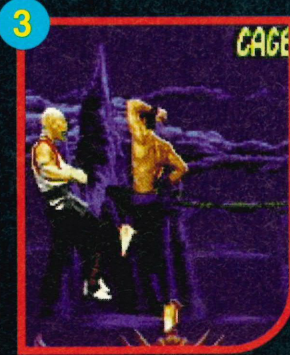
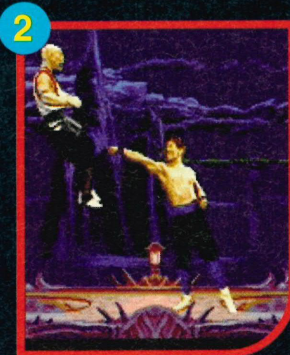
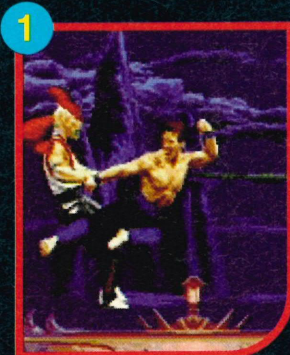
2. CORNER SHADOW UPPERCUT COMBO

When they're in the corner, jump in with the late kick. Juggle with the high punch, and finish with a quick Shadow Uppercut.



3. SHADOW KICK COMBO

Jump in with a late kick and go into a Shadow Kick.



Kitana Davis

1. TWO-HIT AIR FAN COMBO

When meeting an opponent in mid-air with a kick, immediately follow through with a fan throw for a two-hit.

1



2



3. THREE-HIT FAN COMBO

Jump in with a late kick/fan two-in-one thingy. As the victim reels from the fan attack, follow through with a jumping kick.

1



2. CORNER FAN COMBO

Get 'em in the corner and lift them up with the fan. Jump towards and do the above two-in-one kick/fan combo. Land, crouch and uppercut before they land. Replace the uppercut with the Flight Punch if you like.

1



2



Liu Kang Johnson

1. TWO-HIT GROUND COMBO

Jump in with a late kick and keep tapping forward. As the kick connects, hit high punch to deliver an instant fireball. Use the same principle with a Flying Kick follow-through.

1



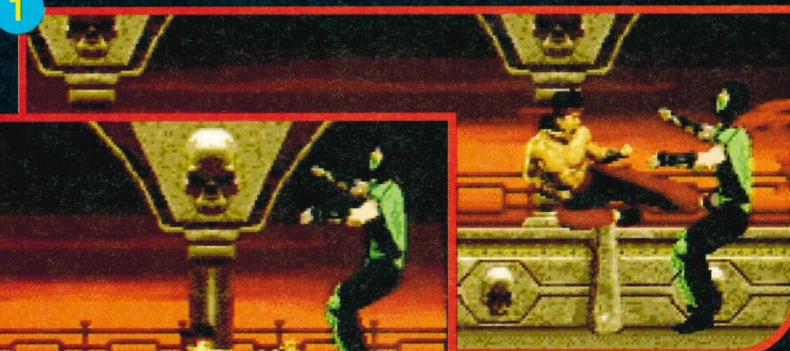
2



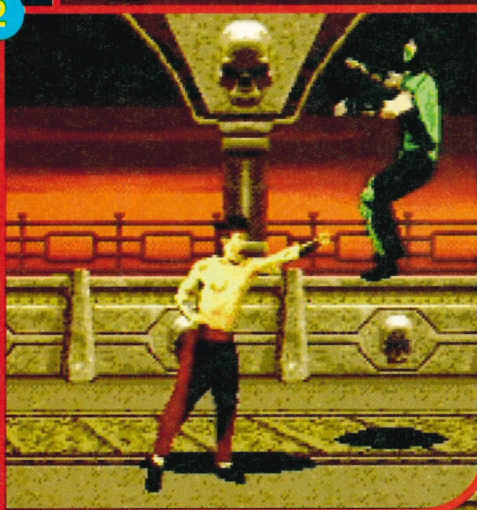
2. CORNER COMBO

Get 'em in the corner and jump in with a late kick (while holding Low Kick). As you land, tap high punch for a quick juggle, then release Low Kick for a Bicycle Kick finish.

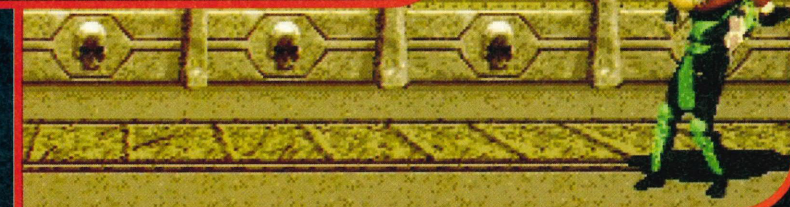
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2



3



Kung Lao Briggs

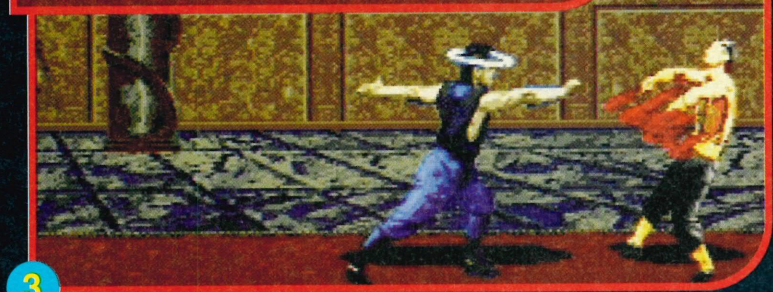
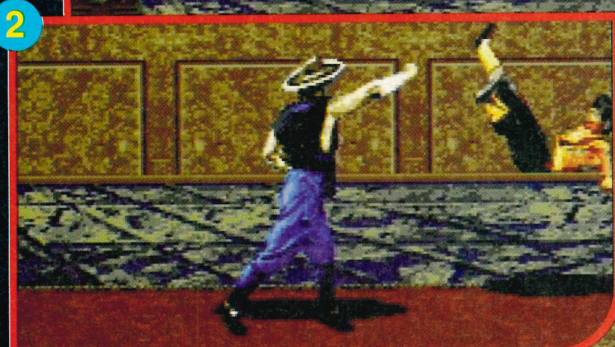
1. THREE-HIT SHIELD SPIN COMBO

Smack 'em up a treat with the Shield Spin. Jump towards and kick them in the air. Immediately hold down and tap High Kick for a Diving Kick finish.



2. CORNER HAT-THROW COMBO

Jump in on a cornered opponent with a late kick, land, throw a high juggle punch and instantly slash 'em with a hat throw.



Jax Camp

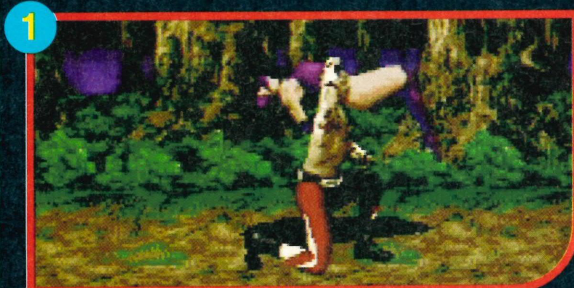
1. GOTCHA COMBO

Jump in on a cornered opponent with a late kick, and immediately grab them for a Gotcha Punch. Modify this by charging the Earthquake and releasing it just as they land from the kick.



2. AIR BACKBREAKER

Meet 'em in the air with a high kick while tapping block. This should hit twice for a Backbreaker finish. (And, no, the standard kick/backbreaker two-in-one doesn't work on the Mega Drive version, darn it.)



3. GREAT CORNER COMBO

Get 'em in the corner and jump in with that trusty late kick. Next, juggle 'em with a single high punch and tap forward twice. Hit low punch to grab 'em for a Gotcha Face-Pounding Session.



Mileena Doherty

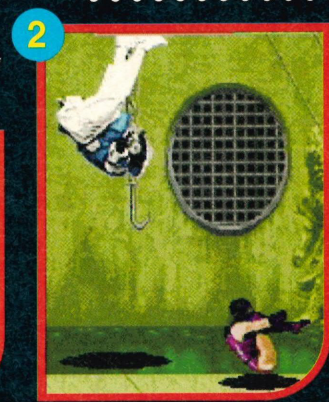
1. TWO-HIT GROUND SAI COMBO

Charge the Sai throw and jump in with a deep kick. Immediately release High Punch to throw the Sai. Modify this as a defensive combo by unleashing it during mid-air encounters.



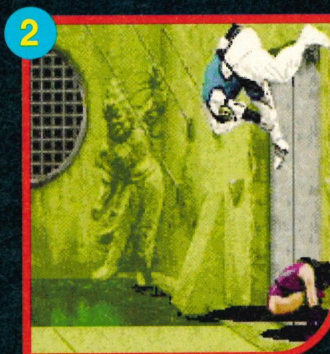
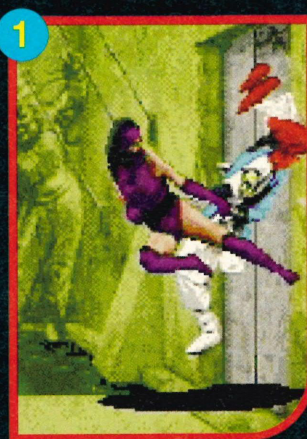
2. TWO-HIT GROUND ROLL COMBO

Come in with a late jumping kick and instantly go into the Ground Roll.



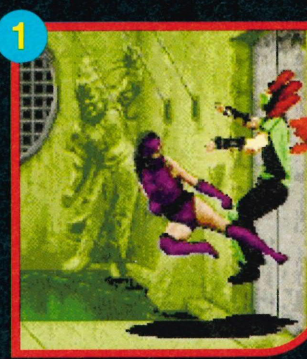
3. FOUR-HIT CORNER COMBO

Jump in on the cornered opponent with a late kick (while charging the Sai throw). As they land, go into the Ground Roll. Jump towards 'em with a quick mid-air kick. Then, release the Sai. Cool!



