

SEGA POWER

NOT APPROVED BY SEGA UK!
JUNE 1992
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179
MEGA DRIVE GAMES
REVIEWED & RATED!

168
MASTER SYSTEM GAMES
REVIEWED & RATED!

30
GAME GEAR GAMES
REVIEWED & RATED!

40
GAMES TIPPED IN OUR
14 PAGE TIP BONANZA!

HEAD IT IN!

European Club Soccer hits your Mega Drive!



FREE!
Crank up the volume with these
SEGA POWER EARPHONES
Fully enjoy the stereo sound of your Mega Drive and Game Gear with these excellent earphones!



No stereo earphones?

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SONIC VERSUS MARIO

Who's the best game character in the whole world?



WIN 4 season tickets to see Arsenal, Liverpool, Man Utd, Spurs... PLUS 5 full season strips!

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with over
100 reasons to buy
and only 6 to buy
something **SUPER**
the choice is yours!

TO BE THIS GOOD TAKES **AGES** TO BE THIS GOOD TAKES **SEGA** TO BE THIS GOOD TAKES



something MEGA

The SEGA MEGA DRIVE has already got over 100 awesome 16BIT games for you to choose from and there'll be 70 more brain busters available between now and the end of the year. There is really only one 16BIT games system, so how many more reasons do you need to buy the ultimate games console - the SEGA MEGA DRIVE!

SEGA MEGA DRIVE



MEGA DRIVE
SONIC Pack includes: Control Pad and 'Sonic The Hedgehog' Cartridge



SEGA

AGES TO BE THIS GOOD TAKES SEGA

SEGA POWER - BETTER THAN THE REST!

SHOVE THE PLUGS IN YER EARS AND CRANK UP THE VOLUME! NOW (thanks to *Sega Power*), there's no excuse not to enjoy the brilliant stereo sound that pumps out of your Mega Drive or Game Gear. What? You've only got a Master System? Well use 'em for your personal stereo

instead then. Some people, they've got no imagination! One person who's got bags of the stuff is John Cantlie, the new *Sega Power* Staff Writer.

You'll be getting to know John better over the coming months because the guy's just 24,7 when it comes to Sega games. It's a good job he is too because he's going to be playing more games than is good for him.

Excellent! little Adrian (the kid who comes in here on a Monday for work placement) has just stuck Nirvana on! Thank God we don't have to suffer that "new" GWR rubbish (that's our local radio station) just because Neil fancies Julia what's her face who comes on in the afternoon... Sorry, GWR, but you're nob now. How can anyone listen to Fleetwood Mac and Genesis day in and day out?

Thank God for these earphones, that's what I say. Now Neil can listen to that Julia woman and go all moist without the rest of us having to suffer the nob songs that get played about 25 times a day, every day. Oh yeah, enjoy the mag, see y'all next mumf.



Andy Smith Editor
 ■ I want the Monarchs to win the World Bowl again, I want to actually win something on the Pools, I want Ice T to come and play in Chippenham again and I want to go to Chicago for a couple of weeks

Andy Smith



Neil West Deputy Editor
 ■ I want Andy Smith to turn into Julia Roberts, I want Nick to turn into Patsy Kensit, I want Dan to turn into Martika, I want Mark to turn into Carrie Otis and *Sega Power* relocated to a desert island



Daniel Goodleff Production Editor
 ■ I want to go to Germany, I want to find Mrs Right, I want it to be summer all the time, I want an extra £10,000 a year for this tiresome job, and I want to be recognised for the sensitive person I am



Mark Nottley (?) Graphic Designer
 ■ I want my own international design and advertising agency, I want a different car for every day of the week, I want proportional representation and I want Bad Mouth's first single to go platinum...



Nick Aspell Design Assistant
 ■ I want a suitcase full of money, I want to drive around in a Ferrari, I want infinite wisdom, I want to earn my black belt in Tae Kwon Do, I also want Catherine Zeta Jones to fall madly in love with me

CON

● Britain's most important and

REGULARS

6 NEWS
 Find out how to rob banks and not get caught! You want to bump someone off without arousing any suspicion? We show you how!*

57 CURLY'S CHALLENGE
 Could this be Curly's last Challenge as the Euro Sega Champ? If so, you haven't got much time left!

10 THE SHAPE OF THINGS TO COME
 Keep ahead of your mates and find out what big games are coming up, who makes 'em, how much they cost, what they're on and what they look like.

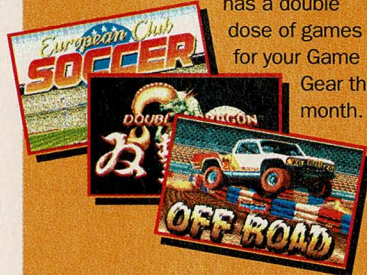


60 SUBSCRIPTIONS AND BACK ISSUES
 Get *Sega Power* delivered, get hold of those Back Issues and grab a cap!

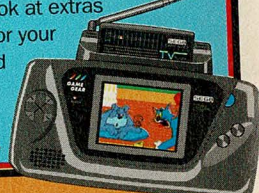


66 CHARTS
 What are the best carts around at the mo? Find out with these Master System, Mega Drive and Game Gear Charts.

21 POWER REVIEWS
 Mega Drive footy kicks off our brilliant reviews section that has a double dose of games for your Game Gear this month.



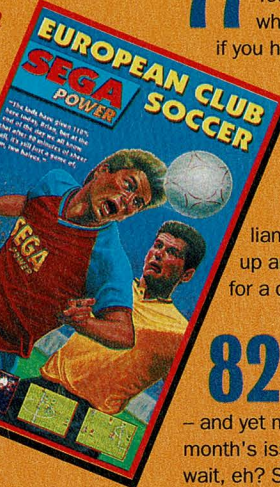
66 THE HARD LINE
 More than 360 Mega Drive, Master System and Game Gear games reviewed and rated! Plus our regular look at extras you can get for your machine. Find out what's worth the dosh in here.



38 THE PROF'S INCREDIBLE TIP LAB
 Changes are afoot in this month's Tip Lab - it's now carting enormous! *Castle Of Illusion*, *Golvellius*, *Sonic The Hedgehog*... See it to believe it.

72 SMALL ADS
 Buy, sell or swap your old Sega gear, make friends - and get yourself the perfect barg.

42 POSTER
 Cover up those unsightly cracks in the plaster or the tears in the wallpaper on your bedroom wall by sticking this brill FREE poster over the top of them!



77 SCRIBBLINGS
 You don't want to be alone when you're Sega gaming but if you haven't got any friends here's where you find out what's going on.

80 THE GALLERY
 Your pictures, brilliant and awful. We stick 'em up and let you take centre-stage for a change.

82 BACK PAGE
 More chances to win E.A. carts, competition winners - and yet more lurid gossip about next month's issue. Ah, the thrill of the wait, eh? Sweet torture...

*Circumstances beyond our control mean we've had to substitute this feature with news about Sega stuff.

QUICK COMPO! The first ten people to send Andy a photograph of a girl that they'll think he'll find attractive (he's strange when it comes to girls)

will win themselves a *Sega Power* T-Shirt. Send your pictures to the: Quick Compo!, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

WIN!
Season tickets
to your fave
footie team!
Turn to page 58

ITEMS

best Sega mag - the one for *real* game-players

SONIC VERSUS MARIO!



14 WHO'S THE BEST games character in the world? And can the new pretender to Mario's title - *Sonic The Hedgehog* - really claim to be the best? *Sega Power's* luscious in-depth report delves deep and discovers just who is the king of the video games hill today. I know who my money's on.

SEGA CHAMPIONSHIP!



64 THE best gamers around Britain recently met in London to find out who was the best game-player in the land. Did *Sega Power's* Danny Curley retain his crown?

THE BIG REVIEWS



22 EUROPEAN CLUB SOCCER
At last! A new Mega Drive football game - and about time too, we say.



26 SUPER OFF ROAD RACER
Drive your monster truck around the bumpy courses in this Mega Driving game.

34 PENG0
Cute characters and manic puzzles on the Gear.

35 JOE MONTANA
American Football finally appears on the small screen.

36 FANTAZY ZONE
Colourful cutey shoot-'em-up action on the Gear.

37 SPIDER-MAN
The web-slinger bashes King Pin on the handheld.



28 HELLFIRE
Super-slick shoot-'em-up action on your Mega Drive. What's this newbie got to offer then?



30 DOUBLE DRAGON
Classic coin-op beat-'em-up action finally arrives on the Mega Drive.



32 MASTER SYSTEM HEAVEN
We select our team for the Top 20 games of all time and tell you in what order you should buy these pop-tabulous carts of essence. Cue the music...

STEREO EARPHONES!



NEXT TIME your mum shouts at you to "turn that noise off!" you can quickly stick your **FREE Sega Power** earphones in and crank that weedy volume right up! You're happy, she's happy. It's totally top!

THE UNLIKELY ADVENTURES OF CAPTAIN AGES AND HIS PUNK PAL REWOR



18 THANK GOD WE DON'T all have to rely on this couple of dorks to save the world. This pair couldn't fight their way out of a wet paper bag, let alone take on some of the galaxy's most evil criminals.

SEGA POWER IS BROUGHT TO YOU BY:

EDITOR Andy Smith
DEPUTY EDITOR Neil West
GRAPHIC DESIGNER Mark Nottley
PRODUCTION EDITOR Dan Goodleff
DESIGN ASSISTANT Nick Aspell
STAFF WRITER John Cantlie

PRODUCTION TECHNICIANS Chris Stocker, Jerome Clough
PRODUCTION CONTROLLER Sue Cooper
PUBLISHER Stephen Carey
ASSISTANT PUBLISHER Stuart Anderson
GROUP PUBLISHING DIRECTOR Greg Ingham
ADVERTISING MANAGER Simon Whitcombe
COVER/POSTER ILLUSTRATION Paul Kidby
PHOTOGRAPHY Stuart Baynes

CONTRIBUTORS Amanda Cook, Richard Longhurst, Maff Evans, Tim Smith

Address enquiries and correspondence to:
Sega Power Magazine,
 Future Publishing Ltd., Beauford Court,
 30 Monmouth Street, Bath, Avon BA1 2BW
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CIRCULATION DIRECTOR Sue Hartley

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YOUR GUARANTEE OF VALUE

This magazine comes from Future Publishing, a company founded just six years ago, but which now sells more computer magazines than any other publisher in Britain. We offer:

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Clearer design. You need solid information fast. So our designers highlight key elements by using charts, diagrams, summary boxes, annotated photographs, etc.

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SEGA POWER JUNE 1992

NEWS

• The latest and most exclusive news from the Sega world •

RUN TO YOUR VIDEO SHOP!

Available for rent – everything you need for a great night in! The carts are good too...

IT IS NOW LEGAL TO HIRE OUT Sega cartridges – which is great news for game-players all over the country. Any video shop which belongs to the Video Trade Association (and that's about half of all the video shops in the country) can now apply to Sega for a licence to hire out games.

Each shop will have to pay a fee of £400, and then an extra £5 for every cart bought for renting. But apart from this, all other obstacles have been swept aside...

This is a complete U-turn for Sega who in October of last year announced that they were going to take legal action against anyone caught renting.

Sega Power campaigned strongly against Sega's argument that renting

reduced sales which in turn reduced profits, and it obviously did the trick. Sega game-players can now look forward to the following:

1. Try before you buy. Never get ripped off by the hype again. Far better to spend a couple of quid hiring a dud game than losing over £30 buying a turkey.
2. Now you can suss out those RPGs, shoot-'em-ups, sports sims... any type of game that takes your fancy.
3. Good games will sell well, bad games won't get a look-in. This encourages software houses to create more high-quality titles.
4. More of you will buy Sega consoles as cart rental gives more of you the chance to play games.
5. This will eventually lead to price cuts. Just you wait and see!



UK SONIC COIN-OP

IT HAD TO HAPPEN SOONER OR LATER – A SONIC The Hedgehog coin-op has finally hit the streets of Britain. Sonic is just one of the many Sega Mega Drive games to feature on the multi-play machine (others include Golden Axe and Columns).

If you see one where you live, then do what Neil did: just enter the initials POW on the high-score table and let the rest of the world know that Sega Power game-players are the best gamers in the country.

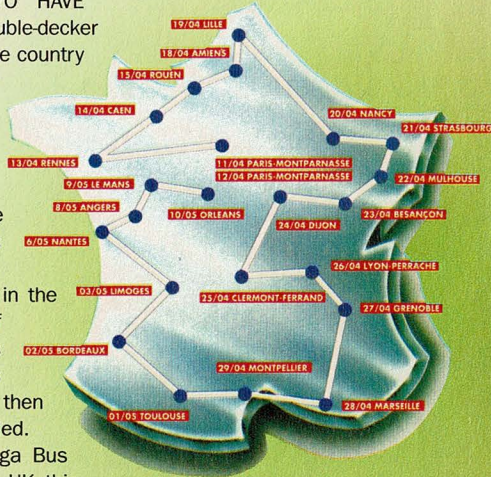
SEGA POWER JUNE 1992

"ALL ABOARD, ALL ABOARD!"

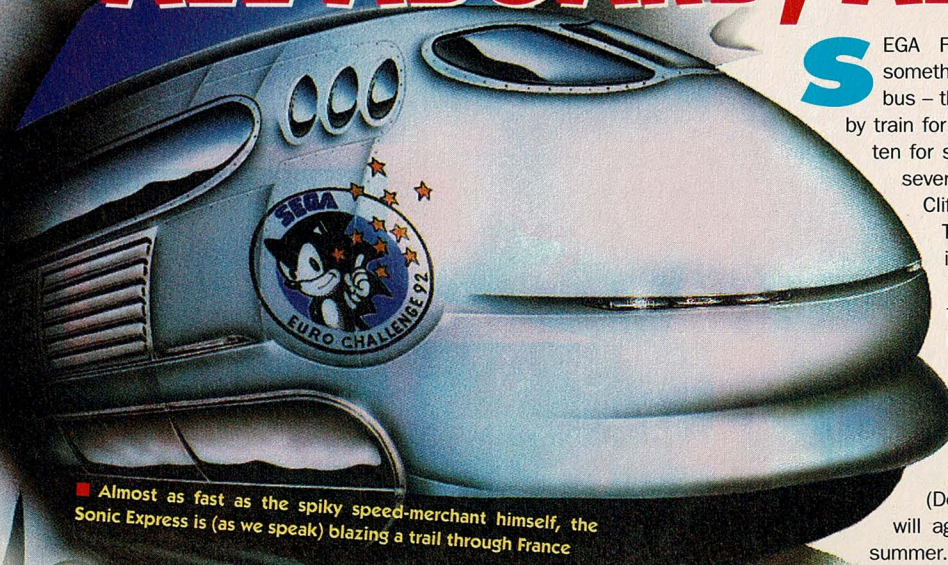
SEGA FRANCE APPEAR TO HAVE something against the double-decker bus – they prefer to tour the country by train for a start. Ten out of ten for speed, but minus several million for Cliff Richard style.

The Sonic Express is touring all the major French cities throughout May, so if you find yourself in the romantic land of garlic, big onions and all things kinda smelly – then keep your eyes peeled.

(Don't forget: the Sega Bus will again be touring the UK this summer. We'll have more details next month. Until then, get practising!)



■ Sonique l'edge 'og (as they probably say in France) is gearing up for the arrival of Sonic 2 this summer. Hope we get it before the frogs



■ Almost as fast as the spiky speed-merchant himself, the Sonic Express is (as we speak) blazing a trail through France

◆ SMALL TALK ◆

NOT ONLY IS THERE A SONIC coin-op (see our story left) on the streets, there's now also going to be a miniature *Sonic The Hedgehog* LCD handheld game (currently being developed by Adams Leisure).

The game will cost around £19, but whether it will bear any resemblance to the blue and white blur we're all used to seeing is anyone's guess.

Either way, check out your local toy shop in the autumn if you fancy taking him out for a portable spin.



THURSDAY 29 OCTOBER 1992, 4.45pm. Stick two fingers at "News Round" on the BBC and flip over to ITV. Don't be put off if you find the grinning face of Andy Crane staring out at you. It's okay - it's a another video game television show.

"Gamesmaster" proved to be such a success, that Yorkshire Television are currently planning their own video game TV show. It will be live, run for 25 minutes and the series itself will continue through to February of next year.

Sega will feature heavily in the programme, but what Yorkshire haven't come up with yet is a name for the show. If you've got any ideas, then write to: I was born to think up names for a TV Shows, c/o Richard Maude, Yorkshire Television, Leeds. You may even win a prize...



SEGA ARE NOW WORRIED that the Mega CD may not arrive in the UK before Christmas. Hmm, we think they're bluffing - but stay tuned...



SEGA'S PACKAGING IS GOING green - sort of. They are aiming to use recycled cardboard and less packaging from now on with all of their machines. Great news, but don't let anyone tell you it's eco-friendly.

Despite what ad agencies may say, concentrated washing liquid, lead-free petrol and CFC-free aerosols are *not* eco-friendly. They are still destroying the planet - just at a slightly slower rate than conventional stuff, that's all.

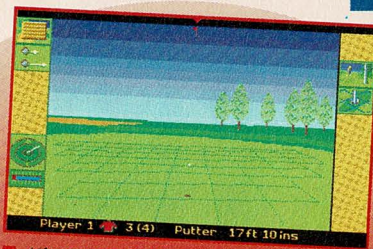
If you think that by using them you are "doing your bit" then you're mistaken.



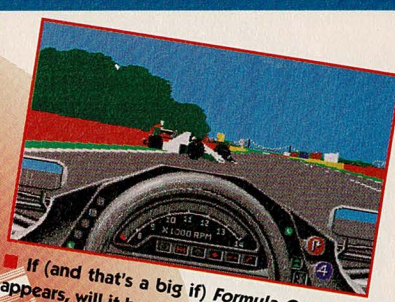
FANS OF GREAT LITERATURE WILL be pleased to know that there are more *Sega Power* books on the way. Neil and Andy are already dusting off their Macs... Watch this space.



■ *MidWinter 2: Flames Of Freedom*: an epic game, and hot fave for a Mega appearance



■ *Microprose Golf*: you can expect *World Class Leaderboard* this summer though



■ If (and that's a big if) *Formula One G.P.* appears, will it beat Ayrton Senna's G.P.?

MICROPROSE SIMS TO COME?

YET ANOTHER SOFTWARE HOUSE IS MUSCLING in on the world of Sega. Microprose are currently negotiating a deal with Sega America, and are looking to have a deal with Sega UK wrapped up by the autumn. If you're wondering where you've heard the name before, you're probably an avid PC or Amiga game-player.

You may also have seen Microprose's name among commercial breaks during "Gamesmaster" on Channel 4. Obviously, Microprose are keen to get their name known among the country's most fanatical console gamers. Four

of their hottest games that we reckon are most likely to make it across to the Mega Drive are *Formula One G.P.*, *Knights Of The Sky*, *Microprose Golf* and *MidWinter 2: Flames Of Freedom*.

These are only *Sega Power's* guesses by the way - no definite plans have been made as yet - but check out these screenshots and see what *could* be available.



