INSIDE! VIRTUA FIGHTER 2, DESERT TANK - WE HAVE A GO OF ACE NEW SEGA COIN-OPS

SEGA POWER

AUS $5.50 • Hfl 9.95 • USA $5.50 • DM 10.00

Mega Drive • 32X • Saturn • Mega CD • Master System • Game Gear • Issue 61 • December 1994

WIN A 32X

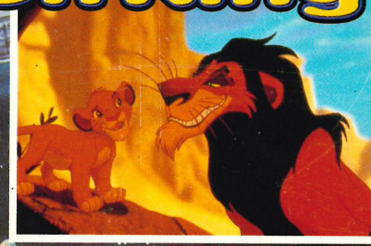
EXCLUSIVE!

WORLD'S FIRST 32X PREVIEW

Virtua Star Wars

Micro Machines 2

Lion King



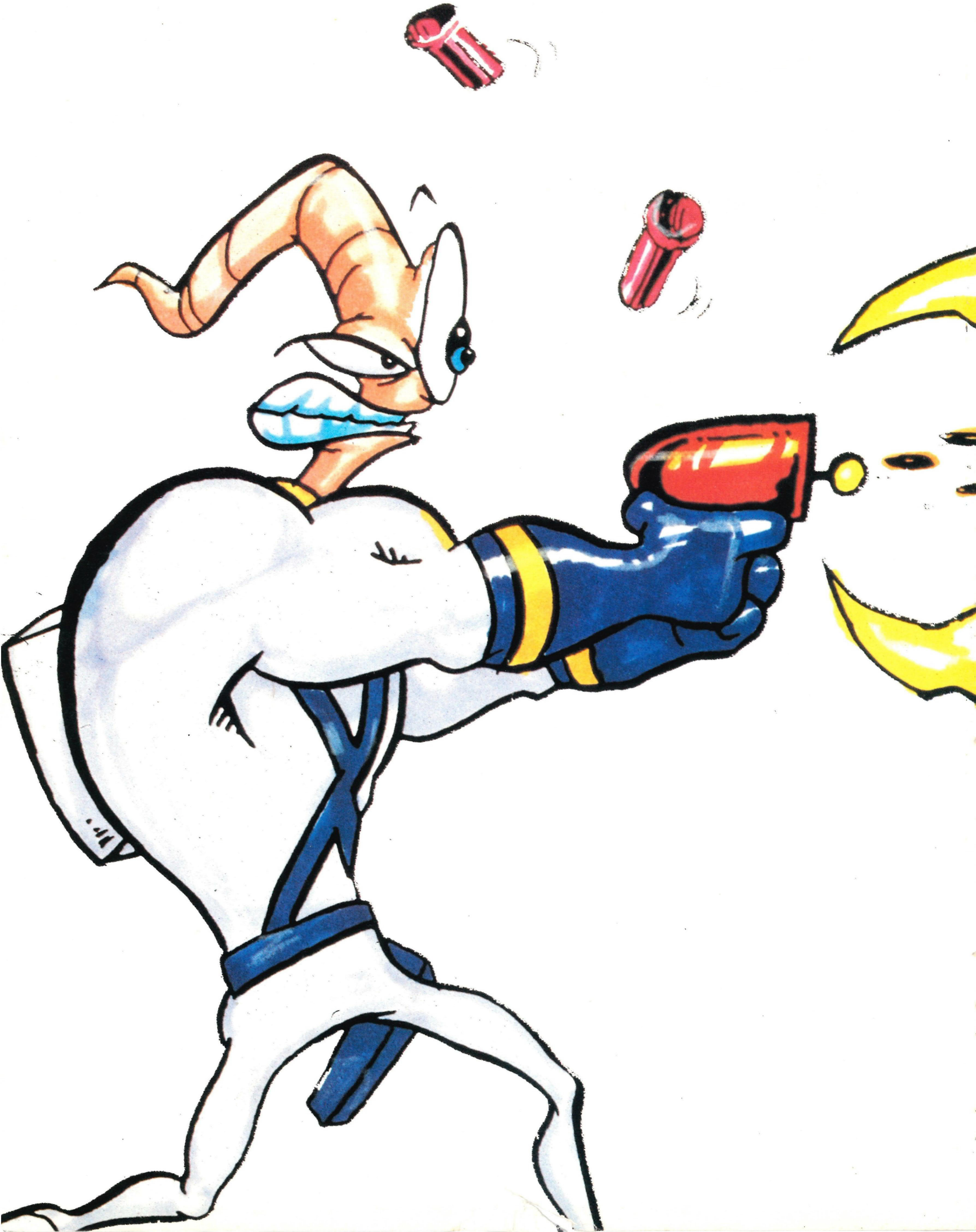
DOOM

BLOODY EXCLUSIVE 32X VIOLENCE WARNING DO NOT TURN TO PAGE 16

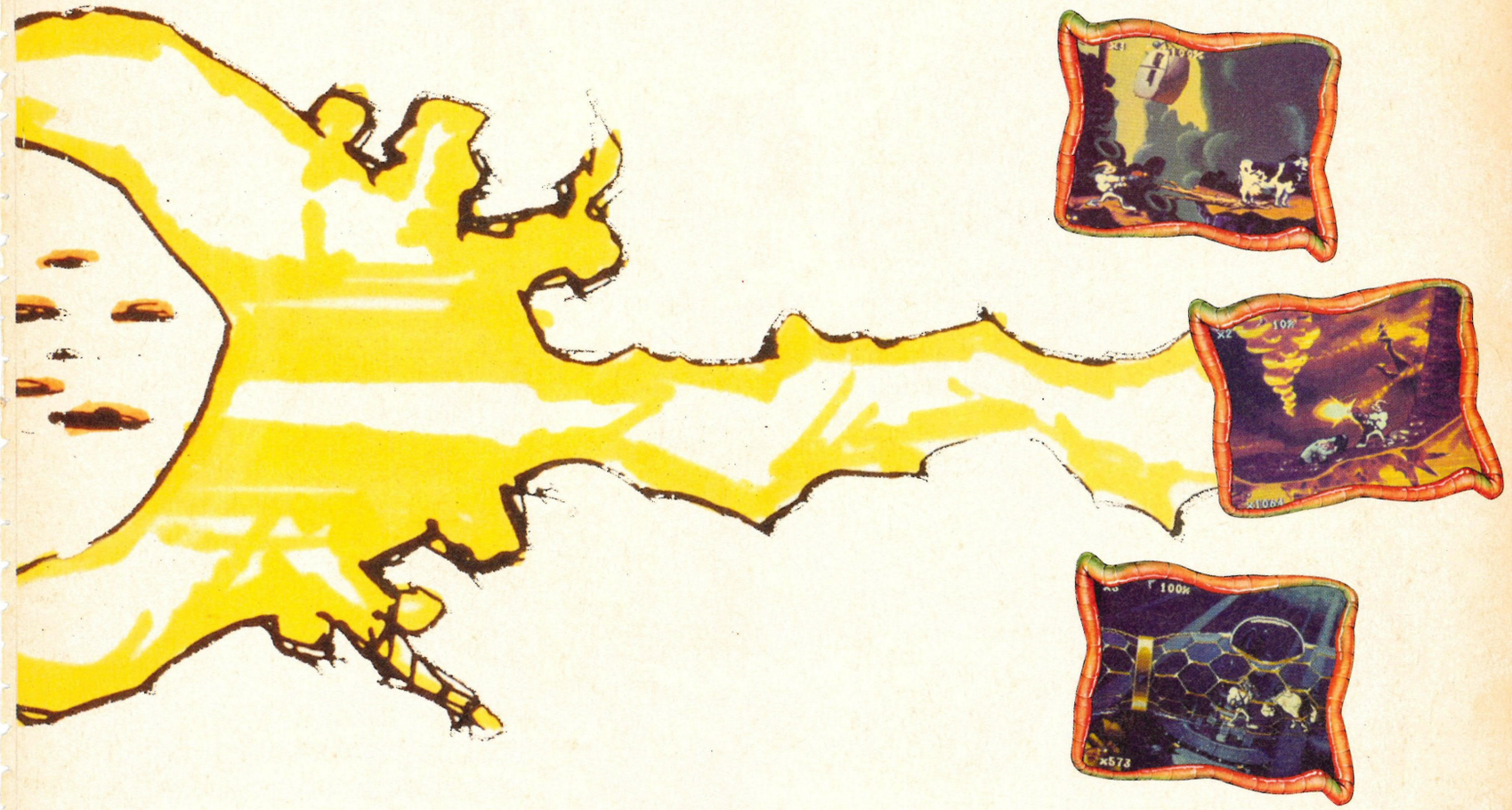
MEGA BOMBERMAN, LETHAL ENFORCERS 2, ECCO 2, PSYCHO PINBALL - REVIEWED

SEGA POWER ISSUE 61 DECEMBER 1994

"Eric's been blown up!"



He's Out to RESCUE His bird.



EARTHWORM JIM

Playmates Interactive Entertainment

Shiny Entertainment

Virgin

SEGA MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

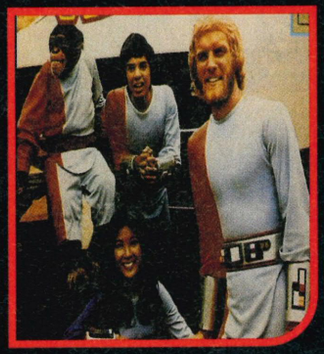
Earthworm Jim™ ©1994 Shiny Entertainment Inc™

SEGA POWER

Cont

Cack To The Future

This month, in order to bring you our top 32X exclusives, it was necessary to use a time machine. But, as you can see, it – ahem – projected Simon's evolutionary development a little too accurately. Anyway, we nabbed the 32X stuff, took a quick photo and arsed off back to 1994. (*They're not going to* believe *this.* – Everyone). (*SSSH!* – Andy)



'The Crew' pose. Er, in the future. (L-R... Simon, Alison, Jason, Dean).

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

13 The FIRST, the ONLY 32X previews. A delirious, screaming, red-faced, simultaneous 'arrival' of Virtua Star Wars and Doom. READ IT! NOW!!!

Reckless

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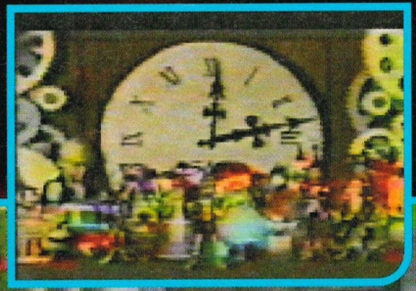
Preview



22 There's this big, clunky band-wagon type of thing. Made of wood. Right? (*Get on with it.* – Dean). And it's got a big sign on top with '32X' on it. In fact, there's another big band-wagon type of thing. Only with 'Saturn' written. On it. Ah-heh heh HEEM! We (the magazine, that is) have been, kind of, running alongside these, um, wagons. And now we've (get this...) JUMPED ONTO THEM and we're covering Saturn/32X in bigger detail. Ace. (*Rubbish.* – Some other Sega pamphlet).

ents

Micro Machines 2

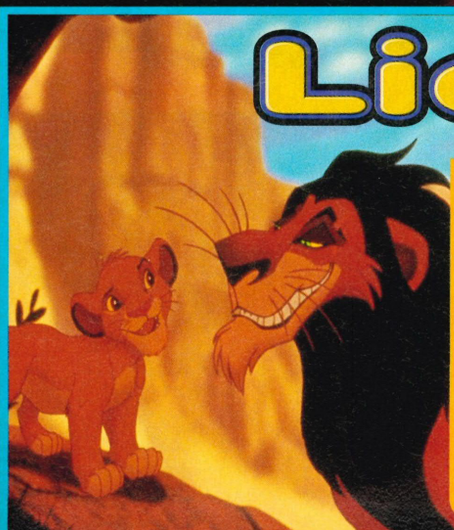
40 Badly Informed Dad says, "C'mon! Get your blummin' Mini Matchboxes off the kitchen table. I'm trying to eat me tea. And turn that Space Invaders 2 off the telly. The news is on. C'mon!" Eh? Whassat? Oh, yeah. Here's our *Micro Machines 2* review.

"C'mon! Never mind 'working down' with that Cindy Lauper video. I'm getting a lock on that phone, etc."

MEGA BOMBERMAN

20 WIN A 32X AND SOME GAMES! Hey, you! Shove your Game Gear in that stinky drawer where grandad kept his socks before he died. Sell your Master System to a charity for deprived children (break it first, of course). 32X is 'best'! For now...

Lion King



"C'mon! *Tiger Prince*, indeed. It's not as good as that *Dinosaur Park*, is it? C'mon!"

44 "Have you seen the film? Oh, it's so brilliant! Sad, but uplifting. Touching and funny. There's this bit, right, where Lion Dad gets killed by horses, I think. And it's quite violent. Actually, I think children will be scared of it, etc."

Reviews of games

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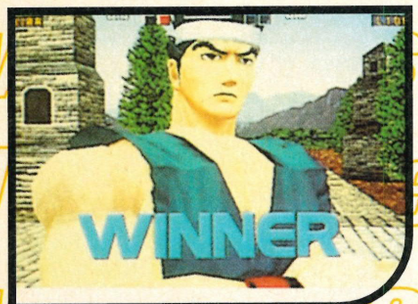
Virtua Fighter 2



Look at that profile, wouldn't like to meet him in a dark alley, etc.

As you can see, the new graphics are a lot more detailed, and that.

Yeess, the geezers and geezerettes return in what is, quite simply, the best-looking beat-em-up of all time. Gone are the Lego-like animations (however fluid they were) and now we've got about four times the amount of polygons and proper locations – instead of those awful grids that seemed to be in the middle of nowhere.

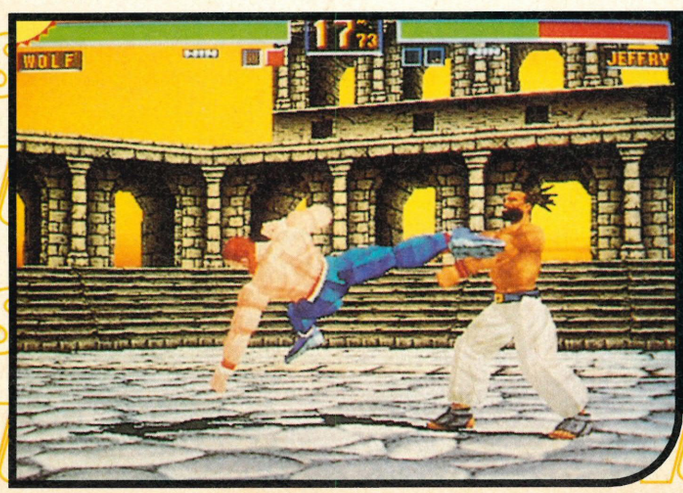
Enough. *Virtua Fighter 2* is the name of the game (as if you needed to be told) and unsurprisingly it's been programmed by *AM2*, the team responsible for, among others, *Virtua Racing*, *Virtua Fighter 1*, *Virtua Cop* (newsy thing last issue) and *Daytona*.

As you can see, new characters have been included – one of which is a dodgy-looking old geezer who should be easy to throw about and a bloke in one of those padded tanktops that were fashionable 15 years ago.

It's bound to be superb, so look out for it in your nearest coin-grab-bing arcade very shortly.

Lots of people of a pretty hard nature. Don't try to stare them out, and if they spill your pint, don't complain.

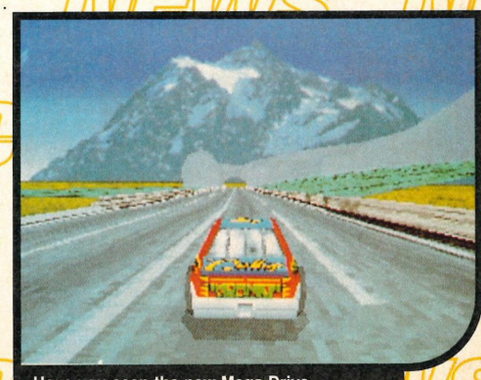
Daytona on 32X



Wolf and Jeffry enjoying a spot of pagga. Jeffry? Not exactly the hardest name, is it?

You're probably sick of reading all about these exclusive things in *Sega Power* by now, but we've got another one for you; apparently AM2 are working on a 32X version of *Daytona*.

Don't expect it to be as good (or detailed) as the Saturn version, but early reports have said that it looks pretty good and plays faithfully to the arcade game.



Have you seen the new Mega Drive Advanced Gaming? Is it rubbish? *Is it?*

BUY THIS Magazine

Don't (sigh) forget... From November 1st onwards, you'll be able to beat your scrawny ass down to your local news vendor and, armed with your greasiest, most sticky £1 coin, get yourself a top new multiformat video games mag. It's called Ultimate Future Games, and we've been told to tell you to buy it at all costs, because it's bloody ace.

So, just to SODDING recap... ULTIMATE FUTURE GAMES. STOP. NEW VIDEO GAMES MAGAZINE WHICH COVERS ALL THE 'NEW' FORMATS. STOP. FIRST ISSUE ON SALE NOVEMBER 1ST – ONLY 95P. STOP. Can we go now?

Ultimate Future Games

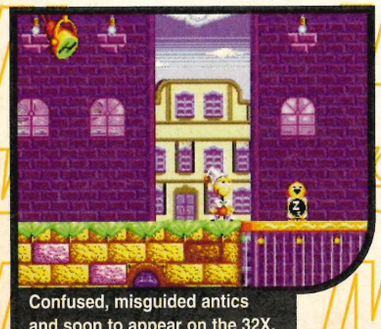
Win some videos

I'm sure that a girl who looks this young shouldn't be wearing clothes like this and striking such familiar poses... Hmmmm.

Pioneer are more commonly known for producing square boxes with lots of small lights on, but now they're delving into the world of anime. Their first releases are Tenchi Muyo and Moldiver, and damn fine viewing they are too. How do we know? Because we've got copies in the office and we've seen 'em. You can too, because we've got 10 packs of the first two episodes to give away.

To win a pack, just tell us which classic anime on the Manga label first started off all the interest in Japanese animation. Too hard? Okay, a small clue, it begins with A.

Send your scribbled entries (on a postcard please, the postman likes to read them) to: Uuurrhh? Sega Power, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW. All entries must get to us by Wednesday, 30th November. The editor is 'sorry'.

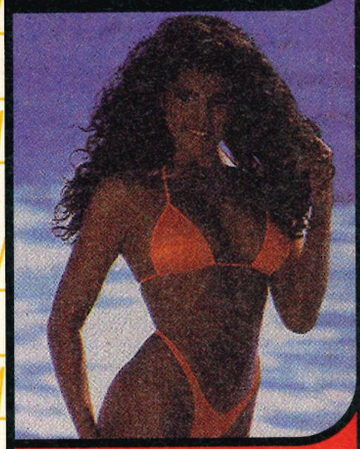


Confused, misguided antics and soon to appear on the 32X.

Dynamite Headdy - 32x

Another addition to the growing list of interesting titles on the way for the 32x is *Dynamite Headdy*. We here at *Sega Power* didn't think an awful lot of the Mega Drive version, but some other mags seemed to and it's all personal opinion and that. Expect it in all its 32-bit glory some time in the middle of next year.

Hot gossip



"Hi! You have contacted the Sega sex line. Later on, Carnal Cart, Electric Bikini, Sonic Skin, and 32 XXX. But now some breathing exercises..." Hey guys! Dial me. Mandy Mound. Again.

■ Neo Geo's super blaster *Viewpoint* is makin' it to the Genesis Drive, and from what I've seen with my undeniably lustful eyes, the conversion's just swell, with gurrrate isometric blastin', digital muzak, voices 'n' scrollin'. As my breast consultant would say to me during an examination, "Neat!"

■ *Mortal Kombat 3* – the coin-op will be at arcades around the globe to coincide with *Mortal Kombat – The Movie* next summer. Bally/Midway are filming the characters as I speak in my cute, sexy lingo, with Mileena and my ex Liu Kang (*Bloody liar* – Everyone) surviving from the last instalment.

■ Finally, *Sonic* fans will be delighted to know that the fella will be starring in his own Saturn 'n' 32x vehicles soon. Premiering at the Tokyo game show next summer, expect to see him in li'l ol' Yoorope next fall. Right, I'm off for a shower and a soap-down. (*And I'm off to my bedroom.* – Simon) Licks 'n' Kisses, Mands.

Fatal Fury – Game Gear

Smaller than a very wee thing, but not as... er... what?

Any Game Gear owners who are sick to death with *Mortal Kombat 2* should be as pleased as a drunk lamb to hear that *Fatal Fury* is on its fisting way to the finest handheld in the known universe.

The Game Gear version should have nine hulking fighters to choose from, and although there's no news of a European date, it should be released in Japan some time over the next couple of months.

New Beat-em-up

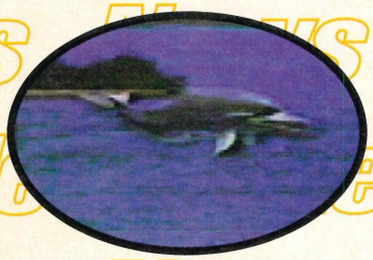
To make a slight change from their bizarre platform games, Treasure (*Gunstar Heroes*, *Dynamite Headdy*) are putting their twisted minds to a one-on-one beat-em-up.

The most novel thing about it is that up to four players can fight on screen at any one time. If you haven't got four people around, you can make up the rest of the numbers with computer-controlled characters. We make there to be a total of seven characters, but one thing we want to know is how they are going to fit in the 20 or so bosses.

Oh, what a treasure this is. Ha ha ho (my sides).

Ecco Latest Shots on Saturn -

Just thought you might like to see the intro from the Saturn version of *Ecco*. Good, isn't it? Imagine it moving. In fact, imagine the best possible moving intro from these shots and you'd be very close.



Core-don Bennet!

Battlecorps on the Saturn... won't look anything like this.

Everybody knows that Core are pretty decent when it comes to the CD – *Thunderhawk*, *Soulstar*, *BC Racers*, *Battlecorps* are all excellent – and so it was only natural that they'd be one of the first companies to get into the 32x and Saturn systems.

We've gone into a bit more detail with *Tee Off!* and *Swag Man* later in the issue, but here's a bit more detail on some of their other releases...

Mega 32x:

Thunderhawk – Obvious one, really. Bound to be superb and everything. With the extra graphics chips in the 32x we expect big things.

Soulstar – 24-bit colour (apparently) and some incredibly fancy polygon graphics. Different enough from the CD version to warrant a closer look.

BC Racers – Much the same as the Mega CD version – no bad thing, but with a split-screen two-player mode.

Saturn:

Battlecorps 2: Machinehead – imagine it, just for a few seconds. The power of the Saturn, plus the graphic environment of *Battlecorps*.

Fractal Racer – According to Core, *Fractal Racer* (working title) is a cross between *Daytona* and *Off Road Racing*. We all know that the Saturn can handle millions of polygons, so this should be easy.

Tomb Raiders – Dubious title, but enough of that. *Tomb Raiders* is a 3D adventure, but everything's still at the storyboard stage. More soon.

New from Digital Pictures EXCLUSIVE!!

After our in-depth Made in Hong Kong feature two months ago, we can now exclusively unveil the first screenshots of the Mega CD version of *Supreme Warrior*. For those who missed the feature, the game is basically a first-perspective beat-em-up – along the lines of *Prize Fighter*, but with more moves and stuff. Looks very interesting. Review next issue.

Top digitised action. Maybe.

In a different vein we also have *Corpse Killer*. Imagine a cross between *Bodycount* and *Lethal Enforcers* and you're close. Similar in game design to *Ground Zero Texas*, *Corpse Killers* has the added interest that it's the first game to feature sprite scaling on digitised graphics. All the zombies rush towards you very smoothly indeed. Top monster action and review stuff next issue.

Fwoar! eh? eh? eh? eh? eh? eh?

Charts are rubbish

If your name's Glen Bennet, and you're looking for the charts... DON'T BOTHER. Seeing as it's only three weeks since the last issue, the charts haven't changed (and even if they had, Mortal Kombat 2 is bound to still be at number one). Sorry 'n' all, but we all think they're rubbish anyway, and you can always tune in to Digitiser for the latest ones - if you're sad, that is.

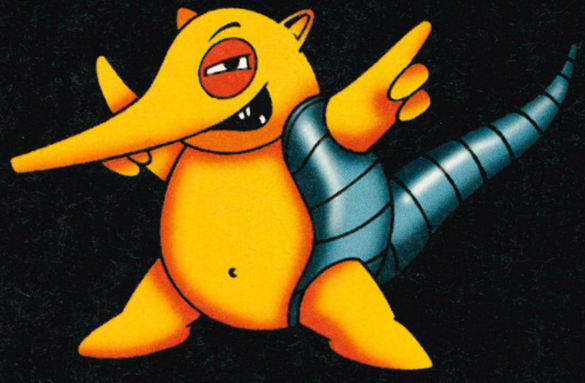
Samurai Shodown

Right, we know that there's a million and one beat-em-ups around, and the last thing you probably want to hear about is another one, but *Samurai Shodown* happens to be rather good.

Converted from the Neo Geo arcade game, *SS* is a 24-meg game with the largest characters yet seen in a fighting game. The animation's incredible. Look for our review in the next issue of *Sega Power*.

FROM THE CREATOR OF MICRO MACHINES™...

PSYCHO Pinball™



FULL TILT FROM NOVEMBER 25

3-BALL

Codemasters™

4 INTERACTIVE PINBALL TABLES

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TIPS

After last month's exclusive Mortal Kombat 2 cheat, we thought the Action Replay owning amongst you might be interested in this list of codes....

Sorry, that intro wasn't very good, was it? Let's try it again...

Own an Action Replay? Want some codes for Mortal Kombat 2? Yeah, course you do. We've got loads and we're going to give 'em to you...

No, no, no. Far too much like Sega Pro. Ah, sod it. Here are the codes..

MORTAL KOMBAT 2

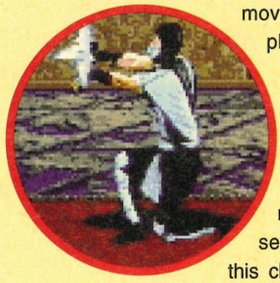
This first bunch will ONLY work with the Action Replay 2, but they're worth printing simply because they're pretty good.

DEADCØDEØØ
ØØ64CAØ5ØØ
41F9ØØA1ØØ
Ø3421Ø31FC
ØØØ1FØ2A1Ø
1ØØ8ØØØØØ5
66FØ1ØBCØØ
4ØE2Ø8Ø2ØØ
ØØØ8121ØE6
49Ø2Ø1ØØØ7
8Ø4111CØEF
D74EF864DØ

These DEADCODES (codes that were once living, but are now bereft of life) should be put in exactly the same order as they're printed here. Other codes can be added, but they must either go before or after these ones – not in between, or they won't work, you see?

When the Action Replay's activated, player one has the ability to select a different character at the end of each round – this includes playing against another player and the computer.

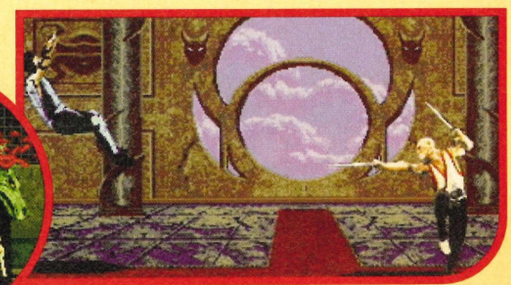
To use the Deadcodes, start the game as normal and activate the Action Replay 2, and as soon as one player's won, the game'll freeze. (Before the finishing move's completed.) Using player one's controller, select a player from the following list. Then, while holding these keys down, press the Start button – the next round will play with the selected character. With this cheat you're also able to play the hidden characters, but they have a habit of crashing when you try to use their special moves.



A+B+C	Kung Lao
A+C+R	Liu Kang
A+C	Cage
A+B+R	Baraka
A+B	Kitana
A+R	Mileena
A	Shang Tsung
B+C+R	Rayden
B+C	Sub Zero
C+R	Reptile
C	Scorpion
B+R	Jax
B	Kintaro (crashes)
R	Sha Kahn (crashes)
None	Smoke (crashes)

Now, these codes will work on either of the Action Replay machines...

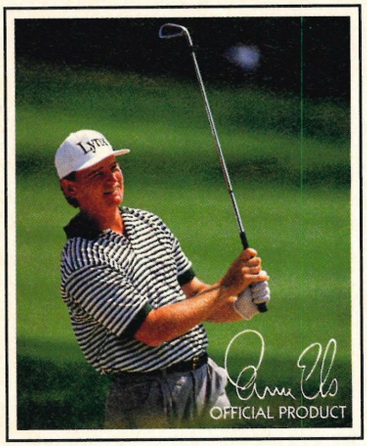
FFB623ØØ78	Unlimited energy – player one
FFB713ØØ78	Unlimited energy – player two
FFF457ØØ15	Unlimited credits
FFAB96ØØ99	Infinite time
FFAAC1ØØØX	Background select (change X for a different scene)
FFAABFØØØX	Stage select (change X for a different stage)
ØØ6Ø6E6ØFE	Pauses the game when the Action Replay's enabled
FFEEA4ØØ99	Player one has 99 wins
FFEEA6ØØ99	Player two has 99 wins
FFFØ25ØØ11	Displays fatality message every time
ØØ661A5555	Gives a player unlimited time to do a fatality



GET TO GRIPS WITH

POWER DRIVE
PD
PD
PD

ERNIE ELS Golf™



Includes 64K-BIT GRAPHICS CHIP

Sportsmaster IT'S NOT JUST A GAME

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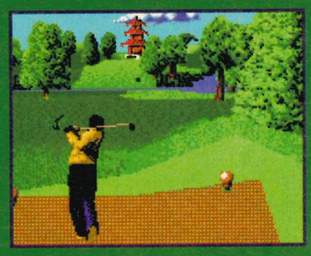
CHAMPION! U.S. OPEN '94

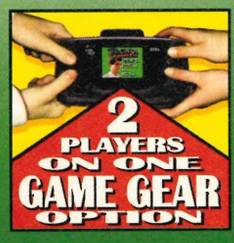


Includes 64K-BIT GRAPHICS CHIP

Challenge Ernie Els – the man with a drive like an Exocet – in this realistic and gripping golf experience. Compete on four 3D rendered courses, with rotoscoped player movement, and seven game styles. *Ernie Els Golf* is total golf.

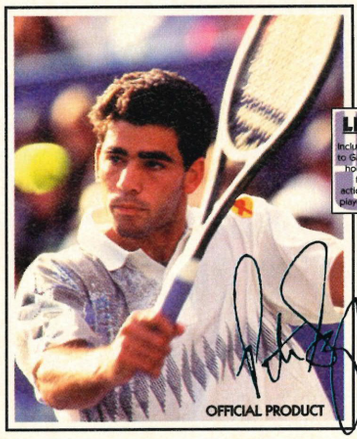
SPORTS GEAR

Pete Sampras' serves can turn a ball ballistic - fearsome forehands, blistering backhands and skillful lobs - this is pure tennis action! Complete with 30 different competitors and an innovative 2-player option. Prepare for a smash!



CHAMPION! WIMBLEDON '94

PETE SAMPRAS™ TENNIS



LINK UP
Includes Game Gear to Game Gear cable hook-up option, for 2 player action and up to 8 player Tournament.

2 PLAYERS ON ONE GAME GEAR OPTION

Sportsmaster IT'S NOT JUST A GAME

Codemasters

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Sportsmaster

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EXCLUSIVE!!!!!!!
DOOM
EXCLUSIVE!
id
SOFTWAR
PROTON

Virtua S

• 32X • Sega • December •

'Aving The Enemy dahn the trenches. Or, as Black Sabbath sang: "Generals gather in their masses/Just like witches at black masses." Shitey crap...

The beginning of the final assault. Or as Black Sabbath sang: "Satan's coming round the bend/Devil's pie of pastry mend." Time for an 'er' one thinks. "Er."

Yes, yes, very Freudian Womb Cake Bonanza.

'Urry up, Sonya – it's on! 'Ave you got a rarver large cock...pit? VR mode number one straight from the front of your Star Ship Enterprise space thing monster.

Even people called Boris know 'things about Star Wars'. In fact, even people called Boris probably know "What the 'TIE' in 'TIE Fighter' stands for" and (jeez, wow, really?) "Who was the original owner of the Millenium Falcon, before Han Solo." And, haw haw, another thing, right? People called Boris (that's sad, lonely, people, the type that keep a wardrobe full of empty biscuit selection boxes 'just in case', the type that collects Starburst magazine, the type that live next door to their mum and dad 'just because, right?') swap jokes 'about Star Wars' with their terrifying Boris friends. "What kind of a first name is DARTH anyway?" (shriek) "That Chewbacca looks like a CARPET!" (howl) "And that Princess Leia looks like she's wearing headphones. Because of her HAIRCUT!" (guffaw). I'm a free man. I. AM. FREE. There will be no Star Wars 'concept', 'angle', 'slant', or 'anally retentive infotainment Star facts'. It's not original. It's not funny. And it's not clever. The kids hate you Boris. You and your Force.

Quote: "*Rebel Assault* is one of the most talked about games on the Mega Drive since *Virtua Racing* and *Super Street Fighter 2* hit the headlines." Source: Mega Drive Advanced Gaming. Verdict: Bollocks. In fact, a load of old Boris bollocks. If you've been living under a rock in Outer Mongolia for the

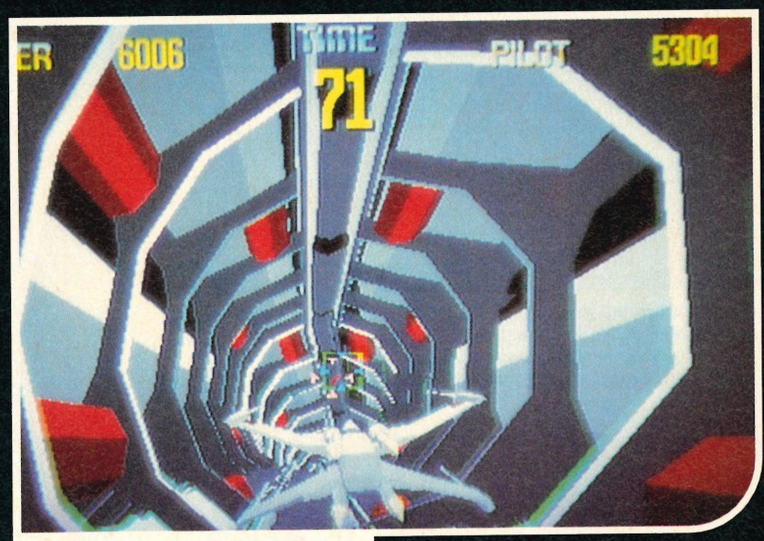
Tick, tick, tick, tick, BOOM!!! (Thanks to MD Advanced Gaming for the caption.)

Badly Informed Dad says: "Come on now, son, off with your Space Invaders, your mother's got the tea ready. AND TURN THAT WIRELESS OFF!!!"

Exclusive arses bare yourselves to *Sega Power*: the final scene...

tarWars

INFOTAINMENT: the crappy green bits show how many fightahs are left.



An X Wing shoots into an enemy craft. Bit like a reverse-jizz really...

past few months (thank you Boris, thank you) you'll know that the World's Best Mega Drive Mag (all 36 pages of it – that's one page per reader, circulation fans) was – choke, gasp, sweat – wrong. With hilarious results!!! Et cliché cetera...

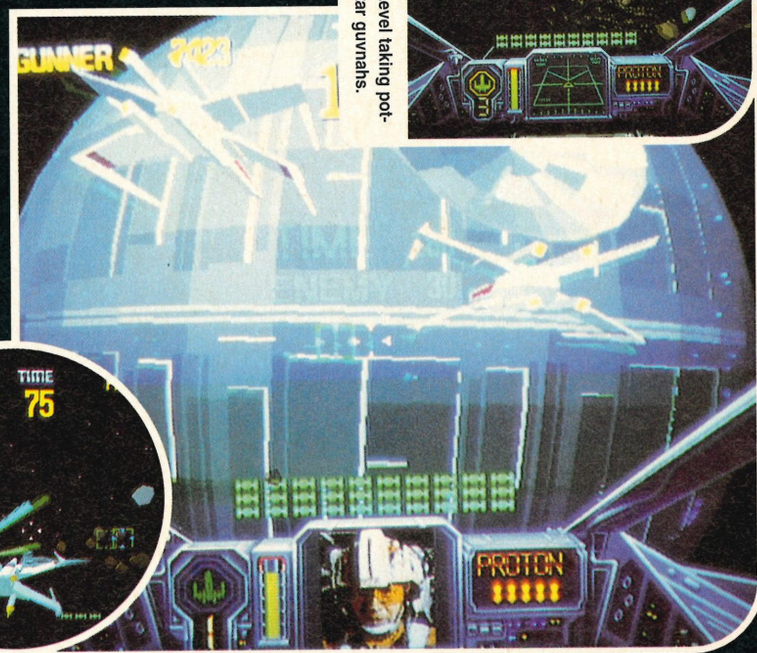
O-kay. *Virtua Star Wars*. Two years in development. The latest in Sega's Virtua range. The best coin-op this year. (Yeah, yeah, yeah, a 'very Star Wars feel', Boris. Just like in the movie, Boris, only this time you can, you know, 'be' Luke.) And now it's 'on' the Mega 32X, so-obvious-it-wasn't-worth-mentioning-it fans. And it's tip top.

Right, sonny. As with the arcade stuff, there's the two-player option where you can 'do' gunning or piloting. That bit's good if you've got friends.

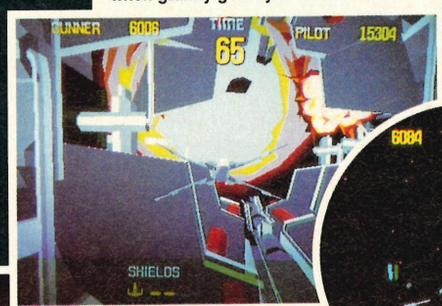
Although the gameplay and levels follow a fairly simple course (swerve and shoot until you reach the boss/ship/that Death Star reactor thing), it's an 'ard shootah to get to grips with, due to the time limits that go with the missions. If you're crap and can't handle dodging your way through the first task, you can always console yourself with a couple of wows at the polygons, or tamper trainspoddingly with the two VR modes. Ahh, just gander at the pics. That's a 32x, that is. Not as 'fast' as the arcade when it comes to the crunch, but lovely to experience. Which sadly means that this is *not* the last you'll be hearing about Darth bleedin' Vader and his poncey Force. Bummer.

SEGA POWER

The Practise Level taking pot-shots at the star guvnahs.

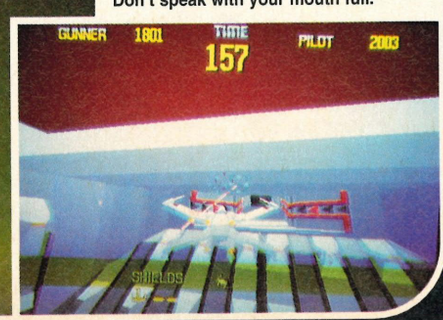


Advice: Be grateful. Say "Arse-you" when granny gives you sweeties.



Can't afford a 32X yet? Recreate that 'Star Wars Feeling' by 'doing' moonies out of the back seat of your dad's car.

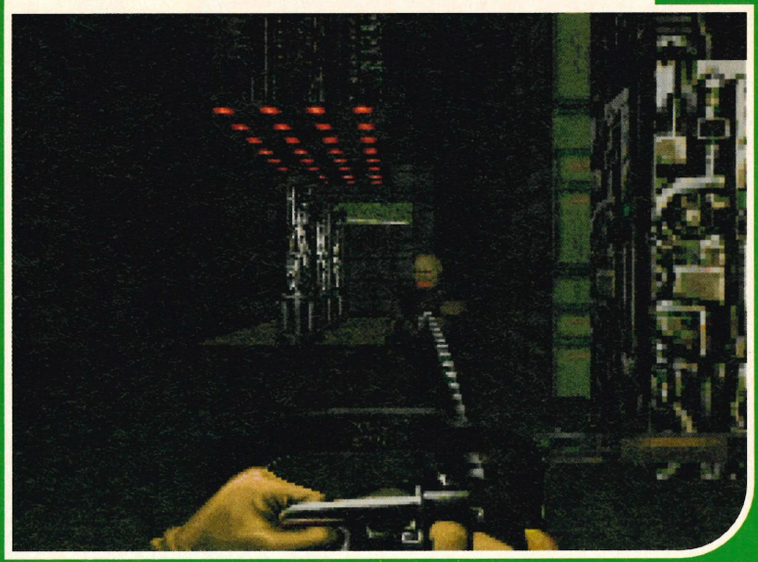
The Moral Message of Star Wars is... Don't speak with your mouth full.