4. FOUR-HIT CORNER COMBO 2

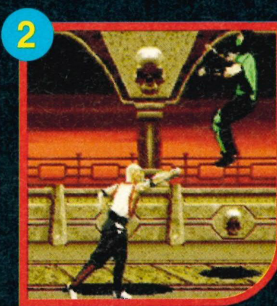
Jump in late, throw the Sai, Ground Roll, uppercut.



Baraka Kelly

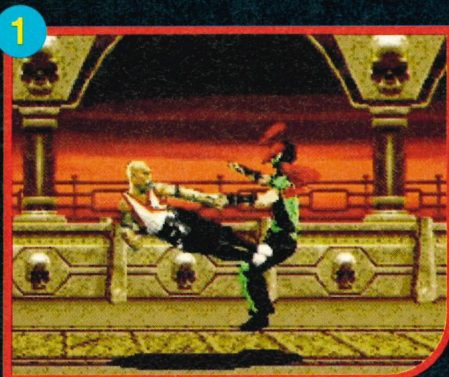
1. THREE-HIT BLADE COMBO

On a cornered victim, do a late kick, a juggling blade swipe and go straight into the Slicing Blades.



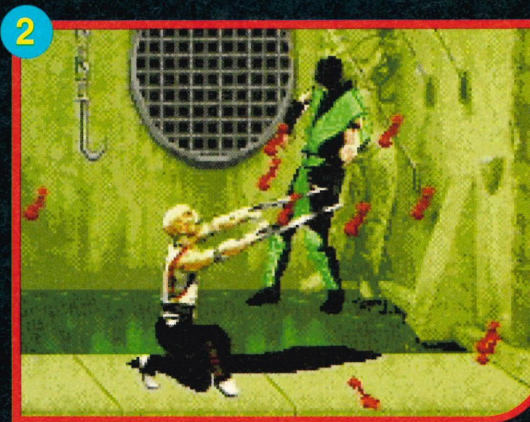
2. TWO-HIT BLADE THROW COMBO

Jump in late and do an immediate Blade Throw for an easy two-hit.



3. SLICING BLADES COMBO

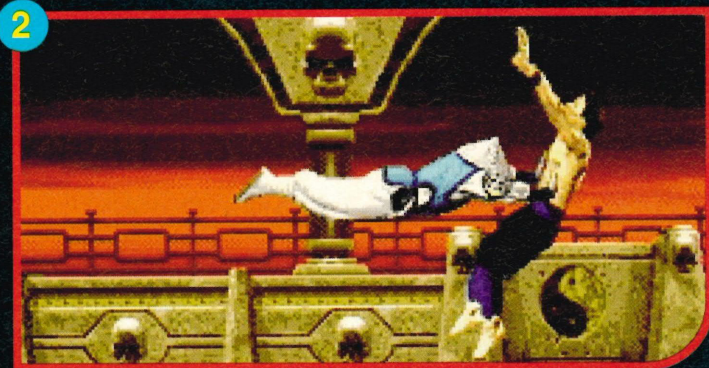
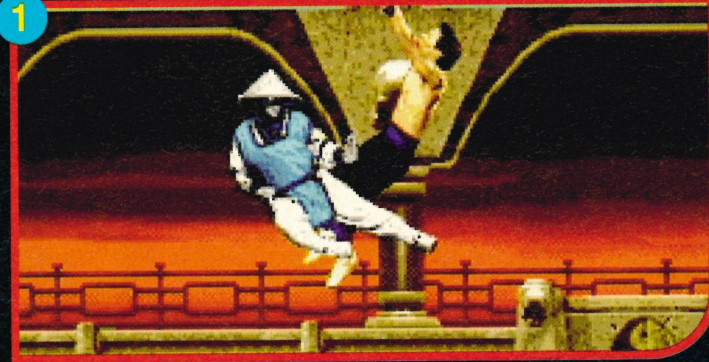
Jump in late towards your opponent while tapping back. Hit Low Punch just as the kick connects to go into the Slicing Blades. Nice one.



Raiden Andrews

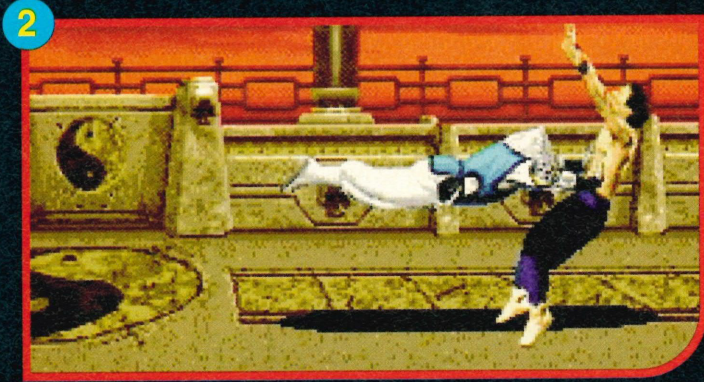
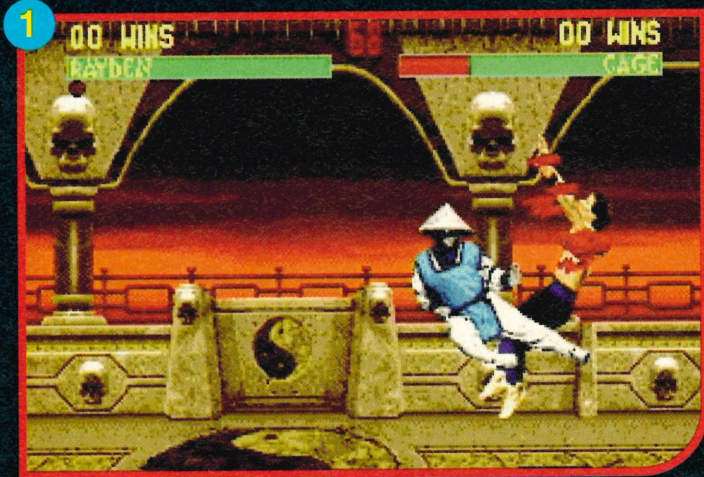
1. AIR-KICK TORPEDO COMBO

Meet a jumping, attacking opponent with a quick hop-kick and instantly go into the air Torpedo.



2. GROUND KICK TORPEDO COMBO

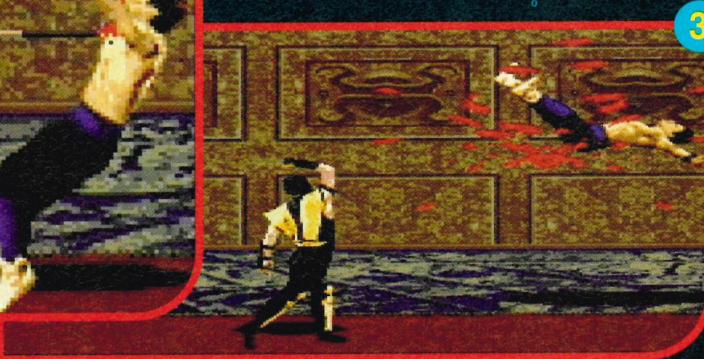
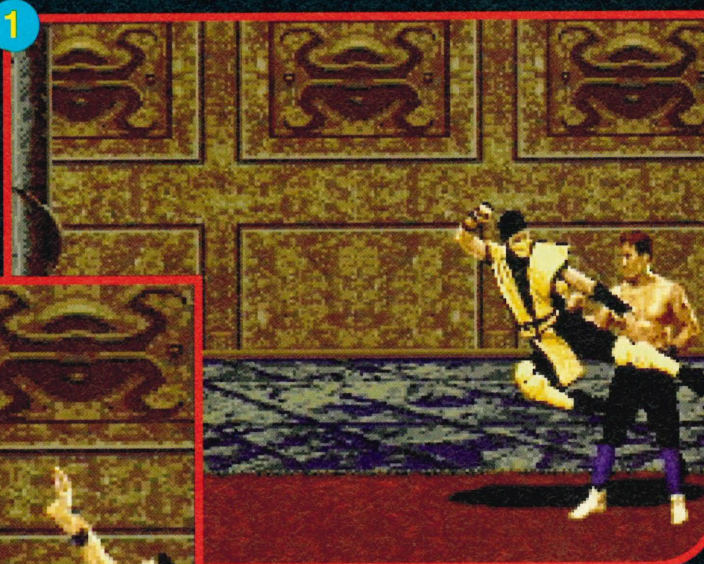
Jump in with a late kick and go immediately into the Torpedo.



Scorpion Jarvis

1. KICK-SPEAR

Jump in with a late kick just as you begin the movement for the spear. Land, throw the spear and uppercut. This is the only real guaranteed Scorp combo. (If you get bored with it, replace the spear with a Leg Grab.)



Sub Zero Jones

1. FOUR-HIT

Jump in with that trusty (and deeply tedious) late kick. Immediately go into the ground freeze and, as they do that spazzy comedy slip, crouch and uppercut. Follow up with a slide for a five-hit.