■ *Knights Of The Sky*: They go up, down, flying around, looping the loop and (etc...)



■ Sold to the men in the jackets - one exclusive sponsorship deal with the world's most celebrated footballing hero (apart from all the ones who really exist, that is)

ROY OF THE ROVERS

OKAY, OKAY, HE MAY NOT BE THE HIPPEST OF COMIC characters, but the famous Roy Race knows where it's at when it comes to sponsorship. Sega is now the name you'll find emblazoned on the fronts of Melchester Rovers' football strip after the team secured a lucrative sponsorship deal with Sega's boss and marketing department last summer.

All we know is this: if Roy's gameplaying ability is anything up to his footballing skills, then why the hell wasn't he at the Sega Championship Finals at the Ministry Of Sound on 4 April?

As for the *Sega Power* team, we can't play football. But Andy has been known to dribble after "relaxing" too much. 'Nuff said.



■ What style, what pace, what skill!! What total square-jawed footballing heroics! Right, all together now, "who's the bar steward, who's the bar steward, WHO'S THE BAR STEWARD IN THE SHORTS!!!" (and so on...)

GEARS ON THE MOVE



Neither case can hold the new Car Adapter, but there's plenty of room for the Game Gear, Rechargeable Battery Pack, AC Adapter, TV Tuner and game carts in the Game Gear Attache

TWO SPANKING NEW GAME GEAR CARRY CASES REACHED the *Sega Power* mansions this month. The **Game Gear Attache (Nuby £17.99)** has a nice velvet-effect inside to give your Game Gear that Andrex softness for its gentle curves, but there's no separate compartment for carts. You have to dump them in a zipped section in the lid instead. The case comes with two sturdy nylon handles on top.

The **Deluxe Video Game Case (Dynosound £19.99)** comes with separate elasticated compartments for up to eight carts and looks slightly more sophisticated than the Attache (but without that case's pony covering).

There's a detachable shoulder strap, instead of the two handles, and although both cases carry the same equipment, this case is about 25% smaller than the Attache. If you're interested in either, ring **Game** on ☎ **0708 734 803** and ask for Chris.



The TV Tuner doesn't fit inside the Deluxe Video Game Case – and what a nightmare for the young hopeful from Dynosound, but it's nothing that a quick pair of scissors won't sort out (We recommend you do this at home, kids...)

◆ SMALL TALK ◆

ENOYING YOUR COPY OF *SEGA Power*? Good – you're not alone. Forget what you may have read elsewhere. At the moment, there are 170,000 copies of this mag being printed. No other Sega magazine has come anywhere near chucking out this many number of copies – ever. So who's the best-selling title now then? *Sega Power* is the original – and still the best. So now you know.



DANNY CURLEY ANNIHILATED all the opposition to retain his title at the national final of the Sega Challenge which was held at the Ministry Of Sound nightclub in London on Saturday 4 April.

There were four separate challenges, *Sonic The Hedgehog*, *Road Rash*, *Golden Axe 2* and *Hellfire* – and Curly won 'em all. Competition came in the form of eight other regional finalists who had won heats held throughout the summer, but none of them even came close to threatening the best gamer in the country.

And what mag does he read? What do you think? Turn to page 64 if you want to know more about Curly's great victory.



LONDON AND GLASGOW GAMERS will be happy to hear that Tower Records are now stocking a wide range of Sega Gear. If you're having trouble finding the cart you want, then pop in and check 'em out.



WE'VE JUST HEARD SOME interesting news from Germany. It appears that a mystery development team are working on a laser-disk unit for the Mega Drive.

So far we have no firm details of what the bolt-on unit will be capable of, when the finished item will appear or if it will be released officially in the UK.

But whether it gets Sega's seal of approval or not, we'll keep you posted.



STOP PRESS!

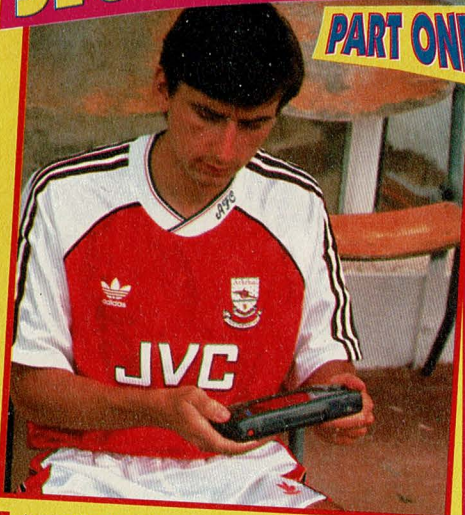
NOW LISTEN UP, 'COS THIS IS BIG news. *Sega Power* have just heard from Japan that Electronic Arts are developing their own console in association with Matsushita – the people who sell JVC and Panasonic. The console will be CD-based, with a tech spec to beat the Wondermega. It's reckoned that it will hit the US and Japan in almost a year's time, but neither E.A. or Matsushita are giving away any details. Let's just hope that this doesn't affect E.A.'s Mega Drive projects.



QUICKSHOT ON THE DRAW

FAMOUS SEGA ADDICTS

PART ONE



Arsenal and England centre-forward Alan Smith gets into his Gear on the substitutes' bench – if you spot any celeb or famous geezer (not including Dominik Diamond) playing Sega then send us your shots

SEGA IS BIG TIME. EVERYBODY WHO IS anybody owns one of the fab three consoles and is proud to shout about it. So keeping with the footballing theme of this issue let's kick off (sorry) this new series with Alan Smith, the Arsenal and England centre-forward.

What's he playing? *Super Kick Off*, of course! Unfortunately, next month, we won't be bringing you exclusive shots of Kylie Minogue playing with her Game Gear in the shower, but – believe us – we tried our best.



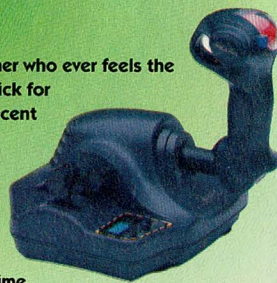
JOYSTICKS? DON'T TALK TO US ABOUT JOYSTICKS. We've seen more joysticks than Liz Taylor's seen lampshades (ask Neil about that one...). But these three are a little out of the ordinary. There are almost as many knobs on these sticks as you'd find at a Nintendo owners annual barn dance.

All three joy bundles should be found lurking with your local dealer, but you can give **Game** a ring on ☎ **0708 734 803** if you want any more information about 'em.

Intruder £24.99

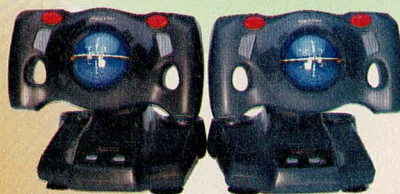
If you're a Master System owner who ever feels the need for speed, this is the joystick for you. If, however, you prefer a decent stick that's actually useful, try something else...

The Intruder's got two turbo Fire buttons (complete with levers) and a flip-up cover over the trigger. Fab for *After Burner*, but apart from that, a waste of time...



Aviator 1 and 3 £29.99 each

There are two relevant sticks from this range. Version 1 is for the Master System and version 3 for the Mega Drive. The two



key Fire Buttons have three-speed auto-fire options, and the main directional control is a yoke system. In other words, you push in to dive and pull back to climb. This is a

great stick for flight simulations or vertically-scrolling shoot-'em-ups, but totally totally naff for anything else

Python 3 £12.99

Now this is more like it. A solid, decent stick for the Mega Drive with three easy-to-reach Buttons.

Great for all sorts of games (except, perhaps, the most fiddly of platformers) and at only £12.99, it's a right barg too. The Python 3 gets a big *Sega Power* thumbs up



THE SHAPE OF T

• Footy's on its way to the Master System, George Formby doesn't

We reviewed *Euro Club Soccer* from Virgin on the Mega Drive on page 22, but now Master System owners can look forward to a new soccer game of their own – *Champions Of Europe* – courtesy of Tecmagik. There's also all you need to know about *Jordan Vs Bird* from Electronic Arts.

TECMAGIK'S SOCCER ON THE MASTER

TECMAGIK HAVE BEEN ONE OF the most consistent independents around – with *Pac-Mania* (Sega Power 16: 94%), *Populous* (Sega Power 21: 96%) and *Shadow Of The Beast* (Sega Power 26: 79%) already up among some of the Master System's best games of all time.

Now summer will see the release of Tecmagik's first ever Mega Drive game: *Andre Agassi's Tennis*, but before then expect to see *Champions Of Europe* – a soccer game for the Master System.

CHAMPIONS OF EUROPE



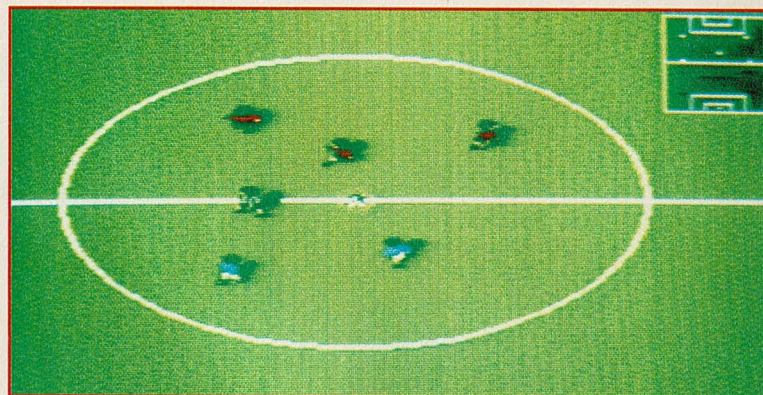
This is the official game of the 1992 UEFA Cup, (hence the big piccie of Bernie the Bunny doing his foot-balling "thang" in the middle of the page), making Tecmagik's fourth Master title one of the biggest licensing deals of the year.

The Master System has already got a pretty decent footy game in the form of *Super Kick Off* from US Gold (Sega Power 26: 92%), but Tecmagik remain confident that *Champions Of Europe* has got the legs ("and the stamina, Brian") to beat the opposition.

Both games feature a top-down display, both games use a radar system to keep you up to date with the posi-



■ The ref consults his watch and lets the players know that there's only two minutes and 33 seconds left to play. Time to give it 110% then, or at least make a substitution



■ The referee (otherwise known as the "bar steward in the black") blows his whistle and the game restarts. The radar in the corner (you can pick which corner) shows where all your players are on the whole pitch. Handy when you want to know where *not* to kick the ball...

tions of all your players not directly involved with the action and both games are set on an eight-way scrolling pitch.

If *Champions Of Europe* is going to come out on top as the best Master System soccer game ever, it's obviously going to have to boast some pretty innovative new features.

We'll be giving *Champions* the full review treatment (including a head-to-head comparison with *Super Kick Off*) next month but for the moment, check out the full preview below.

The graphics are viewed from above (in other words, you get to see the players' heads while you're playing) and the pitch scrolls in eight different directions – you only see about one tenth of the whole pitch at any one time.

You can choose to play on any one of three different surfaces – as well as tailor wind strength, game length and team strength.

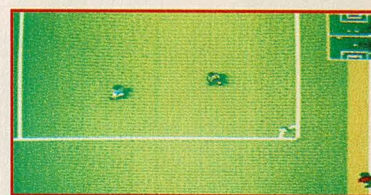
In this way you can really tailor the game to your own requirements, so if you find yourself thrashing the computer teams to start off with, just start the

wind blowing, pick yourself a team of Nintendo-owners and really wind up the challenge factor...

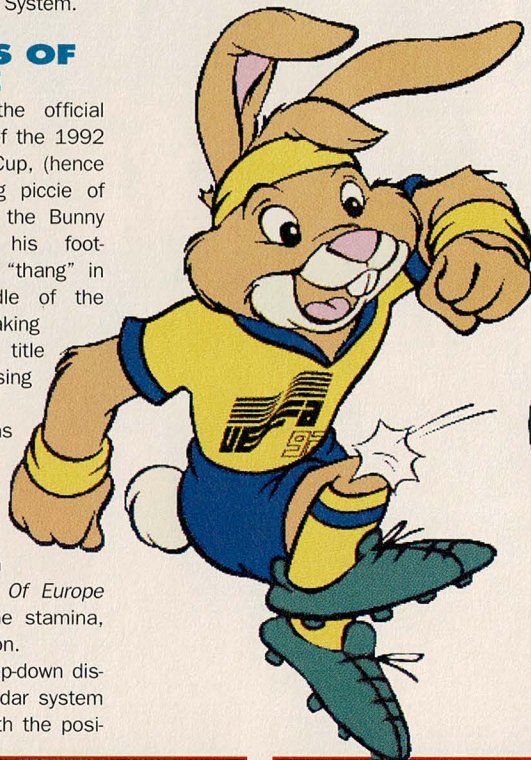
The game itself offers you all of the usual features: penalties (you can practise these at the start if you want), throw-ins, substitutions, on-screen referees, extra time and even sudden-death penalty shoot-outs.

Corners are quite fun too. You get to guide a special sight around your opponent's goal mouth to indicate where you want the ball to land. It won't necessarily land there, but it gives you the chance to plan in advance how to truly make hay while the shines in the six yard box (*will it ever end?* – Andy).

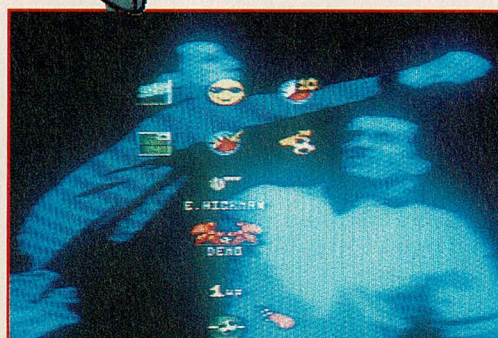
There are 34 European teams to play against (all with individual strengths and



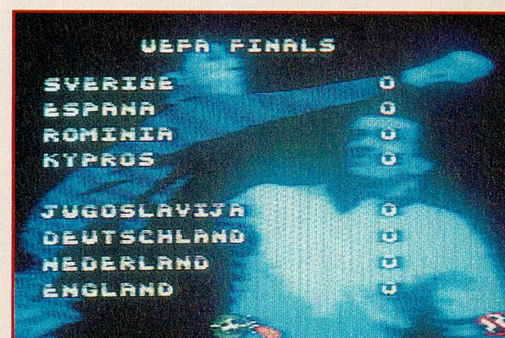
■ Time for a corner kick. But before you actually welly the ball, you get to guide a special sight to help you kick the thing in the right direction. In this way you can attempt to execute set-piece moves



■ Pick a country, any country. At the mo, you've selected France. Probably a good idea – they're a lot better than, say, Algeria, who quite frankly are about as 'ard as the Lower Cruddlington women's synchronised swimming team



■ Time to set up the game options. Do you want wind or after touch? And where do you want the radar to appear on the screen? Decide now: you won't be able to change your mind once the whistle's gone and the game's already begun



■ It's the first round of the playoffs and all of the teams are level pegging. Tecmagik reckon that the strengths of each team roughly correspond to the standards of the real teams (so don't pick Cyprus – unless you're feeling lucky...)

THINGS TO COME

get involved in boxing, basketball with the Bird and much more! ●

weaknesses) and you can choose to play in either the full UEFA championships or just a single game.

As with *Super Kick Off*, there's also a two-player mode enabling you to take on a friend – and this is where things

game, but whether there's the game-play to match the impressive features we'll have to wait and see.

The game isn't quite finished yet, but you'll find an in-

TECMAGIK

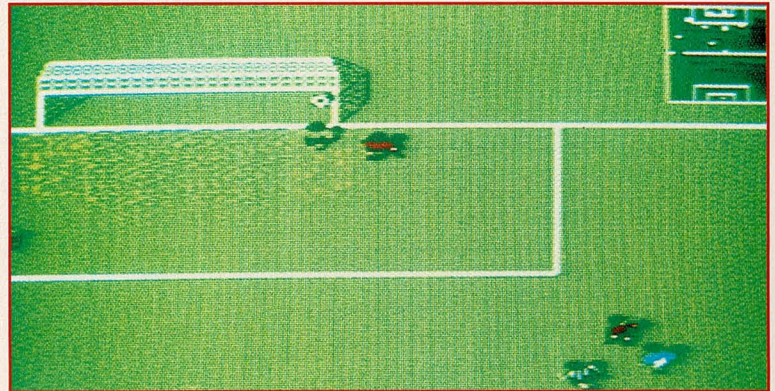
get really tough... To prepare yourself for such challenges, you can pit your dribbling skills against the computer in either the one-player or practice mode.

Champions Of Europe looks like it's got all the ingredients of a great footy

depth review of the final 100% complete version in next month's packed issue of *Sega Power*.

If you can wait until then, this could well be the soccer game you've all been waiting for. Stay tuned...

■ Available in June for £29.99



■ That'll be a goal then – but where's the defence? Where's the goddam defence, eh? The goalie trudges to the back of the net to pick up the ball he was too feeble to catch a few seconds earlier. Another classic strike from the red team. Er, quite remarkable...

ACCLAIM ARE IN THE RING WITH THE GEAR

HERE'S THE VERY first Sega screenshot to come from Acclaim since news that they would start producing for Sega broke a couple of months ago.

George Foreman's Boxing is coming out for both the Game Gear and Master System in July – and it looks set to be an okay title too – surprising when you consider how naff most boxing sims have been to date. We'll keep you up to date with

Acclaim's other new releases as work progresses.

GEORGE FOREMAN'S BOXING

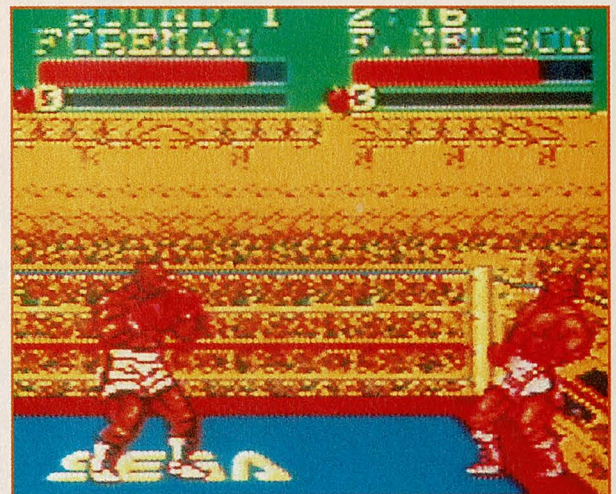


Remember: this is not *George Formby's Boxing*. Any heavyweight boxing title featuring the chirpy, banjo-strumming lad from Lancashire wouldn't really cut the mus-

tard, so instead we have the ex-world Champion. A lot more suitable, I'm sure you'll agree.

■ Available in July at £24.99 for the Gear (and £29.99 for the Master System)

■ "Oooh!!! If you could see what I could see when I'm getting totally pummelled..." (banjo twangs etc. etc.) Actually, thinking about it – *George Formby Boxing* might be a good laugh. It's a shame this one's called *George Foreman's Boxing* then really, isn't it?



ELECTRONIC ARTS' BATTLE OF THE BASKETBALL GIANTS ON THE MEGA!



