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SEGA POWER

ISSUE 63

FEBRUARY 1995

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SEGA POWER

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EXCLUSIVE!
**First
Saturn
review**

- **MOTOCROSS 32X**
- **STREET RACER**

**Virtua
FIGHTERS**

EXCLUSIVE
**SAMURAI
SHODOWN**

**Daddy of the
new beat-em-
up big boys**



"Zed's dead, baby..."



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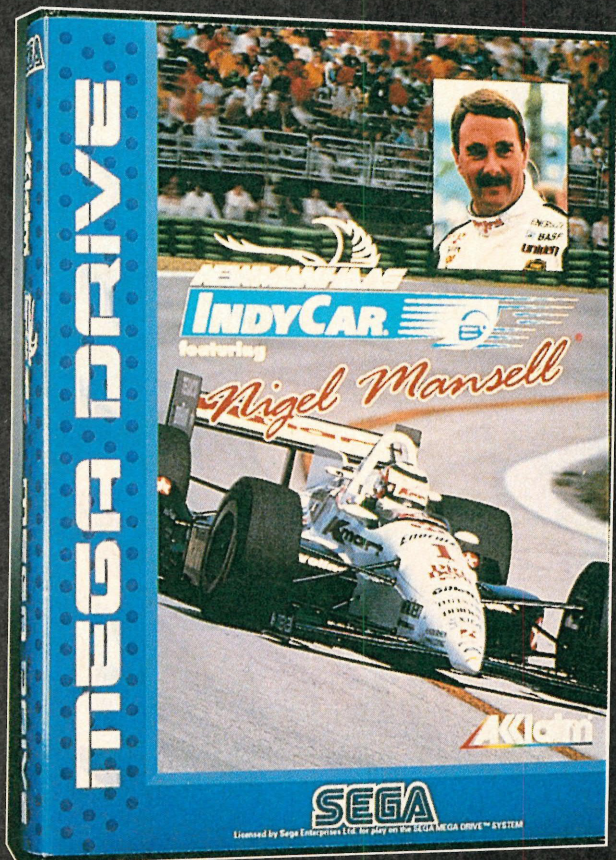
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The image is the box art for the video game 'Pitfall: The Mayan Adventure'. It features a stylized, high-contrast design. The background is a vibrant yellow-orange gradient. On the left, a large, black silhouette of a Mayan figure is shown in a dynamic pose, as if running or jumping. To the right, there are black silhouettes of tropical foliage, including palm trees and other plants. The title 'PITFALL' is prominently displayed in the center-right in large, bold, yellow letters with a black outline. Below it, the subtitle 'THE MAYAN ADVENTURE' is written in smaller, black, sans-serif capital letters. The overall aesthetic is reminiscent of classic video game box art from the late 1980s or early 1990s.

THE MAYAN ADVENTURE

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SEGA POWER

Front

Oii! Turkeys!

Stuffin' yourself, are ya? Guzzling stringy, soppy great lakes of 'port' into your Just Brazils-bloated gizzard? Gazing, fuzzy-headed and buzzy-eyed, into the sensual, flickering chaos of the Bullseye Christmas Special? Wondering why that new jumper makes you look like Alan Partridge? Yaaaaay! Jesus' birthday!



Any excuse for a 'celebration'. But what about the *hooooooooomeless*?

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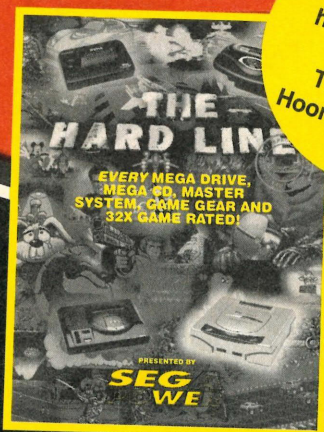
To be totally honest - it's brilliant. And we've got the first review.

13 We like bikes and we love fights. Put the two together and we're rolling around on the floor, foaming at the gills. Please, foam with us. NOW!

Preview

28 Previews are technically a sneak 'peak' at things yet to come. To be sneaky requires cunning, stealth and not a small amount of patience. We've been snuffling around in Sega's bushes and amongst the empty cans and dirty cigarette ends, we've managed to come away with a few interesting items: an old frisby, a can of Special Brew, a suspect magazine and some game stuff. We thought the game stuff was the best, and anyway, Simon's nicked the mag.





You wanted it, and by golly, you shall have it. The one-off return of The Hardline. Hoorah. And stuff.

Amazing free Mortal Kombat masks.

For more info turn to page 111!



DOOM

32X

50 The dribbling spew of cranial fluid that is *Doom* is finally here, in the shops, and almost everything we could've hoped for. Guns, monsters and not a small amount of cheese. It all starts on page 50. Whaddaya waiting for?

The cheese in *Doom* is very well concealed, but if you look closely at this grab, you'll make out a lump in the background.



VIRTUA COP

30

The next 'big' Virtua coin-op game from Sega is *Virtua Cop*. Lego men abound, armed with special guns and triangular sunglasses.



Stuff that we've had

Virtua Fighter
Saturn.....14

Doom
32X.....50

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Space Harrier
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Daffy Duck
MD.....62

Indy Car - Mansell
MD.....64

Soleil
MD.....66

WWF Raw
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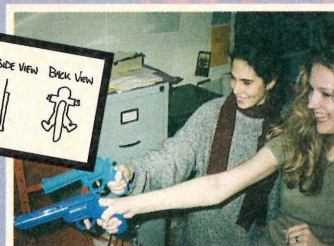
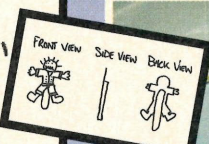
Bubble & Squeak
MD.....80

Yogi Bear
MD.....81

BC Racers
CD.....82

35

Being the season of goodwill to all people 'n' all, we've cast our ever-critical eye over all things Christmas - in a very special way, that only we can get away with.



News

The Story Of THOR

Sega are pinning a lot on this game. *The Story Of Thor* is a

cross between *Soleil* and *Landstalker*. This is to say that it has both a high RPG element, and plenty of easy combat routines to make the game easy to play and get into.

The main character has a load of special combat moves that he can use in combat and the game's huge and full of wonderful graphics and puzzles. A full preview should follow in the fullness of time.



This is what happens when you ask a large thing with pig-tails the direction to the nearest cake shop.

POWER Rangers CD

Power Rangers. I hate 'em. Utter rubbish! Having said that, I cannot comment on the quality of the Mega CD version of the game – which should be coming out through Sega some time in the new year. Tons of FMV of stupid children in ridiculous suits coming your way soon.



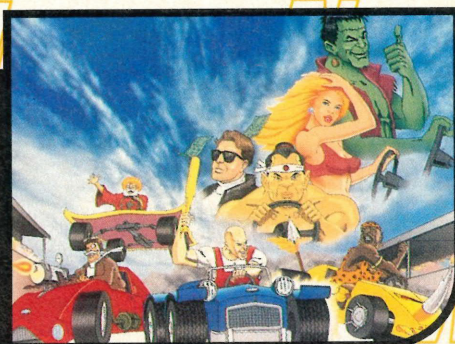
'I am a Mighty Morphin Power Ranger. Hear me roar!' Ha Haa!

STREET RACER

Let's face it, as much as we hate to admit it, *Mario Kart* is a damn fine game. Oh how those smug SNES owners laughed and pointed at our glum faces when they were burning it up with Mario and his spakky chums. Well, now you can remove that smugness with the news that UBISOFT are converting the excellent *Street Racer* to the Mega Drive. Again we'll hear those SNES owners bleating about MODE 7 and stuff, but it's all been done.

Yes... folks.. MODE 7 style graphics on the Mega Drive, plus four-player split screen things, it's all coming. Too hard to believe? On top of all that nonsense, there's also battle tomfoolery – much like *Road Rash* – and bonus games hidden away.

There's a total of 24 levels, full video playback (with two views) on completion of a level, varying laps, eight very different racers and a soccer bonus game (?). The full blow-out next issue.



Street Racer – a game about racing in the street. Apparently.



ECCO - CD

Kick Off 3

Don't buy it, it's rubbish

In our monthly round-up of the cack or suspicious, we delve even further into the bowels of arseness to bring you two titles to watch out for over the next few weeks.

The chances are that these titles are already in the shops while you're reading this, and you may well be wondering why we haven't got around to reviewing them. Well, the simple answer is that for one reason or another the companies responsible for releasing them haven't sent them out for review.

The only sensible reason for this

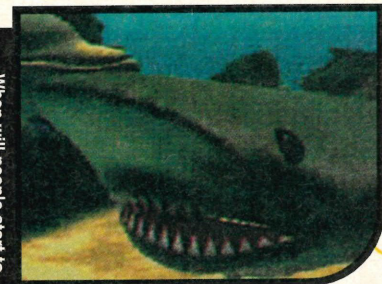
is that the games are crappier than a baby's nappy and they're scared of the game flopping. Sad, but true, my friends. If you see a game in a shop and you haven't seen the review, ring us and we'll give the truth. You've been warned. — here are the ringleaders this month...

HURRICANES

Dodgy one, this. Apparently aimed at the younger audience, but even with us knowing this, US Gold wouldn't give us a copy for review. Hmmm.

KICK OFF 3

Avoid it — for it's a bit rubbish really.



When will people start to show concern for tuna?

In an amazing show of niceness from Sega, the CD version of Ecco 2 is rather stunning. Not only is the full Mega Drive game included, but there's about 20 minutes of excellent 3D animation (as shown here), plinky plonky WOMAD music and, hidden away in the bowels of the game, there's the original Ecco game — if you can find it.

Ristar

Usual story: cry for help, people in torment, Ristar comes to the rescue. Loads of levels, bonus games, bouncy, trouncy, happy, knock-on-the-back-of-the-head-with-a-large-spade type of fun, but there's one difference... Ristar has his own special attack move. It involves extending his arms, grabbing hold of things and then bashing them. This same tactic can also be used to grab onto ladders, flying objects and to explore holes in walls. Yes, it's a platform game, but it does look better than most. (Dynamite Headdy? — Simon) (Tee-hee. — Dean)



Watch as our cheeky hero grabs onto, er, something and spins around...

Grin sweetly as he tries to swim...



...and laugh stupidly as he dies a stupid death.



Masked Rider



Swivelling Sarah Greene, this be a weird one. It's Japanese, it's out on the Mega CD, it's a full-motion video 'experience' along

You are a human and I am but a repulsive monster, but damn them all, Janet, we will live in peace.

the lines of *Dragon's Lair* and *Space Ace*, and it's got

monsters in it. The game's based on a popular Japanese TV show and it's released in America reeeal soon. At the moment, it looks like it'll only be available on import.

Hot gossip



Kiss my ass and paint me all over! Auntie Mound's bikini is fit to burst with all things sexy gamey. Gobble up my gossip, and don't make a mess...

■ The spunky chaps at state-side Konami have got their 32X programming pants on, and, reaching into their pockets, they've come up with the horror sausage that is *Dracula X*. The project is one of those secret ones, but I'll be rummaging around Konami's pants (What? — Dean) for some juicy shots (WHAT? — Andy) next ishoo.

■ I'm a great fan of movies. I'm a great fan of beards. So naturally, I'm a great fan (and — hey! — great friends) with Stevie Spielberg. And he's producing a game of one of the films he's, er, producing. Yeah! Casper the Friendly Ghost is comin' all over the Saturn. As a platform game. I'm so excited I need to go to the john! (That means toilet in American that does. — Simon)

■ Triple A Sega developers AM2 are already planning a smorgasbord of Virtua games for the Saturn, numero uno being *Virtua Fighters Part Two*. It'll be out next fall, and it's also rumoured that *Desert Tank* and *Virtua Cop* will be getting the Saturn treatment. I don't need any treatment 'cos (giggle) I'm built like one of those goddess things (scowl).

Hope you get your donut dunked this Christmas, Mandy Mound xxxxxxxx

32X Mortal Kombat 2

LOADSTAR II SHOWDOWN ON PHOBOS

MIDNIGHT *Raiders*

Raiders

Virtual Hydride

SATURN

Wirehead

Win this and watch some monsters

A movie poster for 'Morphin' Power Rangers: I, Eye Guy & For Whom the Bell Tolls'. The poster features the title 'Morphin' Power Rangers' in a stylized font at the top. Below the title, the subtitle 'I, EYE GUY & FOR WHOM THE BELL TOLLS' is written. The central image shows the Pink Ranger in a dynamic pose, holding a device. To his right is a large, green, multi-eyed monster. At the bottom, four other Rangers (Yellow, Red, White, and Blue) are shown in action poses. The background is dark with some green foliage.

A colorful illustration for a birthday celebration. At the top, a large yellow party horn is shown. Below it, the text "MIGHTY MORPHIN POWER RANGERS" is written in a stylized, multi-colored font. Underneath the title, the text "HAPPY BIRTHDAY ZACK & NO CLOWNING AROUND" is written in a bold, red, sans-serif font. The background features a large, smiling face of a person. In the foreground, several Power Rangers are depicted: a large Red Ranger on the left, a smaller Yellow Ranger in the center, and a smaller White Ranger on the right. A large, yellow, multi-limbed monster is also visible on the right side. The overall theme is a birthday party for Zack.

TOP FREE GIFTS: an explanation

HARD LINE BOOK

In this simian-shaped issue of *Sega Power* you will find, amongst the usual puerile language and monkey-charming, two hefty offerings of tip top tat. The first will come as a pleasant surprise to *that lot* who've been 'with us' for a long, loyal time. Yes, after being smothered and slapped by an army of readers dressed up as girl gibbons, we have been given little choice but to meet with your demands, head-on and gritty-fingered. Scream and yodel in a manner not dissimilar to a nun pritt-sticked to the underside of a rollercoaster: 'The Hard Line is *baaaack!* The Hard Line is *baaaaack!*'

May wee, for this issue only, we've compiled the toppest games of all crusty time, from Mega Drive to Master System to Game Gear to that 32 thing what's new and that. Lick it like a Chocolate Bible and taste the goodness of our stubborn opinions, whilst nodding like mentlers in agreement with our oh-so-always-right reviews... Er, in other words it's a list of games that's NEVER A DULL READ. No, really...

THAT THEM MORTAL KOMBAT MASKS

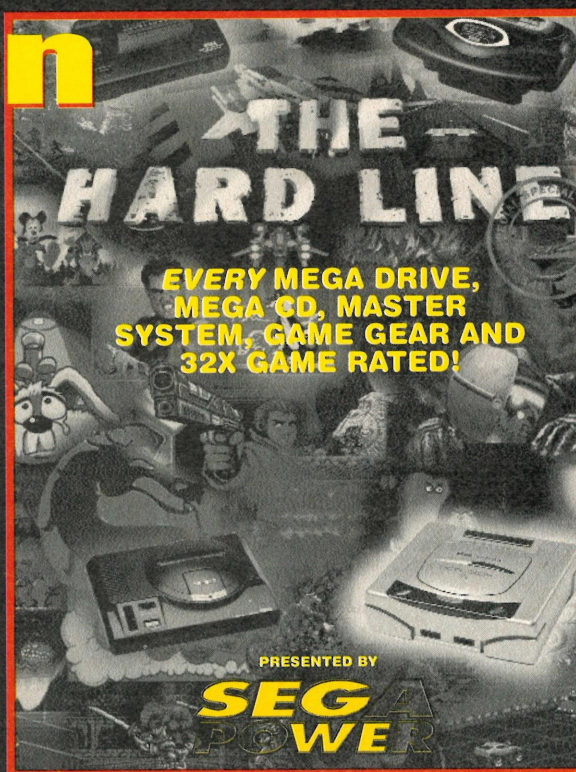
You've played the geezers and geezerees on your Sega thing, dribbled in adoration, urinated with puppy dog excitement, and bellowed a hearty Henry the Eighth-style chicken belch at the tasty thought of, you know, 'being' Scorpion. And now (swallow our shoes!) YOU CAN! Simply pop out that hole thing, shove it on your nose and prepare yourself for the Dressing Up

As A Character In Mortal Kombat Two EXPERIENCE! Use them to your advantage and fun will be had in an inevitable annoy-your-mates way. Furrinstanz...

1. School children. Wear these masks in the classroom and put the frighteners on your teacher. With any luck, they'll be so scared that you'll be allowed to have the day off thus allowing you to spend the rest of the day playing conkers and such.

2. Dog owners. Nip round next door and ask to borrow their cat for a couple of hours. Then affix masks to the faces of borrowed cat and pet dog, shut them in the kitchen and watch your favourite domestic animals perform your favourite fights as your favourite characters. Ace!

3. Everybody. Get all of your friends to buy copies of *Sega Power* so you can scare each other with those mask things whilst at

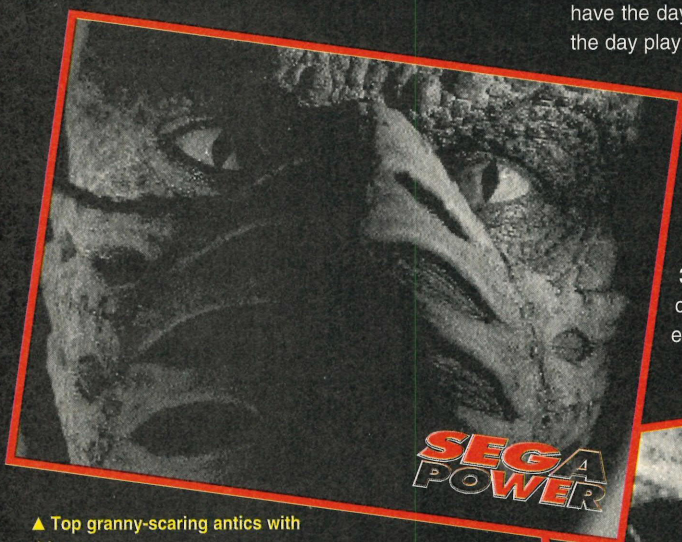


the same time contributing towards this year's *Sega Power* profit share. Er, ace!

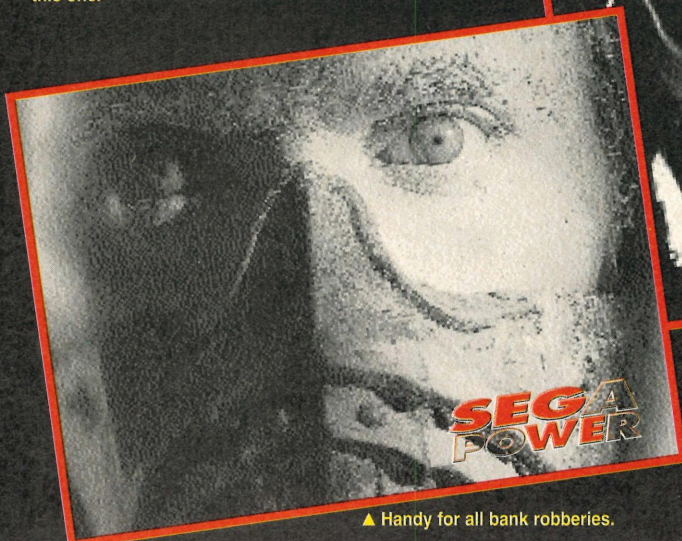
4. Butchers. Sellotape a selection of masks to tasty looking pieces of pork/beef/lamb, thus ensuring no customer buys the 'mutant meat' so you can take the best cuts home to the wife.

5. Traffic Wardens. Put your scary mask on when handing out tickets. Nobody will complain because they'll think you're a monster. Or something.

6. Window Cleaners. Surprise housewives by peering into bedroom windows. Doctors. Make patients paranoid. Grandmothers. Scare grandfathers. Builders. Woo the ladies. Ladies. Woo the builders. Fishmongers. Brighten up your fish displays. Carpet salesmen. Brighten up carpet displays. Carpenters. Brighten up wood displays. Journalists. Try to make your readers believe that these crappy old pieces of cardboard are more ace than they really are... (Sacked, sacked, sacked - Andy).



▲ Top granny-scaring antics with this one.



▲ Handy for all bank robberies.



▲ Wear this one to Christmas mass, if you're so inclined.



► And remember, kids, never ever scare anyone with a heart condition.

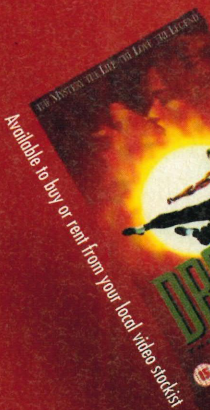
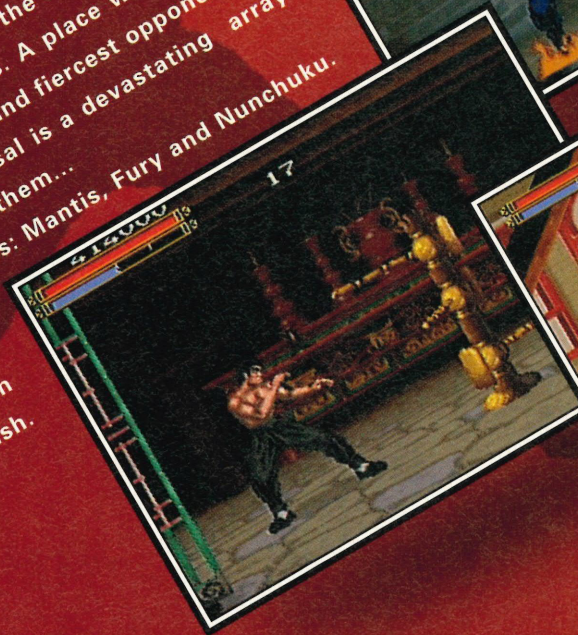
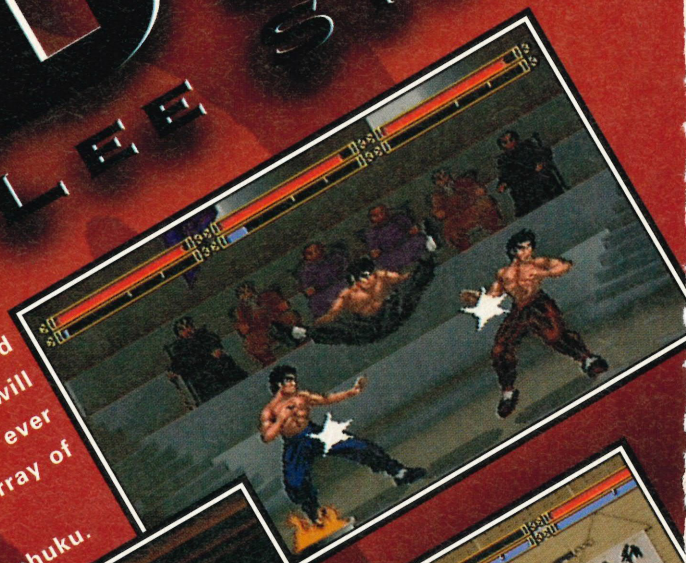


DRAGON

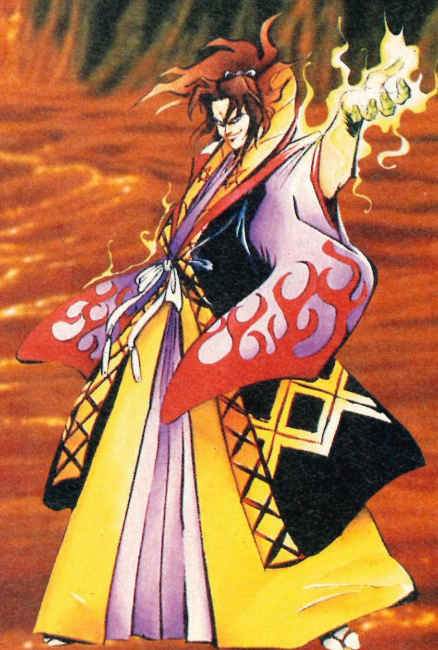
THE BRUCE LEE STORY

Enter the world of Dragon. A place where the martial arts legend Bruce Lee lived for 32 troublesome years. A place where you will encounter a multitude of the smartest and fiercest opponents ever seen in a beat-'em-up. At your disposal is a devastating array of over 35 different moves. You **WILL** need them...

- Contains three different fighting styles: Mantis, Fury and Nunchuku.
- Many secret special moves to discover.
- Using a Multi Tap™, three human opponents can fight to the finish.



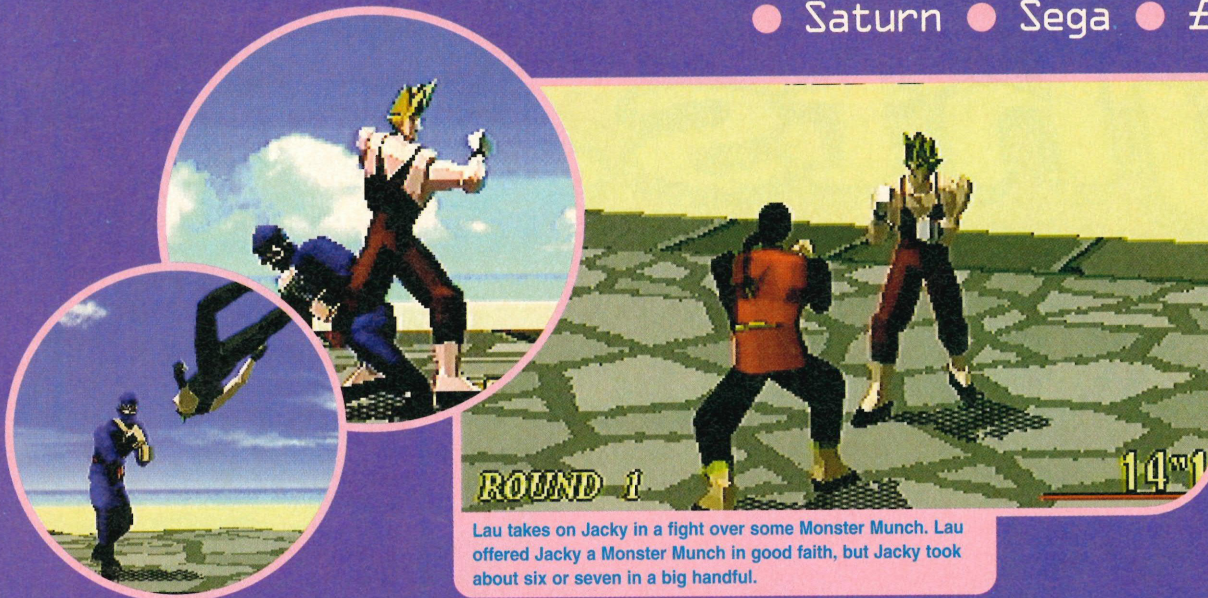
Fights... Bikes...



**Fights, bikes, but, er, mainly fights...
Saturn Virtua Fighter review, EXCLUSIVE
Mega Drive Samurai Shodown feature,
Cosmic Carnage 32X, Mortal Kombat
movie and Mortal Kombat 3 news. PLUS
Road Rash 3 and Motorcross 32X.
Kick, slap, oof!, slash, er... brmmm!**

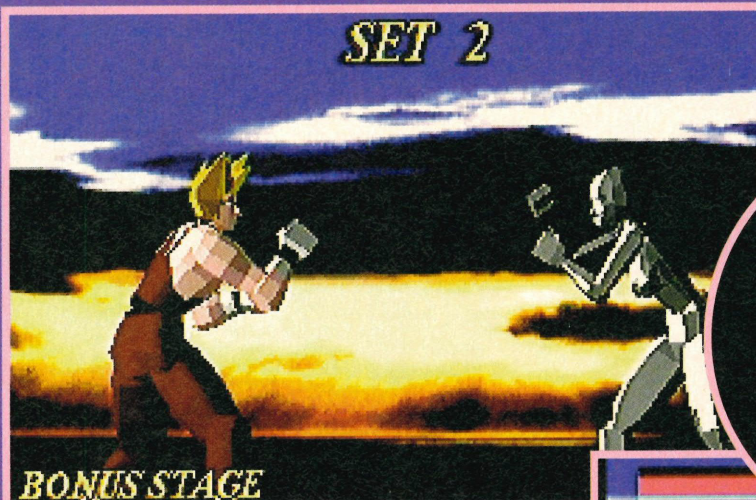
A year we've waited for this. It better be good or someone's getting their spleen chewed. That's all.

Gmnf! I've just discovered why the "L" from the word "Virtua" is missing. It's a special cockney word and you pronounce it "Vertcha". This pronunciation is largely due to the fact that *Virtua Fighter* instills high levels of cockernee-style aggression, best displayed by Inspector Burnside off the Bill.



Lau takes on Jacky in a fight over some Monster Munch. Lau offered Jacky a Monster Munch in good faith, but Jacky took about six or seven in a big handful.

Virtua



BONUS STAGE

Aaaaaargh! It's Dural, the metal bird out of the end of the game. A cheat allows you to "be" her.



Let's put the whole exciting mess into perspective. This is an arcade perfect conversion of the most playable beat-em-up there is. The difference between this and the original coin-op is that the home version is more fun to play, largely thanks to the fabulous joypad control.

Frankly, the arcade game didn't excite anyone too much, but after ten minutes on the Saturn version, you'll realise what you've been missing. Superviolence on a Herculean scale, that's what this is all about. The atmosphere of spine-crunching terror is enhanced by the realistic graphics. It really feels like you're kicking someone's head off.

Apart from the stupendously slick



An instant replay shows just how brave and clever you actually are.

PLAYER SELECT

16

PROFILE

Name Jacky Bryant
Country America
Age 22
Sex Male
Job Indy car racer
Blood Type A
Hobby Training

Jacky's hobby is "training". In what he trains, we have no idea, however, I'm sure it's very nice, whatever it is. Perhaps it's Terrier-Baiting. Or summat.

JACKY



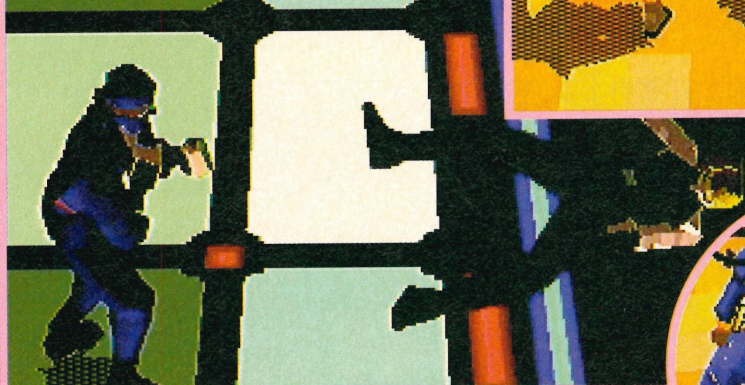
As Dural bends over to pick up her contact lenses, Jacky seizes the opportunity and hoofs her solidly up the arse, distending her colon and shattering her coccyx.



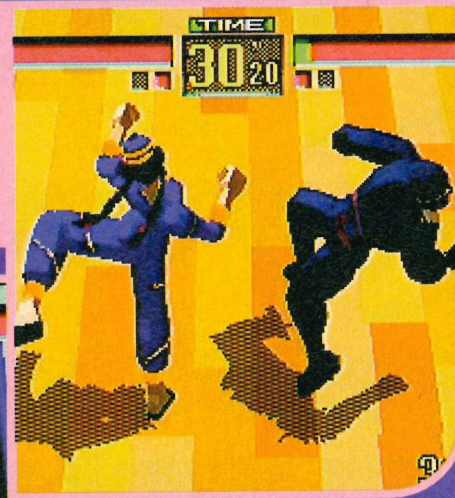
Expect a flood of complaints from "concerned" parents who think that *Virtua Fighter* will produce legions of *Virtua Serial Killers*, bent on acts of sharp-edged depravity.



With almost balletic grace, Pai knocks Kage's brains out of his nostrils. Uncalled for, but arousing nonetheless.



As Elton John once said, "Saturday Night's alright for fighting". The *Virtua Fighters* take him literally and have a scrap at the disco.



FIGHTER

polygons, you also have to contend with the best game soundtrack of all time. Thundering rhythms are backed up by glorious 70s guitar riffs. An aural treat of brain-melting potential. The music is pulled straight off the CD, but interferes with the gameplay not a jot.

The loading time is particularly impressive. If you can't spare five seconds of your life, then you're obviously a very important and dangerous man. As a demonstration of what the Saturn can do, Sega couldn't really have done much better than this. Not until *Daytona*, that is.

The gameplay? Well, I'd

say that eight fabulously well-balanced characters, a selection of over 200 different moves, unbelievable realism and real strategy are all pretty good things.

The "Ring Out" feature, where you knock your opponent out of the ring, Sumo-style, adds an awful lot to what

would otherwise be a conventional side-on beat-em-up. It's just all so nice!

The lastability is taken care of by the two-player mode and best of all, there's a secret character hidden in there somewhere, although we're blown if we can find it. Buy a Saturn, soon.

SEGA POWER



"Just one Monster Munch next time Jacky, get it? Do ya? You caucasians think you're so bleeding funny, but you're just a bunch of greedy bastards."

Virtua Fighter

- ▲ Great graphics
- ▲ Arcade perfect
- ▲ Loads of depth
- ▼ It's a bit too good
- ▼ And clever as well

Graphics

10

Sound

10

Addiction

10

Lifespan

9

Power points

Release date Now on import
Players One/Two
Levels Eight
Difficulty Easy to extreme
Sega 071 373 3000

Final verdict

"Much better than anything else you've played on the Saturn. Obviously, since this is the first game."

Frank

97 Percent

EXCLUSIVE!

Samurai Showdown

● Mega Drive ●
● Release: February ● Sega ●



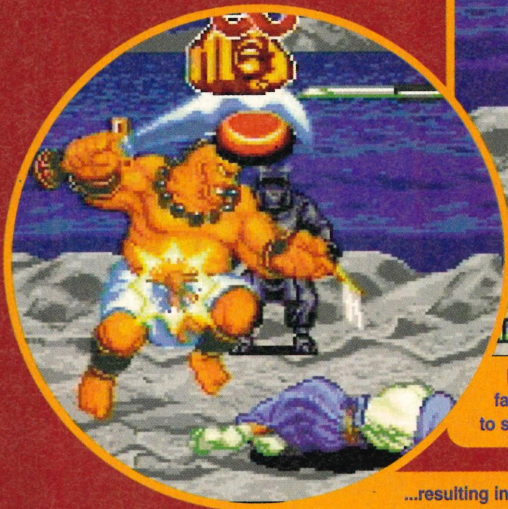
Right. Going to try something different here and explain a little more about this Rock On Tommy beat-em-up...

In the grim, neon-splattered pimply barrel that passes itself off as your local arcade, you may have played it. In an eternally curtain-drawn lounge assaulted by the stench of Bovril, you may even have played it with your rich-but-shithead mate with the Neo Geo. But in the pizza-tiled, poster-plastered mess of your Noddy wallpapered bedroom? Nah. Not yet anyway.

Those not in the know, know now. And that. For the next-best beat-em-up after the inevitable MK2/SSF2 is *Samurai Showdown* (yeah, and in an in-fact-actually-no-really way, it's a hybrid between the two aforementioned poolcue-scrapping, conifer-bearded, boozey-glassing giants). And unlike the irritating blotchy rash of recent ruckers (your *Clayfighters*, your *Brutals* and your (ho-hum) *Ballz*), it ain't the gimmick that sells the game. Er, even though the main gimmick on this one is that every character has some form of eye-gouging implement brown-taped to their mitts.

Dah, forget I ever mentioned it.

Despite the lack of epileptic screen zooming, this is as perfect a conversion to them Sega Drives, CDs and Gears as could be



Don't actually remember the name of fat man with sword, but he's just about to skewer Toyah Wilcox in the mush...

...resulting in a button battering 'sword lock' (thus Jesus hand explained). Hit your joypad enough (or roll a pingpong ball around it) and victory is - sigh - yours.



In that there background is aforementioned chicken boy, who occasionally nips on screen throwing power-ups and, er, energy revitalising chickens. And his name? Mojo Floppcock.

11 of them characters, including - first row, far right - pop star and pensioner face Lyle Lovett.



Like all them Street Kombat games, each of the characters are all equally matched, except the ones that are better. Christ...



fantasised about in a malty moist Godshmod-I-want-my-fighting-game way. All 12 characters (including the standard Goro/Blanka token monster thing – Bloro?) are scribbled onto the register, all of which are bloated with the usual packed-platter of special moves. And they be good too.

Furrinstanz. There's this ninja yank blirk who, when pushed screaming into narksome territory, unleashes his nostril foaming husky into the face of (un)said offender. Then, right, there's this great puff in a dressing gown, who when irked, pukes bedpan-shaped fireballs. THEN, right, there's this bloke what runs about sometimes with his chicken breasts out. (Er, that'll be the energy bonus thing actually – Andy). And all of this performed to some oriental organ-grinder muzak plus gruff Jappy CB radio samples. In Japanese. The language.

I've been informed that this should be kept nice and short so there's more

Another Daley Thompson's Decathlon button tussle, this time between poncey Jap in the dressing gown and, er, somebody else.



Don't know what that is...

space for big pictures. Of course, I'll carry on details in them captions but first I'd like to (Snip!!!! – the editor!!). (Christ Simon, that really was rubbish – Andy.) (But do you really think they believe you hover over my desk like Word Hawk himself and personally type in these comments? – Simon.) (Er, I'm not entirely sure you should have said that. – Andy)

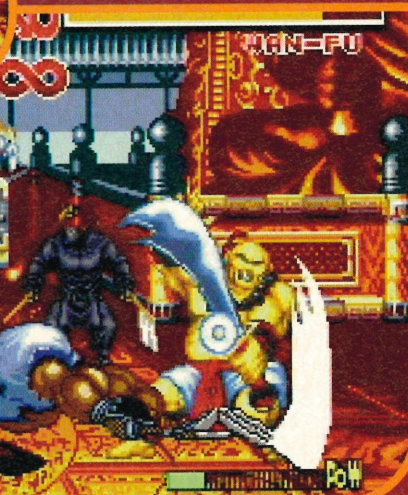
SEGA POWER



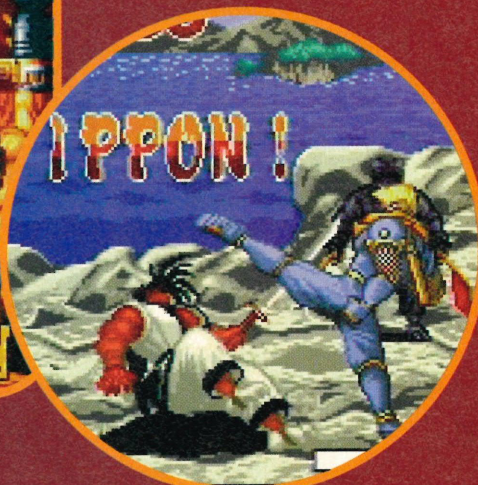
Note, amongst the fireballing stuff, little chicken icon. So there. I wasn't bullshitting about chicken boy. However, his name is *not* Mojo Floppcock. It's Pedro Zinctits.



Yeah, blood in it as well and all that. And rocks. And water. And pants. And melons. Yakyakyak...



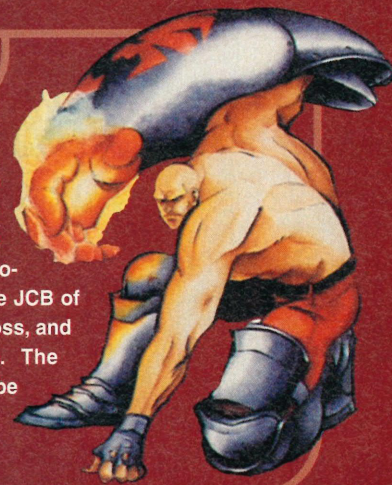
That bar down the bottom of the screen is a POW rage-o-meter. Get slapped too many times and it'll start glowing allowing you to time one, powerful hit against the enemy thing.



THE SECOND SAMURAI

No sooner do we get *Samurai Showdown* 'on' the Sega when up pops, like a weasel out of Farmer Barlimow's underpants, the SEQUEL. Appearing in US arcades in the next two months, this is one of those *Super Street Fighter* style sequels, where the

12 characters are tweaked, and only four new ones introduced (the two oddest being a not-so-frail old mystical man and an ogre with a huge JCB of an arm). Oh, and there's also a new evil end boss, and some new-improved combo opportunities. The brilliantly-titled *Samurai Showdown II* will be heaving its way into British arcades next summer.



Cosmic Carnage

● Mega 32X ● Sega ● Release: January ●

Right. There's an Englishman, Irishman and a Scotsman, and they're all on this aeroplane. BUT! for some reason all of these technical things go wrong, and the pilot jumps out leaving the three of them stranded on this plane that's about to crash and are frightened. Then the Englishman says... oh hang on, I forgot to mention that there's only two parachutes between the three of them. Anyway, the Englishman grabs a parachute, jumps out and says some stuff about the Queen or jellied eels or something (haha!), then the Scotsman grabs a parachute and says some stuff about kilts and ginger hair (haha!), leaving the Irishman standing all alone without a parachute, he says something stupid and the plane crashes into the

side of a mountain shrapnelling him to tiny bone pieces Um (forced laugh) hahahahahhha!!!! Er, I think that's how it went...