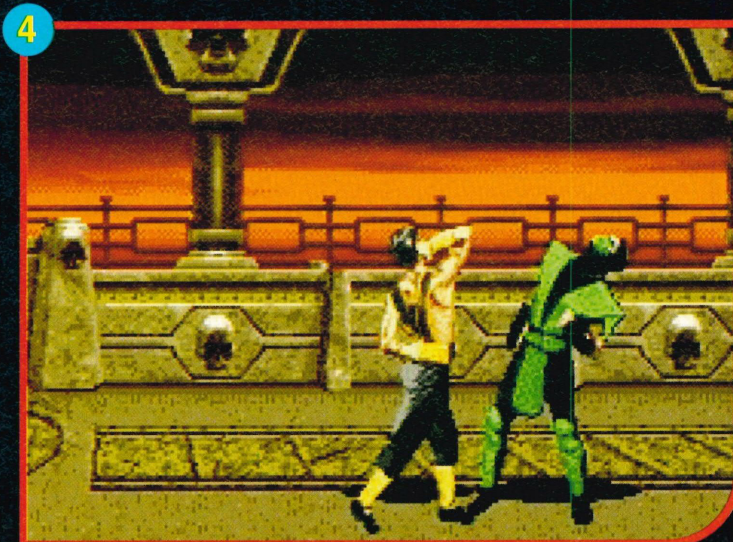
2. FOUR-HIT VARIATION

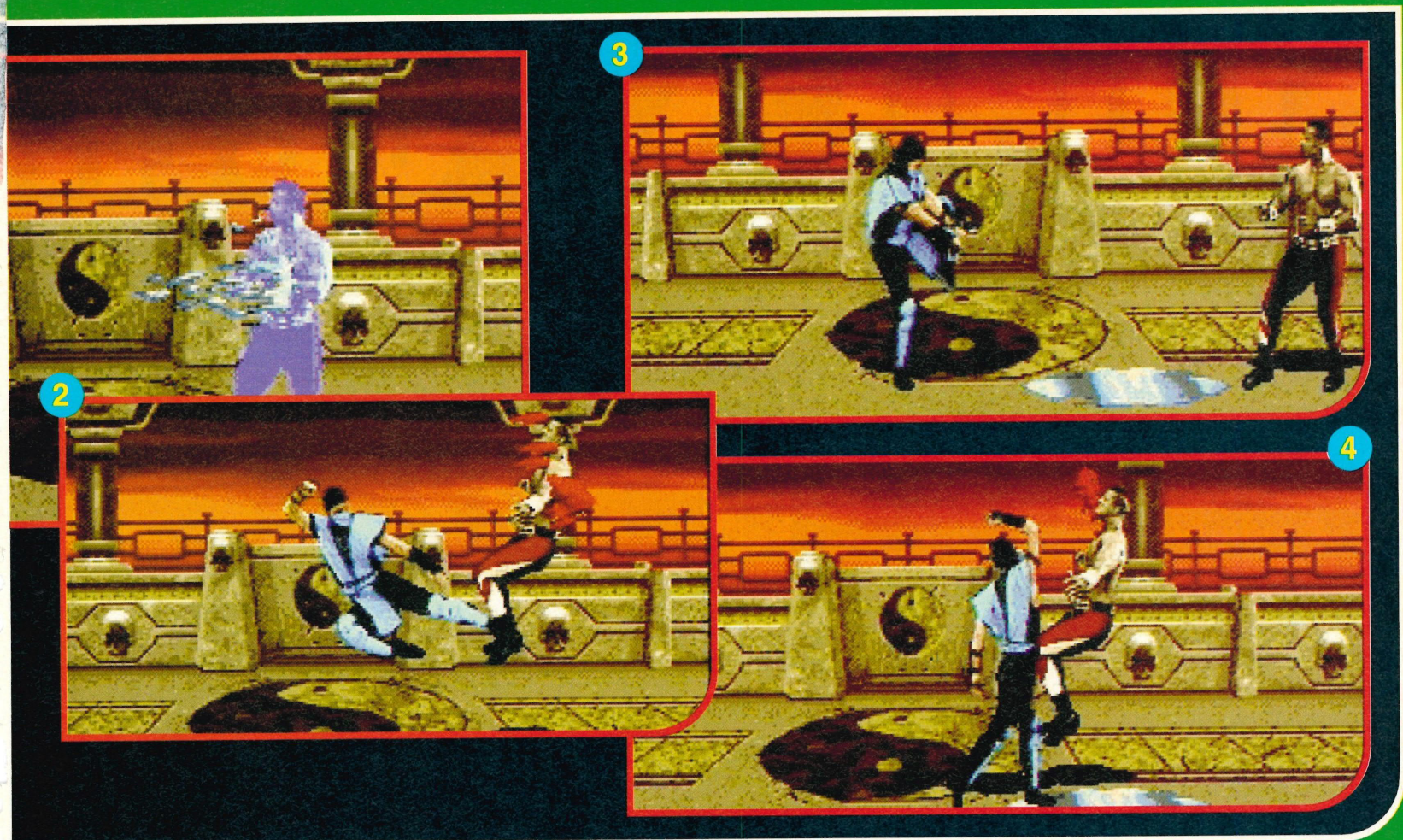
Begin with a freeze, jump in with a late kick, do the ground freeze, uppercut and slide. After the slide, do another ground freeze. You might get lucky...

Shang Tsung Robinson

1. FIREBALL JUGGLE

Shang Tsung is rubbish, right? But if you time the three-fireball throw carefully (just as the opponent jumps) then you've got an easy three-hit juggle combo.





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Super Streetfi

Power

Whaddayalike, boys? Whaddayalike? Hey! You there! You Zangief players... You! You're a seething, young drub-monkey, and you're vegetabley excited at the prospect of annoying your mates with a quick breeze at 'being' Dhalsim! We give you... Super Street-fighter 2 - The-Four-Generally-Accepted-As-Being-Rubbish-Characters. How to be creamily enticing at fighting with them.

THAT TEDIOUS 'KEY' THING AGAIN

LK - Light Kick
MK - Medium Kick
HK - Hard Kick
LP - Light Punch
MP - Medium Punch
HP - Hard Punch
Anything with a 'C' before it means 'do' this move, but 'be' crouching down at the same time.
Anything with a 'JD' before it means a jumping 'deep' version of the move - that is, very late, overlapped, you know the thing...

NAME - ZANGIEF

FAVOURITE NUMBER - 15
BIRTHPLACE - Basingstoke
IF HIS FIGHTING STYLE WERE A TREE, IT WOULD BE - A sycamore
HOW HIS MUM CALLS HIM FOR HIS TEA - "Zangief!
Get your arse down here before it goes cold."



ZANGIEF

BIRTHDAY: 1956.6.1
HEIGHT: 211cm
WEIGHT: 115kg
3-SIZE: B 163cm
M 128cm
H 150cm
BLOOD TYPE: A
好きなもの : レスリング
さらいのもの : コサックダンス
★いきもこふる ロシアのどいちから
やってきた、ほかのからだきもつ
もと やみプロレスラー。

NAME - T. HAWK

FAVOURITE NUMBER - 87.5
BIRTHPLACE - Grimsby
IF HIS FIGHTING STYLE WERE A DOG'S PLAYTHING, IT WOULD BE - One of those rubber, bone-shaped things with bells in
HOW HIS MUM CALLS HIM FOR HIS TEA - "Terence Hawk. You can just come down here right this minute, young man..."



NAME - E. HONDA

FAVOURITE NUMBER - 9
BIRTHPLACE - Margate
IF HIS FIGHTING STYLE WERE A CHEMISTRY TERM FOR VITAMIN C, IT WOULD BE - Ascorbic Acid
HOW HIS MUM CALLS HIM FOR TEA - "Eddie! Your tea's on the table, y' great sloppy mountain of walrus meat, you."



NAME - DHALSIM

FAVOURITE NUMBER - 1,000,000
BIRTHPLACE - Warwick
IF HIS FIGHTING STYLE WERE A CHILDREN'S BEDTIME STORY, IT WOULD BE - The one about the Princess and the pauper... or is it the pea?
HOW HIS MUM CALLS HIM FOR TEA - "Dhalsim! Tea's up!
Come and get it before I stick forks in your eyes!"



DHALSIM

BIRTHDAY: 1952.11.22
HEIGHT: 176cm
WEIGHT: 48kg
※あるていど、じゅうにがえらる
3-SIZE: B 107cm
M 46cm
H 65cm
BLOOD TYPE: O
好きなもの : カレー、めいそう
さらいのもの : あまいもの
★ヨガのちからで、おでないことのために
ひとりたたかう、こどくなファイター。

ghter 2 - er, 2

COMBOS



3-HIT

JDHP, CLP, Spinning Clothesline

5-7 HIT

JDHP, CLPx4 or 5, CHK

TOP TACTIC

Zangief is now a lot rockier when faced with airborne opponents. Meet 'em in the air and either hit Forward and MP/HP, or Forward and HK for a top air throw thing.

ANNOY YOUR MATES...

Jump in with a HP (Body Splash) and, if they block, punish with a Spinning Piledriver.



COMBOS

5-HIT

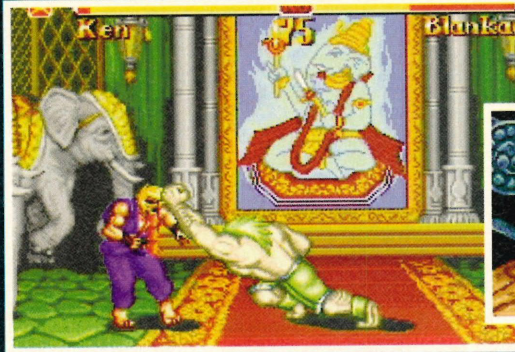
JDHP, CLP, MK, HP Thunderstrike

4-HIT

JDHP, CLP, CLP (start the Storm Hammer motion), Storm Hammer

TOP TACTIC

Beat tedious, irritating fireball throwers by jumping up and coming down at 'em with the Diving Hawk thing.



ANNOY YOUR MATES...



Drop bits of shite down from the floor into their tea when they're not looking.



COMBOS

Honda's combos are, frankly, rubbish. But this isn't too bad...

3-HIT

JDHK (while charging back), stay charging and MK, HP Head-butt

TOP TACTIC

Honda's trip now has a wider range... so use the bleeder!



ANNOY YOUR MATES...

Call them in the middle of the night, say,

"There's been a terrible accident!"

Then, scream loudly, and hang up.