■ The third of Electronic Arts' E.A.S.N. games – *Jordan Vs Bird* – is due to hit the streets of Britain early this summer...

A VERY STRANGE THING happened last month. There was not a single cart from Electronic Arts reviewed in *Sega Power*. The last time we had an E.A.-free issue was back in *Sega Power* 24. There is, however, an explanation...

Either they've: a) cashed in their profits and retired to a tropical island for a long holiday; or b) put all their energies into a whole new wave of Mega Drive titles due for release in the summer.

Our money's on b (just take a look at this new sim of theirs, for instance).

JORDAN VS BIRD

Okay, so the Mega Drive has already got a basketball game – it's not a very

good one though, is it? (Sega £24.99 *Super Real Basketball*, The Hard Line * * * *). A dodgy control method and mediocre graphics let down the overall thrust of the game.

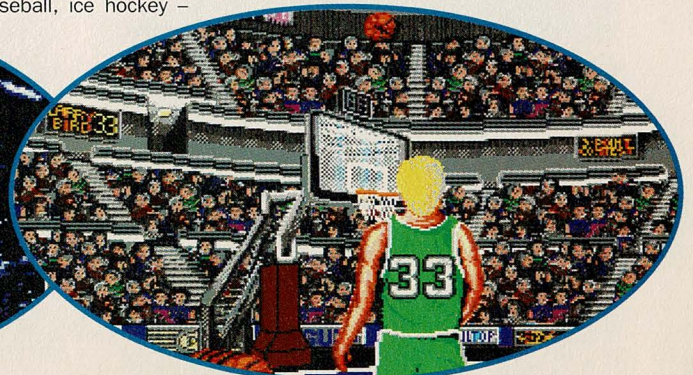
So enter E.A. with their version of America's favourite sport. Yes, it's true. Basketball is followed by more yanks than baseball, ice hockey –

even American Football. When you come to think of it, it seems strange that E.A. haven't thought of releasing a basketball game before.

Except that this isn't really straight basketball – not the kind of "lots of tall thin people running around very quickly" game you're



■ The lights are on and the crowd are going wild with excitement as their all-time fave basketball players Larry Bird and Michael Jordan engage in a head-to-head battle



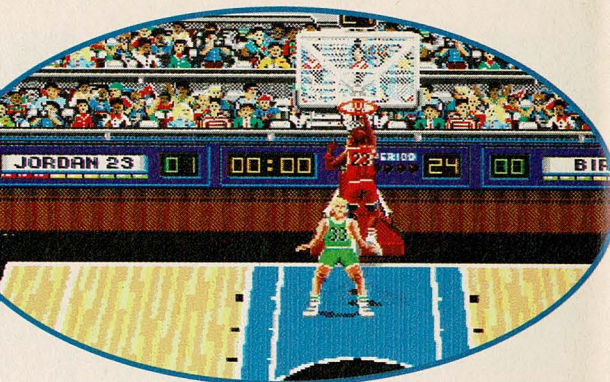
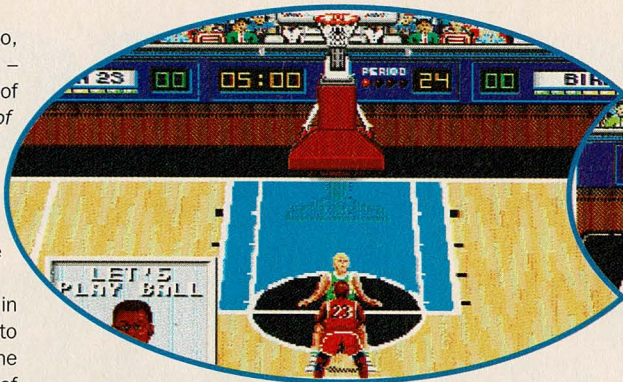
■ Larry Bird creeps around the edge of the three-point area and takes shot after shot after shot... It's all comes down to timing really – and this man should know!

used to seeing on the TV. No, this is a one-on-one event – Michael Jordan versus Larry Bird, two of the all time great basketball players (of all time, mate – Andy).

The two guys even had a hand in designing the game, incorporating their two very different styles of play.

There are three separate game modes to master in *Jordan Vs Bird*.

The first is **Super One-on-one** in which two players can take it in turns to shoot past or make a move on the other. One player takes on the role of



■ The scene is set for the ultimate showdown – Michael Jordan versus Larry Bird. You can play against a mate or against the Mega Drive

■ Jordan makes the leap and racks up two points after successfully dodging around the bewildered Larry Bird. Still, now Bird gets his chance to wreak revenge...



■ Oh dear, it's all gone horribly wrong for this man. Michael's flat on his face as the ball bounces away in completely the wrong direction. Votes from Sweden? Zero points (a disgrace)

Larry Bird, the other, Michael Jordan.

Then comes old Jordan's **Slam Dunk Contest**. This is more gymnastics than basketball as points are awarded for how well you can execute each of Michael Jordan's ten special dunks.

Number three in the series is called **Larry Bird's 3-Point**

Shootout. Basically, you've got to skirt the edge of the court's three-point zone and take your chances.

Of course, the game is given the complete E.A.S.N. (Electronic Arts Sports Network) treatment – with instant replay features and great digitised sound.

We'll be giving you the full review next month.

■ Available soon (as in very soon) at £34.99



■ Michael Jordan has ten different moves he can use in the Slam Dunk. You must press the right Buttons at the right times to make sure he executes them properly

FOOTY, GOLF, RACING 'N' ADVENTURE FROM US GOLD

AFTER HEARING LAST MONTH THAT US Gold have acquired the official licence to create the official game of this year's Barcelona Olympics, we can now confirm the final release dates for their remaining Mega Drive and Master System titles for 1992. About time too...

OUT RUN EUROPA

Steal some wheels and get moving. Yes – it's time to burn some serious rubber across Europe as you play the part of Simeon Kurtz on a mission. The Game Gear version of US Gold's *Out Run Europa* (Sega Power 26: 81%) is due for release on the handheld in May. The game should essentially be the same as the Master System ver-



■ Classic handheld driving action in *Out Run Europa* looks set to hit the outside world in May. Race across Europe on the trail of stolen secrets in a series of high-speed vehicles

sion, making it a much better portable drive-em-up than the original *Out Run* game. Full review next issue.

■ Available in May at £24.99

WORLD CLASS LEADERBOARD



This classic golf game is presently getting the Mega Drive conversion treatment and is set for release in June. The game looks as if it will have all the features of the Master version, but with better sound and visuals.

Whether it will challenge E.A.'s *PGA Tour Golf* (Sega Power 19: 90%) as the best cart to play a round with remains to be seen. As always, we'll keep you posted.

■ Available in June at £39.99

INDIANA JONES AND THE LAST CRUSADE



Indiana Jones on the Master has been selling by the bucketload since its release over a year ago (Sega Power 14: 65%), and now his 16-bit brother is about to enter the highly competitive world of Mega Drive platform adventures. Will he be up to the job? Expect a full *Sega Power* review before its release in August.

■ Available in August at £39.99

SUPER KICK OFF



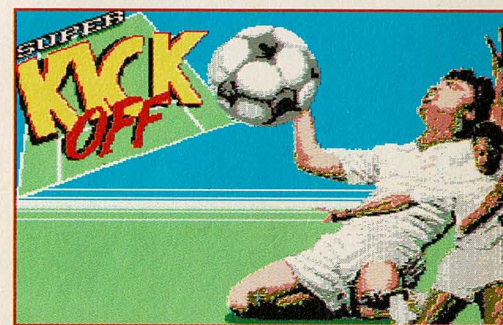
No sooner does Virgin's *Euro Club Soccer* get the *Sega Power* review treatment (see page 22), when we hear news of the Mega Drive version of *Super Kick Off* (the Master System version got 92% back in issue 26).

Expect a head-to-head comparison between this and Tecmagik's *Champions Of Europe* in next month's *Sega Power*.

■ Available in October at £39.99



■ Not such a brilliant Master System title (*Sega Power* 21: 76%), but US Gold have got big plans for the Mega Drive version of *World Class Leaderboard*. Can you wait for it?



■ What a big ball that chap's got. And what a big chap he is compared to that John Barnes-a-like dwarf. It's amazing! (It's called perspective – Art Ed) Oh, I'll shut up then...

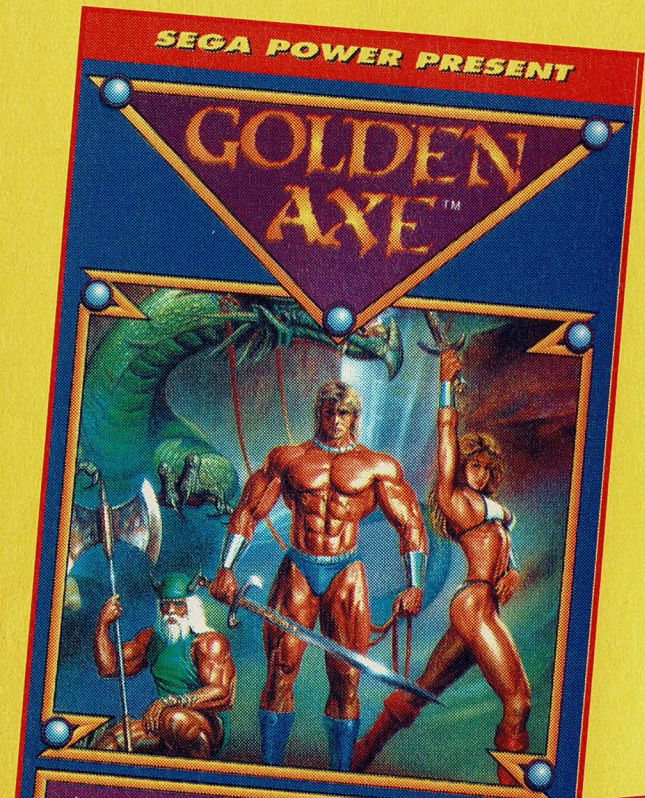
GAME-TESTERS WANTED!

If you think you could game-test some of the biggest up-'n'-coming titles in the universe for *Sega Power*, we want to hear from you – and we want to hear from you NOW!

Write and tell us why you think we should bother considering you for the job, and then send your application to: Game-testing, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

NEXT MONTH!

● The third *Sega Power* novel in the series is on its way ●



“Andy, having just written the best-selling book of *Golden Axe*, do you feel your life has changed?”

Andy: “Erm, no”

“Neil, after the success of your *Road Rash* effort, do you intend to keep your day job?”

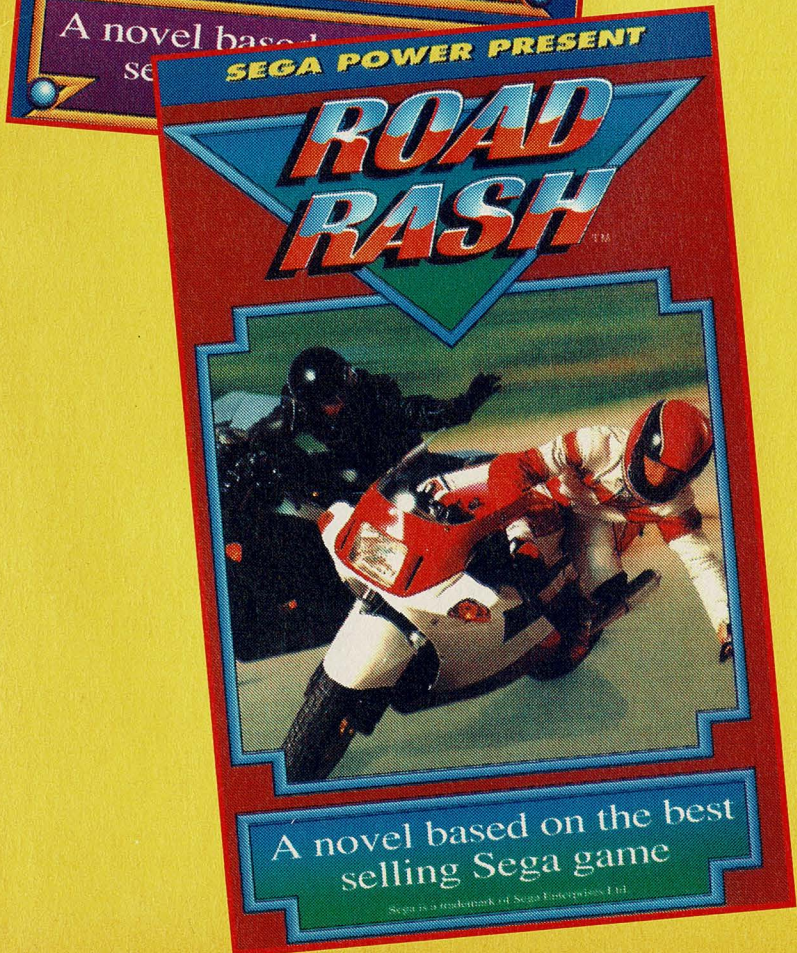
Neil: “Erm, yeah”

“And we understand that *Sega Power* have recently commissioned another book to go on the cover of the July issue, is that true?”

Andy: “Yeah, it’s going to be brilliant too”

Neil: “A stonker, matey, and no mistake”

Collect the next novel in the *Sega Power* series with the July Issue of *Sega Power* – in the shops on Thursday 4 June. It’s art (sort of).



**ON SALE
THURSDAY 4 JUNE
at all good
newsagents**



SEGA POWER JUNE 1992

SONIC VERSUS

• So here it is... The ultimate head-to-head play-off between the w

And in the red corner, we have the one and white blur, the master of the Marble Zone, crème of Sega gaming – the unmistakable, only... *Sonic The Hedgehog!* (And in the blue

LET BATTLE

THIS COMPETITION ISN'T GOING TO BE decided purely by graphics, sound, and the other usual standards by which most other games are judged. Let's face it, *Sonic The Hedgehog* would win before we'd even really started. No, that would have made things far too simple – and we're talking high stakes here.

This is a clash of the titans. This is like pitching Spider-Man against Batman in a fight to the death.

As well as taking a look at each of the character's appearances in games, we're also going to give you a

SONIC

Sonic appeared in the summer of 1991 and took the video game world by storm. Sega's top programmers and designers had been working on the mega secret project for years, and the end results were nothing less than breath-taking.

For months, *Sonic* was the only game anyone talked about. Getting any work done in the *Sega Power* offices was practically impossible and shops were hammering at Sega's doors demanding more carts to sell because there simply weren't enough copies in the country to cope with the demand. People, it seemed, couldn't get enough of *Sonic*.

And then, as soon as the initial buzz from the launch of the Mega Drive game was settling down, the Master System and Game Gear versions arrived and everyone went completely hysterical all over again.

Sonic is the new kid on the video gaming block (replacing the other New Kids On The Block in terms of trendiness). He's not an old, decrepit hanger-on from decades ago (like a certain plumber we could mention), but truly a new video game star for the '90s.

He's fast, he's furious and he's here. Now, if Mario is the Alvin Stardust of the video game world (sorry, Alvin, nothing personal) then *Sonic* is the here and now – hard, fast and at the cutting-edge of entertainment. Not much contest really, is there?



SUS MARIO!

world's most popular video games characters... This is the big one! ●

only spiky speed merchant, the blue and the pièce de résistance, the crème de la the unmissable, the unbeatable, the one and corner we have a sad, middle-aged plumber.)

COMMENCE!

glimpse of the characters' personality and make-up as well. And it promises to be thrilling stuff too.

What you're about to read are the results of weeks of research, days spent studying the two characters and deep discussion with some of the best *Sonic* and *Mario* game-players in the country.

Sega Power are now going to prove once and for all that *Sonic* is THE king of video games...

But before we get down to dishing the dirt, let's take a look at how both video game characters came to be where they are today...

MARIO

Mario's a bit past it to be honest. He's been around for donkey's years – much like Alvin Stardust.

He had a brief moment of glory sometime way back in the late '70s (when the Bay City Rollers were trendy, people were still wearing day-glo flares and there were no other video games around), but that's about it really.

He's yesterday's man, desperately clinging on to his one, singular success from decades ago.

Mario games are still churned out, but there's nothing really new in the way they're designed.

If Mario were a pop star he would wear a suit jacket with jeans, have a big Kevin Keegan hairdo and sway meaningfully from side to side a lot. With sleeves rolled up to the elbows, he'd croon second-rate ditties while legions of school girls trilled along behind him.

He'd be the sort of "personality" that appears on ALL the charity records, but no-one ever recognises him. He's always hidden towards the back of the team photo – at a respectable distance behind Sting, George Michael and Kylie – making up the numbers and desperately hoping to be asked back next year.

He's the sort of guy your granny loves, your mother vaguely remembers from the first time around ("he wasn't even up to much then," she says) and music-lovers loathe.



HOW SONIC SHAPES UP

THE REAL EXPERTS' OPINION



Sonic is here to stay, obviously. This is how *Sega Power* rated his three appearances on the Mega, Master and the Game Gear.

owners just one piece of advice this year then it's this – buy it!"

SONIC THE HEDGEHOG

Master System £29.99

Master System owners had to wait until the start of 1992 before Sega finally got *Sonic's* 8-bit incarnation out of Japan and into UK shops – but then it sold like no other game before.

In fact, Mega Drive owners bought Powerbase Converters just to get another fix of what had already become a classic game.

Sega Power said: "*Sonic* does it again. This is a true classic. Go on, buy yourself a piece of video gaming history."

SONIC THE HEDGEHOG

Game Gear £24.99

Of course, next had to come the Game Gear version of *Sonic*. But despite the clamour for more, Sega refused to be rushed.

Instead, they made the well smooth decision of customising the Master System version (rather than just using the same code in a smaller Master System cartridge).

They redesigned a few of the bosses and zoomed in on the action, giving the Game Gear version an individual feel all of its very own. The result?

Sega Power said: "This is the best title for the handheld we've yet seen. Fast, colourful and great fun – buy it before it sells out."

Verdict: So what was *Sonic's* average score? A stonking... **95%**. (Now go and see how the red plumber got on...)



SONIC THE HEDGEHOG

Mega Drive £34.99

Sonic's debut appearance in the roller-coaster supersonic game that went on to sell over 100,000 Mega Drives. This game practically changed the world.

Sega Power said: "Do believe the hype – this is the tidiest, smoothest and most exhilarating game you'll ever see. If *Sega Power* can offer Mega Drive

RIP-OFF OR WHAT?

If a Rolls-Royce cost only £5,000, and a Skoda £250,000 the Rolls-Royce would still be regarded as the better car, even though it was cheaper, yes?

Well, *Sonic The Hedgehog* on the Mega Drive only costs £34.99, while SNES carts cost £5 more at £39.99.

On the Master System, *Sonic* costs only £29.99. On the NES, *Super Mario Bros 3* will set you back a whacking £40 – a difference of £10.

Nintendo owners are paying more money for an inferior game.

Verdict: *Sonic The Hedgehog* offers you far better value for money.

SONIC IS THE BEST...

Compare *Sonic's* 95% to *Mario's* 75% (see how he shapes up at the top-right) and we have our proof.