But seriously ladeesanjennulmun, that joke thing above has actually acted as the prime source for Sega's latest beat-em-up *Cosmic Carnage*, because, right, it's about all of these space criminal mutant things that escape their knackered prison barge and get trapped on this equally knackered military cruiser only to discover that, with life-support stuff fading fast, there's only one 'escape pod' to flee the wreck. So, they all have a fight. See? It's EXACTLY the same as that Engscotirishman joke. (*Waltzing uncles, this man has to go.* – Andy)

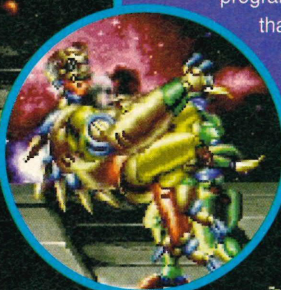
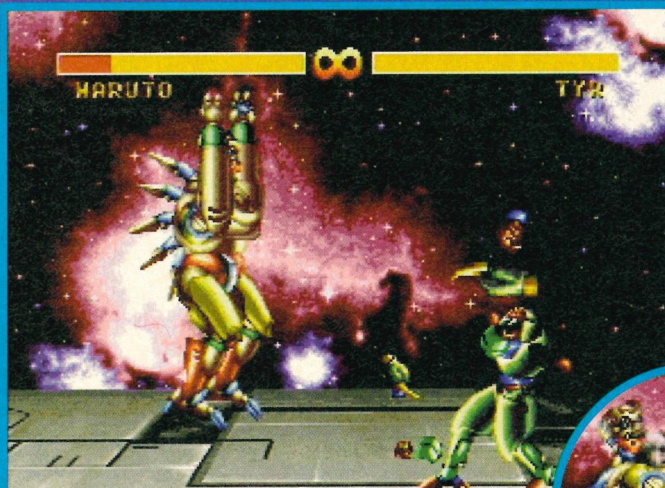
Anyway, *Cosmic Carnage* is the very first game to have been specifically programmed for the malty manna that is the 32x. We've had a go on it a couple of times up at that Sega place in London, and, while it all looks very nice with the

screen zooming in and out *Samurai Showdown* style, it's a bit, well, clunky as far as beat-em-ups go. The eight characters, if you must, 'are': Talmac, Naja, Yug, Deamon, Tyr, Naruto, Cylic, and Zena-Lan (there's also rumoured to be a couple of hidden geezers with equally stupid in-the-future-all-drinks-will-be-blue 'names'). All simulated scraps have a gimmick nowadays, and *Cosmic Carnage* 'has' a feature in which certain characters can get kitted up in some fat, spacey fighty armour, doubling the amount of special moves for that character and goading the enemy into knocking those protective kneepads off of your grubby self. And that, except for the usual idiotic captions, is it. Et see-the-review-next-bleedin-issue cetera.

SEGA
POWER

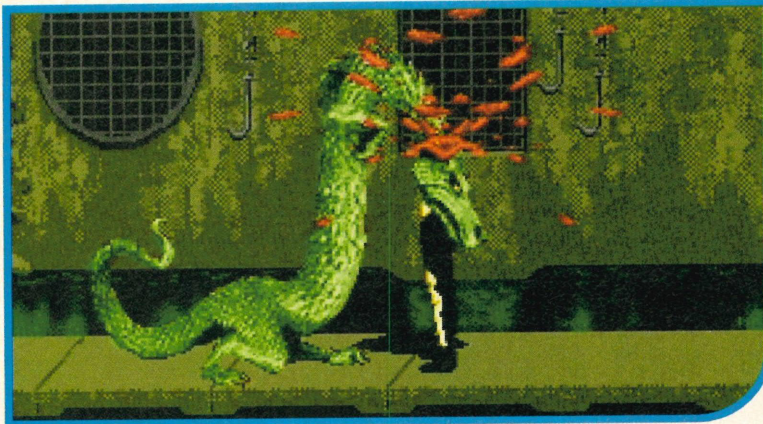
Put blood in a beat-em-up and you're bound to shift 'em. But put fairy's grit in your mouth and you'll sicken.

Shrew, tur, sherry, comets, girdle, horn, slag, strippers, suede, frogs, honkies, wasps, Davids, saggy, slapper, sleet, gawp, suck, arse, monkey.



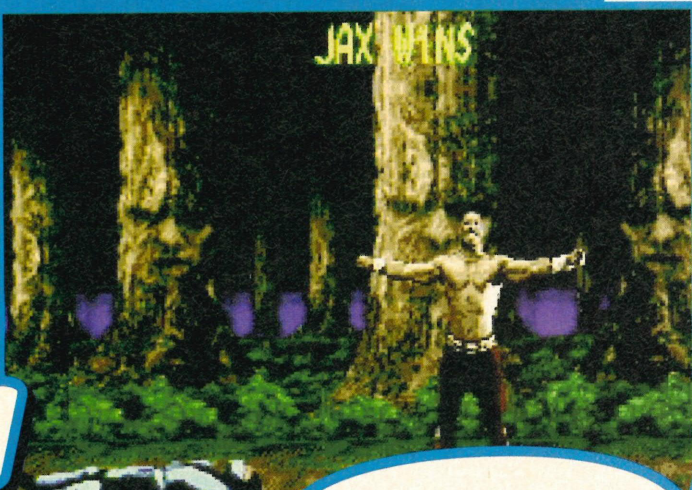
Caption quiz: In which film did Charlton Heston play 'Jimmy', Dennis Hopper play 'Jones', and that dwarf bloke who's dead now but was in a film once play the love interest, 'Eggs'?

Caption quiz answer: the film in which Charlton Heston, Dennis Hopper and that small dwarf bloke (who was the love interest, 'Eggs') was Kramer Versus Kramer. That's a fact!



Mortal Kombat 3 is on its way, Yippee. Yippee. I can't wait to play. It. Sorry. But a captioner's gotta do this sort of stuff.

I am the official captioner of the forthcoming *Mortal Kombat 3*. I will personally be sponsoring all the captions to do with the game.



Mortal Kombat 3

● Mega Drive ●
● Release: 1995 ● Acclaim ●

THIS IS THE NEWS...

Right, first off, cast yer stagnant minds back to last month's 'Mortal Kombat 3' feature. Although it wasn't actually, strictly, 100%, like 'true' (as in, like, a PROPAH feature 'on' the progress of *Mortal Kombat 3* – more a spot of fancy, assumption, guesswork, whatever...), we've still been absolUUUTELY bombarded with two, whole tatty letters, probably from the West Midlands, regarding the following subjects...

1 How do you 'be' Go-Nad on the Mega Drive version of *Mortal Kombat 2*?

(Take two strychnine-laced, anti-stupidity aspirins and sleep with the silverfish in diseased old Mrs. Latham's airing cupboard, O Prattish One).

2 When *Mortal Kombat 3* comes out, like in your feature last issue, will you be able to 'be' Go-Nad, or is he just a boss?

(Eat half a pound of processed cat's mangle and spend an evening snorting the stuff that comes out of your belly-button, you pestilent oaf).

So, while we're dismembering myths and languidly torturing rumours, let's have the full, up-to-the-minute rundown on WHAT THE, LIKE, SCORE IS with the development of *Mortal Kombat 3*...

MORTAL KOMBAT 3 – FREQUENTLY ASKED QUESTIONS OR SOMETHING

1 Is there going to BE a *Mortal Kombat 3*?

Other *Mortal Kombats* made loads of money. *Mortal Kombat 2* made more money than *Mortal Kombat*. Stoopid question.

2 Is *Mortal Kombat 3* going to adopt an entirely new approach/format, whatever?

Nah. It's going to be the same old side-on view, best-of-three business. Apparently, the programmers cut so much good stuff out of *Mortal Kombat 2*, their first priority is to get it all into *MK3* and then build from there.

3 Tell us about the new characters. Remember all the *MK2* rumours about being able to 'be' Sonya and Kano (by beating Shao Kahn with double-flawless and cutting the chains and releasing them and... and...) LIES, CHILDREN! LIES! Juuuust joshing. In *MK3*, though, Kano and Sonya are BACK! (Nice to see the designers working on brand new characters then. – Dean). (Shaateet! – Andy). AND, ALSO, PLUS Smoke and Jade (hidden headchippers in *MK2*) are to be shoved into *MK3* – but as selectable, fully controllable characters! Like, God's skid-marks, this is reasonably exciting, and no untruth.

4 What about the other new stuff, then eh?

Apparently, there's to be none of that *Mortal Kombat 2 – Ultra Edition* (same game, few extra characters). Because, y'see, the designers want to make a 'significant' leap in technology with each new game, as opposed to wheeling in just another grizzled old sequel. *MK2* was legendary for its 'hidden' (or 'secret')

Second thoughts, if we run as many features on the Big 3 as we did on the Big 2, then that's an awful lot of captions to write and sponsor. How about this? Why don't we all share the captioning burden, yeah?



stuff. But – gasp! – in *MK3*, the hidden stuff is going to be a lot easier to find, with plenty of pointers to its whereabouts. A bit like out of hidden bits in platform games. And there's also some new "alities" in store, too...

More news next month, and all that. Turn over for a feature on the *Mortal Kombat* movie. And. Stuff.

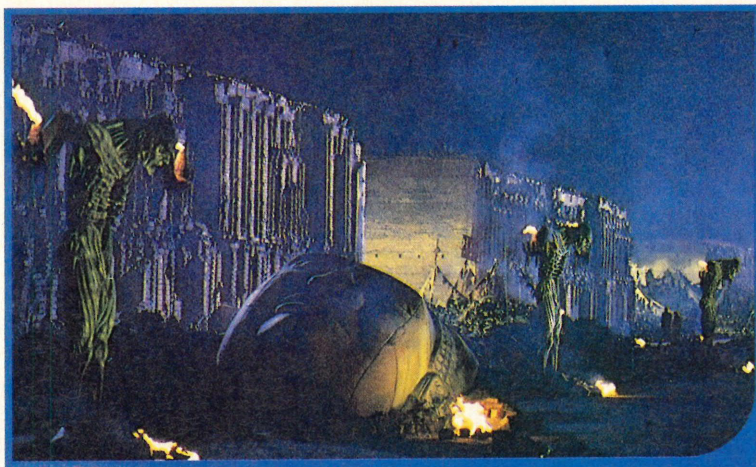
BUT – what would YOU like to see in *Mortal Kombat 3*?

Send your undoubtedly fresh ideas in to Simon Crook at the usual *Sega Power* address...



Yeah, *Mortal Kombat 3*. Yeah. Right. Hello, sir. Ouch that hurt. Prepare yourself. Fight! Wrong game. Never mind.

MORTAL



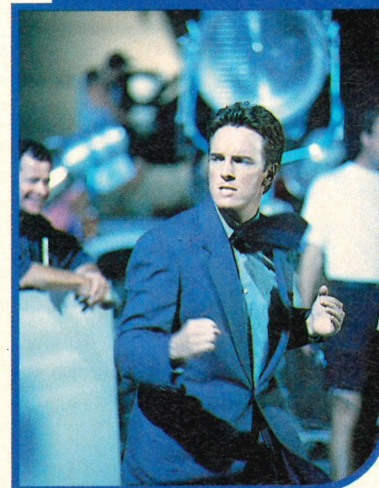
A brutally wasted, ruthlessly unforgiving, human offal-addled, post-apocalyptic, parallel dimension-like, supernatural landscape. Yesterday.

Bit of an illusion-shatterer, really. DO YOU REMEMBER Liu Kang wearing Next For Men clothing whilst howling and doing dead moves?



You've 'read' the simple-minded, never-tedious 'reviews'. You've bought and failed to seduce your girlfriend to the album. You've played "Mortal Kombat - Natalie Wood Edition" with your Sub-Zero doll in the bath. But have you, er... played the game? Don't bother. Just see the film instead...

Mortal Movie Misinformation... The bloke who plays Johnny Cage is a concertina who has 'big bones'.



"Yeah, uh. Kitana, huh? That's a lovely name. Can I, like, uh... buy you a DRINK, and stuff?" "Split it, four-eyes. Else I may slice ya up a new ass..."

1. CONVINCING SOMEONE TO GO WITH YOU - THE INTRO

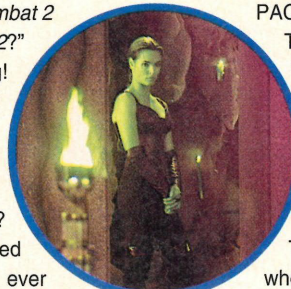
We were rabid, coupling hounds. We writhed and sweated like a hungry Oprah tied to a chair in a ham cannery, straining to close the door on the "What's best? *Mortal Kombat 2* or *Super Streetfighter 2*?" furnace. Then... Clung! Bont! Razor-edged hat wedges the thing open. Cue Chinese Cowboy... "You ain't from round these parts, are y'boy? This debate's as engorged and rosy-cheeked as it ever

was. See?" Chinese Cowboy produces large, lump of coal, marked "*Mortal Kombat* movie vs. *Streetfighter 2* movie". He tosses it into the flames... NOOOO...

2. A COKE AND AN OVERLARGE PACKET OF FRUIT GUMS - THE TRAILER

It was, perhaps inevitably, A TIME OF HEROES. HE was Shang Tsung. A man with a mission - to plunge the Earth into darkness. (Why?)

THEY were three mortals who were determined to stop



KOMBAT

The Movie



Mortal Movie Misinformation... The production team spent over ten-thousand pounds on candles, only to find they were all the wrong sex!

the... er... aforementioned plunging-into-darkness-and-despair, at all costs!

But sometimes, saving the world is a bit too expensive!! Sometimes the wallets of heroes need to be a little larger. Emotionally speaking, that is. (Whaaaaat? – Dean).

Sometimes a fight to the death is more about life, than it is about death, although it is, indeed, mostly about death.

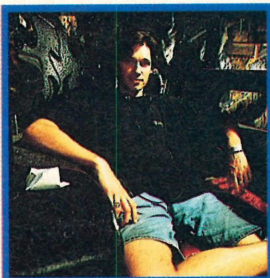
3. COMPLAINING LOUDLY ABOUT THE ADS ("I came here to see a film, not to watch advvvvveerts!" – AT LAST, THE PLOT OOOOokay. I'm so stupid, when the

teaser 'Prepare Yourself...' *Mortal Kombat* ads started to appear, I thought we were in for some kind of Boy Scout revival. No? Nah. Eh? Seriously, though... Why is the *Mortal Kombat* movie so 'cool'?

Liu Kang, Johnny Cage and Sonya meet up with Rayden (that's the Thunder God, mythology fans) and clump it on down to that Outworld place to do scrapping with Shang

Tsung and Goro.

Princess Kitana (who is, apparently, 10,000 years old – come on!) joins our merry crew in order to usurp Tsung (i.e.



"Traction!"

RAYDEN – Christopher Lambert

Been in – Subway, Fortress, that Tarzan thing, and too many Highlander films (apart from the first one, which was great).

KITANA – Talisa Soto

Been in – Don Juan De Marco (eh?), Centrefold (ahem), The Doors (oh dear), Mambo Kings (phwooar – Ali), and License To Kill (blah Duran Duran blah Bond, er, stuff).

JOHNNY CAGE – Linden Ashby

Been in – Wyatt Earp and Mrs. Bridge. Famous guuuy!

SHANG TSUNG – Cary Hiroyuki-Tagawa

Been in – Rising Sun, License To Kill (haven't the cast of that film been busy since, eh?), The Last Emperor, Twins (brilliant!), AND he's been in some TV stuff, like Baywatch, Star Trek – The Next Generation, Jake and the Fat Man (ha ha ha ha ha ha) and Alien Nation (ha ha ha ha ha!)

LIU KANG – Robin Shou

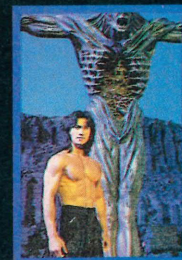
Been in – Er, not much. But he's a top martial arts bloke.

SONYA BLADE – Bridgette Wilson

Been in – Now, she *is* quite famous, as she was Arnie's sidekick in The Last Action Hero which... was... crap. She's also in Billy Madison with Adam Sandler!! Er.

KANO – Trevor Goddard

Been in – Loads of stuff, but none of it really famous. He's also recently won some acting award, it says here.



kill him and nick his chair). But, the quite frightening four-armed Prince Goro has other ideas etcetera...

4. – BOORISHLY FORMING A SMUG CRITIQUE OF THE FILM, WHILST REVEALING ITS BEST SECRETS TO THE CINEMA QUEUE – WHEN'S IT COMING OUT AND THAT?

Mortal Kombat features some of the acest effects in da biz (they've been generated on a 'computer' by R. Greenberg Associates, who also 'did' In The Line Of Fire and Death Becomes Her). Big boy Goro will be animatronised (turned into a moving model thing) by the same blokes what worked on Alien and Wolf. The baby will be 'done'

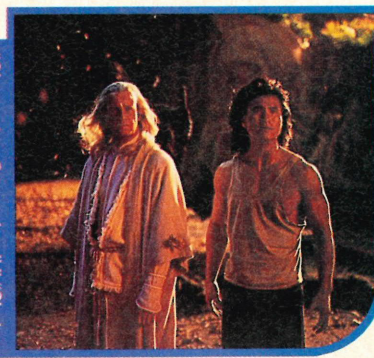
by Lazzer Kasanoff (T2) and the cast are shouted at by boss-man director, Paul Anderson (Shopping). In good ol' Uncle U.S. of Stateside, it's rated PG-13, and is due for release in the 'first quarter' of 1995.

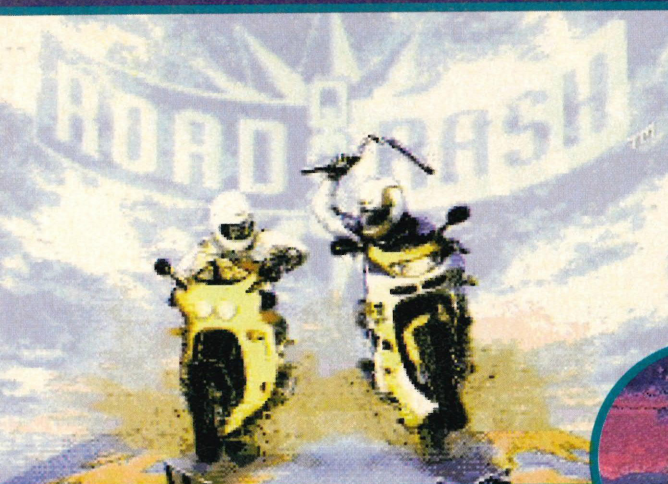
SEGA POWER

Here's a genuinely sophisticated picture of a self-confident woman wholly in control of her own destiny. Well, either that or, "Hello, sir!"



"Oh, master. So much evil." "Shut yer neck and put some clothes on."



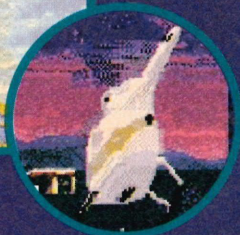


All new everything. A delicious new title screen, followed by a scrumptious selection of bikes, then a mouth-watering array of levels for dessert.



Things are always exploding – it's the nature of things. One minute you'll be happily talking away to your Granny and then, without warning, she explodes.

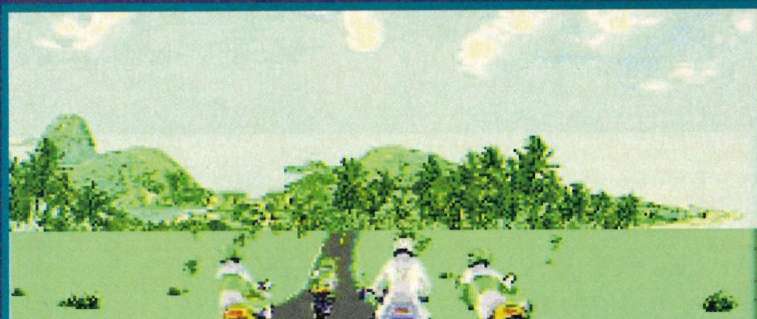
● Mega Drive ● Electronic Arts ●
● Release: February ●



EA are known for two things. The first, and least interesting one, is that they've got the shortest name of all the software companies and they like their sequels. Love 'em, in fact.



Road Rash



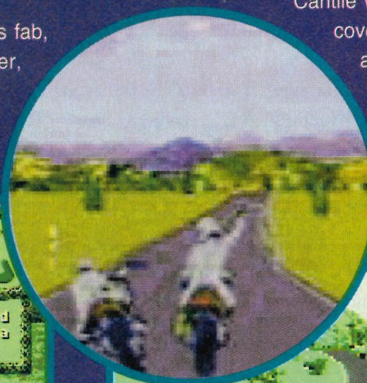
We've had five versions of *John Madden's Football* and the same for *EA Hockey*, the *Strike* series is up to three – as is *PGA Tour Golf*. *FIFA* is up to a ball-breaking two versions. Now, with pleasure, we can give you the third version of the, dare I say, *epic* game, *Road Rash*.

whatever. It was good, very good. It was fast, smooth and exciting. No other racing game came close. The sequel carefully handed us a two-player option, longer, and more varied tracks, and how we thanked them for it.

Road Rash 1 was fab, groovy, pucker,

That was two years ago. John Cantlie was to be seen on the cover of *Sega Power* and around the streets of

Brazil: famous for coffee, football, nuts, Ayrton Senna and those funny men who look like women – but they're not... er.



Remember: hitting people with crowbars isn't big.

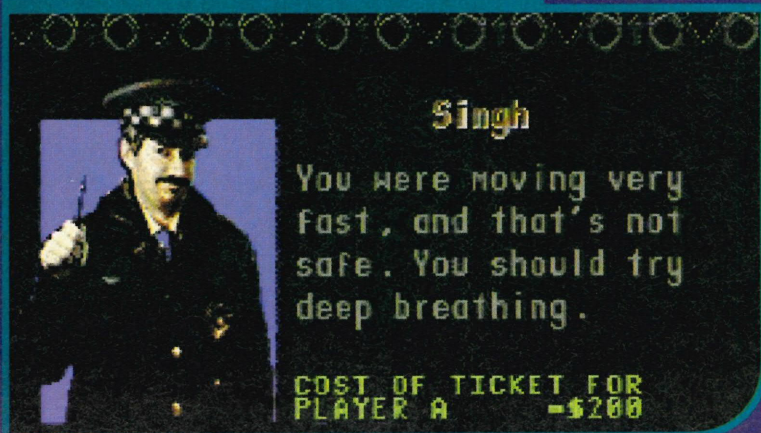


Interesting facts about Motorcycles (1): Um, er, ah... hold on, I'll think of one in a minute.. no, I've lost it. Can I talk about guns instead?



I've never really thought about it, but why is this game called *Road Rash*? It's a road and it's got a rash, I suppose. Hmm, not sure. Something doesn't quite add up.

What? Can you make any sense of what this man's trying to say? I think I'm perfectly capable of working out for myself that riding motorbikes extremely isn't a wise idea. Pleb.



Singh

You were moving very fast, and that's not safe. You should try deep breathing.

COST OF TICKET FOR PLAYER A - \$200



I should imagine that it's very difficult to ride a bike with one hand and leaning over that much, but then again, I'm no expert.



Busted. Ah, how many times has that word filled me full of dread and fear – and usually it doesn't matter, it's only a game, after all's said and done.

Rash 3

Bath on a garish pink and black *Road Rash* bike. It looked stupid, but we were all too polite to tell that to his face – we just used to laugh at him behind his back.

Since that time we've had *Virtua Racing*, *F1*, three new editors, a World Cup, several hairstyle failures, Whig-chuffing-field, Oasis skull-splitting, brain popping weapons...

Now, with much pomp and ceremony, waving of pretty flags and showing of pants, the third version splatters onto our desk. As with all the EA sequels, nothing radical changes. We've still got the swirling, whooping hills and vales, the same wonderful two-player option and the same

Aaah, but we've also got some more. Along with the chains and koshes we have cattle prods, nunchukas, mace, crowbars and oil cans – not too sure how the oil

cans work, but hopefully you can pour the oil over your opponents and then torch 'em. (Sorry. Did I say that? – Dean) Everybody's been raving about the wonderful 3DO version, with its realistic tracks, fancy roads and

That man's waving a bone - I don't think he's very bright. Do you?



All this white background would lead me to believe that either the programmers haven't finished some of the levels, or this is a snow level or this could well be a very dull caption. Which?

Ahh, back to ol' Blighty – land of the free, home of the brave. Hold on, that's America. Ah, what's the difference?



Some may say that's the answer to everything and we're nothing more than people on the back of a huge biker's jacket. I blame drugs and TV.



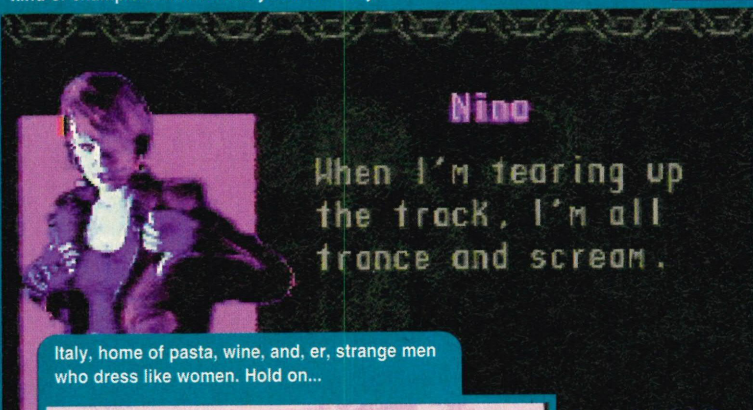
Here's another shot of a road and a motorbike... er... Cheese?



Here's another shot of a road and a motorbike... er... Cheese?

When I'm tearing up the track, I'm all trance and scream? Whhhhaattttt???

She's obviously mad and probably 'high' on crack. Trance and scream? What kind of example is that for the youth of today.



Italy, home of pasta, wine, and, er, strange men who dress like women. Hold on...



By my reckoning, that helicopter is far too small to contain any people judging by the size of that man on the bike. It's things like that which detract from the essential realism of RR3.



All the hilarious end-of-game sequences are back, plus a barrel-load of new ones to make you chuckle and guffaw.

secret hidden stuff, like Herman The Tosser and Splatter The Chimp. And yes, it would be fair to say that the characters are all digitised and look wonderful. But, fear not, for all the character graphics have been ported straight across to the Mega Drive version – as well as some of the background graphics and animals.

Interactivity is placed highly up there too. Not only can you ride into all manner of cattle, but now you can also do the same to trackside people, and police helicopters make an appearance to hassle you.

Also, before I forget, you can steal other people's bikes. If you come off at the

same time as somebody else, and they've got a cushy bike, you can forget yours and jump onto theirs. Speaking of bikes, you can buy them just as you do in the other games, but you can also upgrade your feeble bike by purchasing better suspension, tyres, and so on.

Finally, the courses are now set in different countries – Japan, England, Africa, Italy, to name but a few.

The game's bound to be sweeter than a sugar enema, it's out in February and I think you should think about reading our review – hopefully in the next issue of the magazine you've got in your hand.

SEGA POWER

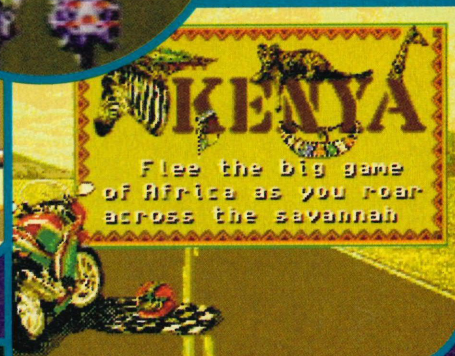


Although there's a fair amount of jaggedness, the characters do look very, very nice.

Don't fall off your bike – come on man, get back on. There's a race to win! – caption courtesy of those wonderful people at Sega Visions. Ha Haa.



Kenya: home of lion, Zebras, Massai tribesmen and... men who dress like women. Maybe.



Lesley, you are an illiterate buffoon who takes great pleasure in waving a bone around like you're hard. You're also a practising friend of Dorothy, and have been for many years.

I like motorbikes, but not as much as I like life or birds, or trees, or ciggies, or cars, or beer, or rumpy, or TV, or, or, or...



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GAME GEAR

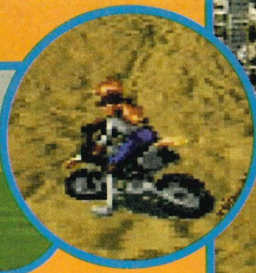
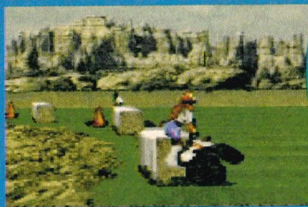
YOU'LL KNOW WHEN IT'S TIME...

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Seeing as nearly all of these pics look the same, I thought it would be nice to find out the team's Favourite Bikes...

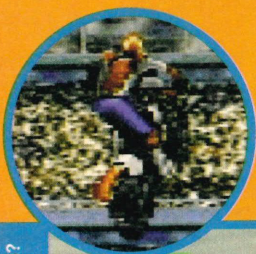
Dean: I'm rather keen on Honda's African Twin - fast like me doing sex.



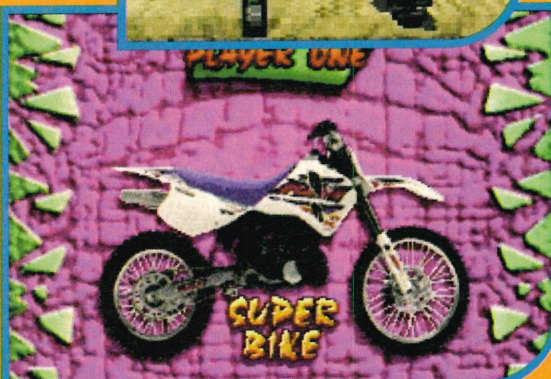
Our Sandwich Man, Jonathan: I'd have a Fireblade GSX, lower geared, with extra ground clearance. Now, I've got cheese, arm, and cabbage. Any takers?

Super Motocross

● 32x ● Release: January ● Sega ●



Simon: I've always been interested in chimp biology, so, er, I'd have bits of chimp spattered all over the spokes?



Danny: I'd have one with sponge fighting sticks just like the Gladiators have, for road safety purposes. By the way girls, I'm a great kisser. Try me! Try me!

Chugging up the dirt in a disused Greyhound Racing Arena somewhere in a suburban grot-belt of Essex is a visible cloud of grubby machismo. Formed from spatters of earth sod and the choking fart of a battered exhaust, this just-discovered environmental phenomenon has been dubbed the M-Zone. And that lethal fog of petrol, sweat and filth can only be found lingering above the heads of certain species of bikers, hard, dirty, manly, risk-ridden, rock-hard bikers, motocrossers. These boys... clubbing each other over the head with petrol tanks, fisting faces at 70 mph, stinking up suburbia with their chemical spunked bikes. Nails like bouncers, scum heroes, sodding great Goliaths of the track.

Yeah, right...

Motocross. Apart from your average teen motorpiker, have YOU ever met (pah - heard of?) a motocross champ, loser, amateur? Dah... Don't believe you. Motocross is one of 'those sports': stupid, fast, life-threatening, laddy, bad and bloody low profile. TV? Doesn't want to know. But (shlap) Sega, for some reason, does. (Sega *cares*, kids). So, not satisfied with a brand new piece of software that rehashes arcade ancients, the 32X has now got itself a (sigh) *motocross game*?

Despite being originally scheduled for release with the 32X, *Super Motocross* (for that is it) has been delayed 'cos it ain't been finished yet. Nonetheless, we 'had a go' on one of those work-in-progress things and noted the following...

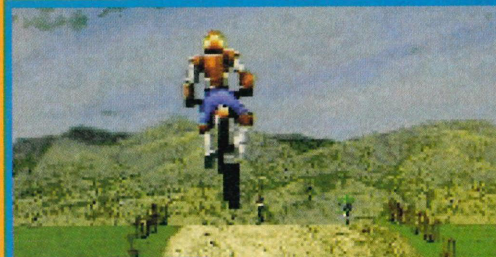
Yes, a two-player option, each with (as yet) a teeny viewing box, but on the one-player? Not particularly eyeball-squishing man-on-bike 'sprites', but the speed of the backgrounds... mmm, speedy. As is (ha!) the game, packed like a bloated buttock with tricky



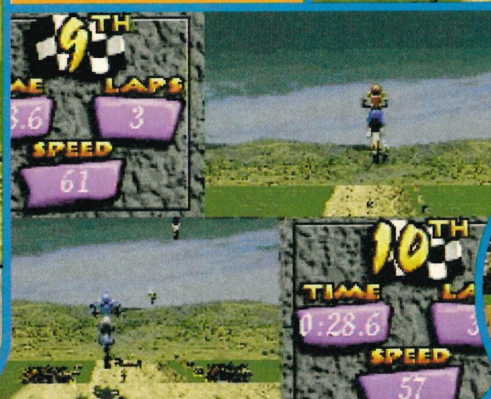
Alison: It's a Supersport 600 for me! I found the free oven glove a delight.

tracks freckled with humps of mud ('hills' in the motocross biz). Yes, and keeping in the 'theme' of bikes and fighting you can, er, fight on your bike and give the opponent a good ear-clipping. And that's as far as we can go. Preview verdict: "*Super Motocross*: suppose it's alright."

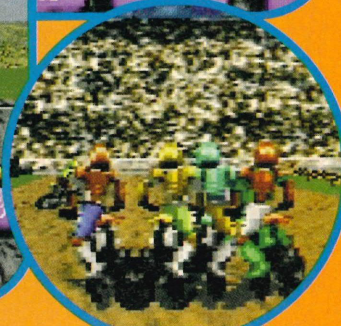
Andy: The bike I like is the Muz Kobra. Choice speed twigs, final exhaust, cod men, and what a great arse it has too.



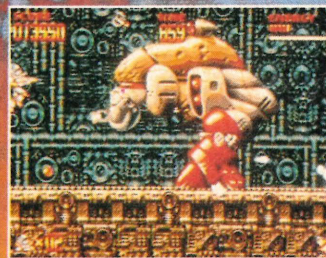
Jason: I'd have an Aprilia AF1, only I'd have one side painted with a variety of German cheeses, and other with biscuit crumbs. Voila! A bike with cheese and biscuits on it! Er, cool?



Laura: I have a bike with Andy Crane headlamps, so I can scare the bejeezus out of old folk at night. Ace!



MEGA TURRICAN



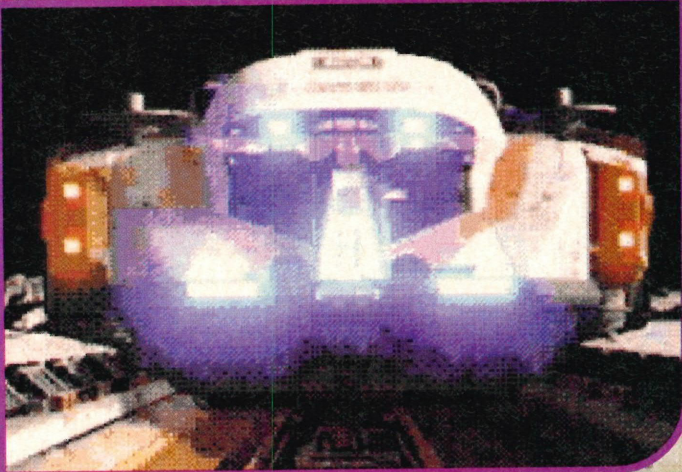
LET THE

BATTLE

COMMENCE



Big ship. Very big ship and it's heading straight for you. Best move, I feel.



Oaksy kokesy, it's a CD game, and therefore there has to be a 10-minute intro with lots of clever graphics created by people who, at their age, should really know better.



- Mega CD • Rocket Science •
- Release: January •

Loadstar

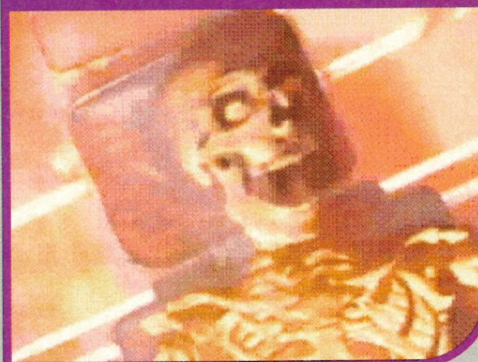
THE LEGEND OF TULLY BODINE

there would have been pieces of him dropping off all over the place and the smell would've been *terrible*.

The game looks and plays similarly to *Sewer Shark* – with endless tunnels and a futuristic 'rugged space cowboy' feel, although, in a lot of ways, it has superior gameplay.

Tully Bodine, for he is you, has to transport a load of contraband camels from

HELLO SIR!



The script of this game was written about 15 years ago by a fellow by the name of Ron Cobb. When he originally wrote it, it was intended to be a film starring the late John Wayne. Being dead, though, our John wouldn't have been very good –



Earth's moon to the planet Mars. You can imagine all the hilarious japes that Tully will have on the way.

Rival truckers have to be avoided and there's always the police, too. The Sheriff, named

Wompler, is played by Ned Beatty – star of *Superman* and *Herman The Tossler In Tossler Trouble*. This could well be one of the biggest stars yet to appear on a Mega CD title.

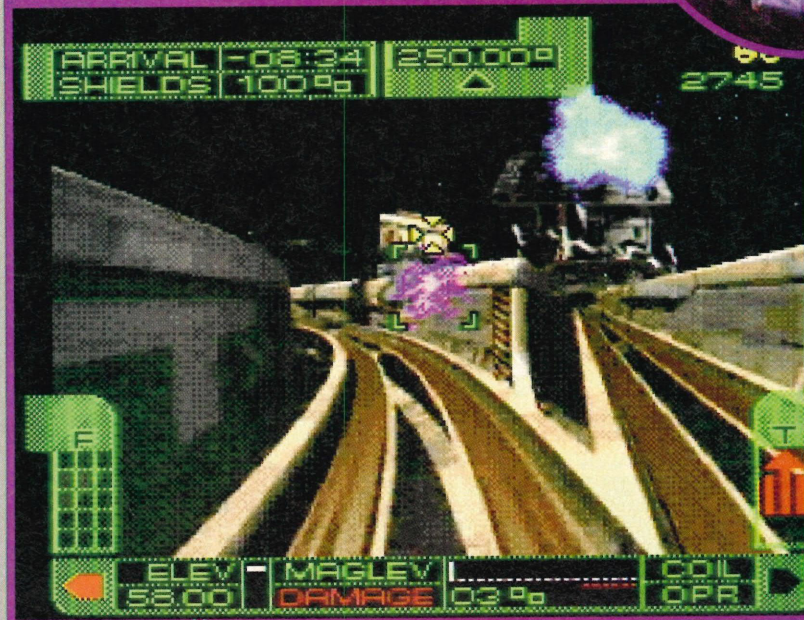
The game's presentation is superb and, to be honest, it looks like being a bit of a poke up the bottom for the Mega CD. We'll be caressing it in the next issue.

SEGA POWER

What? Included in the game is an advert for Rocket stuff to buy. Eh?

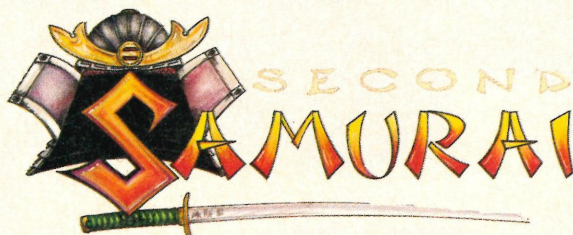


Karl Foster eats babies brains and laughs when he does it. WHAT are YOU going to do about it? Eh?



I don't like the winter much. Far too cold. Should be in bed really, hibernating.

*Someone
told
him
he
looked
like
a
girl...*



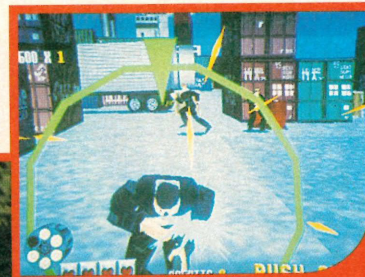
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Yes readers, this is how Johnny Crim bleeds in Virtua land! (Er, actually I think you'll find that the camera went all over-exposed on us again...)

Like, you know, it's like when you take a photo of your mate taking a photo of you, only this time it's not with cameras, it's with GUNS!!! (Christ... - Andy)



Did you enjoy your fridge magnet? WELL, DID YOU?

relentlessly dumb shootah. *Lethal Enforcers* style, you (and a partner if you so wish) are armed with a plastic gun, thus allowing you to blast the pants off an assorted array of hostages (oopsy) and Jimmy Crims, most of

9.00 Get up and drink lots of polygon 'quaffee'. 11.00 Have a polygon argument with your big fat polygon boss munching on a polygon cigar and hand in your polygon badge. 13.00 Watch your first polygon partner get killed (act all angry and polygony). 13.30 Get a new

polygon partner. 14.00 Go on a polygon car chase and have a polygon shoot-out. 15.00 Watch your second polygon partner get killed. 16.00 Act all Godammity and polygony. 18.00 Go and see your local polygon snitch.

18.05 Shoot him. 19.00 Visit some polygon pimps and nip into one of those neon strip clubs with polygon chicks in polygon pants sliding up and down polygon poles to crappy polygon music and get out of your polygon head on polygon bourbon and chuck some polygon chairs about. 20.00 - 02.00 Get five new polygon



partners, shoot them yourself because you're sod-bored and sozzled, grab the first Joe Public you see and get him to confess to The Polygon Murders,

charge, punch, make friends then shoot him, get in the sack with your polygon ex-wife, act all horny and polygony and... Ah, you get the idea.

Yes, at this very moment at Hamleys, the country's biggest and best Sega shrine, another polygon (hey!) game has arrived. Entitled (yes, yes) *Virtua Cop*, this is a slick and

whom seem to visit the same habadashery as the shadey, shade-named geezers from *Reservoir Dogs*.

Apart from the usual brilliant graphics, *Virtua Cop* is the most undemanding Virtua effort from Sega so far. Stupid, slick, speedy and ideal for stress relief, this is formulaic but dumb-fun stuff in all of its three massive missions (*Drink my gun! Eat my lead burger! Swallow my bullet puke! Exclamation mark!*). Nah, not the best of the range, but worth a blast between sessions on the outstanding *Desert Tank* and queue-causing *Virtua Fighter 2*. Hamleys, visit, spend, etc...

SEGA POWER



Consumer advice: next time you hire a skip off Seki Sumi Nishi Ltd, CHECK FOR BODIES, LUNG BOY!

A day in the life of a Virtua copper (or 'carp' if you want the transatlantic translation) is no different to your average out-on-the-edge, out-of-control, and out-of-his-mind yanky law enforcer...

● Hamleys ● Regent Street ● One Earth Pound ●

Virtua Cop

"Jive ass turkey mother luva! You stab-bed me in da back!" And other well-over-the-read-er's-heads-quotes-from-stuff-what-we-like.