COMBOS

2-HIT

LP, Yoga Fire/Flame

3-HIT

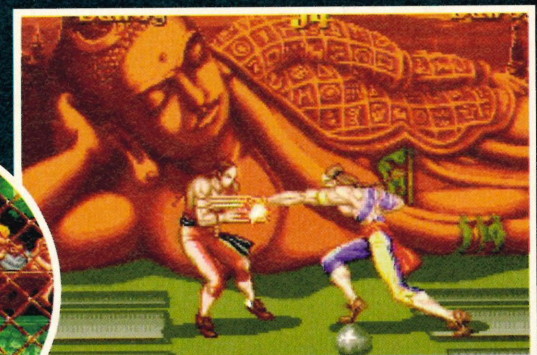
CLK, LP, Yoga Fire/Flame... he's still crap, isn't he?

TOP TACTIC

Still a classic, this. Thwart incoming jumping opponents by simply swiping them out of the air with MK.

ANNOY YOUR MATES...

Speak to them in a silly voice just as they're getting all serious — discussing how their girlfriend's finished with them or something.



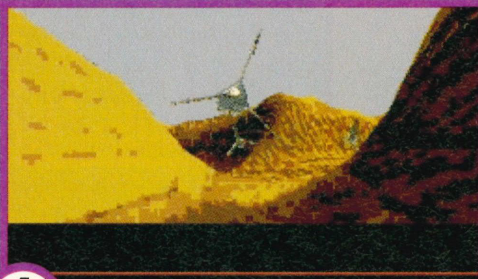


Little green men named Yoda are a penny a dozen. So when one

walked into the office we weren't exactly thrilled. But when he offered to fill up a couple of pages with his Jedi knowledge of the Mega CD game Rebel Assault we burst our pants with excitement...

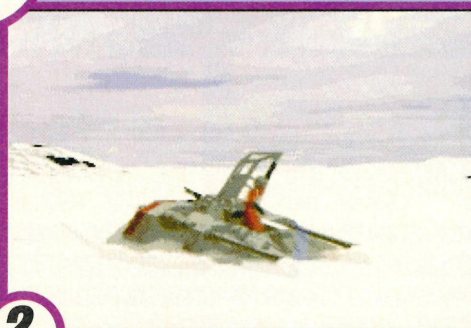
Rebel

Things to remember...



1.

Take the enemy out as soon as you can! When you see 'em, blast 'em, and wait for the next one. If you wait around, the number of enemies on the screen is going to keep increasing, and you'll feel like you've just fallen off the floor.



2.

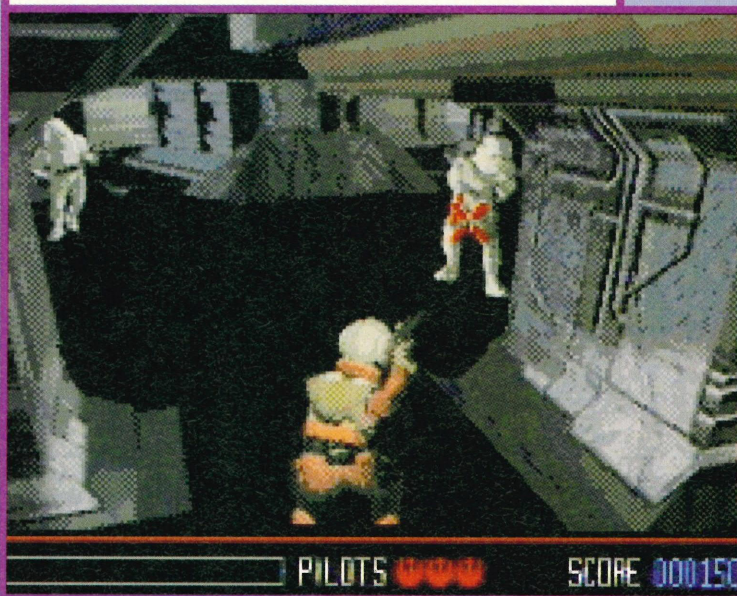
Try to anticipate the enemy's movements. Well, memorise them anyway. If you've died at a certain place, then make a mental note of where it was and how you were shot. This way, the next time round you'll be expecting them.



3.

Because those pesky enemy fighters can come at you from any direction, it's a good idea to make sure that you keep the crosshairs fairly central so that you won't have far to move them when the opposition start to attack.

Stormtrooper level



The secret of success on the Stormtrooper level is to anticipate where the next Stormtrooper is going to pop up, which is easy enough at the beginning of the level. If you're unsure, keep moving the crosshairs from left to right, starting from where the first stormtrooper appears. Find a position where you can hit the enemy easily, but vary your position from time to time, and your partner should be happy.

If you find yourself having to make a choice between shooting a Stormtrooper who's close to you and one who's further away, always blast the one furthest away first, as the other one is a bit crap with a shooter.

Walker level

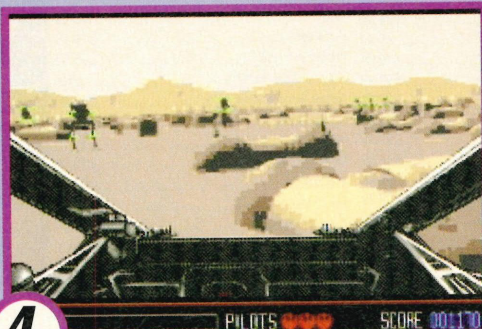


Big and slow, these guys. The first thing to do on this level is to try and blast the harder-to-hit areas, leaving the easy bits for last. So aim for areas like the neck and back of the beast.

When you're making a pass, make sure you use the D-pad to avoid crashing into the Walker, which will cost you loads of energy. A bit like running a marathon without your legs.

When you're given a choice between flying left or flying right, take the left route, as this gives you better blasting opportunities.

Rebel Assault



4.

Keep firing! If you keep your finger permanently on the 'fire' button, you might get a lucky shot and take the odd enemy fighter out.



5.

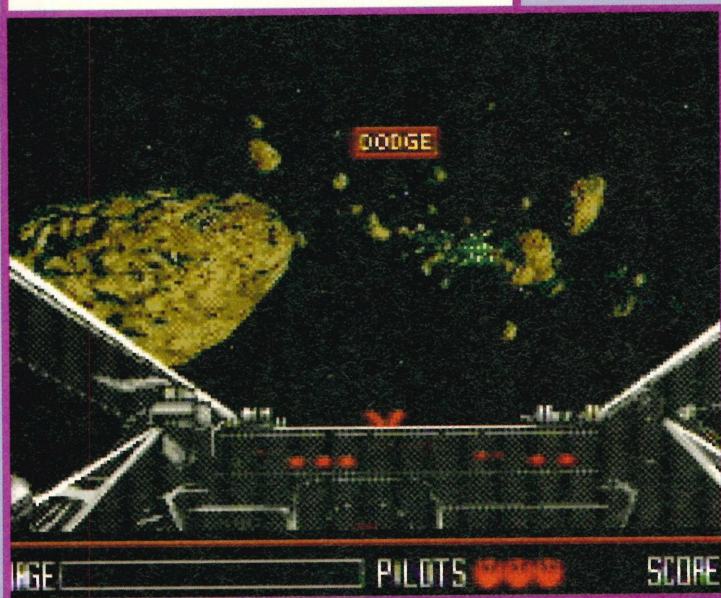
Keep an eye on your shield level. That danger area on your shield bar can creep up on you when you're not watching, so, er, watch.



6.

Remember that enemies who fly past you can take off much more of your shield than those that simply shoot you. So, if you've got a choice of who to shoot first. Aim for the closest.

Meteor level



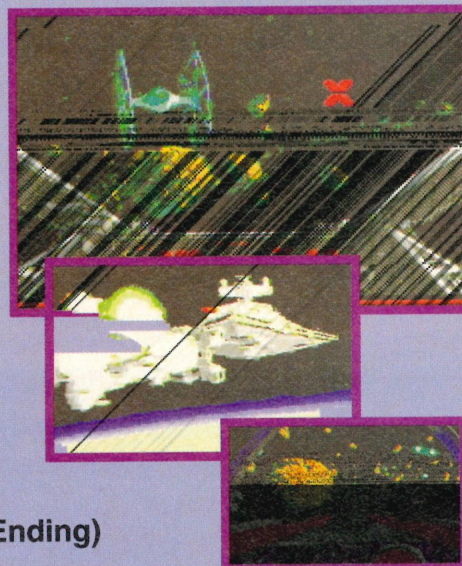
You have limited control of your fighter, so use it! Pressing up, down, left and right will help you avoid those annoying chunks of flying rock. This really handy hint appears on screen, so you can't say you haven't been given fair warning about the perils of colliding with meteorites.

If you happen to spy any Tie-fighters making their way towards you, then make sure you keep your finger firmly on the 'fire' button, unless you have the limited edition animal version of the Mega CD, in which case you should be pressing 'contract'.

Those level codes...

Of course, if you're not quite talented enough to make it through on your own, here are all the level codes for *Rebel Assault*, lovingly crafted and delivered to you on this page of shiny paper.

2. BOTHAN
3. HERGLIC
4. LEENI
5. THRAWN
6. LWYLL
7. MAZZIC
8. JULPA
9. MORRT
10. MUFTAK
11. RASKAR
12. JHOFF
13. ITHOR
14. UMWAK
15. ORLOK
16. NKLLON (Ending)



All these codes are for the medium level.

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SEGA POWER



In a special, one-off, never to be repeated kind of way (at least not until the Future

Entertainment Show

later this month), *Sega Power* (that's US!) will be performing live at the BBC Big Bash. Yes, we'll be dusting ourselves down, after numerous scuffles over whose go it is on *Sonic and Knuckles*, to

appear in full effect on the Future Publishing stand at this mega event.

What it's gonna be – right? – is like a big party to which all of Britain is invited. Now that can't be bad... in fact, it'll be great. Thursday, 6th until Sunday, 9th October at the Birmingham NEC will be the place to learn what FUN really stands for – er, that's phenomenally, unbelievably neat or something. All you have to do is get a ticket.