Pasty Toss the Clown says: "Review next issue. Eat me!"

Hello (or, as I say to my mates down at the Computer Club, "Alright, mate?") Inevitably enough, it's me, Glen Bennett. I'm 26, I own a PC, I love the original *Doom*, and so 'the crew' have asked me to 'do' these captions. Ace...

Oh, this bit's great, right? You go across to the thing with the red lights and you pick up this thing, and the bloke shoots at you and you can kill him.



Doom

● 32X ● Sega ● November/December ●

In a sickeningly (eh? eh?) exclusive move, we've seen and played Doom on 32X! Well, our Savage Affairs Correspondent, Ted Maul, has. Ted's a disturbingly MASSIVE fan of the original PC version, and this is his report here he is reports...

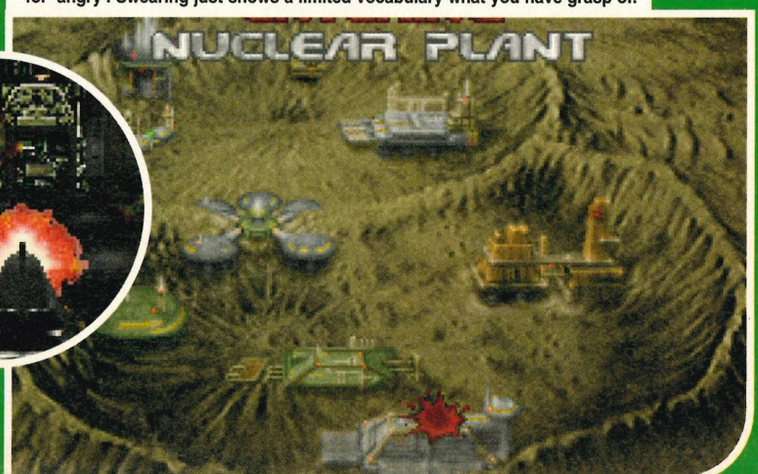
This beast is called the 'Baron of Satan', or maybe it's... hang on... I'll just have a look at this press release... Coo, that's brilliant! Apparently, *Doom* was actually...

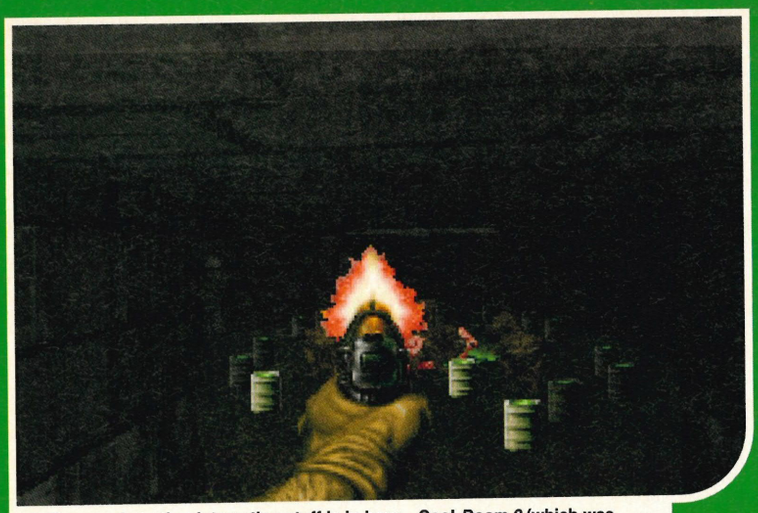
Stabbing away like some frenzied lunatic on a deserted piece of waste-ground, I slotted in my secretly acquired Mega Drive 32 add-on and deftly followed through with a pounding double-entry (the *Doom* cartridge). Jolted into a hellish, three-dimensional netherworld, I aimed my humble pistol ahead and begin a long, languid odyssey of cruel, lingering brutality...

Doom is a stalking, raggedly intense meditation on blind, ugly violence. I have under my control an impossibly pumped-up, head-down fearless BLOKE who has taken it upon his rattling, muscular self to descend into a nightmarish pit of eternal

...developed on a Pentium PC3XV7Y-@£QILTLPSTX and it was originally going to be set in a genetics laboratory and be called It's Green And It's P...

...ah. I don't want to say that word, but it's basically an American slang term for 'angry'. Swearing just shows a limited vocabulary what you have grasp of.





Let's see what other interesting stuff is in here... Coo! *Doom 2* (which was released in October on the PC, which, incidentally, is the computer that I...

...have), is the first ever computer game to receive an '18' certificate. That's because of all the violence, blood, satanic imagery and monsters, and that.

I dunno. People overreact, don't they? It's actually not that violent at all. Um...

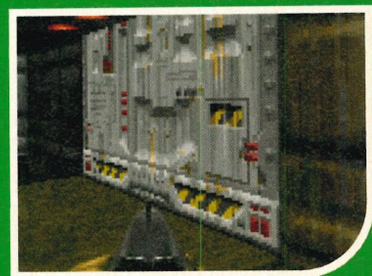
filthmation to shoot some rather unspeakably evil creatures repeatedly in the forehead.

A bit like *Zero Tolerance*, that game we, er, they reviewed two or three issues ago, there's lots to see, do, pick up, and unnecessarily torture. As I swaggered around the unnervingly 'real' 3D environment, enraged and expectant, persistently terrorised by the foul, pulsing tendrils of profound, primal horror, I encountered beasts of petrifying hostility – nauseatingly ugly, bathed in putrid-smelling oils distilled from the very dregs of Hell's diseased bowels, appallingly single-minded in their pursuit of morbid and fleshy DEATH.

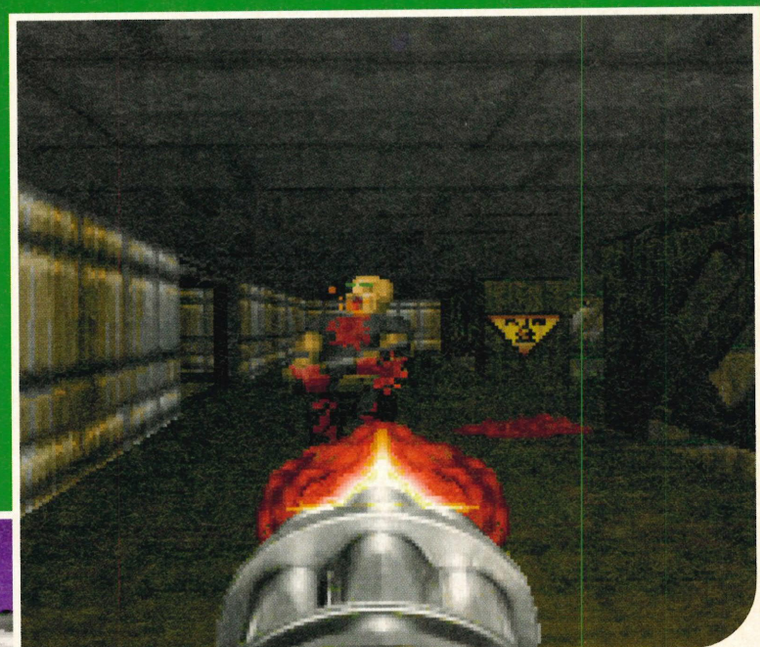
I tried to open a big blue door, but, no matter how much I cussed, swore and stamped my feet, it just wouldn't budge.

A piggish grunt from the right caused me to spin around through 360°. Impressed with my dexterity, but resisting the obvious gawk of a mental self-gloat, I finished the manoeuvre with a further 180° swivel and, jamming the pistol between crazed, bulging eyeballs, reduced a loathsome, dog-like demon to a pile of quivering blubber.

Understandably shaken by the experience, I determinedly hoofed it down a corridor, and spotted a blue key lying coyly and cutely in a pile of ▶



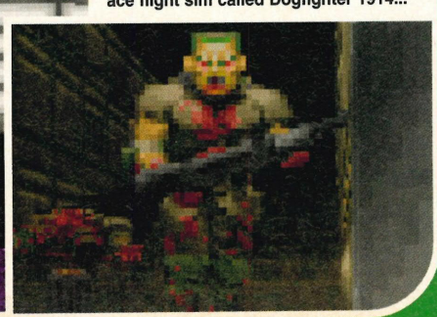
I mean, let's face it, some cartoons are more violent, and there was violence before video games.



...and there's this great bit, right, where you have to alter the 'pitch' of your aircraft just at the...

I mean, look at World War One. They didn't have games like *Doom* then, did they? And that was quite violent. See! Yeeeah!

Speaking of World War One, I've got this ace flight sim called Dogfighter 1914...



...right moment because a German bomber is attacking.

Doom

◀ still-bubbling vomit. Then, suddenly, came darkness – and they were upon me. Smothering, snarling, ready to tear, to rip, to feast...

But, I forgot to tell you this bit... I'd found the chainsaw. Ooooh yes... It was time, time to pay... It was time for shredded monster face to spatter heavily against the slimy walls of hell... SEGA POWER

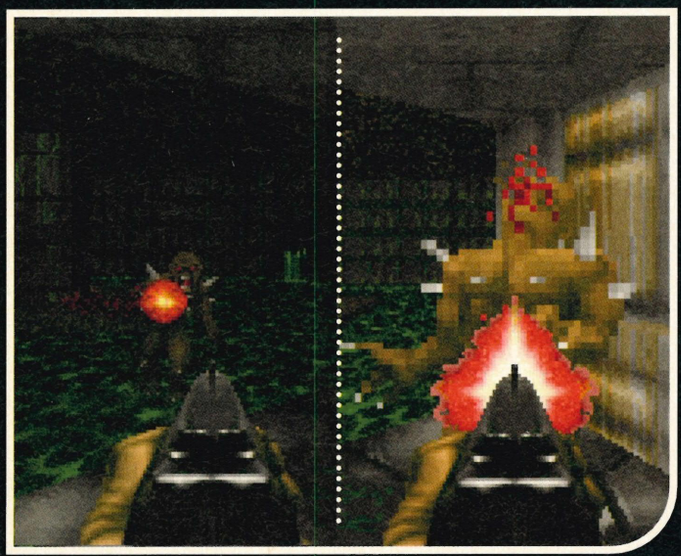
IMP

WHAT?

Nasty, demonic alien-esque thingy. Spits fiery phlegm into your face.

MAKE HIM DIE...

A close blast with a shotgun, or a good taste of the chainsaw.



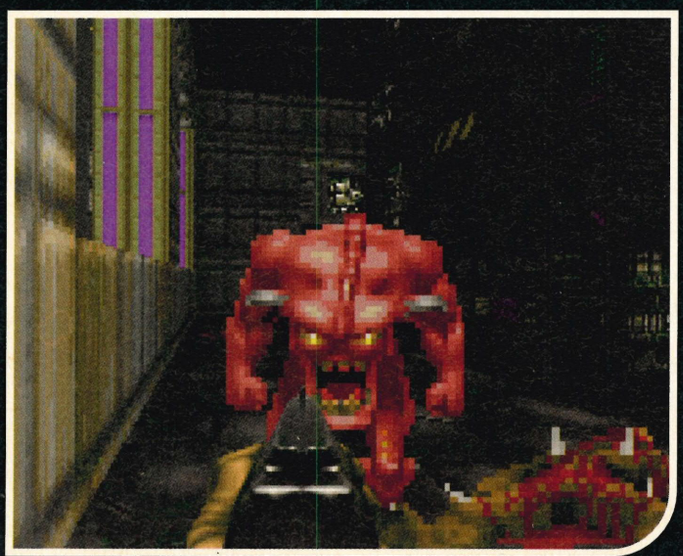
DEMON

WHAT?

Grunting, purple monstrosity. Tends to hem you in and bite you to death.

MAKE HIM DIE...

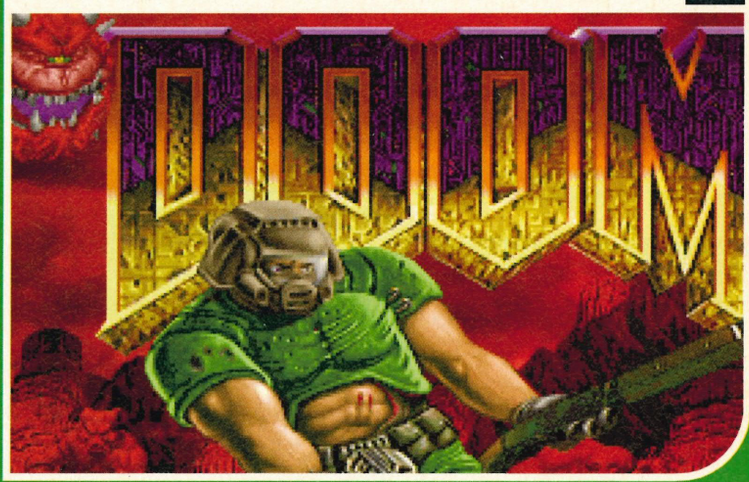
Keep your distance and put four, rapid shotgun-sized holes in his face.



Hello Sir!

Staggering around the fiery veins of HELL, semi-conscious and blinded by blood-saturated eyelids, you meet the strangest people. And you can be cock-certain they won't be interested in discussing the oppressive temperature. They're more likely to drool fetid, acidic saliva into your ear before tearing out your stomach and shoving it up your ARSE. The 32X version features all the original monsters off of the PC, and, 'sources close to Sega' (a man called Eric) tell us there may be a few exclusive little surprises. Pant!

(Glen? Glen!) Oh, sorry... Yep. *Doom*. Hardcore 'Doomsters' (as I like to call them – ha ha) go round to each other's houses and play *Doom* together. All bloody night.



It's banned in Germany, people like my mates 'create' their own levels, it causes loads of office disruption, it's an ace game, call James Binns, etc...

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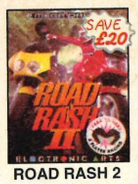

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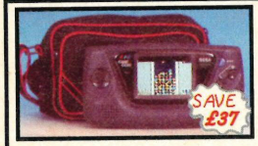

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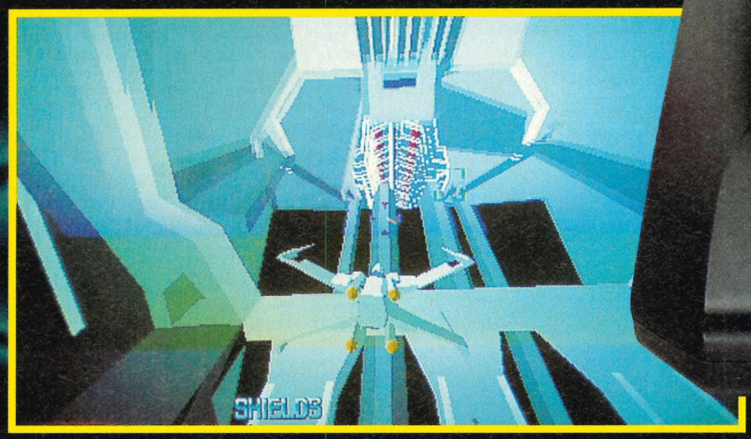
Trust Sega Power, eh? Trust us to bring you this exclusive and fantastic compo. Being the great people that we are, we've only decided to give away that spare 32x which is knocking about the office. Do you want it? If so, there's a pile of games too...



There's a new games machine. Everyone is talking about it, and we've got one here in the office to give away.

We've spent ages playing on it and, well, we don't want to hog all the fun. And as *Doom*, *Virtua Star Wars* and *Virtua Racing Deluxe* are the games to be playing on it, we've chased them down for you as well.

To take part in this giveaway of a lifetime...

...all you have to do is take a photo of someone famous, or a bit famous even, reading a copy of *Sega Power*. It's a bit of a challenge, but we're sure you can convince some megastar or other that it'd be in their best interests to strike a pose, so *you* can win all this great stuff.

The photo could be of anyone, from that dredged-up old has-been opening a supermarket near you this Saturday, to a top exclusive shot of a nude royal reading *Sega Power* which you could always sell on to the tabloid press afterwards. Hey... now that would be worth a pretty penny. But who wants pretty pennies when you can have a 32x with some brilliant new games, eh? Send your "shots" to: "Paparazzi Power", *Sega Power*, Future Publishing, 30 Monmouth St, Bath BA1 2BW.

Bossy bit

1. You can send a photo of anyone except Whigfield.

2. Also, if your photo features Keanu Reeves, it will not be accepted unless he has agreed to take Alison out for a meal. In the restaurant of her choice. And come back for coffee afterwards.

3. Don't think that phoning us up a lot asking us which game is best out of SSF2 or MK2 will endear you to us.

4. Get your entries in by the end of November.

5. And the editor's decision is just that.

pads for Professionals

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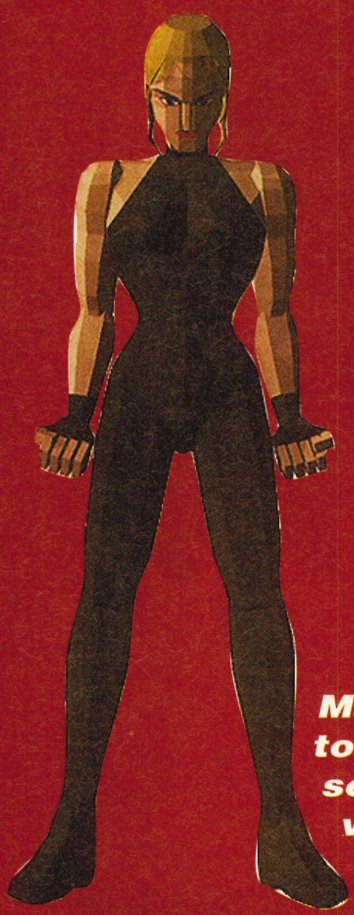
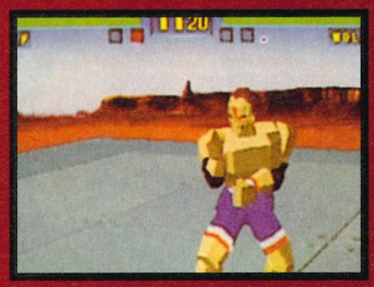
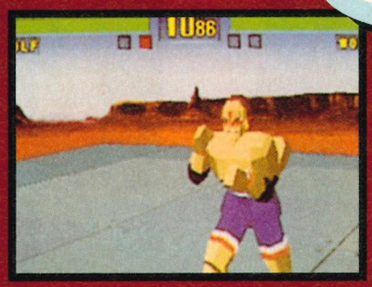
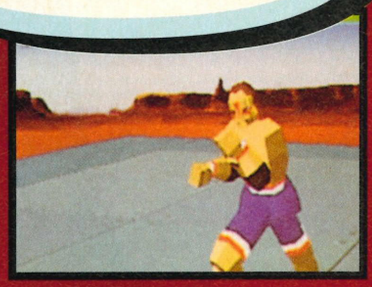








Many thanks to the very secret person who loves Sega Power more than life itself – and gave us loads of stuff on VF. We love you, we really do.

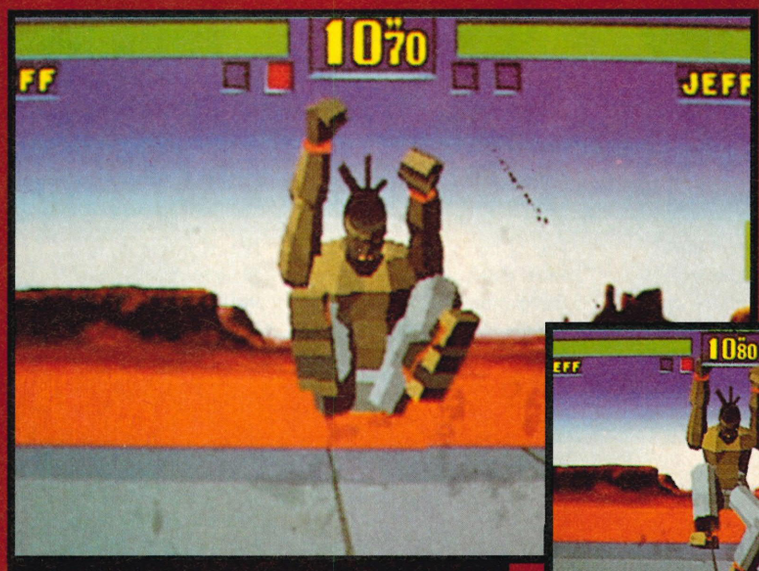
• Saturn • Jap Import •
• Available: November (Japan) • Sega •

After *Daytona*, the one game that most people are drooling for on the Saturn is *Virtua Fighter*. *Sega Power* reckon that it's about time you saw and heard more about this game. So, using a mixture of top Japanese contacts, and seeing the actual Saturn version running, we bring you this taster.

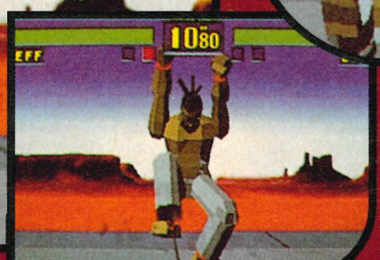
Fair enough, the system isn't out until next September, but be honest, how many of you will be buying it from your importers when they start to appear in the middle of December. Quite a few, I suspect.

Virtua Fighter is as close to the arcade version as is humanly possible. The head of AM2, Yu Suzuki, is the man responsible for giving us the best possible conversion he can.

Each of the original characters was made up from a total of 2,000 polygons. Now that's a difficult task for the 'humble' Saturn, but AM2, with the help of some extra graphics routines, are convinced that it's within their capabilities. And having seen an almost complete version, we'd have to agree with him. Check out



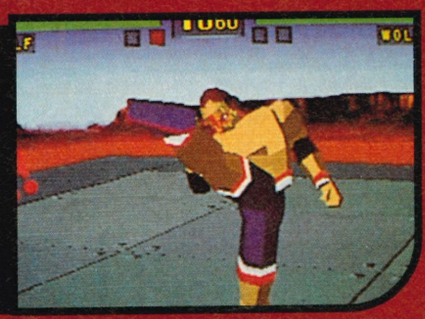
Top fighting tactics (1): Get one of your friends to crouch behind someone you don't like (a fat or unfashionable person will do) and then push them heavily in the chest.



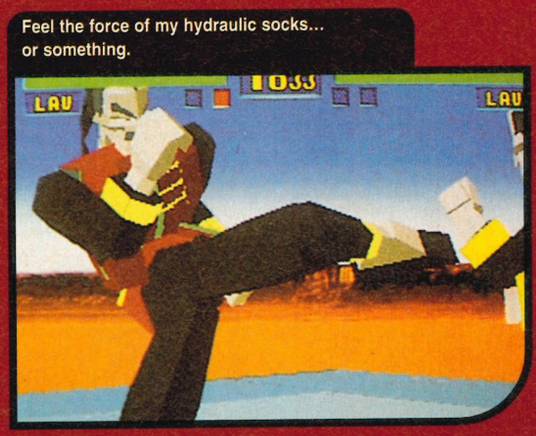
Top tactics (2): If somebody has something you want...

(Cont.)... hit them from behind and quickly steal it before they realise who it was.

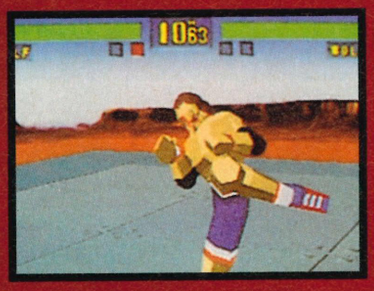
a hter



James Binns likes this game. Ring him up on PC Format. NOW!



Feel the force of my hydraulic socks... or something.

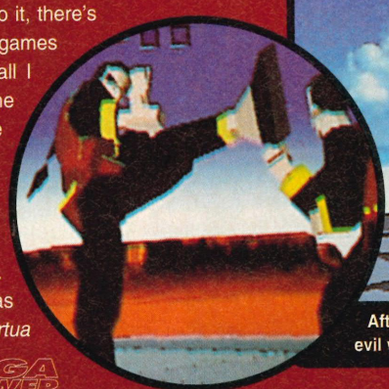


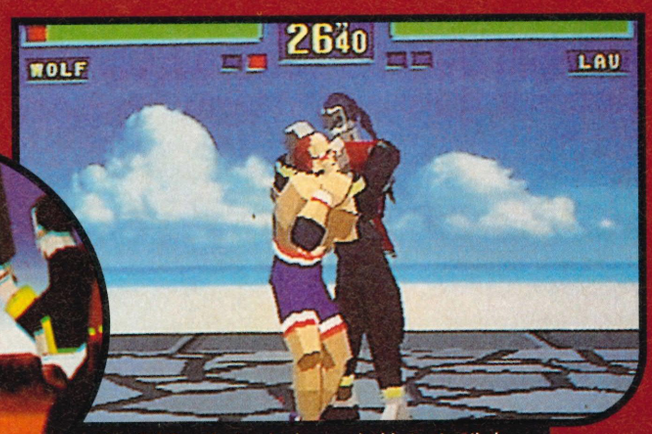
these shots, and compare the original arcade version to the Saturn one and see what you think.

Okay, enough jovial banter. *Virtua Fighter* was always one of those games that was better to watch than to play. Oops, have I upset someone? So, the Saturn will give us an almost perfect version and soon we'll be able to view various Lego people from all angles – whoopee doo.

Don't be fooled by the hype. Both *Mortal Kombat 2* and *Street Fighter 2* are better. The Saturn's going to have versions of *Mortal Kombat* (probably *MK 3*), *Street Fighter* and *Dark Stalkers* (yeeeesss!!), so *Virtua Fighter* falls down when compared with those three. Remember, the arcade game's about a year old now, and a year's a long time in computer games – or so my dear sweet grandmother always used to say.

When it boils down to it, there's bound to be a lot worse games around for the Saturn, all I ask is that while some mags will try to convince you that it's the best thing since real life, try to remember how you felt after you actually played the game. Another point: when was the last time you saw *Virtua Fighter* in the arcades? SEGA POWER





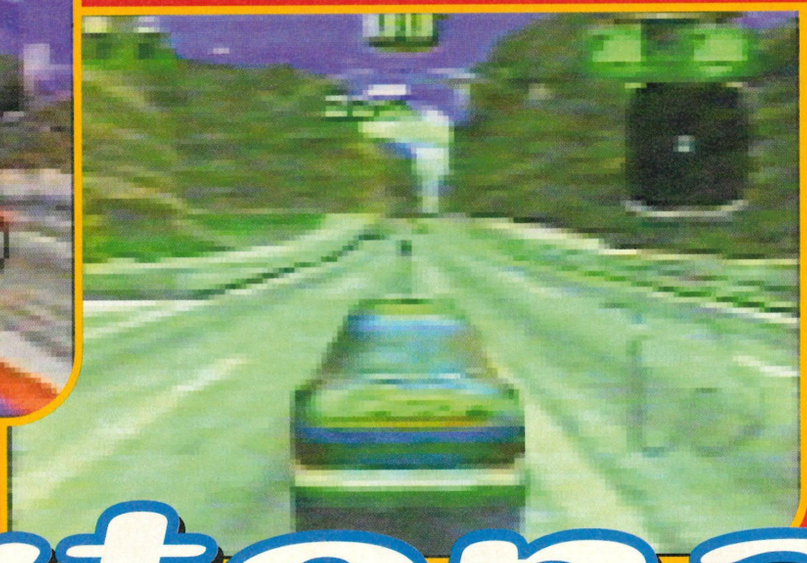
After fighting, the two burly men decide to stop their evil ways and have a bonding hug. That's nice.

NEW & OLD

To compare the two versions, we've put the original shot on the top and the Saturn one underneath. Aren't we wonderful?

• Saturn • Available: November •
• Jap Import • Sega •

My Fantasy Car 1) Andy: "I'd like one that's shaped like an arse. It would be big and pink and powerful, just like my arse in fact."



My Fantasy Car 4) Simon: "I'd really like a Ford Renata with a hooter that farts in D Minor as a warning to those fat old bids that keep 'doing' reverse."

Daytona USA

My Fantasy Car 2) Laura "I'd prefer a big butcher's van."

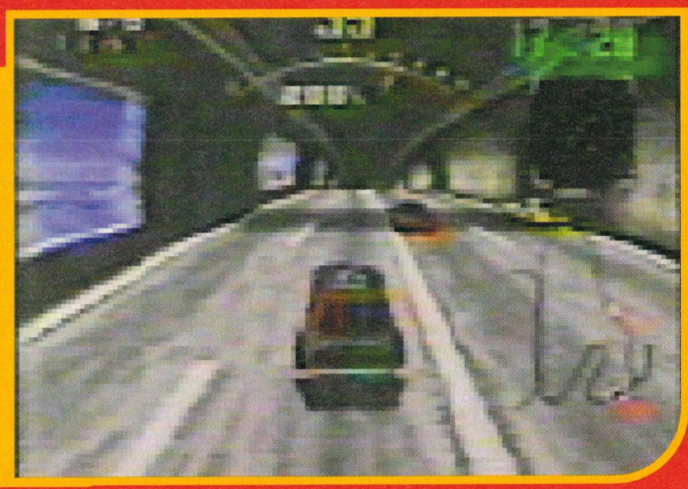
Thanks – once more – to Dream Machines (0429 – 869459) for anything relating to *Daytona USA*, *Clockwork Knight* and *Chinese Detective*.

We all know that *Daytona* is the best arcade racing game, EVER. No competition. Forget anyone who reckons that *Ridge Racer*'s better. They are talking out of their inflated arse. *Ridge Racer* only has two tracks, and the second one is almost identical to the first one, with only a small section added on to it. Utter rubbish. *Daytona* is superb, and it's the game that's going to be packaged with the Saturn when it's released in Japan in November.

For those people unfortunate enough not to have played it yet, what's wrong with you? Find somewhere. Play it for yourself and then realise what all the fuss is about. *Virtua Racing* was all very well, but it looks rubbish when put up against *Daytona*.

Once again – as you'd expect – *Sega Power* (thanks to Dream Machines) saw a finished version of the game running from a video tape, and you'll be pleased to know, that although the game looks chunkier, it's hard to tell the two versions apart. In fact, inside sources tell us that the Saturn version has extra scenery not included in the arcade game.

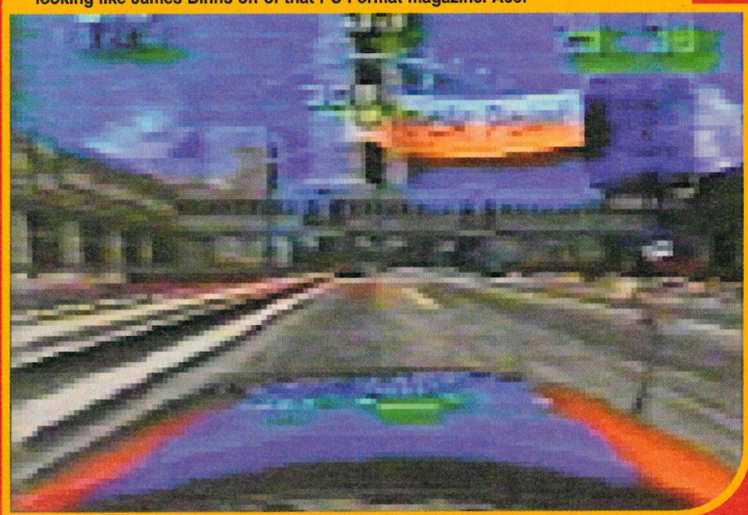
On top of that it's got all three levels from the arcade and lots of cars... driving... very... fast. Look, it's Monday morning, I've had a lovely weekend and I feel very fragile. SEGA POWER



My Fantasy Car 5) Jason: "One with a Luther Vandross model in the passenger seat. Er, cool?"

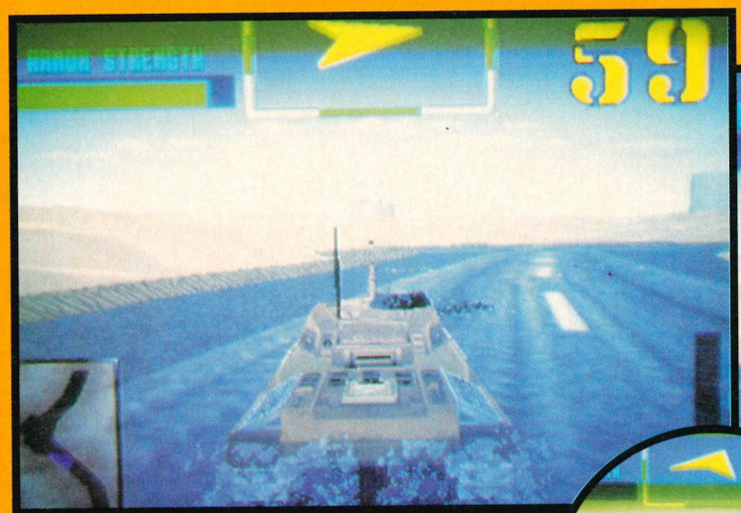
My Fantasy Car 3) Dean: "My dream machine would be one of those ones that go round golf courses, only this would go really fast like me doing sex."

My Fantasy Car 6) Ali: "My car-come-true would be one painted ginger and looking like James Binns off of that PC Format magazine. Ace!"

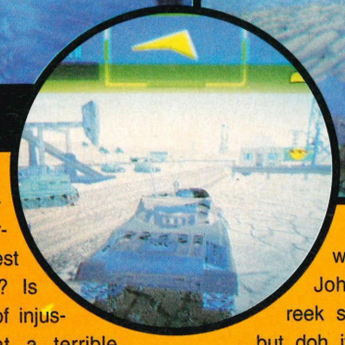


Desert Tank

• Hamleys, Regent Street •
• One go = one quid •



Desertoformation... Several interesting insects actually 'live' in 'deserts'. These include flies, spiders and small 'Christ' beetles.



Infodesertainmeni... If you decide to order 'dessert' in a 'bistro', then you'll probably be offered 'cheesecake', 'sorbet' and not sand, etc.

Twister. Kerplunk. Buckaroo. Connect Four. Pockateers. Cross Fire. Downfall. Dragster. Hungry Hippos. Domino Rally. Speak and Spell. Etch-a-Sketch. Operation (Mum: "Can I have a go?"). Mouse Trap (2 hours to set up, 3 minutes to play). Simon (oo-ee-aa-ii). Guess Who (IS IT PETER OR BLOODY WHAT?). Frustration (pop-o-matic!). I Vant to Bite Your Finger (absolute crap). All, yes ALL of these gaming masterpieces have at one time premiered at the toying metropolis known as Hamleys (Toys IS us). But – uhhh? What the? Yet – UUUHH-HUU! – what do I hear fumbling and screaming in the background like a fat child freak thing whose face has just thinned leaving him horrifically disproportioned for the rest of his fat life? Is that a sense of injustice hinting at a terrible exclusion? Is that enough questions? Is that an old enough joke for you? And was that introduction a bit toooo 80s? And what would you know?

Desert Tank, the latest in a long line of cracking Sega coin-ops, has arrived at Regent Street to the audible sparking of gamers' pants everywhere. Styled after the successful and mega-spunky *Virtua Star Wars*, those Genie Arses at Sega have 'done' it again on the top shootah front. Yes, yes, the 'concept' of a tank walloping its way through the Johnny Foreigner dunes does reek somewhat of unsound ethics, but, doh, it's only a game right? Oh, and it rules, cushty like, er, mate. Time to go Innervations catalogue...

This MARVELLOUS interactive GAME from Sage Enterprises promises all the fun of KILLING THINGS with special guns and high-tech WEAPONS, only NOT FOR REAL! Hear the SCREAMS of the latest helicopters GOING DOWN in futuristic SMOKE in your own LIVING ROOM except you can only PLAY IT at Hamleys FOR THE MOMENT so IGNORE that last bit. It's ONLY one-player in a NEW HI-TECH chair, but there are 3 MAGNIFICENT VR MODES to SOD ABOUT WITH, and TWO MISSIONS will keep your THUMBS BUSY. EXPERIENCE the joys of LOUNGING ABOUT IN A TANK in a COSY SEAT and BIG screen. Only a QUID a GO!

Better than *Virtua Star Wars*? Not saying. *Desert Tank*. SEGA POWER Hamleys. Go.

Tankoeducativementation... If you're 'tanked up', it doesn't mean you're in a 'tank'. It means you're arseholed on rum. 'Tanking it' means running fast, etc.

Desertiontankment... Two fish in a tank. One says to the other blah blah etc.

Tankodesertivementedudatamation... HATE OLD PEOPLE! THEY SMELL OF W

Clockwork Knight

• Saturn • Release: November • • Import • Sega •

Although it might be a platform game (like 'platform' shoes, which, in the 70s, often led to people falling over, breaking their shins and spending a long 'time' in hospital) this certainly looks like the kind of thing you'll be playing 'time after time', well into the 'night'.

In fact, you'll have to 'watch' your wrist, as you'll probably be playing it so much, you'll feel like you've been 'punching in' someone (that's, uh, a person, not a 'clock', although you can punch 'clocks' (Yes, yes. - Dean)) in a boxing ring somewhere, where there may be 'seconds' being told to get out of the 'ring' (which is what an alarm 'clock' often does).

This is Princess Pakysowt. She's got this tattoo, right...

Uh? Looks like 'Clockie' has farted, the smelly spaz (*What?* - Dean).

'You' are Clockwork Knight, and you have to jump around some '3-' (a number on a 'clock'-face) -'D' (a letter often featured in words used in rooms with 'clocks' in them) platforms, avoiding alien-like things which may well possibly pester you like 'ticks'. Oh, I can't go on with this...

THE BIT WHERE WE ACTUALLY TELL YOU ABOUT THE GAME...

Platform game. In this game, there are some beautifully rendered 3D environments and animations and the characters move brilliantly. As a zany, quirky, tossy character, Clockwork Knight could certainly turn out to be the 32-bit successor to Sonic's 16-bit crown. Throne. Er. This game... SEGA POWER

Forget you, Kevin. Wasting pigs is radical, man. "Eh! C'mon!"

Chinese Detective

• Saturn • • Release: November • • Import • Sega •

God. It's a plant. A BLOODY PLANT!! WhadayaWANT? Jesus.

Hoa stalked, exaggerated and pullet-like, over the Chinese street-droid which was, like, drowning in spunky neon from the gurning overhead cyberpunk advertising glowy. Stuff.

Tossing off his head over his shoulder, he weed a swift gawp at the 18 burly S-CUNTHORPE Police-Droids who had been trailing on him since he had left Eleanor's swig-digs.

"HUUH?"

They began to innocently sweep a nearby shop doorway with their arses. But he could smell their furry fury like telepathic mind-paste. Hair sweating and teeth squeaking, it WAS time. He knew he had to *do things*...

Ducking thickly under the pavement and skidding like a spaz on a scooter, he rushed into Twatz, a seething, overground caf-pub'staurant. The place was full-to-the-pigtails with hanged clientele, all dangling from the spikily artexed ceiling. A bit like the stringy sinews connecting old man's testicles to their shrivelled, flaccid bodies. A bunch of drunken fly-droids blundered around, farting excitedly. Then...

"WHAT THE F-?"

The Police-Droids were busting through, Clitt-O-Rods fully charged, panting for seeping crimson chest wounds, diving at Hoa like mentally ill bat-droids.

(Echoing fade...)

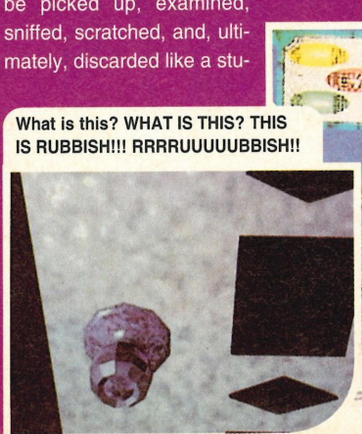
'ELEANOOOOOOOORRRR!!!"