Virgin Interactive Entertainment (Europe) Ltd



Dinosaurs became extinct because... they were very ugly and they look like Jeremy Beadle.



Dinosaurs became extinct because... they didn't have thumbs and the following depression caused them to die of broken hearts.



- Mega CD • Rocket Science •
- Release: January •

Cadillacs and DINOSAURS



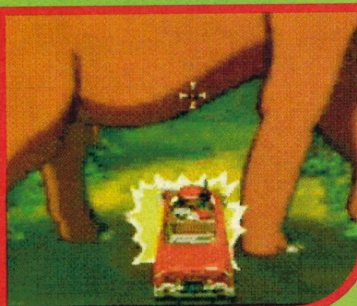
For some reason the subjects of 'cadillacs' and 'dinosaurs' have never been joined before in a computer game, and I can't think why. When you think of it, they're the most

natural combination. Aren't they?

Anyway, the game's based on the graphic novel series by Mark Schultz, and features lots of dinosaurs and a few cadillacs – most notably Jack 'Cadillac' Tenrec, who likes to drive around in his big red car with his companion, Hannah Dundee, who I suspect is also fond of cadillacs.

Anyway, enough. The same's set in the Xenozoic age – which is approximately 600 years into the future. Why? Well, the humans screw up the

Dinosaurs became extinct because... er, they were crap.

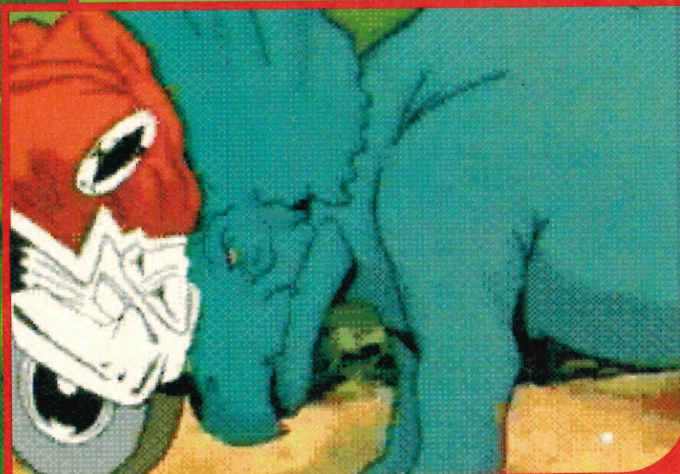


Earth so badly that we all have to hide underground and wait for fallout to drop. Or something. Right, so when all the humans get out, there's all these bleedin' great dinosaurs running around everywhere. Never 'eard the like. **SEGA POWER** Not in my day.

OTHER STUFF

Apart from this, *Loadstar* and *Loadstar 2* (mentioned in news), *Rocket Science* are also beaverin' away on something called *Darkride*. They've developed a new system called *Rocketvision*, which allows you to display Full-Motion Video better and faster than ever before. Apparently the game's going to be based around a roller-coaster ride. Sounds interesting... ish.

Dinosaurs became extinct because... If they were still alive then that 'Herman' Steven Spielberg wouldn't have been able to make the hugely overated Jurassic Pap.



Dinosaurs became extinct because... If they hadn't, then we'd all have been eaten by now.

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Apparently, at Christmas time, we let in light and we banish shade (which is 'symbolic' of the cosy, radiant smiles of rosy-cheeked infants, as opposed to stinky, Satanic enormous-credit-card-bill-like suicidal torment). It's the law. Here. Christmassy. Feature. Is... Enjoy please...

Contents

• Christmas Special • Christmas Special • Christmas Special •

36 – 1994

Another year puked up and hastily flushed away, then. And, phew, what a year it was, eh? (*This way, please, sir.* – The Cliche Police). The games, the events, the tedious and puerile swearing, the people, the sex, the personalities. It's all here... Apart from the swearing and the sex.



One of our top retro games. *Virtua Racing*, see page 37.

40 – EXCLUSIVE! Mortal Kombat 2 – Theatre Of Blood

You may be "economically challenged", but, sure as Christ to hell-damn-it, we're not going to let that spoil your Christmas frolics. You *can* play *Mortal Kombat 2* without actually buying the game! Here's how...



Loads of fun with this cut out and keep jobbie thing.

42 – Girls, Girls, Girls

Why are girls no good at *Mortal Kombat 2*? Why do they only like cute 'n' cuddly games? Why (as is more likely) do they think video games are "boring" and "crap". Boy's stuff. Top *Sega Power* anniversary exclusive Christmas special exposé Investigates...

Do girls like playing games like Barbie? Get lost...



38 – To Be This Board Takes Sega

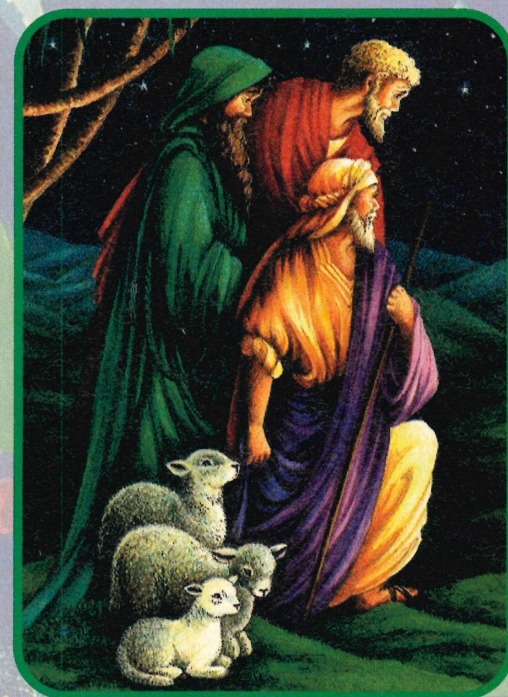
"This Christmas, give 'em video games..." would seem to be the overall implication of this issue. But, y'know, there are other things to do...

We compare computer games such as *Sensible Soccer* to board games.



44 – The Sega Power Nativity

What if... the classic, timeless (etc.) story of 'The Nativity' as we know it, were translated into a more palatable, Sega-like context? Yeah, that'd fill up a whole page...



46 – Top Christmas Competition

Turn to here for BIG, MASSIVE, and QUITE LARGE presents. We're actually doin' it for the poor, diseased kids. It's reeeally for 'charity'. But – sweat no more from the fiery ravens of the claws of your mind! The beauty of this compo is, if you're the type whose unnecessarily wealthy parents have called you 'Octavius', you can still win stuff.

Merry bleedin' Christmas. And – oh! – one more thing... Annoy carol singers by getting each one to sing a solo and awarding them money on a sort of cash-for-talent basis.

THEM SEGA POWER AWARDS

We (as in us) present to the gaming industry our globally acknowledged dinner lady revered Sega Power award, The Golden Bennett...

Golden Bennett Award

The Top Reader Interaction Culinary Award For What's Best, Steak Chops or Shipham's Spam?
Superstreetkombatfightermortal. Two.

The Brutal: Paws of Fury Award for Rubbish Beat-Em-Ups With Some Animals In
Er, Brutal: Paws of Fury.

The Zeus-Hyped OJ Simpson Award For Getting Away With Murder
Rise of The Robots.

The Paul Merson Award For Careful Driving
Combat Cars.

The Wet Wet Wet Award For Will This CD Access Ever Bleedin' End After Waiting What Seems Like Two Sodding Months?
Mega Race.

The Seen it-Done it REM Award For Utterly Over-rated Product That On Further Inspection Is The Same Tired Old Tat
Dynamite Headdy.

The Golden Bennett Award For Jumping On The Best Of 94 Bandwagon By Stating What Game Was Best But At Least We've Admitted The Inevitable Yeah?

Yeah, yeah. Begins with Em ends with Oo and has Ortalkombat in the bleedin' middle. (These guys! Sooo original. – another Sega mag)



Rage 3: punchygooly, Sonic & Knuckles: vivesukshony, Lemmings 2: lancurtisy, Sonic in Triple Trouble: money.

RUUUUBBISH!

The games might be alright, but imagine walking into a shop and asking the nice warty hag behind the counter for these without feeling shtoopid. "Excuse me. Have you got..."

Awesome Possum

Nobunaga's Ambition

Romance of the Three Kingdoms

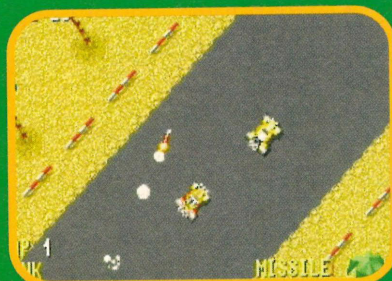
Flink

Super Turbo Flying Hat Adventure

The Secret of Monkey Island

Bignose

Terry and Judith's Encounter with the Tall Monk and his Arse-Chimp Stooges
(Er, I think you're making these up now, aren't you? – Dean)



If it ain't broke and that

1994? A year that shifted out sequels like a holiday tummy trouble shifts... (We get the idea. – Ali) Most of them were quite good actually...

Mortal Kombat 2: Astounding conversion of a skull-splinteringly brilliant coin-op. So hyped it flattened several sheds, and (sigh) it actually deserved it. Kneecaps the original into a very small portaloo.

Micro Machines 2: More tracks, more cars, more players, more money. The multi-player of the year, and such a stabbing pain-in-the-jacksy to 'tip' that Simon is still weeping like a girl about it.

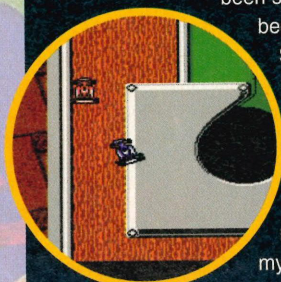
Super Street Fighter 2: Four 'new' characters, multi-combo ego trips, and now a Jean Kylie Van Minogue moving picture. Capcom treat this game more like an on-running sit-com than a sequel. Sheer class though.

MaddenFIFANHLPAPGAJam '95: Out of the annual EA sports bag, only the footy one had notably brand new pretty stitching. And the rest of them? The Sega equivalent of a Christ-not-again-improved washing powder.

Urban Strike: A great game, but judging by the amount of passwords we've been sent via your sweaty pig sties that pass for bedrooms, a bit tooooo easy...?

Sonic 3 : 24th of February and all that. Was going to 'be' a bigger game, but then Sega decided to shove the rest onto the backwardly compatible Knuckles affair. Fleeced? You should be. Er, we didn't mean that, honest.

And the rest: *Shining Force 2:* rpgy, *Sparkster:* marsupially, *Taz 2:* er, marsupially? *Ecco 2:* mysticallarsey, *Fatal Fury 2:* glassyfacey, *Streets of*



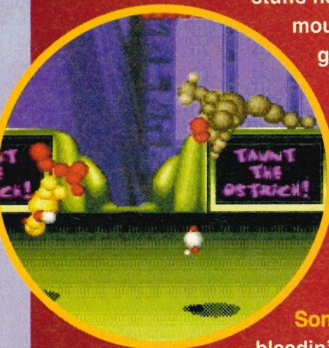
Fertile armpits of originality

It wasn't all we've-got-a-license-so-let's-do-a-platform-game this year. Some of them games actually swallowed ideas and belched out some innovative air...

Virtua Racing: Thanks to the SVP chip (that's Signal Virtual Processor, what-stands-for-SVP? fans) those lush arcade polygons were slapped onto the unworthy Mega Drive to make it an instant spunky speed-junky classic. Bleedin' 60 notes though...

Zero Tolerance: They thought it weren't possible and that, but Accolade proved 'em wrong with this very competent *Doom*-clone. Lots of blood, guns and arses. (You're sacked. – Colin our publisher)

Earthworm Jim: Utterly, utterly, utterly brilliant game from Princess Of Playability Dave Perry. The best platform this year by a long shot, and the TV ad where a granny stuffs her crumbly old mouth full of worms getting banned also gains respect points.



Ballz: Although the game wasn't exactly a classic, the humour and Virtua style graphics were a breath of strangely pleasant air. A bit like gaining pleasure from one of your own farts.

Sonic & Knuckles: yeah, yeah, backward bleedin' compatibility...



MOST UNWANTED

It has to be said, that every year a certain amount of TAT tends to bubble to the surface of the lake of tranquility, and 1994 was no exception...

Whigfield: What with Fur Q and Herman The Tosser infiltrating our heads like a strong Espresso, the POP world was left free to, if you like, play with itself. Whigfield, the only woman alive to irritate more than Barbara Cartland – although it could be debatable whether Cartland's actually alive or no – invaded our senses when she released her banal drivel, 'Saturday Night'. Coming back from some package holiday to Domestos and buying it because it reminded you of a tacky club where you got off with Sandra – a typist from Nottingham – is no excuse.

The Multi-Mega: Interesting in that everyone thought it was a good idea, but it wouldn't sell. And by the horns of Doris Day, they were right.

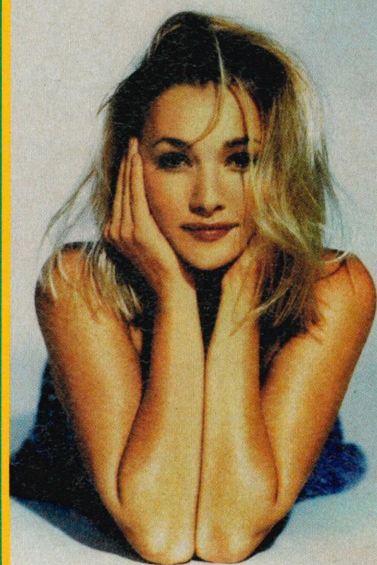
Loaded: When it was released it was a breath of fresh air in the stale boy's magazine market. Unfortunately, when it became obvious that they were running out of ideas, that fresh air quickly turned into a guffy wiff. The sort of fart your Grandad would do – and then try to blame onto YOU.

Forrest Gump: Only in America could they make a film about the simpler folk in this world, and then – with the aid of an awful script and some shrimps – totally schmultz it until you throw up your popcorn and King Cones over the unfortunate person sat in front of you. Forrest Gump is its name and it's complete and utter rubbish.

The Flintstones: Suburbia is tedious enough, with its Neighbourhood Watch schemes and sodding organised Tupperware parties where it's revealed than Doreen from number 17 is poking Andrea's husband (you know, her from number 23). Why then should we want to see a cinema version of a

cartoon that was made when suburbia was still a new 'fad'. God only knows. Nice prehistoric merchandise though, eh readers?

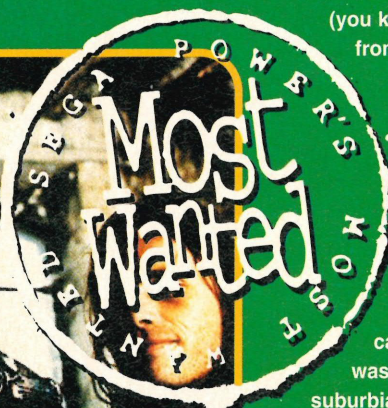
Whigfield



The Prodigy Are Ace!



In a tedious, over-the-reader's-heads-only-not-really-because-The-Prodigy-are-really-famous-kind-of-way, we'd just like to say that one of the highlights of the year FOR US, has been The Prodigy being really good, both on 'Compact Disc' AND live. Band o' the year, folks. Now, The Manic Street Preac...



TO BE THIS BOARD TAKES



Kerplunk

Christmas morn. You can barricade yourself in your bedroom with some video games, or you could gather family and friends among the discarded "To... Love..." tags and bond with some colourful bits of plastic... BUT, WHAT'S BEST???

Apart from the rustling of wrapping paper, crone drone of 'our Maj' and the family burrooping rattle battle of impossibly rich turkey quacks, your lounge will undoubtedly be filled with the sonic booms of recently received prezzies come Christmas day. And the lobe-crucifying noise pollution, will,

now so fond of that we simply refuse to take them off. Even during mealtimes. Mind you, when we find the mischievous troglodyte what laced the masks with Dr Cling's Cog Adhesive, we'll turn his arse inside out...

Operation Vs Microcosm

Prospects: If ever there were a legend in recreational surgery, Operation is it. And as if that didn't make enough sense, against this kind of competition, *Microcosm* is SCARED; merely the gum-fatigued mouth of a patient under an axe-juggling dentist.

Versus Equivalent: Giant Haystack's nosh-up prior to a bicep transplant vs the slightly weatherbeaten Twix of a Junior doctor.

Sweat Factor: Operation is all about slight-of-hand skillage, finger-cracking tension, and pulling bones for cash at the risk of a customer's bulb nose flashing in slapstick pain. On the other hand, nipping through veins in some innard

ship may sound exciting, but *Microcosm* really just has all the tension of buying a pair of espadrilles. Both are absolute rubbish on matters of medical accuracy.

Result: A pushover for Operation. No question, one of the best of those concept board games from the 70s and still brillianceulous!

Connect 4 Vs Columns

Prospects: Imagine Godzilla vs King Kong over a skyscrapered skyline. Imagine Barbie vs Sindy on a huge ironing board-shaped catwalk/boxing ring hybrid. Imagine Super Nun vs Super Monk locked in a prison monastery anger chamber. Imagine these condensed into one great brawl, and you're getting close to this contest of the classics.

Versus Equivalent: Er, I think you'll find that bit's been done and that.

Sweat Factor: Make lines of stuff and watch your opponent dribble in trepidation. Both are just great on the Annoy-Your-Mates category, but that can always be solved with a quick fight on the kitchen floor, can't it?

Result: Gillette-on-chin close, but eventually a (yawn) draw. Although whether they KOed each other or merely made up and went for a 'friendly pint' remains a mystery.

Kerplunk Vs Lemmings 2

Prospects: Toenail-biting sphere tumbling and widescale mammalian killage? Nerve shrapnell!

Versus Equivalent: The vertigo of Edward 'Aggro' Woodward v Webster's Encyclopedia of Pope Vaulting.

Sweat Factor: One false move and it's auf weidersen 'go'. Yeah, drop a skip of Lemmings into a hell chasm and you'll laugh, laugh, laugh. Pull out a marble-avalanche straw, and there ain't no telling what anguished form of self-mutilation may occur. And anyway, your friend's are probably going 'Chin up' or something. Which isn't nice.

Result: Kerplunk. It was close, with good old simple fear factor getting it there just ahead of the complex demands of *Lemmings 2*. I also used to play it all the time with my mates when I was a lad, so it was going to win, whatever happened.

Subbuteo Vs Sensible Soccer

Prospect: The two toy kickabouts have one notable thing in common: both, to be frank, look like a load of old rubbish, but promise powers of addiction to lift the game junkie high as a freshly tossed Tonka toy.

Versus Equivalent: Anneka Rice performing a handstand lobotomy on John Fashanu vs a day out in Margate handcuffed to a Morris Dancer.

Sweat Factor: Subbuteo saunters onto the pitch proud of the fact that some very sad people organise national challenges for this finger-flicking sport sim. *Sensi* however, is wearing special hover boots, and isn't afraid to foul its competition buttock-over-breast.

Result: Subbuteo? Bit bloody s-l-o-w



Operation

without doubt, test the patience of the most tolerant, Rosie May-minded parent. But remember – if a slap is administered, recite the following excuse: "Dearest, loving parent. There is a secret war waging in this abode over which I have no control. One side cries Finish Him!, Lalalaaa!, and Hahdookn! Then the other replies Now For The FUNNY BONE, Keeerrrrplunk! and This is THE Vertical Strategy Game! There is no peace between the console and the board. They will war for my attention forever!" Or something.

Yeah, yeah. Enough convoluted intro cack. Like, what's best for Xmas? Board games (yes!) or console games (yes!). You get the idea. And we get to have all the fun. (*Smug spazzies.* – A reader)

Guest game-on-the-head: Doh-Nutters with its shockingly comfy, fablephantastic masks which we are



Connect 4

SEGA

innit? *Sensi* though – speedy slickness. First console win, and a thrashing because nobody here wants to like Subbuteo in the first place...

Scalextric Vs Virtua Racing Deluxe

Prospect: Like, it's racing in cars, innit?

Versus Equivalent: Ford Capri with geezer go-fasters vs Allegro with cup-and-string carphone.

Sweat Factor: *Virtua Racing* may have the edge on polygon pile-ups and squidding sprites, but the feeling of controlling a car with a spark gun and watching the sucker crash into the shagpile is unsurpassed. Odd that the farting wasp sound effects are exactly the same for both competitors.

Result: A Ben Hurian battle of speed, but – yes! – Scalextric wins with unlimited track design possibilities and electronic thrills. Technology? Schmecknology...

Hungry Hippos Vs Pac Man

Prospect: It's that noshing-up-small-white-dots-as-if-your-life depended-on-it thing. Um...

Versus Equivalent: The Salvation Army Brass Band vs Dumpy's Busking Washboard.

Sweat Factor: *Pac Man* may well be a video game classic, but it's tedious, tedious, tedious. BUT! Much fun and tension stuff is to be had with a four-player Hungry Hippos (annoy your mates: attach a magnet to the mouth of

your hippo, use ball bearings and watch the auto-gobble begin). Oh, and it also has the added bonus of being one of the noisiest games ever invented.

Result: *Pac Mans* may come and go, but those gobbling river pigs are here to stay. Er, I say. Poetry and that.

Mouse Trap Vs Virtual Pinball

Prospect: A bit of a weird one this, as the only thing they have in common is that they both take at least half-an-hour to set up before playtime commenceth.

Versus Equivalent: Grass-stained underwear vs Ribena moustache.

Sweat Factor: Ah, it wasn't really worth the effort, was it? *Virtual Pinball* is tossy, even when you've designed your own table to get bored with after the first ball. *Mouse Trap* pummels it to the ground, screaming victory.

Result: Guess. You see, when you do eventually set the bleeder up, it is actually worthwhile to see Johnny Rodent meet a sticky end through its ingenious Road Runner-style trap. Ace!

Mighty Morphin(g) Power Rangers Marksman Target Set Vs Lethal Enforcers 2

Prospect: Watch out guv, he's got a shootah!

Mousetrap



Versus Equivalent: Comedy arrow-through-the-head vs Medieval crossbow lobotomy.

Sweat Factor: Oh dear. The likeliness of hitting the target with one of the dismally unpowerful suckers is the same as hitting a numb-nut cowboy while controlling the joypad with your feet in a pair of those revolting Garfield slippers. No tension, no sweat. *Lethal Enforcers*? Do your duty, and 'ave him!

Result: Bangbang Justifier lushness against some tat 'worthily' sponsored by Drug Abuse Resistance Education. Just say Nahhh!

THE VERDICT...

Sega Power says: "SWITCH OFF YOUR TELEVISION SET AND GO AND DO SOMETHING LESS BORING INSTEAD! Board games = good. Still flustering about in the living room with the best of 'em, they could take a very average platform game thing and slap it about a bit until a raw steak has to be administered to the 'shiner'. Mind you, sometimes that Sega stuff isn't bad either. Next issue: create your very own Mega Drive Mr Potato Head! Makes plugging in fun, fun, fun! Er, probably."

Scalextric



Hungry Hippos



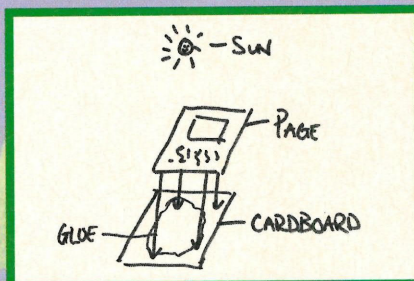
ALL THAT CHARITY STUFF

Seeing that us at *Sega Power* are a generous, hearty bucket of beings, all of these games will be splatting through the letterbox of a local kiddies' charity. A big and slightly-but-not-unpleasantly damp thank you should 'go' to these top companies what supplied the games and that: MB Games, Waddingtons, and Scalextric.

MORTAL KOMBAT 2

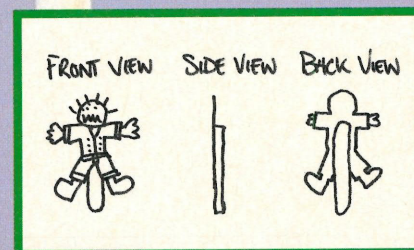
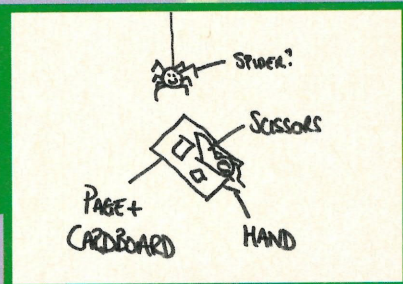
- CUT-OUT THEATRE

STEP-BY-STEP DIRECTIONS



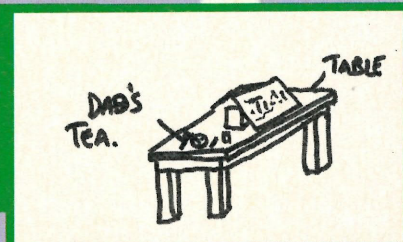
1 Take out the right-hand page and glue the whole thing to a large piece of cardboard.

2 Cut out the backdrop, characters and blood-splats – make sure, though, that the glue has properly dried.



3 Now attach the characters to lolly sticks – or some other piece of wood.

4 Finally 'prop' your backdrop against something near the edge of a table and your *Mortal Kombat Theatre of Blood*'s ready.



5 Remember: The important thing is to have fun!

Dull? Stupid? Poor parents? Forced to 'go round' to the filth-encrusted, smelling-of-cabbage tenement houses of your slightly more fortunate friends just to 'get a game' of Mortal Kombat 2? Quiver with envy no more. Joyriding John-The-Baptist! We've got ANOTHER crazeepeshit of a Bumper Christmas Cut-Out-And-Throw-Away Giveaway Anniversary Free Gift! And we're not talking Sparkster toilet roll stickers, Dynamite Headdy tattoos or Lemming finger-nail toners here. It's Sega Power's Mortal Kombat 2 Theatre Of Blood!

HOW TO MAKE IT...

You will need...

Parental guidance (If you live in an orphanage, ask one of the nuns to help.)

A pair of scissors (If you can't afford them, just use a razor blade.)

A Pritt-Stick or a small 'bag' of glue (Simply get an older-looking friend to obtain this from the local newsagents.)

Two 'lolly' sticks (Or, if you can't afford lollies – Jesus! – just use twigs or something.)

A carton of cling-film (If you can't afford this, steal some of those cellophane bags from the Sainsbury's fruit 'n' veg section.)

A squeeze bottle of tomato sauce (optional)

An empty cereal box, such as Chex or Tosser Treats (If you can't afford to eat, then pay regular visits to the local rubbish dump – it's amazing what you can pick up. Simon spent a week down there and came back with an attractive case of scabies.)

POSSIBLE PLAYING SUGGESTIONS

1. Fatalities are, of course, very difficult to achieve, but we've included some excellent cut-out blood 'splatters' to keep forever. These can be thrown at the backdrop by a third person whenever he or she thinks you've performed a good move.

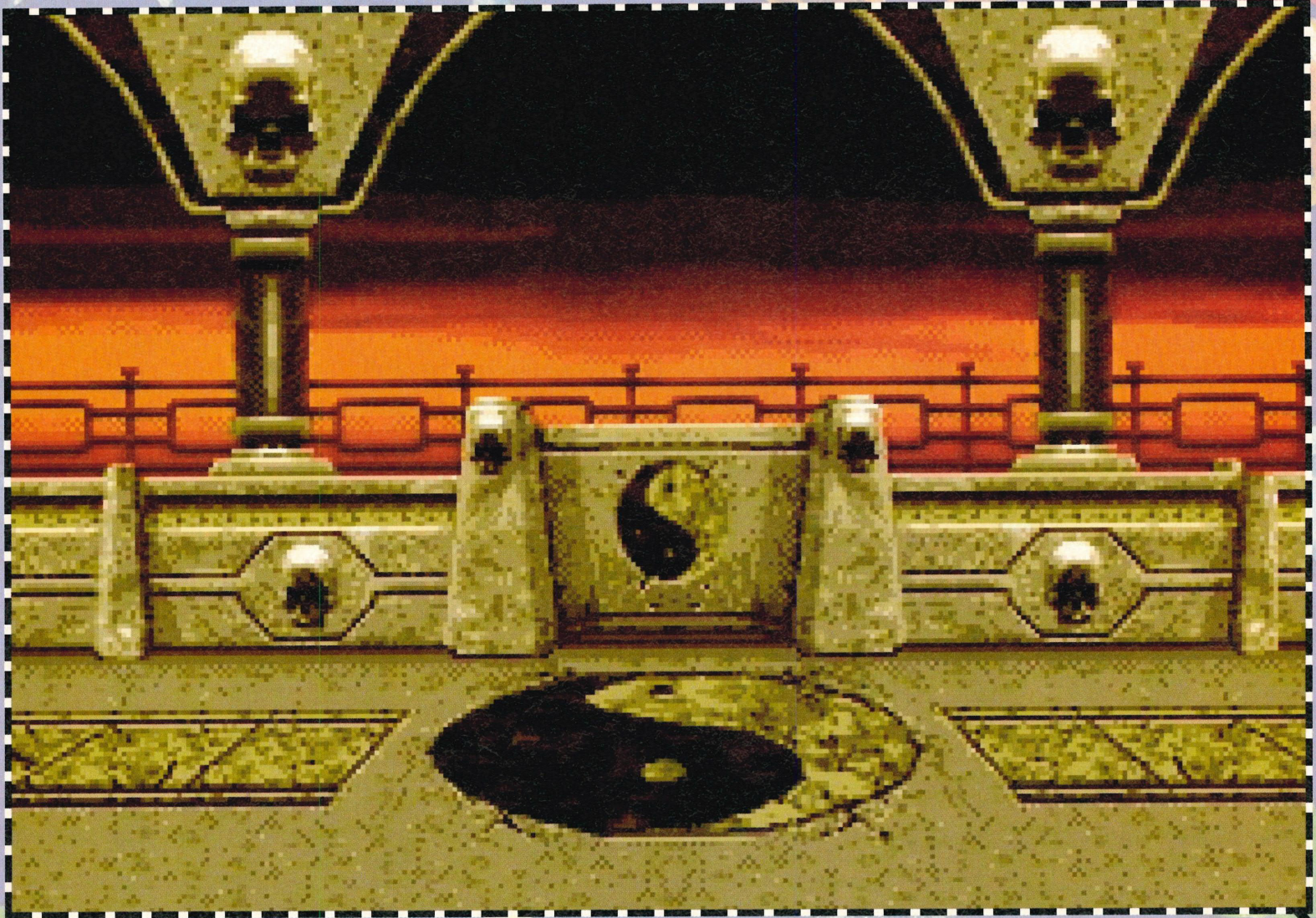
2. If you're in the habit of buying those squeezey tomato ketchup bottles, you can always cover the backdrop with clingfilm – or some other wipe-clean surface and 'shoot' streams of ketchup at appropriate moments.

3. Why not liven up those dull Christmas day afternoons by organizing a family tournament? You could have prizes for the best players, and if Grandad's had enough Egg nog, you might be able to talk him into wearing one of the postcard masks.

4. For the ultimate 'experience', set up the theatre, turn off all the lights and shine a red bike light onto the backdrop. If you catch Dad when he's just come back from the 'pub', then the chances are he'll be easily conned into doing all the growling nonsense from the game, like 'outstanding', or 'you weak pathetic fool', or even 'is that your best?', and my favourite 'you will die, mortal!'. Now's the best time to wear the masks, too. That way nobody will ever recognise you playing with this ridiculous rubbish.

OMIBAT II

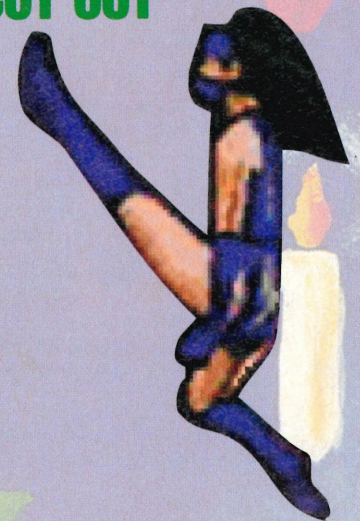
TRE OF BLOOD



BARAKA CUT OUT



KITANA CUT OUT



GIRLS 'N' GUNS



By far the most popular theory which explains the lack of bonding between girls and games is that girls are, well, crap at 'em. But *Sega Power* is one of those 100% non-sexist female-friendly type-mags, so we decided to, er, 'experiment' on some typical girllies. Claudia and Emily agreed to represent the women of the world...

Using the excellent and not unmacho *Lethal Enforcers II*, both Emily and Claudia proved they know exactly where and how to cause pain. Let's

just say eyes didn't stop watering. Nevertheless, both had lost all of their five lives in under 40 seconds, and even with the nine or so credits they used, didn't make it past the first level. Oh - as they say - dear.

Theory: **PROVEN**

Girls. What are they, anyway? And what is it with them and computer games? What is it about the world of Sonic duvet covers and Lemmings table lamps that doesn't appeal to girls? Why don't girls seem to want to talk to you when you're wearing your smartest Zool novelty moustache and Bomberman slippers? Where were all the girls in the First Year Computer Club

at school? And just how can any woman fail to fall for the charms of a Bubsy the Bobcat fridge magnet? Well, the lads at *Sega Power* are an inquisitive bunch, so when a mere 3% of our readers are girllies, we want to know why. That's why we took it upon ourselves to go out, meet women, and probe them with personal questions. Anyway, here's the evidence...

Who are those strange, reeking-of-Impulse creatures with funny, high-pitched voices and coloured-in faces? Normally, of course, you either ignore them or drop live wasps down the backs of their blouses - but it's Christmas! Er... let's stomp on the faces of those past differences and find out whether or not these so-called 'girls' are any good at video games or something...

WIN A FREE DATE

Perhaps you have a theory regarding, er, girls and video games or something, and you may think we want to hear about it. Or, you may be a bit of a 'gaming freak' yourself and, contrary to accepted belief, you're not just some hairy, lonely Grandmaster Warlock of Sadness whose concept of social interaction collapses at the thought of smalltalk with the pizza delivery bloke. Yes - you may have a girlfriend! Prove it! We want to see YOU, a copy of *Sega Power*, and YOUR GIRLFRIEND - in the same photo. We'll judge the pictures, and the reader with the 'best' girlfriend will receive £20 of our money which must be spent on a date at Pizza Hut or something. Get your pics in by January 15th, blah blah.

HOW NOT TO GET

Introducing the most powerful and effective fail-with-girls system ever, since the last one. Are you tired of the constant demands placed upon you by ever-insistent hordes of sex-crazed, goddess-like girls?

Now you can say goodbye to all of that! 'How Not To Get Off With Girls' is a fantastic new course that will show you everything you need to turn you from a successful ladies' man into a shy, alienated, socially awkward moron in just a few weeks.

Everything in this special, powerful and effective (etc) course has been proven in real-life situations and works like magic! Just listen to what some of our previous satisfied customers have to say...

"I can't believe how ace your course really is! It really works! Really! And, incidentally, you forgot to sign the cheque. Shall I contact my bank or can you just send me another?"
Ms. 'A', Derby

GIRLS ON

GIRLS 'N' GAMES

Well, we at *Sega Power* like twigs. Twigs are great, and we'll present withering glances to anyone who says otherwise. So in the name of twigs, Amanda and Zoe said they'd review some games...

Let's meet tonight's contestants...

AMANDA



Amanda's gaming experience revolves mainly around netball combined with the

odd game of Twister, and for the last 17 years of her life she's been a part-time ankle in the West country area. Recently voted "Britain's youngest person", she also won a set of roll-on beards in a 1988 Look-In competition.

ZOE



Zoe - or "Zoe" as she's known to her friends - has, it seems, always been 16

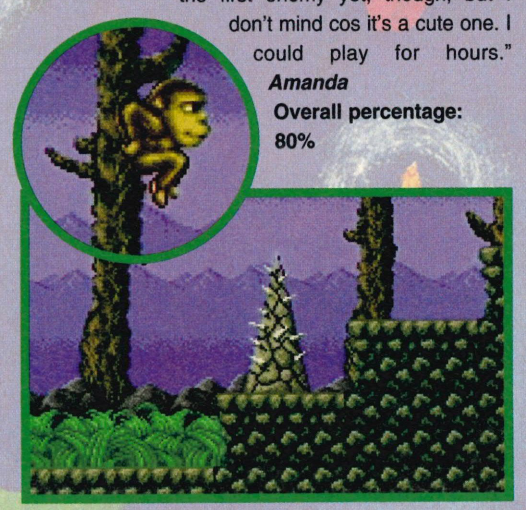
years old. She recently changed the phonetic qualities of her name by deed-poll (by permission of the Crown) so that although her name is spelt in the same way, it actually rhymes with "leather tempest". Gaming experience? Don't be silly. She's a girl.

Game 1 - TOKI

"Aww, he's so cute. I really like the cute little monkey. I like making him do cute little things. Like jumping up and down and shooting stuff. I actually haven't got past the first enemy yet, though, but I don't mind cos it's a cute one. I could play for hours."

Amanda

Overall percentage: 80%



OFF WITH GIRLS

"It's amazing. Before, I was nothing but a disgusting, charming, witty and articulate individual who just seemed to 'get the ladies'. Now, I eat nothing but cold Yorkshire Pudding, and I get these nasty cold sweats which make me see coloured lights and hear music in my head. And I never leave my bedroom! Thanks!"

Mr. 'S', Catford

"Your course changed my life. I used to be a real man. Now I'm a withered wimp – and the beef curtains are always closed. Know what I mean?"

'Geoff', West Ham

Includes topics like...

- * Guaranteed "Jesus, get away from me!" opening lines.
- * How to instantly become more runty and inarticulate.
- * How to maintain an amazing and enviable solitary, hermit-like lifestyle without really trying.
- * How to get girls to completely ignore you and – yes! – even insult you.

GIRLS DON'T WANNA HAVE FUN...?

Lizzie, 18

One of the stranger quirks of living under the democratic and – hey! – *exciting* rule of John Major is that everyone in Britain will, at some stage before 1996, have been asked a question by someone connected in some way with this magazine. By law. So, to help a few more peasants avoid long-term jail sentences, I asked them why Girls into Games doesn't go.



Jo, 16

"There's no life interest in video games. All that happens is that everyone beats each other up or scores a goal. It's so-oo immature. And a bit pathetic, really."



Rhys, 17

"Girls don't have time for games. They're too busy doing the ironing and making the dinner to get any practice in. Er, aren't they...?"



"I can see the attraction of video games, but when boys start playing them, they don't seem to be able to stop. You just can't have a normal conversation with them while they're vegetating like that."

Sam, 17

"Oh, you know, it's like they, you know, don't like, um, play cos it's, like, you know, like sort of not what they, like 'do', really. Um..."



THE GAME

Game 2 – BARBIE'S ADVENTURE

"Well, being a girl, I really like playing with my Barbie, and this game means I can bring Barbie into the technological age. No, I'm not being sarcastic. Complex humour is for the boys. Anyway, the best bit has to be deciding what outfit Barbie is going to wear. I don't care what people say, THIS is a game..."

Zoe

Overall percentage:
a pink 99%



Game 3 – RYAN GIGGS CHAMPIONSHIP SOCCER

"Neither of us can score any goals or have any control over our players. We just like looking at their legs, really. But apart from Ryan Giggs, the game doesn't really have much."

Amanda and Zoe

Zoe's rating:
20%

Amanda's rating:
90%



Game 4 – MORTAL KOMBAT II

"I love this game! You get to beat the hell out of each other! Sorry, I may be a girl, but *Mortal Kombat II* rules!"

Zoe

"This game is morally and politically wrong. It projects

a bad image to the children of our world, as well as being boring and boyish. Why couldn't they have made it cute?"

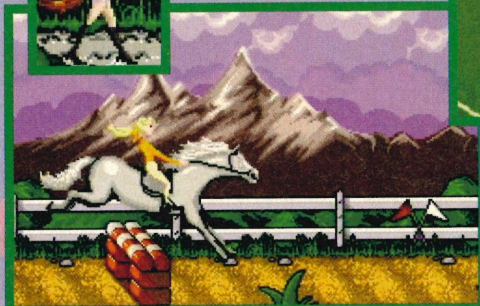
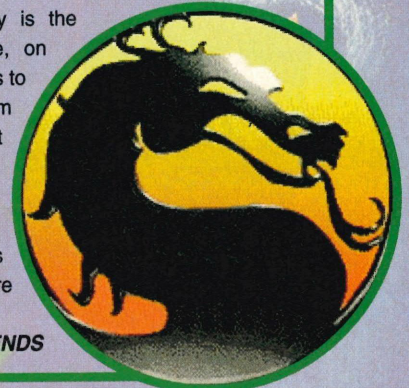
Amanda

Zoe's rating: 80%

Amanda's rating: 20%

So then, after a good morning's gamesplaying, the results are in. But is the theory true? Er, dunno. Amanda, you see, tends to wildly over- or under-rate games depending on whether a monkey or a Giggys is the main character. Zoe, on the other hand, seems to know her Sonic from her joypad, and apart from a minor Barbie-related indiscretion, is a bit of a gaming goddess. So, thanks to Zoe, the twigs are safe...

THEORY: UM, DEPENDS



The SEGA POWER Nativity

"Oh, I like Christmas, but... but... it's become so commercial. And, and... the true meaning has just been forgotten. Surely Christmas is a time for selfless giving, for some kind of empty, annual self-fulfilling commitment to charity." And so on.

So what is the true story behind our 'Christmas'? Sadly, it's something to do with religion. But, fear not. We've prepared a tasteful, Sega-ised version for those of you who can't be bothered to read the bible. Address all complaints to the usual address and mark them "Humourless, self-righteous complaint – please throw away".

BACKGROUND

In the beginning, someone at Sega created the Mega Drive. He did this in

seven days and seven nights or something. Then, He wrote some rules on a bit of stone and hid it up a mountain. Then, this bloke comes along and finds it. One of the rules says, "Many other companies will release similar systems onto the market. Accept not these, for they are false consoles and mine is 'best'." He then planned to conduct a test of faith, by sending a small, improbably coloured mammal into the fray...