Verdict: this is an unbiased and equal test. It's been proved that *Sonic The Hedgehog* games are better than *Mario* games by a humongous 20%!



The video game industry is just like the movie industry.

Every year they have the Oscars, and every year everyone involved in the video game industry votes for their own faves at the ECTS Awards.

The European Computer Trade Show Awards are the most important in Europe. Votes are cast by all sorts of people involved with all sorts of different computers and consoles.

At the 1992 ceremony, held on Sunday 13 April 1992, *Sonic* won Video Game Of The Year.

Can you guess who else was in the running (he didn't even pick up a runners-up prize)? Yep, you guessed it – the dork in the dungarees, *Mario 3*.

And this was just the delicious icing on the cake of a whole year of accolades for

OPINION

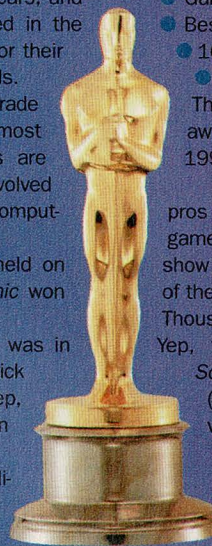
one of the most incredible games of the past decade...

- Game Of The Year
- Best Console Graphics
- 16-bit Console Game Of 1992
- Best 16-bit Console Graphics

The above are just some of the awards picked up by *Sonic* in 1992 alone.

Okay, so we know what the pros think, but what about the game-players? Well, the BBC TV show "Going Live" conducted one of the biggest ever polls to find out. Thousands voted and guess what? Yep, the undisputed winner was *Sonic The Hedgehog* – again. (He polled over twice as many votes as his nearest rival...)

Verdict: Game-players and pros alike obviously prefer playing *Sonic* to *Mario*...



GRAPHICS PAINT A THOUSAND WORDS

Take a look at these screenshots taken on all three formats. Of course, you can't see movement, but by now, all of you should know the pace at which *Sonic* shifts. If you haven't seen *Mario* in, er, "action," then

take it from us – compared to *Sonic* he's slower than a relaxed sloth.

Verdict: *Sonic's* faster, smoother, and more colourful than *Mario*. 'Nuff said.



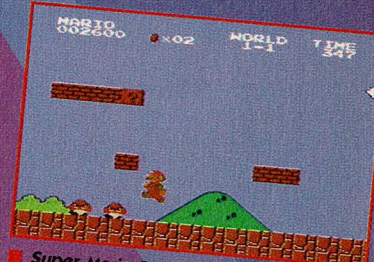
■ The Mega Drive version of *Sonic* is the game that started it all. Beautiful sprites, smooth animation and glorious gameplay



■ *Super Mario World* on the SNES – and it's, er, got colour (well, green really) and a plumber in it, and, um, nasties (ahem). Er...



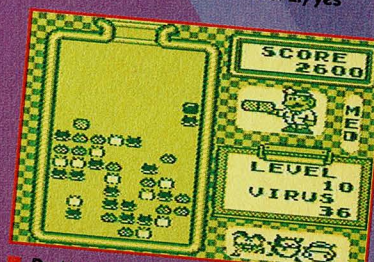
■ The 16-bit superhog goes 8-bit for the Master – and doesn't lose a thing en route. New stages, great graphics. It's incredible



■ *Super Mario Bros* on the NES and we've dropped the green in favour of a sort of purple. Bricks, a plumber, nasties. Er, yes



■ *Sonic* on the handheld proves that you just can't keep a good game down. Great visuals, the same gameplay, megabrilliant!



■ *Dr Mario* on the Game Boy – *Columns* variant without *Column's* appeal. But what the hell does this have to do with *Mario*?

IDEOLOGY: MARIO IS VERY CRUEL TO ANIMALS

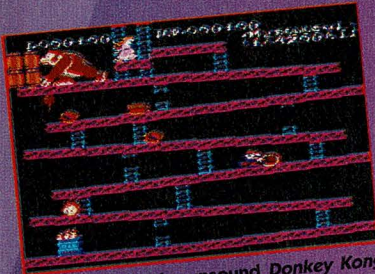
Doesn't sound such a big deal, does it? Well, think again. Video game characters are heroes, so their ideology (man) is very important.

In *Donkey Kong Junior*, the plumber had captured and imprisoned a gorilla and forced him to work in a cruel circus act. In the game, you had to try and help the gorilla's son rescue his father.

Sonic, on the other hand, res-

cues animals. And without wishing to get all soppy and sentimental, we reckon that anyone who imprisons animals for monetary gain is sick.

Devote your life to helping them, however, and that's a different kettle of fish altogether (er, quite - Andy).



■ And before the unsound *Donkey Kong Junior*, there was *Donkey Kong*. The game that inflicted Mario on us for the first time

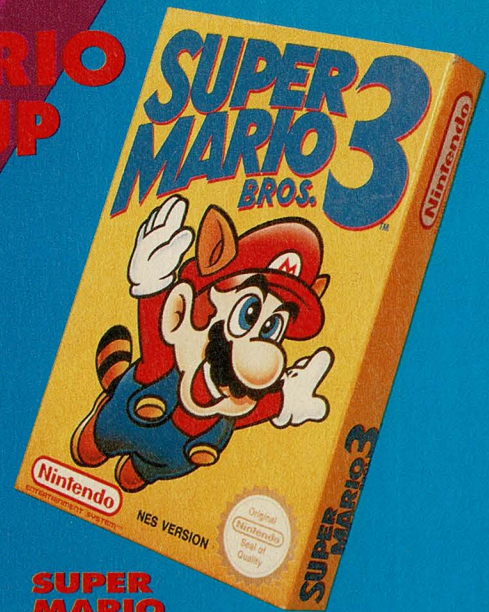
■ Mean, green and a hog with a purpose, *Sonic* releases his woodland pals from one of Robotnik's many cruel devices

Verdict: *Sonic* liberates animals, *Mario* once imprisoned them. This is 1992 for God's sake, so we should care for the environment and show some respect for the animals we share our fragile planet with. *Sonic* does, but *Mario* doesn't.

HOW MARIO SHAPES UP

We wouldn't want to rate these games ourselves, so instead we'll use a Nintendo magazine's own scores to evaluate *Mario's* appearances.

TOTAL! are a 100% Nintendo magazine, so, if anything, they're even more biased (albeit in the opposite direction) than we are. Let's see how they rated him in the following games:



DONKEY KONG

NES

A three-screen (wow!) "game" in which you have to jump over rolling barrels.

DONKEY KONG JUNIOR

NES

More gorilla-related tedium, except this time you play the part of the gorilla.

MARIO BROS

NES

Head-butting, running left and right and, er, more head-butting "action."

SUPER MARIO BROS

NES

You guessed it - yet more head-butting from the hopeless has-beens.

SUPER MARIO BROS 2

NES

More head-butting.

SUPER MARIO BROS 3

NES

... and yet more head-butting...

SUPER MARIO WORLD

SNES

... and yet even more head-butting...

SUPER MARIO LAND

Game Boy

... and guess what? Yes, yet more carting head-butting!

DR MARIO

Game Boy

A sad attempt to imitate Sega's *Columns*.

Verdict: If you take an average of the scores *TOTAL!* gave to all the above (not forgetting that these reviewers were biased in *Mario's* favour, of course), you get a total of only **75%**. Compare that to *Sonic's* score!



FASHION: HI-TOPS OR... DUNGAREES?

It can't be denied, *Mario* wears dungarees. But don't be too appalled or disgusted.

I mean, what do you expect? It all boils

down to what's cool really. Of course, proving that *Sonic* wears cooler stuff than *Mario* is a lot like trying to explain why the Mona Lisa is better than Dan's efforts on *Art Alive!* - the answer is obvious, but difficult to explain. Let the facts speak for themselves...

◆ *Mario* wears dungarees - and so do the following: Dexy's Midnight Runners, Giles Brandreth and Rod, Jane and Freddy from "Rainbow."

◆ *Sonic* wears blue lycra and hi-tops. Olympic athletes and Superman wear blue lycra, and everybody who's anybody wears hi-tops.

Verdict: *Sonic* wears cool gear. *Mario*, on the other hand, gets his style tips from fashion king Gyles Brandreth (now that explains a lot... - Andy).

■ Dexy's Midnight Runners and those, er, dungarees...



IS MARIO DEAD?

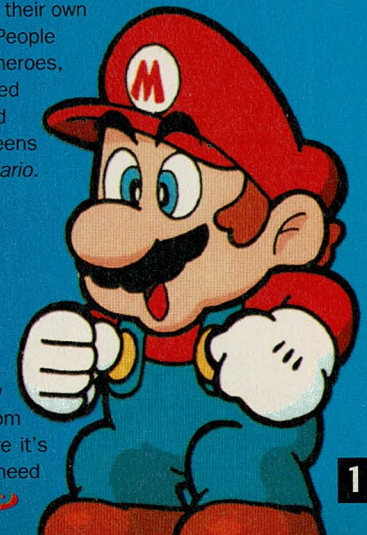
A good point, actually. It seems even Nintendo aren't bothering to mention *Mario* in their new ads any more.

They'd rather keep quiet about him - more to the point, they'd rather not mention his name in association with their latest "attempt" at a console: the SNES (the Super Famicom).

In a desperate attempt to actually sell some of the machines, they've done a lot of advertising, but how many times have they mentioned *Mario* in

their ads? How many times has *Mario* appeared to sell the new machine?

Verdict: how can anyone claim *Mario's* any good when Nintendo themselves don't even mention him in their own ads? People need heroes, not tired out old has-beens like *Mario*.

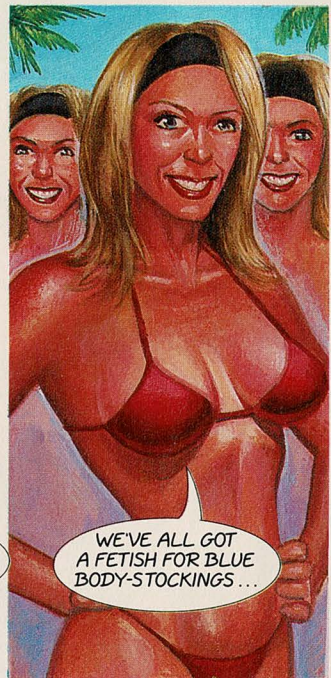
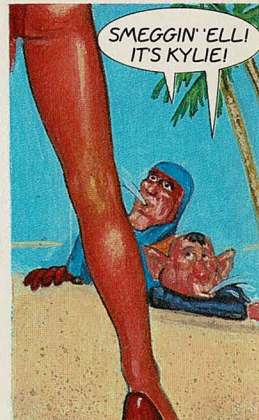
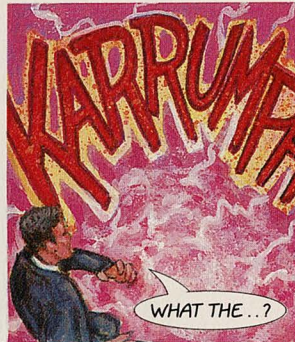


...MARIO, ER, ISN'T...

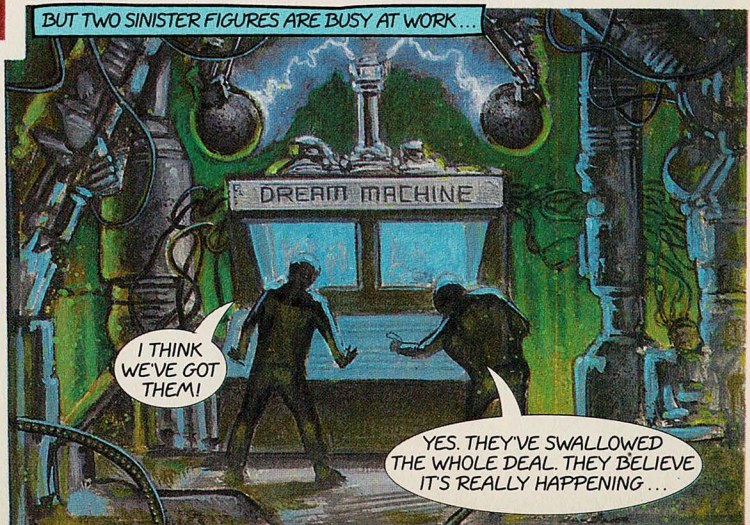
So there we have it. Proof of what we all knew anyway. So if you're getting a load of gob from some misled fool who claims that *Mario* is where it's at, offer him or her a go on *Sonic*. And if they need further proof, well - you know what to say...

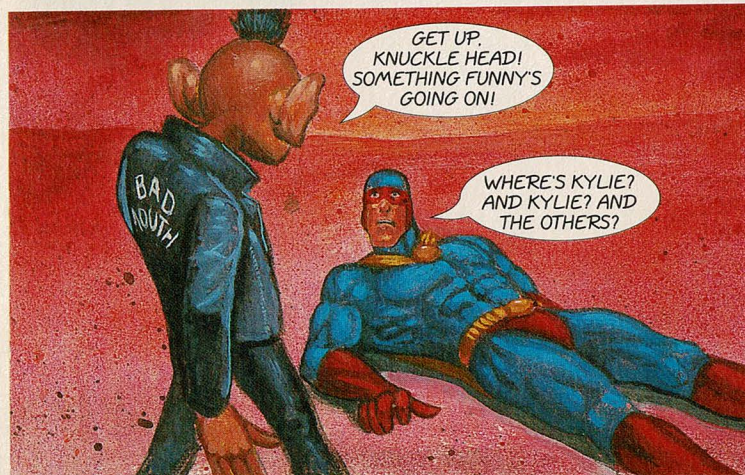
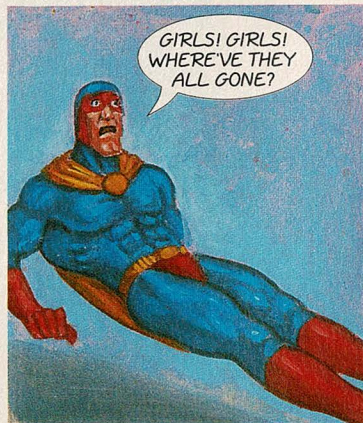
THE UNLIKELY ADVENTURES OF
CAPTAIN AGES
AND HIS PUNK PAL **REWOP**
IN
"I SHOULD BE SO LUCKY!"
ART PAUL KIDBY LETTERING MACH ONE SCRIPT ORANGE PEEL

ARRESTED FOR POSSESSING A LOW-FLYING FIRE HAZARD, THE CAPTAIN'S IN A FOUL TEMPER...



BUT TWO SINISTER FIGURES ARE BUSY AT WORK...





WHAT THE HELL IS GOING ON? WILL AGES AND REWOP ESCAPE? WHAT IS THE CAPITAL OF ALBANIA AND WHY DO YOU ALWAYS MEET PRETTY WOMEN WHEN YOU'RE WITH YOUR MOTHER? STAY TUNED FOR THE ANSWERS TO TWO OF THESE QUESTIONS...

TOTAL! The only magazine dedicated to Nintendo gamers, full of reviews and tips for the NES, Game Boy and Super NES!



Our dead smart logo – look out for it in the shops!

Nintendo's stonky new super console – read all about it!

Ooouch! Hey, just watch it! These arrows are a bit flippin' sharp. Careful, there's skin in that!



Like WOW! Heavy-duty compo or what?

Andy 'Thicky' Dyer.
Writer and twonk

Er... the bar code (ignore this bit)

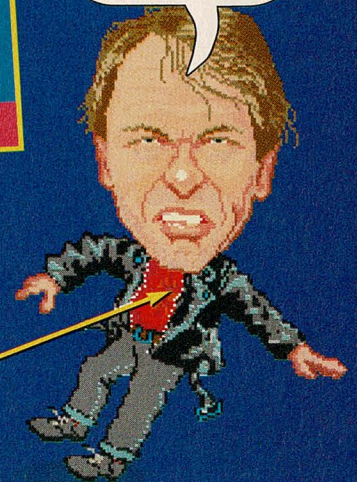
Steve 'Misery Guts' Jarratt.
Editor and dweeb

16 pages full of Game Boy reviews!

18 pages crammed full of NES reviews!

10 pages stuffed with tips!

OW! I hate these flippin' adverts. It's all your fault Dyer, 'ooh, lets be in the ad' you said! Stupid great berk!



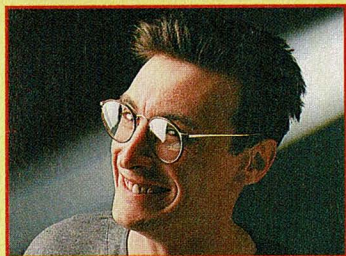
Got a Nintendo? Then get TOTAL! Issue five is on sale right NOW!

POWER REVIEWS

• We review all the latest games on every Sega machine! •

When you're playing games seriously you want to make sure you're getting the most *serious* games. *Sega Power* are here to playtest the latest and then point out the winners from the losers, so you don't waste any of your cash on completely nob carts. When we recommend a game, you can be sure that it's the best there is...

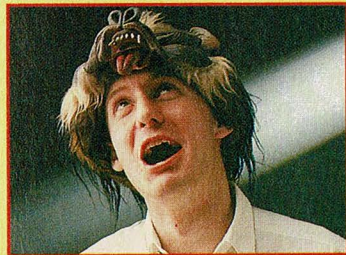
GET OFF! IT'S MY TURN ON THE MEGA...



• Andy: *Hellfire* is the game of the month for me. *Super Off Road Racer* is pretty good too. I'm disappointed with *European Club Soccer* though



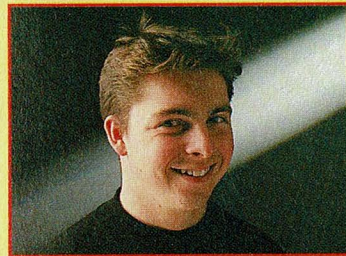
• Neil: I think the Ed's being too hard on *European Club Soccer*. I reckon it's good fun. *Spider-Man* on the Game Gear's a smart cart too...



• Dan: Actually, I enjoyed laughing at *Double Dragon* – it really is nob. If I had to buy any games this month it'd be *Hellfire*, I suppose, nothing else



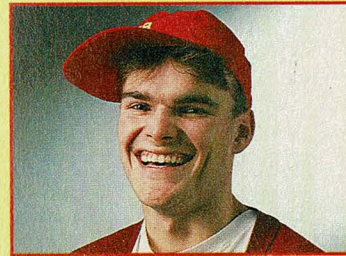
• Mark: *Road Rash* and *Sonic* on the Mega Drive have been my particular favourites. They're miles better than any of this month's crop of games



• Nick: *Super Off Road Racer* is brill, I really enjoyed it – especially in two-player mode. *Fantasy Zone* on the Game Gear appeals to me as well



• Maff: *Fantasy Zone* is the only title I've played this month. I watched the Ed playing *Hellfire*, but I haven't had a decent chance to play it properly yet



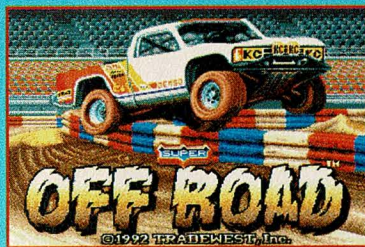
• Richard: As well as *Hellfire* (which I've played to death now), I've been getting back into *Quackshot* and *Sonic* on the Mega Drive a lot. Ace!