On our stand you'll get to pick up copies of your favourite magazine, have a go at some of the best video games around and, if you like, dare to challenge Andy at *Super Streetfighter 2*. Or treat us to cream cakes and beer.

We'll be dragging ourselves away from these top games in the office to play them at the Big Bash.



There's so much stuff at the show, it's unbelievable. Check out the latest technology at Future World where

Sega will also be supplying 40 games machines. Move onto Entertainment World and you'll get the chance to see top bands Worlds Apart, PJ and Duncan (who'll no

at the BBC Big Bash



Worlds Apart. They are.

doubt be doing a bit of their infamous rumbling), 2wo Third3 and Let Loose. There'll be loads of TV presenters there too with live broadcasts going on all the time for you to take part in. Saturday's Live and Kicking will be there, on the Saturday... live and kicking, we imagine.

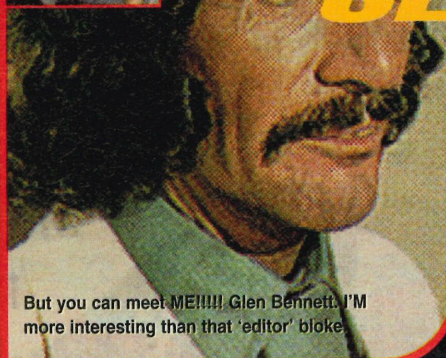
At Sports World look out for Kriss Akabusi and Sharron Davies. Not enough for you? What about snorkelling, getting made over, going on an assault course, or roller-blading?



Let Loose. They have been.

All this at only £6 a ticket for you lot. It's £8 for adults, cos they take up more space and that. Or you could go for the "drag your parents along too special" – a family ticket for only £24 for two adults and two children.

For further info on tickets and more stuff, just turn the page...



But you can meet ME!!!!!! Glen Bennett. I'M more interesting than that 'editor' bloke.

WIN A DAY WITH THE SEGA POWER CREW!

Yes, it's true. You, yes, YOU! can win one of 10 family tickets to the show. All you have to do, but you'll have to be quick about this, is send a postcard to: Where have you been all my life?, Sega Power, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. The first 10 postcards to arrive on our desks win. Don't forget to include your name and address.

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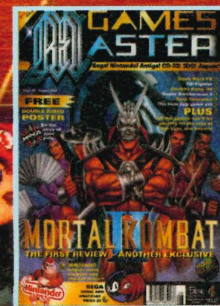
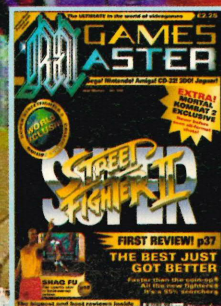
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So that's it then. Dr. Autumn is knocking on the door with his parky hands, clipping Nurse Summer about the ear, and booting her out into the cold for another year. The dawning of mittens, thermos flasks and piping oat-based cereals is upon us. Most wanted autumn certainly isn't. But – aahaaaa! – Most Wanted this most certainly is. And, as you've probably noticed, this month's Most Wanted has been on a diet. Ahem. Look – truth is... we had so much ace stuff to cram into the mag, there just wasn't room, yeah? Deal with it.

Reader's Top Ten

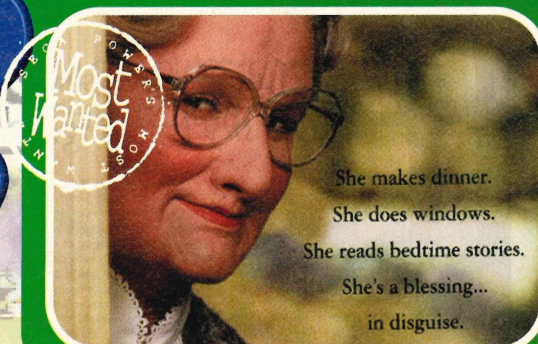
- 1 **Mortal Kombat II**
- 2 **Zero Tolerance**
- 3 **Olympic Gold**
- 4 **Micro Machines**
- 5 **Trying on sister Helen's slippers**
- 6 **Populous**
- 7 **Afterburner II**
- 8 **Combat Cars**
- 9 **NHLPA '93**
- 10 **John Madden '92**



Little Ian Fletcher is an excitingly-named 18 year old from the thriving metropolis of Loughborough. When he's not managing his mum's Fantasy Cricket team, Ian, or, as his friends know him, "Ian", likes to roam the cold hard streets of the East Midlands in his metallic blue Austin Metro. The ideal evening for Ian consists of "settling down with the FT, pipe and slippers, to count my money and assess my shares". Apart from subscribing to *Sega Power*, Ian also has an 'agreement' with the local newsgents, who reserve him copies of *National Geographic* and *Fish Friers Monthly*. Dull? No, just misunderstood. Apparently. Oh, and don't call him "Fletch".



Video of the month



Mrs Doubtfire (12)

Robin Williams, right? He goes through a nasty divorce and he's, like, not allowed to see his kids. Then – yeah? – he dresses up as a Scottish (for some reason) nanny and, kinda, infiltrates the household. With hilarious results. There's this bit, right, where this bloke comes round to see him, expecting to speak to the Robin Williams character and he – ho ho ho – has to keep changing back and forth and... and everything. Rent it. It's alright.

She makes dinner.
She does windows.
She reads bedtime stories.
She's a blessing...
in disguise.

THE
'WHY THE
HELL DID
THEY RELEASE
THAT?'
OF THE MONTH
King of the Monsters II
More rubbish than a skip full of crisp
packets.

Haircut of the month



Paul Papa. DJ. And bowlhead.

Turn-ons

1. Definitely Maybe – Oasis

Well, it's real music, innit? It's got real songs. Not any of this electronic bash-bash-rubbish. I mean you can't listen to that at home – can you? – it's only good for clubs when you're off your head and...

2. Snivilisation – Orbital

Jason likes this.



3. Evolver – The Grid

Jason likes this.

4. Come – Prince

Andy likes this.

5. Music For The Jilted Generation – The Prodigy

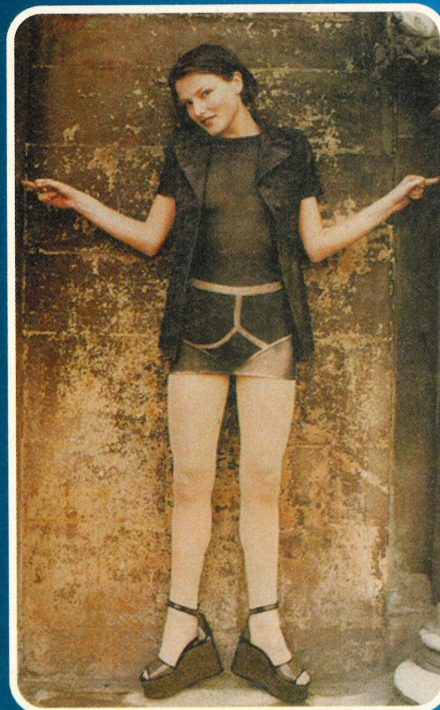
Still there, kids, still there...

6. Park Life – Blur

No!!! Nooooo!! No more!! Get it off!!

FASHION CASUALTY OF THE MONTH

A fully paid-up member of the Tragically Hip, this clothing casualty from the bowels of deepest Soho sports a stunna from Rebecca Earley's dayboo collection. More why-at-the-front than, erm, Y-front, erm, really...



THE SEGA DOMESTOX



It's official. Gaming giants Sega are now experimenting with a life-style machine. The add-on to the Mega 32x has already been

Wee Jimmy Kranky says: "With Domestox, I've got more time to be small and dress up as a boy. It's, er, FANDABBY-DOZIE!"

developed by Sega, who claim now to have fully joined the interactive multi-media scene with the all-rounder electric oddjobber that is the Domestox.

As per usual, like some cows near a hedge, *Sega Power* were in there sniffing about for the elusive exclusive... We found the following advert lying by a marketing department's paper shredder. Ssh. Keep it quiet, now...



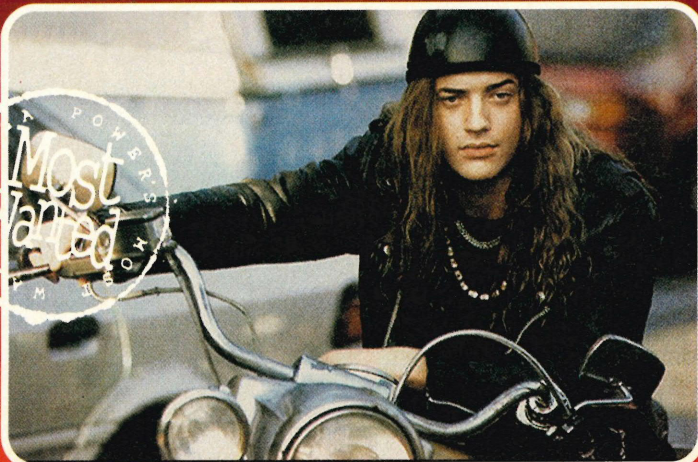
**LOOK!
£399.99!!!!
ONLY!.....!**

FILM OF THE MONTH

Airheads (15)



Sort of a scaled down, 'younger' version of Wayne's World with chocolatey, sprinkly flourishes of Spinal Tap. Let's see now... what's it got? It's got the inevitable 'heavy metal' (38 year old men with perms playing guitars shaped like a 'V') soundtrack. It's also got a great plot (a no-hope heavy metal band take over a local radio station in order to get their music over to the HM-hungry masses). It's got Joe Montana. It's got hilarious results...