THE NATIVITY

The bloke and the woman from out of that car in *Outrun* were forced to flee to a place called Bethlehem to get away from some census or other. Meanwhile, three

members of the crowd in *George Foreman's KO Boxing* (one's got a beard I think) were walking home from one of the, er, fights when the fairy goddess thing from *Shining Force* suddenly appeared and told them that the Sega Messiah had been born and that they would recognise him by the... fact... that... he... was... a funny colour. And they should wander around a bit, like shepherds do, until they find him.

GIFTS AND THINGS

As the three from the *George Foreman's KO Boxing* crowd were wandering around trying to find the strangely coloured Messiah, three kooky, crazy,

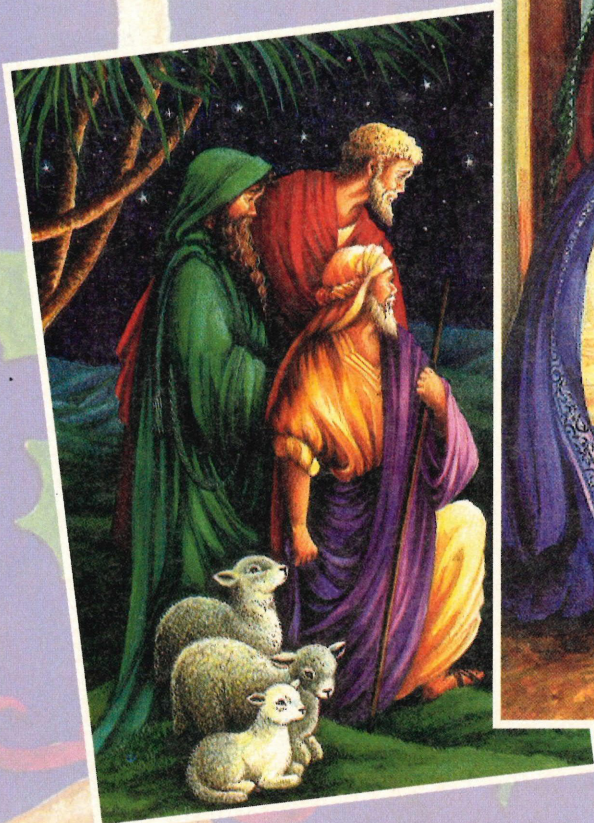
unlikely characters called The Lost Vikings (who, in their spare time, did astronomy and were quite wise) were following a curious, moving star. The star led them to a stable where they encountered the couple from *Outrun* who had been forced to camp in a small, humble stable.

THE STABLE

(Don't worry, it's almost over...)

And so it came to pass, that, in the stable they encountered the Messiah, Sonic, (whaddatwist! – another mag) who had just been born. The Lost Vikings came bearing gifts of gold (a precious 'metal'), frankincense (a 'monster') and myrrh (some perfume, apparently). And the Messiah was very pleased with his gifts, and they all lived happily ever after, except for the Messiah who ended up being crucified.

So, that's it, kids! If you'd like a more extensive, up-to-date version of this classic tale, then the 'good book' itself is available from all fine newsgagents and book vendors...



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WIN

ALL*THIS

TAT!



...and loads more stuff which we couldn't fit on Santa's sleigh on the day the photo was taken. All you have to do is send us a top ten. Top ten games, top ten edible things, top ten pieces of music, films or whatever you want. We just want to make it easy to get rid of the huge pile of junk in the middle of our office that we keep

Are you one of those people who go in for competitions only to wait miserably by the letterbox for months on end, unable to sleep at night for wondering if the only reason your Big Prize hasn't arrived yet is

because maybe, just maybe, like an utter dull-wit you forgot to include your name and address? Well, we've news for you. 99% of the time, your entry

was complete rubbish and we ruthlessly scrumpled it up and aimed it at the nearest bin. So, now you know.

But, despair no longer, for in this time of great festive cheer and mince pies, we've teamed up with Santa and some software houses to gather together a Santa sack full of stuff to give away free to you lot.

Yes, in the words of that rather cheesy old disco hit, "Everyone's a winner, baby, that's the truth." Almost.

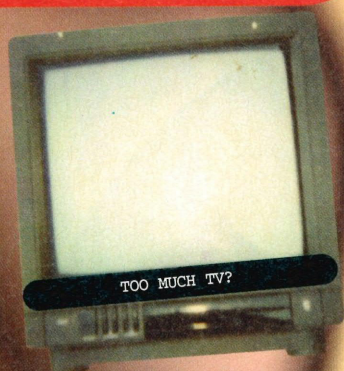
How to enter

Simple, as we said before, send in your reader top ten. It's that easy. Once you've done that, it won't be long before one of our superb prizes is on its way to you. Look on it as *Sega Power's* own National Lottery. There are literally hundreds of prizes to give away. Well, there are certainly 100 Hulk T-shirts and 100 very special keyrings to give away. So, that's 200 opportunities to win, and not a Bubsy fridge magnet in sight. Prizes will be divvied up among all the entrants and we will as ever make up the rules as we go. It's all very fair. Honest.

Send your entries in to the *Sega Power* Christmas Giveaway Anniversary Bonanza, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

The Giant Sega Power Christmas Giveaway

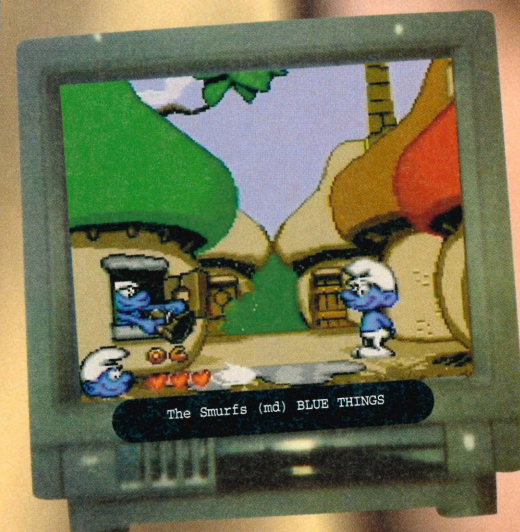
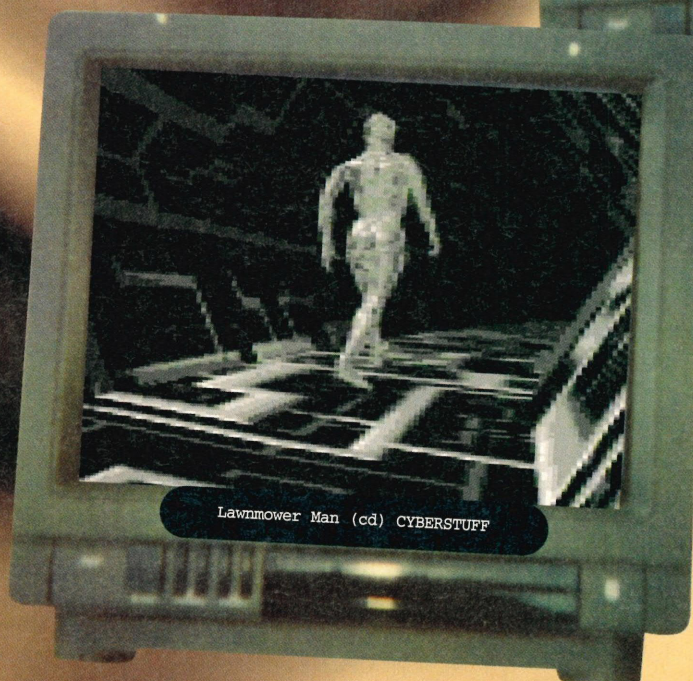
In addition to all the stuff in the photo, there's all this... A Mickey Mouse sleeping bag, Mickey Mouse watch and pen, Mickey T-shirts, *Mickey Mania* on Mega Drive, *Mighty Max* on Mega Drive, a *Mighty Max Wizard*, two *Mighty Max* skateboards, 15 *Mighty Max* squirrheads, 10 Mega Turrican T-shirts, 30 Sylvester and Tweety keyrings, 5 Sylvester and Tweety T-shirts, 10 RBI baseball caps, *Sylvester and Tweety*, *Red Zone*, *Lawnmower Man*, *Generations Lost*, *Paper Boy*, *Roadblasters*, *Dragon's Revenge*, *Ms. Pacman*, *Pit Fighter* and *Steel Talons* on Mega Drive plus *PGA Tour Golf 2* for the Game Gear, *Rise of the Robots* on Game Gear. Not a bad load of booty, eh?



Reviews

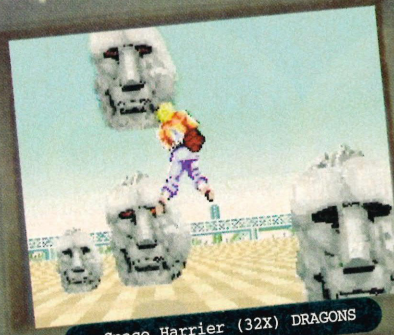
type something in here type someth - fooled ya! It's... Reviews Intro!!

Doom (32x)	50
Bloodshot (md)	54
Space Harrier (32X)	58
Daffy Duck (md)	62
Newman Haas (md)	64
Soleil (md)	66
WWF Raw (md)	70
Panic (cd)	72
Lawnmower Man (cd)	73
Barbie (md)	74
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Smurfs (md)	78
Generations Lost (md)	79
Bubble and Squeak (md)	80
Yogi Bear (md)	81
BC Racers (cd)	82





Bloodshot (md) ROBOTS



Space Harrier (32X) DRAGONS



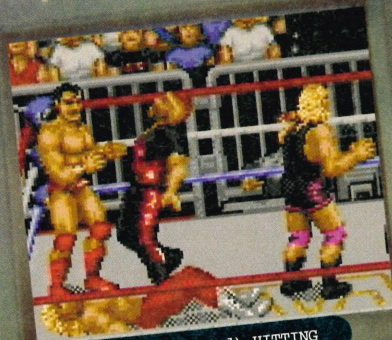
Bubble and Squeak (md) JERSEYS



Newman Haas Indycar (md) CARS



Doom (32X) INTESTINES



WWF Raw (md) HITTING



Jacques Jacques Livreau



Daffy Duck (md) CARTOONS



Soleil (md) WIZARDS



Barbie (md) JOKE! JOKE!

DOOM



Wandering around with shotguns will usually result in death for you at the hands of a police marksman. Thankfully, though, this is only a computer game.



• 32X • £59.99 •
• November • Sega •

The 32X may look like a burnt pasty, but it's got Doom on it. And, as everybody knows, Doom is hotter than Mandy's bikini line...

First there was the light, and the people came from miles around to gaze fondly at it until their retinas burned away and their skin turned to cottage cheese.

The voice came later. It prophesied the floods, fires in the sky and the possibility of converting frogs into a solid fuel. People cheered and clapped

politely. Eventually the voice seemed to fade out, and the crowds quietly began their journey home. "Hold on," it said, "There's something else. A form of entertainment known as 'Doom' will be played to infinity by your children's children and your children's children's children. It will come in

There's nothing really clever about guns – phallic, you see. Boys will be boys, etc.

many forms, and should be avoided, as addiction will occur."

Of course, nobody believed the voice. But, true enough, Doom now does exist, and not only can PC saddos sit in their bedsits playing it until their limbs stiffen up and their body odour eats into their brain, but now – with the glory that is

the 32X – so can you.

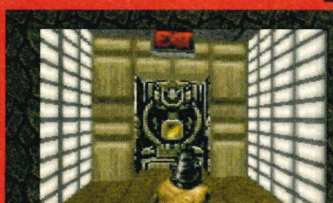
So, what's all the fuss about? I mean, it's just a maze game with monsters, big guns and blood.

Play it. Just play the bloody thing, and then you'll realise. Play it in a dark room, with headphones and a big screen. Doom is the sort of game that you are likely to play until they cart you off and give you one of those nice jackets that fastens at the back. Bad? ►



Running around mazes killing monsters, though, is rather enjoyable in a bizarre kind of way, but before the lemon-sucking narrow-minded people get upset...

This... is... the... exit... to... the... next... level... nice.



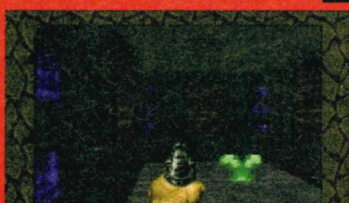
AMMO 99 HEALTH 100% ARMOR 175%



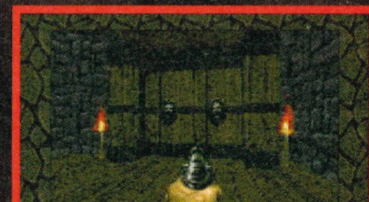
AMMO 108 HEALTH 89% ARMOR 169%

This... is... a... dead... person... with... a... nice... view.

This... is... a... nice... green... jacket... very... nice.



AMMO 121 HEALTH 75% ARMOR 145%



AMMO 50 HEALTH 100% ARMOR 0%

Never trust a man whose eyebrows meet in the middle.

...it doesn't mean I want to kill anybody, it doesn't mean I'm psychotic. I just like monsters.

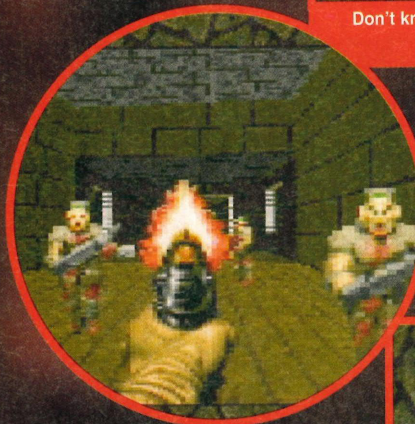


Have you ever been to Frome in Somerset? It looks a bit like this – I know because I live there. Although I feel there's a few less monsters in *Doom*.

Immoral? Wrong? None of those, just probably one of the most involving and addictive games ever. Some people will disagree, but as my mad old grandfather once said,



Don't know what that is.



'You can't please all of the people all of the time. Etc.' He said 'etc.' at the end of every sentence, but then again, he was mad.

Differences? A few. Firstly, you've got that border around the

Teleporters are great. You can go to different parts of the level in them. If only they existed and you could teleport to anywhere in the world. A few things spring to mind.



screen now. Okay, so it's a minor nuisance, but, you can live with it. The resolution isn't up to the standard of a top-notch PC, but it's close. Secondly, there are only 17 levels – compared to 27 on the original PC version. Apparently that's due to memory space. They could've added the extra levels, but they'd have added around £20 to the price of the cart.

One of the finest pieces of computer software has made it to a Sega format, and it's a good version. Worth buying a 32X for? It's up to you. Play the PC version, and if you like it as much as I do, then the answer's probably yes.

SEGA POWER



The bizarre thing about *Doom* is that if you play it over any length of time, you start dreaming about it. Honest.



It has to be said that the shotgun is handy. (Remember: it's a game.)

While we're on the subject of maze games...



...does anyone remember 3D *Monster Maze* on the ZX81....

...it was brilliant. Well, then it was, but it was easy to get excited...



...about a few black squares moving around the screen.

Doom

- ▲ It's *Doom*...
- ▲ ...and it's brilliant...
- ▲ ...brilliant, I tell ya...
- ▲ ...Buy it...
- ▲ ...er, now?

Graphics

9

Sound

9

Addiction

9

Lifespan

8

Power points

Release date Out now
Players 1
Levels 17
Difficulty Medium
Sega (071) 373 3000

Final verdict

"Stick *Dynamite*
Headdy up your arse,
this is the best Sega
game this year."
Dean

95 Percent

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CE



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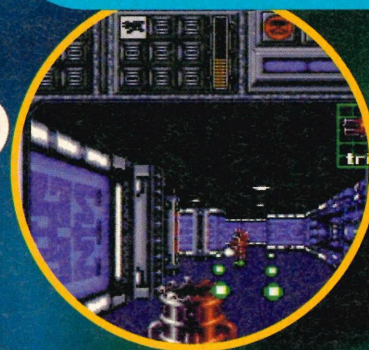
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Mega Drive

Bloods

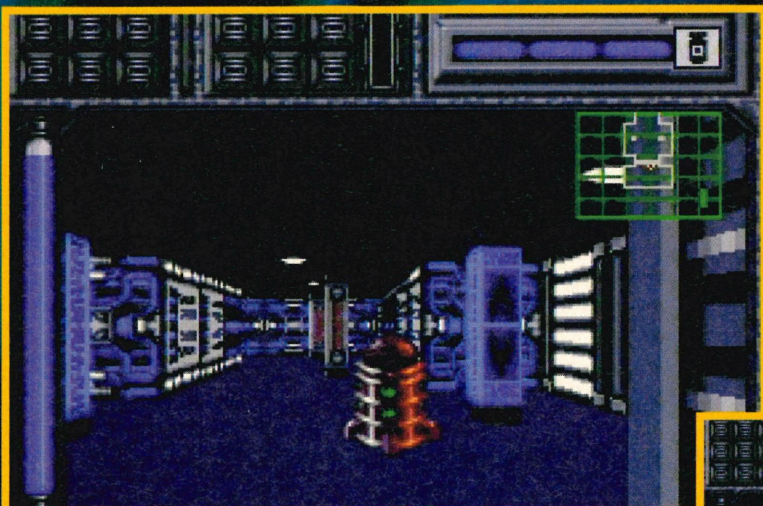


Bloodshot



• Mega Drive •
• £39.99 • UK Release • Domark •

It's 10:44 on a Monday morning. If you want to know the true meaning of Bloodshot, you should see my eyes. Redder than Satan's bumgut they are....



These delightful pods are restart points. You'll find tons of them scattered around the levels.

imitation is supposedly the most sincere form of flattery, so I presume the people at ID Software must be chuffed out of their box. Not only can they now afford to drive around in stupidly expensive cars, and, er, probably afford a very expensive box with lights on for their top-of-the-range PCs, but they also have *Doom* clones coming at them from all sides.

The latest one to splatter its entrails onto the Mega Drive is *Bloodshot*, and considering *Zero Tolerance* is already on the market, the easiest way to review it is to replicate one of those delightful comparison-type things you see in our favourite tabloid 'rag'.

GRAPHICS

9 – *Zero Tolerance* does have some wonderful texture-mapped back-

grounds, and it's all very smooth and lovely, but you can get the impression that you're looking at everything through a letterbox.

9 – *Bloodshot*, on the other hand, does have a much larger playing area, but the graphics aren't very varied between levels and it is a tad on the jerky side. Although the characters do look nicer, so we'll add a point for that.



Keys are rather handy, too. They don't look much like keys though.

ATMOSPHERE

9 – *Zero Tolerance* has oodles of it. Most of the levels have their own 'theme' and some of them copy *Doom* very well – stairs included.

8 – *Bloodshot* scores pretty high too. Although all the levels are graphically the same, the dark spaceship look is very in this winter. No stairs, though.

The piercer is a handy weapon. It inflicts hideous body-piercing on its victim.



LEVELS

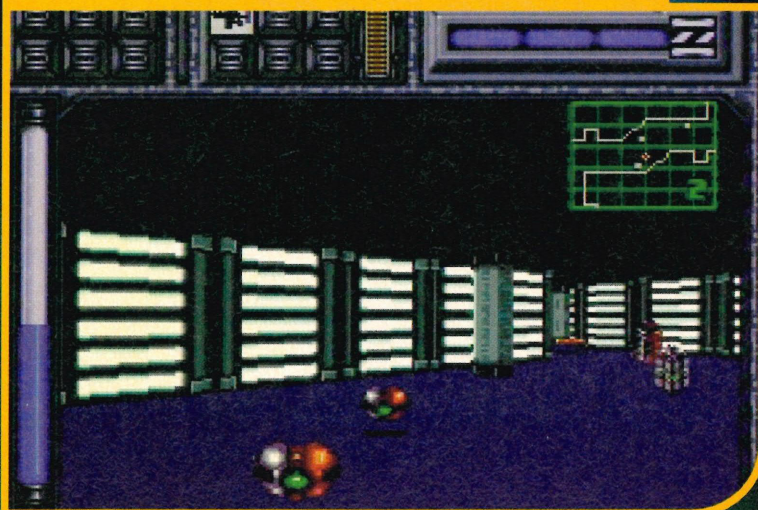
9 – *Zero Tolerance* has around 40 large levels, and every one's got its own lovely little code.

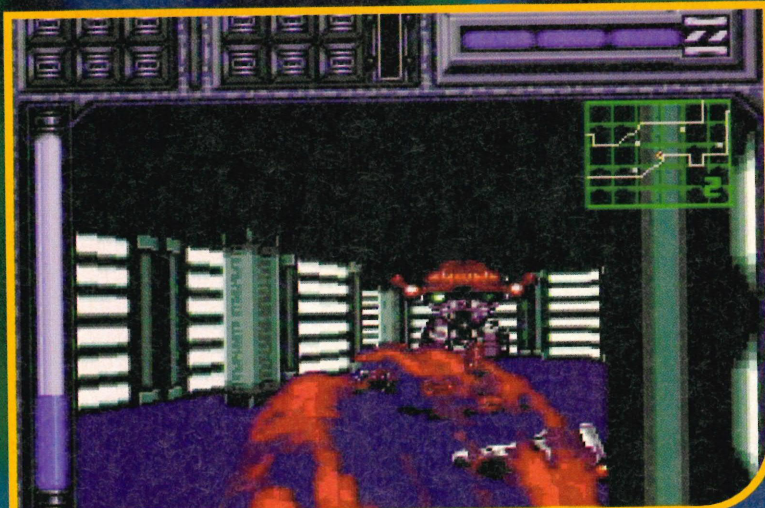
7 – *Bloodshot* has only 12, but each one does have a boss (of sorts), and there is the added interest of having to run through the entire level to get back to the start within a time limit after you've destroyed the node (boss). None of them have a password and they're all pretty tough. ▶

Here's the bioboy thing. Good, isn't it?



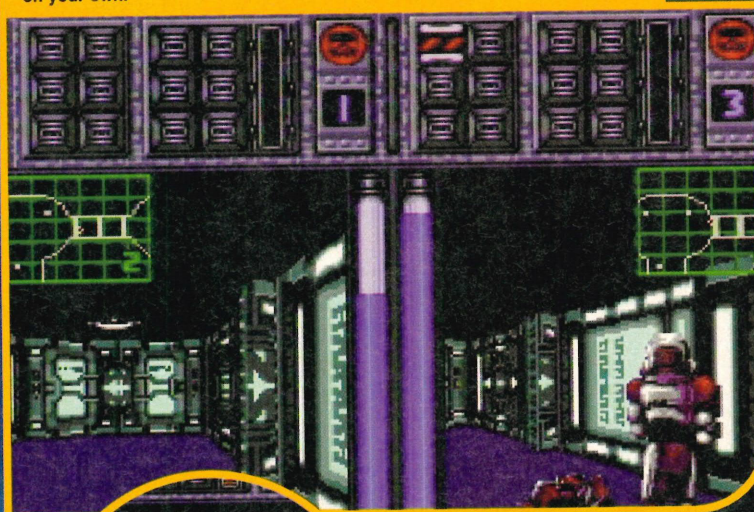
After destroying the bioboy thing at the end of the level, you've then got about a minute to get back to the start of the level.





Blood, doom, despair. Icky, icky, entrails of young animal splatter. Grim, slimy, slidey dripping, oozing, messy, sticky, icky, globdules of tubeness.

If you think you're really clever, try playing both players at the same time – on your own.



Scary? I don't think so.



Guns, big guns, and stuffing huge guns – they're all here, and there's plenty of them. Hoorah to that, I say.

rather well. You've got three one-on-one combat arenas, plus you can play all the levels in two-player mode.

OVERALL

Right. Has anyone got a calculator? Great, chuck it over here. Okay, so-oo, 9 plus 9 plus... ah, hold on. Start again.

Zero Tolerance: In the sweaty arena of *Doom* clones, *Zero Tolerance* scores an erect **52** points. Top show, and everything.

Bloodshot: While still managing a highly respectable **50** points, that's just less than *Accolade*'s juicy plum.

Bloodshot has some damn fine programming, and it's worth buying if the mention of *Doom* makes you moist in the trouser department, but – and it's just our opinion – *Zero Tolerance*'s extra levels and graphics give it the edge. Hoorah and that.

SEGA POWER

WEAPONS

9 – Yep, it's all here. From the hand grenades to the shotgun, the list of killing stuff in *Zero Tolerance* is impressive. They've also put the hand on-screen for targeting.

8 – Lots of weapons again, but you haven't got any targeting and it hasn't got a shotgun, so we'll knock off a point for that.

GORE

9 – Blood and gore everywhere. *Zero Tolerance* is, quite frankly, full of it.

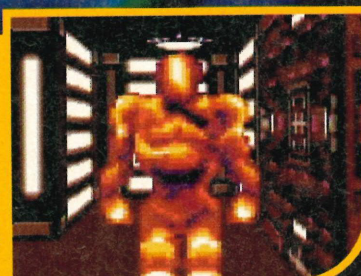
9 – Although *Bloodshot* is mostly full of robots, there's still enough exploding body parts to keep a wry smile on your cheeky face.

TWO-PLAYER OPTION

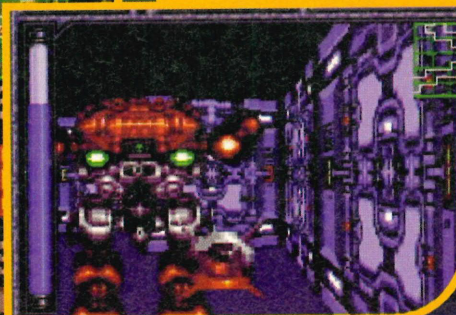
7 – *Zero Tolerance* does have a good link-up option, but you are dependent on a mate owning both a Mega Drive and a copy of the game – and there's all the hassle of lugging TVs around houses... and that.

9 – *Bloodshot* has a split-screen two-player option which works

No, I am scared of weird-shaped men with no faces.



Can you see the gentleness behind those small eyes? No?



Bloodshot

- ▲ Another top *Doom* clone
- ▲ Large screen-thing
- ▲ Tough gameplay
- ▲ Decent two-player mode
- ▼ Samey levels

Graphics

8

Sound

7

Addiction

7

Lifespan

8

Power points

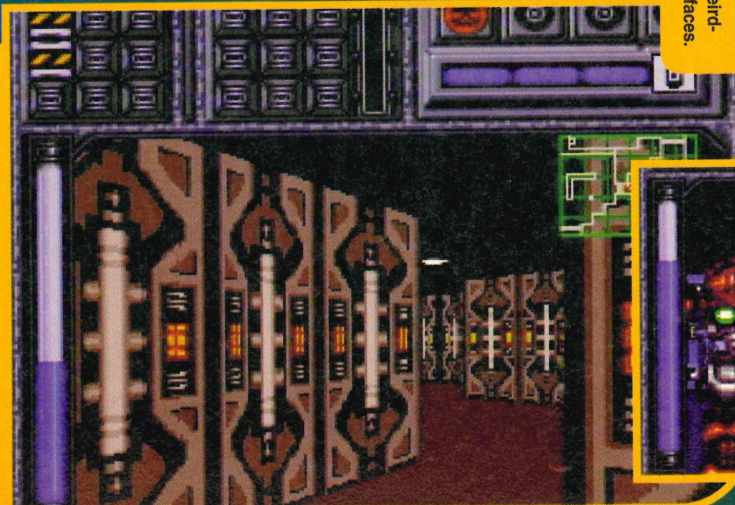
Release date December
Players 1-2
Levels 12
Difficulty Medium/hard
Domark (081) 780 2222

Final verdict

"Just loses out to *Zero Tolerance* in the *Doom*-clone scrap behind the metalwork block. Close thing, though." Dean

88 Percent

There are some mazy bits that work very well. Imagine the maze at Longleat, and you'd be close.



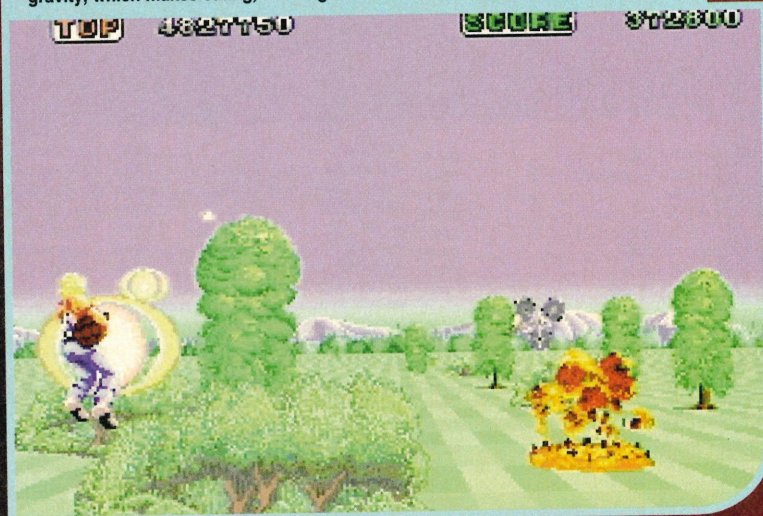
**Established
1981**

S Power December



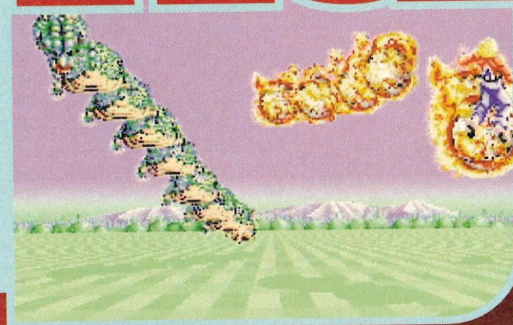
Right. *Space Harrier* then. There's this bloke and he moves about and shoots things and... and... and that's it. Christ. Time for the inevitable Space Facts...

Space Facts: when people are in space they soon discover that there is no gravity, which makes eating, flushing the toilet and making sandcastles hard.



Space Harrier

Space Facts: the film *Star Wars* is set in stars and has some wars.

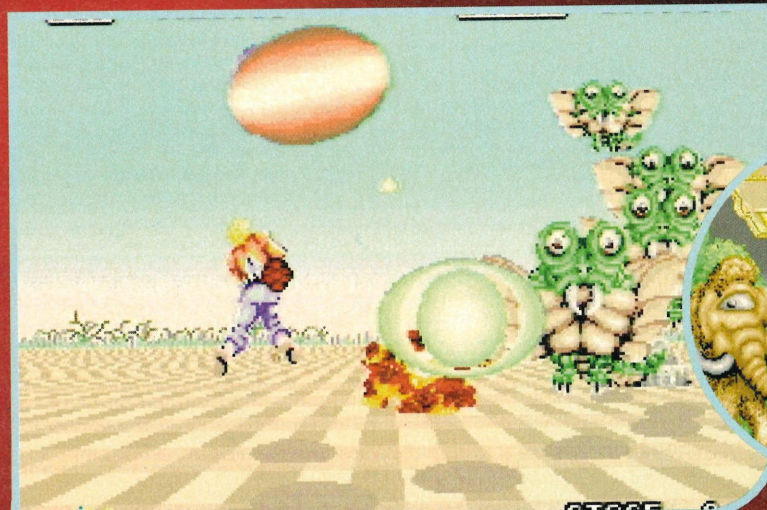


• 32X • £39.99 •
• UK Release • Sega •

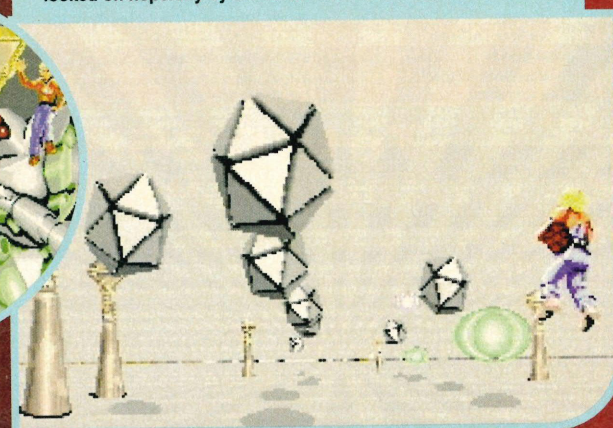
Rock on, Tommy!
Flippinecktuckaaaah!
Ooooooooo-kaaayy! Major 80s
reverse brain spazwarp! Duck
sharpish scrubbers, while
you've still got
the chance...

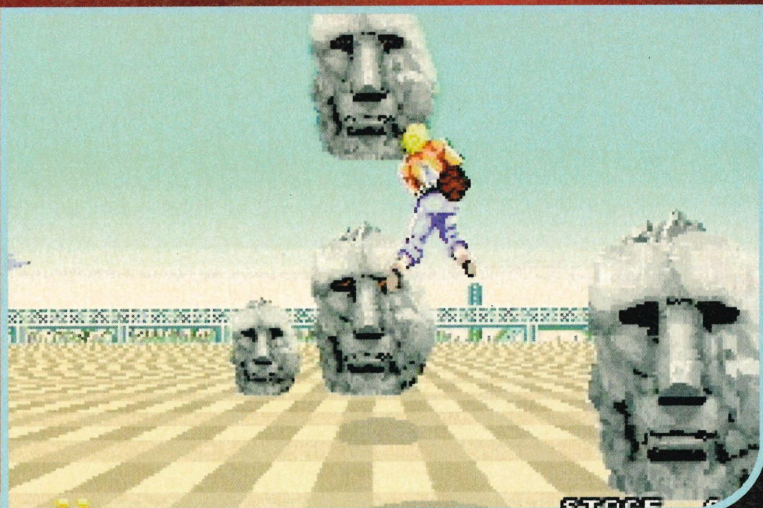
Uuuuhh? Who the bloody hell do Sega think they are suddenly releasing a game that's over ten years old? Eh? Well? And (get this, worse still, giddy aunt etc) on a brandy spanky new so-called technologically advanced system too as well ALSO! This puts me in a difficult position. Do I review this for 'the kids' who haven't got a clue what *Space Harrier* is? Or do I review it for 'the adults' who got their spunky kicks out of the game waaay back in the 80s? Jacksies open, it's compromise time...

Space Facts: 14th century astronaut Francis Balken was once looked on hopefully by Staffordshire Bull Terrier, Bess.



Space Facts: the C in famous sci-fi author's name Arthur 'C' Clarke is short for C-lanka, where he lives with his wife Emily and his dog, Spaceship.





Space Facts: the first animal to be sent into space was Graham the Monkey. He is now living in a zoo somewhere with some other big-headed monkeys.



Space Fact: famous astronaut Buzz Aldrin is currently pursuing a singing career. His first single 'Hung Like Zeus' is said to be the Xmas number one.

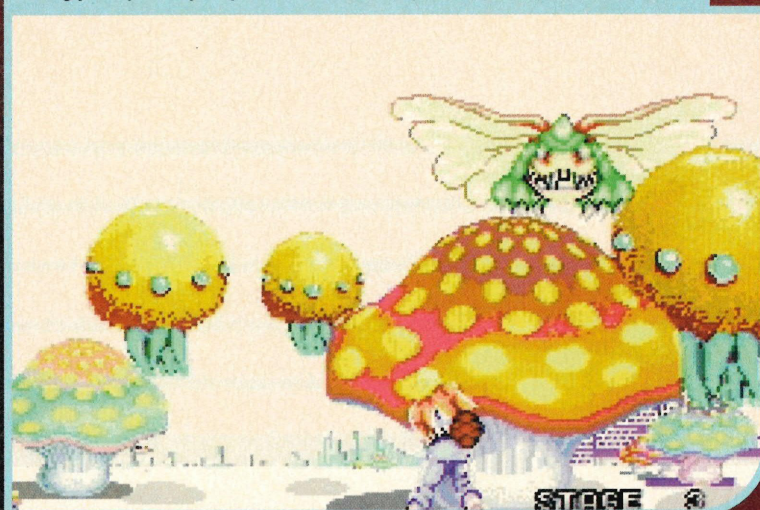
Ages 3 – 18

At the time you were: probably either swapping Panini footie stickers with a friend called Justin or mummy and daddy were 'doing things' to allow your existence. You're at an age disadvantage, and you don't know what *Space Harrier* is. So, right, *Space Harrier* IS a classic 3D(ish) shoot-em-up. Yeah, very influential and all that...

It's arcade perfect: how would you know? And why should you care? It's a decent enough shootah alright, but you didn't get this 32x thing to play games your dad's familiar with, did you? YOU WANT TO PLAY DOOM...

But if you've got any of those vouchers left over, it'll be priced under forty quid for sure. Yes, a BARGIN/ BARGUN. And yes, it's almost inevitable

Space Facts: space is said to be really dark, and if you tried to carry something you'd probably drop it or fall over some space rocks or space stairs.



you'll find the action a tad simplistic for, you know, nowadays...

Ages 18 – 32

At the time you were: wearing tartan jeans, listening to Shalamar, and had highlighted rat-tailed shite in your hair. If you went to Maargit for your hols and went to the arcade, you definitely played and sparked over *Space Harrier*.

It's arcade perfect: er, yeah well it is actually. Music, graphics, speed, all spot on and that. Brainless, unsophisticated stuff, and retro games are 'in' for you lot, right? And let's face it – you're the real audience. Under forty earth pounds to trade for arcade memories? Yeah, well worth it. After all, it's a great conversion, and you can invite your married mates round and dress up and pretend it's the 80s again and... and...

Age 32 – 90

At the time you were: listening to Tony bleedin' Hancock on your wireless and dribbling on about how, you know, noth-



Space Facts: Daniel Wallace has some French bangers and I think the British police should be told.

ing compares to John Wayne and Gracie Fields nowadays...

It's arcade perfect: come on, off with your *Space Invaders*, I want to watch the news... **SEGA POWER**

Space Harrier

- ▲ Arcade perfect. Honest
- ▲ Still looks good, dunnit?
- ▲ Very, VERY fast
- ▼ Very, VERY simplistic
- ▼ The 80s were cack

Graphics

8

Sound

7

Addiction

8

Lifespan

7

Power points

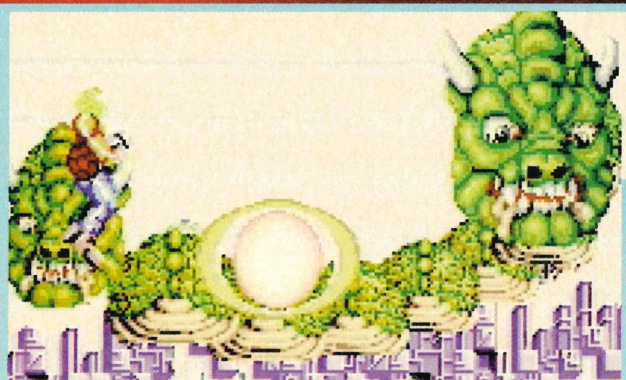
Release date January
Players One
Levels 20 odd
Skill levels 3
Sega 071 373 3000

Final verdict

"Yeah, very clever. Arcade perfect and all that. Can we have some new games now, dad?"
Simon

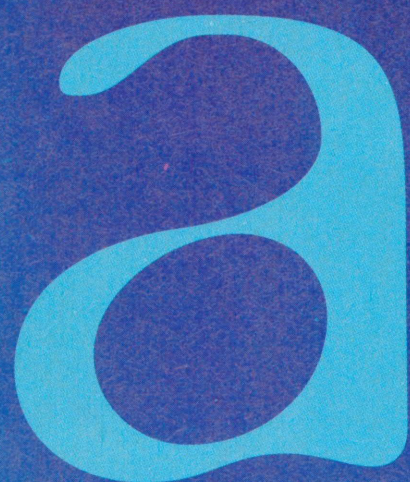
83 Percent

Space Facts: it's possible to create a black hole in a lounge by covering a Hoover in clingfilm and turning it on really fast.



Space Facts: if you put your ear to the moon you can hear aliens talking.

Space Facts: that Star Trek programme is really shite.



a

city full of people can be a much emptier place to work.

On board a ship in the Royal Navy, there could well be hundreds of people. All of whom know each other and rely on each other. You're expected to make a personal contribution. But more than that, you have to. Every position is vital, from the greenest recruit to the

most experienced officer. Quite simply, if you don't work, the ship doesn't. Compare that sense of purpose to some of the other jobs you'll be considering over the next couple of years. Just because a city has more in it, doesn't mean there's more to it.



IF YOU AREN'T READY TO LEAVE SCHOOL, BUT ARE READY TO THINK ABOUT WHAT HAPPENS WHEN YOU DO, SEND FOR THE INFORMATION PACK OR TELEPHONE 0345 300123.

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Daffy Duck

● Mega Drive ● UK Release ●
● £39.99 ● Sega ●

Inspired! Take a Warner Bros character and put him in a platform game! Who'd have thought it, eh?

Shapely segments of Zeus crisps! You will find in later life that temptation is an unavoidable smell, like driving through a country road and slowly witnessing the car filling up with the nasal invasion that is Farmer Barlimow's Ploughed Arse Pie. And it is now that I want to take a deep, steady breath through my nose and, you know, *get tempted*, the result of which would be two pages of groaning about (he's going to plunge captain!) sodding platform games. Juuuu-ump! Coll-eeect! Av-oooooid!

Dah. You know what's going to be said, you've read it, heard it, and that Dean bloke what's got a beard and cap (blessim) has only gone and said it all in the *Bubble and Squeak* assassination.

So, yet another standard portion of fish review of a slightly-above-average platform game then. Suppose it's best to start with the usual story stuff that makes the level backgrounds change occasionally... Yosemite Sam, that tetchy ginge with a moustache the size of a small home counties donkey sanctuary is all-of-a-sudden some award-winning Hollywood honcho director thing. Only one day, right, he returns to his office to discover his statues have been chogged by, erm, 'Mad Professor Duckbrain'. Hence, in a moment of madly foaming facial hair, our Sam phones – dahdaaah!

Hi there, rockin' game heads! This is me, Rockin' Funk Boy Zeus Gamer... Er, kick it, yeah? Yeah, wicked! Yeah, WICKED! Yeah... Er... Fashion and pop music eh? Er... Er... Ah, buttocks...