• Amanda: I really didn't like *Pengo* as much as *The Lucky Dime Capers*, so this month I've stuck with the latter instead. Oh yeah – and *Hellfire*



EUROPEAN CLUB SOCCERPage 22
It's the games that encourage you to give 110% for the full 90 minutes that we applaud at *Sega Power*. *World Cup Italia '90* didn't inspire on the Mega Drive, but here's one that might just prove to have the legs we've all been waiting so long for, er, Brian.



SUPER OFF ROADPage 26
Take your monster truck for a spin on your Mega Drive and get it all covered in mud. Who cares as long as you win, eh? Don't try doing *this* in the high-street...



HELLFIREPage 28
Smooth-scrolling shoot-'em-up action for Mega Drive blasting addicts who just can't get enough of that hot laser stuff! Grit your teeth, go "Grrr" and get to it!

DOUBLE DRAGONPage 30
The ancient coin-op conversion makes it the Mega Drive at last. Find out here whether the wait was worth it or whether it should have been left alone.

JOE MONTANAPage 35
American football on the teeny screen? They can't hope to pull it off, surely? Or have they managed the impossible? And can you live without this game?

MASTER HEAVENPage 32
The Top 20 Master System games of all time. If you don't own all of these, you should start saving up and go and buy them – right now!

FANTASY ZONEPage 36
This ancient Master title was once hugely popular, so now they've made a Game Gear version too. Has it retained all the fun of the original though?

PENGOPage 34
More puzzling action fun and frolics for gamers on the move with this Game Gear title. P-p-p-pick it up, slot in it, put your headphones on and go! How many levels can you clear in one go?

SPIDER-MANPage 37
The webslinger's back to take on the King Pin again and now he's fighting it out on the small screen. Peter Parker's no stranger to seedy underworld characters, but he still needs your help.

THE POWER RATINGS!

• GAME NAME? • MASTER, MEGA OR GAME GEAR? • WHO MAKES IT? • PRICE? • OFFICIAL OR IMPORT?

■ These little red squares tell you about all of the game's good points. All those things that make it stand out from the crowd. The two arrows on the left are split so you can see if the good points outweigh the bad at a glance! If the blue arrow is bigger, then watch out!

■ Ooh! These little blue squares show you all the bad points. All those things that make you want to scream in frustration or throw the cart across the room!

SEGA POWER SAYS
*This box gives you an overall comment. If you want to get to the meat of a review – read this bit first! Below you'll find a percentage. This reflects what we thought of the game overall. Anything over 90% gets our special *Power Factor Gold* award! And that means it's something really special!*

99%





EUROPEAN C

● **Virgin's second attempt at a brilliant footy game falls short.**

When *World Cup Italia '90* was released for the Mega Drive (*Sega Power 16: 45%*), we all cheered like mad because at the time we thought it was going to be the kind of decent soccer simulation the new machine had been waiting for..

UNFORTUNATELY FOR US, FOR you, and for the world in general, *World Cup Italia '90* didn't live up to expectations. It was, in fact, nob. Very nob.

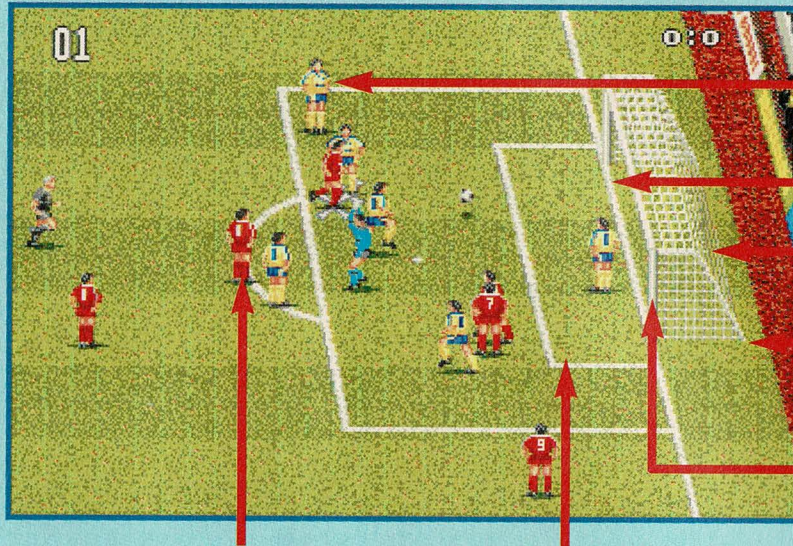
It's been over a year since the release of *World Cup Italia '90* (during which time the game's been bundled with the Mega Drive), and although Master System owners have had the excellent *Super Kick Off* from US Gold (*Sega Power 26: 92%*), Mega Drive owners are still waiting for their own definitive soccer game.

Well, now Virgin Games have got a second chance to give the public what they want – in the shape of *European Club Soccer*.

Unlike both *World Cup Italia '90* and *Super Kick Off*, *European Club Soccer* drops

BUT WHAT IN FOOTBALL'S NAME IS GOING ON, BRIAN?

The game of football may look easy and simple, but it can be confusing. Mr Cholmondley-Warner explains:



■ "This is the 18 yard box. Cleverly, it's three times the area of the six yard box"

■ "The goal-line. This is painted so the groundsmen know where to place the goal for each new game"

■ "Yes, this is the goal into which the ball should be kicked during the match"

■ "A herbaceous border. Most of the team like to keep their fingers green during the half-time break"

■ "The goalnet. Actually a collection of holes knitted together. Important too"

■ "The players. A crucial part of any game. The ball wouldn't do a thing without them"

■ "The six yard box. Players should make hay in here whenever they can – they've definitely got the weather"

the viewed from above perspective and instead offers you the chance to view all the action from the side – and a little bit above – in a sort of almost but not quite 3D (*quasi-3D, methinks – Andy*).

Up to eight players can take part in the European Cup itself. This consists of two legs per round (home and away) and five rounds in all (including the quarter and semi-finals).

Before you get going on the full-blown thing though, you'll want to get used to the controls and how

the game works with a quick one-on-one against a mate – courtesy of the arcade game. Of course, you can always play

"Let's face it, World Cup Italia '90 was a load of nob really..."

solo against the Mega Drive if you're too sad to have any friends.

But before you get into the full simulation, you must first decide which club

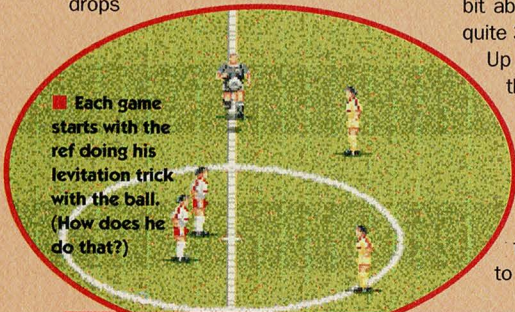
you want to be in. You can choose from almost any one of the 32 participating countries but the clubs available tend to be only the famous ones.

You can't be Frome Town Ladies or Scunthorpe, for example, but you can be the well known Swedish club Norrkoping (if that's what you want).

You can also choose the colours of the strip your team must wear – even down to the colour of the trim on the sides of their shorts.

Once you've decided all this stuff, determined the skill levels and how long

SEGA POWER JUNE 1992



■ Each game starts with the ref doing his levitation trick with the ball. (How does he do that?)

WAHAY, GET YOUR KIT ON, BOYS!

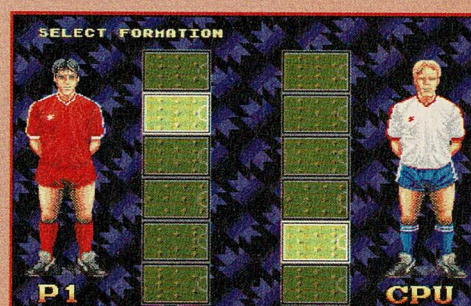
So what's wrong with my shorts? Are you calling my socks poofs? There's no excuse for not having a nice strip in this game because you can pick the colours yourself.



■ Now that's the best strip Norwich have ever worn. Actually, the Ed's mate, Rob Newman, plays for Norwich (they were at school together) (*Fascinating... – Neil*)



■ Spin the symbols around the ball using your joystick and pick your team. Once you've picked your country, you can then pick one of that country's teams



■ Before each match starts, you can decide the tactical formation of your team on the pitch – so can the other side, mind you. (Damn it! There's always a downside)



LUB SOCCER

• Mega Drive • Virgin • £34.99 • UK Official Release •



■ If things aren't going your way, perhaps you need a new set of legs on the squad! Time to warm up your subs, I think



■ Dusan Music? Dusan Music? What kind of a stupid name is that? As if anyone is ever going to believe that (I certainly wouldn't)

you want each match to last, you're into the game proper. Let's go over to our man on the spot, er, Brian for some detailed coverage of the match.

"Yes, yes, I went to Sainsbury's earlier... yes, I got the pickled onions... no, I'll be home a bit late, honey. I've got some commentary for *Sega Power* to do... Sorry? What, we're on now?"

"Ahem, er, oh, well, er, welcome

to the European, erm, Cup and you join us here, er, for the first leg of these prestigious Championships live from the famous ground at Norrkoping, home of the famous Swedish club Norrkoping.

"Norrkoping's rivals today are the terrors of the Spanish League, none other than RCD Espanol, who'll be playing the first half from left to right as you look at



■ Hey! Look, everyone! When I was on holiday I did loads of swimming and look - I can do this new stroke now

I'D LIKE TO SEE THAT ONE AGAIN IF I COULD, BRIAN...

I say, what an absolute cracker of a save from the young goalkeeper there! Now let's see that one again...



■ Here's a replay showing Liverpool taking a penalty. The ball's well struck and the keeper's already dived for the shot...



■ But his fish-like skills have saved the day and it looks like Liverpool can do nothing right today. What a shame, boys

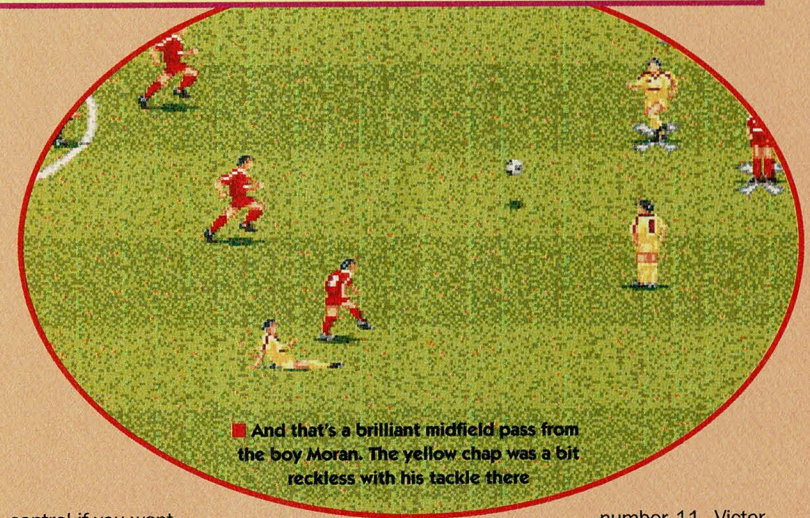
it at home. For those of you watching in black and white, RCD are playing in the blue strips with white socks and Norrkoping are the team in the white strips with blue socks.

"The teams are coming onto the pitch right now and here comes the ref with the ball. Today's ref is Wynford Holdaway from Wales.

"And he's checked his watch and blown the whistle for the start of the match. RCD Espanol kick off and the well-known midfielder Moreno Mosquera heads straight up the middle of the pitch with the ball.

You can tell who's in possession because the controlling player is highlighted by a white cross under his feet. The opponent nearest the ball is also highlighted - this time with a white cross.

"Although, normally, control of the opponent switches automatically to whoever's closest to the ball, you can switch this automatic option to manual



■ And that's a brilliant midfield pass from the boy Moran. The yellow chap was a bit reckless with his tackle there

control if you want.

This enables you (as the team manager) to switch control from player to player with just a press of Button A.

"Norrkoping have the ball now and their star striker in the number ten shirt, Thomas Andersson, is tearing towards the RCD goal.

"But wait! Oh no! A terrible tackle from behind by the RCD's dangerous

number 11, Victor Contreras, has brought Thomas down. Yes, the ref's coming over. He's gone to his pocket and Victor has been booked for that brutal move.

"Norrkoping now have a free kick from just outside the area and the captain is moving the yellow sight around the goalmouth as the players get into their positions. The



■ Watch out, Steve - incoming! (It's brilliant fun kicking the ball to a mate who's not watching what's going on)



■ Paul Wilkerson goes striding off towards the goal and the other chap hasn't even realised he's lost the ball yet

THE BOYS GIVE IT THEIR ALL

Our lads from Anfield are looking to do well in this year's European Cup. But with Andy Smith at the controls just how far in the competition can the team expect to get? Let's find out...



■ "You'll never walk, again! You'll neverrr waaaaarrkkkkk, aaahhhhh-ggaaaaainnnn!" Er, yes, quite. I think we'd better get on with it



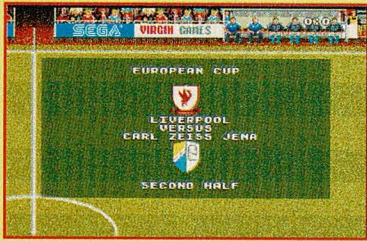
■ And this is the cup we're all after. You don't have to do the Championship in one sitting though. Simply use the passwords!



■ And in the first round, Liverpool get to play the, erm, famous, Carl Zeiss Jena team. I've never even 'erd of 'em, what about you?



■ Now we know what the famous Carl Zeiss Jena team look like - and we look much harder (what a bunch of hairdressers, boys)



■ Let's have a look at the bench. They look pretty engrossed with the half-time show, so it must be pretty good... (Er, isn't it?)



■ Oh dear, the keeper's down and the Carl whatsit team have put a cracker past him. Let's see that one again via the replay



■ The keeper's been beaten again but it looks like we might be able to clear this one (he said desperately). Oi, defence!



■ And that's another one in the back of the net for the Carl whatsit team. Oh dear, Liverpool, what's going on, for God's sake?

SEGA POWER JUNE 1992

yellow sight determines where the ball's going to go when you take the kick. Andersson takes the kick himself and instead of going for a low shot, he's tried to clear the wall.

"But the tactic works... the ball's in! Norrkoping take an early lead. Let's watch that again using the game's replay facility. What a beautifully struck chip that was. Play

restarts and Norrkoping knock the ball out of play for a throw-in. The yellow sight comes out and RCD take the throw... The whistle blows and the Swedish team go in at half-time with a great 1-0 lead.

"As play resumes, Norrkoping have two substitutes warming up on the side-line. The ball goes out of play for an RCD corner and the substitutions are made. The players career around the pitch with the ball seemingly stuck to their boots. Great play here...

"Now RCD challenge the man with the ball and this time, instead of tackling the guy from behind, the RCD player just stands in front and takes the ball straight off him! Erm, remarkable.

"And now, for some strange reason, the ref is, er, running backwards - what talent!

"RCD Espanol have the ball now and the attack is building up - but it looks

"The best yet, but that's not very hard when you think of Italia '90"



■ Jonas Magnusson is actually Magnus's son and is widely regarded as the cleverest man in football today. No, honest, he is. He's even got a first class degree in ball aerodynamics...

like it's all going to be too late. Yep, the ref's already blown his whistle.

"Norrkoping have won the first leg and must now travel to Spain and play at the RCD stadium for the next leg..."

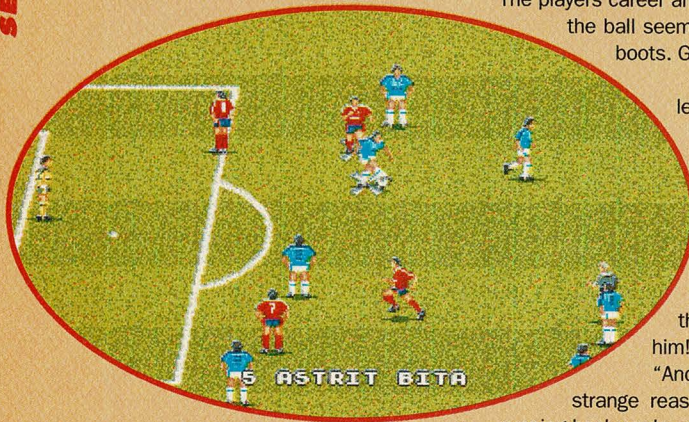
Thanks for that, Brian. Yes, Euro Club Soccer is miles better than World Cup Italia '90, but what a shame the game-play isn't as good as we'd hoped.

The automatic switching of control between your players is hard to get

used to because it always seems to happen at the wrong times. And when you're on manual you're never sure who control is going to switch to.

The way the ball just sticks to the player's boot is disappointing too, and on the low skill levels it's a piece of cake to score goals by just constantly changing direction as you move around.

The opposition spend most of their time trying to tackle you from behind.



■ Wow! This team could play without lights in these strips. Meanwhile, Astrit shoots...



■ Though you can't see it here, the ref is actually running backwards. He does this a lot, you know. Odd game, footy



■ The keeper's beaten - surely nothing can stop the ball now? (of course it can't, idiot, stop wibbling and peg it!)



■ Take it easy, Alfred. Have a sit down and a rest, old son. Question is, would you wear a purple strip like this? Hmm



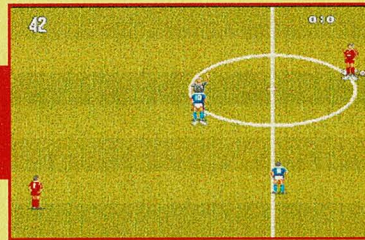
■ Watching the goalie make an impossibly high catch on the action replay. That was a cert for a goal, that high chip shot...



■ Move the yellow target around to decide where the free-kick is going. You can then welly it when your man reaches the ball



■ And you have to do all the yellow target moving around business when you get a throw-in too. Oi, ref! This one's for you



■ After a dirty foul, the ref has called up their number 10! Boooh! Hiss! Send 'im off – and the rest of the team too. Gits!



■ All right, all right! I know we're watching a replay of a fantastic goal from a corner by the Carl doodah team. Now leave it alone



■ But just in case Liverpool are thinking of making a comeback, there's yet another goal from those Carl-bleedin'-whatsits!



■ Well, it's only the first leg, so we didn't want to make them feel too bad in front of their home crowd. Obvious really (ahem)...



■ Right, that's IT! I'm not going to stand any more. Back to playing on easy level and only two minutes per game, see if I care



■ What was the keeper doing all the way out there? I ask you, there's just no skill involved in footy, you know. Now American Football... (that's a different story...)




■ The "r" in the top-left shows you that you're watching the action on the replay. It's a very nice option, the action replay, especially when you do something good

Once you get into the area, you simply have to hang on to the ball long enough for the keeper (who's always controlled by the Mega Drive) to dive at you. Then you just have to move around him and either walk it into the net or bang the ball into the goal.