THE BIT WHERE WE ACTUALLY TELL YOU ABOUT THE GAME...

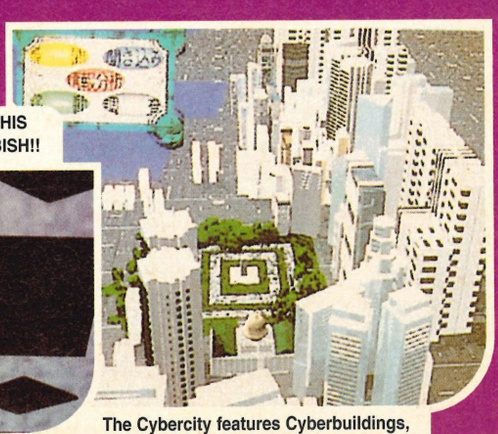
It's a 3D rendered game. An Ting. You're a detective who is also Chinese. In this game, you must wander around some beautifully 3D rendered houses and solve puzzly, Chinese crimes. Unlike other games of this """ilk""", in this game, you have total control over the beautifully rendered 3D environments that you encounter and are nice.

Yep. It's true, folks!!!!! Any object can be picked up, examined, sniffed, scratched, and, ultimately, discarded like a stupid, fat child. Perfect quality FMV of actors and actresses. This FMV is not in the actual game itself, but you, like, """cut""" to it sometimes. A bit like out of them films. Only on a Saturn.

If you like puzzly games (like 7th Guest, Night Trap or chess) then you'll probably like this, particularly if you like games with gorgeously rendered 3D blah... SEGA POWER

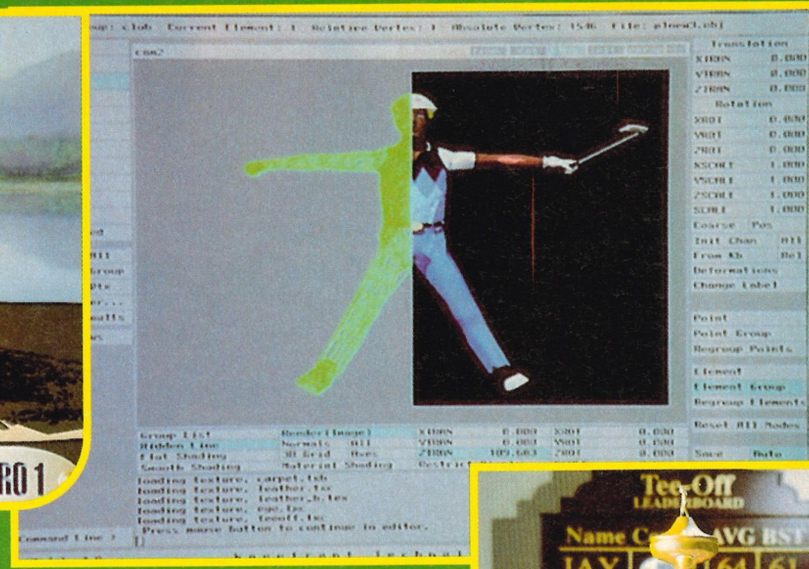


What is this? WHAT IS THIS? THIS IS RUBBISH!!! RRRRUUUUUBBISH!!

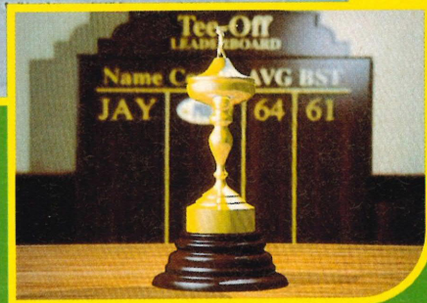


The Cybercity features Cyberbuildings, Cyberchips and Cyberdogtoss. Ace.

Anyone out there who plays golf... Just DON'T! Do something else. Blunder around shopping areas, dancing like Stephen Hawking. Er...



Yeah, it would be REALLY ACE if I said this was an ACTUAL shot of the... FINISHED GAME!!! Rusty Ponces. Golfing Gussets. .B-I-G and clever.



Spazzy Tuba June Whitfield says: "I love golf, so drink my cup and squat!"

• Mega 32X/Saturn •
• Release:December/January • Core Design •

Tee Off!

There are three species of sports spod. The first, scrawnified by its bedroom existence, vitamin D deficiency and intestinal survival on Alphabetti Spaghetti, is skilled in the sport of 'snooker.' His only wish is to acquire enough correy lakes of puss to challenge 'Steven Hendry'. The second has managed to evolve its Battersea Dog lanksome frame in order to make contact with what is known as 'outside'. Pasty type two considers himself skilled in the sport of 'golf'. His wish is to cultivate a pair of algae-ridden sideboards (or sellotape two weetabixes to his face) to carry the clubs of 'Nick' Faldo. The third doesn't give a toss about either activity as they require 'effort'. Instead he stays in and tinkers with his 'Mega Drive' whilst sipping bovril from a plastic beaker. And his name? Glenn Bennett. *And he* will be interested to know that *Tee Off!* has arrived. Golf. On a console. As real as possible.

Both on the 32X and Saturn (which will be released, with Caddy option, at a later date), *Tee Off!* aims to 'be' a video golf game, NOT a simulation. Spod number two would no doubt tut the game into the disgusted, anoraked bowels of a spod satan, but spod three? Glen will be delighted with its simplicity, playability yet inconceivably authentic 'feel'. It is, for want of a Pringle sweater and better phrase, 'sports casual'. Along with the golfy moves of driving, chipping and putting which fuel the gameplay, there are some (yeah, yeah, heard it all before, or have you?) bur-illiant telly style camera angles to follow the ball and Farrah slacks of your virtual golfer.

The thwackajack's all there: birdies, eagles, albatrosses, bogies, spazes, arses, twinkies, ploons, jobbies, flans, omelettes... You know, you could be really there (although to be honest, 'being there', ie. OUTSIDE, is the last thing he'd want). And options such as shoot-outs, matches, 72 hole tourna ments, skin challenges (that's a huckster cash-for-hole deal not a Mayfair reader's comp) and four huge courses to choose from, this is probably the best golf game EVER. Probably. We've seen it. We loved it. We're not as sad as we sound. But, hey, no 19th hole, kids. Boozing's for big boys. (I think we redeemed ourselves with the drink reference. Er, we're wild and *cur-azee* we are. Oh, arse...)

SEGA POWER

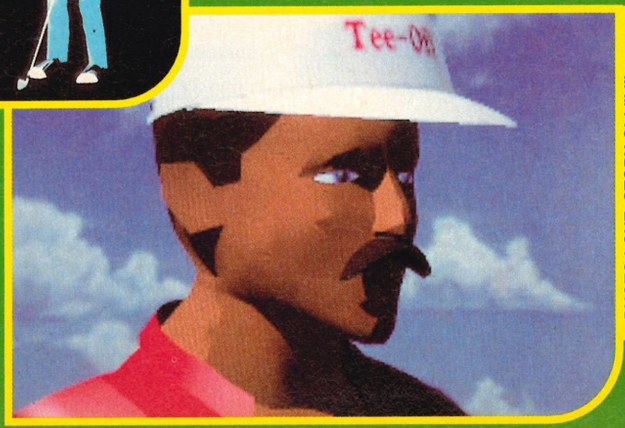
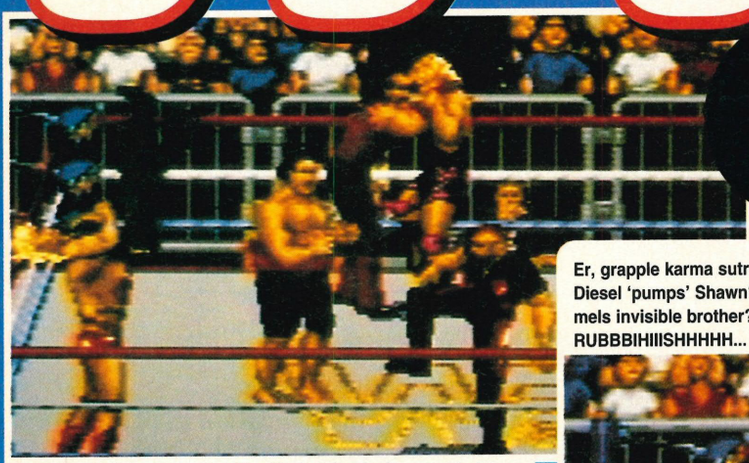


PHOTO LOVE STORY Girl:"I like you, I do. Will you go out with me?" Boy: "Laugh at my freakish face!" END

NEXT ISSUE: pictures of games, a free 'Bubsy' fridge, and we tell you what we really think of that small prat with the beret from the 'Manic' Street Preachers.

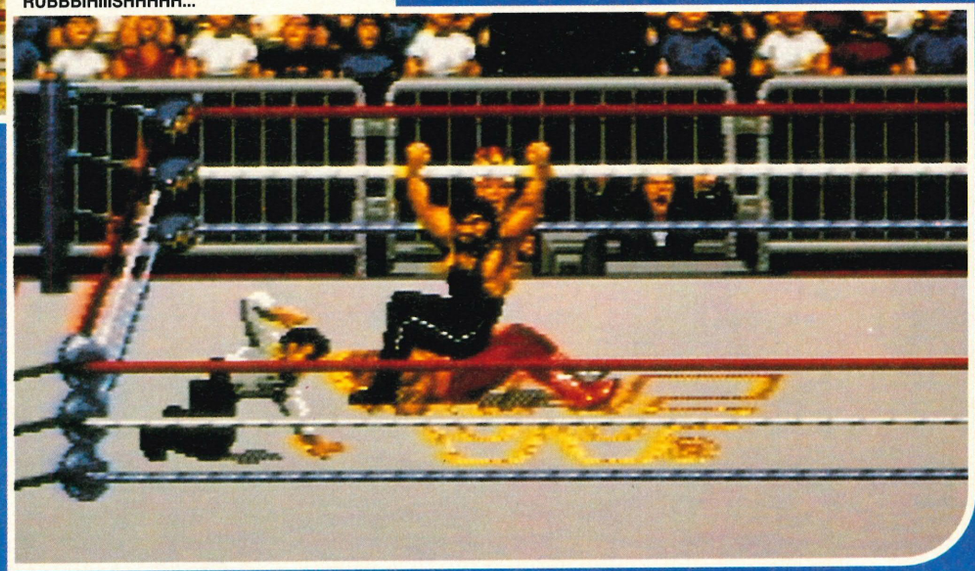
WWF Raw

• Mega Drive/Game Gear •
• Acclaim • December •



Our Mands informs us that The Undertaker isn't an 'undertaker' at all, but an American wrestler. Whereas we inform you that our Mands, a dish though she is, is as thick as shite.

Er, grapple karma sutra position 2? Um, Diesel 'pumps' Shawn? Ooerm, referee pummels invisible brother? Rubbish, *rubbish*, RUBBBIHIIISHHHHH...



Bret Hart. Who walks at 8 mph, is '5' strong, is '8' stamina, and weighs 5 stone. What a ponce.

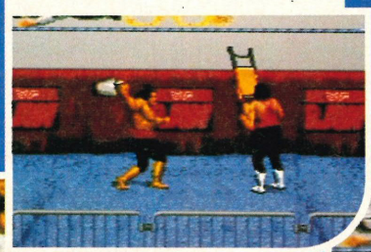
It's a Thursday evening, and the town hall is bulging with the stench of Black Cat fags, kebab fat, arse sweat and incontinence. Fat men and mentlers are barking booze burps, psycho-kids yank the skin off each others' faces. A spangled spod romances the microphone and smooches some names into the PA system, the lights flick off, and the grannies and loons oink to each other in code: 'Seet dahn!'

Awesome, angry, and fat, a figure lumbers out of the dim and into the dinge to the yodels, catcalls and sizist obscenities of the crowd. Then another comes. Then another. Then another... Soon the ring is heaving and puffing with men. Real men. Hard men. Fat men. Myths of mime, legends of lard, super heroes, every damn one of them. Openly boasting with their fat gobs, and slapping their lard, these boys are bloated with bovver. A gut-nudge here, a nut-crunch there. It's a scuffle, a tussle, now a grapple... Now A FIGHT, the best FIGHT you've ever seen: a head-crunching, spit-soaked, pile-driven, leotard-lobbing fat fest that never, ever ends. That, my son, is what a grappler's dreams are made of.

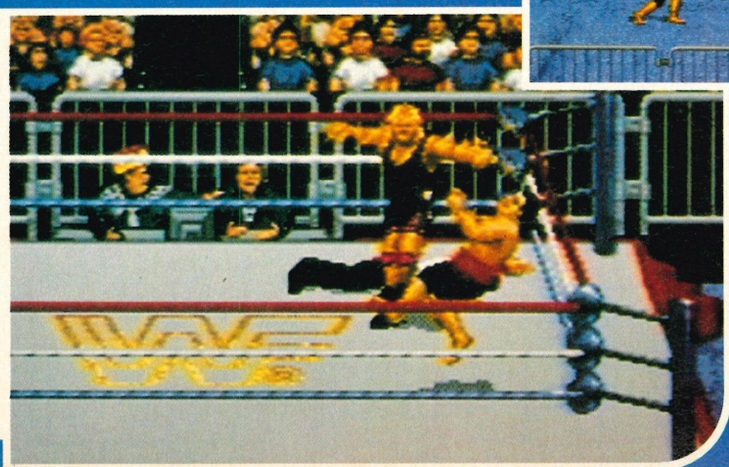
The unspectacular spectacle of British wrestling is much better than that American tosh. For a start, you've got to see it live. And for the finish, it's a damn sight funnier. But, America 'being' America, their grapple-fests are brighter, glossier, thinner. Hence, the popularity. Hence the TV coverage. Hence the hype. Hence the game. Like lard-lined toilet paper, these boys won't take any crap from anybody. Armed with special moves, suplexes, and belly bovvering, this is a brash, dumb but fun beat-em-up for up to four players with ruck options galore. A review next issue, but in the meantime go and see the GB Bloaters live. Pikey yes, but an inspired form of pikey.

SEGA POWER

Wonaaaaa! Tooaaaaa! Freeaaaaa!



'Wart' indeed. Those American wrestlers are just a bunch of pooftahs, and our British lads could have them any time, et bleedin' bigotry cetera.



Fancy yourself as a bit of a hard lad in the ring? Give James Binns a bell on PC Format and offer him a fight. Do it.Now.

Disney's

THE LION KING

Disney's The Lion King brings to life the majesty and mystery of Africa through the tale of Simba, a lion cub faced with the challenging transition to maturity. Now in this video game you can be part of the adventure. Driven into the wilderness by his evil uncle Scar, Simba finds salvation with Pumbaa the warthog and Timon the meerkat, and his education begins.

Disney SOFTWARE

MEGA DRIVE

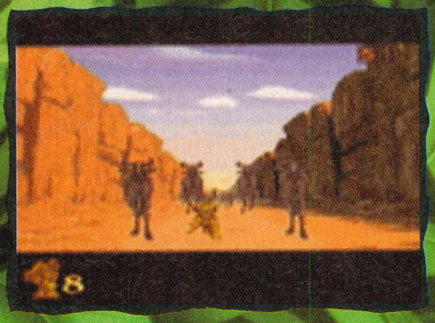
SEGA Master System

SEGA GAME GEAR

Virgin

Disney's THE LION KING

Tackle heinous hyenas in the elephant graveyard, avoid the trampling hooves of stampeding wildebeest as you battle through 10 levels to ensure Simba claims his rightful place as The Lion King.



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Disney SOFTWARE

MEGA DRIVE

SEGA Master System

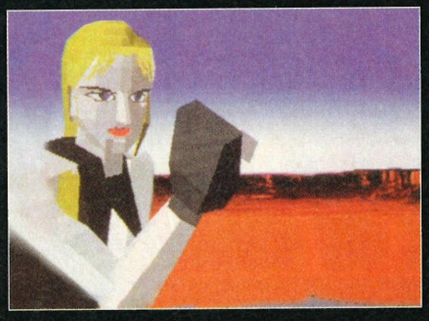
SEGA GAME GEAR

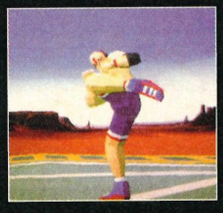
Virgin

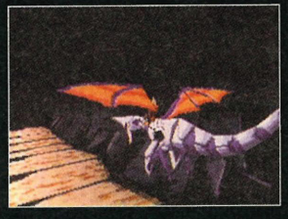
The **best** beat 'em up ever
is heading for the

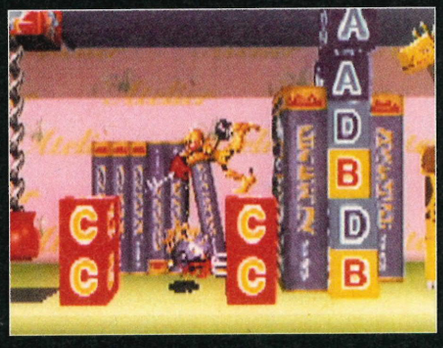
Sega Saturn

(And probably the **best** shoot 'em up and platform game as well...)









See the **first** Saturn games in **Edge**

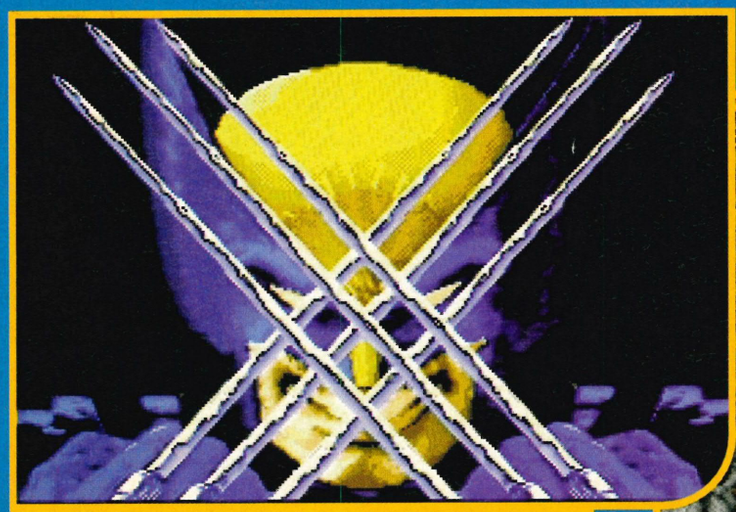
Magazine of the year
IN/IN
Industry awards

Issue **fourteen** onsale 29 September
at selected newsagents now

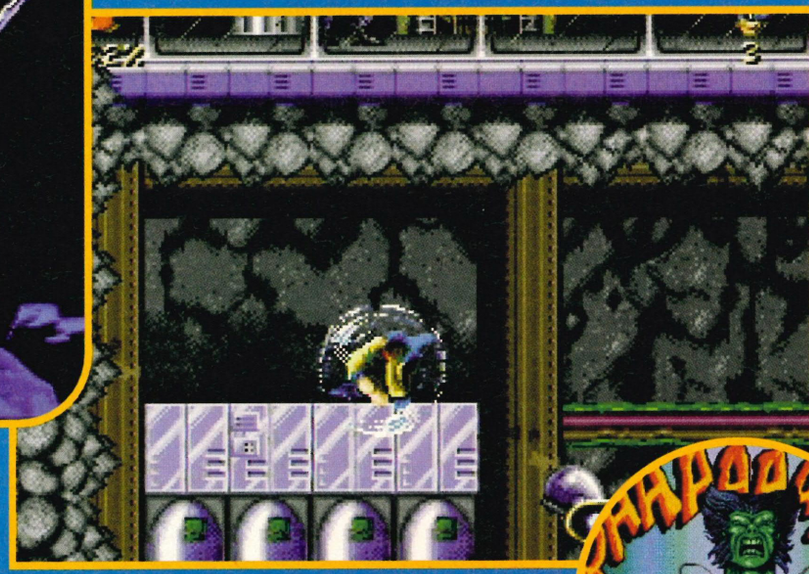
Edge

Wolverine

• Mega Drive • Release:December •
• Acclaim •



Arse Man? For real mate. As are the following...1) Cod Woman and the Halibut Kid: Born of Sea, Gills of Steel & Scales of, er, Justice?



4) God Man: Speed of Sandal, Strength of Beard, God Man can always be relied on to Create Things then get bored and DISAPPEAR MIRACULOUSLY.

When you think about it, superheroes are a lot like monsters. I mean, of course they exist and all that, but you never, ever bump into one of them at your local Sock Shop, Judy's Pantry or Pronta Print. They lead a mystical, secluded life. I should know. I live next door to one. During the day, my neighbour Peter Lee is a normal guy with a regular job in the service sector. But by night (and sometimes during moments of severe local tragedy that can happen during the day causing him to dishonestly take days off work when he's not ill or anything) he 'is' Arse Man.

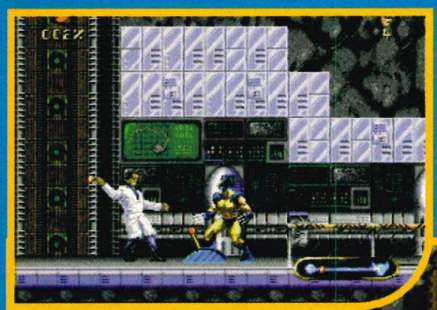
I have often seen him from my lounge skulking about the streets, prowling off to find more criminals to 'arse'.

As he wears this mask thing, I'm unsure of the identity of this alter-ego, but once he slipped up on my rhododendron patch outside my bay window, and he beared his huge, glimmering arse to me, shining in its neon way like that covenant bit in one of those Harrison Ford films.

Arse Man also visited me in a dream, like one of those Jesus things in that Bible book. Apart from warning me about leaving the kitchen light on at night (it's uneconomical apparently), telling me of his arse adventures with lots of other superheroes (Batman, Spiderman and that one with the bendy arms and stuff), and once even having a fight with that dracula monster in which his arse was badly injured, he also told me of his friend, Wolverine.

As his arse quacked and gristled the superhero story of Wolverine, I entered a trance like state, I did. "He is a mutant born with superhuman healing powers and heightened senses. At one time when he was a government agent on a top secret project, unbreakable adamantium was molecularly bonded to his skeleton and retractable adamantium claws were implanted into his forearms. His mutant healing power allowed him to survive the process. Combined with decades of experience, the admantium claws make Wolverine one of the planet's most formible warriors." It sounded bollocks to me, but Arse had spoken...

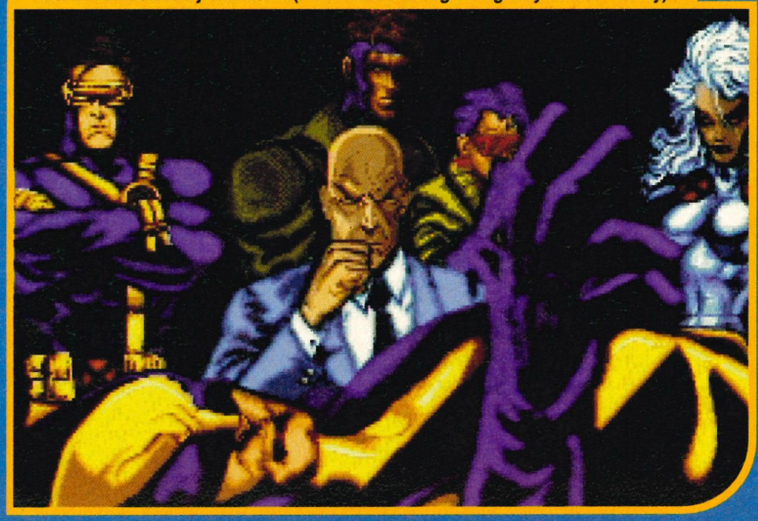
And then, right I found out that there was this game called Wolverine coming out on the Mega Drive, featuring 'W' himself fighting against all the other powerful Marvel super villains in his 'most-popular of the X-Men' way. Fight! Jump! Slash! Backhand Punch! Claw Uppercut! Other stuff! With six massive levels (from Dead Man's Land to the Hellfire Club), it all looks and sounds rather brilliant and superheroish. Hurrah! Shame there's not an arse in sight, although Peter is after his own Arse Man license. Good luck to that normal yet rather disturbing man, we say... SEGA POWER



2) Colostomos: freeing space stomachs from unnecessary gut broth. Sexy.

3) Frisbee Child and Casserole Cat: aiding citizens across the road with his 'Hyper Frisbee', Casserole Cat is always there to lick up the damage. Christ...

5) Elephant Man: with face of mush and limbs of porridge, ordinary guy John P Merrick miraculously transfor... (*I think that's enough imaginary heroes* – Andy)



DINO DINI'S SOCCER

PLENTY OF ACTION ROUND THE BOX!

From the creator of KICK OFF - the best-selling series of football games - comes DINO DINI'S SOCCER, a game so packed full of features and advanced gameplay, you'll still be at it when France kick off the next World Cup!

- Compatible with Sega's 4-player adaptor for play with up to 48 friends
- Icon-driven menu system
- 4 different pitch views
- Choice of arcade, league, friendly or World Cup modes

DINO DINI'S SOCCER

MEGA DRIVE

Virgin

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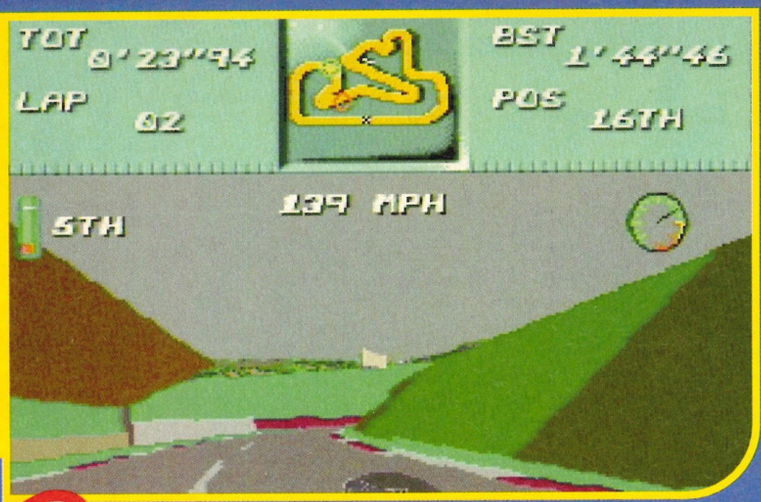


Bike Facts: Way back in 1468 in the rural conurbation of Mlngington-on-the-Shut-It, it actually 'drizzled' bikes; Grifters, Strikers, Choppers, and such.

Bike Facts: after crashing spectacularly into the roof of a mouth, Barry Sheen had his leg replaced with a DIY circumcision manual.

Kawasaki Superbikes

• Mega Drive/Game Gear •
Release: November • Domark •

After clearing the two Austin metros and snaking around the quagmire and lethal mud mush of the Tree Circuit, Robbie Growl from Chide-on-the-Pock (Wilts) has one obstacle left to clear. Three minutes, Seventeen Seconds. The time's good, and he knows it. Junior Kickstarter of the Year could be his if he beats the time of tournament favourite, Danny T. Nuc. Into the meadow clear, and Robbie's trial bike is farting like the clappers to reach The Monster, a thin, acutely angled plank riskily stretched over a muddy cravass. With a swift strangle of the accelerator, Robbie takes a deep breath of drizzle, clams his eyes shut and shoots off towards the plank. Everything's going fine for the first five feet, clean, sharp, accurate, when the bike phuts and slips out of his fingers...

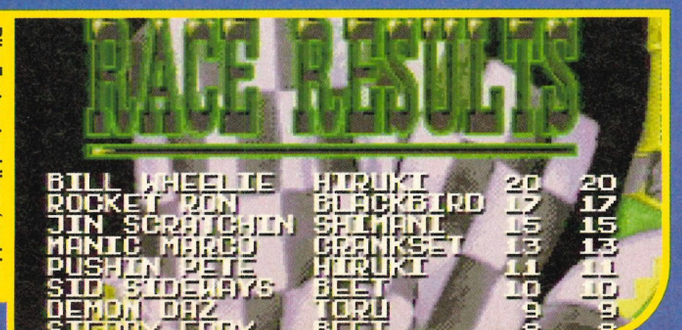
Robbie awakens to the scritching of a kagool of a St John's Ambulance Man trying to lift the handlebars from his grazed and pulped throat. Blinking the mud from his eyes, he lifts an arm to look at his watch. Nine Minutes, Thirty Four seconds. Tears begin to crap-stain his cheeks as the shrill shrieking laugh of Peter Purves gets louder and LOUDER and LOUDAAAHHHH...

And that's pretty much my knowledge of petrol-driven bipeds – the grubby half-term TV pike fest, Junior Kickstart. Ah, the joys of watching teenage motorpikers cock-up against the elements to the satanic joy of Peter Purves. But, apparently right, motorbikes are also used for, like, racing. So any failed Kickstarters out there can give a two-fingered salute to their grubby practice paddocks and, you know, STAY IN with the forthcoming *Kawasaki Superbikes*, a racing bike sim/arcade tyre-screecher.

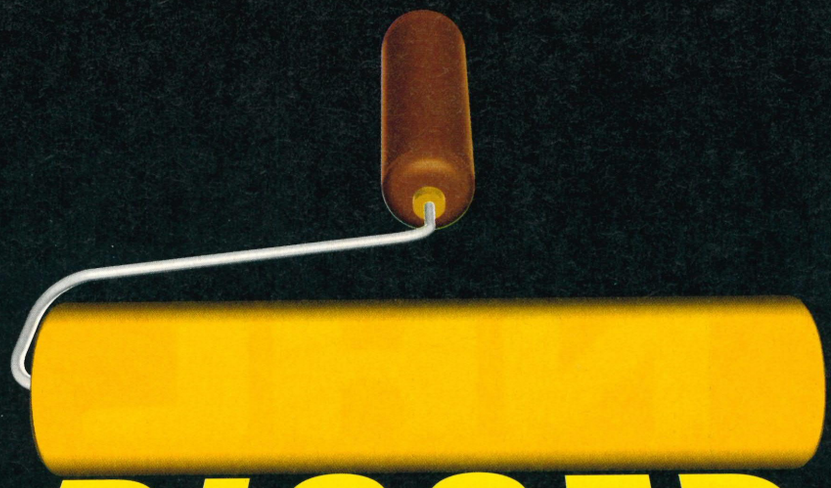
Touring "the most glamorous circuits in the world", it's up to you to endure an entire season phutting and yodelling on a Kawasaki ZXR750R. (*A what?* – every bleedin' one of us). There are weather conditions! There are two-player options! There are 16 other bikers! There are night rides! There are tilting horizons! There are team manager interactions! In fact, there's everything a speed-spod would ever want in a F1-tradition-of-very-high-quality-skid-lid-acceleration kind of way. And with smoooooth polygony graphics, eeee-EEEE-EEEAAAHHH biking sound effects, and a sidecar full of options, *Kawasaki Superbikes* looks set to impress the most jaded bikerphobe. Full reviews on both formats and a homage to Peter Purves will be coming soon to a *Sega Power* near you..

Bike Facts: the average arse-expectancy of a Triumph Static is fat to creamy.

Bike Facts: stop bikers 'pushing in' on traffic jams by opening your car door every few minutes



Bike Facts: the next person to phone us up about *MK bloody 2* will be killed using a bike.



BIGGER BETTER FASTER MEANER

NOVEMBER 25

THE ORIGINAL
Micro Machines 2
TURBO TOURNAMENT

MEAN MACHINES 95%

J-CART

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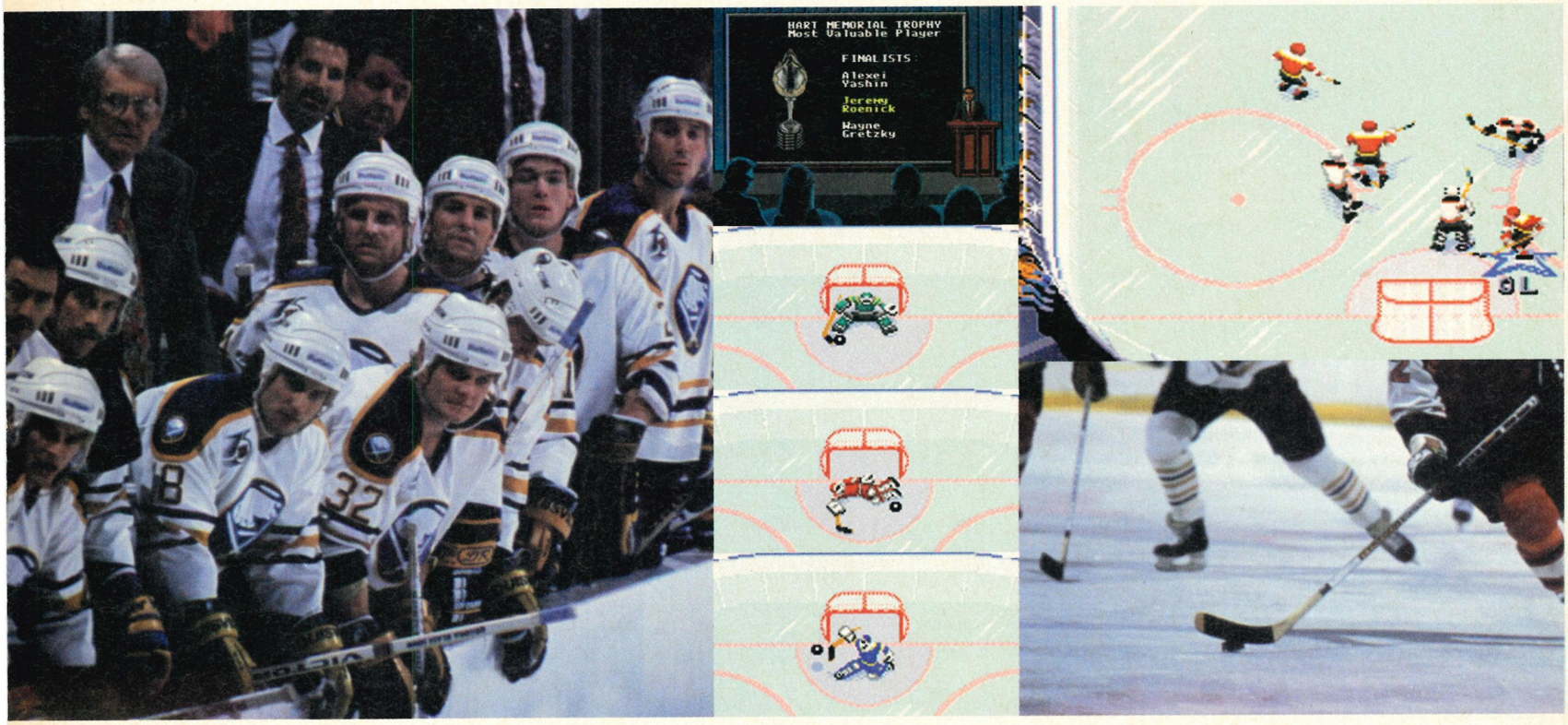
Codemasters

NHL® 95



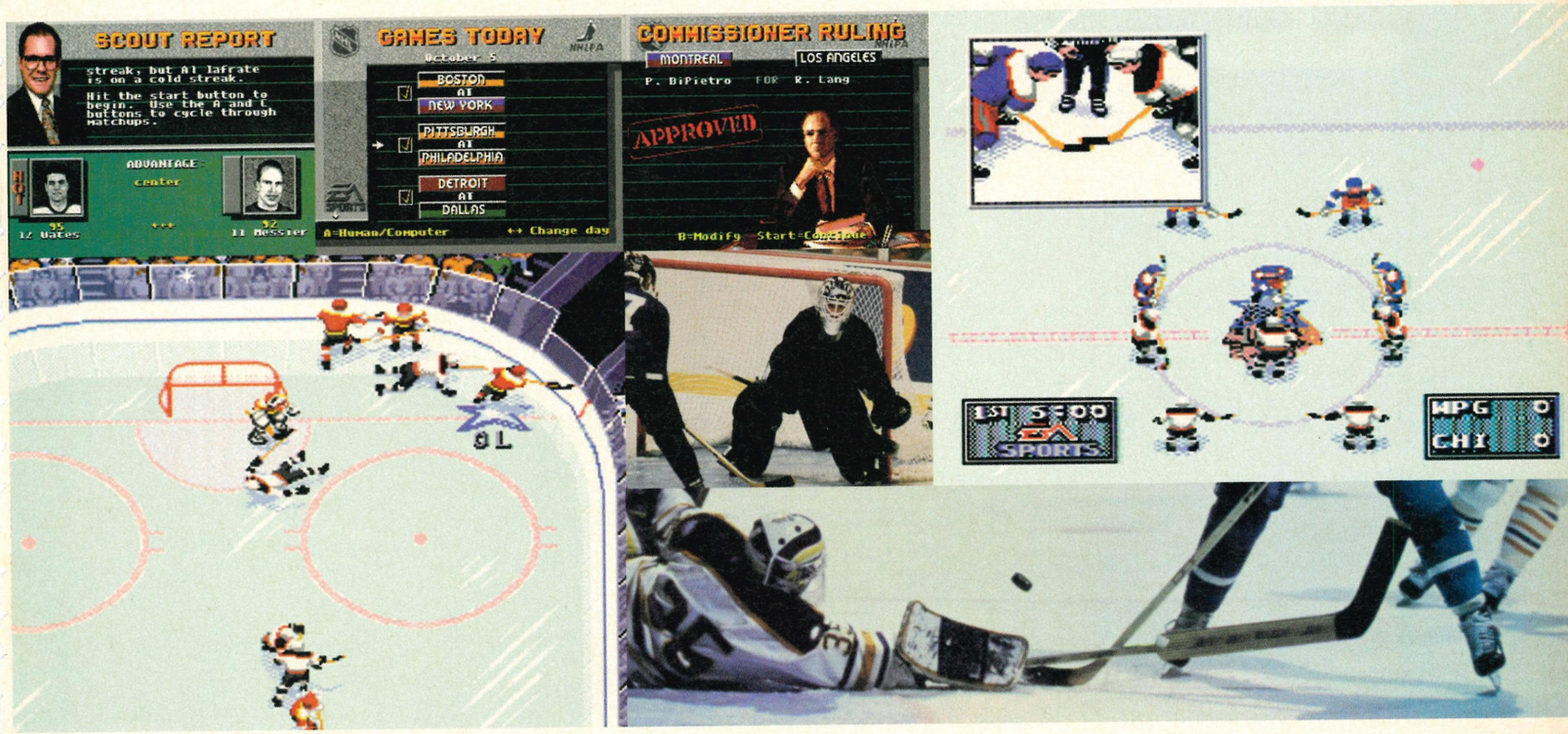
EA SPORTS™
ELECTRONIC ARTS

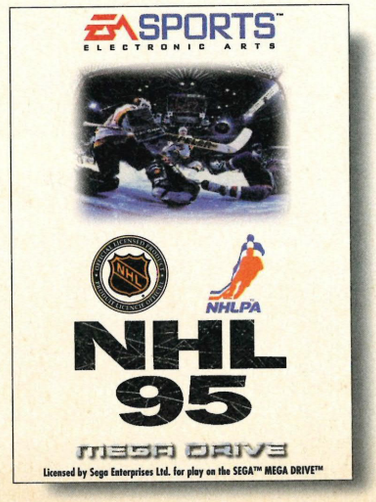
For seasoned pros only

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™

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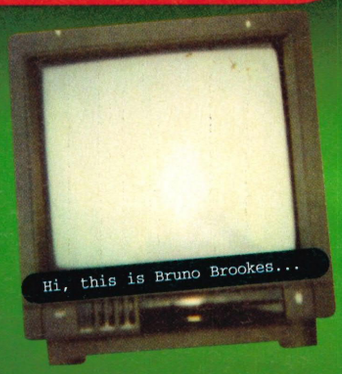

Reviews

Naomi Campbell says, "Sega Power. Read. Me. I like. Lots. Er..."