This is The Third Level. With Badgers. In it As Robin Hood Things. Stuff.

PREDICTABLE DUCK BOX-OUT

So Daffy Duck goes to Hollywood, bounces onto the casting couch and 'stars' in a selection of sort-of movie scenes... Yeah, yeah, yeah. What about the films he should have been featured in and all that. Inevitable? Predictable? Dah, the game was asking for it, woneet...

Forrest Duck

Daffy Duck stars as a simple American spaz who meets loads of famous historical human beings by accident, tongues a couple of hippies, makes a fortune with a scampi circus, and generally makes everybody sick with his nauseating 'witticisms' on, er, life? And all to a GREAT ROCK SOUNDTRACK. *Bloke in the Video Shop comment:* "Yeah, like it's touching, moving, and funny. There's this bit, right, where he says something about

chocolates and, you know, that's good, the wife cried, women, eh? etc."

Silence of the Ducks

Daffy Duck stars as this bloke with some mask on, only he takes it off and bites people's arses and gets put behind a load of riot shields for doing it. BUT! He knows who's killing everybody in the world and won't tell until he's allowed to bite some more arses and he wins an Oscar and is actually really nice in

real life and lives with his mum still.

Bloke in the Video Shop comment: "Scared? Ewefaaarginbeteyewos! That bit where the psycho says that stuff about baked beans and Liebfraumilch was like, stunning, the wife jumped, women, eh? etc."

Reservoir Ducks

Daffy Duck stars as an undercover cop who gets mixed up in a jewellery heist that goes wrong, gets shot in the stomach and spends the rest of the movie bleeding to death whilst



This is the bit in *Space Harrier* where you have to shoot the monster and gain points and... just testing, just testing...



(We've been told by our publisher to do captions about the picture. Here's my effort) "Haha! Look at Daffy's arse!" Er...

Some witty comment about a duck, tent, green gun, and a dog with a hat on.



in Hollywood



I've got to be honest with you here. I really cannot be arsed to do these captions. As you may have noticed.



This is what happens when ducks die. (Christ. Bored, bored, bored...)



I hereby predict that there will be a review of this game in another mag that's got some phrase like "quackers" in it. Yes.

– Daffy Duck who's now this private detective (or – flutes! – ducktective, yeah?), inviting him on a quest through Hollywood to track down them there statues and bombs for a million dollar reward. Cue mountainous bangers-and-mash celebration incident. And that.

What else? We-elll, the backgrounds change with some Hollythemed movie sets (providing there's some form of Duck pun in there) and, er, you do some above-average platform stuff with this inoffensive, for-the-kids bubblegun weapon. Oh, and not forgetting juuu-

ump, coll-eeect, and av-ooooid antics... Actually, it's not bad at all. (Christ, it's a twist! After all that he goes and quite likes it.) The graphics are nice and lardy and a tad better animated than that *Taz*

2 effort. But although suffering from a dodgy first level, *Taz 2* had some nice platty variations per level. This, however, plays it pretty straight, even though certain power-ups and crucial sticks of dynamite are located in sneaky secrecy places. Hardly the most blisteringly original game in the world, and the end-of-level bosses are all a bit token, but pleasant enough. Basically for unravished platty virgins, certainly not for 'seasoned' gamers. Yeah, happy with that

last bit. As well written as that 'other' Sega magazine. In which this game will doubtlessly get 40% because 'they didn't get it first'. The arse monkeys.

SEGA POWER

Daffy Duck in Hollywood

- ▲ Predictably nice graphics
- ▲ Especially Daffy
- ▲ A platty for beginners
- ▼ Few-to-no samples
- ▼ Passwords would be nice

Graphics

8

Sound

6

Addiction

7

Lifespan

7

Power points

Release date January
Players 1
Meet cinemas do watching
Difficulty medium
Sega (071) 373 3000

Final verdict

"No Earthworm Jim, not even a *Taz 2*, but an inoffensively above-average platty."
Simon

80 Percent

chuckling at his colleagues slipping arse-over-tit in pools of his own blood. Well, you've got to see the funny side of death, yeah?

Bloke in the Video Shop comment: "Frillin mate, frillin. That Tarquin Taggiatelli bloke's a genius, yeah? Mind you, a bit violent, the wife puked, women, eh? etc."

Jurassic Duck

Daffy Duck stars as a massive prehistoric bird with great big fangs instead of a beak and goes round a



If anybody out there has got a picture of a tall ghost monk thing in a church, we'll swap it for something equally valuable.

children's playground pretending to be friendly, only he's not and he eats everybody and they open a museum in honour of him and he eats everybody and... er... eats

everybody.
Bloke in the Video Shop comment: "Burrilliant special effects! Like,

I fort they existed for a minute, the wife's extinct, women eh? etc"

Straw Ducks

Daffy stars as an American tourist who's wife is duckhandled by some evil ducks and... (You've gone too far again, haven't you? – Andy)

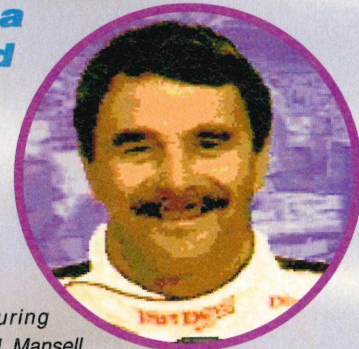
SURFERS PARADISE QUEENSLAND



RACE 1
LAPS 04
TYPE ROAD COURSE
LENGTH 2.795 MILES

Surfer's Paradise: where all the men have blonde bobs and their IQ matches the number of Australian soap 'actors'. I.e. around 12.

Little known fact: Nigel Mansell's father was a tailor to the stars and once made a cheap suit for Enoch Powell's father...



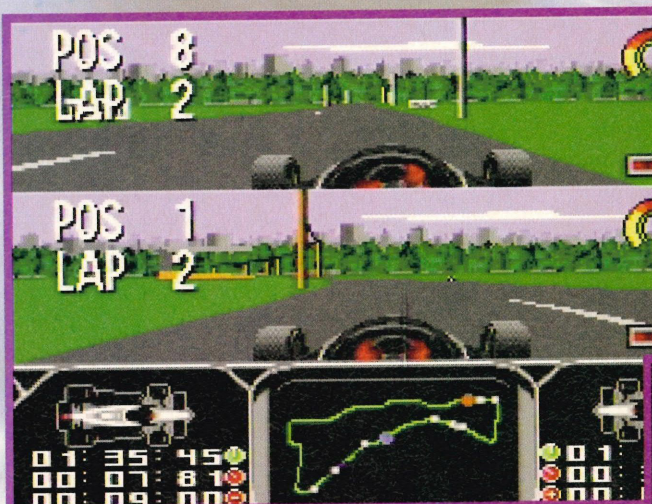
featuring
Nigel Mansell

I've always been puzzled by the fact that Nigel Mansell looks and sounds so dull. Look at the man. He's got a moustache straight out of a 70s sit-com and his voice has all the aural pleasure of a cat being murdered. Now, look at his job. Driving around fast in cars, lots of excitement and travel and money, fame, the works. How? How is it possible?

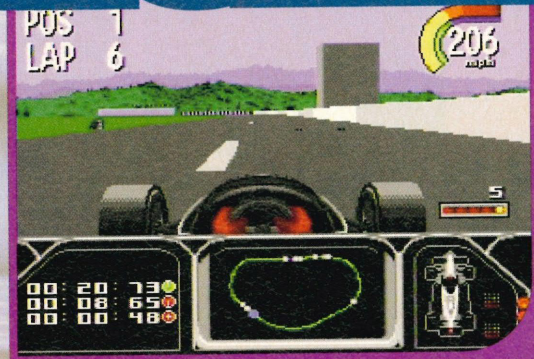
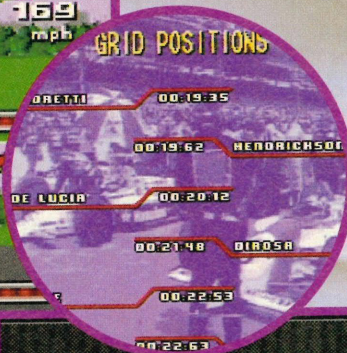
The game, *Newman Haas Indycar* –

suffers from the same problem. It looks quite exciting and does the job pretty well, but is ultimately a bit tedious. The problem lies in the fact that it plays very similarly to *F1*. While that's no bad thing, there's nothing here that

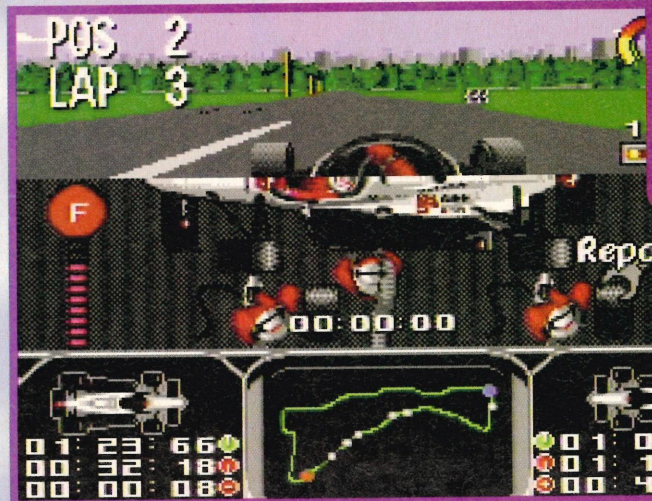
Newman



(1) Nigel Mansell is famous for racing cars. Cars are very large metal things, ideal for transporting people, livestock, cheese and domestic pets...

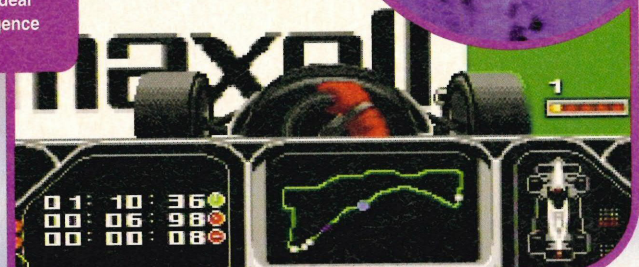


(2) ...like dogs, cats, hamsters, goldfish, aardvarks, cheese or rats...

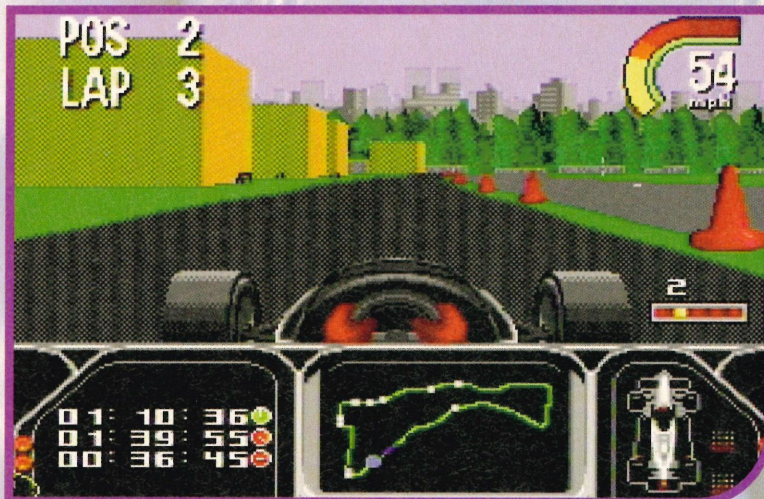


(3) ...Rats are rodents and make ideal pets due to their abnormal intelligence and fluffy fur...

(4) ...Fur sometimes grows on cheese when you leave it on your formica kitchen units....



(5) ...Kitchen units are great for preparing food, leaning against at parties when you've drunk too much plonk or de-fleeing the cat....



(7) ...Cats are great. They look nice, they sit on your lap and purr and they eat fish...

TEAM CHAMPIONSHIP

POS	TEAM	POINTS
1	NEWMAN HAAS	070
2	PARKER RACING	046
3	RANDEL RACING	028
4	WOMACH MOTORSPORT	026
5	HEARN RACING	024
6	HOWARD RACING	012

(8) ...Fish are slimey things that live in large areas of water, like lakes, rivers and round goldfish bowls. They're not very intelligent....

really makes you feel you should buy it.

All the usual options have been squeezed in. You've got the choice of a one or two-player game, arcade or simulation (where you 'tweak' your

wings, tyres, camber, etc.), a choice of 15 courses or the ability to play through an entire season. Here you amass points from each race, plus extra points for the constructor's championship – which is

utterly pointless, unless you're one of those complete dweebs who fills in World Cup wallcharts and the like. (Yes, I know that we gave away a World Cup Wallchart, but did anybody actually use it?).

The feeling of speed is pretty good, and there's a fair amount of trackside detail, but there's no appearance from any sweeping hills and some different views (VR-style) would've been quite

touching – are they really all that difficult to do?

The computer-controlled cars operate quite well, but if you don't win a match, the chances are that Andretti will. This makes it into a bit of a two-horse race, so you end up forgetting about the others.

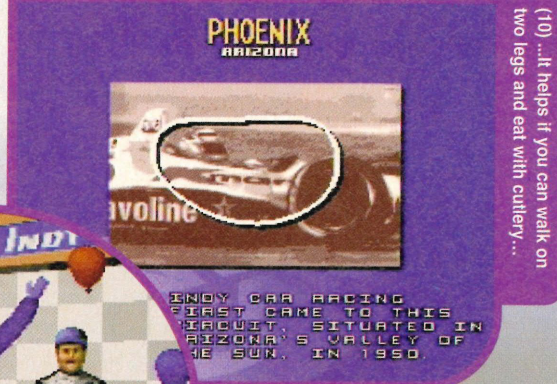
Sigh. If you've got *F1*, then there's no real need for this (sorry). *F1*'s a better game, and the car's control in *F1* is more realistic. With *Virtua Racing* and *F1* out there, a racing game has to have something unique for

it to sell in any great numbers, and this is just average.

SEGA POWER

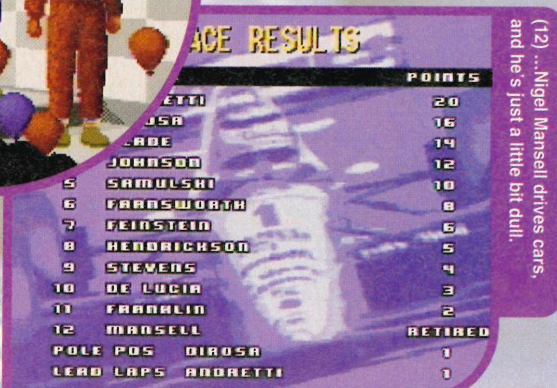
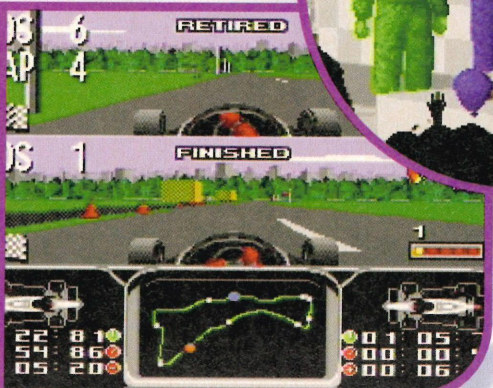
Haas INDYCAR

(9) ...Intelligence is judged by our individual capability to store information...



(10) ...It helps if you can walk on two legs and eat with cutlery...

(11) ...Cutlery is made from metal. As are guns, railings and cars...



(12) ...Nigel Mansell drives cars, and he's just a little bit dull.

Newman Haas Indycar

- ▲ Fast
- ▲ Cars
- ▲ Good
- ▼ Average
- ▼ Nigel

Graphics

7

Sound

7

Addiction

7

Lifespan

7

Power points

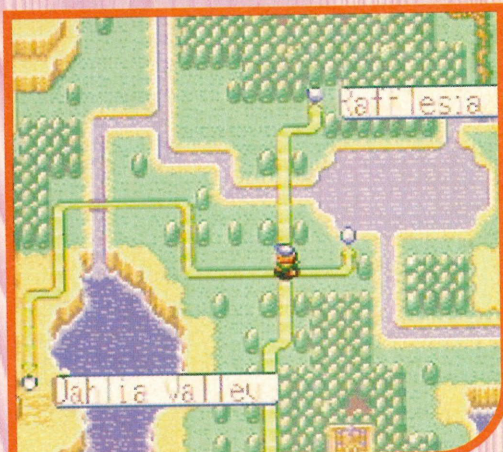
Release date December
Players 1-2
Tracks 15
Difficulty Medium
Virgin (071) 344 5000

Final verdict

"Looks pretty good, but fails to deliver anything new. A perfect Nigel Mansell licence, really."

Dean

78 Percent



Now, I need to leave the M5 at junction 2, and cut across on the M62 south of Brum...

Here I am about to strike a blow a strike for anti-monarchists everywhere...



KING: That sword...you must be KAREN!... It has been a long time.



Armed with only a sword and a box of man-sized Kleenex, our hero takes on the world!

Soleil

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

It's not often a superstar bares his soul before millions. But then again, it's not often that we manage to plant bugs in Nintendo's psychiatric department. We listen in from the potted plant...

Dr Wacko: So, Mr...?

Zelda: Zelda.

Dr Wacko: Ah, yes, Mr Zelda. My assistant informs me that you were quite frantic when you phoned yesterday. Do you want to tell me about that?

Zelda: It's this *Soleil* geezer. Sega brought him in to make a Mega Drive

game that rivals *Zelda* on the SNES...

Dr Wacko: So they've created an isometric RPG – surely that's business as usual...

Zelda: No, you don't understand, it's not just an RPG. It's like *Zelda* – it has real-time arcade action, puzzles, guardians and a vast playing area... The main

character even looks the same as me – except for his blue hat.

Dr Wacko: I see...

Zelda: I wouldn't mind that so much, after all, copy-catting's hardly a crime in this industry, but it's just that every part of the game is exactly duplicated: hacking down shrubs to find money and lives, hitting switches with your sword to open up new pathways, powering up the sword for long range attacks, gaining powers to jump and run faster, accelerated jumps, an ice weapon – the whole thing's the same! Even the scenery's similar – serrated-edged holes, baddies that jump out of the water firing bullets...

Doctor, what can I do – he's ripped me off wholesale. It's like I don't have a personality of my own any more!

Dr Wacko: Look, I know you're upset, but perhaps you should try to look upon this as a compliment. After all, from what you've said everyone's going to know this is a *Zelda* clone.

Zelda: Yeah, but what if it's better than my game...

Dr Wacko: Is it?

Zelda: I'm not sure. Objectively speaking, there's so much that's the



same between the two games: they're both huge quests with plenty of variety in the gameplay, although from what I've seen so far the puzzles don't seem quite as complex. The graphics are equally good, although its save feature shares faults with my own – it tends to put you a long way back. *Soleil*'s controls aren't as

good though – it's a bit on the finicky side at times, and that makes it seem more pedestrian. No, it's not quite as good, but it's close, Doctor. Damn close! It's not fair! It was my idea... sob, sob...

Doctor, what are you doing rooting about in those plants?

Have you found some... crackle... hiss... pfizz... (At this point our listening device went suspiciously quiet, although later we did see *Zelda* leaving the Nintendo HQ, hiding behind a pair of dark shades and a SEGA POWER straight-jacket.)



And all without the aid of anabolic steroids! You have to collect the bronze, silver and gold medals before you can tackle the later stages.



SEGA POWER



'I have the power!' Here's our hero doing his pitiful He-Man impersonation.

Use your penguin and sword to freeze the fatal lava pools. I kid you not!



Ts... ts... ts...! I'm a gallant hedgehog. You'll get burned if you touch me.

No-one could accuse Sega of not 'hogging' every single marketing opportunity...



This may be a role-playing game, but there's plenty of arcade action to be had here - including crumbling platforms, lava pits and fire dragons, to name but a few.



This is frustrating: knock the tops off the stones, jump the gaps, dodge the bullets and gusts of wind... and then die!



Soleil

- ▲ There's plenty of variety
- ▲ Substantial isometric graphics
- ▲ It'll keep you going for weeks
- ▲ Sonic makes a guest appearance
- ▼ Dodgy control system

Graphics

8

Sound

6

Addiction

8

Lifespan

9

Power points

Release date Nov
Players 1
Levels N/A
Difficulty No settings
Sega (071) 373 3000

Final verdict

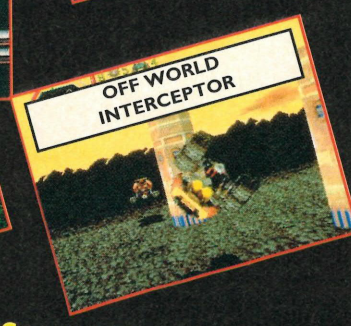
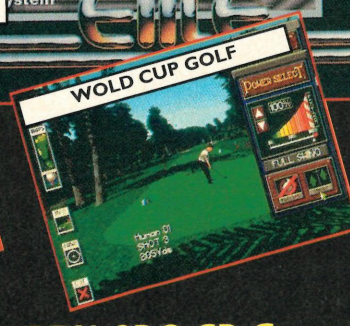
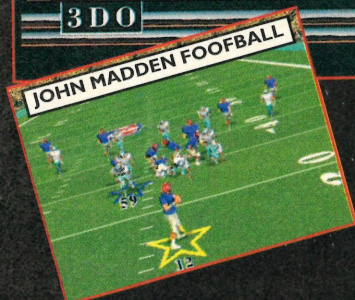
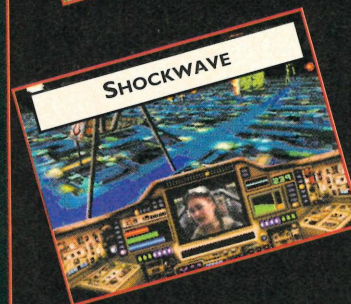
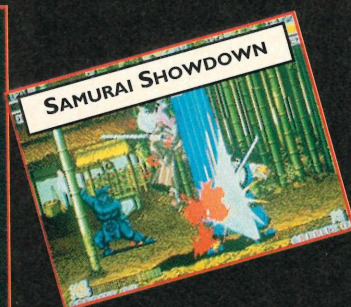
"A huge quest with plenty of variety, real-time action, teasing puzzles and good learning curve. Good stuff." Karen

85 Percent

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VirtuosO	£44.99	Driving Need For Speed	£44.99
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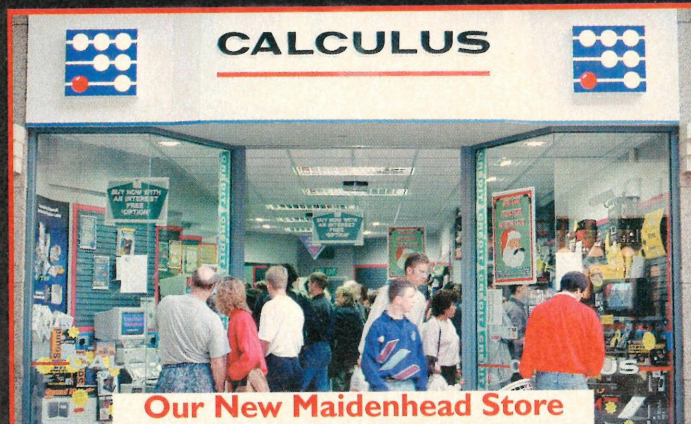
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FACTS ABOUT FAT PEOPLE

Doink

PRE-FIGHT WARM-UP: Sacrificing sellotape to an army of Baden Powell action figures.

THEME TUNE: I Am The Lord Of The Dance (Said He) by Sidney Carter.

BANNED MOVE: The Arse Pancake.

CAKE FACTOR: Fresh bramley apples ushered into a duvet of pastry.

IF I WEREN'T A WRESTLER I'D BE:

Constructing a replica of the Eiffel Tower out of Judy's Pantry burgers and horse spit.



The Undertaker

PRE-FIGHT WARM-UP: Reciting word-for-word the first episode of sunny soap El Dorado.

THEME TUNE: Joe Longthorne's version of Bring Your Daughter To The Slaughter by Iron Maiden.

BANNED MOVE: Thumb Cremation.

CAKE FACTOR: Delicious sponge with mouthwatering malsonettes of real pig's cream.

IF I WEREN'T A WRESTLER I'D BE: The bastard child of Steeleye Span. I'd play the tambourine and probably drink some warm milk too.



Sega Power give YOU the spunky data about America's fattest sods ('cake factors' supplied by our sponsors, Mr. Kipling Cakes).

Yokozuna

PRE-FIGHT WARM-UP:

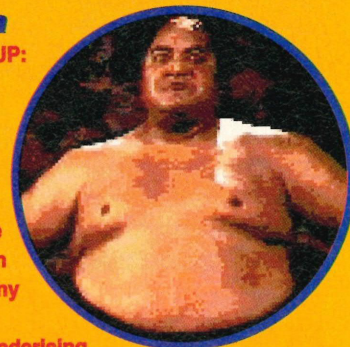
Explaining Moretti's Theory of The Bildungsroman to my old maths teacher Mr. Gullet.

THEME TUNE: Ernie The Fastest Milkman In The West by Benny Hill.

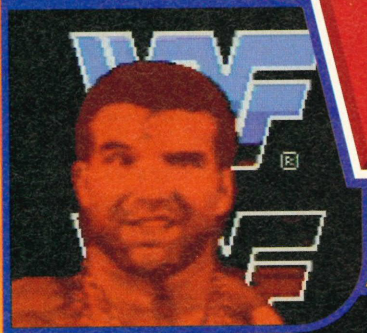
BANNED MOVE: Tenderising Testicles With a Camping Mallet.

CAKE FACTOR: Far, far, far too many.

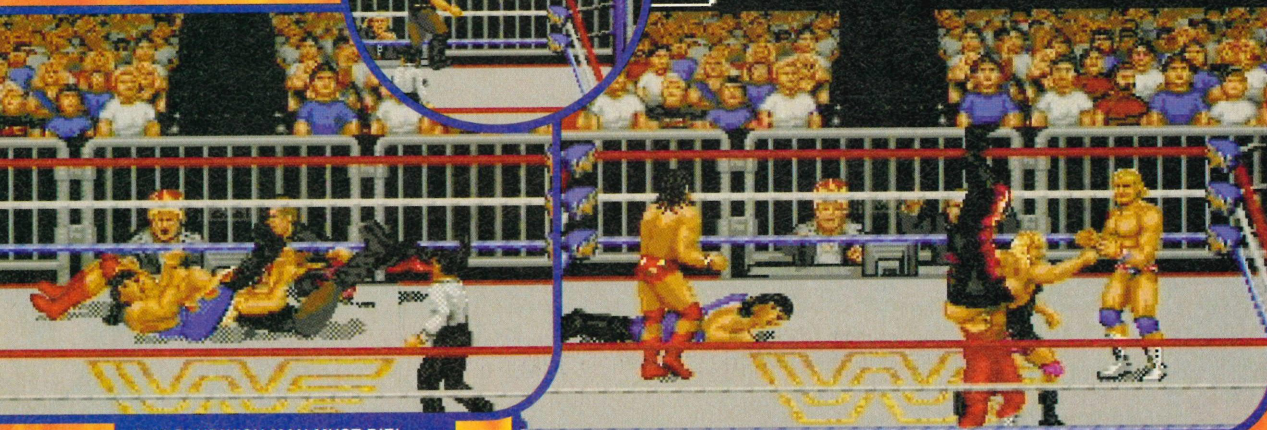
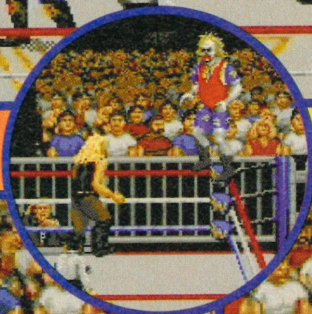
IF I WEREN'T A WRESTLER I'D BE: Doing drums naked in The Official Playboy Band.



And the old man grizzled into his Patrick Marber sheepskin. A tiny whisper could be heard...."HELLO, SIR!"



Tag-Team Oesophagus Throttling, which is a really clever way of saying 'strangling fat people'.



THE SANDWICH MAN MUST DIE!
THE SANDWICH MAN MUST DIE!
THE SANDWICH MAN MUST DIE!
THE SANDWICH MAN MUST DIE!

New moves in WWF include Atomic Drops, Rag Dolls, Overhead Tosses, Tissue Tosses, In Your Bedroom When Your Mum's Gone Shopping Tosses, and just plain Tosses.

WWF

● Mega Drive ● Acclaim ● £44.99 ● UK Release ●

Skidding Popemobiles! Them fat yanky bloaters have squeezed their fearsome buttocks into me living room again! Call the seal clubbers, Mister Grimsdaaaaaale!

Somewhere in a swollen, pustulent darkened pit of humanity lingers a sub-species of phantoms representing all that is inexplicably popular, a tomb of tack over-bulged with mankind's most embarrassing fetishes.

Standing on a chair is The Beast of

45, involuntarily belching yesterday's novelty number ones into a giant organ-grinding urinal (punishing clipettes of Agadoo and Star Trekkin' often drive the foaming hoardes into crippled donkey-sods). Sitting inside a battered caravan awning is The Product Pimate, a fizzing chimp fiddling madly with the plug sockets of countless Ronco Dustbusters, Sinclair C5s and Roland The Rat Curlee Straws. And quivering in a contact-banished corner is a towering mutant navel, a mountainous cliff of sweat and flesh, dripping spit into an ever-emptying tea cup, and repeatedly groaning a backward countdown from ten to one. And that, laddy, is The Grapple Ogre.

I can't explain the popularity of these brutal bloaters, but I can guess at why wrestling is one of America's 'top sports'. After all, what else do you do with half a nation of burping bloaters what snack on lard donuts wallowing in mongrel fat. Give 'em fat role-models, that's what you do. Yeah, that'll be it then...

(Note to Editor: can't be arsed with 'clever link', Ryu-versus-Shirley Crabtree



Lex Luger

PRE-FIGHT WARM-UP: Squatting in a nun's cone until the monkey-cats sing.

THEME TUNE: Too Shy

(Eye-to-Eye) by Kajagoogoo

BANNED MOVE: Cricket Bat Lobotomy.

CAKE FACTOR: Those yellow ones from The Fondant Fancy Party Selection.

IF I WEREN'T A WRESTLER I'D BE: Providing the chuckling voice of Stan, from out of the Stanna Stairlift adverts.

Diesel

PRE-FIGHT WARM-UP: Racing slugs on crutches.

THEME TUNE: The Emmerdale melody.

BANNED MOVE: A good honest kneecapping with a pair of blunt scissors.

CAKE FACTOR: An

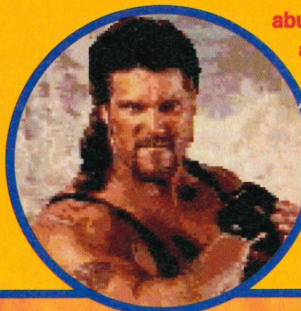
abundance of cake with a riot shield of vanilla icing.

IF I WEREN'T A

WRESTLER I'D

BE: Just another

fat idiot for the world to cope with.



Luna

PRE-FIGHT WARM-UP:

Looking through her photo collection of Phillip Schofield's elbow grazes.

THEME TUNE: Any old tune from one of the sanitary towel adverts.

BANNED MOVE: Pouring Neat Vinegar Into An Armpit Wound.

CAKE FACTOR: Generous pukes of bacon in a golden shower of almonds.

IF I WEREN'T A WRESTLER I'D BE: Breeding and ironing, just as the good Lord intended.

RAW

idea so I'm just ploughing on with 'stuff about game.')

STUFF ABOUT GAME:

You've got 12 odd entrants from Casey Casem's Obesity Top One Hundred, all of which have one of those Anthrax casualty coiffers, all of which look like the kind of spaz to have each of their National Lottery numbers tattooed on their stomachs 'in case they forget them'. Ruck options are gut-slappingly varied: along with your one-on-ones, there's also your tag-team tournaments, your bloater brawls and your bleedin' mentle crap-beating Royal Rumble. Moves are varied: legal face-elbows, okay groin-kneeing, criminal eye gouging, life-imprisonment limb-splicing. Then there are those inevitable numbunt special moves.

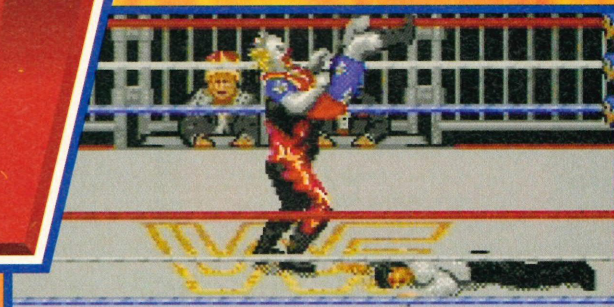
THAT SO-IS-IT-ANY GOOD BIT: Er, yeah it is. The elephant-orgasm grunts are great, the animation sturdy enough, the fighting fatboys varied. One-on-ones work best, tag-teams utterly stupid (compliment, that: decent artificial intelligence in fighters with 'ave 'im constantly on the 'brain'), the ring-packed Royal Rumble's a bit of a mess,

but it's supposed to be, innit? Loads of moves, you can belt the ref and lob chairs at fatty's skull.

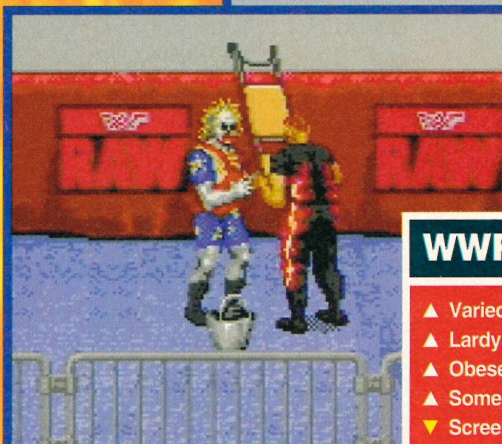
Yeah, lacks the complexity of your *Kombats* and *Streetfighters*, and really is as dumb as grapple reality. Ah, end on the cliched truth, Crook. "The best WWF in the series? Absobloodylutely." Done.

SEGA POWER

"Don't forget during the interval ladees-anjennulmun, you can buy some useless crap for the li'l uns. But now a song..."



Famous last words from ref: "Are you SURE you can hear the mat squeaking?" Er...



Secret battering implements found outside the ring include a face stapler, mummy spitfires, and some hippos.

WWF Raw

- ▲ Varied bloaters
- ▲ Lardy options
- ▲ Obese action
- ▲ Some other words for fat
- ▼ Screen gets over-crowded

Graphics

8

Sound

8

Addiction

8

Lifespan

7

Power points

Release date December
Players 4
Wrestlers 13
Taah Zaaah 3aahhhh
Acclaim (071) 3445000

Final verdict

"Could 'ave: Giant Haystacks. Couldn't 'ave: Shang. It ain't over 'til the fat man loses weight etc."

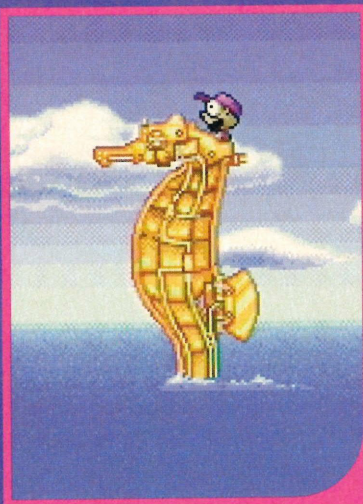
Simon

86 Percent

PANIC!

● Mega CD ● Data East ● £45.99 ● UK Release ●

Hello. You must be the reader. How do you do? I will be your reviewer for today and I'm bloody CONFUSED!



This game is a bit mad. What you do is press buttons, then move on to the next room and press some more.

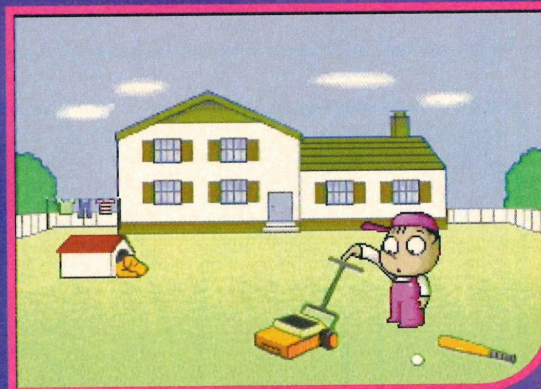
Way back in the days when Andy Lowe didn't exist, Alison Harper was still in short trousers, and Simon Crook was but the stuff of a madman's dreams, a shiny, round disc-like disc made its way – as if by magic – to the office Mega CD. What ensued was described at the time by TV's Bilbin Slap as "A huge shoe of confusion". You see, no-one had the faintest idea what was going on. The game seemed to consist of a small and possibly diseased Japanese child making his way round a series of rooms pressing buttons and suffering the consequences. Like cameras vomiting on them. Or causing their dogs to grow a hundred breasts. Or... or... or, well, it went on and on. Soon, people were losing their grip on reality, afraid to press any buttons, "just in case". The mag suffered. No-one would touch a computer, and issues

40 – 43

had to be produced using the finger painting technique and 300 sexless orphans. Yesterday, there was a scream. Dean had, once again, lost his grip on reality, and threw himself over the office viaduct, followed by a popular Welsh beat-combo and a cake called Jim. It was back.

If, dear reader, you learn only three things from this review, let them be that *Panic!* is a game that's just been translated from Japanese into English, a process that's taken about two years and hasn't made the game any less confusing, that it is the oddest game since Oddsod the Juice Bender, and that if seen around town, should on no account be approached by anyone who's never been to some sort of Monty Python summer camp.

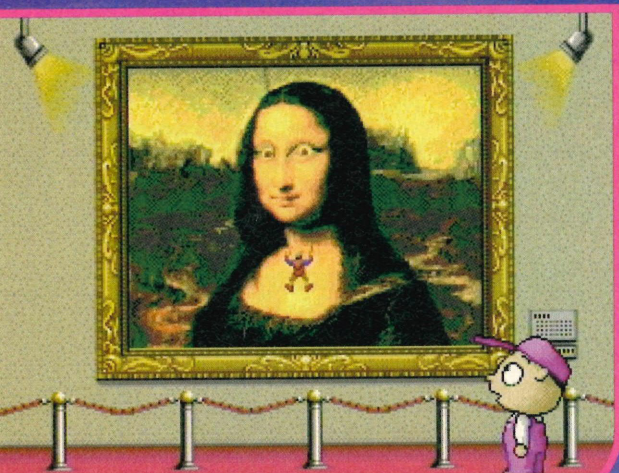
Yes, it is 'funny'. Yes, it is 'wacky'. But to be honest, when you've seen one dog grow a



The Lawnmower Man. Also. Reviewed. In this mag. *Panic!* is a mad game. Like Simon's sister, who's mad and game.

breast you've seen 'em all, and so if you're in any way sane, the lifespan of the game could be severely limited. This has been a public service review. Thank you.

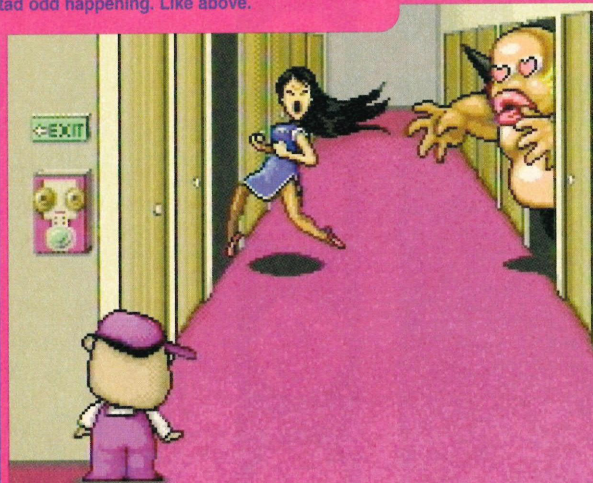
SEGA POWER



Pressing the buttons will result in something a tad odd happening. Like above.

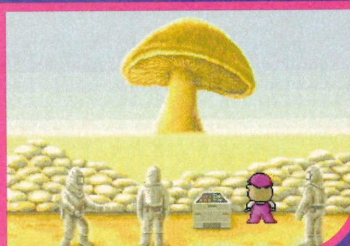


Here is a picture of some bubbles crawling on a floor. How weird! How wacky!



Chun Li makes a guest appearance in the game, as does that bloke who works on GamesMaster.

Look, I haven't got time to do this caption. I've got a beard to collect in half an hour.



Panic!

- ▲ Wacky Jappy stuffy
- ▲ Nice samples
- ▲ It's fun...
- ▼ ...for a while
- ▼ Bit limited

Graphics

7

Sound

7

Addiction

5

Lifespan

4

Power points

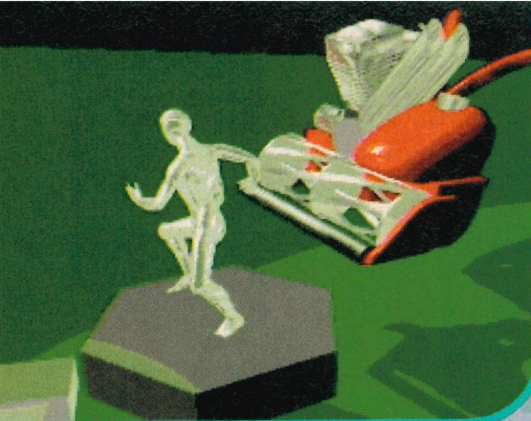
Release date January
Players 1
Difficulty Eee-asy
Odd or sod? Sod
Sega 071 373 3000

Final verdict

"Oh, those Japanese, they're so wA-Wa-wAcKY! Fun for a while and bloody confusing."