It is a lot better in two-player mode, however – not as much fun as *Super Kick Off* on the Master System, but still good fun. The ability to have up to 8 human players in

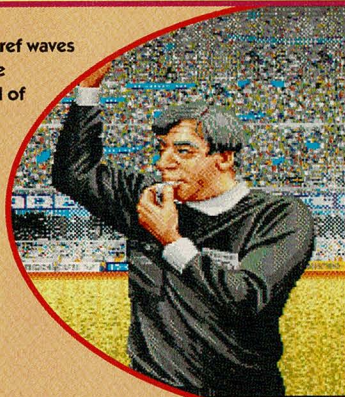
the Championships really makes it competitive too, so there's loads of fun to be had if you can get a group together.

European Club Soccer is currently the best footy game for the Mega Drive – but we can't help feeling that you'd be better off waiting for *Super Kick Off*.

We all had such high hopes for it that it's turned out to be a bit of an anti-climax really. The gameplay could have been so much better. Oh well... 

“Wow! The team could play without lights in these strips!”

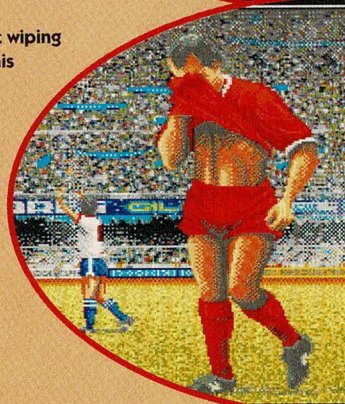
■ Coo-eee! The ref waves to his mum in the crowd at the end of the game just to let her know he's all right and will be home for tea



SCORE
0:1

FULL
TIME

■ Now is he just wiping the sweat from his brow? Or is he simply blubbing Gazza-style? What do you reckon, eh? (Yep, he's crying...)



SCORE
0:1

FULL
TIME

CONTROLLING EURO CLUB SOCCER!

■ Use this to move your player around the pitch

■ Calls up the subs screen and action replay option

■ Press to make your player kick a high ball

■ Switches control to the player nearest the ball

■ Makes your player kick a low ball



● EUROPEAN CLUB SOCCER ● MEGA DRIVE ●
● VIRGIN ● £34.99 ● UK OFFICIAL RELEASE ●

- Loads of teams to choose from
- Kit design is just one of the many options available
- Great graphics
- Up to eight can play at once
- One or two-player mode
- The team skills are loosely based on the team's real-life skills
- Better than *World Cup Italia '90*

SEGA POWER SAYS

“It's easy to beat *Euro Club Soccer* when you're playing solo, but playing against your mates is where the fun lies. The gameplay could have been better, but the password facility is a godsend. If you can't wait a few months for *Super Kick Off*, go for this. It's miles better than *World Cup Italia '90*.”

- Gameplay could have been better
- Easy to beat in one-player mode
- Sound is pretty dire

68%



SUPER OFF-R

● Forget driving in the Grand Prix... off-road racing is where it's

Super Off-Road Racer takes you out of the driver's cockpit (?) and puts you in the rôle of God. Gaze down on tons of weird tracks as four tiny cars bump, grind and fight their respective ways to victory, money and lassies in bikinis. Tim Smith ogles the curvy gurlies.

WILL MAN'S LUST FOR speed, danger, deity-like sporting status, big cars, even bigger pay cheques and different ways to die at high-speed ever come to an end? Apparently not if you believe the truck-smashing antics of Accolade's *Super Off-Road Racer*.

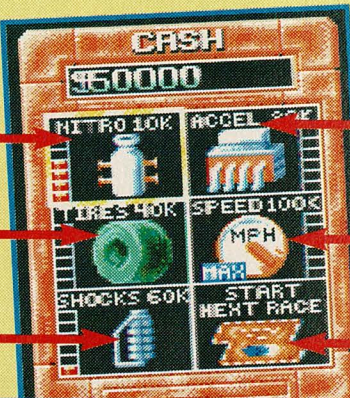
This two-player Mega Drive game sees you (and if you like, a pal) taking on two or three other drivers as you battle it out over more and more difficult sand, bump and water filled courses.

My advice here is this: before bringing in a friend, you should give the game a few trial runs. There are

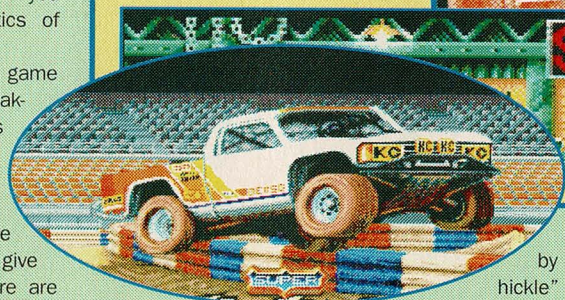
"TREE! CAR! BABY JESUS! SHOP! SHOP!"

Earning money is the second-most important thing 'cos it enables you to buy these ace goodies.

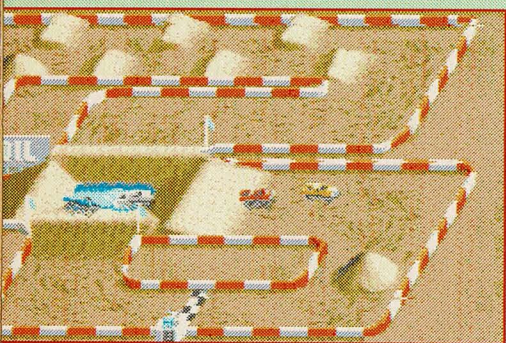
- Nitro's provide you with bursts of speed. Handy but short-lived
- The better the tire, the more grip you get round the track
- This increases your truck's ability to ride the bumps and berms



- Yep, acceleration, (in other words, how quickly your truck can get into top speed...)
- Top speed (or just how fast you can go). Simple really, isn't it?
- Hm, this might take you to the next race, possibly? Ahem...



SEGA POWER JUNE 1992



■ We're off! This is the first lap on the first stage, but don't expect a cinch practice run

three good reasons for this (*I thought there might be - Andy*).

- First, the graphics are so teeny that you have to screw up your eyes in order to sort your car out from the rest - especially at the start of a race (most of which start off with tight bends).
- Second, once you're sitting there like a Mongol warrior in a sandstorm, hunched over your joypad, you'll have to spend some time getting used to the rather interesting steering method.

Apparently left and right are relative terms. Luckily, once you're into it, the steering comes as second nature -

until, that is, you get bumped by another vehicle (or "Veeehickle" as they're called by the kind of wealthy rednecks who can afford to trash 'em over such insane tracks).

● Third, you have to become familiar with the courses in order to discover the optimum places to fire your Nitros.

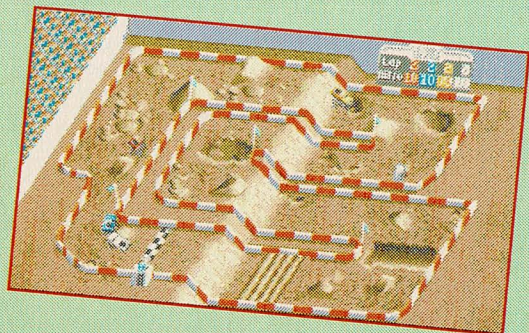
"You're sat like a Mongol warrior in the middle of a sand storm..."

These act like small, explosive turbo boosts that send your car storming off uncontrollably into the distance (and

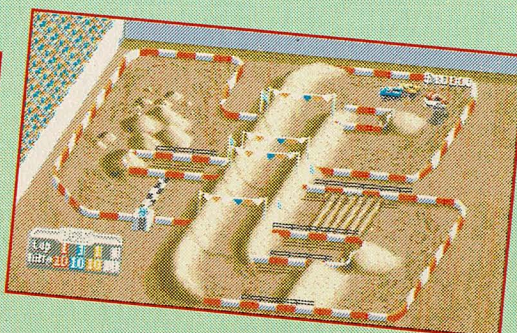


■ Ah, Red's spotted the cash in the middle and we're off again. This slow building up of cash might appeal to the more old-fashioned of economists among you, but it's not much of a high-octane sport, is it?

hopefully ahead of the competition). Because there are so few straights on the courses, you really do need to have an understanding of your ground if you don't want to waste them. Bumping a hill at top-speed with Nitros firing can be



■ The Side Winder track: White, who has been a little uppity of late, crashes into Blue, and Yellow is about to fall into a hole. It's all-action stuff here. But where's Red? Oh, there he is, struggling to get over that hump. Sad, isn't it?



■ The Blaster Track: Red might not be winning races but he's definitely picking up the perks along the way. That's \$10,000 in the bag, or rather out of it. See those flags on that central track? They flutter as you race under them...

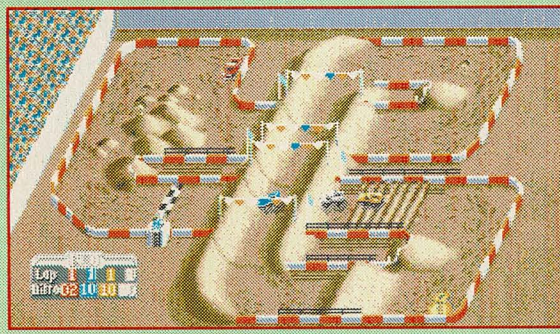


■ Yes, you're right. It's one of those deeply thought-out opening screens with the two scantily-clad young lasses (both highly-regarded Doctors Of Philosophy, by the way). I wonder if Nigel Mansell goes through all this palaver?

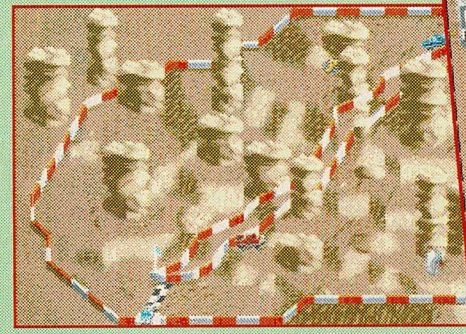
ROAD RACER



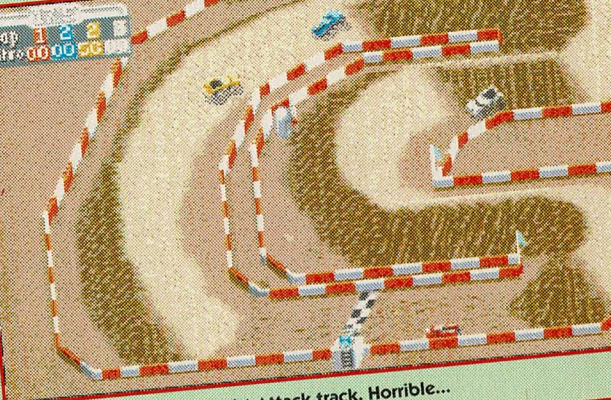
at • Mega Drive • Accolade • £29.99 • Official Release



■ At the Blaster track and guess what? Yep, that's right - Red is in big trouble again while the rest of the field are whizzing around way in front, clocking up the points, money and girls. I'm gonna cry



■ Boulder Hill. Just look at it! This course has the complexion of an eczema-ridden 13 year old after a night working in a hot pizza shop. Quite horrible



■ The Redoubt Attack track. Horrible...

a disorientating experience to say the least. But once you've got a handle on these notions you can start thinking about winning some all-important cash. There are two ways of doing this.

It seems that some wealthy philanthropist gets his (or her) kicks from rushing around the courses dropping money bags filled with \$10,000.


If you go careering into one of these bags, you don't scream: "Oi! Why don't you put that cash into my Maxwelllited Double Secure Off-Shore Pension Account?" before crashing into a fence in flames. Oh no - you simply add it to your savings and continue with the race.

You can also earn cash (and Nitros) by crossing the finish line among the

top three racers. Once you have some cash in the bank you can upgrade your car so that the millions of bumps, ruts, lakes, hills and sand flats don't cut your chances of winning.

Adding shock absorbers is a must at first, for example, because your veehicle really takes a pummelling.

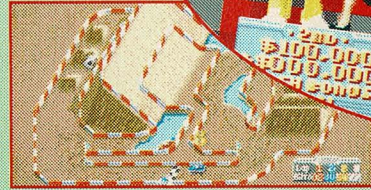
Super Off-Road Racer is a (if you'll excuse the poor American pun) gas in two-player mode, and a pleasant - if not startling change - from the run-of-the-mill driving game.

Original, sure, but nothing to write home about... 

■ A typical early course with only a few obstacles - but it's still a toughie. And oh dearie me! Where is Red going this time? Lurching off to the left, it seems. Not a good start. He hasn't even grabbed the money that's just appeared in the middle of the screen. Get to it, Red!

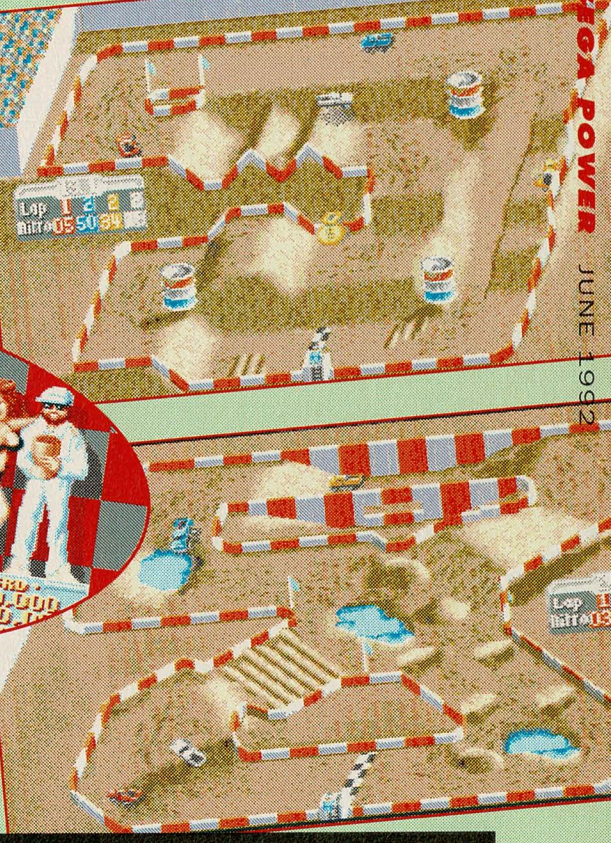


■ It's all change this time around. Red has thrown economics to the wind. This time he will see the score board. This time he will know the taste of victory. Nothing can go wrong now. Absolutely nothing (er, can it?)



■ This is getting embarrassing as Cut Off Pass proves too much for Red. He's just been bumped into a lake by one of the other low-down, sneaking, better driving, loathsome drivers. Time to go home, mate!

■ (Above) This is what it's like to win. Yup, more young ladies who've all forgotten to dress up. (Right) Meanwhile, Red's doing a duff round and heading for the barriers!



SEGA POWER JUNE 1992

RACING IN SUPER OFF-ROAD RACER!

■ Press left, right, up and down to move your vehicle in the right direction

■ Also pauses the game



■ You can define any of the three Buttons as the accelerator or Nitro Button via the start screen

• SUPER OFF-ROAD RACER • MEGA DRIVE • ACCOLADE • £29.99 • UK OFFICIAL RELEASE

- Plenty of action
- Loads of imaginative courses
- "Upgrading your car" feature
- Extra doosh 'n' Nitros add to the fun
- Two-player mode is a gas
- Not easy to get into, but satisfying once you do
- Lots of rampant totty piccies

SEGA POWER SAYS

"The top-down view and the tiny graphics detract from any long-term enjoyment you might get in *Super Off-Road Racer*. Call me an old Formula One driver if you like, but the ability to brake, change gear and be in control of your vehicle could have added so much more. Two-player mode is good."

- Graphics are too small
- No choice of cars
- Too easy to drive well and then get bumped out of position

60%



HELLFIRE

• Satisfy your lust for destruction in this smart shoot-'em-up •
 • Mega Drive • Sega • £34.99 • UK Official Release •

Yawn, yawn. The galaxy is under threat from yet another bunch of aliens and yet again it's up to you to stop them. The indomitable Richard Longhurst climbs inside his GNCS1 fighter to find out whether this galaxy-saving business is all it's cracked up to be.

LOOKING FOR A FAST, TOTALLY evil, incredibly difficult shoot-'em-up? Look no further. You just found it. There is a plot behind *Hellfire*, but who cares about that? Just shoot first and don't bother asking any questions later.

It's dog eat dog. Kill or be killed. Death or dishonour. The law of the jungle. Survival of the most well-armed.

Hellfire is different from most shoot-'em-ups though because you start the game already tooled up with four rather nifty weapons. Each one fires in a differ-

LET 'EM HAVE IT! (NO, DON'T GIVE THEM THE GUN, SHOOT!)

Thank God for the power-ups and what-have-you in this game – without it you'd be well and truly stuffed...

- Number of lives left
- Your score: you can get extra lives at 70,000 and 270,000 points
- Nab this flying bonus for some extra points
- Number of Hellfires you have remaining
- Stage you are currently on
- Difficulty: on Easy you get 20 continues; on Hard only ten...
- The high-score
- Try to destroy everything you see (er, apart from your own ship, of course)
- This bonus contains a rather nifty shield

SEGA POWER JUNE 1992



Now you know why the game is called *Hellfire*... This is the eponymous weapon in action. It's a thunderous bolt that destroys everything in its path (it even eliminates all the enemy bullets that are on-screen)

ent direction, so at any one time you can select to shoot forwards, backwards, up and down – or on all the four diagonals (this is the better of the four options).

It's not so much a shoot-'em-up as an any-which-you-can-'em-up. You've also got a limited supply of Hellfire missiles (hence the name of the game) – huge bolts of energy that thunder across the screen obliterating everything in their path.

“Who cares about the plot? Just kick alien butt in this evil shoot-'em-up”

There are also vast amounts of speed-ups, power-ups, shields and extra bits of gadgetry to help you on your alien-blasting way too. One of the best bits of kit, in fact, is a nerdy little thing that buzzes around your craft.

At first, it's massively annoying – following you around like a besotted girlie and being about as deadly as a marshmallow.

But the more you play the game, the more you begin to realise how handy



It's at times like these that you're glad you've got the most powerful four-way weapons system this side of Ceti Alpha Five. Let the aliens have it straight in their metal gut – and don't take any prisoners



On level three and things are getting a bit desperate. My brain has seized up, I've forgotten how to shoot and I'm stuck at the front of the screen. Time to die, mortal!



And it's a disaster. The explosion to the left is all that remains of my puny ship. If at first you don't succeed, cry a little bit and then blow the alien scum into oblivion

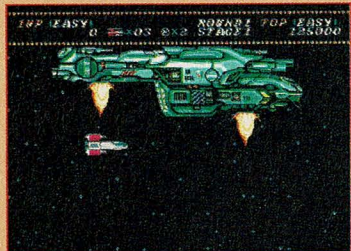


This mean machine is the level three boss and he makes all the previous baddies look wimpish. If you haven't got several Hellfires to loose off at this guy, say your prayers

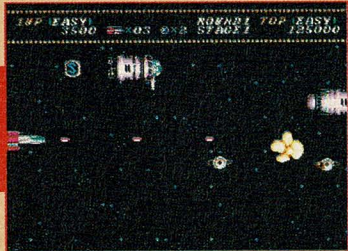


HOW TO KILL PEOPLE WITH FRUSTRATION: THE HELLFIRE WAY...