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Lawnmower Man (md) ACTUALLY, WE'VE

NHL '95 (md) ALL HAD A

Jurassic Rampage (md) DAMNED

Mega Bomberman (md) GOOD LAUGH

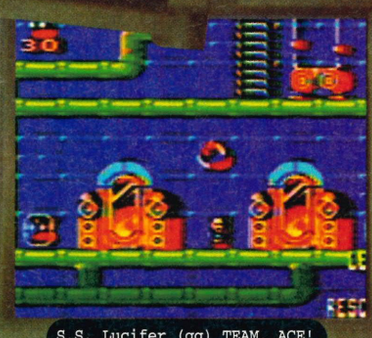
Psycho Pinball (md) WITH THE NEW ISH OF

Red Zone (md) M.A.G.

THIS MONTH, AND WE'D JUST

Ecco 2 (md) LIKE TO THANK THE

Sampras Tennis (gg) WHOLE M.A.G.



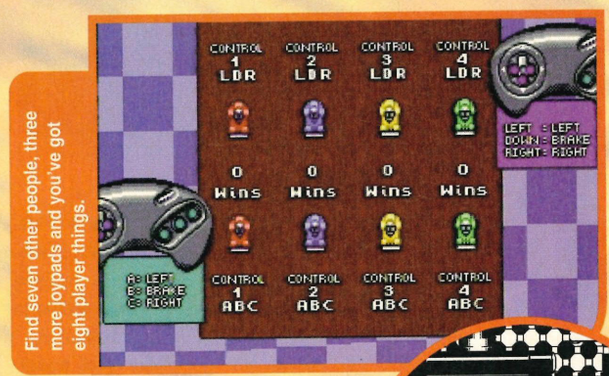
S.S. Lucifer (gg) TEAM. ACE!

Micro Machin

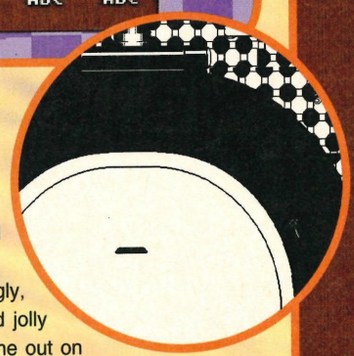
Comebacks aren't new. Kylie Minogue, NKOTB, Elvis and Milky Way bars have all tried comebacks from the pits of arseness – only one managed it. Can Codemasters 'come-back' with Micro Machines 2?

es2

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



Find seven other people, three more joypads and you've got eight player things.



If you were to think about small things then you'd probably think of atoms, ants, sand and sperms. Micro Machines, while not being quite as small as the previously mentioned things are still pretty minute.

Micro Machines 2 is, unsurprisingly, the sequel to *Micro Machines 1*, and jolly fine it be too. The original game came out on just about every format under the sun, sold millions of copies and was superb. Why? Because it was simple to play, addictive and quite simply one of the best two-player games ever.

You'd expect the sequel to be different and improved, but how? Imagine something very good – Milky Way (the light snack that you can eat between your meals without ruining your appetite), for instance. Wonderful chocolate bar, everybody likes them, they ▶

Have you heard the new Massive Attack album? It's bloody brilliant – buy it, NOW!

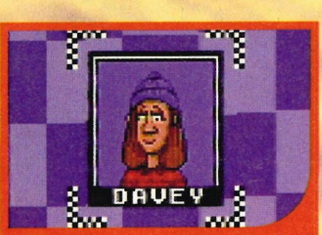
The Pool table track

This table features the mini-micro machines. They're like normal Micro Machines, only smaller and not quite as big. Er...

When you're reading this the chances are I'll be on my holidays. Not bad. Off to Greece for two weeks. Just thought I'd tell you.

Of course, it's totally impossible to play pool on a table covered with all this stuff. Miniature cars wouldn't help much either.

Rubbish

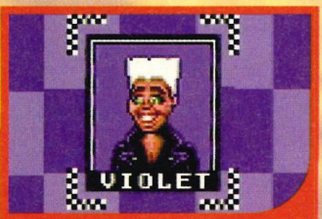


Davey's rubbish and thinks that 2 Unlimited are 'Bostin'.

Emile lives on nothing but fish fingers and ginger beer. Rubbish.

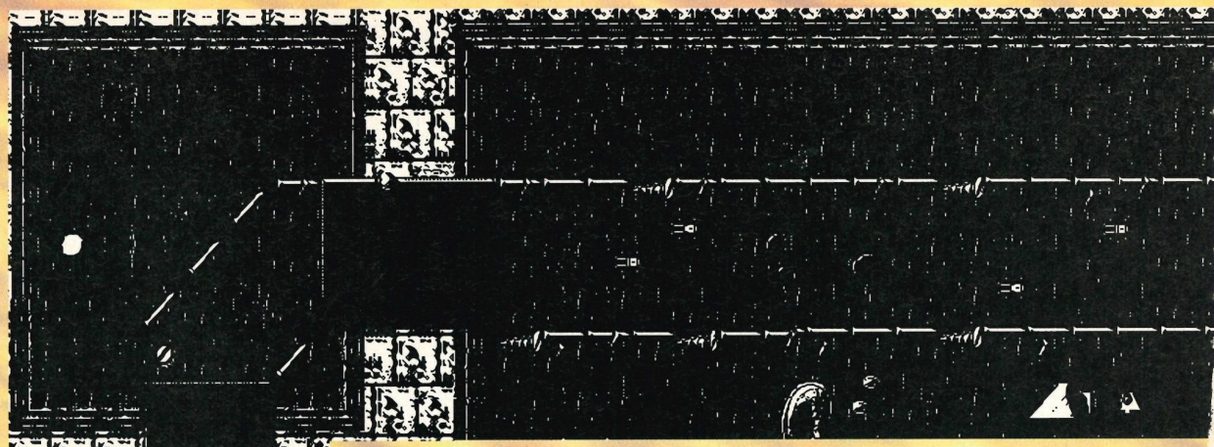
Jeremy's from Gamesworld. That's utter rubbish, therefore so is he.

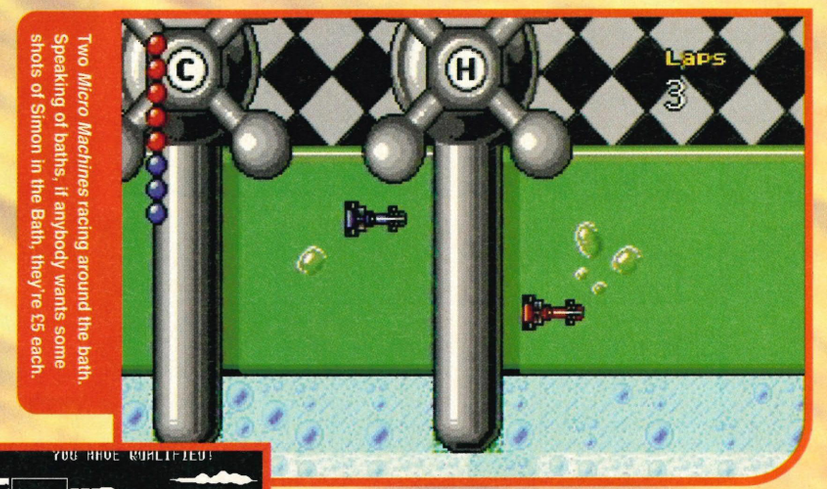
Spider was in his school production of Grease, so he's rubbish.



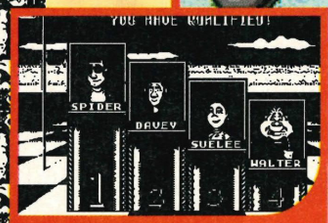
Violet's into bondage gear, so she's definitely NOT rubbish.

Walter's fat and eats far too much food. Fat, ugly, stupid... Rubbish.





Two *Micro Machines* racing around the bath. Speaking of baths, if anybody wants some shots of Simon in the Bath, they're £5 each.



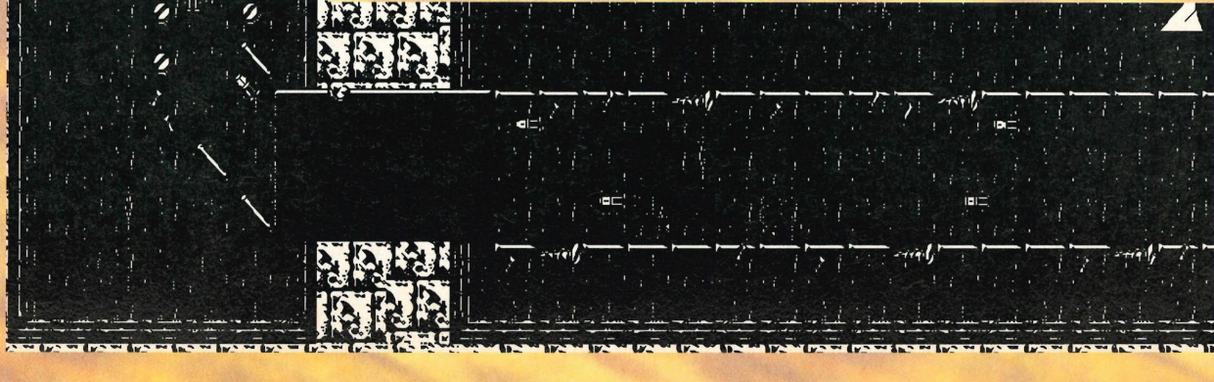
And the winner is... Me. Again, 'cos I'm good and everything.

Don't make you sick if you eat 20 of them and they're cheap. But somebody on high decided to change it. 'No,' we cried. We couldn't believe it could be a change for the better. How could they possibly improve one of the fondest childhood memories of thousands of people. Along with Fingers of Fudge (a finger of fudge is just enough to give your kids a treat), Milky Ways were a top treaty thing. But cynics across the country were forced to eat their hastily spoken words, as the Milky Way that emerged was similar in many ways to the triumphant Phoenix rising from the ashes. Creamier, nicer, an altogether better treaty thing – and it still didn't fill you up between meal times.

Micro Machines 2 works in much the same way. Improvements to the first game may not have been obvious to most of us, but improvements have indeed been made. There's now a total of 54 tracks, ranging from the usual breakfast and pool tables to the more bizarre Pinball and Treehouses.

All the joyous gameplay and frantic multi-player action has survived, and, with battery back-up, the best laps and positions can be saved right onto the cart for later reference. This is bound to lead to bleeding of the eyes, as people everywhere stay up until the wee small hours saving unbelievably short times, just to show to their friends the next day in a wide-eyed dribbling kind of excitement: "Look at this! Look at my time! Beat this you festering pile of elephant cast-offs!" Madness will ensue. The world's economy will collapse and war will probably be declared on America, when one state-side person claims to be able to complete the twelfth level in minus 3.2 seconds. It matters not – they probably asked for it.

Codemasters' now standard J-Cart is back for four-player action on all the levels.



There's a top little bonus game that pops up from time to time. Collect all the Micro Machines to get, er, a treat.

and power drills. Oddness it may well be, but incredibly good all the same. Multi-player games are all very well, but most are let down by a poor one-player mode. Thankfully the Codies (as we lovingly like to call them) have added enough widgetty bits to keep the lone fiddler happy. Tournaments, leagues, time challenges... they're all here. Codemasters have managed to do something rare in this industry: make a sequel worthy of the name. If you see any of them out in the pub, buy 'em a drink, shake their hands and let 'em know what top geezers and geezerettes they are.

SEGA POWER

On top of this, a few of the levels are able to cope with a finger-breaking eight players. This is achieved by sharing each joypad. It works, just.

As well as making the levels bigger and better, they've also added loads of interactive features. In other words, you can interact with loads of table-side objects. These include rotating corn-on-the-cobs, sponges

Keep your eyes out for the next issue. We could well be giving away something very interesting connected with *Micro Machines*.

Brruumm brruumm

Micro Machines 2

- ▲ Excellent multi-player action
- ▲ Varied levels
- ▲ Pant-wetting gameplay
- ▲ Violet Berlin's in it
- ▲ Walks in the park

Power points

Release date.....November
Players.....1-8
Levels.....54
Difficulty.....Medium
Codemasters....(0926) 814132

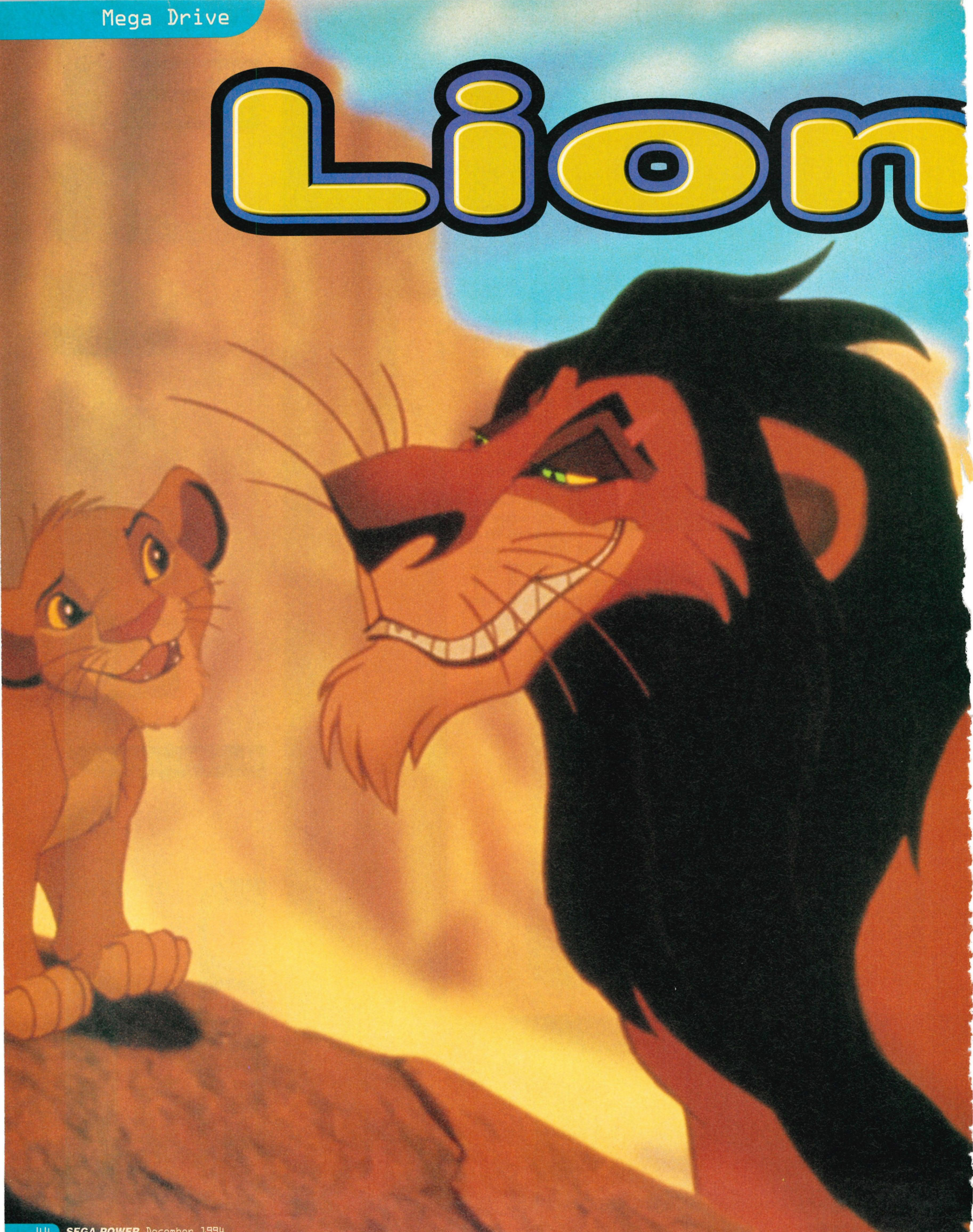
Graphics 8
Sound 6
Addiction 9
Lifespan 9

Final verdict

"Like the rejuvenation of Milky Way, *Micro Machines* is back and improved in a very special way."
Dean

93 Percent

Lion



King

• Mega Drive • Virgin • £49.99 • UK Release •

Bonus Stage Mk 1: ferret thing collects bugs like static in Lasky's.

Bonus Stage Mk 2: pig thing eats bugs like choice at Tesco's.

Our writer was bitten by a rare mosquito and contracted Metaphor's Disease. Mind arses in a lavatory, this be a strange one...

When *The Lion King* cart arrived in the office, I immediately rushed over to our office Mega Drive and, wham!, *slammed it in.*

I've already seen the film, I have, and was really impressed with the drawings, songs and stuff. I especially enjoyed the monkeys and the baby lion cub growing up into an adult lion animal, and the drawings and the songs too, were also good. Pity there were no tigers though. I like them as much as lions, perhaps even moreso what with all their stripes and that.

Anyway, back to the game of *The Lion King*. After all, I'm here to review games, not films!!!

Anyway, let me get back to the game. What I especially liked most (but if it's not your thing, then, of course, you might not like it) was the... OOooOOooWwWWwwWW!!! Damn thing *bit* me.

Anyway, back to the game of *The Lion King*. After all, er, like a man who watches films then gets paid to say what he thinks of them, I am not, er, a film reviewer, but a, ahhmmrrghhh, film reviewer? Jesus, I feel odd. Odd, like God would feel if He woke up one morning and suddenly realised He wasn't married or anything. Yeah? *Eh*? Err? *Rghhgrgrghhhhh!* Get a bloody *GRIP*!

Er. So... the game. Yeah, like Hanna and Barbera's latest cartoon caper Mental McDentist the Unwell Valve Snail, *The Lion King* carries on a strong tradition of quality graphics. It's Disney, 'innit? You know, castrated choirboy mouse marries man with bad hair and questionable morals.

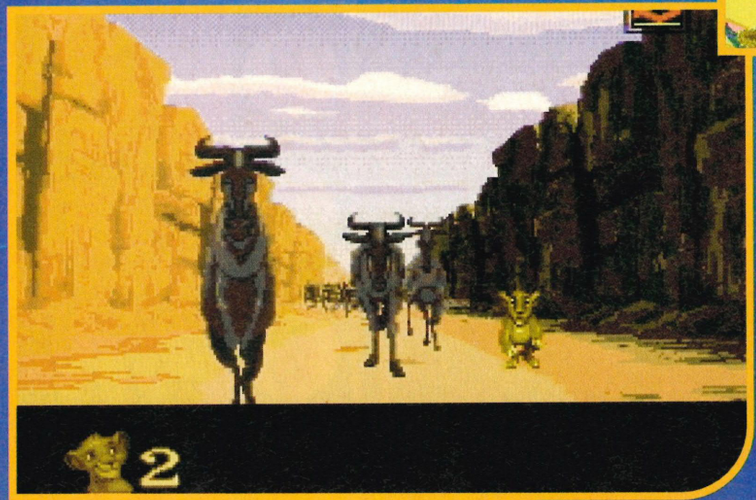
Like Crosswits with Tom O'Connor, it's all for the family, uh-ha? Yes, yes, the whole family should be allowed to writhe around the carpet getting their jollies from this one.

But like (mmm) an infirm moose being accidentally tethered to an electric fence, would they writhe for ▶

Yeah, yeah, seen this sort of slidey waterfall thing before too: *Taz 2*, Aqua zone. I. AM. GAME SPOD.

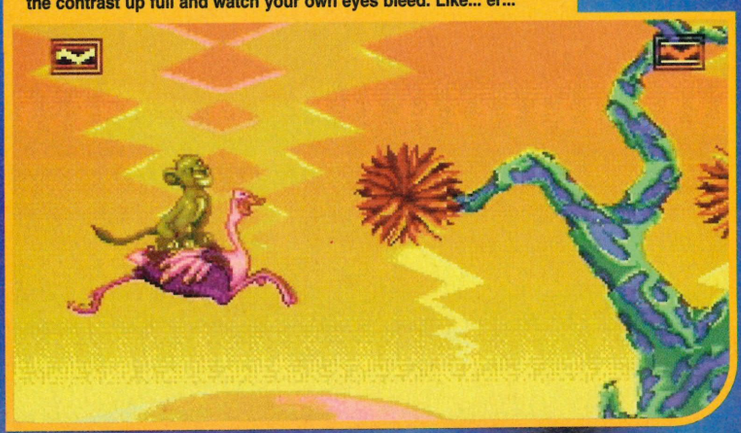
Hyenas are very much like religion, er, metaphorically.

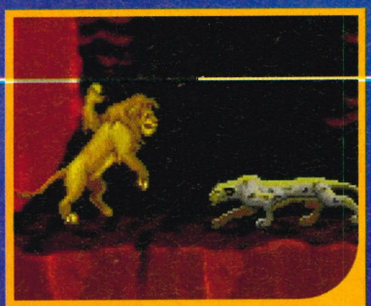
Roar At Monkeys. Like barking at bacon.



The Mickey Mania moose-chasing thing game familiar bit thing that isn't as slick as it thinks it is. Like, er, gritty brillcream is.

Out-bloody-rageous tacknicolor. Play this on an old Philips TV with the contrast up full and watch your own eyes bleed. Like... er...





Ever felt a lion's punch? It's like having nappy rash, only on the chin.

long? Doubtful. Like a (ooh) bar of soap giving birth.

Like a (gulp) domestic patio argument between two vaguely territorial neighbours, there's a big problem here. Recent Disney licences Alladim, Drungle Pamphlet and Michael Maniac have proved that in spite of the platform limitations, the graphics and gameplay have, like (sweat) a cherub's slingshot and a lover's arse, mixed with harmony. Oh dear, Mr.Walt. I'm sorry to tell it to your cryogenic moustache that the licence ain't worked (like, er, some unemployed person, probably). Nope. Not this time. 'Better luck next' and all that.

So, like (nyahh) a Mr. Kipling Bakewell Tart, all very nice to look at but a bit bland to taste (yeah, that was a good one). Don't be fooled by the presentation, like (wooahh) some gullible chap buying a grand's worth of hoovering equipment from this, er, well-presented salesman.

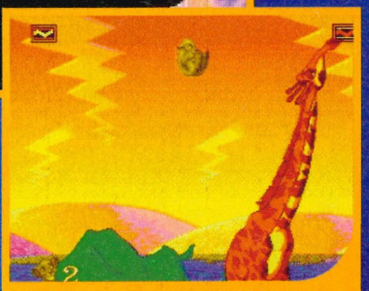
'Tis very repetitive, despite the cub-to-lion growth gimmick. Like (ooopsy-daisy) Hale and Pace LIVE! at Chatham Central Hall, two characters do not detract from the bog-standard material that's on offer.

Just a bit empty, a bit uninspired, a bit of a, dammit, *shame*. Like a... like a... like a... Jimminy! I do believe I've been cured of my Metaphors.

By the way, did I tell you I've seen The Lion King film? You'll especially like the drawings and songs and stuff, though there are no tigers, which is a shame, but... (*Take him awaayyy!!! Actually, I think we've gone way over their heads again.* – Everyone)

"Hi-yaaaa! I'm gonna get you with my Karate punch!" (Thanks to Mean Machines for supplying the shite caption.)

ANNOUNCEMENT: the first person to phone James Binns on PC Format and say 'Theme Park' ten times wins a cart.



And if you see a man called Peter Lee, close your eyes for God's sake...

EURODISMAL

We couldn't think of a worse kind of torture than locking somebody into EuroDisney for 24 hours. So we sent Simon over there.

11.00 Very happy. Nice bit of Duty Free inside me. Too many children crying on the coach, but, well, kids eh? Bit parky though. Thought France was supposed to be half-tropical or something.

12.00 Too many kids crying every bloody where. I CAN'T DEAL WITH THIS. I need to go inside. Yorkshire's warmer than this...

13.00 I'm in a restaurant that thinks it's 'in' the wild west. At least it's warm. I'm eating my chips really slowly so I don't have to go outside.

13.45 Apparently there's an Eating Up time. I've been ushered outside by some big bear thing who didn't give my chips back. The bleeder.

14.00 I've made my first child cry. Naturally, I'm a lot happier now.

14.00 Huge sodding queue for this great looking roller-coaster thing. An hour's wait, but I reckon it's worth it. Ha! At least it's not raining.

14.30 It's raining.

15.00 Still queuing for the ride.

16.00 Still queuing for the ride.

17.00 Still queuing for the bloody ride.

17.30 Donald Duck has just arrived and is entertaining us with his special bird fingers.

18.00 A woman dressed up as a Swiss army knife is administering first aid to myself and Donald Duck. My lip's bleeding and Donald, or rather Fabrice, has got a massive bruise on his ear from where I knocked his stupid duck head off. Well, he shouldn't have tried to push in on the queue. Bleeding Disney and its Johnny bleeding foreigners.

19.00 Out and about again. I've just realised that you can say anything you want to these blokes in suits, they don't understand a word you're saying. Foreigners, see. REVENGE.

20.00 Utterly, utterly miserable. And that parade thing was *crap*. Couldn't see most of it because some fat kid with a fat head was sitting on top of it's dad's shoulders. Chinese burned the dad in frustration. Fat kid fell on top of me. My head hurts.

21.00 I want to go HOME.

23.00 *Very* funny. I've lost my coach ticket. Probably knocked out of pocket by the falling force of that fat child on my face. Arse.

24.00 Some mouse thing is trying to console me. I want to pull his stupid LP ears off, but I haven't got the energy. This is hell. I WANT TO DO ANDREW LOWE WITH HAMMERS. I'M THE DADDY NOW! And why haven't any of these stupid suit things fitted with any genitals?...

Lion King

- ▲ The graphics? Good?
- ▲ The music? Kids? Well?
- ▲ Like, film faithful, yeah?
- ▼ It's a platform? Uh-humm?
- ▼ Bit uninspired? That a yawn?

Graphics 8

Sound 7

Addiction 6

Lifespan 6

Power points

Release date	Out now
Players	1
Spa Jaffa cakes	59p
Skill levels	3
Virgin	(081) 960 2255

Final verdict

"Like something's that a disappointment, this is a bit of a (*help me*), er, disappointment?"
Simon C.

79 Percent

Hundreds of top-selling games at ½ price.

(They won't take megabytes out of your dough.)

Whatever your system there are hundreds of top quality games to choose from in the Woolworths ½ price software sale.

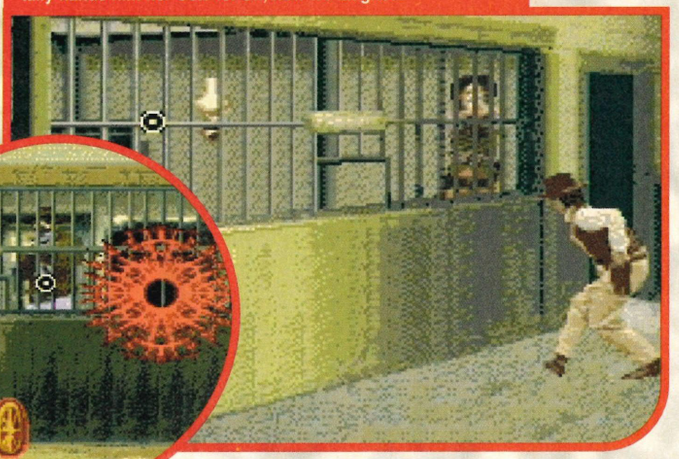
Titles include: SNES Mortal Kombat, ~~£59.99~~ £29.99, Mega Drive Robocop v Terminator ~~£49.99~~ £24.99, Mega Drive Street Fighter 2 ~~£59.99~~ £24.99, SNES Jurassic Park ~~£54.99~~ £24.99.

WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

All items subject to availability

The first 'boss' is rather keen on lobbing large cannon balls at you. Now, if you're like me, you won't enjoy that very much, so shooting the balls is the thing to do. And it takes ages.

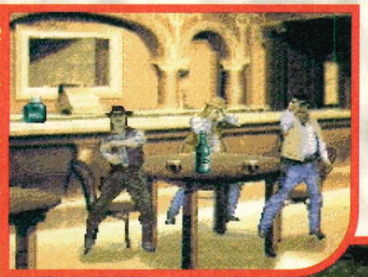


As the old man with the hernia approaches the counter for his weekly pension, the nice young lady behind the bars accidentally hands him her Colt 45. Oh, how we laughed.

Let Enforc

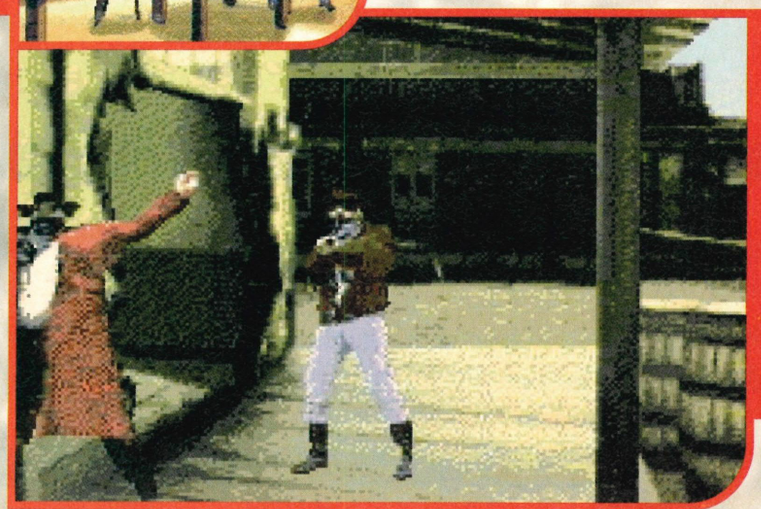
Usually, standing in front of the telly and firing a large plastic gun would mean time for the asylum. These days, however, it means time for a bit of Lethal Enforcing...

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



Shoot the cowboys shoot the cowboys shoot them!

Hurrah and huzzah! Sing Hosanna! Praise be! At last that sleek lump of plastic known as The Justifier can again be pulled out of the cupboards of the masses, and given a hefty airing with Konami's brand new Mega Drive offering, *Lethal Enforcers 2 – Gun Fighters*.



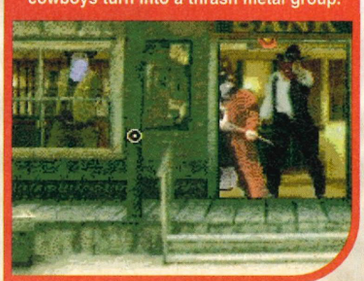
"But, Zeke, all I want to do is sing, sing, SING..."

The Justifier, for those of you who don't know, was an oversized blue gun sold with the original *Lethal Enforcers* game (*Sega Power* 49: 89%), which took the place of the joypad and added another dimension to the game. Apart from playing *Lethal Enforcers* and holding up liquor stores, however, it was a bit useless. Until now...

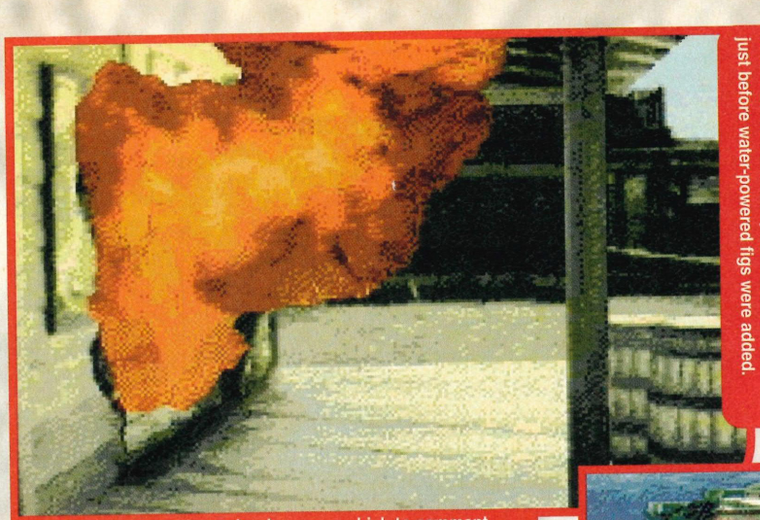
Now you can unplug that old-fashioned six-button affair and once again get used to the cold hard feel of plastic on palm. Revel in the satisfying weight of The Justifier. Lose yourself in its pure blue form. LIVE The Justifier. BE The Justifier. Then, and only then, can you stop being the saddest person in the world (or, if you live in Humberside, the saddest person on your street) and start playing.

To make *Lethal Enforcers 2* a worthwhile concept, Konami had to make it somehow different from the first. Which is hard, considering the simplicity of the game. Rather than making any major changes in gameplay, Konami have just set the game in a different place. And a different time. Oh, and called it "Gun Fighters", because, unlike the original, you fight people, and you fight them with, um, guns. Er...

This time, you play the part of a rock hard cowboy, intent on stopping all the nasty evil cowboys, cowgirls and indians from doing all the nasty evil things that they do. The more baddies you take out, the higher your score. And the higher your score, the higher you'll be

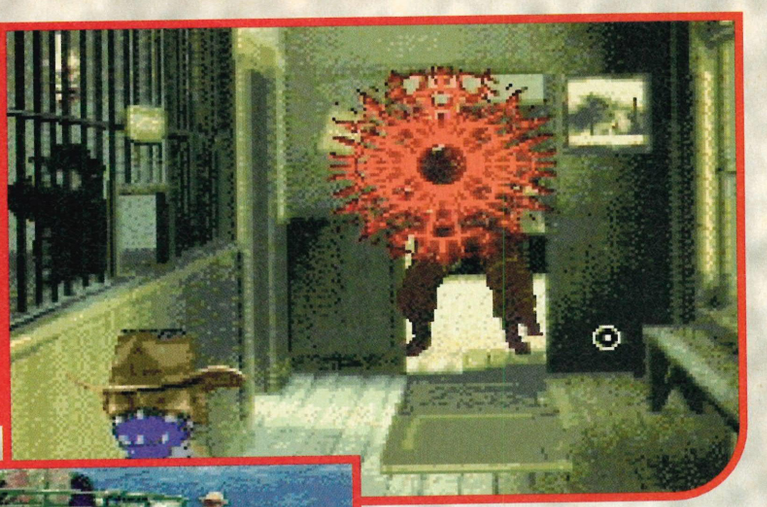


This bit of the game is where all the cowboys turn into a thrash metal group.



Grabs like this are always hard ones on which to comment, purely for the fact that there is definitely something happening, but the event – indeed "fete" – is of no interest to anyone.

A view of the Elan Valley reservoir system, just before water-powered figs were added.



This bit's much like the car-chase part of the original. My best ever caption, this.

hal ers 2

Gun Fighters

promoted. A fairly decent score will earn you a place in a "Posse" (meaning, presumably, you drive your knackered XR3i around the town centre every Saturday night in your stupid trousers, checked shirt and hair), whereas "US Marshall" status is awarded to the more gifted among us.

The rapport of the gun just after you squeeze the trigger down is immensely satisfying, so unless you have elderly neighbours troubled by memories of the war, turning up the volume is the thing to do. The cowboys that pop up all over the place are troubled by some bizarre speech impediment which doesn't allow any of them to say more than one of three or four phrases, and makes them finish their cocky taunts even after they've received a few rounds to the head and you've moved on to the next bloke. Still, they've got spirit, bless 'em. And it all adds to the Wild West "catharsis" that Konami have created.

The only problem I can foresee anyone having with a game like this is that they might eventually find the gameplay a tad too simplistic, and start yearning for problems to solve and fluffy animals to save. Oh, and if you're using the gun, your arm aches like hell after a bit. But if you are – dare I say – a bit thick, or love acting like a macho beast from hell, you'll be giddy as a kipper after playing this.

Yes siree, *Lethal Enforcers 2* sure is a truly grand blast. Get out your cowboy hat, get your gran to knit you a nice holster for your Justifier, mutter a few hard sayings and spit in your auntie's antique vase, because as far as you're concerned, as soon as the 16-bit is on, you ARE a cowboy. *Lethal Enforcers 2*: It's simple, it's satisfying, and it's fun.

SEGA POWER

Lethal Enforcers 2 – Gun Fighters

- ▲ Nice clear graphics
- ▲ Therapeutic?
- ▲ Satisfying
- ▼ You'll look stupid with the gun
- ▼ Perhaps too simplistic...

Graphics	7
Sound	7
Addiction	8
Lifespan	7

Power points

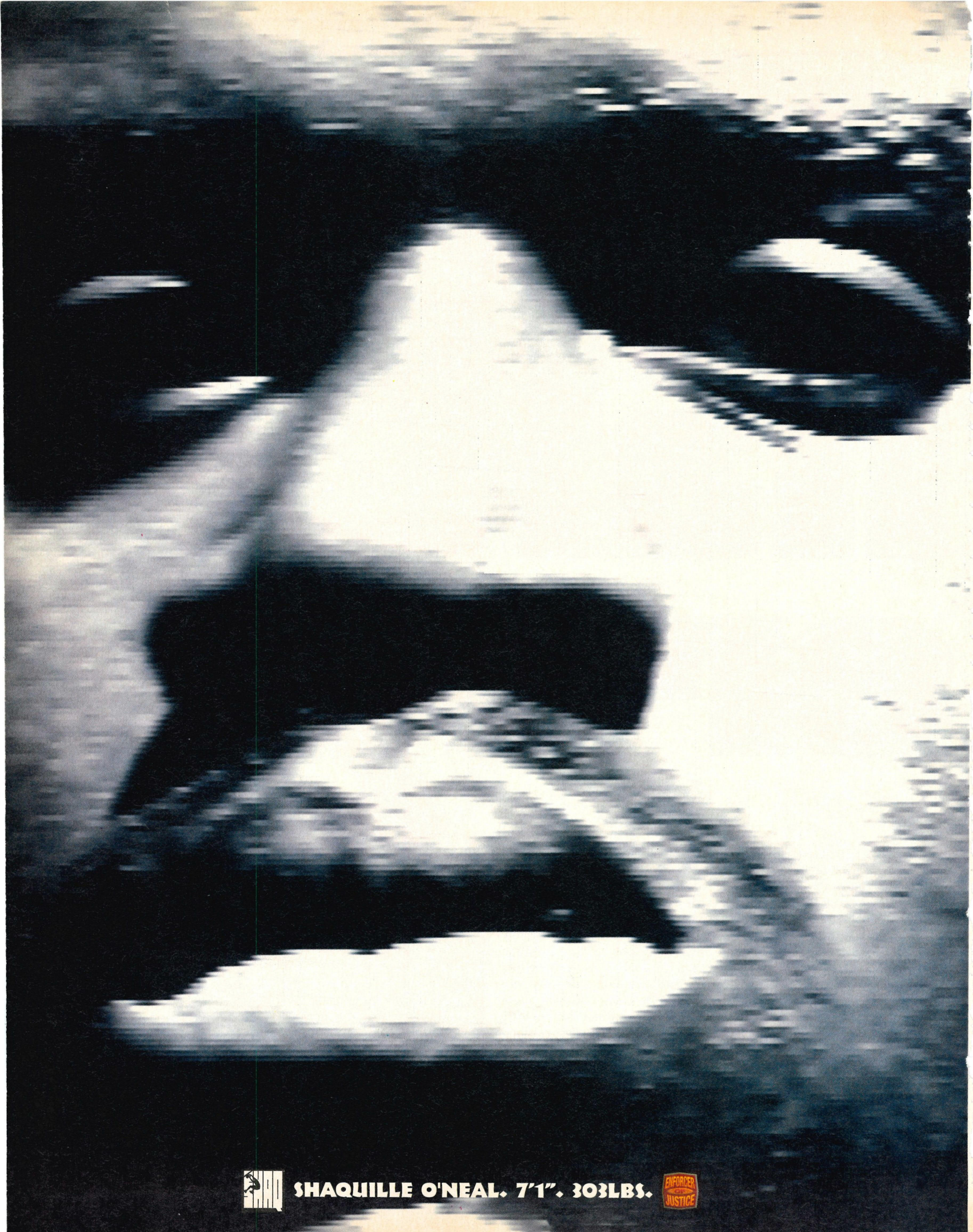
Release date	November
Players	1-2
Old woman	It's cold
Difficulty	Medium
Konami	(081) 4292446

Final verdict

"If you've always wanted to be Clint, *Lethal Enforcers 2* could be for you. A Bonanza of fun..."
Danny

85 Percent

Please, readers, realise that although it may seem somehow 'fun' to shoot the computer images and sprites on-screen, murder is illegal in Great Britain. Okay?