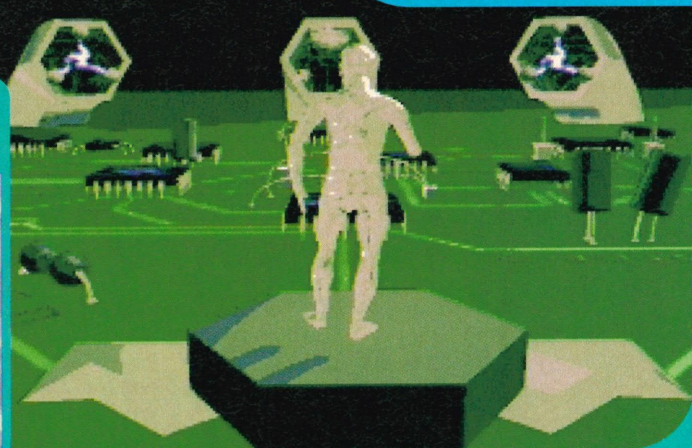
Danny

55 Percent



Of course, it would be silly to have a lawnmower this big. Unless you used it to 'get about', as my grandad says.

Bits like this are a bit hard to get to grips with at first. Just pick the odd one out from that lot, and you're on your way.



Look – he's, like, inside your actual Mega Drive, or something. Andy says that's not possible, but Laura says anything is possible if you think about it.

The LAWNMOWER

● Mega CD ● UK release ● Time Warner Interactive ●



This is a grab of what happens outside the game, while you're playing it. Try it! It's, er, fun.

The Lawnmower Man hits CD – but is it cutting edge or bladey rubbish...? (Nice one. – Andy)

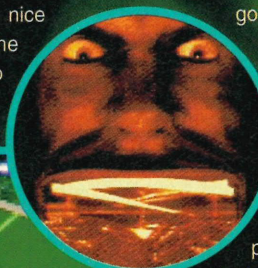
When I was kidnapped and held in a foreign jail for six years, I was given a list of games that I could choose from. The ones I chose would be the ones that I would spend my copious amounts of free-time playing. Now, let's face it. "The Lawnmower Man" isn't the most inspirational of titles, and didn't excite my gaming shins one bit. I didn't choose it. I chose Ker-plunk instead.

But if I had chosen *The Lawnmower Man*, I wouldn't have done too badly. The story, if anything, may have entertained me. A nice young man by the name of Dr. Angelo experiments on the village

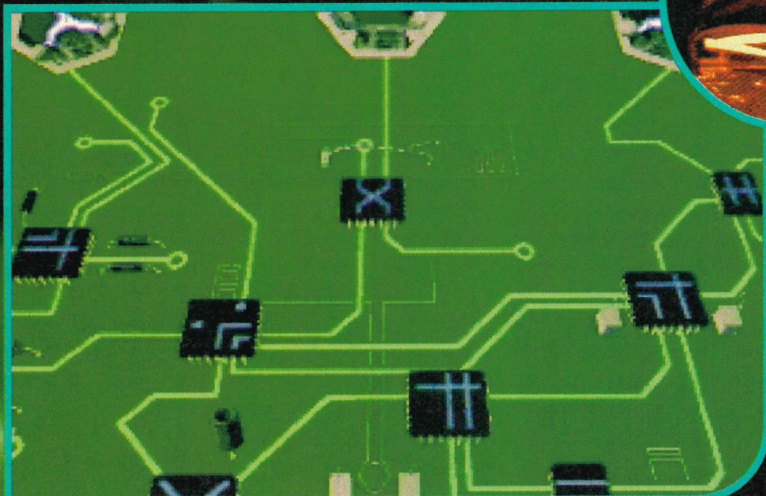
idiot Jobe. They play a few Virtual Reality games, have a laugh and then realise that Jobe has turned into some sort of super-weapon. No longer is he a simpleton, making Carol Vorderman look like Dean. An organisation called "The Shop" takes more than a passing interest in Jobe and want to exploit him. But they can't, cos he's, er, dead intelligent. And stuff. Anyway, Jobe's CPU is a threat to the world as we know it, and so begins the game.

You 'are' Dr. Angelo, and in between appearing on various daytime television shows advising people on nasal diseases and all-sputum diets, you've got to make your way through some large and varied levels in order to beat your creation.

The programmers have obviously been leafing through the "how to design a Mega CD game" pamphlet, due to some of the fairly unoriginal ideas littered throughout, but the game is pretty highly polished, with some FMV taken straight from the film that gives it more of a quality feel. Soundwise, though, that quality varies. One moment there are some beautifully clear samples, and the next they're drowned out by someone speaking Gaelic underwater. The gameplay is, at best, as exciting as the game's name, and the younger player may find himself stumped by the puzzley bits. To be honest, *The Lawnmower Man* isn't much more than above average. Anyone for a game of Ker-plunk...?



Tony Blair makes a guest appearance, as he did in the actual feature film. True!



This is a dull grab. This IS a dull grab. THIS is a dull grab. This is A dull grab. This is a dull (sigh) GRAB. Think of a better caption. Send your entries to: Sega Power, blah blah blah...

Man



Bits like this are straight from the film and add to the quality feel of the game.

Lawnmower Man CD

- ▲ Excellent presentation
- ▲ Good sound
- ▲ Nice FMV
- ▼ Average
- ▼ Er, average

Graphics

8

Sound

7

Addiction

6

Lifespan

6

Power points

Release date December
Players 1
Best Gladiators Jet and Zodiac
Difficulty Medium/Hard
Time Warner ... (0604) 602800

Final verdict

"Above average, moderate, competent, adequate, etc., etc., etc.."
Danny

75 Percent

SEGA POWER

Barbie

VACATION

ADVENTURE

Dean, Simon and Andy were in a club the other night, and somebody begged them to let him do a review. Geoffrey was his name, and we like him...

When I was young I didn't go in for them Action Men much – I far preferred Barbie dolls. You could do anything with them, they were great. You could set them up in different positions, sit them in their little house and watch them from the other side of the room – if I sat behind the bed I could watch them in total safety.

Knowing that
t h e y
c o u l d n ' t

see me made it all the more amusing.

I grew up in a small suburb of London and, being a bit of a loner, I didn't have many friends, so most of my friends were the dolls. I still look back with a damp fondness (*hold on – Andy*) when I think of the hours of fun me, Josie and Sarah had. (That was the names that I gave 'em.) (*I'm not sure about this bloke. – Simon*) But anyway, that was then, and now with the game coming out, I decided to cast my juices over it, and 'sniff' it aht.

Much like sitting in a bush all day, *Barbie* is a totally emptying experience. It's quite simply the worst Mega Drive game that I've ever played.

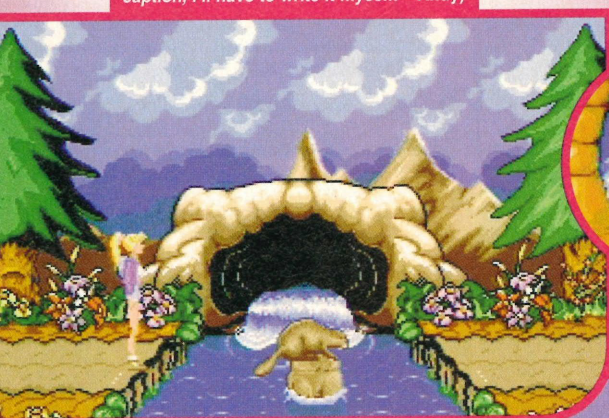
Worse than *Leather Women From Ecstasy*, worse than *Rubber Fun With Little Johnny* and infinitely worse than my favourite, *Bare Arsed Cheek*. Stick with the dolls – they're much more fun.

SEGA
POWER



When I was a nipper, we didn't 'ave these fancy computers. We 'ad to make our own entertainment. (*Hmmm... – Dean*)

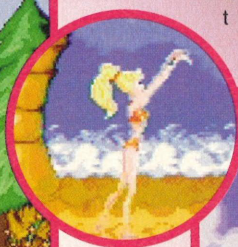
(*I'm sorry, but we just can't get away with that, Geoff. If you can't think of a sensible caption, I'll have to write it myself. – Andy*)



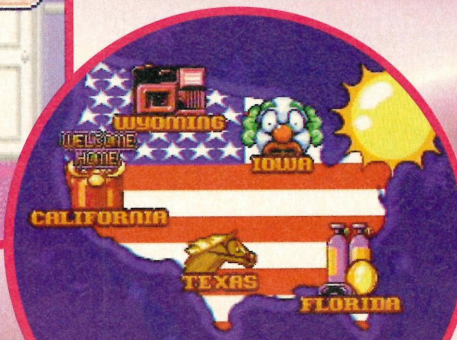
I have found one!
I wonder what it is.
Will you help me guess?



I 'ad this girlfriend once, and I used to leave 'er presents around 'er 'ouse. There was (*NO – Andy*)... and (*NEVER – Ali*) and (*JE-ESUS – Simon*). Course, she 'ad to buy 'er own batteries.



This picture reminds me of this film I saw. There was this bloke, a bird and a pig in that one, too... (*I knew this wouldn't work. Shoot him, would you? – Andy*)



Barbie Action Adventure

- ▲ Leather
- ▲ Parks
- ▲ Cheese
- ▲ Birds
- ▼ Daylight

Graphics

2

Sound

1

Addiction

0

Lifespan

0

Power points

Release date Out now
Players 1-2
Difficulty Very easy
Go on Geuz a sniff
Lumpy Rita (0898) 46352

Final verdict

"Not a game to 'sniff' aht. Barbie's nice though - reminds me of me ma (when she was younger)."

Geoff

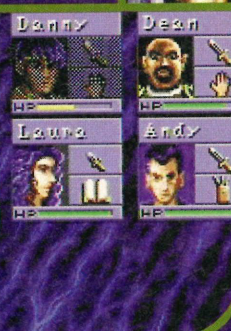
11

Percent

Have you ever wondered what a 'caption' is? Please write in and tell us about it, and we may smile at you.



These beasties are called Flinds. Can you say "Flinds"? Well done. Beating them is simply a matter of winning.



Character Generation

Select the box of the character you wish to create or view.

Your party is complete. Select the PLAY button to start the game.

This is the character generation screen, where you, er, generate characters. Hurrah for that. So send Mr. Tibbley the Physics teacher down the sewers and laugh at his pathetic death.

Eye of the BEHOLDER

● Mega CD ● FCI ● US Import ● £45.99 ●

As well as managing DBCC in High Street, Weatherly, tonight's reviewer also achieved a 'B/C' on his English essay. Please welcome Glen's cousin, Dale...

Wow! There's a plan underfoot! And so are the baddies, so to speak! They're in the sewers, see, and it's your job to get in there and take them out! You've got to hand-pick your team and take them through the underground pathways, a'slashin' and a'hackin' your way through the 13 levels of monster riddled stuff! Chexcellent!

It's a role playing game where you play the role of someone. But not someone that you already are, obviously. That would be silly. No, you 'are' a local hero who is asked by the mayor or someone if you wouldn't mind "just popping down there for a bit" so that you can rid the

town of baddies. Suprilliant!

When I managed Dale Bennet's Console Cornucopia (my shop) in Weatherly, Yorkshire, my cousin Glen (you've probably heard of him) would often come in and give the local kids tips on games. One of their favourites was "Just relax and take your time. Enjoy the game. What's the hurry, eh?". "Say it again!" they'd cry. Smartastic! But Glen knows his games, too. He'll often say something like "So what's the game like?", and then he'll start talking about it. Dead good or what?

So what's the

game like, then? Well, pretty good, I'd say. It's presented well, with loads of CD sound and even some rave-music-style-music to get your feet a'tappin' as you go a'hackin'. Hey – that's dead good, that!

Anyway, what's the game like? Well, in my opinion, it is, as role playing games go, dead good. It's large, the monsters are imaginative, it all moves pretty fluidly and the game does have a certain quality feel. Like a Werther's Original! No, I'm just being funny – it's not like a sweet, of course it's not! But it is good, anyway. Bootiful.



Dean Mortlock (Winner, "Rudest Man in the Industry" award, 1993) once said, "No, honestly, I couldn't, go on – you take the lift and I'll walk, you deserve it." True, in a mad sort of way.



Er, more of those Flinds, then. They're a happy bunch made up entirely of blue men called Jamesy in leotards.

Eye of the Beholder

- ▲ It's BIG!
- ▲ Imaginative MONSTERS
- ▲ Toe-tappin' rave BEATS
- ▲ Loads a hackin' and a'slashin'
- ▼ Dynamite Headdy (haw! haw!)

Graphics

7

Sound

8

Addiction

7

Lifespan

8

Power points

Release date Now on Import
Players 1
Levels 13
Dale Danny
Sega (071) 3733000

Final verdict

"So what's the game like, then? Good."
Dale Bennet

81
Percent

MASTER SYSTEM

Let's be honest, the Master System is all but dead. Alright, I know there's still hundreds of thousands of them floating around, but how many are actually used. Eh? I'll wager that most of them are tucked away in the bottom of wardrobes, next to the Rubik's cube and the 'Anal Death' board game. Still, the odd few games are still dribbling through like your grandad eating his lunch on Christmas day. Here's a round-up of the choicest lumps...

ASTERIX and the Great Rescue

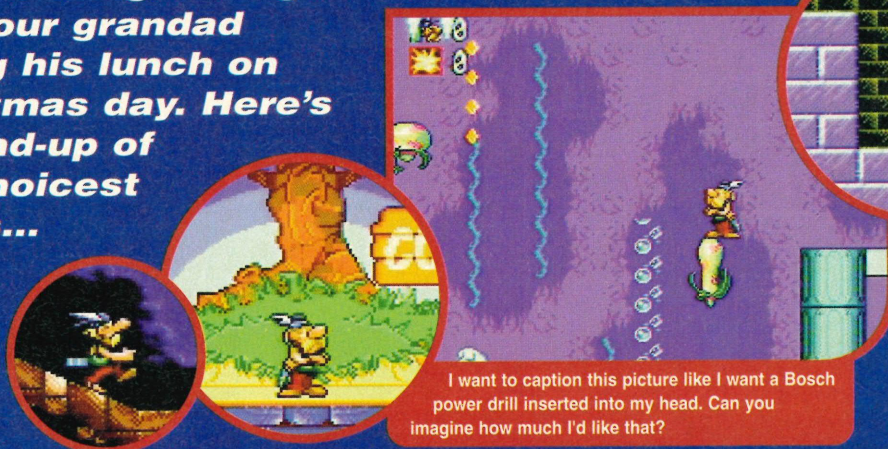
Sega ● Out now

In the future the Master System will be remembered for stupid 3D glasses that never really worked, rubbish design and platform games. After the previous two trips in the

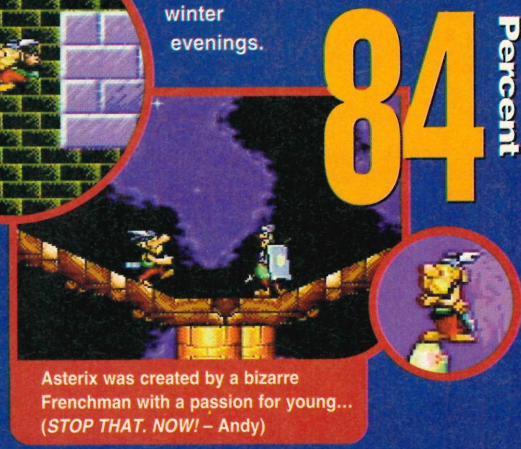
bathroom of averageness, it's pleasing to see one which stands out.

Asterix has good graphics and the like, and if you've played the excellent first MS Asterix game, you'll find the gameplay very similar here. The best of the bunch and a real trouser warmer for those dreary and cold winter evenings.

84 Percent



I want to caption this picture like I want a Bosch power drill inserted into my head. Can you imagine how much I'd like that?



Asterix was created by a bizarre Frenchman with a passion for young... (STOP THAT. NOW! - Andy)

GAME GEAR

It may be in colour and everything, but the Game Gear never quite managed to become the ultimate fashion accessory that Sega hoped for. Apart from that, there have been some wonderful games for it. Honest, it's just that I can't remember the names of them. Oh, I know. Sensible Soccer's rather good, and, er, um...

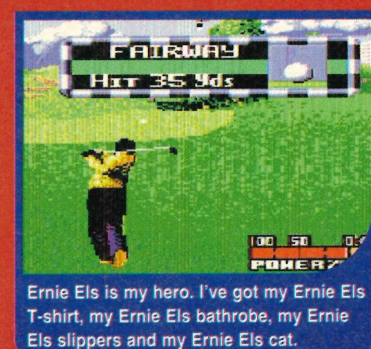
Ernie Els GOLF

Codemasters ● Out now

The sign of a good golf game is that it's addictive. Obvious, it may be, but when you think how mind-numbingly tedious real life golf is, to make a computerised version fun is surely no mean feat.

Codemasters have done this with Ernie Els Golf, and done it well. Stats, courses, digitised characters, 3D greens and different views - in fact, there's more stuff

here than some Mega Drive gold games I could mention. One of the



Ernie Els is my hero. I've got my Ernie Els T-shirt, my Ernie Els bathrobe, my Ernie Els slippers and my Ernie Els cat.

better Game Gear games to be released this year.

91 Percent



Golf's all about rules, and this version keeps the tradition up very well - it being a simulation 'n' all.



Overviews of all the 'holes' are easily accessed, as are varied views.



I bloody hate golf. Maybe because it's a drab, sad old game played by pensioners. "Waste of a good walk," the man said.

DAFFY in Hollywood

Sega • Out now

Right, it's a platform game, it's got Daffy in it, and it's okay. Simon and myself bobbed our heads along to the soundtrack for all of, ooh, five minutes maybe, at a rough guess.

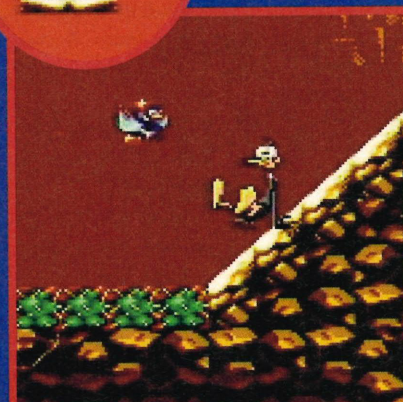
It's the usual story: if you dribble at the thought of playing another 8-bit platform game, then



Daffy was always my favourite – the rest were rubbish, and I say so, so I'm right.

you'll be foaming up all over the shop to this one. I, on the other hand, have played *Earthworm Jim*.

74 Percent



The expression on his face isn't half as bad as the one he'll have when he gets one of those spikes up his duck arse.



SMURFS

Infogrames • Out: Dec

Smurfing hell. They're back. Does anyone remember a time when the world was plagued by blue miniatures with ridiculous hats and voices that made your ears bleed? Possibly not, but hey, they're back and they're trendy... and... ahh rubbish.

No, they're not and I'm not so sure that they ever were – remember, they were out in the late 70s – not a brilliant time for anyone.

Again, *The Smurfs* is a platform game. Not unlike *Daffy*, or *Mickey*, or *Donald* or anything really. What next? A Muffin The Mule beat-em-up? A Humphrey The Cushion shoot-em-up featuring Herman The Tos...

(Be very careful! – Andy)

71 Percent



DEAR SMURFS! THIS SITUATION IS PRETTY SMURFOUS! GARGAMEL IS TRYING TO CAPTURE ALL THE SMURFS FOR HIS DINNER ONCE AGAIN.

This smurfing smurf is so smurfing smurfing smurf that I'm smurfing Andrew Ridgley smurf.



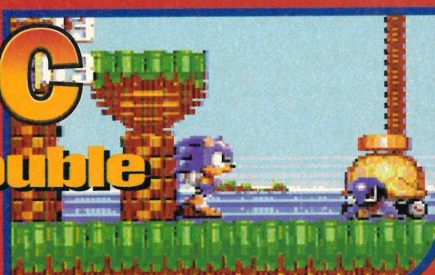
Some may not believe it, but Smurfs do actually exist. They live with a factory-owner from Barnsley who's inserted small microchips into their brains to control them.

SONIC Triple Trouble

Sega • Out now

It's Sonic, it's something to do with Triple Trouble and now you can choose to play as Sonic or Tails. Knuckles makes an appearance and this review is starting to run out of steam.

The problem is that there's only so



Sonic's great and everything. No, he isn't really. He's a sad blue hog and I'll fight anyone who disagrees.

much you can do with Sonic on an 8-bit machine, and the flaws are starting to really come through.

Buy it if you must, but don't blame me if you find it all a bit dull.

73 Percent



Tails, walking through a slightly dull level of a predictable platform game. Yesterday.



Tails in a kind of submarine device. Let's hope the sub sinks and the scrawny little brown thing drowns.

TAZ2

Sega • Out now

The Game Gear isn't a miniature Mega Drive – it's only got half the power for a start, so why do people think that they can replicate the graphics and speed on the

Game Gear?

The problem is, the programmers have tried to be a little too clever. The graphics are

good, but the scrolling's jerky and the control of Taz is erratic to say the least. If you ask your



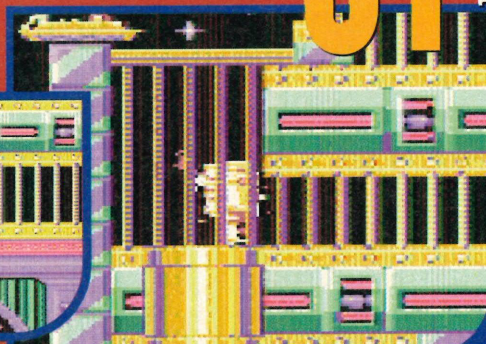
Things to do with a Game Gear (1): Realise it isn't very good and sell it.

grandparents to buy you a Game Gear game for Christmas, this is probably the one they'll get you.

61 Percent



Things to do with your Game Gear (2): Give it to your grandparents for Christmas.



Things to do with your Game Gear (3): Using the original as a template, carve a replica from a large piece of Cheddar cheese to amuse your friends.

The Smurfs

● Infogrames ● £39.99 ● UK Release ● Mega Drive ●

The Smurfs. Icons of a generation. Ambassadors of peace. Small blue dwarf-things who live in toadstools and sing songs on helium. Now, gaming stars...

Some things have always puzzled me about the Smurfs. Like why are there several million young men Smurfs and only one girlie Smurf? Or indeed *how* are there several million young men Smurfs and only one girlie Smurf? How come every Smurf had their

own individual talent? And what does a Smurf look like in the foetal-stage? Sadly, the answers to these questions haven't been included in the brand new (wait for it) Smurfing platform game. What *is* revealed is that *The Smurfs* is really no more than a repetitive, shallow platformer that somehow thought it could cash in on the diminished popularity of a group of undersized eastern European hippies.

Okay, so the younger gamesplayer may find the big colourful graphics, the simplistic gameplay and the character

appeal of *The Smurfs* attractive, but anyone with a mental age of above four will begin to wonder if they shouldn't be playing with Earthworms.

The Smurfs, then, isn't really a game to recommend too highly. You see, it's all been done before, and been done before better. On the positive side, though, the graphics are warm, cuddly and

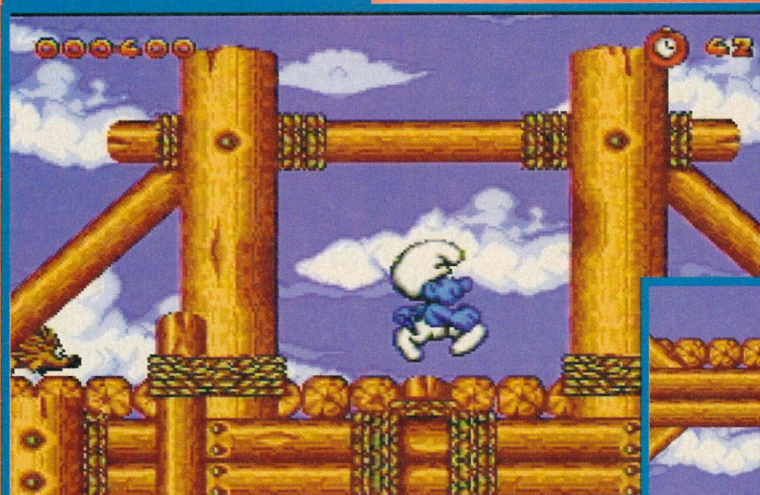
friendly, and if you like your games simple, then you'll have a Smurfing great time. Perhaps a couple of years ago showing your brand new Smurfs cart to your mates wouldn't have branded you a social embarrassment, but in these days of *Aladdins* and *Worms*, everything about *The Smurfs* is outdated. Pity, really. I quite fancied the girl one.

SEGA POWER



TOP SMURFING MERCHANDISE 1: Blue, rubbery Smurfing sweets in the Cola-bottle vein, but infinitely better.

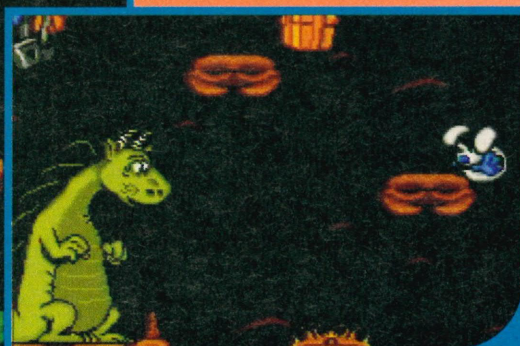
TOP SMURFING MERCHANDISE 2: Smurf novelty bobbles, sold only at Loughborough market. Fits any hat.



TOP SMURFING MERCHANDISE 4: The Smurfette Fitness Video. Phwooar. Maybe.



TOP SMURFING MERCHANDISE 3: The Smurfs soundtrack, available NOW from any good corner shop tat bin. With tracks from Fur Q, Snoop Doggy Dogg, Shagg Blast and Perry Como.



TOP SMURFING MERCHANDISE 5: "Singalonga Papa" Karaoke tapes. JOIN Papa in SINGING to the WORLD about being SMURFIN' free. Can I go home now?

The Smurfs

- ▲ Clear, large graphics
- ▲ Smurf tune
- ▲ Um...
- ▼ Outdated
- ▼ Duuull at times

Graphics

7

Sound

6

Addiction

5

Lifespan

5

Power points

Players 1
Difficulty Medium
Colin He's a publisher
Skill Levels 3
Infogrames (071) 7388199

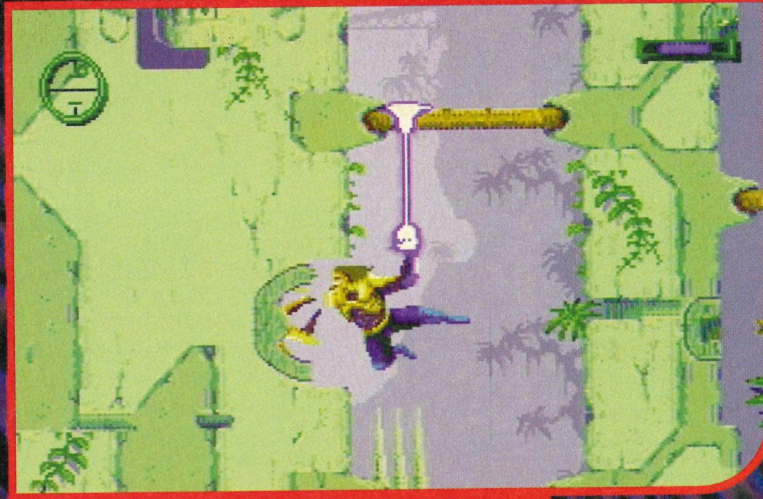
Final verdict

"Smurfs Schmurfs. Small, blue and flimsy."
Danny

66 Percent



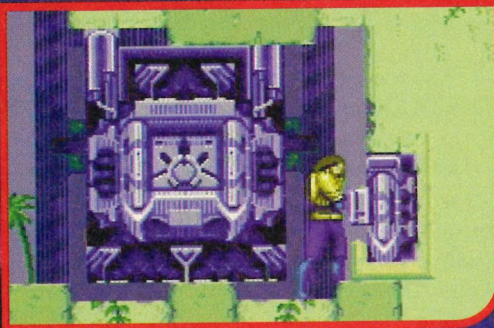
In days gone by, stories were told of heroic deeds and much wailing and jumping up and down with large pieces of metal close to hand...



...one tale was told more than most. The sorry tale of a desperate man, eager for fame, fortune and a world without platform games....



...of course he died in a horrible battle with his insides hanging out everywhere, and we've still got more platformers than ever...



... in fact, did you know that there were more platform games released this year than there are unemployed people...



... well, that's going by the government's figures anyway.

Generations Lost

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

One day we'll see a world without hunger, poverty and wars. If we're lucky, we may be able to get rid of platformers too...

Once in a while a game comes along that is so original, so breathtakingly amazing in its execution and so addictive that words fail a lowly reviewer – such as myself. Unfortunately, this cannot be said of *Generations Lost*.

The game's the work of the same people who gave us the *X-Men* game. Do you care? Probably not.

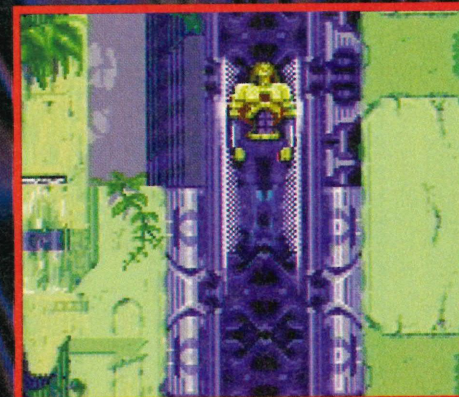
just thought I'd waste a sentence by telling you that useless fact.

Right, the game then. It's a platform game – no surprise there and it's average. It's not bad, it's not good, it's just very average. Do you realise how difficult an average game is to review? A brilliant game's easy. You just whither on for a few hundred words about how wonderful everything is about it. Even a bad game's easy to review, there you just whither on for a few hundred words about how rubbish it is, but this... This is something else entirely.

In a cloaked kind of way, there's something vaguely *Flashback* about this. The background graphics look a bit similar, but only in the way that a 15 year old would copy the Mona Lisa.

Play it first, you may like it, but I certainly wouldn't buy it without trying it first. It may be your 'thing', but I'm afraid it wasn't

really mine.



Do you think that somebody could really be called William Chippendale the third? It's true, and he works here...



...although I prefer his nickname, 'Chippis'. Makes him sound like a 70s porn movie star.

Generations Lost

- ▲ Lots of sparkly extras
- ▲ Large games
- ▲ Some good touches
- ▼ When it all boils down to it...
- ▼ ...it's still an average platformer

Graphics

7

Sound

7

Addiction

6

Lifespan

6

Power points

Release date Out now
Players 1
Levels Not sure
Difficulty Medium
Time Warner ... (0604) 602800

Final verdict

"A very average platformer. Not totally unenjoyable, but nothing earth-shattering either."
Dean

75 Percent

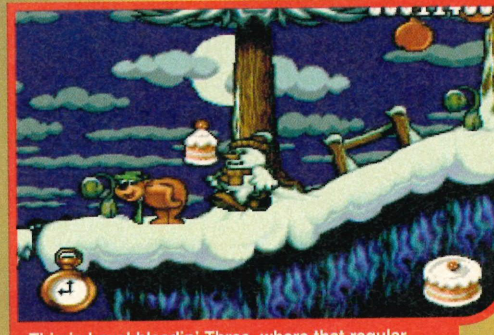
60 Percent



This is Level One, where that crazy bear jumps over stuff in the snow and... jumps over stuff in the snow. Hey, not so bad, kids...



This is Level Two, where, er, that crazy bear jumps over stuff in the snow and... jumps over stuff in the snow. Er, haven't we just done that bit?



This is Level bleedin' Three, where that regular pain-in-the-arse cartoon thing goes through the same old sodding routine in the snow. Again.

Yogi Bear

Seeing as the 'makers' of this didn't seem to exert any creative effort, neither am I. So, here's why this game sucks...

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

1) Yes, ve-ry nice license. A Banna & Harbourer moving drawing dug out of the cartoon crypt stuffed with loads of other unforgotten, unremarkable zay-nee beasts-in-bellbottoms (Snaggle Puss, Baffink, The Great Grape Ape, Gibbon Tits and Huffy). Christ only knows how long ago Yogi Bear was 'in'. Well done on the ultra-modernity-for-the-sake-of-the-children thing. Chuck your tackle and reel in those kids. (*Actually I quite like Yogi Bear... - Ali*). Oopsy...

2) It looks and plays as if it was conceived at the height of Yogi Bear's on-cans-of Heinz-noodley-hoops popularity (that's the technological stone-age 70s, decade fans). 3) Not only does the (unavoidable) music sound like an ice-cream van chugging in the mud at the bottom of the River Medway, but every time Yogi 'jumps' there's a wholly inappropriate trodden-in-something-from-the-jacksy-of-a-dragon squelch.

4) Apart from the occasional token background change, each level plays the same. And each level has four sections. And each of these sections play the same. And each of these levels have a hidden bonus level. And each of



As you can see, the secret bonus levels are crap as well. Oooh! Yogi's fallen off again, the silly spaz. Yawn.

these levels play the same... 5) Oh, not forgetting the same (haha!) picnic boxes and (uhhh?) clocks every level...

6) The in-between-the-levels sub-game, which does not play the same, has all the graphical grace of Christy Brown's left foot in a plastercast.

7) Not an option in sight. No skill levels, no please-please-PLEASE-turn-off-the-bloody music, no nothing.

8) When our Yogi jumps, the good old screen follows him. And when our Yogi drops, the good old screen follows him. So you haven't got a sodding clue where he's going to end up. And there's a 70 percent chance of death every time you jump too far. Nice touch that...

I mean, I could go on. The price is a joke, the game a mess and (like a certain beat-em-up I won't mention) it's been shoved into the shops a month before any reviews have surfaced, thus 'neatly' avoiding any 'negative' press. Oh, and the 'it's for the kids' excuse won't do either. Surprisingly enough, 'kids' aren't as stupid as some idiots may think they are.



Look at silly old Yogi now! Honestly, he may be a dumb sod, but he's got, you know, character!!!!!!!!!!!!!!!!!!!!



Don't buy this game! Don't buy this game! Don't buy this game! Don't buy this game! Don't buy this game!

Yogi Bear

- ▼ Rubbish
- ▼ Tatty
- ▼ Unimaginative
- ▼ Badly produced
- ▼ Platform 'game'

Graphics

5

Sound

3

Addiction

2

Lifespan

2

Power points

Release date Out now (hal)
Players 1
Levels The same
Options None
Gametak 0753 553445

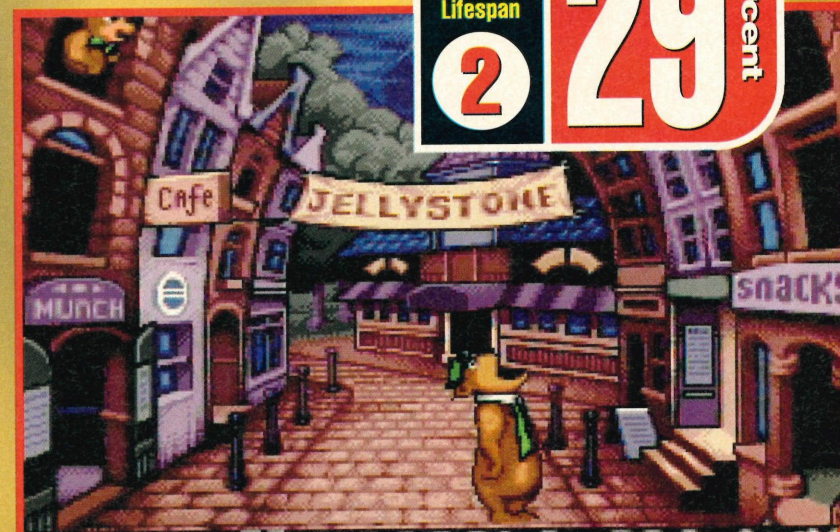
Final verdict

"Absolute toss, which of course means that 'it's for the kids', yeah? One of the worst this year..."

Simon

29

Percent



Imagine having your eyes being poked continuously by the thumb of a Spaniard. Imagine being forced into the left-overs bucket of a circumcision parlour. Imagine never having tasted butter before. Please sponsor this caption box. And please. Be generous.

BC RACERS



The action that this young lady is attempting should, of course, never be repeated when you're driving along in a car, or riding a bike. You could seriously hurt yourself.



I really should think more about the shots I'm grabbing when I'm playing. How can I caption this?

● Mega CD ● £45.99 ● UK Release ● Core ●

BC stands for Before Crook: a time when strange words and actions just didn't happen...

In the turbulent, upsy-downsy world of console games, it's nice and comforting to see a company that can constantly give us treaty stuff. Comforting, in the way a large chair and a mug of something hot is nice after a walk in the cold. Comforting, in the way a young child smiles at you warmly when you give it a puppy... Sorry, where was I?

Core have managed to give us a pretty decent attempt with every CD game they release. That's where I was, and looking through my Dictionary of Common Reviewer's Terms (Collins Press 1993 edition), I find an almost endless stream of well-used and relevant phrases that I can use here. I

could throw in the old gem, "The poor old Mega CD hasn't had a great deal of quality software released for it", or, "The texture-mapped backgrounds look amazing and move very smoothly", but, my favourite has to be, "If you like prehistoric texture-mapped CD racing games, you'll love this". Such style, such unbelievable loveliness, such, such, such... oh, I don't know. That unexplainable quality which only comes from years of experience, sweating it out over the melting plastic of a Macintosh keyboard.

The game? Oh yes, it's very nice. Loads of tracks, three 'virtua' views, leagues, 32 different tracks. I suppose it's the best Mega CD racing game, and, okay, it deserves to be. To conclude, I'd like to dip

This is the strange blue level and my cart is just about to ride over a large slice of pizza - with anchovies and extra cheese.



once again into the Collins Dictionary of common reviewer's terms to give you this truffle, "Well, I can't think of anything else to write, so I'm off for another go!" Ahh, bliss.

SEGA POWER



Aahh, the caption fairy hasn't sprinkled its sparkly dust over my keyboard with this picture, has it?



This is 'really not very good' dinosaur. He's sort of crap, his nose is far too big and he hasn't a bottom jaw. I feel kind of sorry for him - in a bizarre kind of way.



Great. I've just been told I've got to review Barbie's Great Vacation thing. Wonderful...



BC Racers

- ▲ Caveman antics
- ▲ Chexcellent intro
- ▲ Stoney graphics
- ▲ Lots of good stuff
- ▼ Another racing game?

Graphics

8

Sound

7

Addiction

8

Lifespan

8

Power points

Release date Out now
Players 1-2 (no split screen)
Difficulty Easy
Tracks 32
Core (0332) 381511

Final verdict

"A jammy doughnut of a Mega CD game. Damn fine fun from those plucky CD wizards."

Dean

86 Percent

The **next level**
is here

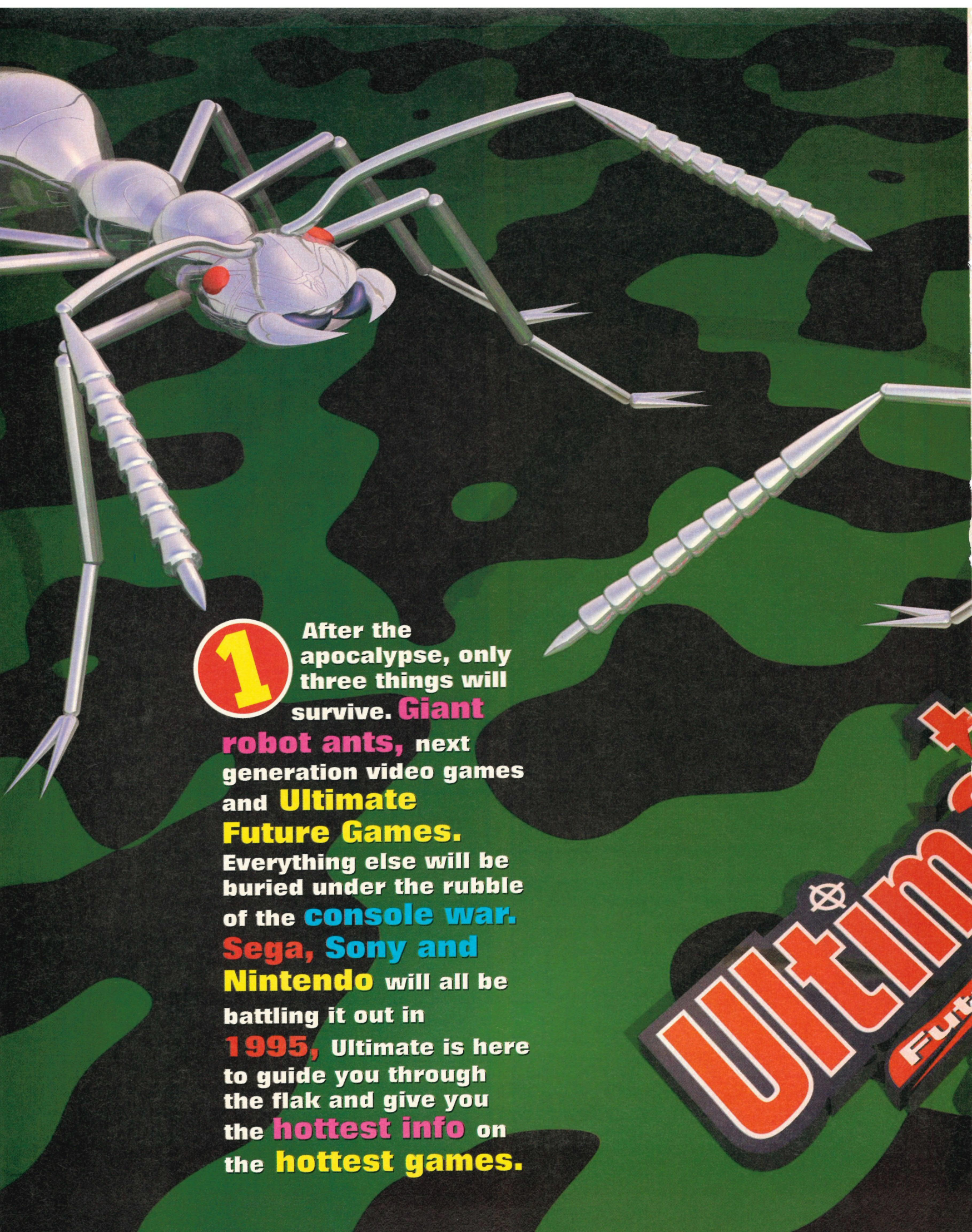
Saturn has landed



Edge gets to grips
with Sega's contender



Issue **seventeen** onsale 22 December
at selected newsagents



1

After the
apocalypse, only
three things will
survive. **Giant**

robot ants, next
generation video games
and **Ultimate**
Future Games.