Frustrating? Ha, ha! No, doctor. Oh no. This isn't frustrating in the least. I mean, I've only used 19 of the 20 continues so far and I've already finished level one...



■ This huge mothership gives birth to a little baby ship – and then promptly legs it in the opposite direction, leaving you to fight your way past zillions of aliens thirsting for your blood. Thanks, mama...



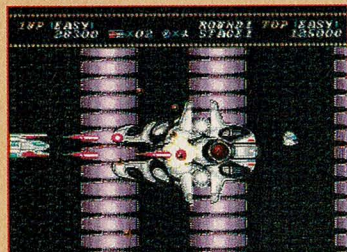
■ At the start of the game, you've only got your relatively weak weapons to help you out. The enemy soon start dying though. Grab the speed-up at the top of the screen and keep on shooting



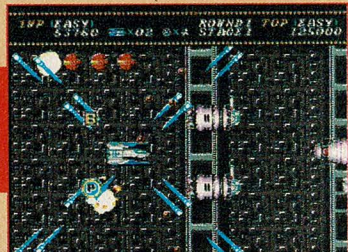
■ Things are starting to get a bit dicey here, but you've got a weapon which shoots up and down at the same time, so use that to blast these offensive turrets into oblivion. That's them sorted out



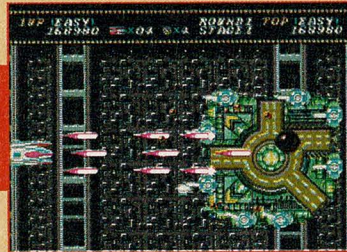
■ A few power-ups later and (at long last) we're getting somewhere. Trash the enemy emplacements with your four-way blasters and then collect all those juicy power-ups for some wicked new gear



■ This mid-level boss looks tough, but he's a pushover now you've pumped up your weapons system. Compared to the end-of-level boss, however, this nastie's a pussy cat. Prepare to die then, kitty...



■ Your weedy weapons have now been transformed into massive alien-mauling lasers – and you're going to need them. If you thought the previous section was a nightmare, wait till you see this...



■ Wasting the hard end-of-level boss is easier than it looks. You must destroy the turrets and then concentrate on the black blob in the middle, pushing it around the ship until it explodes



■ Mum makes a reappearance, but she doesn't give you any help (what did you expect?). Oh well, on to the next alien colony where there's yet more serious nasty-bashing to be done. Let me at 'em!

your little mate is when taking out aliens and stopping laser bolts from destroying your ship. It's a lot easier to forgive its annoying antics when you know it's saved your life.

Power-ups are plentiful, so pretty soon your weapons will be ripping the enemy to shreds left, right and centre. Unfortunately, *Hellfire* suffers from the

“ One nerdy little power-up is about as much use as a marshmallow... ”

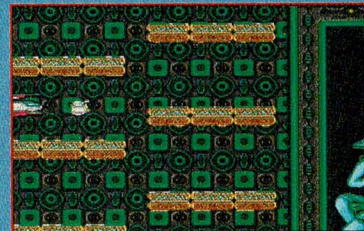
scourge of the coin-op shoot-'em-up – when you get killed you lose all your power-ups. Because the game is so hard, it's almost impossible to get through to the end of the level when you're relying on to the poncy weapons you started off with.

No wonder the game's got 20 continues – you'll need all those just to get through the first couple of levels.

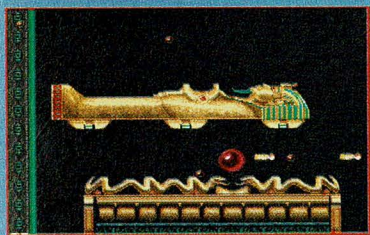
It's a real shame that the early parts have been made so stupidly difficult. Sure, we'd all complain if it was too easy, but the game doesn't even replenish the Hellfires when you get killed. And when you use up 20 continues on



■ Fly like an Egyptian – level two again and look at those bobbing golden heads! You must worm your way between these while avoiding (or shooting) the alien bullets that come whizzing in your general direction



■ Aaargh! The lines on the left move down, the lines on right the move up and you've got to get through the middle to find the boss. It's only the end of level two and *Hellfire* is already frustratingly difficult



■ Level two has an extraordinary Egyptian flavour, but by the time you reach this boss you'll be fed up with those sphinxes. Here you must shoot the red ball while avoiding the bullets raining down on your ship

just the one level, something's got to be wrong somewhere.

Hellfire is still a great action-packed game though and it's addictive enough to keep you coming back for more.

Sega reckon it's pretty good too – in fact, it was used in the Sega National Championships alongside *Sonic*, *Road*

Rash and *Golden Axe 2* (see how *Curly* got on on page 64).

If you think you're hot stuff when it comes to shoot-'em-ups, plug in the *Hellfire* cart and see if you've really got what it takes to save the galaxy. The odds are against you, but remember – luck favours the brave.

TAKE CONTROL OF HELLFIRE!

■ Move your ship around the screen (in all directions)

■ Also pauses the game

■ Fires the weapon currently selected

■ Fires the massive Hellfire weapon

■ Selects the weapon



• HELLFIRE • MEGA DRIVE • SEGA •
• £34.99 • UK OFFICIAL RELEASE •

- Loads of different aliens to blow up
- Well hard soundtrack gets you into an evil mood – ripe for killing!
- Brilliant graphics
- Seductively smooth scrolling
- Ear-blasting sound effects
- Plenty of power-ups
- Huge bosses you just love to kill
- Hardly any thinking required
- Tests your reflexes to the full

SEGA POWER SAYS

“Despite being irritatingly difficult at times, *Hellfire* will challenge even the most stupid of shoot-'em-up addicts. The awesomely huge weapons and thumping soundtrack (I can't get the damn thing outta my head...) will keep the adrenalin pumping right down to the last laser bolt.”

84%

■ Early stages are far too difficult – even for a brilliant gamer like me

DOUBLE DRAGON

● Hideously naff and completely nob – the worst beat-'em-up of all

The lowest Mega Drive rated game ever! What a pile of old nob, Ballistic. *Streets Of Rage* shows you what can be done – what the hell are you playing at? Andy Smith climbs onto his rickety soapbox and rips into overdrive...

OH COME ON, SURELY YOU know about the famous *Double Dragon*? The two Dragon brothers? Masters of the martial arts? Billy and, er, Clive Dragon whose sister (er, sorry, Auntie) has been rather viciously beaten up and kidnapped by thugs from the slums of New York? You haven't? Oh well, apparently



■ To stop himself being conveyor-belted into oblivion, Billy uses a well-timed jump. Meanwhile, your opponents use the special punch-the-air-and-do-nowt manoeuvre...



■ One of the thugs tries to run off with a brand new barrel of Courage Best Bitter. A few angry words later (and one swift elbow from Billy) persuades him otherwise. Watch out for that buxom wench though, Billy

these thugs are demanding several billion pounds for the safe return of the brothers' beloved relative.

Unfortunately, the Dragon brothers only have enough for a steak 'n' kidney pie and chips between 'em, so they've decided to go and beat the innards out of the kidnapers instead.

But before I take the mickey too much, let me just say that on almost every games machine yet, *Double Dragon* has proved hugely popular. Why? In a word, dunno.

Yes, done properly it could almost be described as mildly entertaining, but while the other computer versions of *Double Dragon* might be kinda playable, the Mega Drive offering is utterly, utterly dire – and that's the truth.

A beat 'em up is all about beating people up, right? Now when you beat someone up, you like to get in a few swift swipes and feel that you've made contact with a face, a stomach (a groin or whatever), don't you?

In this game, however, your punches are so slow that by the time you've implemented one of the five pathetic moves available to

you you'll probably have been decked.

What's more, in titles like *Streets Of Rage* (Sega Power 26: 91%), a successful move results in a satisfying "THWACK!" and the enemy sprite careering off the screen from the force

DOUBLE DRAGON? DOUBLE DRAG!

So what exactly is all that useless rubbish on the screen? No, not the graphics, those other bits that never change. What? Oh, they *are* the graphics. Oh dear.

- Billy's current, er, "score"
- High-score (if you can be bothered to play more than once that is)
- Er, your bro's current score (if you're playing with a friend)
- The time limit tells you how much longer you have to endure this utter tripe
- This'll be you with a massive stick then, right?
- Two incredibly ugly opponents who try to prove their manliness by not wearing a shirt of any kind
- Lives remaining (only one!)
- Player one's remaining energy (you're still alive)
- Credits. If you're into cheating in a big way you can give yourself loads!
- Player two's remaining energy (er, none at all!)

“ Badly animated, naff nasties and pukey sort-of 3D backdrops... ”

of your blow. Yeeees! In *Double Dragon*, however, things are quite different. If you're lucky enough to even make contact with a punch, the outcome is never certain. You might move a bit, the opponent might move a bit or then again, either one of you could end up flat on your back. Confusing? You're damn right it's confusing. At no time in the game do you

feel you are in control of the action. You can thrash about (in your own limited fashion) as much as you like, but the outcome will always be the same – completely flippin' random.

Another gross indecency is the difficulty level. It's far too easy. There are only a few short levels and most of these are filled with easy-to-beat opponents and topped off with frustratingly sturdy end-of-level guardians (most of which look exactly the same).

Enter the game with your basic three lives and three continues and you may have a bit of a challenge on your hands (for a day or two), but because the gameplay is so unpredictable and frustrating, any gamer worth his salt will go straight to the options menu, bump up the lives and continues and power through the whole thing in hours.

And then there's the graphics. At least in *Streets Of Rage* you could be sure of some full contact, bloodthirsty street-sporting graphics that were well-swanky. Not so in *Double Dragon*.

Here you get two (if you're playing simultaneously with a mate) rather portly and badly-animated sprites, battling against a few portly and badly-animated opponents over a backdrop that can only be described as pukesome

THESE DRAGONS ARE CRATE-ING A BAD IMPRESSION

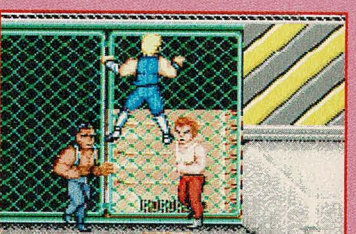
If you can put up with the trashy graphics and dull gameplay then *Double Dragon* might be what you're looking for.



■ Billy watches in disbelief as one of his opponents practises his fence-climbing skills while his friend leaps for no apparent reason. Mmmm... Very strange...



■ The bad guys finally spot our hero and move in, but the ever resourceful William picks up a handily discarded crate and flattens the mutthers. Nice shot, Billy



■ Having successfully racked them off a treat, Billy suddenly realises his mistake and tries to escape via the gate. What a jerk! (I'm sorry, he's lost my vote now...)

DRAGON



time! • Mega Drive • Ballistic • £29.99 • UK Official Release •

SLOWER THAN A SPEEDING BULLET

If the naff graphics and the dull gameplay don't kill your interest straight off, there's always the speed of the game... (Now what's another word for slow?)



■ My word, doesn't time fly when you're having an incredibly dull time? There's your imprisoned Auntie Dorothy trussed up like a turkey. Still, there's only the same old opponents to defeat. A few well-aimed kicks should do the trick



■ Fair enough, I suppose, the kidnapers have realised that things were a bit too easy for me and have sent out some slightly harder opponents. But who's that yellow armour-clad ponce up on the veranda? Come on down, you geek!




■ Ah ha! This will be the final end-of-level guardian boss thingy then, and he's got a machine gun. This is the bit where Billy does an awful lot of falling over while Auntie Dot looks on in distress (and wonders if she'll ever be saved...)



■ But, of course, as always in these cases, good triumphs over evil again and nephew and Aunt are re-united. It's a bit worrying though because they're all over each other when the game comes to an end. Perhaps it's not his Aunt after all...

“ Utterly, utterly dire – the most appalling Mega puncher ever... ”

went down a storm, but the gaming world has moved on since then, and while games like *Streets Of Rage* still exist, *Double Dragon* is destined to go down as one of the most appalling Mega Drive punch-ups of all time.

If you could measure enjoyment in inches, you could size *Double Dragon* up with the nasal hair of a rather stunted woodlouse. Awful. 

and occasionally 3D in an unconvincing sort of a way. When this game first appeared in the arcade it deservedly

LOSE CONTROL OF DOUBLE DRAGON!

■ Moves the Dragon brothers left, right and in and out of the terrible action



■ Accesses a high kick or a flying kick when used with Button B

■ Makes your hero punch, throw a bad guy (with the joystick) or elbow him (when used with Button B)

■ When used with the other Buttons accesses the flying kick and elbow moves

TO BE THIS BAD TAKES BLIMMIN' AGES

The heroes in *Double Dragon* aren't the most talented fighters around (in fact, they can only implement five moves). Still, a couple of 'em – the sweeping kicks and the elbowing, for instance – are quite interesting, so what's the problem?

Well, it's so unresponsive. The potentially spectacular moves are executed with all the speed and grace of dripping porridge. Here's a run down of the five methods of attack that will frustrate the hell out of you during the course of the game.



■ The high kick is even harder to implement than the right hook. If any enemy is within about an inch of your character, there's no point trying this though – it simply doesn't work properly. Bummer!



■ Here it is, the meat 'n' potatoes move of the beat-'em-up world. The manoeuvre that no fighter should be without. It's the classic right hook. If only it worked more than 50% of the time, that's all...



■ Like the other kick, this flying kick is pretty hard to get right. Tap Buttons A and B simultaneously and Billy jumps in the air. Usually though, he gets done in as soon as his feet leave the ground



■ Tap Buttons B and C together and Billy gives any nearby opponents a sharp elbowing in the gut. This is actually quite an effective move – it's especially good against those huge brown mutoids



■ This is the most effective move of the lot. Repeatedly tap the punch Button (Button C) while holding the joystick in the direction of the bad guy and Billy will pick him up and throw him around

• DOUBLE DRAGON • MEGA DRIVE •
• BALLISTIC • £29.99 • UK OFFICIAL RELEASE •

↑ ■ Fans (freaks?) and idiots will like it
■ Er, that's it really

SEGA POWER SAYS

“In its day, *Double Dragon* was a bit of a lark. But when you consider that this is a bad version of a seriously ancient game, it makes you wonder why Ballistic bothered. The Mega is capable of much better both graphically and playability-wise. It's cheap, but that's all it's got going for it...”

- There aren't enough levels
- Limited number of enemy types
- Your moves are limited as well
- The character animation is sad and atrociously jerky
- Hideously unresponsive controls
- Backdrops change, but they're all incredibly poor anyway
- Collision detection is laughable
- No variety in the gameplay

13%



MASTER SYS

● Discover the best ever games for the Master System – and what

“Well, Brian, with so many great Master titles around, isn’t it tough to, er, know which ones to buy first?”

“Well, it was, Brian, but not now. Not with this *Sega Power* guide to the best Master System games ever.”

“Nice one, Brian. John Cantlie has the results, so from Brian, myself and Brian, it’s over to you, John.”

YES INDEED. WELL, OF THE 168 GAMES available for the Master System, these are what we consider to be *the* Top 20 – the crème de la crème, games at the cutting edge of entertainment – but with a difference.

Instead of just listing the best carts in order of playability or longevity, we’ve positioned them in a “rush out and buy me” kinda league.

If it doesn’t appear in our Chart, it hasn’t got what it takes to make Division One.

Of course, that doesn’t mean a game’s rubbish if it’s not in our Charts – there are too many excellent 8-bit games for that. What we’re looking for here are carts which – regardless of age, size or price – are as wicked to play today as the day they were released. Games that just *never* lose their appeal.

Some people say the Master System has had its day. They say that the best 8-bit system available has now been eclipsed by the Mega Drive and no longer offers quality entertainment. Then again, people also buy Nintendo systems, so the public *can* be wrong. We at *Sega Power* stick two fingers up at the doubters and show them just how good Master System titles can be.

Anyway, that’s the National Anthem over so let’s get straight down to the action with our commentators as we kick off from the Number One position with the fastest striker on the field...



SONIC THE HEDGEHOG

£29.99 *Sega Power* 27: 96%

1 ...Now this, er, hedgehog wit’ dem smoking red booties is unsurpassed in terms of skill, speed and stamina. If you haven’t got this you must have just emerged from the early Cretaceous era... *Sonic* agrees as he nods the ball downfield to...



CASTLE OF ILLUSION

£29.99 *Sega Power* 17: 96%

2 ...Mickey Mouse, who chunders off towards the goal-line. Mickey hasn’t got the speed of his blue team-mate, but he does have his excellent staying power. Shame he’s out of bounds though – now it’s a throw-in to Donald.



IMPOSSIBLE MISSION

£29.99 *Sega Power* 12: 92%

7 Now *Impossible Mission* is back in play. This man is nigh on impossible to touch as he backflips and highspins his way out of trouble. A stunning display and well worth his Number Seven shirt, but show him a droid and he runs a mile as...

PSYCHO FOX

£29.99 *Sega Power* 3: 93%

8 *Psycho Fox* steps in. The original concept behind *Decap Attack* on the Mega Drive and still one of the best platformers for any Sega system anywhere, the bush-tailed critter jigs and pokes his way across the pitch, just above...



BUBBLE BOBBLE

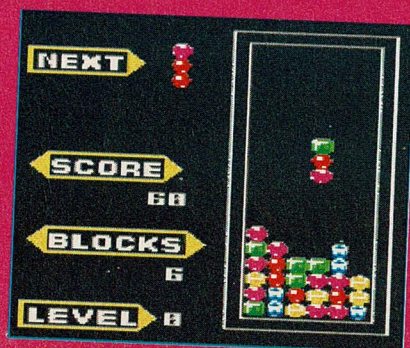
£29.99 *Sega Power* 27: 89%

13 Bub and Bob kick off with this classic women ‘n’ soap suds platformer. Buxom numbers Betty and Patty provide ample incentive and it’s quite amazing how quickly the boys are coming...

COLUMNS

£24.99 *Sega Power* 13: 93%

14 ...ahem, past the fourteenth man, *Columns*. The old man of the match, but still as playable as the day he was born. Zimmers aside now...



OPERATION WOLF

£29.99

Sega Power 11: 90%

15 You really need the Phaser to make full use of this excellent coin-op conversion, but the difficulty level is still challenging. The ref has already cautioned him about using M-60s on the field...



ALEX KIDD IN SHINOBI WORLD

£29.99 *Sega Power* 10: 88%

16 Bokken stick in hand, Alex is a thorough entertaining title with a brilliant lead character. Everything’s just a little easy as he bounces the ball off the goalposts. No-one’s paying any attention though because...