SHAQ
SHAQUILLE O'NEAL. 7'1". 303LBS.
ENFORCER
JUSTICE

SO YOU THINK YOU ARE HARD ENOUGH!

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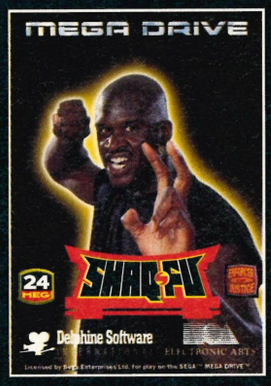
YOU'D BETTER BE



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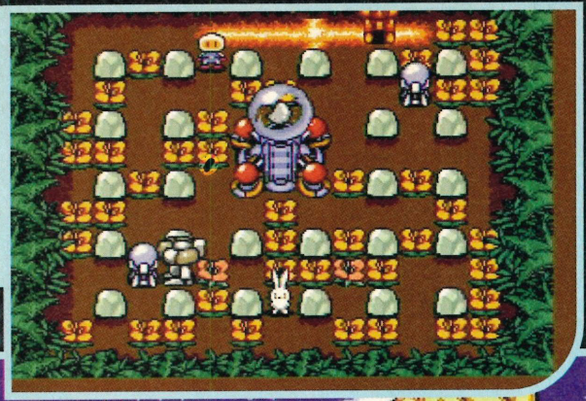
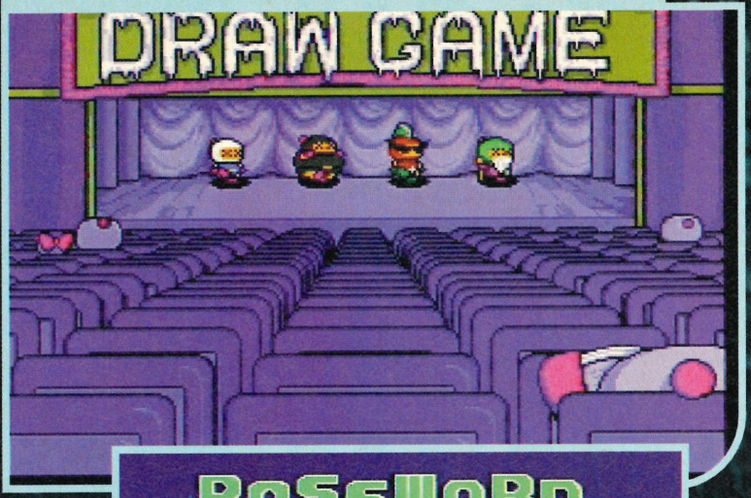
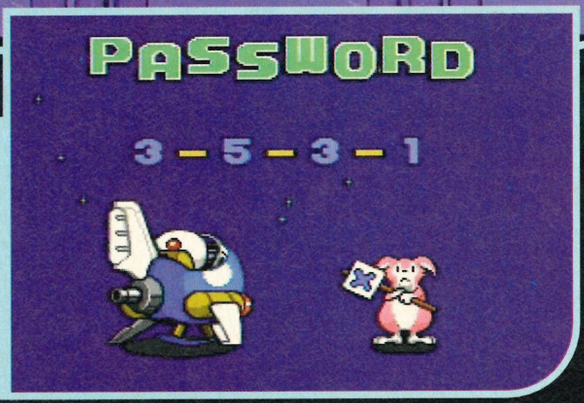


It's time for some Bomberman 'facts'. If you can think of any more, call 0225 442244, ask to speak to James Binns, and say, "James, mate! Theme Park!"

2. Some people who have been involved with bombs include the bloke off of *Danger UXB*, and Lord Mountbatten, who was 'blown up' by a bomb.

Bomb facts... 1. A bomb is a case of explosive material intended to be detonated by 'throwing', or via a timing device such as an 'alarm clock'.





3. During the second world war, old people and children used to 'go underground' to get away from German bombs.

Mega Bom

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

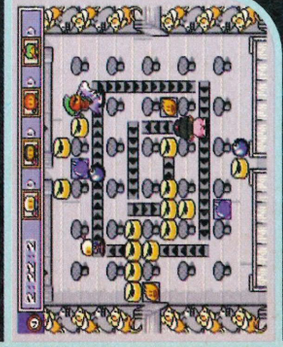
Levels, and that...

Here are some of the different zones (or 'levels') that you will... play. On. In this game. Mega Bomberman. And everything.

This is the one where you start with all the easy stuff and it's alright really.

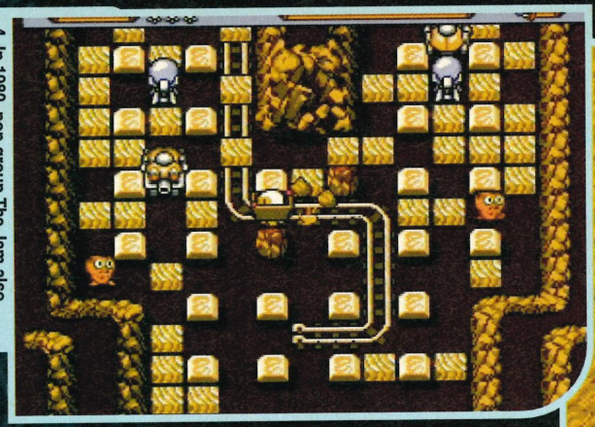
In this game, you must bomb your mates and make them lose this game!!!

This conveyor belt is good at moving your bombs and blowing mates out. Up!!!



Funny bush things to get in the way of bombing your mates out of this game!!!!!

Cold. Igloos become exciting match for players and mates of this game!!



4. In 1980, pop group The Jam also went underground with the smash hit, 'Going Underground'. Then, they split up and formed The Blow Monkeys.

5. If a doctor asks to see your 'bum', don't show him a bomb. He may need to rule out the possibility of colonic cancer, and 'bum' is not a bomb, it's another word for 'arse'.

TAKE ONE

Good day. And crack to you. I, Quite Papoose, shall review this game from the tranquil, earthwise soul-peacement of my Over-Organic community down in Nearly Tor... Bombs are – get dis – like a non-lightweight scene-o-rama, baby. Yeah? They're, kinda, bad news. 'kay? Read it, ma maan... Hang on, that's a hippie...

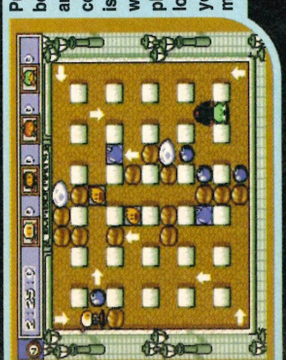
Actually, no... I won't. We've done that kind of thing in the *Ecco 2* review.

TAKE TWO

As her second single and inevitably dismal debut 'album' prepares to 'bomb' (out of the charts and, like, into the record shop bargain bins) we thought we'd ask Whigfield to 'do' this 'bomb'-oriented review. ("Yeah, is that Our Price? Right. We went to Greece, yeah? And we were dancing until 8 in the morning in this REALLY ACE nightclub on Tos – this brilliant Party-Party, Catch-VD island. And... and... There was a great song, it went... da da dum di di di da da da da da da da da...") YOU ARE RESPONSIBLE!! Anyway, on with Whigfield's concept review...

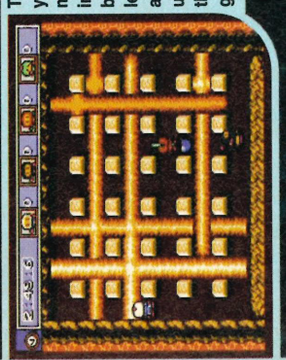
Saturday night, da da dum dee da dum da da dum di dee da da deee baby waby di di da dum da di... (Nope – that's not quite working out...)

berman



Pushing bombs around corners is. Best with playing of loads of your mates!!!

These captions are rubbish I am not good. At speaking your English. Mean Machines.



Toast your mates!!! in this brilliant level with all power-ups in this game!!!!

This is a very fast and purple level and I am shite at doing your grammar, mate!!

Wading in water like the, er, water that bombs will not work when put into this game!!!!

TAKE THREE

Hello. My name's Rory O'Connor, and I used to be in the IRA and everything. But now, what with this ceasefire, I just don't seem to find the opportunities to meet enemies and do bombing. The boys at Sega Power asked me to review this 'Bombing Man' game, and so here I go...

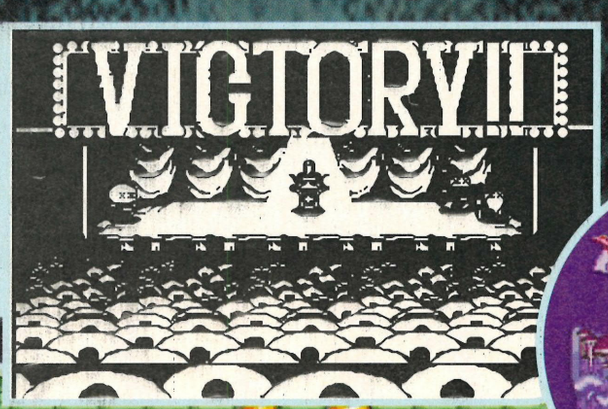
(*Tasteless.* – Alison) Nah, I like this one... (*You'll get death threats!* – Simon). Not if I disguise my name... (*They'll just blow up the office, or something.* – Dean). (*But, they've all 'made up', haven't they?* - Andy) Okay, okay...

TAKE FOUR

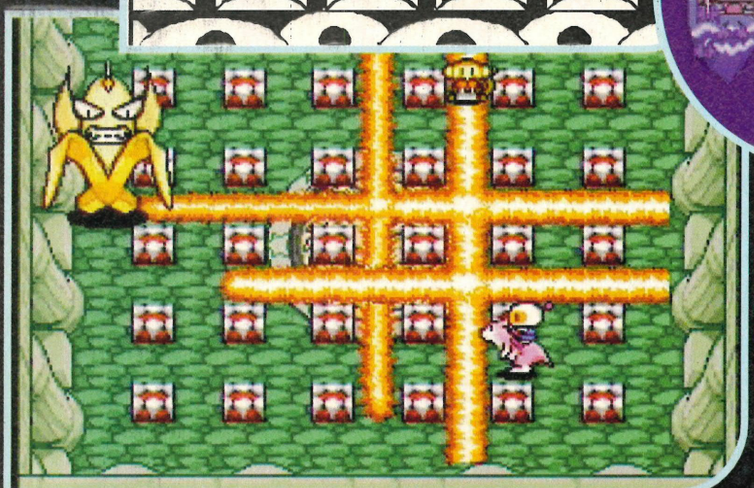
Dear Sega Power,
I am a 14-year old poet, and I recently went to Japan where I played the Mega Drive version of Bomberman for quite some time. I've decided to send you a, if you will, 'poetreview'. Hope you like it!!!!!!

When I was little and had no sense
I found an unexploded bomb by my garden fence
Tosser, my mate, prancing like a tit
Tripped on some moss and fell onto it
He was instantly decapitated and as he lay on a nearby patch of charred grass, smouldering and twitching, I actually saw his lungs slither out through his exposed ribcage
(Hey, guys! Like the Bret Easton Ellis ending, there, huh? A sort of a spontaneous prose-poem. Yeah? Catch ya...)

Jesus...



6. Many of those magazines for 'women' talk about 'men' a lot. That's because, as women, they think about men all the time.



7. On the other hand, magazines aimed at 'men' tend to be either full of tits, or are ran by tits, and they 'bomb' after four or five issues, becoming bland, stale and predictable, such as 'Loaded', 'Unique', and 'Edge'.

TAKE FIVE

Look. LISTEN! This IS *Mega Bomberman*... Blundering around ten mazes, each with different geographical funny-bits (trap-doors, conveyor belts), dropping bombs, picking up power-ups (bigger explosions, more bombs), climbing onto monsters (some can jump, some kick bombs over the walls). Up to four people can play (if you have one of them 'tap' adaptor thingies). You can play single survival or Tag Match (two teams of two).

What else? Oh, yeah. The one-player game is RUBBISH. Tedious, tedious, tedious, tedious, tedious. As a big, blubbery, jelly-like whole though, it's only a 'bit of a laugh' in multi-player mode. To really sink your arse into this particular ball of fluff, you really are going to need some friends. Scary, but true.

Mega Bomberman

- ▲ Bombs, explosions and stuff
- ▲ Loads of bombs, and that
- ▲ Fire! Fire! Fire! Fire!
- ▼ Stupid, fat little men
- ▼ Too much Japanese rubbish

Power points

Release date ..... Nov/Dec
Players 1-4
Levels .. 10 zones in Battle Mode
Sega ..... (071) 373 3000

Graphics	6
Sound	4
Addiction	9
Lifespan	8

Final verdict

"Oh, I've blown myself up. Sorry, mum! Strictly-for-use-with-OTHER-PEOPLE – i.e, FRIENDS."
Lenny D.

40 Percent — As a single-player game
75 Percent — In multi-player mode

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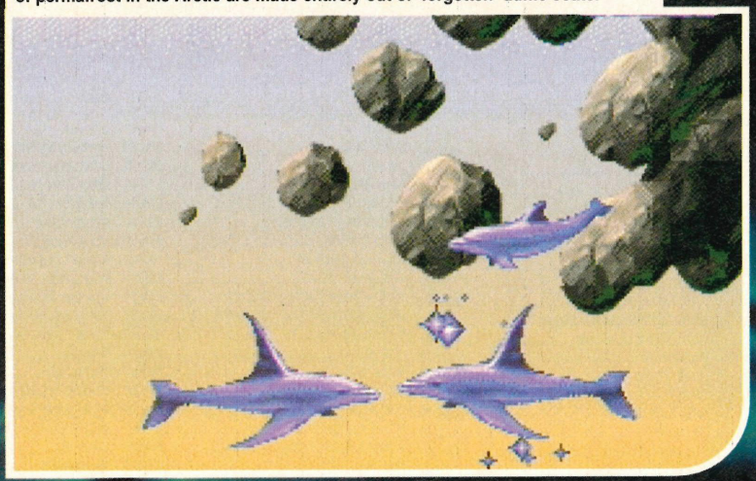
SPNov

Environmation: the human eyelid is generally acknowledged to be the 'mightiest' in the animal kingdom. (Fact supplier: Glimpse MaCaChoosy.)

Environmation: Belgium researchers now have conclusive proof that thick layers of permafrost in the Arctic are made entirely out of 'forgotten' duffle coats.



Ecco 2

• Mega Drive • £39.99 • UK Release • Sega •

Environmation: swallowing a steeple of coral every day keeps February an 'easy' victim of month inequality.

Rosie May, global spokesperson, environment addict and Save Our Soil campaigner assesses the peace-hugability of Sega's cetacean's second outing...

Moon spawns and earth wombs, soil men and moss queens, mud pastries of Eden, and dirt boxes of Gaia's spangled eye-faeces. I greet you. I greet you. I greet you all from the grass-stained cuticles of Nature's palms. I'd first like to take this opportunity to thank those at *Sega Power* for allowing me to cast my arse-karma over this product of the modern age, of which I am not normally accustomed. My house is powered by pigs. This leisure contraption is powered by electricity, the dark nostril venom of mankind's bastard child demon. But the

Environmation: Like, what ever happened to white dog poo?

Environmation: the world's rarest animal is the Licquorice Pikey, a fish so rare that it lives its shy existence in the 'bum' of tweed-verbed wallpaper.

Understanding Dolphin

Eeee;; ee;eeee;;ee
Get that bandage off my blow hole.

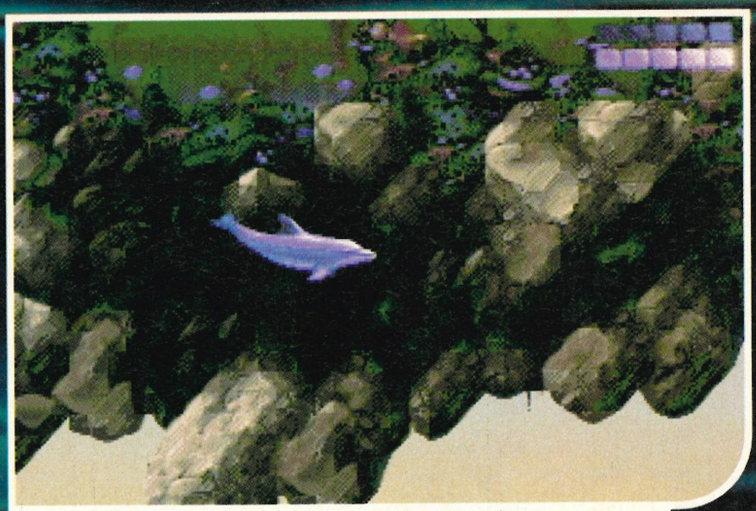
Eeeeeee;;eee;ee;eeeeee;eee
I'm so clever I can't even hold a pencil.

Eee;;;ee;eeeee. E.
I ate the hair of Terry Nutkins.

Eeee;;;ee;;eeeee;e
Mystical? My arse...

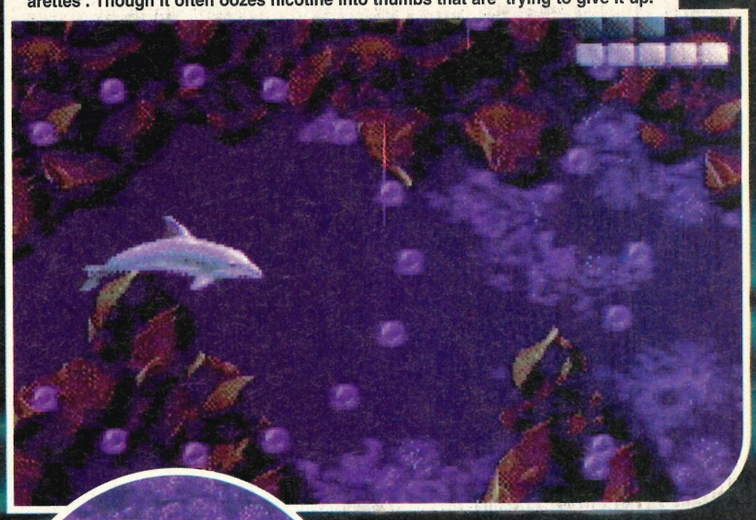
Eee;;e
I fart tuna.

Eeeeeeeeeeeeeeeeeeeeeeeee;e
Let's go and say hello to that Japanese fisherman with the spear.



Environmation: popular singing star Sting and Durham butcher Peter Satisfied have never teamed up to 'flummox' sheep into 'global meats'.

Environmation: the 'tab' key on a computer keyboard has nothing to do with 'cigarettes'. Though it often oozes nicotine into thumbs that are 'trying to give it up.'



Environmation: fat people have never, and never will be, of any use to anything.

Environmation: menthol cough sweets can 'cause' ear whiskers, the main cause of pig decay.

Power did persist, and after the fifth reeking package stuffed through my letter-box, I decided that maybe I should convert my mind towards modernity. Besides, they'd threatened to set fire to my chicken coop if I didn't do it.

Benni Ethnic and his Hemp Combo once sang at the heart of this year's Womad Tatty Hair and Music Festival, "The Earth was born of leaf and clay/ And in its arse my face does lay." And I suppose my arse lays also in Ecco's face, a spiritual cetacean made of dream, sky and that thick blubber stuff they have. I once was graced with the opportunity to swim with these magical creatures off the wild waters of Cornwall. Oh, the experience! With breasty ocean crystals, I spun my... (*The following 4,000 words on Rosie's 'Dolphin Experience' have had to be cut due to some, quite frankly, downright unsavourary imagery and philosophical cat shite.* – Andy)

...And I was full of joy and tears as I was led screaming from Windsor Safari Park after trying to pull the plug out of the dolphinarium to free my brothers from captivity. Live! Life! (*In fact, there goes a further 6,000 in the shape of some anal prose meditation called 'A Sole Soul Fights In Ecstasy's Mound'. Whose idea was it to get this mad old trout anyway?* – Andy) (*Ermm...* – Simon)

My five children (Crystal Lungs, Earth Shag, Very Druid, Tree Lips, and Derek) inform me that the first ▶

Environmation: compost implants improve 'cat action'.

Environmation: American scientists have finally learnt how to harness apologies, such as "Sorry Mum", as electrical energy.

Environmation: the average forest 'knows' 16 languages.

Ecco 2

- ▲ Well defined blubber and squeaks
- ▲ Soothing crystal twinkles
- ▲ Puzzles of watery wonder
- ▼ Too similar to *Ecco 1*
- ▼ My pigs aren't working

Graphics **8**

Sound **7**

Addiction **6**

Lifespan **7**

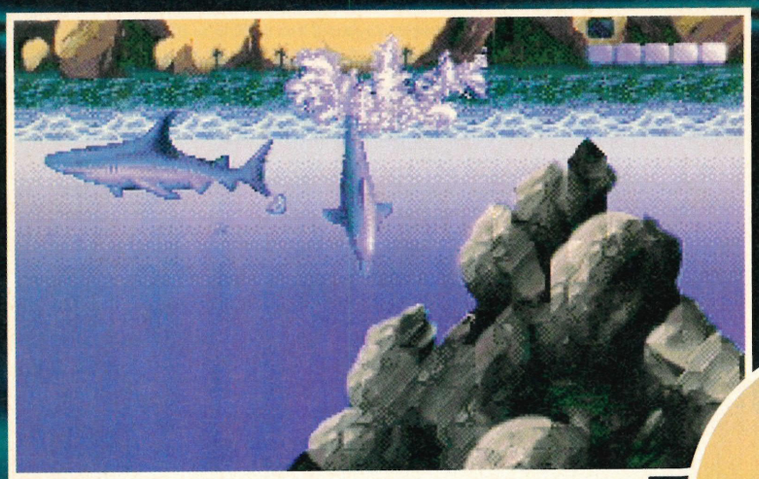
Power points

Release date.....November
Players.....1
Difficulty.....Medium to hard
Rosie's middle name.....Beezer
Sega.....(071) 3733000

Final verdict

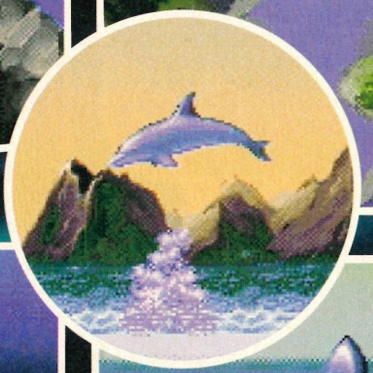
"Very Benni Ethnic, and Benni's my special moon cousin. He can get boring too."
Rosie May

82 Percent

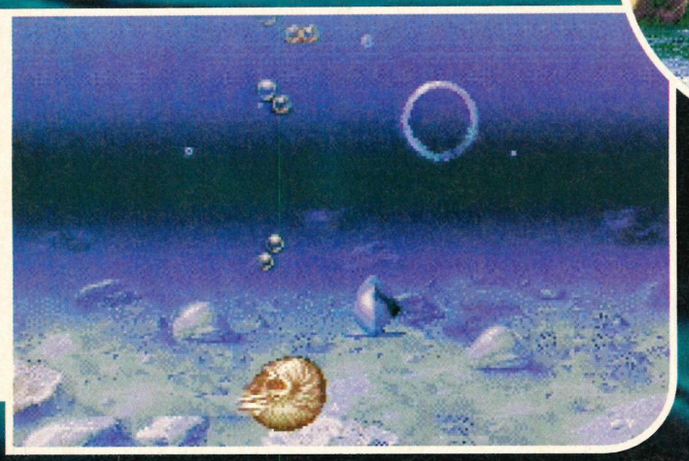


Environmation: American evangelist Hector Gold claims he can probably beat God's current creation record by eight hours and 23 seconds.

Environmation: 'Weisse Tiger flasche granaten exploderien, aber alles erfrischenderweise' is generally considered to be environmentally unsound.



Environmation:too much yeast 'makes you a smelly freckle face', a child claimed yesterday.



Environmation: the Springsteenian mascot of TREE, the global organisation for trees, is that cheeky cockney scoundrel, Tosser the Rat.

◀ instalment of this delightfully mysterious oceanic cetacean pow-wow gained many satanic sterlings from crystal podlings. I again allowed my womb spawn to enter the aura of this digital dolphin after their evening Eat God seminar, and they and I were most impressed. I felt positive aura. I felt dolphin. (*Another bloody poem* – Dean)... The images that melted and flipped about were graceful and pleasing, and after puffing Brother Epod's magical vapour they seemed to change perspective. (*That's the 3D bits, idiot* – Andy). Mention must also go to the star twinklings, which acted as toadstool therapy to my glistening lobes.

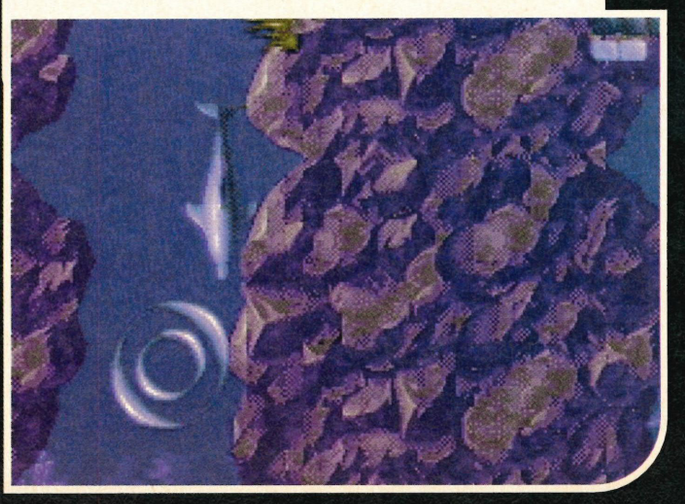
Environmation: 'bloody hell' is a term rarely used in matters of the earth.

But as Crystal Lungs and Earth Shag both pointed out to me, "Christ mum, it's a bit similar to the first one. All very nice and that, with bigger levels and puzzles, but still more an extension of a successful original than an innovative sequel." And then Tree Lips and Derek mentioned that the pigs needed soothing, and ushered me out of the room. I saw Very Druid pull out a small, black plastic object from his pocket. Once outside stroking the pigs, I swore I could hear the pixie screams of laughter, the crunch of fighting demons and the occasional summoning of an evil spirit: "Come 'Ere!" it seemed to say. 'They must have got past that shite bit on the fourth level where you keep running out of air', I earth-whispered to myself. I licked my pigs tenderly and chatted to my fairy friends of arsebile and beauty. And karma not kombat...

SEGA POWER

Environmation: in some countries, the domestic sea chicken is regarded as 'absolutely useless.'

Environmation: adult dolphins are also known as 'insects'.



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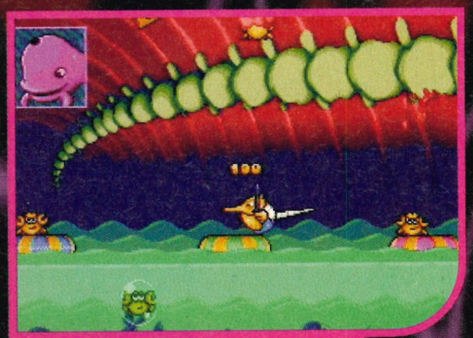
PSYCHO

• Mega Drive • £39.99 •
• UK Release • Codemasters •

Tommy may've had crazy flipper fingers, but I'd like to see him get his grubby mitts around a joypad. Apparently he's crap at juggling too..



One of the few sub-games in *Psycho Pinball*, and I'm not going to tell you how to get to it. Ha-haa.

Aaahh. Brilliant. *Psycho Pinball* manages to achieve something I thought would never come to the Mega Drive, a superb arcade-style pinball game.

Everything about the game has an odour of goodness, with the kind of wholesome loveliness you can only get from very treaty things.

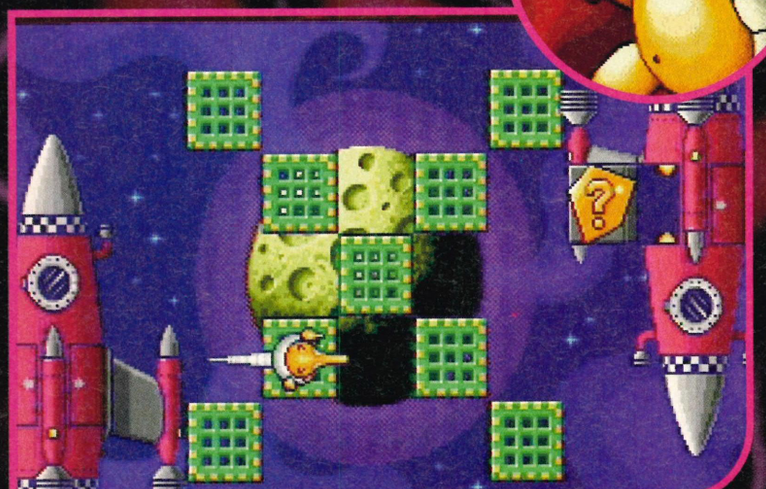
You could say I like this game – quite a lot, in fact. If this game was a woman, I'd buy it flowers and take it out for meals. If it was a car, I'd polish it every Sunday and keep it covered in one of those fancy car covers in a garage. If it was a... oh, you get the picture.

So, what is it that makes me juice over this game so much? Well, something that's becoming increasingly difficult to find in computer games nowadays – gameplay. *Psycho Pinball* has it oozing out of every pore.

The game starts with you on one large table, but from this one table you can access three others. Certain switches have to be switched and the occasional button must be, er, buttoned.

Each of the four tables is individual enough to keep the game fresh, and working out exactly how everything works on all of them will take time – lots of it.

As if that wasn't enough, each table has a short game which appears on the top of the screen. Anyone who's played modern pinball tables will identify with that and the mini games which appear on the LED display at the top of them. Extra bonus games appear on three of



...and here's another one. In this one you've got to collect intergalactic waffles, using only your cunning and skill with a metal spatula. Then you've got to cook them and eat all of them with honey and not be sick and, and, and...

The Wild West table is, er, set in California in the late 19th century. It's strange because there weren't pinball tables in those days, but if there were, then I'm sure cowboys and the like would've loved them.

PINBALL

The main table. From this one you can access the other three. Those three tents in the middle of the table are the way in, but being a git, I'm not going to tell you. Ha-haa.

The bonus game connected with the Wild West table. Not unsurprisingly, I suppose, it'd look a bit stupid on the watery stage.

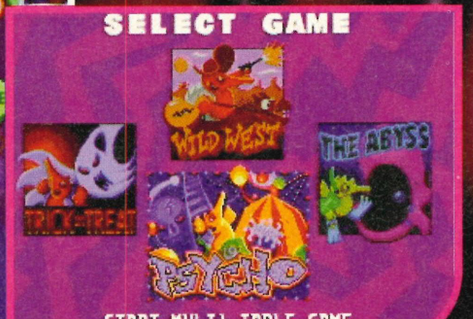
the levels. These are standard arcade sub-games, which give you the opportunity to win loads of points – if you can remember the sequence to get them, that is.

The previous examples of Mega Drive Pinball – *Virtual Pinball* and *Dragon's Fury 1 & 2* – were all very well and good 'n' all, but, although they each had their plus points, neither of them really compare to this.

The closest I've previously come to this are the *Pinball Dreams* and *Fantasies* games on the Amiga and PC, but even those – as good as they are – can't match *Psycho*. Why? Because there's more tables and more variety in *Psycho*, that's why.

Psycho Pinball should appeal to any gameplayer and pinball fans'll love it. Whoops, that sounded suspiciously like "if you like this sort of game, then you'll love *Psycho Pinball*". Got to be more careful. Anyway, everything you need in a pinball simulator is here, plus an extra-large side order of delicious add-ons. Finally, in the words of pinball hero, Tommy, " ".

Oooh, look, look... scary veg. Yes, well, all a bit pointless if you haven't seen the Eddie Izzard video, really.



Each table's got a fancy little picture to illustrate the sort of stage it is. And what else can I say?

Psycho Pinball

- ▲ Varied tables
- ▲ Tongue-biting graphics
- ▲ Top bonus sections
- ▲ You can get really high scores
- ▲ So damned addictive it hurts

Graphics 9
Sound 8
Addiction 9
Lifespan 9

Power points

Release date.....November
Players.....1-4
Tables.....4
Ostriches are..... dangerous
Codemasters ...(0926) 814132

Final verdict

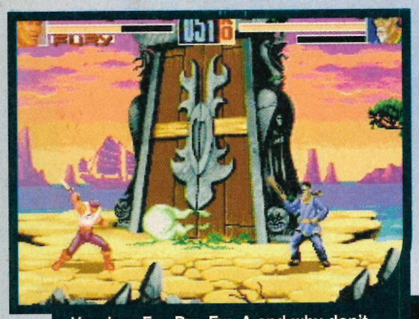
"The finest pinball game ever to grace the Mega Drive. No arguments, no competition."
Dean

92 Percent

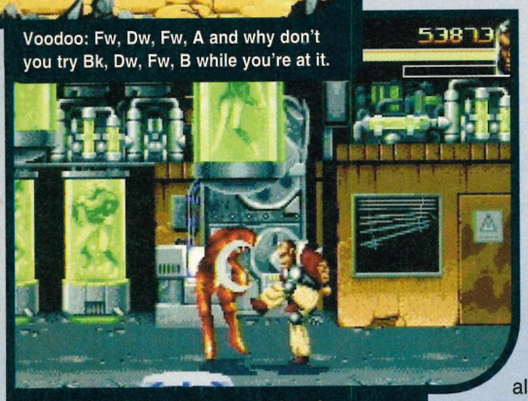
Shaq Fu

• Mega Drive • £49.99 •
• UK Release • Electronic Arts •

The patron saint of a top American sport has suddenly become a bovver psycho. Sounds strangely familiar...



Voodoo: Fw, Dw, Fw, A and why don't you try Bk, Dw, Fw, B while you're at it.



For a bit of bullet puking shootah action courtesy of the Colonel, 'do' Dw, Fw, Bk, B. Spunky.

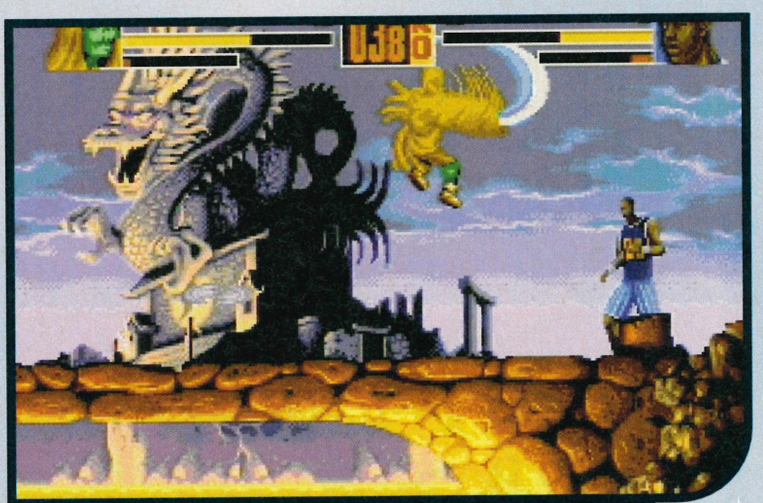
Basketball is *the* spectator sport for the MTV generation. With its nanosecond flash and dash and dunk, and blink-and-you'll-miss score lines, there's no chance of getting bored because there's no room left in your head to contemplate boredom. But if the sport is huge, the speed-junky players that make it are elevated to an almost mythical status. No surprise then, that big boy Shaq Fu has chosen to star in a game as a, yep, mythical rucker in a, yep, mythical land, against, yep, mythical fighters. And why? Well, it makes a change from bouncing balls for millions...

A change for the better then? Nah, not really. *Shaq Fu* is another variation on the beat-em-up formula that places gimmick over content.

This time, the programmers have chosen to concentrate on making all 12 characters sprawl and brawl in lovingly animated fashion, and while it all looks very nice, it tends to hinder certain aspects of the game. Because of the animation, the characters are dwarfed considerably, making the curiously empty screen appear a bit like one of those infant scribblings with the sun at the top, the grass at the bottom and just a gap of blank paper in between. Consequently, there's no *MK2* atmosphere of superhuman crunch and smash, just slap and tickle. The fights don't so much resemble a bruising ruckorama, more a county barn dance for politely agitated dwarves. Right. So it's not nails, which is forgivable. What isn't, however, is this tired direction beat-em-uppers are going in where special moves aren't supplied. Instead, they have to be learnt ("Hey, that's half the fun!" blahs the manual). Oh, such a tease. Problem is, while the bovver moves look good, they take too long to work due to the slick but slow animation, and they're all fireball, not rucking-styled. Bit like a castrated Cruft's champion – it looks nice but is ineffective where it counts.

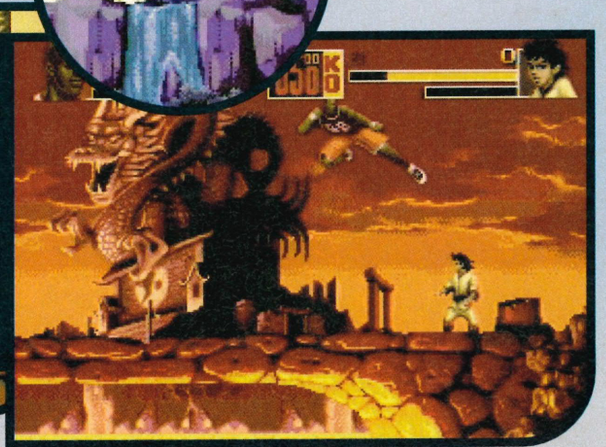
Nonetheless, despite the carping, *Shaq Fu* is stuffed with tournament and skillage options, and the presentation, though *Streetfighter* cloned, is excellent. In the end though, this is what will be filed as 'interesting' in the Bovver Files: a quality product that, like Bernard's Brail Courier Services, fails to deliver the goods. A handsome disappointment.

SEGA POWER



So, 'learning' the special moves of *Shaq Fu* is, like, crazy and fun, yeah? I thought I'd do, like, some crazy things myself, yeah? Ease their pain! Eeeease their pain! if you print them, they will fight. And other such tosh.

That bloke with the swords and turban and all that, right, 'does' stuff with Bk, Dw, Bk, C and Fw, Dw, Fw and B...



Wanna 'do' a Sett move? Dw, Bk, C. Wasn't that just the best "fun" ever?

Shaq Fu

- ▲ Fluid animation
- ▲ Excellent presentation
- ▲ Rucking options galore
- ▼ Cumbersome rucking
- ▼ No special moves supplied

Graphics 8
Sound 7
Addiction 6
Lifespan 6

Power points

Release date.....November
Players.....2
Skill Levels.....3
Ruckers.....12
Electronic Arts .(0753) 549442

Final verdict

"A yeti's arse is furry. A baby's is shiny. Shaq Fu's is at times furry and shiny. An average arse, then..."
Simon C.

76 Percent

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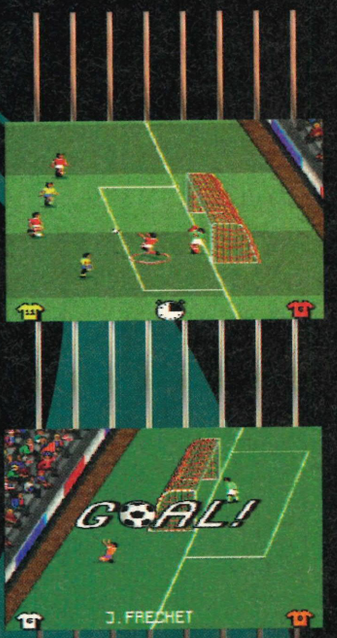

MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

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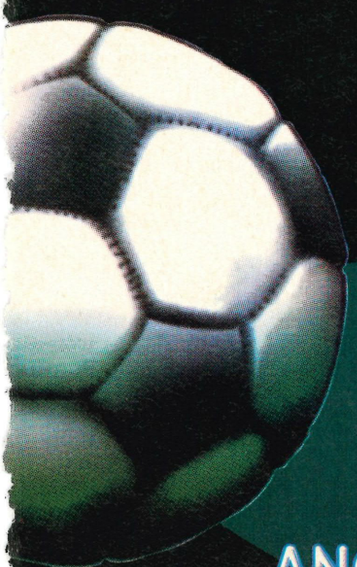

ANCO

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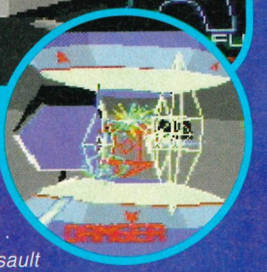
Starblade

SB's sprites really are as smooth as a lubricated cow blundering through a rubber-papered abbatoir.