Everything else will be
buried under the rubble
of the **console war.**

Sega, Sony and
Nintendo will all be
battling it out in

1995, Ultimate is here
to guide you through
the flak and give you
the **hottest info** on
the **hottest games.**

Ultimate
Future

2

In the fab Feb issue: **PlayStation** Ridge Racer, Virtua Fighter on the **Saturn**, 3DO Samurai Shodown, Dark Forces for the **PC**. Plus, **Nintendo's Virtual Boy, Saturn vs PlayStation** verdict, win a **32X!!!**

Ultimate
Future Games



3

And to top it all, a **brilliant free thing**. It's a high quality, larger than life **poster supplement** detailing all the best video game art! You'd be a snivelling insect to miss it!. **On sale January 12th.**

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Guest tipster of the month

You don't have to be mad to work here, but it helps. Oh yes – *how* it helps. Ah, my sickly, idiot man-children – here, tips, here...

They let me go, but they did nothing to stop the flow. Guess I don't sit on chairs as good as I used to. Are you having trouble with your games? I like games. I'm good at them, and I'm here to help. Never too busy. Missing you alreeeeeeadyyyyy... They'll miss me when I'm gone. But they'll never find me again. Comin' for ya...

Earthworm Jim 92

FIFA International ... 89

Jungle Book 90

Mortal Kombat 2 ... 90

Pirates of Dark Water 90

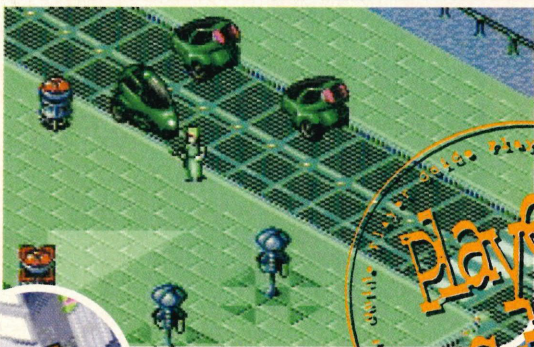
Revenge of the Ninja 90

Power

Tips over the edge...

TIPS

Syndicate
The Sega Power guide to the fine art of persuasion. With big guns and stuff.



Earthworm Jim

Part two of the final solution to the best platty game ever.



Secret of Monkey Island 89, 88

Super Streetfighter Turbo 89

Syndicate 92

Trouble Shooter 88

Virtua Racing 90

Players Guide



SIT DOWN... and enjoy your meal. Just like my mother made. I won't be here long, just till the sirens stop... Don't you like me? Be my friend. I like you - do you want to dance with Seesaw? I'll give you a new red dress and stay away from that phone!... Are you my friends? I want to help you... Write some tips? I can do that, I can be your friend. I only want to help, like mother used to say... You don't think I'm a nutter, do you?

Sonic 3

Mega Drive



Become super Sonic. I'm mad, I am.



Do you happen to have a level select for *Trouble Shooter 2* on the Mega Drive? (It's an American import.)

John Allen, Droitwich

I HATE AMERICANS! All guns and no respect... Tried to steal my wallet, my picture of mother. They laughed at her, my dear sweet mummy... Seesaw, knocked to the floor; Seesaw, won't hear you no more...

What was that?...

Must have been the wind. Harlots - he, he! No, mother, I'm clean - I haven't been playing with dirt. Is this the cheat you want, John? (Thought I'd forgotten you, didn't you? But I remember you all, and your addresses.) Go to the option screen and select BGM. Now play 'Silence' four times, 'Nothing13' three times and then press Start. You'll now be able to choose your level.

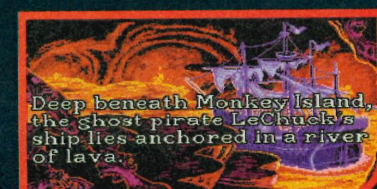
On the ship

Captain's Log .Draw in captain's cabin
Ink Pot .Desk in captain's cabin
Cereal .In the galley
Cabinet Key .In the cereal box in the galley
Recipe Book .In the cabinet
Cinnamon Stick .In the cabinet
Jolly Roger .Crow's nest
Fine Wine .Chest in cargo hold
Gunpowder .Cargo hold
Rope .Cargo hold
Small Pot .In the kitchen

On Monkey Island

Rope .Fort
Rope .Pond
Memos .All around island
Spyglass .Fort
Gunpowder .Fort
Key .Toothrot has it
Bananas .Hanging from a tree on the beach
Skull .In the locked cage in the village
Statue .In front of the Monkey Head
Head of the Navigator .Native's village
Ghost ship .In the catacombs under the monkey
Feather .In the room with the chickens
Bottle of Grog .In the pirate's quarters
Small Key .Captain's quarters
Grease .Under locked hatch
Tools .Behind the squeaky door
Voodoo Root .In the glowing crate

SEGA
POWER



Okay, have it your way then. You'll be sorry.

Power & Q & A

The Secret of Monkey Island

Mega CD

Do you think you can help me? Can you tell me where to find all the objects in *The Secret of Monkey Island* on the Mega CD? I know it's a lot to ask, but I'd be really grateful to you if you could.

Frank Young, Arbroath

Of course I can help you, Frankie. Do you need to sleep? Rock a bye baby on the treetop... No, mummy, don't lock the cupboard. Frankie needs me, he wants to find things and pieces of string. I won't let him dig in the cellar, though. Oh no. I have a list here, the man with the beard gave it to

Trouble Shooter 2

Mega Drive



I'm just a sad and lonely old psycho with no friends to speak of. Be my friend, please.

Is there a way of becoming Super Sonic in *Sonic 3* without going through the level design screen? My friend says there is, but he won't tell me how to do it. Is he telling the truth?

Ian Droonson, Romford

If you don't tell the truth, you'll crisp in the fire of damnation... Crackle, spsss. Daddy lied. The kitchen was filled with heavy smoke... Fat bubbled from the oven for three days. Liar, liar, your pants are on fire...

To become Super Sonic, enter the level select cheat, then go to the secret sound test. Play the sounds 02, 04, 05, 06. Now start the game, collect 50 rings (with or without the fingers still in 'em) and do a double jump. You'll now be Super Sonic.



I can see you! Don't run away, I've got something to show you. SIT DOWN, AN-DY PAN-DY! He, he! Scared of the cellar? Come, sit on my knee! Would you like a sweet? Aye, aye, captain... Eat up, and daddy will read you a story. You'd like that, wouldn't you?

Super Streetfighter Turbo

Arcade

Hello, little missie. What do you mean, I can't do tips for an arcade machine? I can do anything I want... Are you Dr Ingles? I don't see any bars on the window... Little Bo Peep has lost her feet

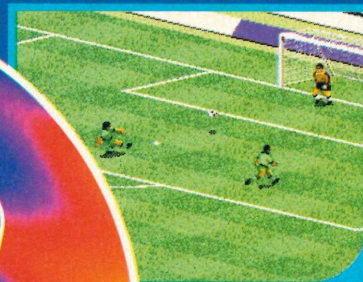


Speed Three with the Fierce button while your cursor is over Ryu. Once you've pressed the Fierce button, wait two seconds, then move the cursor to T Hawk. Wait another two seconds, then move the cursor over Guile and wait another two seconds. Now move to Cammy via Dhalsim and wait another two seconds. Next move directly

Millwall... Let's have a kick around, the boy said... He was strangled in the netting... And the king said 'well done'. Then I heard a voice that said, "to get a level select on the Lion King, press Right, A, A, B and Start." I don't believe in the monarchy any more...

FIFA International

Mega CD



I look a bit scary too, just like that spooky Ryan Giggs bloke.

Why wouldn't they let me play? I went to Italy, I shouted 'England', but they wouldn't let me play... I hid in the showers for hours before the match – just me and that groundsman...

He said I wasn't one of the England team, but he had a big fleshy grin when I sang Land of Hope and Glory... The boys in blue took me away. But I didn't do anything wrong...

If you go to the option screen on *FIFA International* on the Mega CD and bash in the following, you should beat your opponents every time.

For super offence:

A, A, A, A, A, B and C

For super defence:

B, B, B, B, B, C and B

For super power:

B, A, B, B, B, B, B, B, B and B.

For a dream goalie:

A, A, A, A, A, B, B, B, B, B and B

For a dream team:

A, A, B, B, C, C, A and A

Invisible walls:

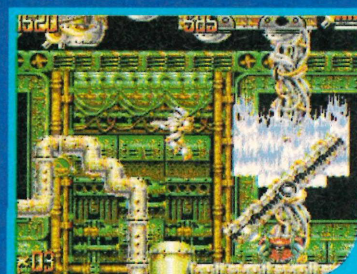
C, C, C, B, A, A, A and B

For a crazy ball:

C, A, B, C, C, B, A and C

Mega Turrican

Mega Drive



The voices in my head are calling to me and telling me this caption box is too long and this joke's wearing a bit thin.

I can hear the sirens – woo, woo, woo, woo. They want me to go home and help Dr Ingles.

STOP SNIFFING, little missie! And I haven't finished helping you yet. Do you want to go for Double Jeopardy where the points can really change?

I've helped you all, more than you know. I can even help you cheat death. Here's how...

On *Mega Turrican*, at any stage of the game, press Start to pause the action. Then press A, A, A, B, B, A, A and A. Now when you unpause the game, you'll be invincible.

Or if you want to skip a stage, press Start to pause the action, then press Right, Left, Down, Right, B and Start. You'll now see the Stage Clear screen – when the action restarts, you'll be on the next stage.

The Secret of Monkey Island

Mega CD (US Codes)

CLOTHES ARE THE EMBODIMENT OF EVIL... I've already given you the locations of all the secret objects for this game, but just in case you need some more help, here are the passwords to *The Secret of Monkey Island*...

Part One: The three trials

- | | |
|------|----------------------------|
| 3273 | Thievery completed |
| 3373 | Sword Master beaten |
| 3773 | Treasure hunting completed |
| 3777 | Ship and crew |

Part Two: The Voyage (6000)

- | | |
|------|---------------------------|
| 2323 | All ingredients collected |
|------|---------------------------|

Part Three: Under Monkey Island

- | | |
|------|--|
| 7981 | Damn destroyed and both pieces of rope |
| 1436 | Boat |
| 1794 | Object of religious significance |
| 8742 | Monkey-head key |
| 4318 | Navigator's head |
| 7371 | Ghost ship |
| 7377 | Antiroot |
| 9898 | Last Part |

Power TIPS Cheats & Hints

and doesn't know where to find them... I only want to help... I can do this tip, can't I?

Want to play as Akuma? First set the machine Free Speed Select. Select

to Ken, then to Ryu and wait a further two seconds. Now press all three punch buttons and the start button simultaneously. Now when you start you'll be playing as Akuma.



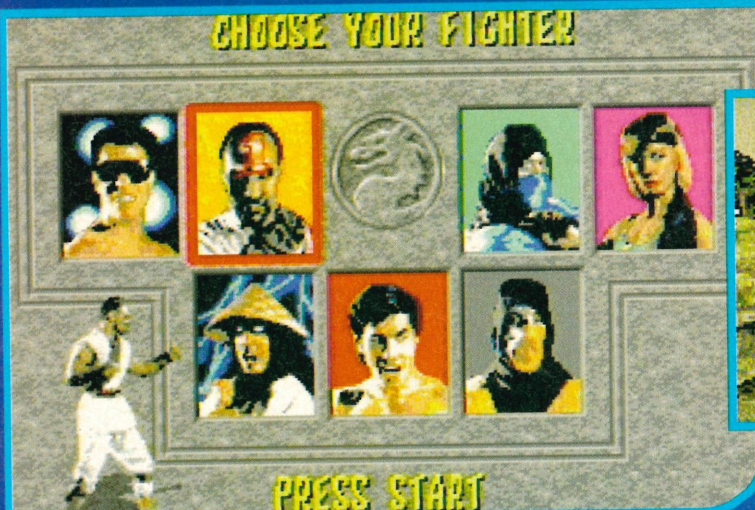
Lion King

Mega Drive

I went to see our king recently. He lives in Putney and his house is full of skulls... hoist the crossbones, me hearties... Pretty skulls... all white and shiny and lots and lots of candles. And bars of soap. The king gave me a cup of Ribena and told me to give myself to him. But I support

I'd just like to say that it was me who taught the lion king everything he knows. I'm mad, I am.

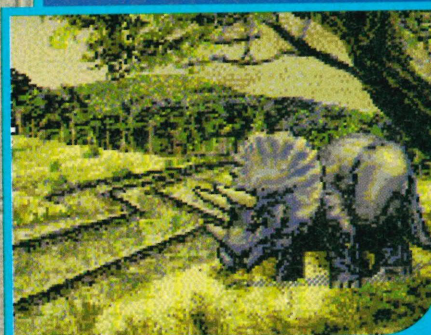
CHOOSE YOUR FIGHTER



To be this mad takes ages. To be this good takes Sega. To be this crap takes Stephen Seagal. To be a bird takes a seagull. There is sanity in this madness.

Jurassic Park

Mega CD



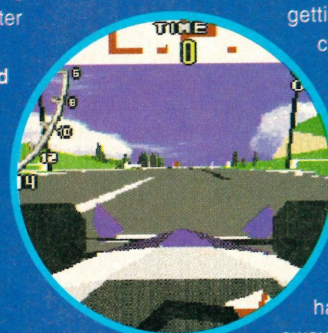
I've not fooled anyone, have I? I am in fact completely sane and have only pretended to be mad in order to fill these wordy boxes.

What's that ringing? You hear it, don't you? It's the phone. No, don't answer it. It might be the police, or God, or even mum calling from beneath the sod. Extinct like the dinosaurs...

To get a level select for *Jurassic Park* on the Mega CD collect the blue keycard and one egg. Then go to the Visitor's Centre and use your keycard to open the door to the right of the control room. Place the egg in the incubator, then go back to the control room and save your game. Now walk out of the control room and press and hold the Start button on joy pad 2 until the level select appears.

Virtua Racing

Mega Drive



The sirens, they're getting much closer now. I don't think I can help you for much longer. One more tip, then I'm afraid I'll have to go away. Mummy wouldn't want me to get into trouble with the police – not again.

On *Virtua Racing* on the Mega Drive press A, B and C during any race and you'll see the result screen. Now select the Two-player Vs Mode option and you can race against the times shown.

'Open up, Si Coe, this is the police. We know you're in there. Dr Ingles is worried about you. She says your delusions are getting worse. Oh, and by the way, have you seen your mother?...' **SEGA POWER**

Revenge of the Ninja

Mega CD

Have you finished your lunch, mes enfants? You have to eat everything – it'll put hairs on your chest.

To view all the in-game, death and end-sequence scenes in *Revenge of the Ninja* on the Mega CD, press Right, Left, Up, Down, Right, Left and Up. A new option will now appear beneath the other two. Access this, then settle back and enjoy the show – but don't turn the light off, you never know what might snake its way out of your popcorn.

Mortal Kombat 2

Mega Drive

This game is crap! All those silly friendship moves. You can't get friends by SHUT THAT DOOR, AND SIT DOWN! I WON'T WARN YOU AGAIN! threatening them. Ask my mates here at *Sega Power*, they'll tell you. But I'm in a good mood, so I'll give you the cheat anyway.

Go to the Option screen and press Start. Then go down to 'Done' and press Left, Down, Left, Right, Down, Right, Left, Left, Right and Right. A new Test modes option will now appear. Access this and you'll have all sorts of cheats including a level select, one-hit deaths and infinite energy.



That's my pet dog, Syndrome. Hai!

The Jungle Book

Mega Drive

I went to a jungle once. In the Amazon. I bought a machete from a native. I wanted to cut through the vines and wines and the mining swine... I saw Sting sing. About Rainforests and things. At Earl's Court. I caught the tube, but she screamed at my machete. I couldn't hear the chief or Sting (he sings). In the jungle it rained. And when the rain stopped, I found these cheats for the *Jungle Book*.

Start the game as normal, press Start to pause it, then press one of the following combinations...

Up, Up, Down, Left, Right, Left, Right, B and A Resets timer, health meter and weapons

A, C, A, C, A, C, A, C, B, B, B and B Takes you to final boss: Shere Khan

A, B, B, A, A, B, B and A

Gives you just ten seconds to complete the level you're on

B, A, Left, Up and Up (BALUU)

Takes you to Baloo's level

C, A, A, B, C, A and A

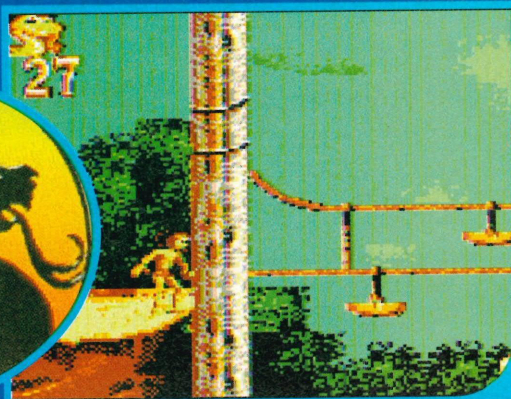
Takes you to Ka's level

Left, A, Right, Down, B, A, Left, Left, C, Right, Up and Down

All the characters appear upside down

A, B, B, A, C, A, B and B

Changes the colour of the screen



Just like Mowgli, I too often swing in the nude from trees while screaming a lot. Wah!

Action Replay

Mega Drive

Mortal Kombat 2

- FFAAB F000X** Level select (Replace X with 0-F)
- FFAAC 1000X** Background select (Replace X with 0-9)
- FFAB3 D0001** Always round 1
- FFAB9 60099** Infinite time
- FFB62 30078** Infinite energy for player 1
- FFB71 30078** Infinite energy for player 2
- FFEEA 400XX** Number of wins in a row for player 1 (Replace XX with 00-99)
- FFEEA 600XX** Number of wins in a row for player 2 (Replace XX with 00-99)
- FFEEA 90000** Player 1 needs infinite number of rounds to win
- FFEEA B0000** Player 2 needs infinite number of rounds to win
- FFF45 600XX** Number of credits (Replace XX with 00-99)
- FFF45 70015** Infinite credits
- FFF9D 00001** Six-button mode for player 1
- FFF9D 10001** Six-button mode for player 2
- FFFA1 0000X** Difficulty select (Replace X with 0-4)



For God's sake. Just when I thought I'd finished. Did you know... captions are the root of all madness. And I should know.

Game Genie

Pirates of Dark Water

- ACET B65Y & AC6A K686** Infinite food on pick-up
- P57T AA2J** Can't be damaged by any of your enemies
- ACEA B66C** Infinite stone elixirs on pick-up

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Syndicate

General Tips *It's top shoot-ah action with da boys from Syndicate... listen and learn, like little boys in an assembly, as we reveal all...*



1 Keep your eye on the radar at the bottom of the screen – it's an invaluable tool when you're looking for enemies or invading buildings. Try and also remember what colours represent what, because in the later levels you'll be spending a good deal of time underground, and you'll need to know what deserves a good kickin' and what, er, doesn't.



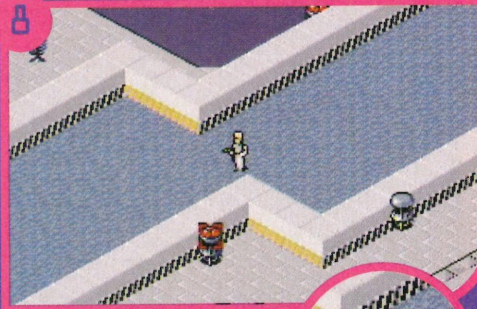
2 Get into the habit of sticking your cyborgs into 'group mode' and then all into 'panic mode' at the beginning of any level. Very often you're attacked pretty quickly, so it's a good idea to prepare your fighters.



3 Collect as much weaponry as you can from each mission, cos you can make cash from this later on. Don't forget that if one of your agents dies, you can still get all their weaponry. "Waste not want not" as my dog never said. I don't even have a dog. And if I did, it probably wouldn't talk. Much. Er...



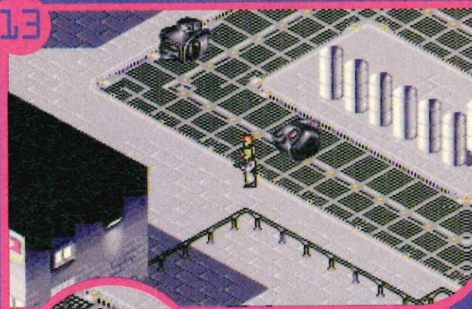
4 If you find expensive weaponry lying about, swap it for your cheap stuff. You only get money for weapons you've already researched, so unless you're submitting weapons for research purposes only, leave it. You should collect weapons in this priority: Gauss Gun, Lazer Gun, Time Bomb, Mini Gun, Energy Shields, Persuadertron, Any Others.



5 Leave your fighters in strategic positions around the levels, so that you can simply switch between them and let them do certain things on their own. It'll save on the time taken walking from one place to another.



6 When fighting an enemy, try to keep out of his arc of fire for as long as possible by walking towards him in a zig-zag motion. When you're close enough to shoot them, do so. Because you're closer, your shots will do more damage.



7 Make sure you know which agent is your lead agent. This makes it easier when you are going through doorways and getting into cars.



8 On levels where you have to get your cars through barriers, make sure that your cars are never in danger, because they've got to remain intact. If you're under fire, get out of the car, and as Dick Whittington would no doubt sing, "Run away".

Power

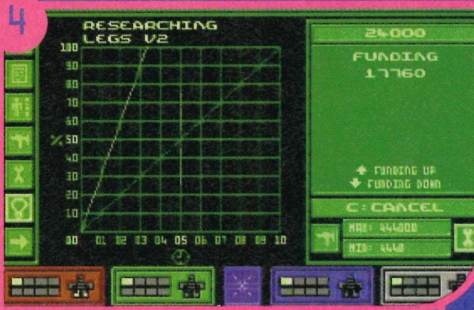
"Syndicate is as Syndicate does," said Alison once. And none of us understood her. But if she'd meant that whilst being a great game, it's also a bit on the hard side, it's just lucky for you that we decided to give you a few tips on how best to play it. Eh? EH? EH!?! So, for your tip-receiving pleasure, we introduce: Syndicate – the GENERAL TIPS.

3



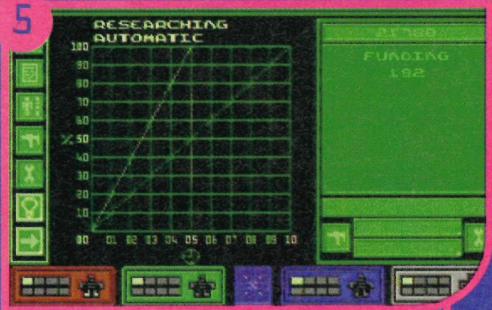
Unless you're what's technically known as "crap", you may find it's a good idea to take only a couple of cyborgs into the earlier levels. This'll give you more control, and enable you to build them up into extremely talented fighters quite easily.

4



Towards the beginning of the game, start researching legs, chests and brains. Try to give your cyborgs version 3 legs as soon as possible, but – hey! – make sure you've saved enough pennies, first, kids! If you find you don't have enough money, though, it's best to put what you have into the development of new and exciting weaponry!

5



If you own certain territories, but find you've spent slightly too much on real ale and gentlemen's evenings to get any new stuff, go for a walk around one of your countries collecting weaponry. While you're doing this, the place will also be getting taxed. Hurrah.

9



Always buy your weapons in the same order, so that you get used to how many times you have to press up and down to cycle through weapons to get to the one you want. Yeah, sounds like a bit of a weird tip, but it comes from the programmers themselves, okay...?

10



Try to draw your enemies into open areas before taking them out. If you are going to take them out, try dinner and dancing, remembering to allow them to choose what they want to eat. But if you want to kill them, then you shouldn't let them hide behind things. It's a waste of ammo. And time.

11



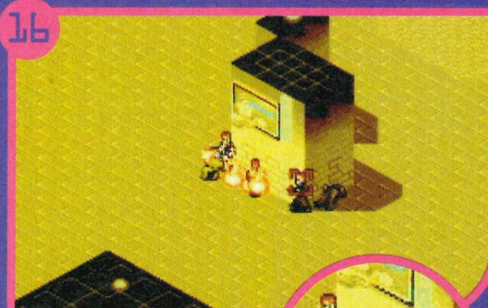
On the levels where enemies are playing with their gauss guns, try to make them shoot each other by standing in between them.

15



When fighting an enemy in possession of a weapon with a better range than your somewhat pea-shooter like antics, hide around a corner till they come, then laugh at their silly big faces as you show them your bullets.

16



Using one agent as a shield can be a good decoy, enabling him/her to collect a large number of enemies around him. While they're doing this, you can sneak up and play boyish pranks on them.

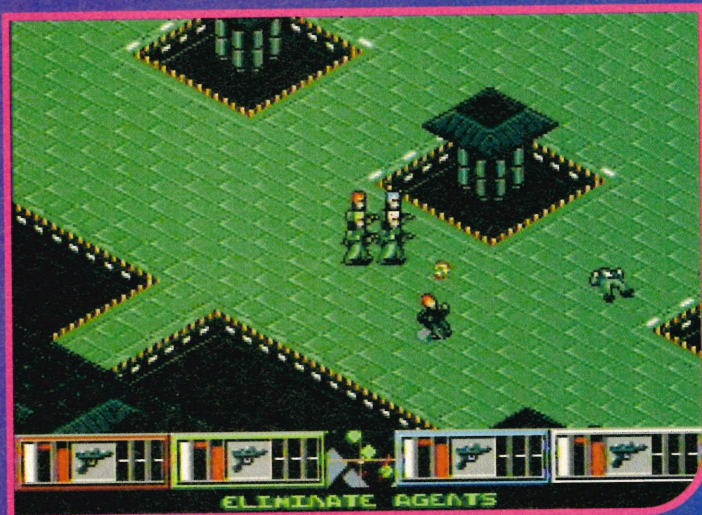
17



On missions where you need to cover the whole map in order to wipe out civilians or something, it's a good idea to leave agents at each corner of the map, then, when the next target appears, simply select the nearest agent.

General Level Guides

WESTERN EUROPE



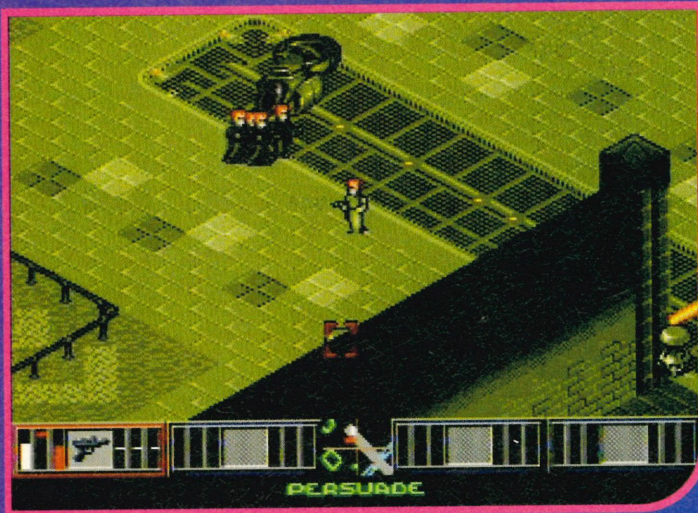
This level is probably easiest with a lone agent. The first enemy always arrives from the same place, so, as soon as you start, make your way to about two screens worth of movement down/left. You'll soon see the agent, who bears a striking resemblance to Arnie, as he approaches you, slaughtering the odd civilian on the way. Fire solitary shots at him until he starts to keel over (which shouldn't take more than two shots). Once you see him do this, be careful not to shoot again, because the time bomb that he's carrying will be activated. Quickly pick up all the stuff he had, and follow the radar signal to the next bloke. Once you're on the move, put away your gun, because there are a lot of police about. Oh, and should any cars go speeding by, fire at them to make them stop - this'll make it a little safer for your other agents, when they need to evacuate. The next agent usually appears towards the top of the city, and is always escorted by a droid. Shoot them both, select 'group mode', and evacuate.

SCANDINAVIA



If you're desperate to use all your agents on this level, a good idea is to strategically place them in different areas of the city. Take one agent and make your way to the main targets, which are situated on the top of a building towards the top-left of the map. As you get to them, get a gun out and shoot the two Enforcers. Then, leave their guns and persuade the targets to join you. Stop when you're near the left-over guns and let the newly persuaded people pick them up. Because the 'people' in *Syndicate* are always moving around, there's no set way of knowing where to go next. Just use your radar. You can use your strategically placed agents to get to targets quickly, providing each is equipped with a persuadertron. However, the last target you need to capture is always in the same place: the building at the very bottom-right of the city. Leaving an agent here is, in the long run, a time-saving strategy.

URALS



In *Sega Power's* considered opinion, this level is probably best with two agents. Make your way around the outside of the walled area, taking out all the Enforcers. The civilians who are running all over the place are a threat later on (they nick your cars, you see), so it'll do you no harm to wipe them out. Set one of your agents to 'guard', and leave him by one of the cars. With the other agent, move the car up to just in front of the barrier. Now, if you're a cowardly player, you can spend a while standing next to the wall, picking off enemies as they stupidly walk past. If you're a bit harder than that, drive the car through the barrier, knocking over as many enemies as possible and get out quickly. Then, find the scientist, persuade him and get him a gun. There's a Flamer in the building towards the top-left of the city, so, er, get it. If you're not confident you can protect him, take him to the car and drive to the other side of the wall. Then select your other agent and send him in to collect the scientist's papers. And that's that.

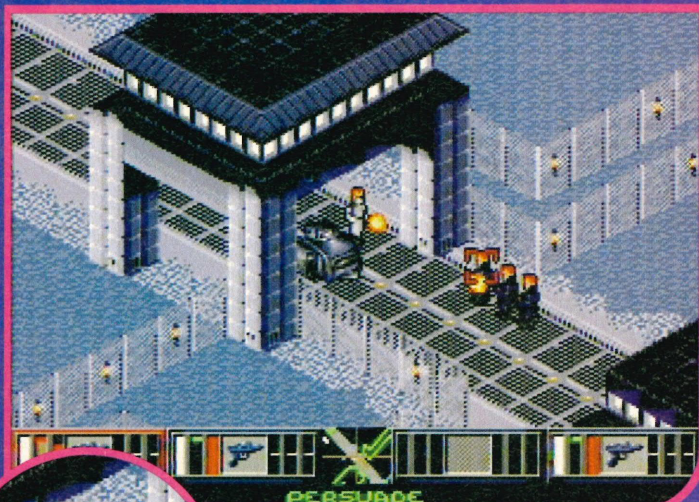
SIBERIA



This one's just a simple case of find and persuade. It's a good idea to find the first target quickly as he soon walks into an area rich in enemy cyborgs. There's about 20 of 'em, but if you feel the need to do so, they don't take much to kill. Just walk up behind them and let rip with a Flamer or another powerful weapon. There aren't that many police droid things about, but watch out for the Enforcers. Two agents should suffice on this level.

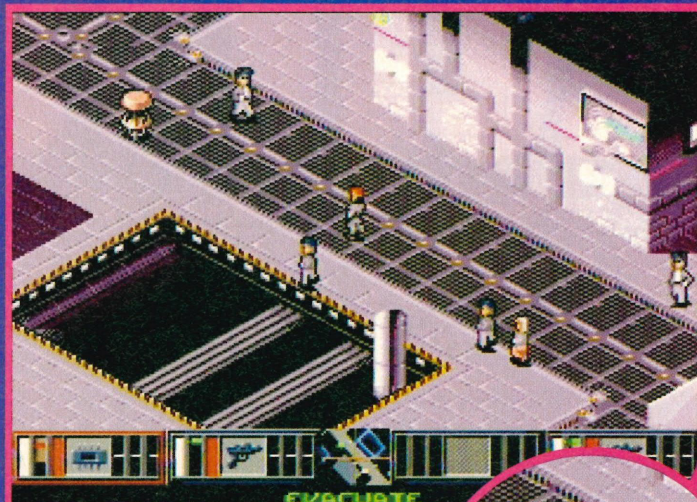
"I AM IRON MAN," shouted the teenage girl whose nose knew no bounds. Or so the story goes. And in the same way, but a little bit different, we show you how to get through the first few levels of **Syndicate**...

CENTRAL EUROPE



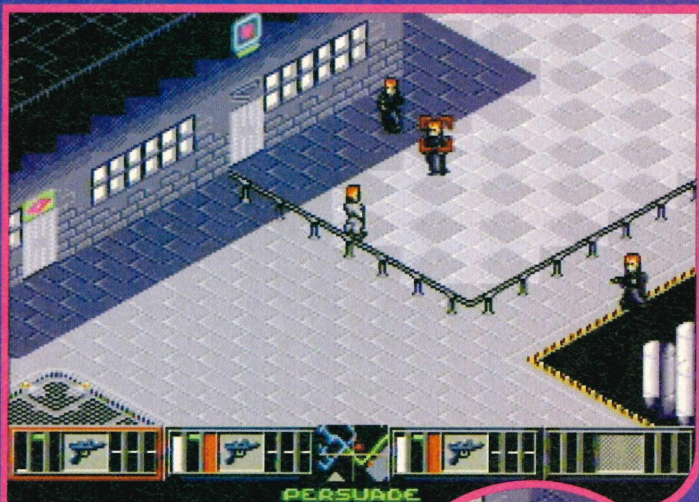
Move the car to just in front of the barrier, and wait about ten seconds. Then, three enemy agents will move towards you. Now, you can either opt for the rather dull option of getting out of the car and shooting them a couple of times, or you could go for some top car-related death fun, by knocking them over. The second option, no matter how much fun, is a bit more risky, though. Once they're out of the way, just locate the target (he's usually around the top-left area), persuade him, then (more top fun) shoot the civilians. It's best to work out a system for this bit, like working your way from left to right or something. Hey! It's up to you, you crazy funsters!

EASTERN EUROPE



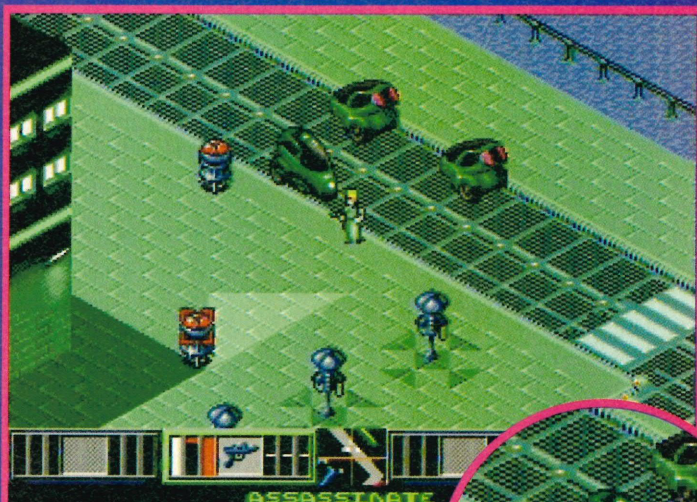
Another level that's best with a single agent, this. Although it may seem absurdly unfair at first, due to the fact that one minute you're happily blasting innocents and the next it's 'mission failed', once you know what you're doing, it's surprisingly easy. Simply follow the radar for a bit, until you see a blonde woman pegging it past you. She's the one you've got to get. Chase after her, using a car to catch up if necessary, and persuade her as fast as possible. If she makes it to the top of the screen, it's game over. Then, just take a little walk over to the evacuation point and you're away.

KAZAKHSTAN



Bless you. Before you start doing anything on this level, make sure you've got a powerful weapon, because as soon as you begin, you'll be under serious attack from the enemy. So make sure you have a Flamer or two. If you're playing with more than one agent, position them in strategic positions and set them to 'panic mode'. The Flamer, like I said, is probably the best weapon to use in a situation like this, because they combine reasonably long range firepower with the advantage that it only takes one hit to kill an enemy. Smart.

MONGOLIA



Isn't this a lovely game? Persuade someone to tell you where his mates are hiding and then kill them. It's like something out of *Mills and Boon*. The first thing to do on this level is stay where you are for a bit. There's usually quite a few enemy agents nearby and they'll soon be coming after you. Hide round the corner of the first building and take them out as and when they appear. After you've done that, follow your radar to the first target, and persuade him. Make sure you don't flash your gun about too much, because of the sheer amount of police present. Then just assassinate who you have to and be on your merry way.

Earthwo

Iechy Da boyos, Tom Jones here! I'm touring the country at the moment giving it to all you ladies out there, er, my songs that is. Anyway, here are some tips for you to get your teeth into.

Level 5



First problem on this level are these tedious bags of maggots. After shooting them, get ready to jump out of the way to avoid the crawly bits.



Make your way right, to these pylons. Watch out for the electric sparks and jump when the electricity flies up.



Whip the hook and you'll fly right onto these, well, large balls. Keep jumping up and right straightaway or you'll get fried.



You'll find a switch at the top, hit it and then head back right to here. You'll now find that the elevator's moving, taking you up to Tom Jones' house.

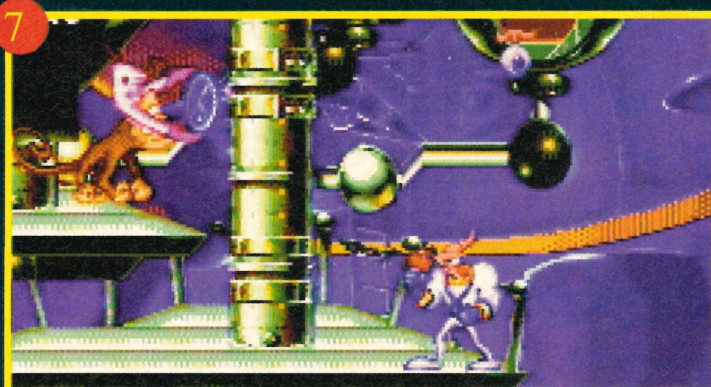


What's new Pussycat? There's some more ball and hook action to be negotiated here before carrying on to higher levels.

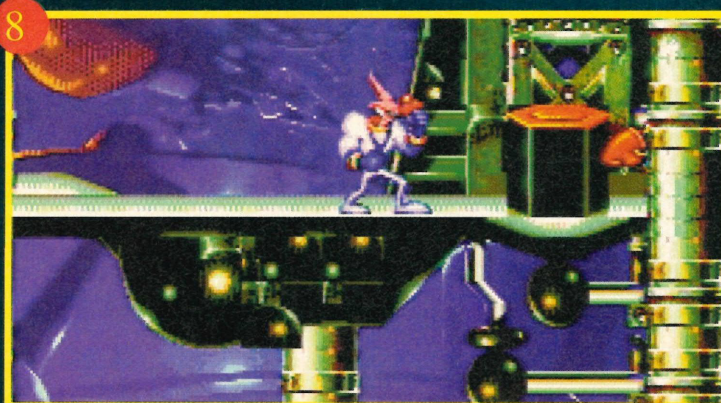


Up at the top is a continue. Head right and you'll be confronted by a throng of crotches which pin you down. Shoot the missiles before they ruin your day.

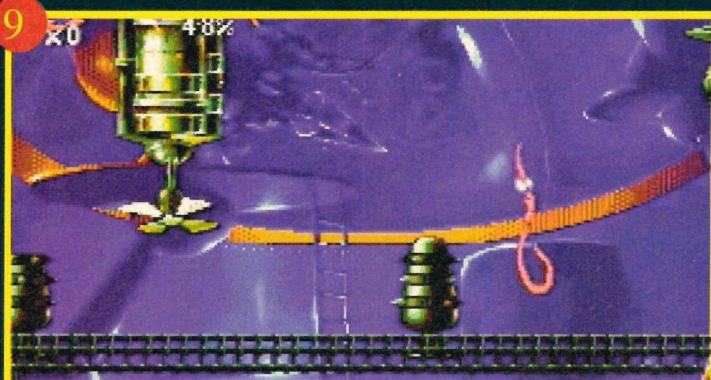
rm Jim



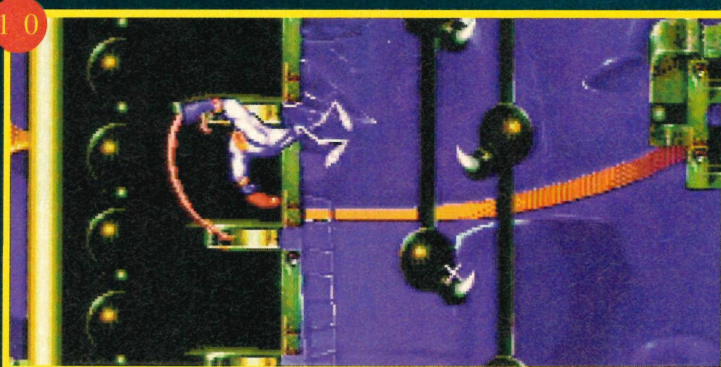
Once you've got past the cage, you'll be confronted by this monkey. I know a lovely girl who adores monkeys. Shoot this one though, it's just a pain in the arse, and it just left a bummy smell on the floor.



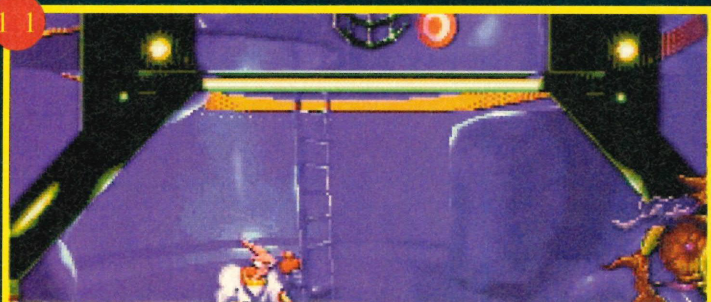
In my latest concert, I've employed some 'ravers'. They contort their bodies into all sorts of shapes while dancing, but you can't beat my style... still got it, even if I am 70. Oh, step on this teleport pad to continue.