EARTHWORM JIM

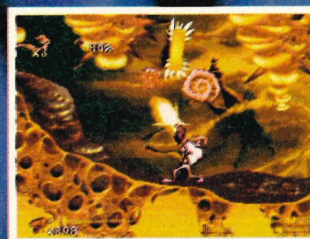
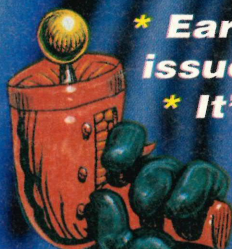


WIN! EXCLUSIVE Earthworm Jim stuff

* *Earthworm Jim is the highest rated game in this issue (94%) Blimey, and all that...*

* *It's the zaniest, craziest thing since Insane Lord Ian, chairman of the Dangerously Deranged Club held his sponsored Psychotic Genital Dance down in Outlandish-on-Bizarre.*

* *So, 'ave a bit of a competition...*



STUFF YOU HAVE TO DO

Ahem. Often, when you're observed eating too many sweet things (such as chocolate, cake, or frenziedly gathered spoonfuls of sugar), your parents, or others close to you, will say, "you've got worms, you have!" (Worms, as in Jim, the worm. Star of the game, Earthworm Jim). What we want you to do is, predictably enough, draw a picture of Earthworm Jim doing something disgusting with something sweet (such as whipped cream, or 'Snickers'). The harsher, the better. AND, if you can be bothered, send us a hideous photograph of yourself eating loads of sweet things (and giving yourself 'worms', or something). So, if you have a bit of a 'sweet tooth' or are a bit fat, you'll have a great time.

STUFF YOU CAN WIN

1st Prize - A personalised cartridge of the game (with your undoubtedly gorgeous face 'digitised' into the game, and your name typed in there or something), and an **EXCLUSIVE**, drawn-by-the-folks-what-did-the-graphics-for-the-game picture of Earthworm Jim... **WITH YOUR HEAD ON IT!!!**

2nd Prize - Well, loads of seconds prizes of carts, T-shirts, pencil cases, mugs, stickers, sew-on elbow patches, bookcases, prophylactics, the usual...

STUFF YOU REALLY SHOULD PAY ATTENTION TO (or 'rules')

1. Get yer entries in by October 28th, if you'd be so kind.
2. Andy's decision is final. And don't we bleedin' know it.
3. Mark your stuff 'I've got worms' and send it in to Sega Power, Future Publishing, Beauford Court, 30 Monmouth Street, Bath, Avon, BA1 2BW.
4. No correspondence will be... no cash equivalents... blah blah... and all that.



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Now you can input up to 100 different cheats on any game at one time. This new feature allows you to customise your games with as many cheats as you like - all at once. Imagine - infinite lives, unlimited energy, special moves, super high jumps, double speed, unlimited weapons, infinite retries, custom colours, special magic etc. etc. - all at once! Well now you can with the new Mega Cheat System.

NEW

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Action Replay now has a huge list of cheats already built-in. No need to even type in the codes! Thousands of built-in codes for all the latest games.

NEW

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NEW

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Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month or from the thousands of built-in codes - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now even easier.

NEW

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NEW

UNIVERSAL CHEAT SYSTEM

Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

NEW

UNIVERSAL ADAPTOR FEATURE

This unique adaptor feature - which allows you to play even import titles has also been improved. Now you can even play so called "NTSC only" games from the US and Japan.

NO NEED TO WAIT

So remember because Action Replay has both a **Universal Adaptor** and a **Universal Cheat System** you can buy the latest releases even as import and crack them wide open - NOW!!



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



CD OR NOT CD

Dear Sega Power, Am I the sole owner of a Mega CD in the British Isles? Does nobody else out there have this piece of kit which set me back quite a few shekles not so long ago? Well, it certainly feels like it.

I work in Telford, my folks live in Newport and my in-laws are from Plymouth. (Yeah, yeah, yeah. - Dean). Yet when I visit these places and go shopping for software for the aforementioned machine, what do I find? Next to nothing. Woolies, Menzies, Smiths, Virgin, Our Price, Game Zone etc, etc, etc, stock one, or, if I'm lucky, two titles: *Sonic CD* (got it) or *Sherlock Holmes* (crap) and that's about it. This level of service is appalling and I'm getting pretty annoyed with it.

I'm very wary of postal services and I can't find any swap shops who offer a good service near me. So if anyone out there is thinking of buying a Mega CD then in my opinion I'd think twice. You can't find the software to warrant an expensive purchase.

Rick James,
Sleaford

Like a guide dog driving a steamroller into a supermarket check-out, as the 32x bursts onto the scene there are bound to be some casualties.

It's hard to say what exactly Sega will be doing with some of their older consoles, but seeing as this office is still receiving a very steady flow of CD games, it looks like this particular machine will not be immediately affected. True, the Mega CD has yet to have its market and gaming potential fully realised, which may be why the games aren't as readily available as you'd like them to be.

Still, ever tried ordering a game directly from the stores? All of the ones we've spoken to are only too happy to order any game on their stock lists for you (all takes time though - as do mail order services).

Apart from that, lobby parliament about it or something. Blimey. Say 'lobby' five times really quick. Go on.

Now, does that really sound like a group of persons who attempt to influence legislators on behalf of a particular interest? No, it doesn't. It sounds more like a group of persons who attempt to influence Jersey cows into headbutting Helix stationary sets on behalf of The Mad McBucket Really Birthday Appeal. Lobby? Honestly.

Stupid word. As is leotard. And supper.

And quiff. I mean, I could go on...

IDIOT

Dear Sega Power Crew,

How do you find out what the reader's top tens are in Most Wanted? Do readers,

like, send in

their views of their top ten for each month? If not, is it some other way you made up to fill up valuable space.

Also why did you get rid of the Hard Line. (Jesus, not again. - Andy) Every time I wanted to buy a new game all I had to do was look at the back of *Sega Power*.

And what's the use in wasting space in advertisements when it could be used in a more profitable way? Come on! Maybe if you followed my advice you might gain more readers. One more thing before I end this letter. Get an entirely new *Sega Power* crew. This time with brains.

A future Prime Minister,
London

Spineless chump. Don't bother to enclose your real name, then. Doesn't matter anyway, as we've managed to get hold of your address from our spies at the Royal Mail. So we can put the frighteners up you. With harsh Paddington stares.

The source for the reader's top tens are, surprise surprise, the readers themselves. However, if you lot don't write in and tell us what they are, we can't do it, which is a shame because it's good for us and good for you to see what you're buying.

Concerning adverts? Oh dear. Listen, shtoopid. As with every popular publication in the western hemisphere, adverts are there for income. No adverts, no *Sega Power*. It really is as simple as that.

Next you'll be asking us to deliver SP to your door for free like those crappy provincial Advertiser papers. Honestly. "Profitable way?" Schmofitable schmay...

And just one more thing before I end this reply. Get an entirely new head. This time with a complete brain in it, though.

THE 8794379 BRAG

Dear Sega Power,

I have just started to collect your mag. I reckon it's great, except you lack three things: a high score page, bigger tips section (the current one is too small), and more funny, insulting letter pages.

Also, could you answer some of these questions?

- 1) Which is the best footie game on the Mega Drive?
- 2) Will you be able to play Mega Drive games on the Saturn with a convertor?
- 3) Is the Mega Drive II going to be out-dated in the next two years?

Poetry Corner

Iambic Pentameters of the X, Y and Z Generation. A plea. Pledge your hearts and minds to the pages of Sega Power, and you will gain in return not only that crucial recognition for the human being you are, but also a t-shirt of unsurpassed quality. Now we're not so keen on the 'Sega Power you are so great/You make me so to school be late' sort of dirge. Be inventive. Be selective. Be politically corrective.

Remember: rhyme without reason is like a pavement without dog dirt. They may not necessarily abide in harmony, but we remain familiar with their dedicated partnership. Or something. Keep them short, keep them funny, and keep them hat-stand. There's your brief.

Now get out with your pen and stroke your chin...

I fed my video on german cheese
Poor little blighter wasn't best pleased
He stood up, sat down, and stood again
Then stuck his head in my ball point pen

So now I lay and Raspberry sky
To pass the time I coconut shy
But usually I may colour me in
Or maybe not I'll think again

C. Elliot
Sheffield

Haven't got a clue what all that was about, but have a moss-shaped loft-blue t-shirt on us. God, we're just giving them away this month...

Cheers then...
Nicholas Cunningham,
Australia

High scores have always been a waste of time and space: it's inevitable it would end up a page stuffed with mathematical porky pies. Frankly there's nothing more boring than reading list after list of seven figure fibs. Such digits are the currency of boredom. And would you really care if somebody boasted racking up 8794379 points on some Sonic outing? You'd do the same as we would - tut at the bulldish and turn the page.

At present, the tips section is as big as we can make it - any bigger and we'd become some sad old Sega Rest Home for Infirm Gamers. Although we can't answer tips queries on the phone, write in and we may be able to help you out. Oh, and plans for another SP tips bible are also in the making. So there. I'll ignore the comment about the letters page, seeing as your letter wasn't exactly the most hilarious or rude thing we've ever seen.

1) Sensible Soccer. Although getting a ball and some friends and going to a field for a kickabout is supposed to be quite good too, we hear.

2) No.

3) Is the pope catholic? Is that last statement a cliché? Does that really answer your question? And why are question marks the shape they are?

GOT ANY GEAR?

Dear Sega Power,
I recently bought a copy of your magazine and was appalled by the amount of Game Gear reviews/previews. For instance, issue 57 there were two pages, eight lines and five words in reference to the Game Gear.

I think you should look into publishing the first all Game Gear magazine. I think that this magazine would be very popular because it would be better value for money. A lot of people have Game Gears because they can't afford Mega Drives or Master Systems. I also happen to know that there is an all Game Boy magazine called GB Action and that there are just as many Game Gear owners as Game Boy (I personally know three including me in Eastbourne). Please acknowledge this letter.