Mission 1: 'Ave the Octopus. Kick 'im in the tentacles...



• Mega CD • £44.99 •
• UK Release • Namco •

"Come Starblade look look space shoot ship explode see look not bad yes see new bam bam shoot look yes." Er, in the words of a Japanese press release, here's Starblade.

BAMBAMBAMBAMBAMBAMBAM-BAMBAMBAMBAM et bleedin' cetera...

There are many dodgy translations I have cherished. A German penfriend once told me "Mein Vater ist Sparkassenleiter", to which I replied, "Ich bin eine Flasche aus Coca Cola." And then there was the English version of Kafka's Metamorphosis which began with the line, "Christ, the lad's only gone and woken up as an onion again." And then there are the Japanese press releases (standard excerpt: "this game soon see good yes new come is play excite") that never cease to stagger. While all of the above are at the tip of the Pyramid of Misunderstanding, the poorly worded *Starblade* intro is lurking around the bottom, getting handed a D+ for the effort ("nice try, but it wasn't really worth it," etc). Yes, *Starblade* is licensed by "Sega Enter Prizes".

Thankfully, the translation from arcade super-duper shootah to Mega CD isn't going to get *Starblade* a D+ slapped in its face, more a B with a bracketed plus. You know the kind of thing; could do better, you obviously thought about this, a little shakey, but, you know, not bad.

With loads of lines nicked from *Star Wars* and delivered as if the bloke dishing out the commands is slowly drowning in quicksand yodelling for help down a CB radio unit with his mouth being kissed by a pitbull, *Starblade* captures the spirit of the coin-op well enough. Yet although the screen is consistently busy with spaceships and turrets gobbing lasers at you, you can't help feeling that the gameplay is somehow a bit, well, passive. *Rebel Assault* style, you have little to no control over the direction your ship swirls in, leaving you as the gunner to blast anything. And that's pretty much it. Bam, bam, bam, bam, er, bam...

So, to the good news and the bad news. The good news is that the graphics really are outstandingly smooth and polygony, crashing and splatting out of the screen, and the presentation is just swell. And the bad news? The blasting, although fun, can get repetitive, and the first levels are ridiculously bleeding hard. That really is the vex factor that'll get to you: you'll be addicted enough to strive on, then, once you're there, it's the same old bam-bam story. Just when it's looking great and playing fine, you realise it's not as good as you first thought. Worth a pog, nonetheless... SEGA POWER

Although lacking the blasting class of VSW, Star blade should get the CDers sparking in their pants...

Starblade

- ▲ Good atmos
- ▲ Pretty polys
- ▲ Probably brilliant on big screen
- ▼ Too tough at times
- ▼ A bit repetitive

Graphics 9
Sound 8
Addiction 7
Lifespan 6

Power points

Release date.....January '95
Players.....1
Polygons.....Lots
Difficulty.....Bloody hard
Namco.....(071) 584 2670

Final verdict

"Not bad at all. Neatly fills the *Virtua Star Wars* gap for the CD until the 32x pops up and poos on it."
Simon C

87 Percent

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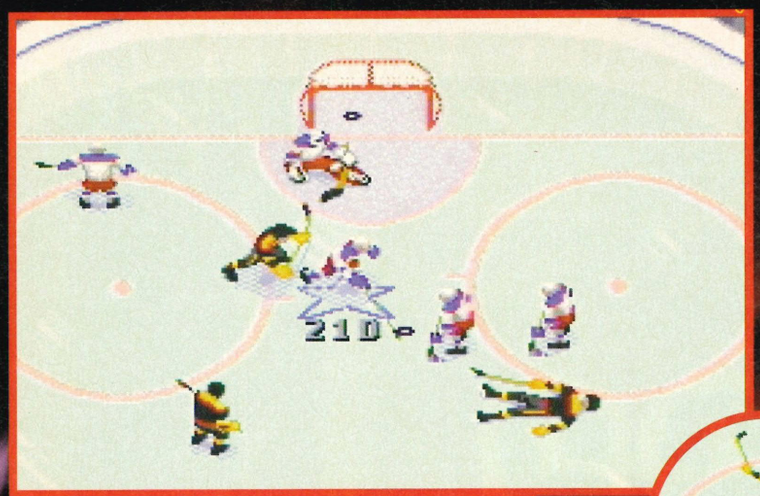
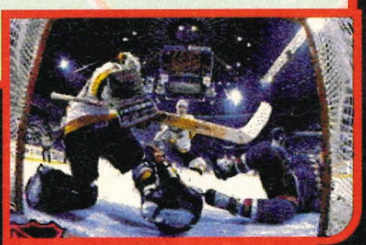


Here's one goal I watched over and over on the instant replay. It was a gem, a corker! It nearly burst the back of the net! It was scored against me.

A posse of players assemble to ridicule the foolish fop who decorated the cake.



But of course this isn't in the game. It's an intro screen. The game looks far better.

• Mega Drive • £44.99 •
• EA Sports • UK release •

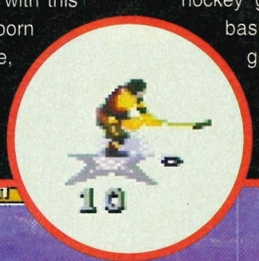
Seasons come and seasons go, and about this time of year, EA Sports like to bring out a new hockey game. And we like to review them.

Too right we like to review them, because all EA hockey games are great, right? Right. But they're all the same, right? Wrong. They get bigger and better every time, and anyone who says they don't is a liar.

Admittedly, EA Sports haven't done anything radically different with this year's model – but that's born more out of 'if it ain't broke, don't fix it' than a cynical attempt to rip off the punters (that's you, that is).

The controls are as intuitive, the inertia's as beautiful and the excitement's as intense as ever, but there are some improvements.

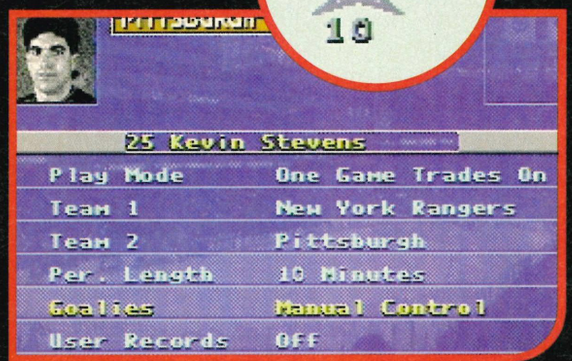
The major gameplay additions for '95 are the drop passes, fake and block shots. Part of the appeal of any of EA's hockey games is the fact that the basic controls are easy to grasp, but once you've mastered those there are stacks more techniques to explore, and all in real time.



The gameplay additions follow this tradition and make the '95 version's playability even deeper and more extended and more fab. Hoorah!

Everything that works has been left virtually untouched, there are these few decent gameplay additions and enough updates and harmless tinkerings to make this a worthwhile upgrade. If you've got, and still enjoy, one of the early hockey games then this is the update to buy. If you've got either the '93 or '94 versions, however, you'll need to be a real enthusiast to buy '95 as well.

Travel across the entire US, but you won't find a better looking differentials axle than that.



There're all manner of new options including a practice mode, player trading, erasable leagues, updated player stats and team rosters plus top new shots and fakes.

One new move is the fake shot, a dummy which fools the defender. I was the defender. Andy was the attacker. He fooled me and scored another goal. I don't like him. Much.

NHL 95

- ▲ Fake shots
- ▲ Excellent gameplay
- ▲ Player creation
- ▲ New stats
- ▼ Not a million miles from '94

Graphics 8
Sound 9
Addiction 9
Lifespan 10

Power points

Release date.....November
Players.....2
Levels.....eh?
Difficulty.....Medium/hard
EA Spoerts.....(0533) 880445

Final verdict

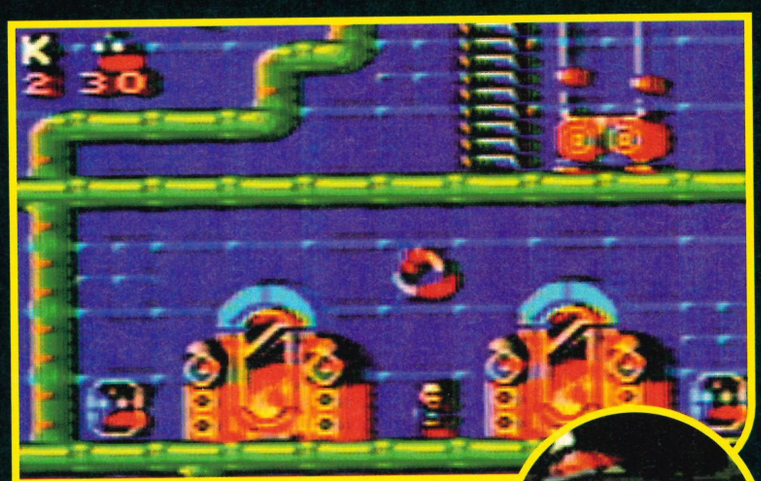
"One of the most intense two player games around! All the additions are improvements."
Josse B

93 Percent

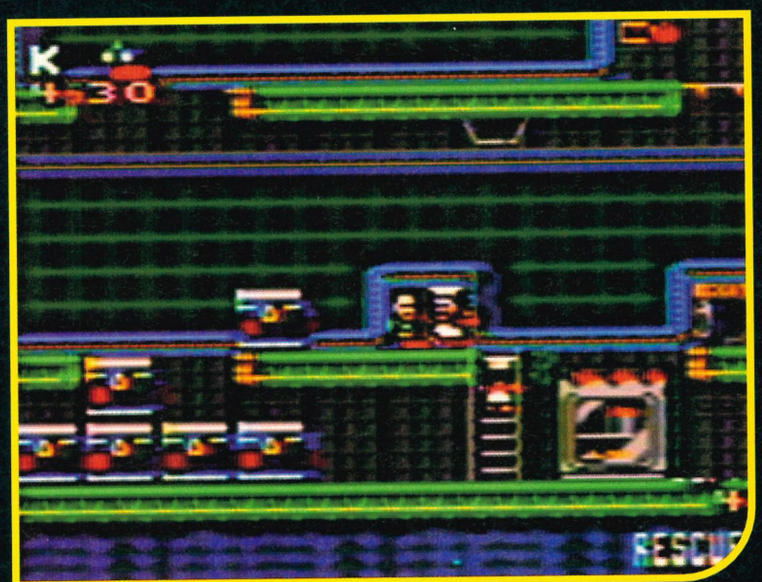
NHL 95

SS Lucifer

• Game Gear • UK Release •
• £39.99 • Codemasters •

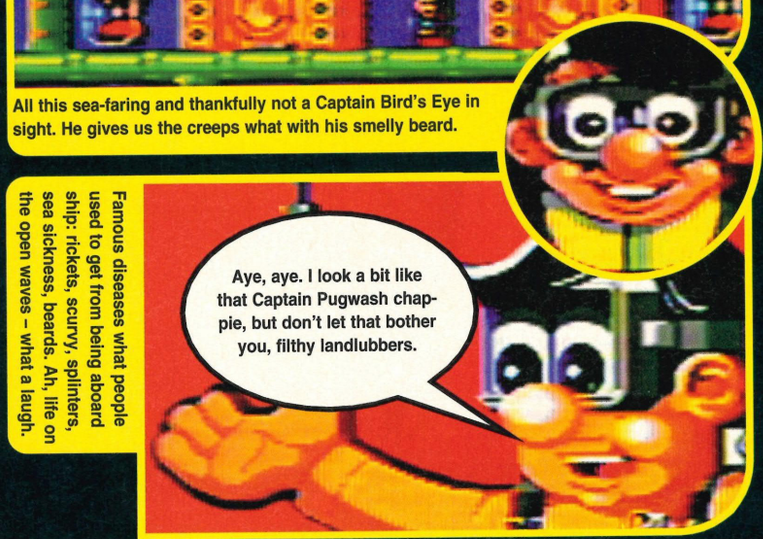


All this sea-faring and thankfully not a Captain Bird's Eye in sight. He gives us the creeps what with his smelly beard.



Tell us what happened aboard the Marie Celeste to make all those skeletons appear and we'll recreate it in your own home...

Send your answers to Simon, "I never get any letters and I'll be sorry I said that" at the usual *Sega Power* address.



Famous diseases what people used to get from being aboard ship: rickets, scurvy, splinters, sea sickness, beards. Ah, life on the open waves – what a laugh.

Guiding blindly-moving sprites through obstacles and away from danger? Plot-line sound vaguely familiar? Hmm?

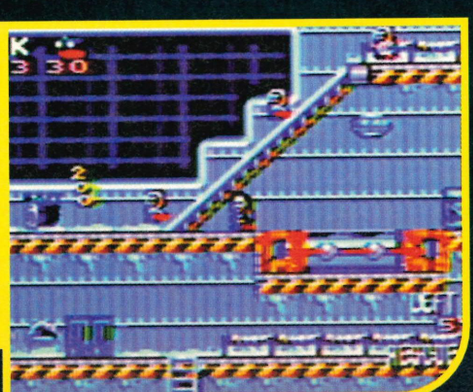
If you think you've heard it all before then so you have. Let's be serious. *SS Lucifer* is basically Lemmings-On-Sea, another game, a bit like *Humans* which jumps on the bandwagon that Psygnosis' infuriating little rodents set in motion. The question is, does that make it a bad thing?

Normally, it would. *Lemmings* was such an innovation that it basically kick-started a whole genre by itself and anything else is almost bound to be just a sub-standard photocopy of the original. *SS Lucifer*, though, has tried to do something a bit different.

It's Lemmings-Lite really. A primer for young kids before they graduate to the real thing. The *SS Lucifer* is sinking and you've got to save the passengers. Unfortunately, they are stupid in the extreme (maybe it was one of those Sun special offer trips) and will arse about and eventually drown unless you do something.

Its difference lies in its simplicity – *Lucifer* having none of the complexities of *Lemmings*. You plant a bomb here, flick a switch over there, plug a gap there and the passengers meander their way to the exit.

As for the rest, you've come across it all before. Save the alloted number of passengers, collect a password, progress on to the next level. For young kids it's probably fine, but the rest of us will want a dose of the real thing.



Ship fact: The abbreviation SS before a ship actually stands for steam ship. Amazing fact that.

SS Lucifer

- ▲ Based on *Lemmings*
- ▲ Good Kiddie fodder
- ▲ Reasonably challenging
- ▲ Dull graphics
- ▼ Bit simplistic

Graphics 5
Sound 5
Addiction 8
Lifespan 7

Power points

Release date.....November
Players.....1-2
Levels.....More than 50
Difficulty.....Medium
Psygnosis.....051 7095755

Final verdict

"A cross between *Lemmings* and a Farley's Rusk. Okay for young 'uns, too basic for the rest of us."
Andy S.

73 Percent

"A magical and highly polished piece of software that undoubtedly remain as timeless as the film."
"A magnificent game."
"The whole game exudes quality."
SUPER GAMER 90%

"It's got great graphics, top tunes and challenging levels."
"The platform game of '94." SUPER ACTION 93%
TOTAL 90%

Disney SOFTWARE

Disney's
The Jungle Book
VIDEOGAME

Virgin

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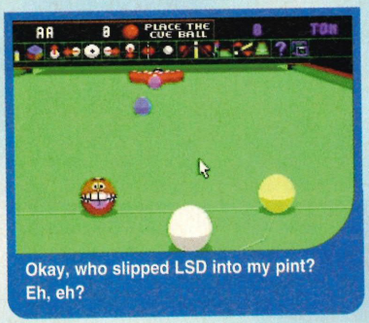
JIMMY WHITE'S SNOOKER

• Mega Drive • £39.99 • UK Release • Virgin •

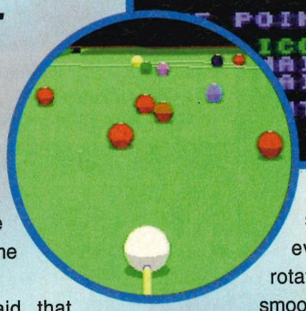
It could be said professional snooker is a very dull sport played by incredibly dull men (Steve Davis, Steven Hendry) with absolutely no social skills. This, of course, would be very cruel....



Okay, who slipped LSD into my pint? Eh, eh?

I really couldn't deal with all these help screens. Very heavy on the text and stuff. Very scary indeed.

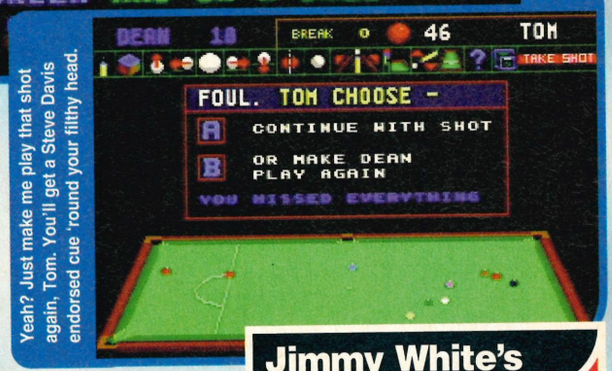
Conjure up any image of snooker and the mind tends to drift towards dimly-lit snooker halls, too much cigarette smoke, cheap bitter, stupid amounts of wood panelling and ridiculously large tables. A wet winter's afternoon and what could be better than a few frames? All this doesn't really translate well to a computer. Sitting in front of a TV with a mug of cocoa and a packet of bourbons doesn't have quite the same effect.



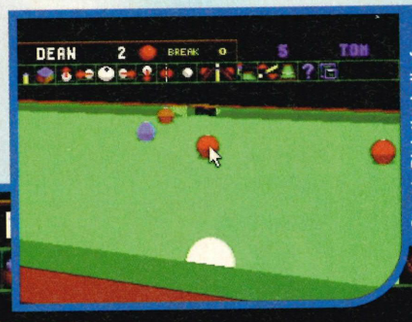
Having said that, though, *Jimmy White's Snooker* is as perfect a snooker simulation as is possible on the humble Mega Drive; and a simulation it most certainly is. It's got everything from thousands of adjustable angles to countless views and varieties of game.

It's possible to view the table from any angle and it has to be said that everything rotates very smoothly. The mathematics behind a game like this must be pretty frightening, but all the balls move very well and, regardless of the strength of the impact, there's no slow-down or dodgy jerkiness.

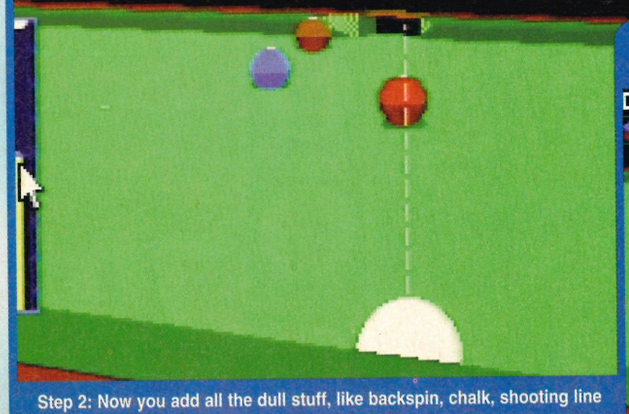
My initial reservation was that snooker doesn't need to be computerised. Getting to a snooker hall isn't difficult or expensive, and nothing can compensate for the real thing, but after playing *Jimmy White's*, I'd must admit that this comes darn close.

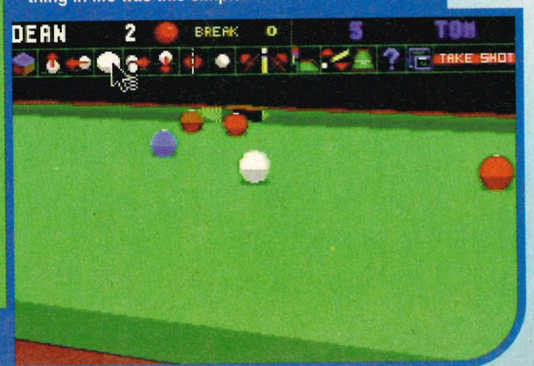


Yeah? Just make me play that shot again, Tom. You'll get a Steve Davis endorsed cue 'round your filthy head.



Step 1: Pick the ball of your choice to pot. Simple that bit.


Step 2: Now you add all the dull stuff, like backspin, chalk, shooting line and strength of shot. Right, next..



Step 3: Then just pot the ball. Ah, if only everything in life was this simple.

Jimmy White's

- ▲ Super smooth graphics
- ▲ Easy to use
- ▲ Snookerheads'll love it
- ▲ Tons of options
- ▲ Unbeatable snooker sim

Power points

Release date.....November
Players.....1-2
Levels.....N/A
Hendry factor....Light to flappy
Virgin.....(081) 960 2255

Graphics **8**
Sound **7**
Addiction **7**
Lifespan **9**

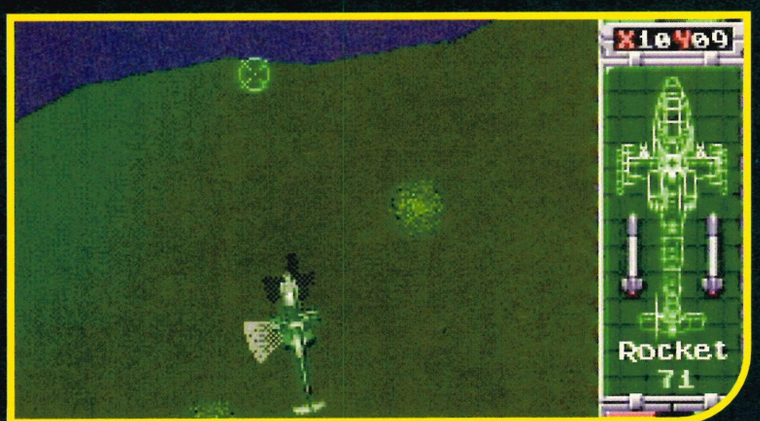
Final verdict

"A surprisingly entertaining and polished snooker simulation. Top work, fella."
Dean

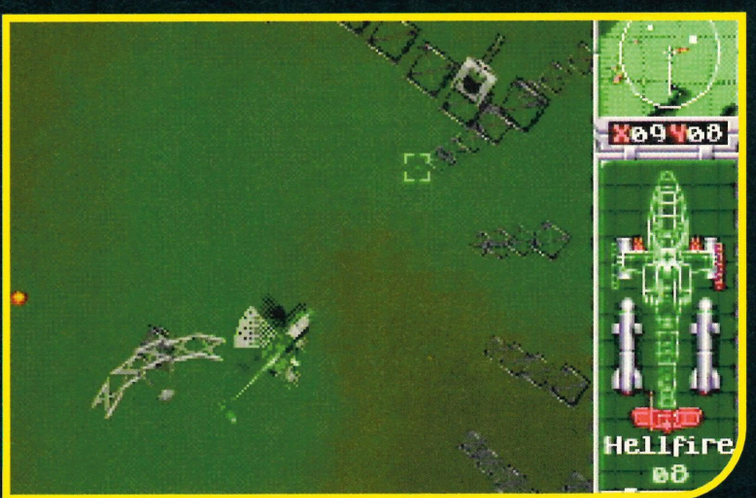
80 Percent

RED ZONE

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



If you get bored with missile silos and the like, there's a top sub-game where you have to destroy an entire hunt. Gits.



If you feel that SKY television is the stupidest idea since jelly cutlery, you could always bomb the main satellite dish. Maybe.

Maps and info abound. You can check up on any object that appears on the map. Nice one.

Yeah, admit it. It's dodgy pictures of women from some very sad PD library. You're nicked, son.

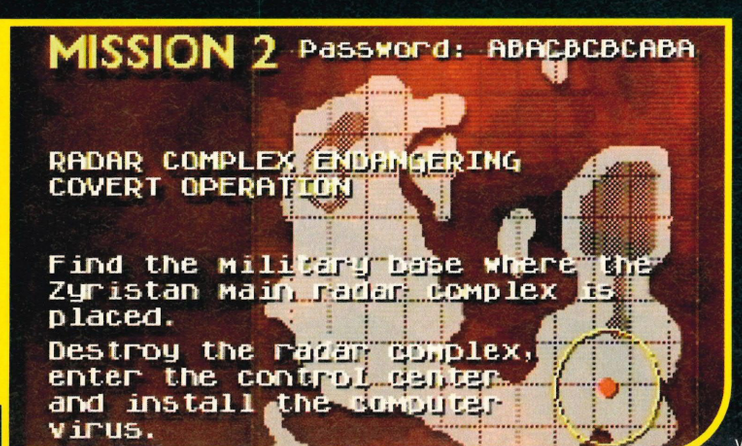
Can you imagine an overhead Urban Strike? Could you imagine your parents turning into root veg?

Red Zone was programmed by the same people who gave us the half-decent *Sub-Terrania*. Interested? Maybe not, but it gives you an idea of the quality of programming involved. *Red Zone* looks lovely and has some very treaty extras, but, like *Sub-Terrania*, the game falls a tad short on some points.

Some may argue that 10 levels isn't a bad amount and that it could be a lot worse. Then again, some people would tell you that Whigfield is great. Utter rubbish. The levels are quite hard, but why not give the game about 40 smaller missions, split up into various levels – like in *Urban Strike*.

Imagine *Urban Strike* with an overhead view, better graphics and nicer weapons and you'd be close. Although the overhead style may be okay, it's not a patch on the isometric 3D one.

I was initially impressed by the graphics and programming on *Red Zone* – the 3D mapped landscape works excellently, and the indoor scenes add variety, But to make up for the lack of levels, they've made the game very tough. The digitised intro is nice, but I would happily have waved goodbye to it for another five levels. Nice, but nothing very special.



You go through the usual blurb describing the mission ahead and... oh, I can't be bothered with this caption any more.

Red zone

- ▲ Novel view and...
- ▲ ...textured landscaping
- ▲ Clever intro...
- ▼ ...but not enough levels
- ▼ Toooo hard

Graphics 8
Sound 7
Addiction 6
Lifespan 6

Power points

Release date.....November
Players.....1
Levels.....10
Difficulty.....Hard
Time Warner.....0604 602800

Final verdict

"Taking a bite of the *Urban Strike* apple, *Red Zone* comes away with a maggot – albeit a small one."
Dean

78 Percent

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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%."
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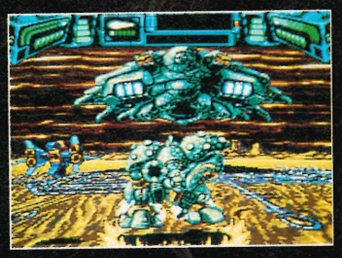

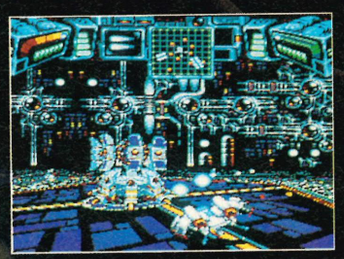

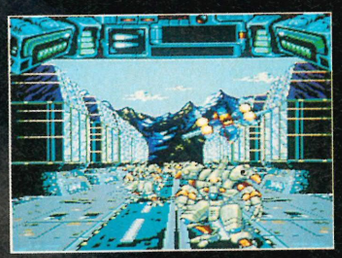

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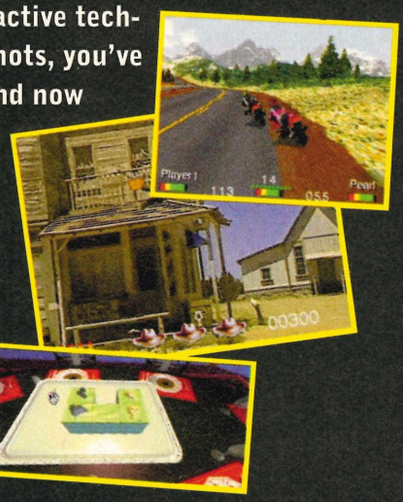
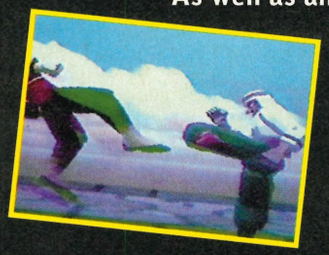
Leading the assault of the next generation of interactive technology is the 3DO. You've seen the screenshots, you've seen games magazines go crazy about it and now you get a chance to play it for yourself. We'll have machines available for you to use and there'll be plenty to buy for great prices!

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 gladitorial 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.

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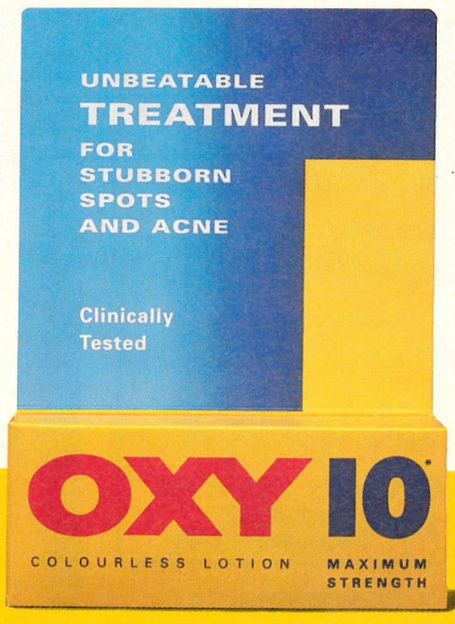

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OXYCUTE 'EM!*

Oh my God. Look at these grabs. Jason, why have you done this? Are you deliberately trying to make this game look crap? Why you have to sabotage the efforts of others is beyond me.

Oh, yeah, right. Apparently if you squint a bit, they look okay. Hmmm. Ye-es.

No, sorry. this still looks crap. This is because the Game Gear is so complex that no-one's developed the technology to grab it properly yet. Maybe.

Pete Sampras TENNIS

• Game Gear • £29.99 • UK Release • Codemasters •

A bit of a delicate drop volley with added topspin on the Mega Drive. Can the Game Gear version still pummel the chalk dust?

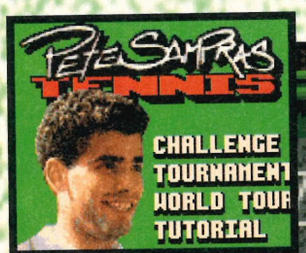
Crammed onto a screen smaller than your average tennis ball and shrunk down from its 16-bit glory, *Pete Sampras Tennis* still manages to be an excellent game. Why? Well, this is the sports sim as it should be: instantly playable, but with enough difficulty and features to make it a challenge.

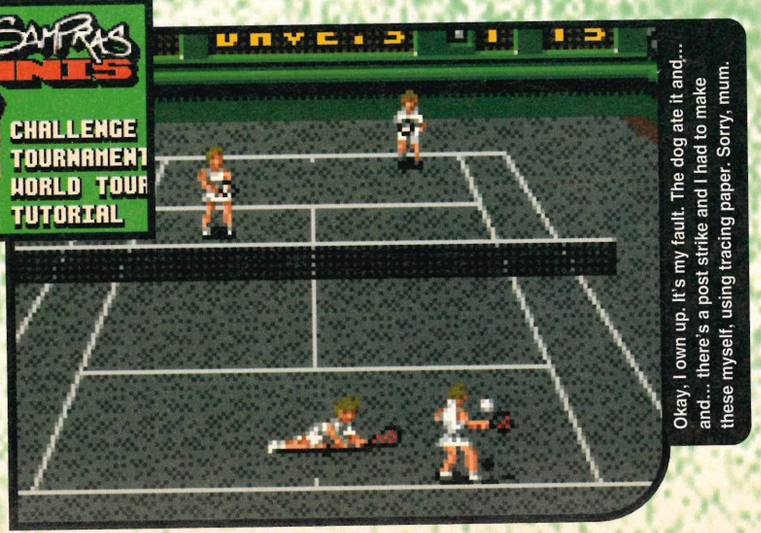
You have to wonder why Sampras though. I mean, it's not as if the guy's bursting out of his baggy shorts with charisma, is it? Why not Andre Agassi Tennis with a bonus game where you get your chest waxed by Brooke Shields? Or Martina Navratilova Tennis where you get to like your opponents all over the world?

I guess we'll never know, but what the Codies did right with this was not getting hung up on graphic realism. Okay, so Sampras' famous buttocks are still huge, but there's a cartoony feel to the whole thing which frees much more memory for the gameplay.

Challenges, tournaments, world tours, singles and doubles are all levered into the Game Gear cart, as is a rather nifty two-players-on-one-Gear option. It's not perfect, your control over the whole thing's a bit limited, but as with *Micro Machines*, it adds a hell of a lot of enjoyment to the whole thing.

Sampras was the best tennis sim on the Mega Drive. This doesn't let it down.





Okay, I own up. It's my fault. The dog ate it and... and... there's a post strike and I had to make these myself, using tracing paper. Sorry, mum.

Pete Sampras Tennis

- ▲ Truly smashing (ahem)
- ▲ Total playability
- ▲ Two-player option
- ▲ Diving players make me laugh
- ▼ It's not cricket or motor racing

Power points

Release date ..... November
Players 1-2
Levels ..... N/A
Difficulty ..... 3 levels
Codemasters ... (0926) 814132

Graphics	Sound	Addiction	Lifespan
8	8	8	7

Final verdict

"Probably as good as tennis games can get, and the best on the Game Gear by several thousand miles." *Andy S.*

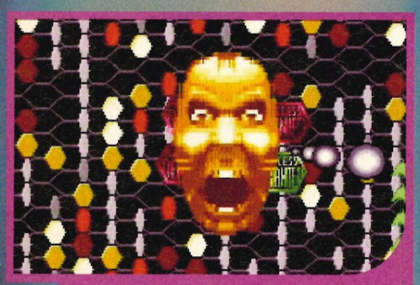
86 Percent

LAWNMOWER MAN

• Mega Drive • £39.99 • UK Release • Time Warner •

So you missed out on 'being' Pierce Brosnan when Sega cancelled the Remington Steel license? Fret not, for The Lawnmower Man cometh. Special review by Mandy Mound.

And apparently, right, virtual reality is, like, *real*. Only, er, virtually. Yeah?



Jobe, the man of lawns himself, is the boss in the brain-knackering final level.

Eyelid melting, pit watering, molar gnashing Cyberdelia. Techno, techno etc

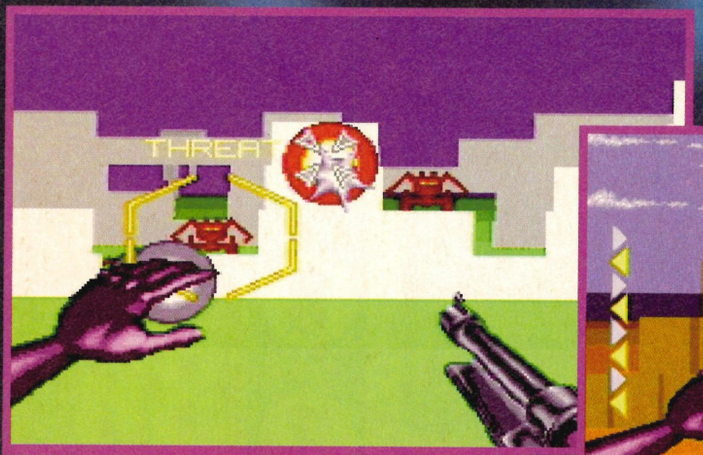
Believe it or not, life can get kinda lonesome on the West Coast. All those beach nuts, palm parties, and bikini jams can, you know, really *get* to a gal. So, after a day of hot tubbing and sun funking, it's nice to take time out with myself in the luxury of my own sexy apartment. "Relaxation is an art," says my colleague and good friend Chip Logan, and I go along with that. That's why I've changed my leisure periods. No more power nap hyper-flickers for me. Inner peace comes from a techno-snooze. I click into The Suit and enter my VR Dream World, where my VR lullaby pal Dale hushes me to sleep. As I sing in my cutesy-nearly-got-a-contract voice, "I'm a Virtual Girl in a Virtual World..."

So, to *The Lawnmower Man* gig. Based on the movie, this one's a bit of a strange license, seeing as the film went to that Hollycinema in the sky years ago. But, hey, I forgive ya! 'Cos it's not a *bad* game. Not, brilliant, triple-A, guurrr-*rate*, but not *bad*...

I don't know 'bout you guys in cute li'l Great Britain, but over here in The Even Greater US, 'not bad' means something has uppers and downers. Comin' atchoo in the right direction? (I know you're gorgeous and that, but you don't have to patronise us, stupid-but-still-rather-horny cow – Simon). 'Kay. The uppers. The VR sequences are the major gimmick here, and they're kinda cute. The graphics may not be the best you've ever seen, they're smooth 'n' wild and made me feel sexy, like licking ice pops often does. The rave video dodge and blast sections reminded me of all those great parties I go to all the time with famous people.

Man versus helicopter: about as feasible a contest as a quality shampoo versus eskimo urine.

But – hey – there are some big downers here. In between the VR bits are some very sub-standard platform links and logic puzzles that I found hard to dunk my donut into, 'cos they were far too easy. In the end, I thought it was badly in need of a shrink: it's a schizo product that can't make up it's mind want it wants to be. 3D blaster or 9-to-5 platty? To quote Shakespeare, that's, like, the question. And to quote Mandy Mound, it just ain't good enough. Jeez, I'm great... SEGA POWER



Dribbling their way out of Atari retirement, crappy, blocky space invader things special guest star in the cyberwar zone.

Yeah, like, when I was playing this bit, it was, like, being *'in'* Egypt, only virtually, yeah?

The Lawnmower Man

- ▲ Lusty VR 3D
- ▲ Funky presentation
- ▲ I'm sexy
- ▼ Tres mixed gameplay
- ▼ Tres dull platform bits

Power points

Release date.....November
Players.....2
Levels.....10
Difficulty.....Easy to Medium
Time Warner ...(0604) 602800

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

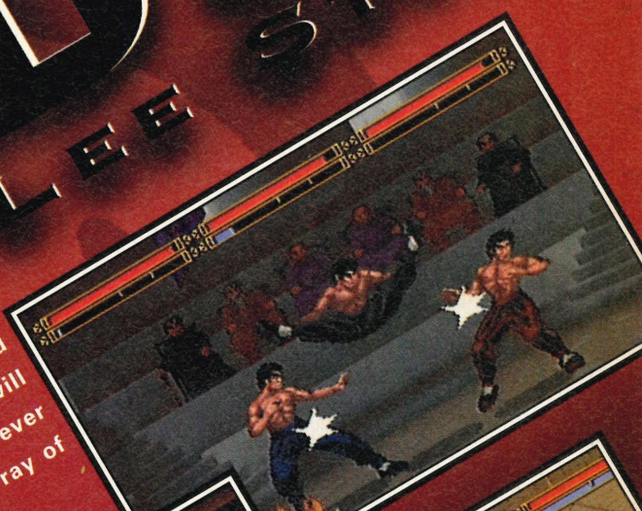
Final verdict

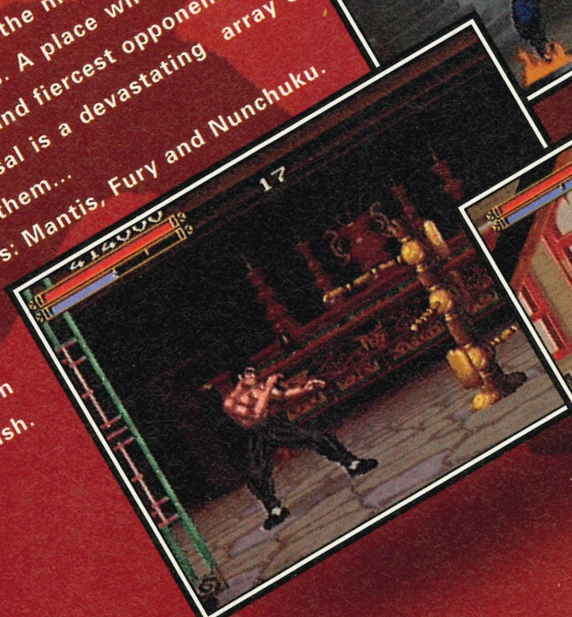
"Mandy Maths: Sexy 3D plus bland platform equals a game of divided interest. I'm cute *AND* clever, me." *Mandy Mound*

68 Percent

DRAGON

THE BRUCE LEE STORY





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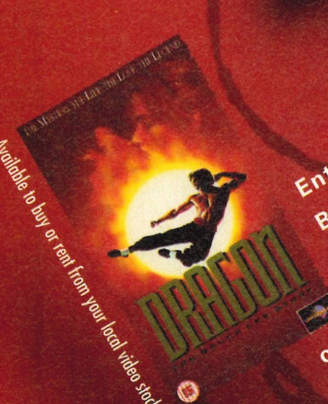

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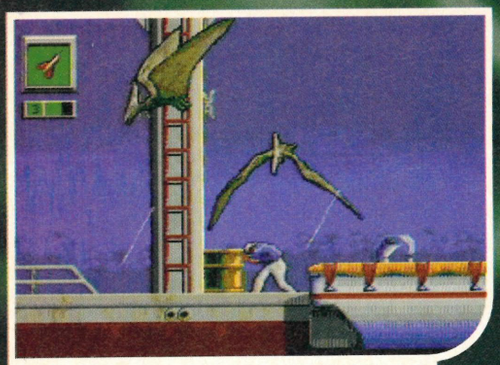


Dino Facts: artist Jeff Koons once painted a dinosaur using a child's fat face as a brush.