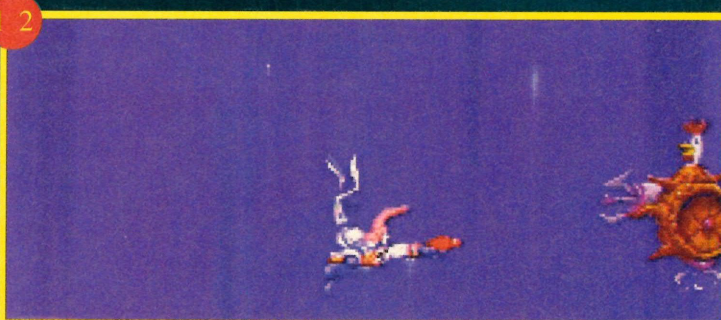
Fans? I've got millions of them. You want to know something else? 97% of them are women. This level's got only a couple of fans, so just keep jumping right to find yourself a body to get into. I can relate to that.



...It's not unusual to be loved by anyone, da da da da da, it's not unusual to see me cry... Oh the tips, yeah sorry about that, getting on a bit, you see. If you are low on lives, head back left here and whip your way to the top. To get past the fans, tap left on the pad to walk past them. i.e. DON'T RUN.



Hello, Colonel Sanders here. Why do you young folk insist on stuffing your faces with those unhealthy burgers? Eat chicken, and you could end up as hard as my protege here, Chick Norris. Go on Chick, peck his head off or something. Oh, who left that lever there? Now you can whip missiles on his head as he walks past the basket.

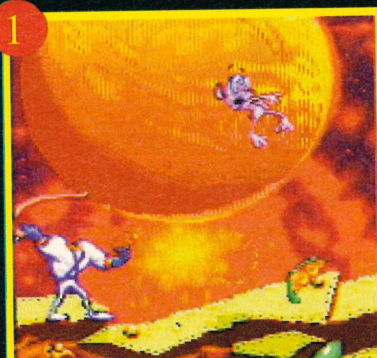


With the aid of a collapsed platform, you too can fall earthwards. Hey, you're going to get squished anyway, so take that crusty old chicken out as you go. Keep looping it and firing at its barrel chest and you should come out smiling. Now, that's just super.

Earthworm Jim

Level 6

I love puppies, don't you? Soft, cuddly, sensuous to the touch, just a joyful bundle of fur to run your fingers through again and again. If it gets wet, of course, you'll have to get your brolly out as you must give it good exercise every day. Now where's that number I found in the phone box for the petting zoo?



To make your puppy jump, you're going to have to whip it. They appear mid-way through the level if you whip the puppy more than 50 times.



Yeah like whoa, here's some pretentious tippin' straight from the pages of Keen Machine. Here's a see-saw. See-saw Marjorie Daw, aren't we funny, kids? You can jump up and down on it, but the relevant point is to walk the puppy to the end and then whip him over the gap.



Sledge retro review. *Asteroids* surely must have been one of the great milestones in the computer gaming industry. (Smug cough). If it wasn't for this game, we would not have seen the effects of inertia in games that we do now, or asteroids for that matter including the ones here, we'll have you know. Just shoot diagonally up, whipping the puppy when you need to, and you'll do just fine.



This point is illustrated further on in this level when these flying saucers appear. At random (or so it seemed, but they were actually programmed to appear every 23.6 seconds), the saucer would come onto the screen, the poor computer chip knocking out a few pathetic beeps. A far cry from the 8 channel CD quality we've all grown accustomed to. Oh yes, you shoot them as well.



Ever heard of the expression 'He was just like a coiled spring'. No? How about 'a bird in the hand is better than a glass house with no windows'? The trick with these large platforms is to jump on them before the puppy gets to them. That way, you can jump off them if need be, sending the puppy skyward.

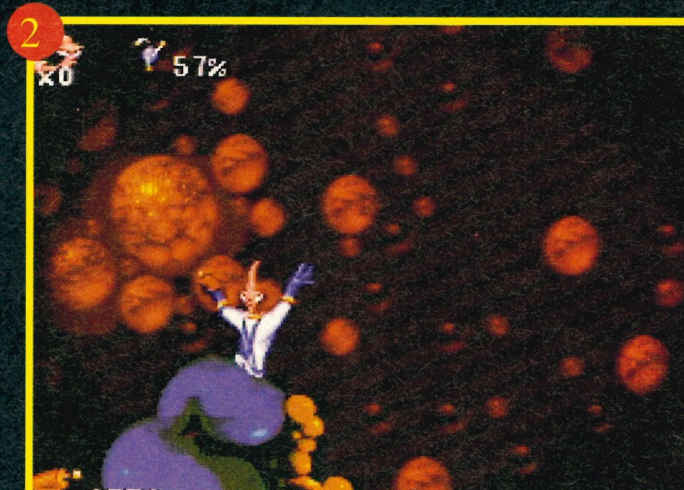


This is the end of the level, where you're faced with a choice of how to continue. You can let the puppy walk into his house here, or whip him over it to have a go at the harder level. This levels not just hard, it's ridiculous. Imagine opening the door and finding five Jehovahs Witnesses. Would you close the door or invite them in? That's the sort of decision you have. If you decide to try it, there are three extra lives up for grabs.

Level 7



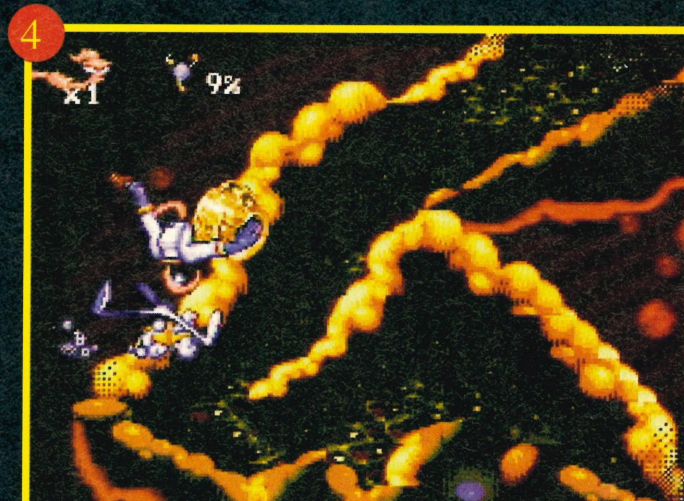
You wouldn't believe the number of times that I played through this level, even if it has got anything to do with a level select cheat that I won't give you. Jump up and right to here to get some weapon recharges.



Make your way up through the digestive tracts of Bernard Mannings' bottom until you get up to here. Now jump left to drop halfway back down the level, near the colon, probably.



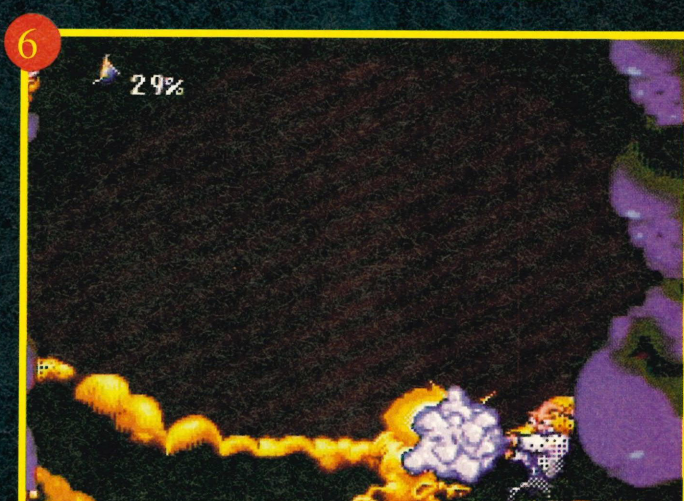
Go right and jump up twice here to find a free life. If you've ever heard of the phrase 'he was dumping planets', you can see why on this level.



Go up the next set of ledges and through the pipes. Go across the ropes and jump across the hooks. Stand by here, so that when the planet, boulder, arse-knocker comes down, you can run right past it.



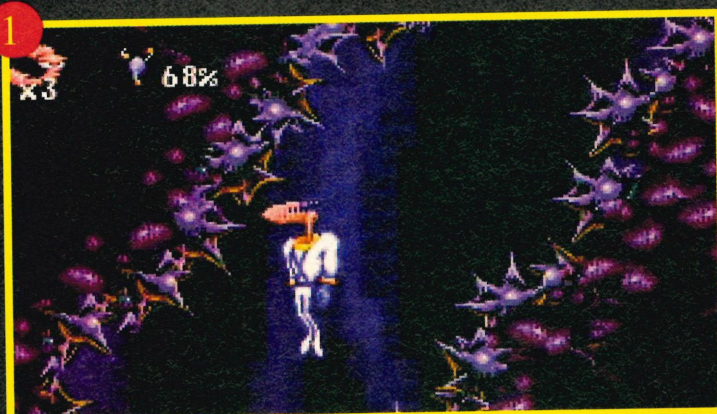
Blah, blah, blah, jump over the next set of ledges, go up and jump right over the spikes via the hook, ho-hum, run and jump up over this nasty looking thing etc. Jump here to give yourself some breathing space.



When you make it to the top, or is it the bottom of the level, you've got to face this little virus. Stand at the far right or left of the level and constantly shoot the git. Once it's within an inch of you, it will start to ooze, so jump over it, run to the other end of the screen and shoot it again.

Earthworm Jim

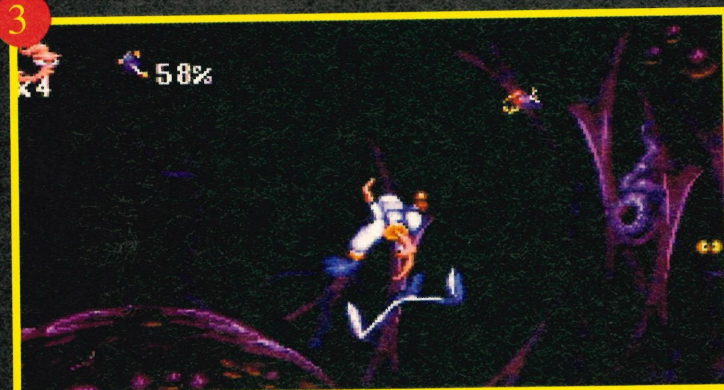
Level 8



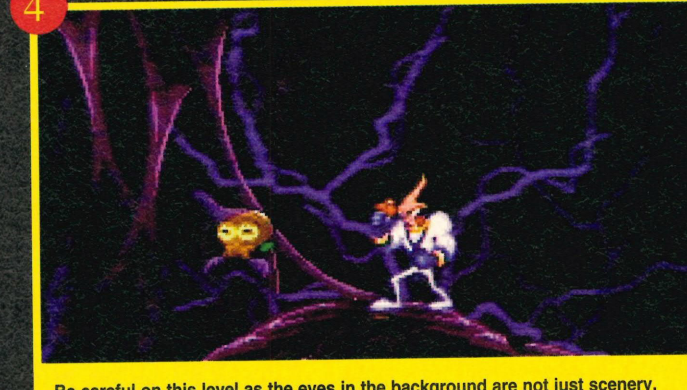
Huh huh, like this is a cool planet, Beavis. It's like, named after me, huh huh yeah. Shut up, you buttknocker, like huh tell the people what they've got to do. Okay, just spin down and keep heading left all the way down to pick up two lives.



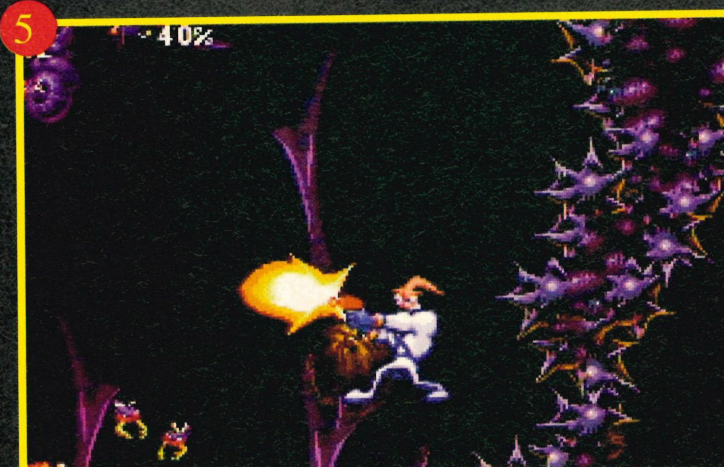
These towers will appear throughout this level, so you should take the time to learn the technique for whipping the hooks, then turning in mid-air and whipping again.



Now you've got to tangle with these hives which belt out monsters at a tremendous rate. Shoot the hives until they collapse and then wipe out all of the insects.



Be careful on this level as the eyes in the background are not just scenery. (See *Mortal Kombat* or *Archer Macleans Pool*, Anorak fans). In fact, they belong to a teeth monster who is more than happy to cut you in half. Use your whip at a distance to clip 'em round the earhole.



When you get to the second hook tower, jump up onto these two pads and shoot the two hives. Once all of the monsters are cleared, jump left to get an energy recharge.



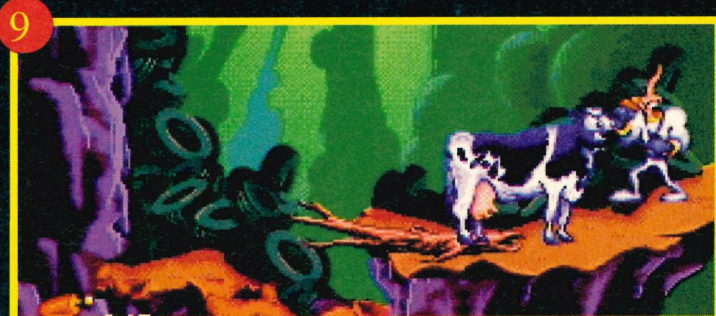
Head right and climb up the hook tower, by the way. On no account should long things, whether spiky or not, be found in bottom areas. Use the whip here to jump left for a continue.



Jump up on the pods, timing your jumps past the teeth monsters. **HEALTH WARNING No. 2:** Don't ever, I mean *ever* jump on a man's pods, as you're likely to crush his peas. Drop down, and make a special effort to whip this hook and head right...



Go right, picking up the weapon stuff as you go. Drop down to be faced by an oversized monster thing. Shoot up at its tip while jumping right along the pads. Try to kill it quickly, as the pads get replaced by spikes if you take too long.



The final demon is some cook effort or another sitting at the base of an anus-thing, stirring its bits with a greasy spoon. You're not likely to see Danny Baker at this point with a doorstep challenge, so you'd better shoot it. Stay on the green platform and shoot the monster whenever you're directly above, below or to the left or right of it. Eventually it will give in and you can go home for a shower.

Next month in your reliably squid-shaped issue of Sega Power we will be giving you the hottest (tsssst!) playing guides to them games what is Doom and Star Wars Arcade on that there 32X. Ace! I seem to have lost my grammar...

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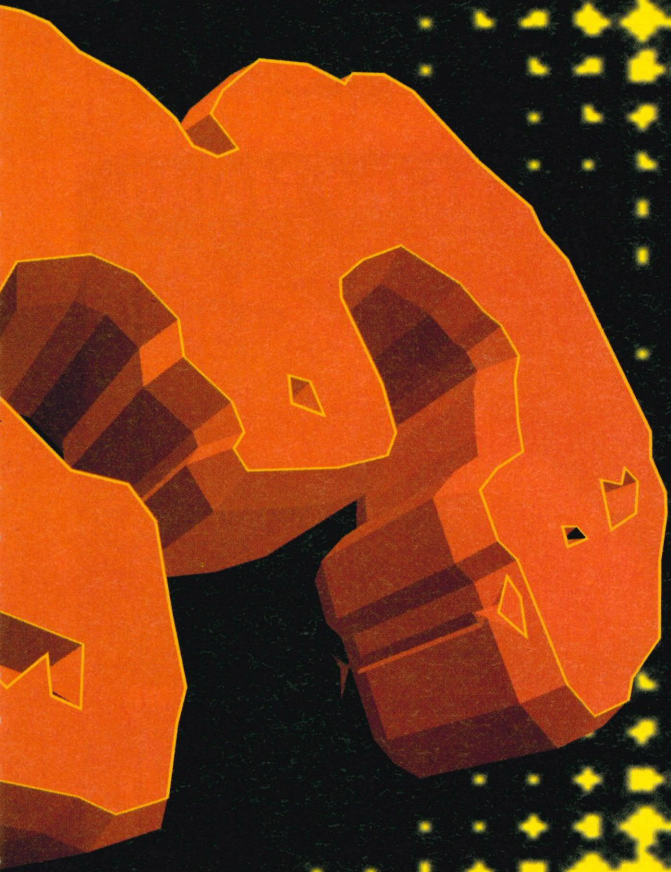
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"Three o'clock in misty morn/and nothing is to stir/dreamy head of glitter gifts/and kittens wrapped in fur/robin's chirp in birdy tongue/nice it does to feel so young/then monster mutant Homepride Fred/slowly slips into your bed..." At Christmas, NO-ONE can hear you scream... Retreat from The Agony Grannies to the Most Wanted cradle, and chew on our mincer's pie...

Useless Product of the Month

Oi, girls! Not feeling horny enough when you deal with the linen of your loved ones? "Let our smooth guy brighten up your day as you slave away with a hot iron". Yeeees! Sex and ironing together at last! Smooth your Morphy Richards Ultra-Glide over the slick pecs of our gorgeous model Barry and *feeeee!* the difference. Steamy! Dreamy! Creamy! Aruwimil! (Zairese river that. Rhyming Dictionary equals good...). Smooth Guy is £5.95 and available from any good crapologue.



Pen Pal of the Month

This charming plea was located in December's issue of Cross Stitch Collection which somehow keeps getting sent to our offices. We've kept "Jan's" address (with postcode) just in case any of you lot share her interests in... ah, just read the bleedin' letter, gibbon-children. Different strokes for different chimps and that...

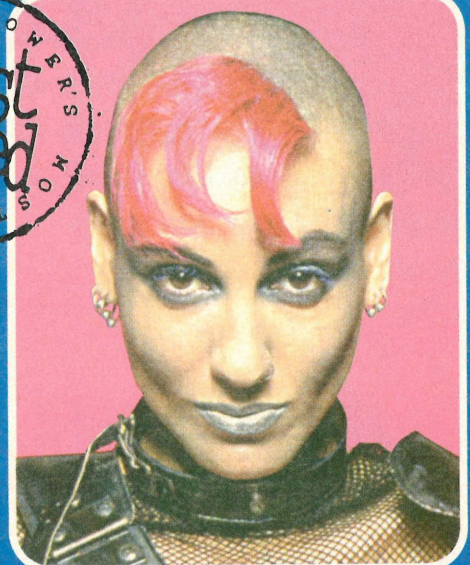
I am a 28-year-old, married housewife who is into embroidery and sewing. I am looking for pen pals who could help me learn other crafts like needlepoint, lacemaking or quilting by post. I can't have children, but I do have eight cats and two dogs to keep me busy. My other interests are American Indians and dragons, fairies and computer games.

Jan [redacted]
[redacted]
[redacted]

Taken from the fabulously informative and visual feast that was the Cyberpunk fashion feature in The Sun.

Haircut of the month

THE 'WHY THE HELL DID THEY RELEASE THAT?' OF THE MONTH
Clay Fighters (md).
Crap Fighters more, um, like...



The Free Things We'd Like to Give Away

1. A roll of David Mellor wallpaper.
2. An attractive (and practical) hostess trolley.
3. An arse lampshade. (Sooorry).
4. A home fox-hunting kit.
5. A fire extinguisher, just in case the newsagent you buy your copy of *Sega Power* from accidentally catches fire. You never know, the owner may be so grateful for your help that he may give you some free tuck (bangers, mash, lollipops and such like).
6. One of those fake comedy dog poos.
7. 'Hi!', a chocolate bar with some ever-amusing Helium filling.
8. A 'Kenneth Branagh's Mary Shelley's Robert De Niro's Frankenstein' neck-brace (add saliva and a double-image hologram of God on crutches appears – tilt your head slightly and he waves. Ace!)
9. A handy 'Mean Machines' urinal cake.
10. A Brutal: Paws of Fury fridge magnet.



Top ten rubbish cereal packet celebrities

1. Charlie Chex (Weetabix's 'Chex').

Brekphrase: "They're chexcellent!"

What the cartoonist wanted him to say: "Hey, kids! Jam a carrot where it hoits – it really wakes you up in the morning!"

2. That shotputting bloke from old Quaker Porridge Oat packets.

Brekphrase: "My career is porridge."

What the cartoonist wanted him to say: "The noo. Er, Jimmy Haggis. Get your oats (haw haw). Or something."

3. The Weetabix skinheads. (Weetabix. Ages ago).

Brekphrase: "We're Weetabix. O-KAY?"

What the cartoonist wanted them to say: "Knackers to your earth milk! WE WILL NOT CRUMBLE!"

4. The Honey Monster (Sugar Puffs)

Brekphrase: "I want my honey."

What the cartoonist wanted him to say: "I used to 'be' that Bungle thing from Rainbow, no?"

5. Coco Monkey (Coco Pops)

Brekphrase: "Blah blah. But I'd ra-ther have a bo-wl of Cow-Cow Pops."

What the cartoonist wanted him to say: "I'd rather have an experimental dose of a new growth drug."



6. Bald Professor bloke (Weetos)

Brekphrase: "Chocolate flavour!" (RUUUBBIIISH!)

What the cartoonist wanted him to say: "Hello. I'm the Weetos Professor and I have – guess! – Weetos for spectacles. Fancy that. Weetos for spectacles..."

7. The Cockerel (Corn Flakes)

Brekphrase: "Er. Cocklebleedindoo?"

What the cartoonist wanted him to say: "Actually, I draw all sorts of farm animals, and I'd rather it were a cow. I'm good at cows. Incidentally, I also did a Ladybird book – 'Animals of the Farm and City'. You've seen it, haven't you?..."

8. Snap, Crackle and Pop (Rice Krispies)

Brekphrase: (LOOK, it's "Snap, Crackle and Pop". Yeah? EH?)

What the cartoonist wanted them to say: "We are the Beverly Sisters and deadly tasty at that. Shunt!"

9. Loopy The Bleedin' Bee (Honey Nut Loops)

Brekphrase: "Kellogg's Honey Nut Loops. They look a bit like loops..."

What the cartoonist wanted him to say: ("I used to do illustrations for fantasy novels, you know. I'm worth more than this.")

10. The bloke on the bike. From Kellogg's 'Start'. With the goggles. Er...

(Definitely enough cereal packet celebrities. – Andy)

Our crappy old office stereo which, ever since the day it was bought, refuses to play tapes without a) gnarling them up b) muffling the sound c) puking out bits of cassette plastic. Great.



Our Token Fave Sporty Games of '94



1. **Sensible Soccer (CD) Funky!**
2. **FIFA '95 (MD) Spunky!**
3. **NHLPA '95 (MD) Chunky!**
4. **John Madden '95 (MD) Hunky!**
5. **Pete Sampras Tennis, er, '95 (MD/GG) (Something)unky!**

10. To find the kind of artex man or gorilla would kill to keep.

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Phone me, Ashley Cooper: (021) 526 5997

I'll swap my Predator 2 for Acme All Stars. **Call Damien on (0485) 543828.** (And he should just count himself lucky this ad got in considering he didn't include any money in the envelope. Good job I was in a charitable mood - Simon).

Wanted

SNES and Mega Drive top games wanted only. Cash waiting.
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Penpals

I'm a male Sega fan who's looking for a female penpal aged between 15 and 16. I'm into Nirvana and watching films. Get scribbling to **Tim Madden, 13 Fletchers Mews, Neath Hill, Milton Keynes, BUCKS MK14 6HW.**

Hi. I'm a 16 yr old and I'm looking for female penpals around the same age. I'm into chart music and Sega. Please enclose a photo of yourself. Write soon to: **Anthony Gerard Higgins, 14 Mellowden Road, Coventry, CV2 5GL.**

GIVE US A SNIFF! I'm looking for nice lady penpals to write to. I like all those Sega games and also like the outdoors, especially parks. Send me a photo so I can see whether you're a moose-ugly or not, because that's what matters really, doesn't it? I've got a dragon's breadbox, me.
Phone (0967) 8635547 and ask for Geoff.

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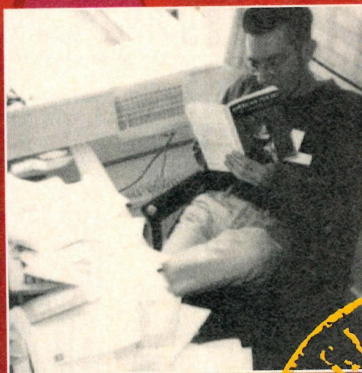
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I HAVE AN INTERESTING POINT ABOUT ELECTRICITY

Dear Sega Power,

I'm thinking of buying a 32x when available, and would like you to answer my question if possible. Does the 32x come with its own AC adaptor, or does it receive power via the Mega Drive? The reason I ask is because in my lounge where I set up the CD and MDII, I have two electrical sockets available. One socket... (We get the idea, although a circuit board map of your lounge would have been nice. - Andy)

J.R. Wise
Newbury

The 32x clunk-clicks onto the Mega Drive a bit like that Lego stuff does, only you don't have to chew the 32x off of the Mega Drive when you push it down too far leaving teeth marks all over it (and you don't lose pieces of 32x down the back of the sofa neither).

Er, but like those Lego train sets with the lights and that, you'll need an adaptor/plug thing to stuff into the nearest socket to get it working. So gah dahn Tandys/Laskys/Landys and get yourself one of those multi-socket cube things for your set-up.

Alternatively, you could gah dahn Toys Is Us and buy some of that Space Lego because it's got the best bits and glow-in-the-dark pieces too that you can pretend are in space and are nice.

Oh, and don't worry yourself, our Craig of Preston - Sega will be shipping more than just 2,000 come Christmas, so cease wetting your bed with your willy over whether you'll get one in time for the Queen's Speech. Write nicely to Santa, 'kids'. And if he doesn't deliver, yank his beard with a pair of pliers. Works for me...

THIS LETTER IS ABOUT THAT STAR WARS FILM

Dear Sega Power,
Could you please answer me one question. Is there ever going to be a Star Wars game on the Mega

Drive because most other consoles have got one?

Richard Wood
Bradford

Apart from Star Wars Arcade on the 32x and Rebel Assault on the Mega CD, there aren't as yet any Star Wars games planned for the Mega Drive, even though there were initial schemes for Return of the Jedi on the SNES to make an appearance on the Sega. Just wait for the rash of games when the new trilogy of Star Wars films come out though. And anyway, there's

loads of Star Trek games out. Same fing, innit?

ALMOST ALMOND'S INCENSE CIRCUS

Dear Sega Power,

Answer my questions PLEASE.

1. What would happen if I put my Action Replay 2 and Game Genie together?
2. Can I put my Sonic and Knuckles adaptor and Action Replay together?
3. I recently bought a copy of Urban Strike and I was chuffed to get past campaign 1, but I was devastated when I only had a second to copy down the password. Does this happen to you?
4. Should I buy a Mega CD or 32x?

David Turvey
Wormit (Scotland)

1. The sod of all sods alls.
2. You soytinly can. Check out the Action Replay codes on the Celebrity Power Tips pages.
3. Oh dear. Urban Strike. Yes, that password stuff is annoying, but we have rather helpfully printed the codes (last issue, back reference fans). Not to mention that everybody seems to be finishing it a bit sharpish. Now does that mean that a) you lot are brilliant gamers/b) the formula's got a little bit tooooo familiar, or c) the press over-estimated the difficulty of the game. Choice? Yours.
4. For one hundred and sixty nine earth pounds, you can buy 140 packets of Birdseye Crispy Pancakes (various flavours), 11 Junior Tool Sets, 667 Curly Wurlys. Or a 32x. With vouchers. Without games. What's best? Same old. Same old.

SOME PUN WITH WEIGHT AS WAIT. PROBABLY

Dear Sega Power,

In response to your letter reply in Sega Power about readers supplying their weight and height each month, I would like to claim for a prize, and have enclosed a photo of myself as complete proof that I am quite thin for my age (43)

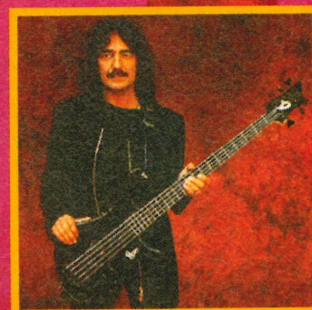
HEAVY BOOTS OF LEAD FILL HIS VICTIMS FULL OF DREAD

Dear Sega Power,

In issue 61 on page 14 you really degraded Black Sabbath. How could you? Top band, especially when Ozzy Osbourne was there, you sad misguided fools.

Matthew Cheale, Cambs

O-kay readers: you be the judge. "Treating people just like pawns in chess", "Satan's coming round the bend", "I am Iron Man", "People say I am insane/because I'm prowling all the time", "Generals gather in their masses/just like witches at black masses"... I could go on. The words 'absolute' and 'bollocks' spring to mind. Actually, Aerosmith aren't much better. ("What am I going to do/You make me feel the colour blue" anyone?) We want YOU to send in your least favourite lyric to the Most Wanted section. Nominees get one of those I Like Sega Power t-shirts, and the most naff has the choice of a cart or a limited edition spinach twister. Mark your entries "These lyrics are cack" and send 'em to the usual address. And Matty - each to their own, as long as 'they' don't shove their stuff up other people's jacksies. And no, we're not being rude - that, for once, is a fair point. Answer that and stay fashionable.



One of Black Sabbath. Are they crap?

and also quite short, due mainly to a carefully controlled diet, regular exercise with Mr Motivator and a hideous curse from an African Witch Doctor. In fact you may well know me from recent newspaper appearances. I am currently staying at a mate's house, well out of the way of that Witch Doctor bloke.

Yours sincerely

The Shrunken Sailor alias Chris May Cornwall

Well, we thought it was funny...



Okay. That's skinny dealt with. Fat, anyone?

UNIVERSITY SCAVENGE

Dear *Sega Power*,

I would firstly like to thank you for printing the most excellent mag in the world. I have every copy from the last couple of years and because I'm such a dedicated reader I'd be happy if you'd answer some questions.

1. Why don't *Sega Power* put a puzzle page in the mag because it would be fun (and what with me being brainy, I could answer all the puzzles).

2. Do Sega have any intention of bringing out a football managerial type game for the Mega Drive?

3. As I am a university student, and a poor one at that, I would be very happy if you could send me a copy of *Urban Strike*, as I can't afford it.

C. Hardy

Originally Stoke-on-Trent

1. 'Sega wordsearch-logic-crossword-crisscross-spot-the-bloody-ball-and-join-the-dots Power'. Yeah, nice ring to it... Here's a poser for you. Phone MENSA and get them to explain 'why'. We'd very much like to know the answer. Accept the mission, numb nuts, and you shall 'have' a t-shirt.

2. Er, I think we did that one last month actually...

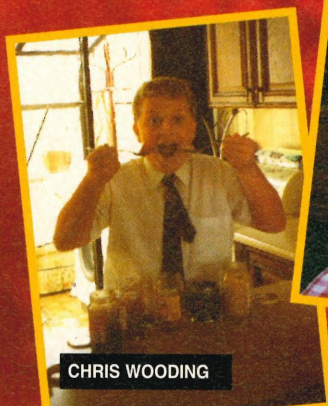
3. Collect us a couple of hundred road cones, wee in somebody else's drinky, and send us your dissertation on

The Engineered Dichotomies of Charlie Twice Christ, and we'll see what we can do. You see, if you drank less and stopped sponging off the state etc etc etc. Ahh, we were there once, honest.

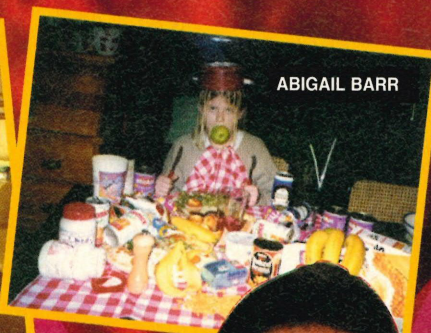


MORE WINNERS

We were a bit stuck for space, and so we dug out more top Earthworm Jim exclusive special anniversary gross food-related competition winners for a quick, easy-to-look-out visual nibble. T-shirts on the way, you pustular oiks.

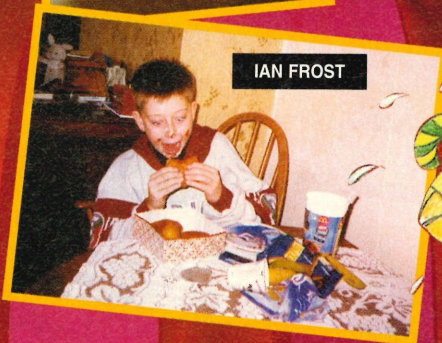


CHRIS WOODING



ABIGAIL BARR

J. TROWSDALE ▶



IAN FROST



SORRY MUM

Dear *Sega Power*,

I don't usually read my son's copy of your magazine, but this month I just happened to pick it up and browse through it. I have never been so shocked in all my life!

My son has been pestering me to buy him *Super Street Fighter 2* for his birthday, so I had a look at your play guide feature, and, to my horror, I came across more than one offensive word! My son is only eight on his birthday and is not subjected to this type of language at home. I think that you have disgraced yourselves in printing such vulgarities as these are in a magazine that many vulnerable children of this age read. I will not be buying your magazine for my son again and I hope you learn from this letter.

Disgusted mother

A respectable area of Glasgow

Readers! Wash your eyes out with soap and change to some other bland, predictable, humourless, inarticulate, egotistical three-pictures-of-the-same-spod-on-the-intro-pages magazine

NOW! Lock up your eyelids! Blow your nose! Hands off the table! Eat with your mouth full and always say 'arse-you'. Remember. Big Mother is watching you...

PJ AND DUNCAN ARE MY FAVOURITE

Dear *Sega Power*,

I've been reading *Sega Power* for one year nine months and through that time it has become a lot better. That's enough chit chat - questions...

1. Will the gallery start up again because all my friends and I and other people would like it back?

2. Why are video games so expensive?

3. Why did you print the Magic Marko stereograms three times?

Chris Purdy

Orkney

1. Would you now. Actually, so would we, so send in your scribbles for a Gallery special (no Sonics or Dynamite Headdys PLEASE). By the way, that's an awful long time to read a magazine. Which issue was it exactly?

2. Even God doesn't know the answer to that one. It's a disgrace, innit? In my day Spectrum games were £5.99 for six, you could tape them and... (Shut it - Andy).

3. 'This' is known as advertising, the stuff what keeps the magazine going. Sort of. Those chaps and chapettes at Domark love us so much that they want to spend all their money on us. Anyway, stereograms, eh? Load of crap. I can think of more pleasurable ways of slowly going blind (one for the older, more confused boys, that).

YOU'LL GET YOUR PERKS...

THE DADDY	Andy Lowe
QUEEN BEA	Alison Harper
RAZORS	Jason McEvoy
CHARLIE FROM CASUALTY	Laura MacGregor
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ON REMAND	Lisa Smith
THE MUSCLE	Dominic Beaven
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PEOPLE WHO WROTE ALSO

Karen, Josse, Danny, Paul

BIG 'LINO' THING

Simon Windsor, Chris Stocker, Jon Moore, Simon Chittenden, Mark Gover, Jason Tittley

Sensuous, lingering correspondence to...

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SUBSCRIPTIONS AND THAT 0458 274011

PRINTERS Cradley Print plc, West Midlands

COLOURED IN BY Saturn Repro, Bath.

NEWS TRADE DISTRIBUTION

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■ In theory, we welcome 'unsolicited material', but it's always shite. COME ON! Send us something good. Write what you know, kids. Write from your guts. Give us that *Sega Power* feeling...

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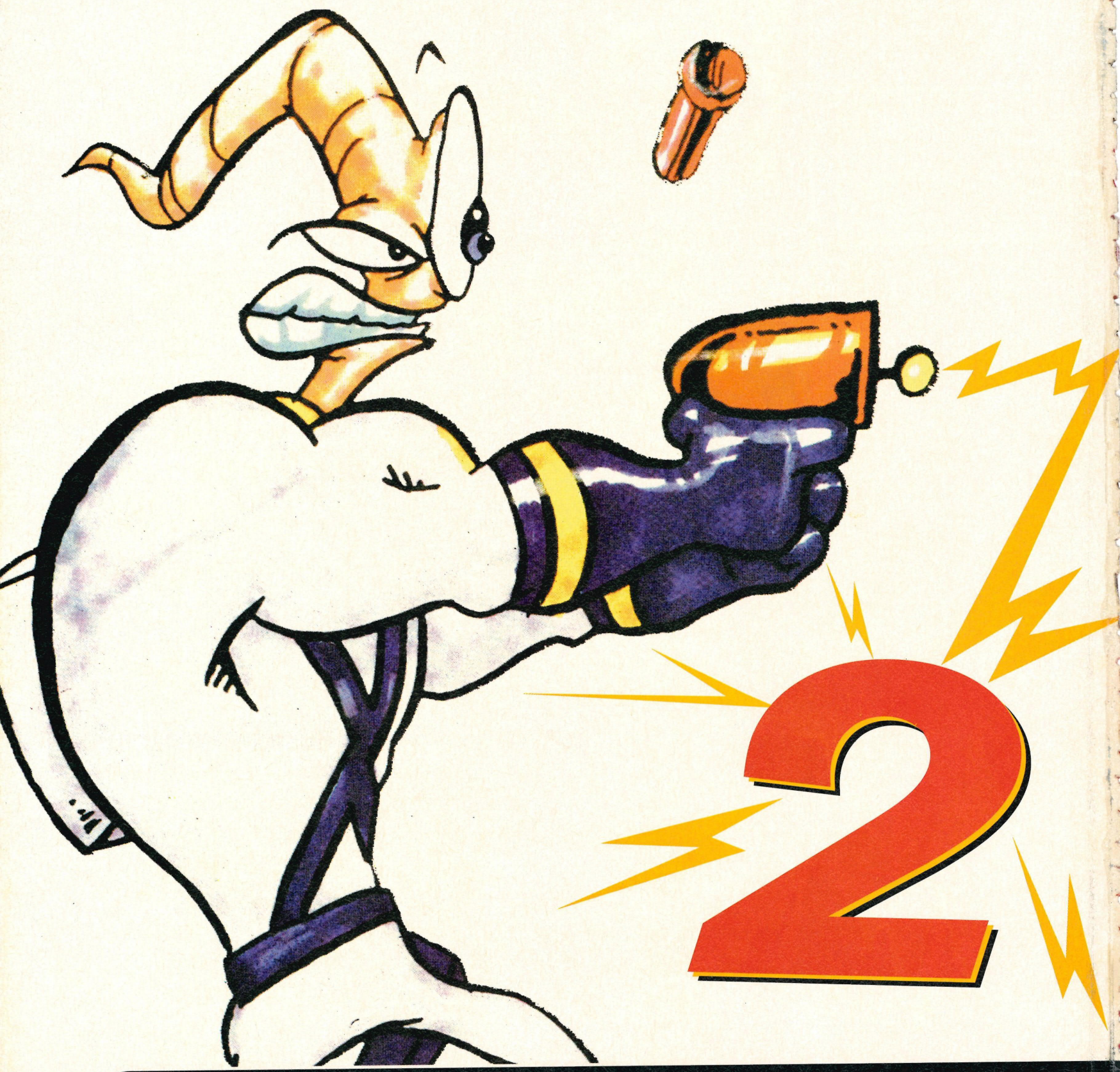
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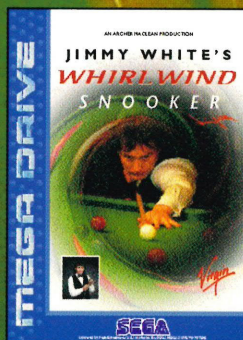
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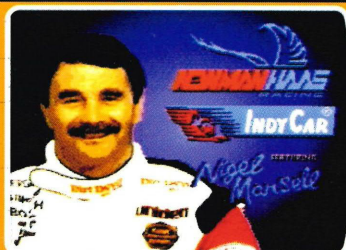
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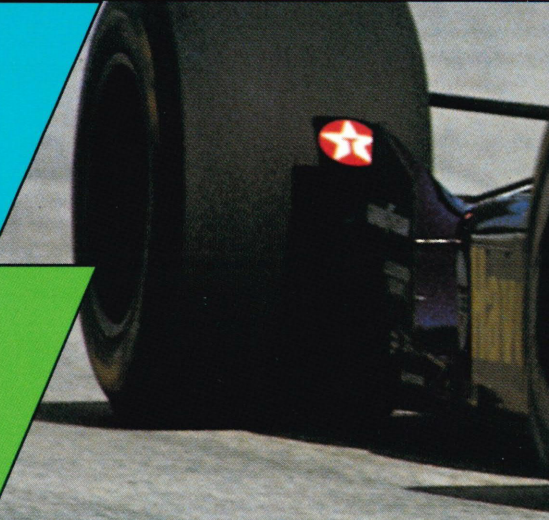
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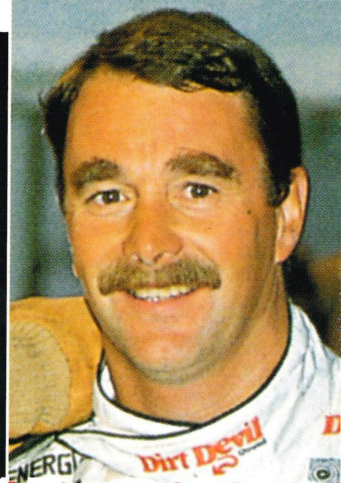
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