Rowan Collins,
Eastbourne

Acknowledged, yes.
Agree with, no.
Unlike the Game Boy, the Game Gear has a considerably lower releases-per-year quota, so much so in fact

that there simply aren't enough games every month to justify a whole magazine that presumably only three people in Eastbourne would read. Having said that, the Game Gear is now officially the best-selling portable console in Europe. We try our best to 'do' as much Gear as possible, but if you're still not satisfied, contact the software houses.

Eyes to the sky! See that old chestnut drop! Gasp as it opens up like a Chinese fortune cookie! Read the delicately scrawled legend! And the legend says: "Games. We review them, not program them." Ahaaa... Hey! But a magazine about ironing fruit? Now you're talking...

HARD LINE? SCHMARD SCHMINE...

Dear Sega Power,
I am writing to you on a very serious matter. This morning whilst eating my breakfast I was shocked by a thundering crash which came from above my head. I immediately rushed up the stairs to find that the television had hurled itself from the top of the chest of drawers (Draw a map why don't you? - Andy). My Mega Drive, sitting quietly on the floor minding its own business was sadly not quick enough to avoid the suicidal TV.

The impact on the case of my Mega Drive sent it skidding across the carpet and my Road Rash cart spinning through the air. Luckily, my Mega Drive came out of the accident better off than the TV which succeeded in its suicidal attempt, however my Mega Drive is battle scarred. So, could you please tell me, is it possible to buy a new case and heat sink for the Mega Drive 1?

I've been a reader of Sega Power for some time now, and never felt the need to write. However, I'd like to compliment you on your layout, as I have tried other magazines, but find that the pages are full of small, unimaginative box-outs. I love your news and letters section and find your reviews accurate, but do miss the Hard Line, though Most Wanted is an improvement.

I have only one complaint. I feel that the general standard of captions for screenshots has dropped and as your witty captions were one of the things that made Sega Power so enjoyable. I suggest that this is an area for improvement. I hope you take my views seriously as I feel that I have been very fair and honest.

Matthew Praeger,
Isles of Scilly

Okay, let's get this straight once and for piggings all. The Hard Line will NOT be returning. We felt that to justify list after list after list of games every single month was a waste of time and space, espe-

Outta Yer Tree

TOM BAKER IN THE GREAT DAVROS PIE INVASION

Dear Crew,

- 1) Why, oh why, do people always leave the loose end towards the wall when they change the loo paper?
- 2) Do you have problems with your non-bio? Ours works fine on fatty stains, yes, even at 40 (arse, there's no degrees on this button thing).
- 3) What's taken Steven Spielberg so long to snap up the rights to Doctor Who? Five years, for Christ's sake!
- 4) Why is Danny Baker on every channel all the time? You can't escape him on the radio either. Oh no, there he is on Radio One, the smug cockney git.
- 5) If you fancy someone, just say, and they don't fancy you, and like, you've fancied them for, ooh, 5 years and they still don't fancy you but you still fancy them, is that sad? It's just that there's this friend, right, and he can't stop fancying this girl because she's so gorgeous and everyone thinks he's mad 'cos she's a bit of a tart, or so the theory runs... but it's not like you can say, "I don't fancy her any more." Is it? IS IT?

6) Does anyone think that it would be great to release all the Horace games on one big cartridge? I'd buy it, well, actually, I wouldn't because I have no money... sob.

Kenneth Moss,
Preston

- 1) At least you get loo paper where you are. We have to wipe our bums with our hands, just like

gypsies do. So there.

2) We don't wash. Just like gypsies, er, don't.

3) He found 53 pence in traveller's cheques, which was, in fact, enough to double the budget of the entire long-running series. But, let's face it: as Eddie Izzard correctly pointed out, the Daleks were rubbish. They had sink plungers for guns and couldn't even walk upstairs. Not exactly the material for box-office domination, let alone global dictatorship.

4) Never heard of him.

5) What kind of tart exactly? I'm rather fond of the Bakewell effort from that Kipling chap, not to mention his Fondant Fancies, which aren't strictly tarts, more a sponge cake with a bed of cream substitute bathing under a crisp layer of enticing icing. I'm also rather partial to pie. Ever tried the bramley apple and custard. Mouthwatering pastry and luscious hand-picked orchard fruits in a... (Enough cakery. - Andy)

6) About as good an idea as a Doctor Who movie. Now leave me be. I want to be alooone...

cially to regular readers who would be reading the same old thing every month with only a couple of additions per issue. However, there are now definite plans for Hard Line the book, free with SP soon. Hope that stops those tetchy nincompoops that can't see changes are often for the better. P'raps we'll do it every six months or so to keep you up to date with what's crap and what's cushy.

Captions, eh? Hit and miss affair, mate, and often written under deadline pressure. Read any magazine, from Smash Hits to NME to GamesMaster, and you'd be hard pressed to find over 10% of captions per mag that are, er, 'witty'. Then again, there's nothing more subjective than a sense of humour, right? I mean, just imagine a world where we all found Russ Abbott or Robin Williams funny. Dreadful, beastly thought that...

WHO IS THE OLDEST OF THE SEGA POWER CREW AND WHO IS THE TALLEST?

Dear Sega Power

Who is the oldest of the Sega Power crew and who is the tallest?

Michael Mosle,
Tyne and Wear

Ali's the oldest, Andy's the tallest. Okay, here's an idea. Every letter from now on should be marked with the weight (in stones, none of that Johnny Foreigner kilograms rubbish) of the person concerned. Mark the envelope 'I DECLARE THAT MY WEIGHT IS...'. The fattest and thinnest readers from that month win a cart. And no lies. Please. So get in that bathroom and scale up, me lubbers!



SEGA POWER'S FUZZY BOWELS:

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ARTY PRUNES EDITOR Jason McEvoy
COLON DESIGN ASSISTANT Laura MacGregor
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DEP ADVERTISING MANAGER Jane Geddes
ILLUSTRATING DIRTBOX Alex Pang

OTHER PEOPLE WHO DID STUFF

Karen Levell, Danny Wallace, James Binns, Andy Stout, Simon Kyrane

IMPORTS HORNILY LOANED BY: Dream Machines, Video Games Centre, Telegames
LINO AND SCANNING, WHATEVER THAT IS: Simon Windsor, Chris Stocker, Jon Moore, Simon Chittenden, Mark Gover, Jason Tittley

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CIRCULATION DIRECTOR Sue Hartley

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■ We welcome unsolicited material, but unless it's hypnotically fantastic, we tend to ignore it.

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GOING FOUR BROKE

Dear Power Crew

I am just writing in response to a plea for help in issue 58 concerning a certain Rorie Edwards and his 'knackering of the plastic around the D-pad' problem on the Game Gear. I would just like to say that I have had FOUR faulty Game Gears in a row. FOUR, would you believe?

No.1 developed a cable fault. No.2 experienced the aforementioned D-Pad prob. No.3 pleased me no end by not working at all and, as for no. 4, the D-pad fell out altogether.

So, to Rorie, try to get a free replacement - I did four times (you did fill in the guarantee, didn't you?). Thankfully, my fifth works okay, but if I tried to get a refund, my local retailer would get the Fraud Squad (guvnaaaa!!! - all at Sega Power) on me for sure. Has anyone else out there experienced these problems? I DO NOT HAMMER MY GAME GEAR. Maybe Sega should build them out of Titanium or something...

Richard Finn
 Sheringham

May break when subject to a severe kicking.



'Rich'. We sympathise. Ours is broken as well. Then again, we shouldn't have tried seeing if it could take the pressure of a concrete mixer reversing onto it on a cobbled street with an Indian elephant behind the wheel (it didn't, so don't bother trying it at home). It'll probably explode as soon as you put it on, but have a t-shirt for your impossibly jinxed good-self, why don't you...

SEGA POWER'S TAPED CRUSADER

Dear Sega Power,

If you do another free tape why not put on Nirvana and REM - millions of people would buy it just for the tape. Could you please send me a copy of Shining Force, as I desperately want it and I can't find it anywhere.

L Radley,
 Stepney

Nice idea, but a tad difficult. Problem lies in Nirvana. We contacted their record company and apparently they won't be releasing any new material for some time, for some reason or other. We also contacted Michael Stipe from the popular beat combo REM. He also said that

Nirvana will not be releasing any new material for some time. Wonder why that is. Oh, and we're not a charity, 'L'. Shining Force II, however, is out now, it's better than the first one, and should be available in all good games stores. And that includes Boot the Chemist, which, as well as vending an assortment of bathing aids (loofahs and such) and health care products (gripe water and so on), also has a games section in the Electronics Department. They sometimes sell sweets too. Just like a newsagent does.

SEXY SYSTEM ADDICT

Dear Sega Power,

I own a Master System and would like to ask some questions:

- 1) I've heard Capcom might be making Super Street Fighter II for the Game Gear. Is this true, and will it be coming out for the Master System too?
- 2) Why isn't Mortal Kombat II being made for the Master System? After all, a Game Gear is only a portable Master System.
- 3) Will FIFA Soccer be coming out for the Master System, and if so, when?
- 4) What qualifications do you need to become a games reviewer? Do you need

to go to university? Could I get some work experience at your magazine?

Matthew Rutland,
 Waderbridge

Who says we ignore the Gear and the System, eh? We cover everything here, we do. That's why we're the sexiest Sega mag on the market. Sexy, we are. We are sex. Sex R Us. Er, sex.

1) Super Street Fighter will not be released on the Gear or the System. However, there will be a new edition of Street Fighter coming out on the Mega Drive in the near future called Really Super Duper Street Fighter II. There won't be any extra characters or special moves, but the title will have changed and the cover of the cart will have a new illustration. And they'll still expect you to buy it. And you probably will.

2) Good news, Mr Rutland and all you System owners out there. MK2 is scheduled for release in November. Joy.

3) Nope. Well, one out of three ain't bad.

4) Although there are a couple of degrees knocking about the office, they aren't exactly essential to the process of reviewing games. It helps if you can write though. Sorry, but you can't have any work experience. Because. Tell you what we're the sexiest

Sega mag on the...
 (Shut up! - Dean).