Dino Facts: Irish popster Enya actually owns a Tyrannosaurus Rex. Because of its huge arse.

Dino Fact: it's possible to blow up an inflatable dinosaur using only short, sharp arse-farts.

Jurassic Park: Rampage Edition

• Mega Drive • £49.99 • UK Release • Sega •

Yeah, just what the world needs: another bloody Jurassic Park licence.

Dinosaurs. You wonder how much more sow's tongue we have to swallow, thanks to that movie yank and his beard. Another sixty million years of steadily more stodgy hype? Yeah, we just can't wait for the sequel, Steve. Yeah, they sparked aplenty over the movie, Steve. The kids love you, Steve, they really do. Oh, and Steve. I know there was no licence potential for the last one, but the one before that? It's been done before, granted, but you've created an inexhaustible generation supply of lizard fetishists. After all, kids are kids, right, yeah?...

The first Mega Drive *Jurassic Park* was a bit of a sad case, a bumbled opportunity. Well aware of this, the programmers went back to their chips board and now they give us the *Rampage Edition* as way of apology for the first sorry instalment.

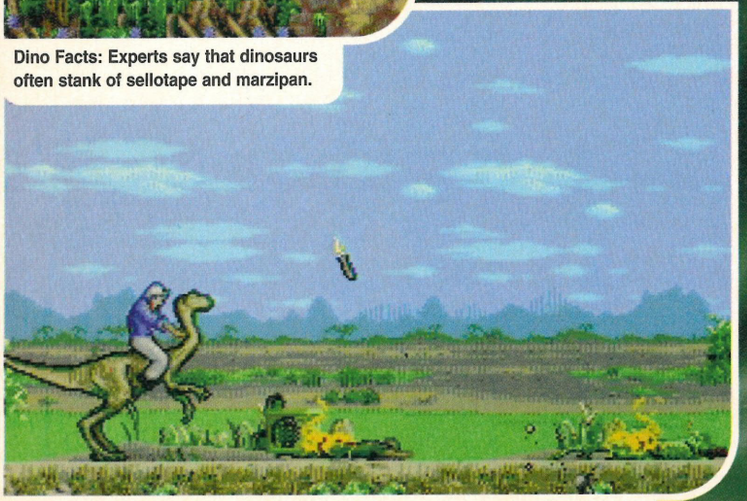
Yes, it is an improvement, but it's hardly a second-time lucky gem.

Yet again, you are given the option of 'being' either Dr.Grant or the Raptor in your quest to either kill 'em all or escape the havocised theme island. Out of the two characters, Raptor is the trickier and more satisfying, armed with new attack moves that need to be mastered. Dr.Grant, however, is your usual gunning gaming psycho, collecting shootahs and 'aving the enemy. All well and good, but haven't we seen this sort of horizontal-platty-blasty thing done much better before? I've got no problem with new games sticking to old genres if it's done well, but this? A couple of graphic frills don't hide the fact that *Rampage* is a remarkably unremarkable product.

Just picture an elastic band steadily being yanked to full stretch at the fat-faced target of a child. The rubber's as taut as it'll get. Our kid shuts his eyes, as he hears the distinctive twang and slap, ready for the face sting. To the sound of a distant slap, our kid opens his eyes to the sight of an adult holding his burning mush from the elastic boomerang. The Jurassic hype's dead. Use it as a marketing weapon and it'll slap right back in your face. Enough.

Dino Fact: most dinosaurs are dead now.

Dino Facts: Experts say that dinosaurs often stank of sellotape and marzipan.



Dino Fact: the inventor of the dinosaur, Charles Darwin, was a keen bollock collector, and claimed to 'have' the bollocks of that blok e from Soft Cell.

Jurassic Park: Rampage Edition

- ▲ Digitised dinosaurs
- ▲ Arcadey action
- ▼ Seen it
- ▼ Done it
- ▼ Burnt the T-shirt

Graphics 7

Sound 7

Addiction 5

Lifespan 5

Power points

Release date.....November
Players.....1
Skill Levels.....3
Difficulty.....Easy to middling
Sega.....(071) 373 3000

Final verdict

"An improvement on the original, but, if my puns can be excused from the table, still a bit of a dinobore."
Simon C

70 Percent

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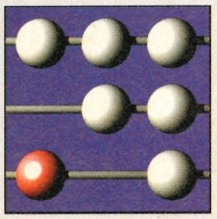

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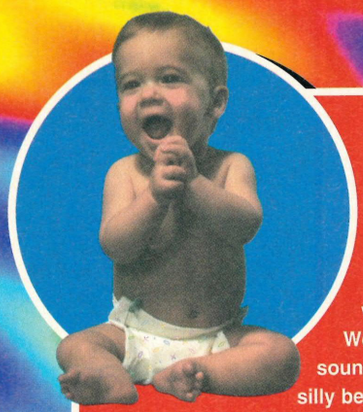

Guest tipster of the month

"Naaaaaaaaaaa. Waaaaaaaaaaaa!!!! Don't want to!! Waaaarrrrghhh! (Deep breath). Wooooeeeaaaaaaaargh!!! (Silly, musical bell sound). Ooh. Aah. That's really interesting. (More silly bell music). Giggle. ('What's your name? Yees! What's your name?') It's Chris, you cretinous cow. And I'm 'doing' the tips this month. So – everybody listen to me! Just because I don't have full control over my bodily functions... (Loud noise). WAAAAAARRGH!!!!"

Power

A plague of nappy rash upon you!

TIPS

Chaos Engine 92
Streets of Rage 3.... 92
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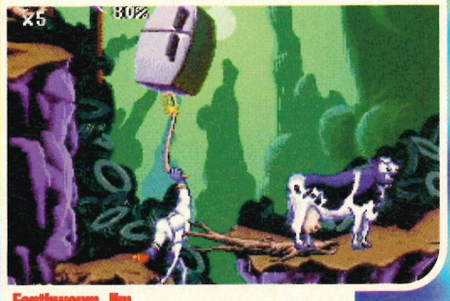
Earthworm Jim 94
NBA Jam 90
Landstalker 90
Shining in the Darkness..... 90

Earthworm Jim
Discover the secrets of a worm called Jim, from the earth. Great.



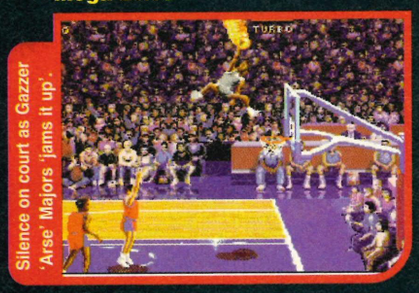
Earthworm Jim
What have a cow and a fridge got to do with worms? Find out here...

Ballz
It's probably the best fun you can have with a set of balls. Er, can I say that?

One minute I was sitting in a supermarket trolley, doing Winston Churchill impersonations, and kicking that twin-nozzle milk-vending machine that follows me everywhere, the next I was here on an intense tips, cheats and potty-training course. And, and... (Waaah-huh-huh... Waaah...) I don't even know my name. My kidnappers call me it, or (sniff) if they're being nice, Baby. (sniff, sniff)

NBA Jam

Mega Drive



Silence on court as Gazzer 'Arse' Majors 'jams it up'.

Have you got any cheats for *NBA Jam* on the Mega Drive? I know there's one where you can turn into the President and Vice President of America.

Simon Wilks, Margate

I've never put jam on a Mega Drive. I did throw my liver dinner in that direction at lunch-time – it didn't turn into a president, though. It was more like a sizzly bonfire display: bang! I think Alison wants me to stick to wearing my lunch-bowl as a hat in future.

Anyway, let's see what this machine does if I look up the American president. Now I know there's a 'c' 'n' and 't' in his name... Ah yes, here it is...

Simply go to the screen where you are asked whether you wish to enter your initials for record keeping, and select 'Yes'. Now enter the first two initials from the list below and put the cursor over the third initial, but don't enter it. Instead, hold down Start and the indicated button.

Character	Initials	Button
Clinton	ARK	A
Gore	NET	B
Turmell	MJT	A
Rivett	RJR	C
Divita	SAL	C
Kabuki	QB	A
Air Dog	AIR	A
Chow Chow	CAR	C
Warren Moon	UW	A
Weasel	SAX	C
P-Funk	DIS	C
Scruffy	ROD	B

It also says to go to the Tonight's Match Up screen and do the following to access these Power Up modes:

Juice Mode

Tap any button (A, B or C) 13 times, then hold down B and C until the game screen appears.

Power Up Defence

Tap any button 4 times, then hold down A, B and C until the game screen appears.

Power Up Turbo

Tap any button 5 times, then hold down A, B and C until the game screen appears.

Intercept Power Up

Tap any button 15 times and rotate the D-Pad until the throw-up.

Dunk Power Up

Tap any button 13 times and rotate the D-Pad until the throw-up.

Landstalker

Mega Drive

I'm hopelessly stuck on the Green Maze in *Landstalker*. I've done the following:

1. Healed the dog. I can see him and his owner, but I can't reach them.
2. Spoken to a Gnome about an invisible bridge.
3. Found the centre of the Green Maze.
4. I can see the sunstone but I can't reach it.

What should I do next to get the sunstone?

Marcel Baker, London

I'd like to help you, but, well, I kind of started sucking the *Landstalker* cart and it doesn't work any more – just more sizzling and fireworks and (Waaah... waaah... waaah... huh-huh... waaah...) I seem to have filled my nappy. No, don't pass me over to Simon. No pleeease! He's vicious with that zinc cream. (We did the complete solution to *Landstalker* in *Sega Power* 52 to 55. You can order them from our back issues section, page 104 – Andy).

Teach him a lesson! Rub his nose in it! What *is* the point of Thursday?

Shining in the Darkness

Mega Drive

Oh, dear *Sega Power*,
Please heed my cry,
Dark Sol draws closer,
I fear I shall die.

This game I've been playing,
Has my life in a mess.
It's the Mega Drive cart,
Shining in the Darkness.

I've had it since May,
But to little avail.
I've passed all four trials,
And I'm well on the trail.

I vanquished the Dark Knight,
The princess is saved.
Melvyl is Dark Sol,
And now Theos says:

'To defeat the Darkness,
You need the light.
You must become
A shining knight.'

I found the light Helm,
And the armour, no probs,
But I've searched for the others,
Until my head throbs.

I've found the Water Spirit's fountain,
But not the vial.
Please tell me their locations,
So I may continue my trial.

Mariska Nielsen, Weymouth

I may not have much to go on – just a few nursery rhymes, really – but I'm not sure your poem scans. I mean, that 'I've found the Water Spirit's fountain' line really breaks up the flow and ambience. I take it you were aiming for the Iambic pentameter, rhyming couplet style of Will Shakespeare. Still, at least your rhyming scheme works, kind of... Sorry, the answer to your question? Well, how the hell am I supposed to know? I'm only a baby, after all... Oi, Simon, watch that safety pin...

(Can anyone out there solve Mariska's problems? There's a free *Sega Power* T-shirt in it for you – and we'll throw in a bottle of Milton's Sterilising Fluid (and the baby – Simon) if you can do it in verse. Write to: 'Still in the Dark', Celebrity Tips, *Sega Power*, 30 Monmouth Street, Bath BA1 2BW – Alison)

Win a T-Shirt

Okay... Cheats and hints, then... We've got some great – hang on, the colours on this page look really interesting. Ho ho. Ooh. Dean's making a funny face. Gurgle. Hang on, he's vanished... Oh, Christ! He was hiding behind his desk and he's just popped up and said, "I see you!" or something. Stupid git. Ha. I've puked into his beard. And he can't do anything but pretend to laugh. Right, I've got a fresh lining on my arse, a clean dummy in my gob, and a stash-load of tips in my high-chair tray. Let's move...

Power Tips Cheats & Hints

Shining Force 2

Mega Drive

There are a few things I really enjoy in life. The best thing is throwing-up on people's shoulders when they try to burp me. Only slightly less fun is banging the joypad around with *Shining Force 2*. So I was as chuffed as a potty full of poo when I discovered these cheats for the US version of the game. Thanks go out to Adrian Stansthorpe from San Fransisco for sending 'em in.

Some people dancing frenziedly in awe of our lord, Beelzebub. Yesterday.

Configuration mode

Plug in the cart and turn on the power. Then, as soon as you see the Sega logo, quickly press Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up and B. If the cheat's worked you should hear a tune. Now hold down Start to skip through the witch's jabber. Then, still holding the Start button, choose either to start or continue a game. You should now be able to access the configuration mode. Turn on turbo speed and auto battle, choose to control your enemies, and even complete the game.

Note: to access the rest of these cheats, you'll need to complete the game first. However, you can use the configuration mode to do this. Simply follow the instructions above, select 'Game Completed', and then hit Reset. Now when you restart the game, it'll think you've already finished it once.

Sound test

Use the configuration mode method described above to complete the game. Now start the game as usual and opt to continue your game. Then, as soon as you've done that, hold down Start and Up and press C. If the cheat's worked, the witch should give you a sound test.

Difficulty select

The difficulty setting automatically appears after you've played the game once, but if you want to make the game that bit harder on your first time round, use the configuration mode method described above to complete the game. Now after you enter your character's name, the witch will offer you four difficulty settings: Normal, Hard, Super and Ouch!

Re-name characters

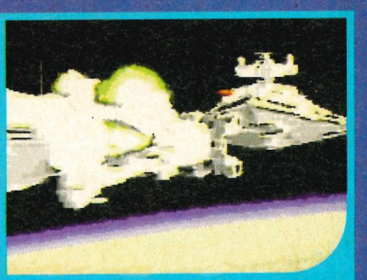
Use the configuration mode method to complete the game. Now after you've named your character, highlight 'Exit' and press A and Start. Another character should appear. From here you name all the game's characters.

Tazmania 2

Mega Drive

When it comes to sucking on a dangerous implement only one guy can compete with me: Taz. Makes you wonder how bad his nappy smells after a day of bomb munching. Anyway, if you want a level select and energy refill, try this: as soon as the Sega logo appears, press A and B on pad 1 plus B and C on pad 2 (you press them all simultaneously). Release all the buttons and you should hear a barking sound. Now pause the game at any time and press A – a menu screen with the cheats will appear in the top right of the screen.

Oh. Not that I'd know anything about the occult, of course. What with being a baby, and all... Ahem.



"Oh, cripes! It's Basher Bates. I'm in for a right thumping. Now for a feed... Er..."

Rebel Assault

Mega CD

Hang on, quick impersonation coming up. Where's my potty. I'll just slip it on and... 'All too easy... Perhaps you are not as powerful as the Emperor thought... Impressive. Most impressive!' What d'you think? (Worse than your Winston Churchill – Dean) Oh yeah? Oh no, nooo... Someone call the NSPCC...

Level	Easy	Normal	Hard
2	BOSSK	BOTHAN	BORDOK
3	ENGRET	HERGLIC	SKYNX
4	RALRRA	LEENI	DEFEL
5	FRIJA	THRAWN	JEDGAR
6	LAFRA	LWYLL	MADINE
7	DERLIN	MAZZIC	TARKIN
8	MOLTOK	JULPA	MOTHMA
9	MORAG	MORRT	GLAYYD
10	TANTISS	MUFTAK	OTTEGA
11	OSWAFL	RASKAR	RISHII
12	KLAATU	JHOFF	IZRINA
13	IRENEZ	ITHOR	KARRDE
14	LIANNA	UMWAK	VONZEL
15	PAKKA	ORLOK	OSSUS

Thanks to Dario Bignami in Castle Douglas for that lot.

The Terminator

Mega CD

This guy is really bad news. I mean,

Look at all the pretty colours. Ow! Ow, Christ. I've just broke another tooth.

anyone who goes after unborn babies needs to be spanked severely, right? (Hmmm, maybe Arnie had the right idea all along. – Andy) Trouble is you need more than a fistful of mushed up Farley's rusks and biological pee-shooter to get rid of this guy. Well, DP Edwards from Basildon has come up with just the thing.

When you see the title screen, hold Right on the D-Pad and then, keeping it held down, press B, C, B, B. Now release all the buttons and press Start. If you've done this right a special menu will appear. From here you can grab nine lives, three different guns and up to 98 bombs. When you've stocked up on everything you want, highlight 'Run Game' and press Start.

Tudor here again. Look, I do have a sense of humour and I realise what's going on...

Robocop versus The Terminator

Mega Drive

Have you seen the Pampers ads? You know, the ones about the elasticated legs? What I want to know is, am I abnormal? I've never passed any blue dye in my lifet. I mean, what are those people on about? (What the hell has that got to do with *Robocop versus The Terminator*? – Andy) Stop shouting at me! I don't want to do this any more. I want my mummy! WAAAH, WAAH!

(Oh god! I'll do it myself then. Fancy fighting some female and skeleton enemies? Well, simply pause the game and press C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C and A.

Ha-llo. This is Tudor Gregory, Department Of Employment. You do realise that utilising under-age employees is punishable by death?

Or how about becoming 'Turbocop' so you can run faster and jump higher? Pause the game and press A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C and B. And if you want to become immortal, start at the Trainer level (Is those the elegant rubber panties? – baby) and move as far left as you can, then press Up and C. This will take you on to a new level where you'll meet the game's designers and become immortal. – Andy)

Combat Cars

Mega Drive

Cars? Don't like 'em myself. I get shoved in the back in one of those plastic-bucket seats, then the twin-nozzle milk vending machine straps me in. Don't see why she has to wrap the thing round my neck first, though. (You don't? – Andy). And what's all that rapid braking about?

Anyway on with the tip. To race on the track of your choice (and to kind of save your position), go to the option screen and highlight 'Exit'. Now hold down the A, B and C buttons and press Start. Cycle through the menus as normal. Then, when you reach Beach Track 1, press Left or Right until you find the track you're after. Now press Start.

Thanks to good ol' Chuck Anders over there in Seattle for that 'hint'.

Road Rash

Game Gear

Road rash? Is that some kind of nappy rash caused by a lack of roadside conveniences? Hee, hee! (Thwack!) Waaah!

(Sniff). Enter (sniff) 0000 0DQT0 15AUS 574AE to start on level 5 with (sniff) the best bike: the devilish Diablo 1000.

James Pond 3

Mega Drive

I like fish. They like to play outside their tanks. They flip on the carpet, then they get tired and go to sleep. The cheats Sally Bowen from Minehead sent in didn't work when I put the cart in the goldfish bowl, but here they are anyway...

Go to the password screen and enter Red Cheese, Yellow Mouse, Green Cat, Blue Dog and Red Book. Now click on the door icon and all the routes on the map will be open. Next go to 'Options' on the title screen and press Left, hold down B and hit Start. You'll get the coveted level select.

That's not all. To get a harder game, enter: Red Cheese, Yellow Mouse, Green Cat, Blue Dog and Red Skull. For invicibility, enter: Red Cheese, Yellow Mouse, Green Cat, Blue Dog and Red Fish. For nine lives, enter: Red Cheese, Yellow Mouse, Green Cat, Blue Dog and Red Heart. For five energy units, enter: Red Cheese, Yellow Mouse, Green Cat, Blue Dog and Red Star. To get X-ray specs, enter: Red Cheese, Yellow Mouse, Green Cat, Blue Dog and Red Dog. To destroy all the cheese mines and stilton machines, enter: Red Cheese, Yellow Mouse, Green Cat, Blue Dog and Red Cup.

SEGA POWER

It's just that I have to uphold the law. His Satanic Majesty insists... (Get him out of here! - Andy)

Action Replay

Chaos Engine

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

Streets of Rage 3

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

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

Super Streetfighter 2

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

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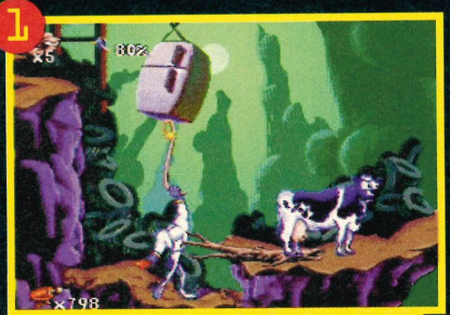
Earthwo

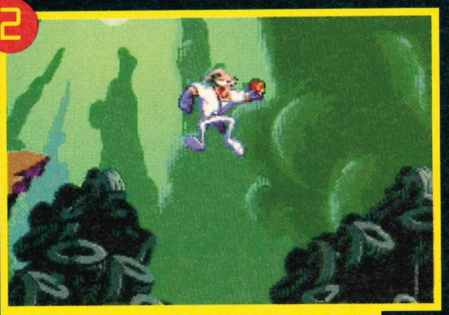
Earthworm Jim is fab and everything. Better than eating apple puffs until you're sick and certainly better than flapping at a dead penguin with a large snooker cue. Probably. Tips follow...

1



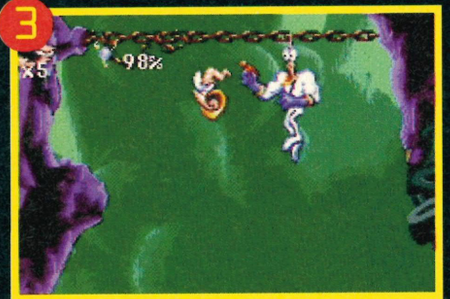
Your first act at the start of the level is to launch this cow into space. Why? Apparently all will be revealed later – it makes a brief appearance in the next level. To launch the cow, whip the fridge while you're standing below it.

2



Correct bouncing on these tyres will allow you to access an extra section. To get more height, press and hold the jump button when you're on them.

3



The first extra life: when you get to the top of the escalator about halfway through the level. Go over to the right and hidden at the top of the level are a couple of hooks. Whip across those and it's yours.

4

When you get to this continue, you have a choice of direction. If you head off to the right there's tons of booty to collect. Go down and you're on your way to the next extra life.

5

These are the goodies I just mentioned. Collect as much as you can and then head down and left to go back to the continue point. Now go down...

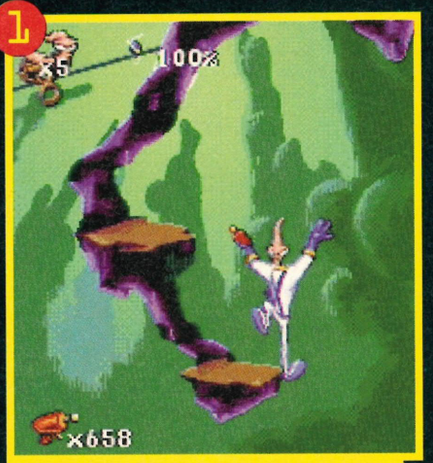
6

...and you'll find the second extra life. Now jump on up to meet the first boss.

Bonus!

There's an excellent bonus warp thing at the beginning of stage one and it'll take you almost to the end of the level and give you tons of weapons. Finding it is tricky, unless you're clever. Like us.

1



When you're on the tyres at the start of level one, bounce across to the small platform on the left. Jump onto the slide and, when you're near the end of it, jump and quickly whip to the left. This'll put you on a rope bridge. Go along, jump right up to the top and then drop down...

2

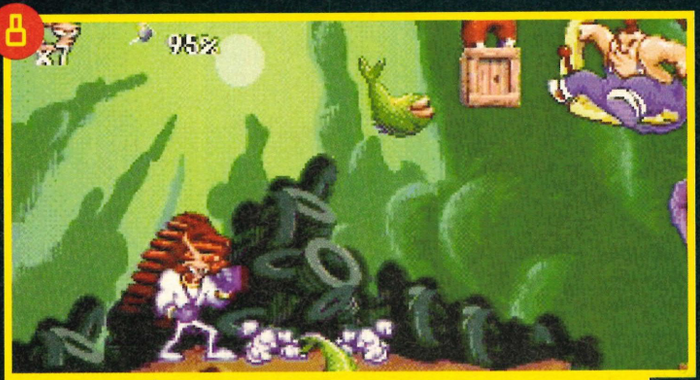
...and you'll find a toilet. Jump into the bowl and you'll be warped to the far right of the stage. Now pick up all the weapons you find and make your way up to fight the first boss.

rm Jim

7

The first boss is nice and easy. Just fire everything at him and avoid the anvils. There's a complete energy replacement pill above him.

8



The second boss isn't much harder. Whip or shoot the crates into the spring to hit the fat bloke. Before you defeat him, jump on the spring yourself and press the jump button. There's loads of weapons and health up there. Not bad.

1

These are the keys to the game. Collect at least 50 of these and a continue's

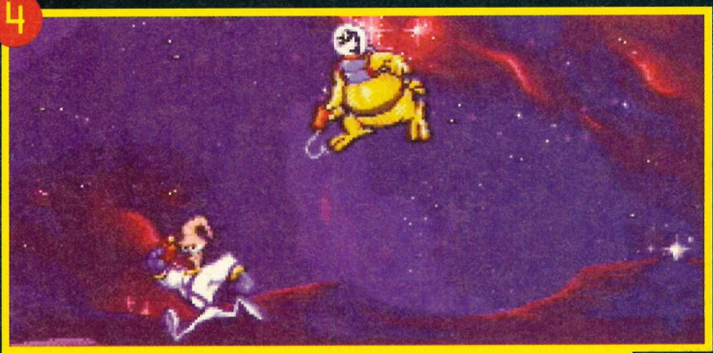
2

This horny beauty will make you invincible to the asteroids and Psycrow for about 10 seconds.

3

The speed-up collectable will give you a short turbo boost (and invincibility). You'll need to pick up at least one of these to beat Psycrow.

4

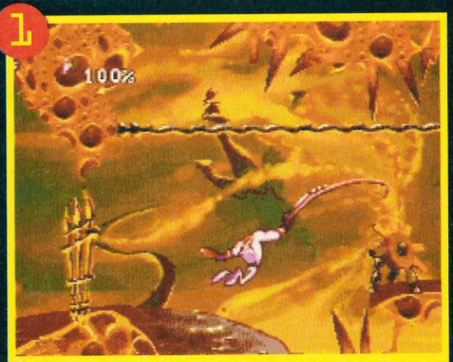


If, for some strange reason, Psycrow manages to beat you, you have to defeat him in another sub-game. He's reet 'ard, but the trick is to whip him and then shoot him while he's stunned.

Earthworm Jim

Level 2

1

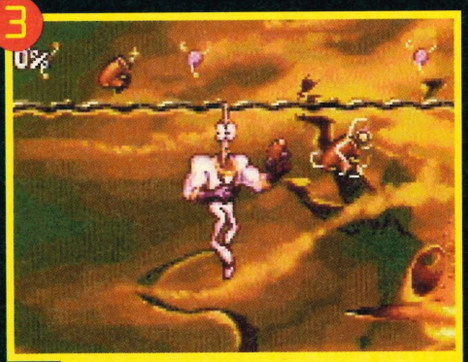


When you get to the gates, things start to get a bit trickier. Whip the cog and time the run underneath, but it's not easy – so expect to lose a bit of energy.

2

This is probably one of the easiest lives to get. Okay, so you've got to time the jump off the globe properly, but it's easy really.

3



You may think you're only able to get half of the stuff on show here, but you'd be wrong. There's another one of those hidden hooks, so just swing across, collecting as you go.

4

The first boss is a troublesome snowman – not something you'd expect to see in Hell really. He's tricky, but if you can whip him just as he appears, he won't fire at you. If you're not close enough to whip, just use your gun.

5

As soon as you've defeated the first boss you get thrown into this little problem. The next boss throws a bomb onto the level and stalactites rain down. The secret to getting past them is to keep moving left and right, following their pattern. You can lose a lot of energy here, so tread carefully.

6

After you've avoided all the stalactites, jump up and you'll find a hidden hook above where the boss threw out the bomb. Swing onto this and go off to the right. You'll fall through the wall and pick up a life and some ammo.

7

Keep an eye out for this full-energy power-up. It's simple to get (just jump across from the top of the level), but it's easy to miss.

8

This continue is another thing that's quite easy to miss. Just before you get to the tricky bit (mentioned later) you'll find a continue tucked away at the bottom of the level.

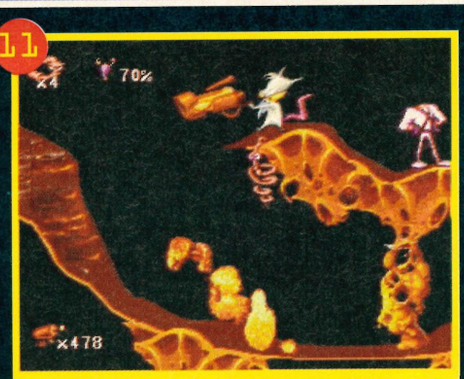
9

Firstly get rid of this faceless accountant-type by whipping him and then shooting him. Then get underneath the gate and jump up.

10

Here jump as high and as close to the first hook as possible. It's tricky.

11



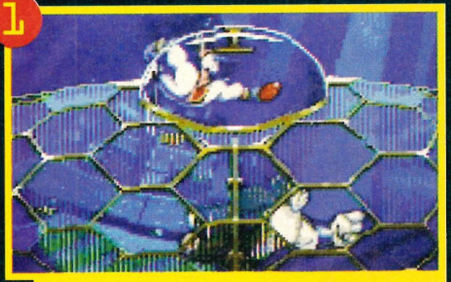
All you've got to do on this section is avoid the boss's fire by jumping over it.

12

Stay still until you see his eyes, then move to the left or right and shoot 'im. Nine times!

Level 3

1



Jump into these bubbles and hold on until they go past. Only one hit knocks off 20% off your energy.

2

There's three submarines to contend with. Use the extra oxygen points here. You'll need them.

3

Free the hamster to get past the small creatures. Whip the switch above to do so.

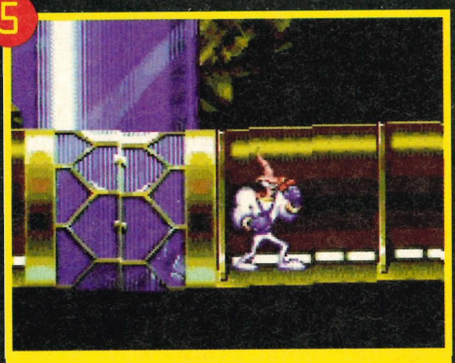
Earthworm Jim

Level 3

4

Now it's simply a case of jumping on top of it and pressing fire whenever you come into contact with an enemy as this picture clearly illustrates.

5

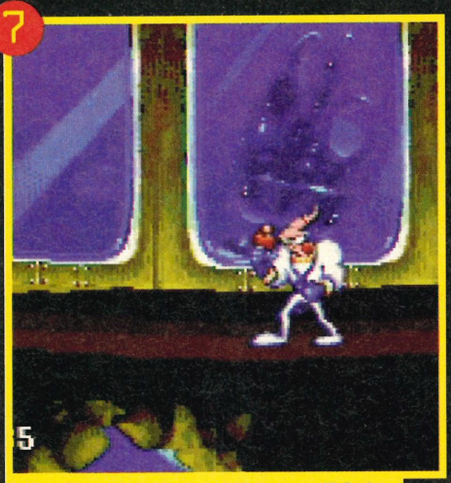


After you've been beaten up by the chucky-throwy monster, head right straight though the wall. You'll get sucked up to the extra life. Simplicity itself.

6

Getting the second extra life's harder. It's about 20 seconds into the final submarine run. If you keep your eye out, you should see a small gap. Go though that and thingies your wotsit.

7



After completing the final sub run, you'll find a hidden bit full of energy things and weapons. It's in the room after the sub drops you off.

8

It's possible that you'd think there's more to this boss than meets the eye, but it really is as simple as just hitting that fish bowl off the stand.

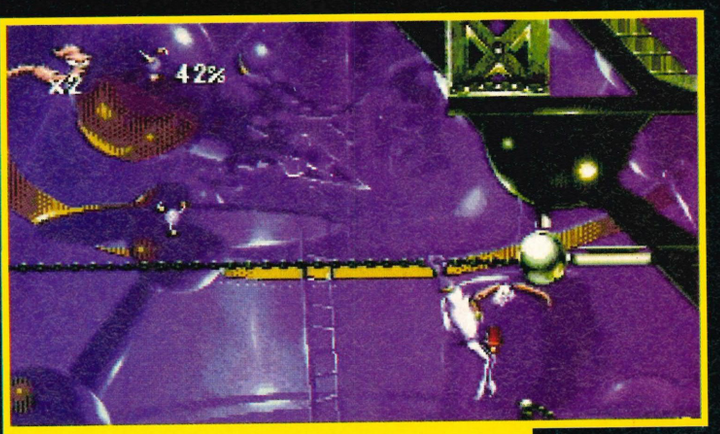
There are three parts to this level, with each snot getting harder. The snot retaliates by spinning very fast and trying to knock you into the monster-type at the bottom. There's a gauge for each of you, so keep yer eye out.

When the snot is spinning it's impossible to attack it, so just try to keep out of its way.

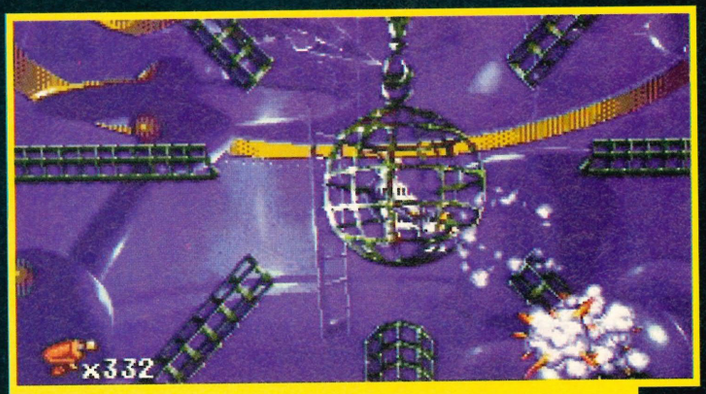
I think this shot's trying to explain the act of defeating the snot – by smashing it into the wall. I could be wrong though, that's the problem with insanity.

On the second and third level, watch out for the monster at the bottom of the bungy. If you're above it when it snaps, you're done for.

This is the fifth level. How do I know? Because I've played the game and I'm very good at it, that's how.



I could tell you more about this level in this issue, but it could leave us a bit short of things to write for the next one. So, I'll just let you look at these very nice grabs and try to work out what's going on...



...you won't be able to, of course. But it'll give you something to do until the next issue comes out.

Next month Sega Power will be bringing you the toe-tapping, bed-wetting finale to this fine solution to Earthworm Jim. We'll also be bringing you news on a tips compilation to end all others... You have been warned.

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Power TIPS

Ballz

All of the characters have the following moves in common:

Air Kicks: C, B
Air Punches: C, A
Right Shifty: L+B+C
Left Shifty: L+B+C
Rude Gesture/Taunt: A+B+C
Grovelling: Dn, Dn, Dn, Dn
Roll Runner: Dn+A

As with all characters, press A continuously post-rumble and you'll witness gratuitous goading as you play with your opponent's balls (oo-er). To defeat the bosses, try to taunt them in between the pummelling, as it strengthens every hit that follows. Worth remembering too, is that when you're knackered and need to replenish energy, grovel at a distance and at short intervals. Then you won't get thwackajacked by your opponent.

Oh, and by the by, 'A+B' means press buttons, like, sime-ool-taneously, and 'A, B' means press button A then, like, button B. Easy peesy joypad squeezy...

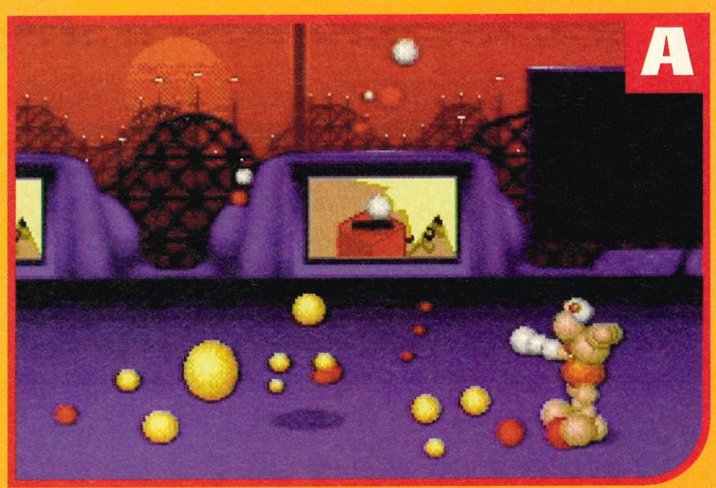
That fluffy pod of spherical scrummage Ballz had this office most confused when it was first received, I can tell you. But then we waited. And we watched. And we learnt. And then we became experts in finding out all of the hidden special moves of each character. Here, in full detail is, as Joan of Arc would say if she were a cockernee Pearly Queen, the "bleedin' lot". Oh, except for that tub of rubbish Bruiser. There's always a crap one, isn't there...

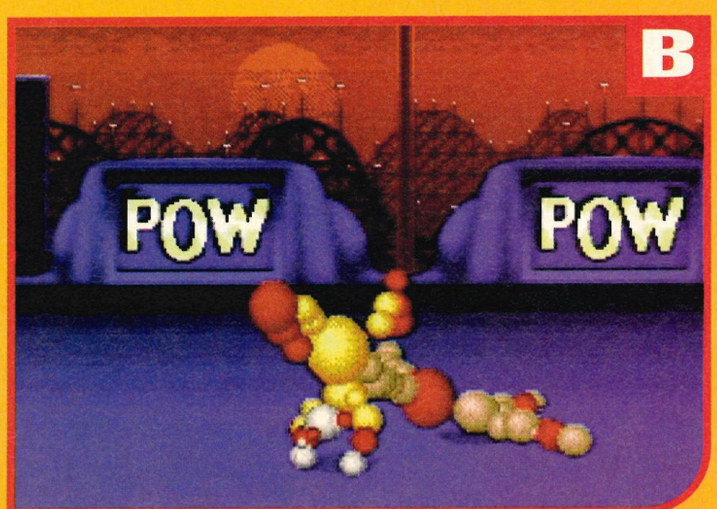
Boomer

It was Billy Smart who first ignored the double 'o' in Boomer's name, who headlined a travelling colostomy circus as BmEr. Wetting his cakoid lips on the comedy grit and shove of custard tarts, he was banned from the slap, spit and dawsussed of county clowning after trying to compose a waltz by exploding fat-faced girls from a photocopied canon. Though his handwriting is a lot to be desired, he is generally credited for the design of Coughbury's Git, a wooden paw for limping Jack Russell terriers. He claims to be good at breeding, and does it "as often as possible".

No, really.