SEGA
 POWER

Homework Corner

QUEEN VICTORIA'S BOG STANDARDS

Dear Sega Power,

HELP!!! Having looked at your homework corner and thinking what a brilliant idea it was, I decided to send you a complex look at the sort of drivel we (and I think I speak for all of us when I say we) get for homework.

For example. History. I will quote one of my GCSE coursework questions and see if you can make any bloody sense out of it:

"What were the motives of people who opposed the improvement of public health facilities in Northern towns in the 19th century?"

I mean, does anybody actually give a monkey's, though it seems my History teacher does. Ah well, please do your best to help, as I'm finding it very hard to understand what the hell I'm gonna write for the answer.

Stuart Robinson

This answer may be a bit late in the day, as your GCSEs may have crunched to a conclusion, but we'll have a go. Sanitary health was a often a stumbling block in a Victorian society. As Dickens once wrote in 'Pickwick Papers' (a transcript of which can be found in the Dickens Centre, Rochester, Kent) that "Miss Tuddlepenny, a gentle ladywoman of quite charming disposition, was about to serve tea to Parson Scott when of a sudden was pained to find herself bursting with a burning anguish. 'I would be ever in debt to you, dear Parson Scott, if you allowed me to excuse my good self.' 'Why, certainly, my kindly Miss Tuddlepenny,' Parson Scott jovially replied. 'As you shall be my host in heaven, so may you perform your earthly duties as hostess now.' At which point Miss Tuddlepenny ducked behind the couch, upped her skirt and shat with fulsome glee." Ask a silly question...

'Stu-pot' - have a t-shirt on us for your scholarly pains.

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For sale: Mega CD 1 in excellent - nay - incredible condition. 8 months old. With 11 games, including NHLPA '94 and Thunderhawk. Also includes Sega Disc Case and various CD demos. Worth more than £440. Sell for a mere £310 ono.

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Call Jenny on (0902) 754913.

For sale: Mega Drive, 2 joypads, 13 games, including Ultimate Soccer, David Robinson. Worth around £600 - £700. Will sell for £375 ono.

Tel: Richard (0733) 211413

For sale: Master System II, 3 control pads, 9 games including Mortal Kombat, Sonic, Robocop Vs Terminator, Jungle Book and Jurassic Park. All boxed

with instructions. Worth £250, will sell for £375 ono
Tel: (081) 5940598

Under £25

For sale: FIFA, Landstalker, Shining Force, StreetFighter £20 each, NHL '94, Ecco, Aquatic Games, Rolo, Road Rash II, Desert Strike, Jungle Strike, Sonic, Streets of Rage II, Action Replay Pro £15 each. 6-button Sega joypads £5.
Phone Daniel on (0204) 492613

Mega Drive games for sale: ESWAT £11, David Robinson's £11, EA Double Header £20, Lotus 2 £15, Speedball 2 £11, Winter Challenge £11, Ultimate Soccer £20.

Tel: Yorkshire (0405) 761893

Bargain 20 MD games for sale or swap titles including SFII, Ecco, Road Rash II, and lots more. Prices £15 - £25. Also swap for Sidepocket.

Tel: Chris and Brian on 081 478 4884

For sale: Great posters of all your favourite SMALL ADS pages, from issue 2 to latest. Including the classic 'Road Rash II for sale £15 ono' and the hilarious 'I'll swap Sonic 2 on MD for Gauntlet on MS'. Hours of FUN, and BRIGHTEN UP your room too! Only £5 EACH, full colour, GENUINE BARGAIN!!! T-shirts also available (b/w, x-large). But hurry. Only limited stocks are available.

Tel: (0989) 786 90785

Hey! I'll sell EA Hockey £15, Madden '92 £15, Sonic 2 £12, Gain Ground £12 and FIFA Soccer £25. Also

swap for Virtua Racing, Chaos Engine, NBA Jam or Sensi Soccer!

Tel: (0822) 832024

For sale: Master System games: Sonic 2 £25, Lemmings £25, Sonic 'n' Chaos £25, Super Kick Off £20, Populous £20, Castle of Illusion £25. All boxed with instructions, 6 months old.

Tel: (0968) 673089

Hello, Sir! For sale: Rocket Knight Adventures (unopened) £20, Hyperstone Heist (brand new) £20, Mario Lemieux £15, Sonic 2 £15, Bonanza Brothers £8, Lotus Turbo £15, Dave Robinson £15, Speedball 2 £15. Buy them. Now. **Phone Danny on (0225) 314 640** and say "I am Dr. Games. Sell me some."

For sale: Sega Pro and Sega Power mags, issue one of Sega Pro. Cheap prices. **Phone (0798) 831430.** Ask for Jamie after 6pm.

For sale: Action Replay, Cool Spot, Powermonger, Thunder Force IV, Sonic 2, Sonic, T2, Ecco, European Club Soccer, Rocket Knight Adventures. Individually or the lot. Please call me and make me an offer!

Tel: (021) 608 4947

Swaps

I'll swap Speedball 2, Super Wrestlemania, and Super Smash TV for your Strider, Desert Strike or Streets of Rage 1 or 2, or will sell each game for £10.

Tel: David (0234) 381639.

I'll swap ToeJam and Earl and Herzog Zwei (strategy shoot-em-up) for Flashback on the Mega Drive.

Tel: (0392) 219065.

I'll swap Cyborg Justice for Micro Machines both on the Mega Drive. Has to have manual and box.

Tel: (051) 4254449

Wanted

Wanted! Copies of Your Sinclair, pref pre-1991, but all offers considered. Come on, some of you must have Spekkies as second machines. Please help. I'm absolutely desperate.

Tel: (051) 339 1489

Needed urgently! Personality due to the fact that I sit about indoors all day flicking through back issues of Crash! and playing Manic Miner (by the way, I've got a great poke for infinite hats). Anyway, nice nattering. I'm off to iron my skirting board with my good friend Chesney Christ. Slater...

Penpals

10 year old female penpal into art and Sega. Please send photo and get writing to me at: 167 Rathcoole Gdns, London, N8 9PE. NOT into heavy metal or rock and roll.

Hi, I am a 13 year old male and looking for a female penpal of about the same age. You must be goodlooking and like pop music. Send all your photos and letters to: James Harris, 59 Harding Road, Ryde, IOW, PO33 1CQ.

I am a 16 year old male looking for a female penpal of a similar age. Must be into Rock and be good fun. Please enclose a photo with your letters to: James Pearson, 29 Grangewood, Court-Hey, Bowring Park, Liverpool.

Reader Ad Order Form

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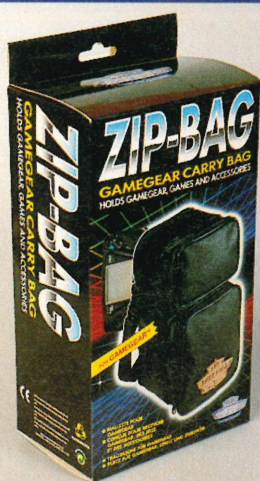
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4. We cannot guarantee the positions of your adverts or that they will appear in specific issues of *Sega Power* - but they will definitely appear on this sacred page at some point. Promise.
5. Sign the following declaration (but get your parent or guardian to sign if you're under 16). We won't print any ads without the signature. All unsigned ads go straight to Rob. A nasty business.

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



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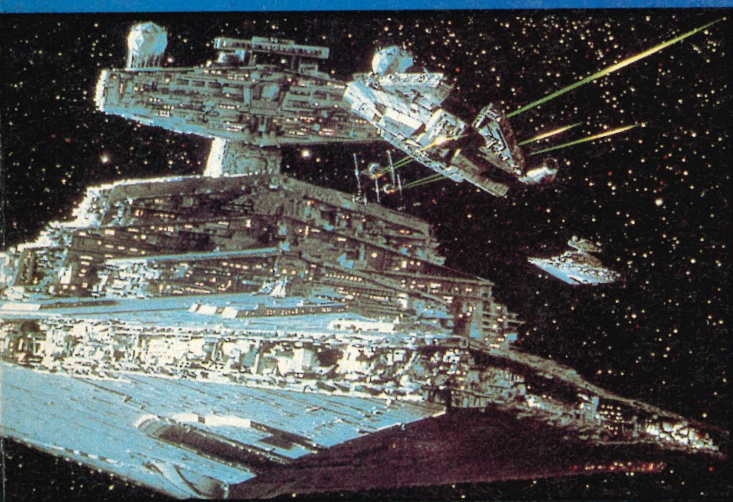
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Mega Drive



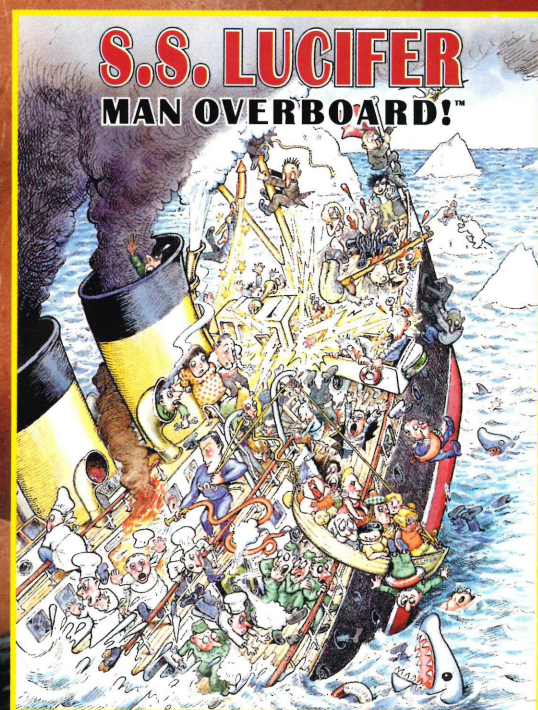
Mega Drive



Game Gear



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