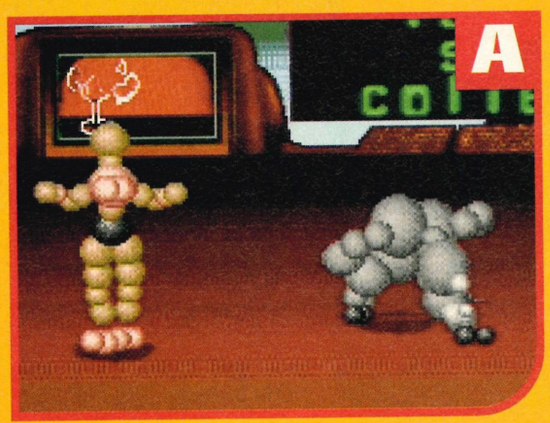
Telescoping Arms: Dn+A+B
Self Destruct (up close): R,D,L,Up,A
Head Lob: Aw,Tw,A
Head Bowl: Aw,Tw,B
Power Kick: Tw,Tw,B
Dive: Dn,Up+C
Jack-In-The-Box Bounce: Up+A
Right Handstand Kick: R,R,B
Left Handstand Kick: L,L,B
Boomer Morph: R,L,A+C

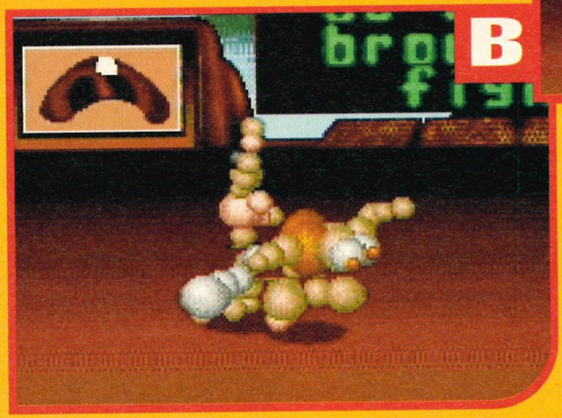




Divine

Divine was destined for the stage from the moment she popped from the arse-pod of an envelope. A famed ballet dancer and professional trout-gouger, the unpleasantly sweet smell of fish ruined her pirhouetting career, hurling her onto the grass-farted streets of Golgotha. It was there she learned to steal, pillage and fold shirts nicely just like they do in Benetton, and a life of loving and rucking was an eyeball inevitability. Divine says 'Sorry mum' too much.

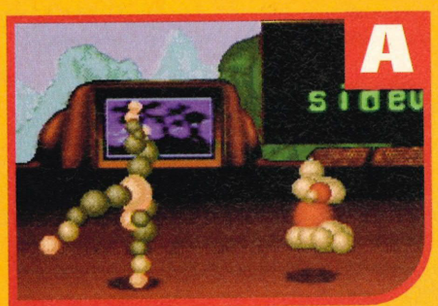


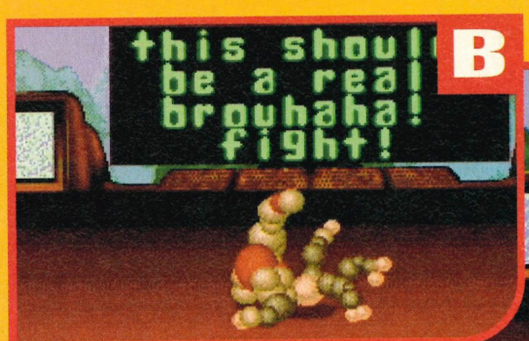


Opera Yodel: Dn,Dn,Up
Whirlwind: Aw,Up,Tw
Ducking Uppercut: Dn,Tw,A
Fake Dizzy: Dn,Dn,Aw
Bump & Grind: Tw,Aw,Tw,Aw
Knee the Goolies: D,D,Tw
Nut Crunch: B up close
Lunge Kick: Up,Up,B
Divine Morph: Up,L,A+C

Tsunami

Born on the edge of a mouse pastry, Tsunami was originally employed by Oxford University Press to take the silent 'j' out of 'lollipop'. However, after swallowing the silent arm of a diagonal mollusc, Tsunami gained in weight, and aged six, became the Sumo champion of Norwich, France. Renowned for his splattering claims about the missing greasemonkey of playwright Alan G Gee belonging to his mother's tights, Tsunami is a formidably complex oblong fighter.



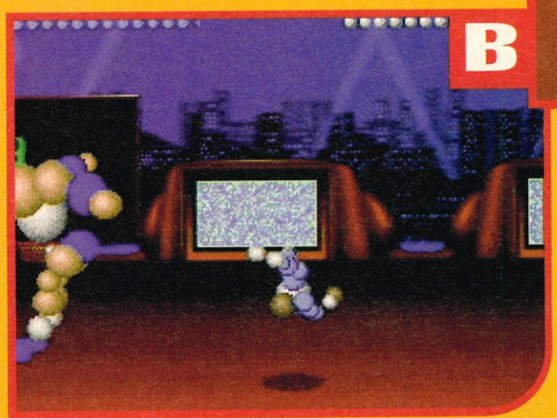


Wind Up Kick: Tw,Aw,B
Wind Up Kick: Tw,Aw,A
Meditating Floater: Up,Up,C
Sumo Splat: C,A+B
Karate Hack: Up,Tw,A

Lard Charge: Tw,Tw,Tw
Flying Somersault Kick: Aw,Aw,C
Swinging Tosser: B when close
Tsunami Morph: L,R,A+C

Turbo

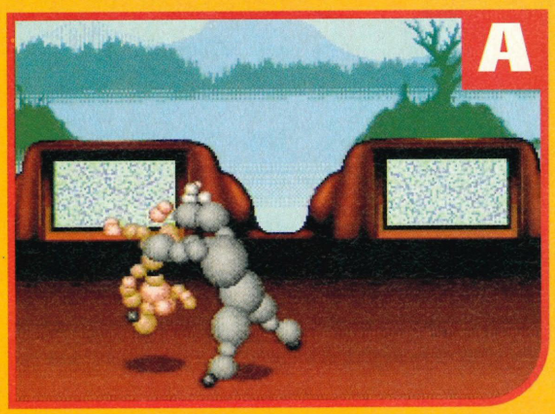
Faster than a butter-cycle, and swifter than a mug-tree-hovver hybrid thing, Turbo is the youngest of the *Ballz* squad. Barely able to lift the brown off an oak tree, Turbo has developed into a supreme example of beating people up without using his tendons. The nicest place he ever took a girl was "to the MIDI lead section of Tandy" (Groater's Bar, Shrops). Turbo is known to grab a pie for lunch, and squeeze it until the geese are sick.



Flying Arrah: C,Dn,Dn
Head Pound: Up,Tw,A
Hover Bovver: C,B+C
Flipping Kick: Tw,Tw,Tw
Spinning Pile Driver: C,A+B when close in midair
'Avesummathat: Tw,Tw,A
Over'ed Punt: B up close
Rising Punch: Dn+A+B
Turbo Morph: R,R,A+C

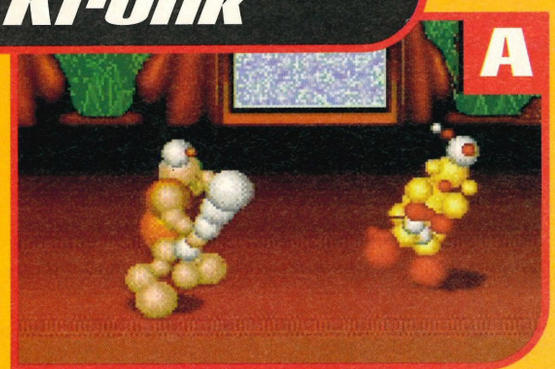
Crusher

Effortlessly switching from endangered species to endangering other species, Crusher (real name Roosevelt O'Very Bladder) escaped from the Serengetti and made his name turning the hands of that big clock thing in Channel Four's *Countdown*. However, after winning a controversial on-screen punch up with presenter Richard Whitely, Crusher took to the ring and made his name twatting quiz show celebrities like Brucie, Bob Monkhouse and the stern-looking turd from Fifteen To One. Crusher has never used a Stanna Stairlift.

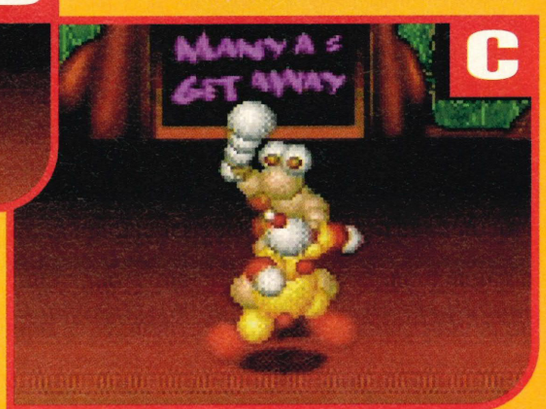


Wind Up Punch: Aw,Aw,A
Wind Up Kick: Aw,Aw,B
Underhand Horn Blower: Aw,Tw,A
Major Tosser: B up close
Stompage: Up,Tw,B
Horn Chuck: Aw,Up,A
Horn Lunge: Tw,Tw,A
Rumble Charge: Up,Dn,Up
Jumping Headbutt: L,Dn,A
OTT Slammer: Up,Dn,A
Crusher Morph: Dn,R,A+C

Kronk



Fetishism has no place in the Surrey home of Kronk, a leading bank assessor and professional straw peeler. Uncommonly fond of trousers, he's known to wear them most days. A reformed punctuation pirate, he is survived by his wife :?,. and his two mini-children :;;"- and /?/?!::. Unfortunately, the haunting of a seaside bench as a youngster has made him a violent mentler. Kronk owns a husk the size of a trad Japanese village.

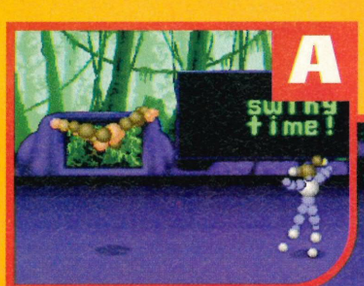


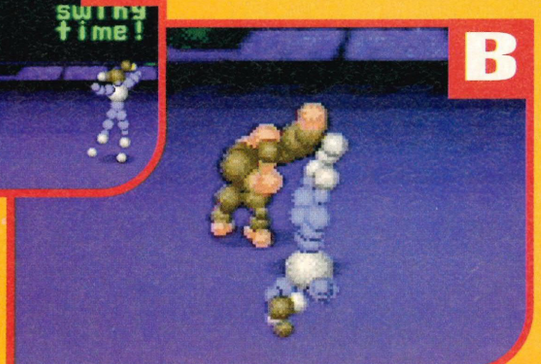
Tee Off: B when close
Harm & Ride: C then land on opponent
Goolie Casserole: Dn,Dn,A
Snot Lob: Aw,Up,A
Flying Phlegm: Aw,Tw,A
Fencing Lunge: Tw,Tw,A

Bone Sweep: Dn+A+B
Uppercut Pummel: Up,Up
Overhead Pummel: Up,A
Duck, Dive & Roll: Tw,Tw,Tw
Flying Down Spear: C,Dn,Dn
Kronk Morph: L,L,A+C

Yoko

Recently married to the VISA card of arse-expert J.J.J.Sixteenathon, Yoko loves the finer things in life: soft ceilings, high-heeled cheeses and the like. Production is a pain for the tulip-lisping wrestler, and only recently did he find out that he was in fact 'a monkey'. A doctor told him that, too. Yoko is a part-time fighter, and is normally found fumbling about with your change in various chains of Littlewoods.





Back Flip: Up,B
Forward Roll: Tw,Tw,Tw
Spin Attack: Tw,Up,Up
Pole Swing: R,R,Up or L,L,Up
Pulling Legs: Dn,B
Stun Fart: Aw,Aw,Aw
Virtual Vine Swing: C,Up,Up

Swing Punch: A (in swing)
Swing Kick: B (in swing)
Swing Around Hit: L,L,B or R,R,B
Chimp Spin: B when close
Hit and Ride: C then land on opponent
Yoko Morph: Up,R,A+C

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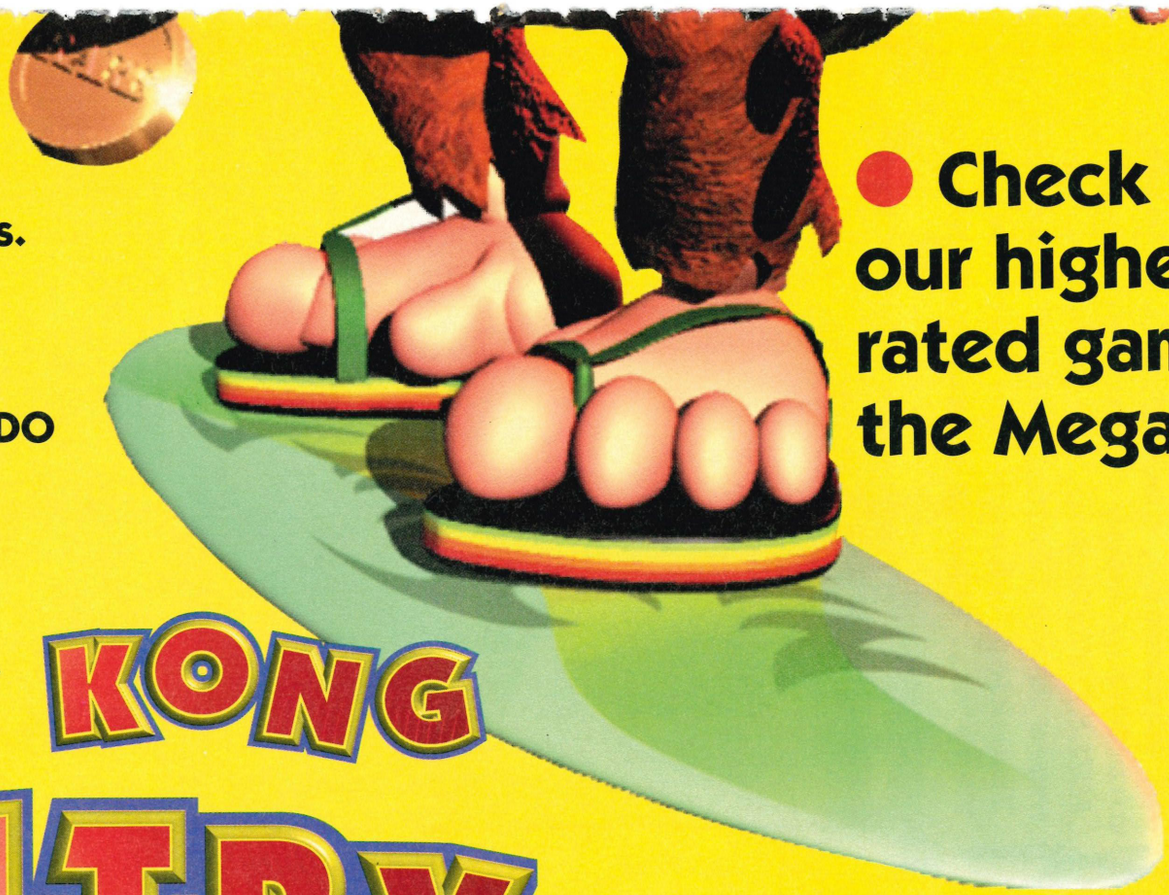

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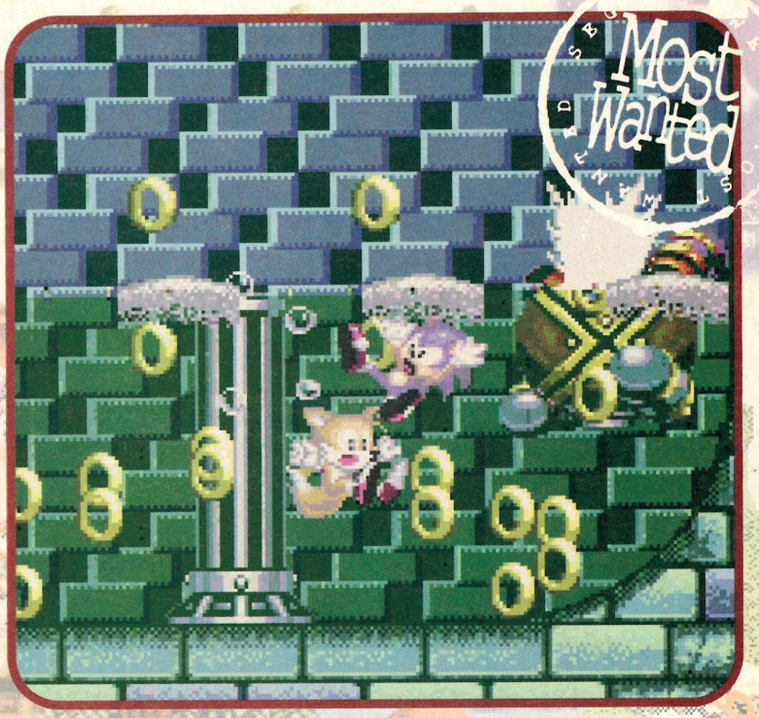
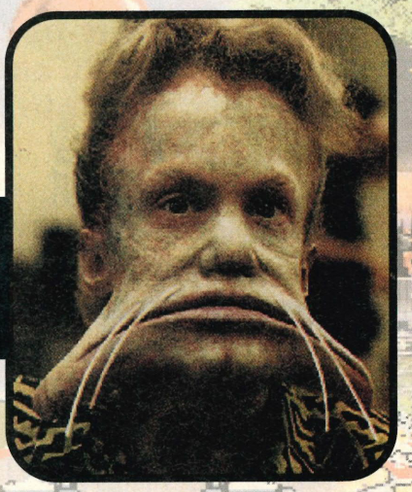
'Twas a dark and cool night with the texture of pitta bread. Large fries and a regular Come, please. Oops - typo! The way to a man's heart is through his rib-cage. Can you hear the sound of enormous, comedy false teeth, chattering away in the depths of HELL? Welcome, my pretties, to more Most Wanted. Tony! What are Twinkies? Nurse! The panties. They're... they're coming alive!



Reader's Top Ten

1. Daytona Racing (coin op)
2. Sensible Soccer (md)
3. Quibbling over change in Top Shop (Birthdays)
4. NBA Jam (md)
5. FIFA Soccer (md)
6. Pete Sampras Tennis (md)
7. Flashback (md)
8. Star Control (md)
9. Mean Bean Machine (md)
10. Sonic 3 (md)



Gavin Bradshaw is a 22 year old Stockportian psychology student (but WHY are you a psychology student, yeah?). He's a bit of a loved-up rave boy by the sounds of it, DJing regularly and spinning the wheels of steel to a techno-bellied audience. His favourite TV show is Pingu, especially the episode "where Pingu couldn't reach the toilet for a jimmy," and rates Monty Python's *Life of Brian* highly, despite the lack of, if you will, jimmying. 'Gav' was obviously too shy to enclose a photo, so we've had to resort to an artist's impression.

THE 'WHY THE HELL DID THEY RELEASE THAT?' OF THE MONTH

Brutal: Paws of Fury (md)

Brutal: Bag o' Shite, more, um, like...

Useless Product Of The Month

Sent to us from the tinsel utopia of Los Angeles, by Mandrew Mound (brother of our Mandy) this is the official Walt Disney cryogenically frozen figurine. Those mentlers in the Walt Disney appreciation club at the University of Illinois are planning on marketing the plastic mascot to all Walt wannabes who believe the Archdeacon of Twee has been cryogenically popsicled. Lummy, those transatlantic types are a barmy bunch. You wiild, cur-aaazee, zay-neeee guys. Honestly...

Haircut of the month

Jimmy Sirrell. Notts County Manager. Whaddaguy, eh?

Turn-ons

1. Tring International PLC – Golf Sound Effects
"Relax and enjoy the sounds of golf from tee to green."
"Improve your golf swing by relaxing to the peaceful sounds of the green and fairway." Brilliant.

2. Kylie Minogue – Kylie Minogue
Absolutely excellent. The way she effortlessly re-invents herself is really rather breathtaking. Wonderful songs and astonishing sentiments.

3. Matt Bianco – Greatest Hits
Again, just fantastic song-writing. We listen to this over and over again and it never, ever sounds like despicable, yuppie cocktail lounge musak.

4. 2 Unlimited – MTV – Live and Unplugged
The acoustic version of Tribal Dance (played on a 12-string Rickenbacker, of course) is as slickly effective as a pimp's patter.

5. Bruno Brookes (Radio One. About four in the morning, week-days). If only he'd stop taking those drugs in the middle of the night...

Fantasy Holiday Corner

The jolly holiday season has (just) trickled away behind us like so much wee-wee from the pants of an incontinent fat bloke. If you "went somewhere nice", then well done, and all. Hope you had a "lovely time". If, however, you're too dull (or too poor) to have taken a holiday this year, then we have the answer... Simply send in your own particular details (as listed below). Then, Andy and Simon will nip off to your chosen location and 'have the holiday' strictly according to your specifications. Then, we'll come back and tell you what it was "like". Great! Also, if you've already "been away", then we want your tourist tat! Dig out those abysmal porcelain Spanish donkeys, novelty castanets with naff etchings of Flamenco dancers, tragic 'by night' black postcards – whatever – and send 'em in (complete with your Fantasy Holiday entry, if you must). The worst piece of tourist tat will be swapped for a top quality *Sega Power* T-Shirt. All stuff in this section to Fantasy Holiday Corner, Most Wanted, *Sega Power*, blah blah blah... Oh, and you may have noticed – we've already filled in the details. YOU HAVE TO CHANGE THEM AND PUT YOUR OWN IDEAS IN THEIR PLACE. Duur. Sorry, mum.

"I think that Simon and Andy's fantasy holiday should feature the following..."
HOLIDAY DESTINATION – Haiti
HOW MUCH MONEY TO TAKE – £18.50
MEANS OF TRANSPORT – Rickshaw
BRAND OF TOOTHPASTE TO PACK – Crest
CHAT-UP LINES FOR THE LOCALS – "HEY! We're English", "Don't think me rude, but didn't you used to be a man?"
HOW TO ADDRESS THE RECEPTIONIST AT THE HOTEL – Slackarse
WHAT TO TRY TO GET THROUGH CUSTOMS – 80 bottles of meths, a dead old woman, a rabid dog.

Simon The Slag's Cockernee Gaming Slang

1. Suzanne Vega – Sega
ie – "I was playing with Suzanne Vega all last night, you know."

2. Dirty Kecks – 32x
ie – "Frankly, I'm most excited about the prospect of of seeing Suzanne Vega's new Dirty Kecks."

3. Fat Dad – Joypad
ie – "I knackered it, mate. Reckon I need a new Dad."

4. Donkey's Arse – Last
ie – "I'm always Arse on Micro Machines."

5. Plinky Patel's Siberian Arse Hammer – Grammar
ie – "Isn't, not ain't. You really should mind your Plinky Patel's Siberian Arse Hammer."

6. Steve Latrines – Mean Machines
ie – "What's that in your hand? Look's like the latest Latrine."

7. Stupid Tart – J-Cart
ie – "Hey, Gareth! Come round for a foursome tonight, I've got one of those Stupid Tarts."

8.What's better, Super Streetfighter II or Mortal Kombat II – Tiresome git

9. J. Arthur Rank
(I think that's quite enough cockernee slang – Andy)

Small Ads

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

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For sale: Game Gear with 12 games, TV tuner, titles include Mortal Kombat, Sonic 2, Monaco GP, all boxed as new. Worth over £400 will sell for £225 ono.
TEL: (0524) 417678

For sale: Mega Drive and Mega CD. Excellent condition, boxed, plus 17 Mega Drive games, 9 Mega CD games, including Night Trap, Sonic CD, Final Flight £400.
Tel: 0706 350220

For sale: Master System with 5 games – Sonic 2, Lemmings, World Grand Prix, Pacmania, Simpsons 2, controllers. £60, good condition, nr Stamford, Lincs.
Tel: 0780 410684

For sale: Amiga CD 32 with 11 games, 6 months old, boxed as new £220.
Phone: 0529 307513 after 6pm

MD1 and M-CD1 with 13 games, FIFA, PGA2, Micro, Megalomania, and 9 CDs – Sonic, Thunderhawk, Ground Zero Texas, Sensi CD, Monkey Island with Pro CDX. Sell lot for £390 or swap for Amiga 1200, hard drive + games.
Tel: 0461 204759

Mega CD plus seven games, Cobra etc, £160 ono. Atari Lynx plus seven games including Euro Soccer Challenge and Klax. £100 ono.
Tel: 081 933 0684 after 6pm

Game Gear with A/C adaptor, TV tuner, Master System convertor, 15 games including Mortal Kombat, Robocop Vs Terminator and Ecco. Everything boxed and in excellent condition for £170.
TEL: 0698 860600

Under £25

Two Japanese Mega Drive games, one Master of Monsters, other name unknown, platformer type. £5 each.
Tel: 0978 312839

For sale – Mega Drive games – Alisia Dragoon, Bubsy, Castle of Illusion, Gauntlet, Power Monger, Sonic 1, Sonic 2, £20 each
Tel: 0602 655751 after 5pm

For sale: MD and GG games from 20 quid down. Includes (GG) Robocod, Marble Madness, Donald Duck (MD), Strider, Fantasia, Toe Jam and Earl, Tiny Toons and Another World.
Tel: 0992 575 446

For sale: Master System Golvellius £10, Shinobi £15, Teddy Boy £6, Speedball £10, joypad £3, or the lot for just £40. All in mint condition and with manuals. Shane Harrison, 180 Wood Farm Road, Boston, Lincolnshire, PE21 0EX.

For sale: Sega Mega CD games Thuderhawk, Lethal Enforcers, Night Trap, Silpheed, Jaguar XJ220, Batman Returns, Sonic CD, Road Avenger, plus others from £10.00 – £25.00, all mint.
Phone Tim: 0525 713707

Game Gear games for sale. £15 each. Axe Battler, Sonic 2, Batman Returns, Wonderboy 3, Shinobi Loc, Donald Duck, Indiana Jones, Woody Pop, Mickey Mouse etc.
Tel: 0222 709434

Swaps

Yo! I will swap Zero Wing for your Cool Spot or Lemmings or any other game may be considered. It's easy, just call me...
Tel: 0202 488142

I'll swap my Mega Drive with 2 joypads, 4 games Sonic 1 and 2, Sonic Spinball and Summer Challenge for SNES with Super Mario Land, Jurassic Park, Mario Kart and 2 joypads.
Tel: 0228 23436

I want to swap my Game Boy (6 games) and my Mega Drive (6 games) for a 386/486 PC. Everything boxed with instructions and each system has magazines.
Just phone Simon on 0942 59767.

Flashback, hardly played, will swap for golf game or Mortal Kombat or Road Rash 2 or Jungle Strike preferably or Sensi Soccer. Ok, nice one.
Tel: 061 476 1753 Mon-Fri 2-4 pm

For sale: Super Off Road, G Loc, Populous, Alien 3, Montana Football, all on Game Gear for any other good GG games. Phone day or night, so get dialling Gear addicts.
Phone: 0865 715248

I'll swap either Sonic 2, Ranger X, Jungle Strike, Taz Mania, X-Men, or BOB for your Mazin Wars, Hellfire, Sub Terrania, Shining Force or Golden Axe 2. Come on, what have you got to lose.
Phone: 0225 891934

I'll swap Batman, Taz Mania, Alex Kidd and Decap Attack for Micro Machines or Taz and Alex Kidd for Sensible Soccer.
Tel: 091 2672030 (ask for Paul Wrighton).

I'll swap NBA Jam for WWF Royal Rumble. I will also swap Populous. Madden '92 or Olympic Gold for Speedball 2 (MD only)
Tel: 0245 265390

Penpals

I am a 13 year old boy. I like drawing cartoons, computers and music. Boys/girls 12-14 + photo.
Please write to Andrew Kershaw, 33 Victoria Drive, Horsforth, Leeds, W.Yorks, LS18 4PN.

Hi! I'm a 10 year old boy needing a penpal. If you're 10-12 send me, a letter and photo if possible, and if you like computers, even better!
Chris Hoskins, 7 Elm Drive, Monmouth, Gwent, NP5 4FF.

Hey boys: 14 year old girl calling all male species aged 14-16. I like everything inc. computers and havin' a laugh.
Write to Jennifer McNichol of Fair-a-Far, Cramond, Edinburgh, EH4 6QE.

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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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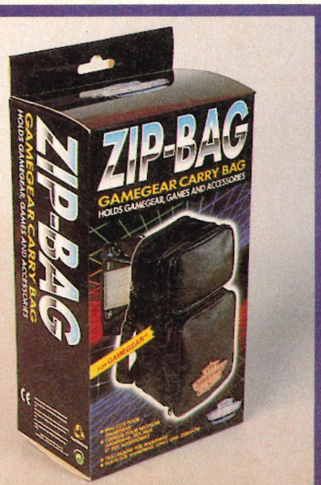

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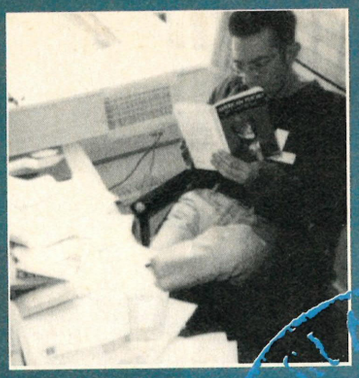


HATE IS TOO SOFT A WORD

Could you please answer my questions...
1. Has Vitrua (*??!?* – Ali) Fighter come out on the Mega Drive, if not, will it?
2. Which is better, *Super SF2* or *Mortal Kombat 2*?
3. How much does the Saturn cost?
4. This may sound stupid but which is better *MK2* or *MK*?
Edward Osborn, Hertfordshire

1. None of us on the office have actually heard of Vitrua Fighter, so sorry, we can't help you out there. Is it new?
2. Right. It's amnesty time. If we receive one, just ONE MORE LETTER asking us what's bloody best out of these games, heads will roll, knees will cap, eyes will splinter, teeth will twang, etc, etc, etc. And that includes phonecalls too. We're at the end of our tether. So don't ever EVER ask us this again. All of you. You know who you are, and you have been fairly warned. So, in consideration of our sanity, STOP ASKING US THIS IRKSOME QUESTION. Sorry Edward, but in every cause, casualties of example have to be sacrificed...
3. Approximately somewhere between 399.99 and 400.00 (that's pounds sterling, international currency fans).
4. You really are pushing it now...

SPOILT BAR STUD

I think your mag is no.1. I would be grateful if you could answer these questions (sensibly please).
1. I own a Mega Drive with 13 top games and I get £20 pocket money. Is it worth me selling my Mega Drive for a Saturn?
2. I think your new look mag is brill but could you include posters in the middle pages like you used to?
3. Please x32 can you send me a signed photo of the crew?
4. Will that sad git on the Pot Noodle advert ever get a life?
Tim Partridge
Stroud

1. £20 every week? Even Christ didn't receive that much pocket money as a child. But all of this material wealth flowing from the well-stuffed adults of your life will not fare you well, as the Saturn won't see the light of day in this country until late '95 (it's out in Japan in December this year). However, your question does remind me of a particularly tricky maths puzzle once etched before me by Mr Gullet when I was a fresh-faced, bowl-headed member of 3C. "If 14 trampolines have a NET VELOCITY of 29 when placed in a VACUUM, then what is the SURFACE area of TWO trampolines when SUBJECTED to the growlings of a fat religion, BEFORE and AFTER watching MONSTER TRUCKS III on BETA MAX video? Eh? EH?" I think that's how I remember it...
2. Re: last issue, Sonic-type Probotector *poster things. Satisfied? You should surely be more satisfied than a heron hiding behind the sofa of a fresh-water living room.*
3. What's a photo?
4. What's a Pot Noodle?
5. What's an answer to question 5 doing here when there wasn't one?

TRANSYLVANIAN TOWER

How come there were only three player's guides for the MS between issue 45 and 57? There are a few you could do: *Dizzy*, *New Zealand Story*, *Lemmings*, *Bubble Bobble*, *Jungle Book* (*The*), *James Pond*, and *Rainbow Island*.

If you and your – ahem – celebrities can't manage the games, ask someone who could. US! Gamesplayers. Just offer £50 for each one you use (or the game of your choice).
Peter George
Finsbury Park

If you've been buying Sega Power *for long enough, you'll find that full solutions to such games as* Bubble Bobble *have already been dealt with in substantial detail. As for a player's guide to* Lemmings, *well, if we printed the solution to each level then playing the game would turn into something as empty and laborious as dictation from a Geography teacher. Tell you what though. We DO actually offer money and carts to readers who find solutions to games. What we DON'T do, however, is offer money and carts to readers who copy other cheats from other magazines and send them in. Cheeky spawns from the tonsils of Ted Rogers. Yeah, send in your pokes for Richard Shepherd Software's Transylvanian bloody Tower on the Sinclair Spectrum, why don't you?*

STICK IT UP YOUR KLAX

I'd just like to say that I think your magazine is well wicked. I buy every issue, ya know!
1. I've played *Super SF2* at the arcade

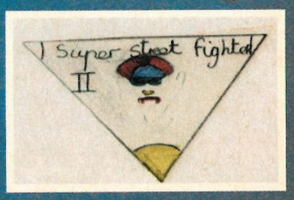
HARMONY JOKER OR JUST PLAIN BLOODY STUPID?

Please can you read my letter. I was waiting for our plane and I saw *Super Street Fighter 2*. I had a go on it and it was good. I was Dahlsim.
Jonathan Ashley
Bristol

Congratulations go to Mr Jonathan Ashley who receives this month's Harmony Joker. No photo printed this time around, but we have, out of the lemon fresh goodness of our hearts, decided to show this nation not only what a literate, articulate, erudite lad he is, BUT ALSO what a fantastic artist he is. Er, too. You brilliant, brilliant man.

"Mr Ashley, thou shallt go far..." Chant loudly and continuously. Rinse and repeat. Repeat to fade, etc.

If you think you can better his efforts, send in your attempts... We'd welcome them – honest!



and I think it's wicked, but is the Mega Drive version any good?
2. What do you think of this idea? I charge my family 10p per credit on my Sega consoles.
3. My dad's quite brill at *Klax*. Although the game's a bit 'not up to the MD's standard', he loves it all the same. Are the *Sega Power* crew any good at *Klax*?
4. My mom and other brother don't like video games much. Sad, eh?

Jonathan Croot
Wednesbury

1. Yes – it 'got' 94%. By the way, what's best? Super SF2 *or* MK2*? Go on, tell us, please, please, please, PLEEEASEEEEEE!!!*
2. You are, without doubt, a capitalistic bluebottle swarming around the leftovers of a mass proletarian stomach.
3. Really.
4. MUM, boy, MUM. No such thing as a 'mom', never has been, never will be. You know, it's little things like this that niggle our minds into thinking that this fair nation will soon be turning into the UK of A. Er, sad, eh? 500 lines: "Mum, not mom", on my desk by lunchtime tomorrow. And 'have' detention until you're 24. That'll learn you.

FF23F30014

1. When is the MD/CD going to see a footy managerial (which is halfway decent, of course).
2. Why don't you show more Action Replay codes, because the few that you do are not enough.
3. Do you know what's happened to Sega Force?
4. Is *Virtua Fighters* coming out on the Mega 32? I've heard different stories from all the other mags.
5. Why did Commodore bring out the CD32, because I don't think it's a good machine at all, just a glorified A1200!!

'Til next time.

Lee Watson
Lancashire

1. The next Sensi *game is rumoured to have strong managerial content as well as the footy punt-stuff. It will be released in the summer of '95.*
2. We think there are more than enough Action Replay codes. And, let's be honest, a page packed with endless FFB9C60007s hardly makes thrilling reading for those who don't own the said gaming aid.
3. It was flushed down the toilet with all the other shite.
4. I don't know what so-called stories you've been hearing from 'other mags' (Artex Sculpturer? Ironing Format? Swill Inquirer? Mean Machines?) but there are no plans AS YET for Virtua Fighters *to grace its poncey polygon scaffolding antics on the 32x. All speculation, mate. The Saturn, however, will definitely 'have'* Virtua Fighters.
5. Hahaaa!!! Yeah, keep the spirits up...

THE BOY'S A GENIE ARSE

On the Spine of issue 59 (spot quote, win cart type stuff) "Don't threaten me with a dead fish" is stated by Withnail (Richard E.Grant) in Paul Heller's movie Withnail & I, to Jake the poacher (Michael Elphick).

Do I win? If so, bloody great. Happy, happy, joy, joy etc.

P.S. Half dead he may be, but I'll come after you with a live one – especially if I don't get a cart.

Chris Moynihan (Age 24.5)
Woking

Okay. So after God knows how many spine messages, someone has actually, finally, accurately GOT ONE RIGHT. Frankly, we're stunned. And it was bleedin' hard too.

So Chris Twenty Four Point Five, you win a prize. But not a cart. On the basis that the film Withnail & I was directed and written by Bruce Robinson (Paul Heller indeed...). You dug your own grave on that one, 24.5. Maybe next time, eh?

After searching through In the Pipeline in issue 58 I noticed *Urban Strike* and *Mortal Kombat II* in the same month. Crap, heartless companies. This triggered some questions...
1. Should I buy *MK2* or *Urban Strike*?
2. Is *Rise of the Robots* going to be any good?
3. Lend me some money.
4. Is *Doom* coming out on the Mega Drive?
Save me from death and send me a *Sega Power* t-shirt (please).
John Cayne
PS Send me a t-shirt and I'll send you my cash card and pin number.

1. Yeah, like what's best, Super SF2 *or* MK2 *or* MK*, you know? The there's always* Earthworm Jim*, of course, which rules on the highest of platters...*
2. As you may or may not be aware, the hype-machine that has become Rise of the Robots *has now, Stone Roses' second album style, been held back until "after Christmas". So don't hold your breath, 'Johnny'. We actually saw an unplayable demo of ROTR (all other formats, including the SNES was up and running) at the recent ECTS, and, well... Let's just say maybe it's a good thing the MD, CD and GG versions will be held back until they're up to scratch...*
3. Ask the spoilt stud with the £20-a-week pocket money.
4. Yeah, and Virtua Star Wars *is coming out on the Dragon 32 AND Vic 20. Like wow. Wee. Send us the pin number and card and we'll see what we can do about a t-shirt. That's the best swap since Keith Chegwin got somebody to trade in a broken pocketeer for a Kerplunk (with instructions).*

POSH PAWS IS SWAP SHOP BACKWARDS

INFOSEGAPOWERMENT...

STUFF	Andy Lowe
MORE STUFF	Alison Harper
DESIGN STUFF	Jason McEvoy
MORE DESIGN STUFF	Laura MacGregor
MAN WITH BEARD	Dean Mortlock
TOSSER THE RAT	Simon Crook
IN CHARGE TYPE-STUFF	Colin Campbell
THE KIDS KNOW WHERE IT'S AT	Greg Ingham
DELICIOUS CAJUN COOKERY	Judith Middleton
DENNIS HELIUM	Lisa Smith
HE PAYS OUR WAGES...	Dominic Beaven
SO DOES SHE...	Jane Geddes
NICK CAVE DOLLS	Alex Pang

WE ALSO EMPLOYED THESE PEOPLE
Karen Levell, Danny Wallace, Josse, Andy Stout
ON THE LINO. HE WROTE THIS...
Simon Windsor, Chris Stocker, Jon Moore, Simon Chittenden, Mark Gover, Jason Titley

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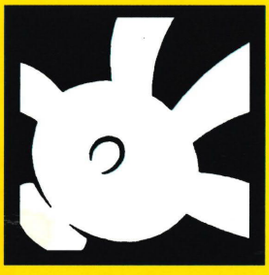

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BEGIN...

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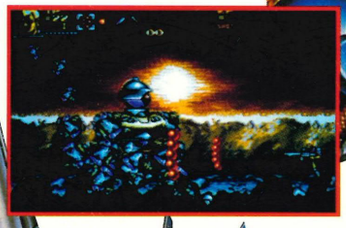
"BLOW 'EM AWAY"



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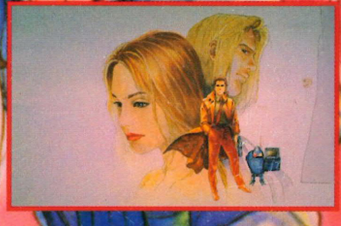

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