TEM HEAVEN



you should have *now*, mate – in our no-holds barred footy match ●



THE LUCKY DIME CAPER

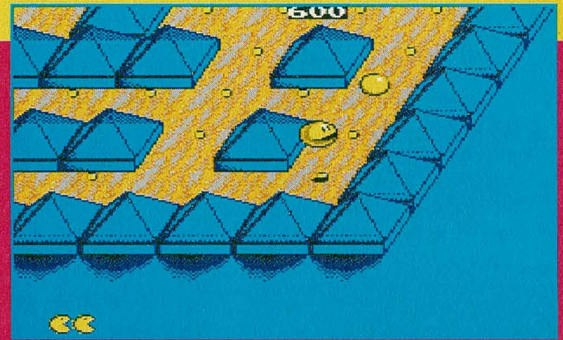
£29.99 Sega Power 29: 95%

3 Donald's got attitude and a big mouth – definite prerequisites for a centre forward. A beast of a title with humongous lastability and game-play – but what's this? It's quite extraordinary as...

POPULOUS

£34.99 Sega Power 21: 96%

4 ...the God-simulation comes flying in from behind to take the ball. And he's going in completely the wrong direction. This stunningly addictive title takes no sides, and it's balls-to-the-wall pandemonium. But my goodness, here comes...



SUPER KICK OFF

£34.99 Sega Power 26: 92%

5 ...our Number Five choice – by far the best soccer simulation for the Master System. Thankfully, his speed and agility soon get the ball rolling in the right direction again. Meanwhile, it seems there's been a quick substitution as...

PAC-MANIA

£29.99 Sega Power 16: 94%

6 Pac-Man takes to the field. He's old but he's quick and he's got baggy shorts as he straight-lines it past the tacklers and – good grief! He's suffering from persecution mania. He's just consumed the ball. Red card for that one, ref, surely?



R-TYPE

£29.99 Sega Power 4: 91%

9 R-Type is another oldie, but still a smash hit, displaying all the speed and addictive qualities you could ask for. R-Type grabs a power-up, takes a superb shot and – oh dear – he's offside...

GHOULS 'N' GHOSTS

£29.99 Sega Power 19: 90%

10 Ghouls 'n' Ghosts takes the free kick and proves himself worthy of 90% of Power Gold. Every ounce of Master power is used up as he slashes his way up the field.



FANTASY ZONE 2

£24.99 Sega Power 9: 81%

12 Fantasy Zone 2. A spectacular trip – very fast and very desirable. 45 minutes down and the whistle's blown for half-time and orange segments. Ripper.

PHANTASY STAR

£39.99 The Hard Line *****

11 Now Phantasy Star steals the ball away from the new upstart. Halfway through the Chart and this huge RPG title is a solid defensive back who has been making moves towards the manager's chair as the thinking man's cart. Without further ado, he quickly taps it to...



CALIFORNIA GAMES

£29.99 The Hard Line *****

17 ...Baywatch has just started in the stalls and the big match is the last thing on their minds. Surfing, tubing and boarding – it's all happening. The folk are far too interested in their own pocs though.

SUPER SPACE INVADERS

£29.99 Sega Power 27: 90%

18 Yes, well, this is all starting to get a bit ridiculous really. How exactly do you fit 40-odd aliens into your average 90 minute match? Great game and all-time classic, but definitely not football.



GOLFA MANIA

£32.99

19 This is the original and still the best golf sim around (it got a huge score back in them there days). It's still as playable as ever, but the competition's improved. As necessary to your collection as brushing your teeth in the morning.

SPEEDBALL

£29.99

Sega Power 17: 80%

20 Well, the referee's starting to look at his watch, so that can only mean one thing – we're near the end. Speedball makes a late charge, disembowelling the goalie before putting it in the back of the net!

And it's all over. We've been the full 90 minutes and the score is 1-0 (although who actually won is difficult to determine...). The prices we used in this Top 20 are listed shop prices, but given the age of some of these carts, it shouldn't be hard to find a few killer bargains.

Good places to start are our own Small Ads section starting on page 72 and those mail order pros TV Games in Surrey (☎ 081 786 7816).

SEGA POWER JUNE 1992



PENGO

● Game Gear ● Sega ● £19.99 ● UK Official Release ●

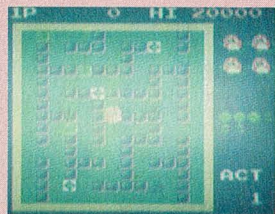
We shove Amanda Cook into the cold and next thing we hear, she's taken a family of Pengos under her wing. There's thanks for you...

PENGUINS, PENGOS, PENGIES – it makes no difference. You're still gonna have to wrap up in something warm to get the most from this game. Better still, have a bash on a mate's Gear. At least then, you don't have to spend any money.

You're trapped in Tartix, a continent of snow and ice, and must save a rare species of Pengos from extinction. They've been invaded by alien Sno-bees who are hellbent on bumping off their population by melting away the ice.

With 64 acts (levels) of arcade action, your task is to kill off the dreaded Sno-bees, make loadsa points and save the Pengos.

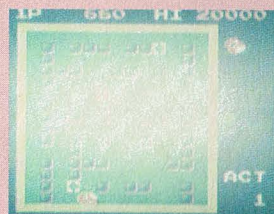
Once you've successfully completed an act, it's straight on with the next. And basically the game carries on in



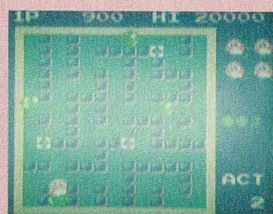
■ **Mind out!** That flashing green thing is an unhatched Sno-bee egg. It's best to get them while they're young (it's also an easy way of scoring 500 points!)



■ **Ooh, me back –** these blocks are far too heavy. By the time I've got 'em moving, the bees have scarpere. At this rate I'll never make it to the next act...



■ **That's it, all over.** With one Pengo down and only three more left to last out for the rest of the 62 acts, somehow I think I'm on a mega loser here



■ **Oi, you! Yes, you know who I mean.** Catch this! Ha ha! And don't think your snivelling little brothers are safe here either. Splatter city, here I come!

this fashion until you die. No bonus levels, just plain old arcade action.

Each act is made up of a maze of ice blocks. A killer Sno-bee is placed in each corner and the unhatched eggs of their young are scattered about the icy maze.

Hidden among the various ice blocks are three indestructible diamonds. If you can shove all three diamonds about the maze to form a row, you rack up a huge bonus.

But there obviously isn't much of a chance of that with the Sno-bees hang-

ing around. Even when there's only one of the bees left, you still haven't got time to arrange the gems properly.

Fortunately, there are several techniques you can use to get rid of these irritating Sno-bees.

Your best bet is to go for points all the way, 'cos before you know it, you'll be short on lives – and the only way to gain an extra life is to score a massive 30,000 points.

By far the easiest method is to bash the Sno-bee eggs *before* they hatch. To help you know where the eggs are, the blocks that contain them flash at the beginning of every act. Crush 'em before they burst out though, and you can then

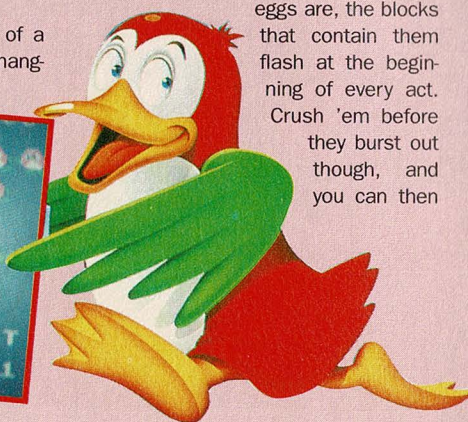
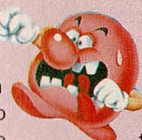
Very satisfying – and killing one this way gives you 400 points too.

If you manage to slaughter two at once, however, you rack up 1,600 points. But for three Sno-bees, you earn 3,200 points – and if by chance you manage four in one go, a monstrous 6,400 points is yours! Unfortunately, Sno-bees can eat through ice blocks, so it's always a cool idea to give 'em a thorough shaking if they get too close. Jab one of the Fire Buttons and any Sno-bee standing next to a wall gets momentarily stunned.

While he's shaking you can eat him for a 100 points if you want. But if you're not quick enough, he'll flash blue for a few seconds before returning to his dangerous old self.

Another wicked way of scoring top points is to shake the wall, grab hold of a nearby ice block and then splatter the stunned Sno-bee. This last method can be well dodgy though, 'cos Sno-bees often kill you – even when they're stunned and shaking.

Apart from the cute Pengos with their entertaining antics between acts, the effects in *Pengo* are nothing special. The action is very repetitive and far too hard early on.



collect 500 points. Alternatively, you can just slide an ice or diamond block and squash a living Sno-bee to a pulp.

“Crush all four Sno-bees in one fell swoop and nab 6,400 points!”



■ **Phew!** That was close, but I did it – I got the diamond bonus. Another cool 500 points. Shame I didn't manage to get three in a row without using the wall though...



■ **Let's give this wall a good kicking.** That's stunned the little blighter! Now I'll just scoff him up and earn myself a stingy 100 points. Better than nothing, I suppose

TAKE CONTROL OF PENGO!

■ Moves your character through the maze



■ Starts the game and also pauses the action

■ Press this to push ice blocks about the maze and shake the wall next to a Sno-bee

● PENGO ● GAME GEAR ● SEGA ●
● £19.99 ● UK OFFICIAL RELEASE ●

- Colourful arcade graphics
- Simple gameplay
- Cute music
- 64 levels to conquer
- Nice game interludes with plenty of dancing Pengos

- Early levels are too difficult
- Too hard to get the diamond bonus
- No two-player mode
- Very frustrating
- Sno-bees often cheat by not being stunned when you shake a wall

SEGA POWER SAYS

“*Pengo* is a classic arcade game, but I found this version all too tiring with its repetitive style. It's a shame it's so difficult in the early acts – you're not really given a fair chance. The Sno-bees even cheat at times too. Spend your money elsewhere if you're looking for some good fun.”

54%

JOE MONTANA FOOTBALL



● Game Gear ● Sega ● £24.99 ● UK Official Release ●

Shark Diver and sometime 49'ers quarterback Joe Montana lends his name to Sega's new Gear grid-iron sim. Trenton Webb blitzes him to see whether he's an MVP – or just toast.

SATURDAY, 1.30PM, INSIDE A minibus in Bath, two-and-a-half hour journey ahead, one battered office Game Gear, and one copy of *Joe Montana Football*.

150 minutes later, Wembley Car Park, the London Monarch's game about to begin and... I'm still playing *Joe Montana*. More interesting than the M4, but not a patch on the real thing.

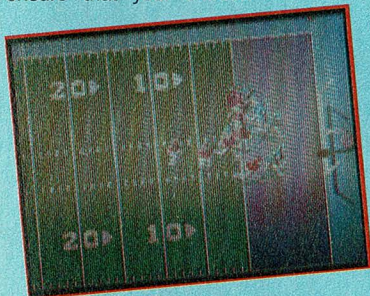
You're the head coach, making every call on offence and defence and your aim is simple: to win. In a game of four quarters and with hundreds of plays

“More interesting than the M4, but not by much...”

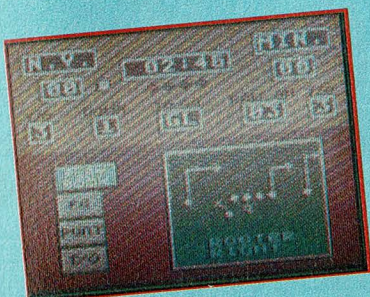
though that ain't so easy. There are two fundamental phases in the game: play selection and play execution.

From the tactical screen you call the best play for each down. (Don't panic if you're a grid-iron virgin, that nice Mr Montana always suggests a play.)

Once you've chosen the tactics you want, you switch back to the pitch and can then control individual players to ensure that your chosen



■ That's not the point! Converting touch-downs into seven points from six, is, uh, so easy you wonder what all the fuss is about

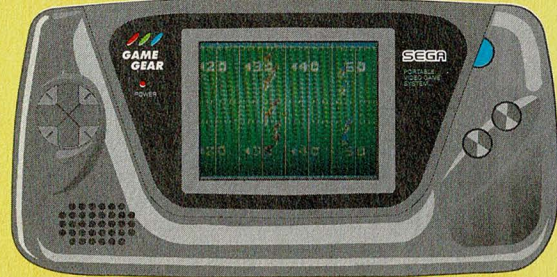


■ Pick a play, go on – any play. On offence it's a vital tactical call; on defence it just determines how bored you're gonna be

TAKE CONTROL OF JOE MONTANA FOOTBALL

THE JOYPAD

- Offence (Play book): up and down select play mode, left and right select play
- Offence (On pitch): up and down aims ball to either sideline while kicking. Press in any direction to move quarterback after the snap before hand off/pass. Press in any direction to move your highlighted player
- Defence (Play book): up and down select play mode, left and right select play
- Defence (On pitch): Press in any direction to move your highlighted player about the field



BUTTON 1

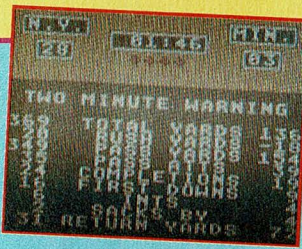
- Offence (Play select): confirm play selection
- Offence (On pitch): snap the ball, pass the ball, take control of man nearest the ball carrier after interception, kick or punt

BUTTON 2

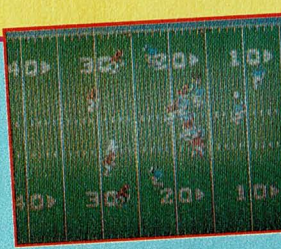
- Offence: designate receiver after the snap, cycle through eligible receivers. Take control of receiver after pass is thrown
- Defence: cycle through players



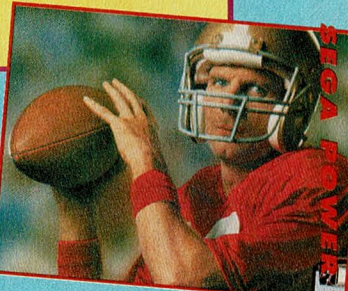
■ Gratuitous celebrations follow each victory, and as my grandad used to say, “if in doubt, kick 'em while they're down and out!”



■ It's not the winning that counts but the total destruction of the opposition. Check out your stats and gloat to your heart's content



■ Your sly defensive dummy play is unfortunately betrayed by the huge white arrow that appears over your player's head. Oh well!

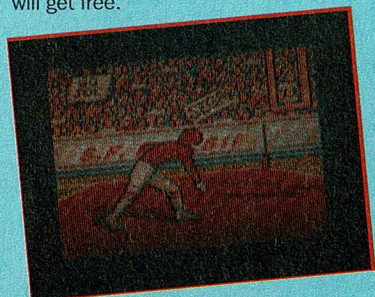


set-up pays a points or yardage dividend once put into action.

On offence, the 20 available plays enable you to mix your tactics up masterfully, especially as each of the passing plays offer you at least three receivers to choose from. On defence though, six plays is simply not enough.

If there was a chance for your skill to seriously affect the game it might escape the sack, but the necessarily small sprites mean you're given very little defensive control.

The pitch offence set-up is the usual highlight-the-player affair. Snap the ball and the joyypad sends your quarterback wandering, with a receiver highlighted down field. Using your knowledge of the play, you must predict if that player, or one of other unhighlighted wide boys, will get free.



■ Eat spike, sucker! Celebrate touchdowns with an endzone dance that would get you suspended in the NFL (or No Fun League!)

Spotting and switching to the right man at just the right moment (while avoiding the sack, of course!) is *Joe Montana's* strongest game feature.

It demands you understand the play, read the defence, then modify your plan

“Great offence, Joe, but the defence sucks!”

accordingly. Your defence, however, fails to deliver such excitement – and it's seriously flawed too.

Once you've chosen the set-up, player congestion in the centre of the

pitch means you've no room for skilful play. Sure, you can hang around in the secondary trying to intercept, but sacking the quarterback is where it's at.

Weaker teams let you in once in a while, but this hardly conveys the thrill of busting through the line on your own.

Offensively, *Joe Montana* is intriguing because the plays demand you keep your nerve while your players run their patterns. You've then got to adjust these routes with sly jabs at the joyypad right at the last minute.

Defence, however, with its small sprites (unavoidable on the Game Gear) demands little more than reaction plays. You might as well not be there for all the good you do.

● JOE MONTANA FOOTBALL ● GAME GEAR ●
● SEGA ● £24.99 ● UK OFFICIAL RELEASE ●

- Offence is highly flexible, thanks to a good passing system
- Excellent in two-player mode
- Masses of intro and outro screens
- All the NFL are here
- Easy to get into, even for the non-grid-iron freak
- Timing makes life tense
- Joe can call plays for you

SEGA POWER SAYS

“For £25, I'd rather see two live Monarchs games. *Joe Montana* implements at least some of the elements of the grid-iron – and it succeeds, with the correct balance of skill, intelligence and luck. Sadly, however, things get predictable in solo mode. The head-to-head option is fun though.”

69%

- Defence is a real drag
- Small sprites mean little control
- Limited choice of plays



FANTASY ZONE

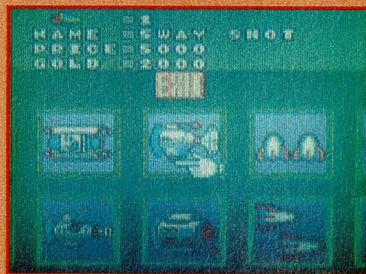
● Game Gear ● Sega ● £24.99 ● UK Official Release ●

Cutesy graphics and shoot-'em-ups don't go together.. Well, that's what we thought. But now this new handheld title proves us wrong – even though the gameplay sucks. Maff Evans finds out what went wrong.

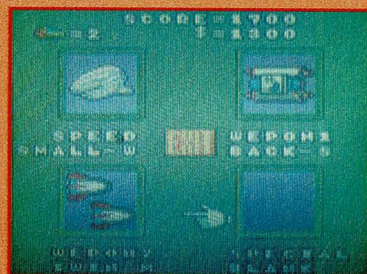
FOR THE PAST 128 YEARS, THE Fantasy Zone has been at peace, safe from the marauding creatures of Menon. But things have started looking decidedly dodgy on the old alien invaders front once again.



■ Even on the first level, things get pretty hectic. You'll need some rad firepower to get rid of all these enemies though



■ With some nifty shooting you can collect coins to spend in the floating shops. From these you can buy a wide range of weapons



■ Once you've bought some new weapons, it's time to fit them to your ship. Watch out though, 'cos most of them run out quickly

SEGA POWER JUNE 1992



Opa-Opa, the heroic pilot who saved the Fantasy Zone all those years ago, has been whisked away, along with most of the other inhabitants of the Fantasy Zone.

Luckily, there is one person who can save them: none other than the son of the great fighter himself – Opa-Opa Junior. After returning from a deep

space mission, Opa Junior finds the Fantasy Zone a changed place. The scenery is no longer full of shiny, happy people, the beauty spots have been covered up and you can't find a damn parking space anywhere.

You take control of Opa Junior's craft as he tries to battle through the seven levels of the Fantasy Zone, wiping out the horrendously evil Menon invaders along the way (then rescuing his captured friends – hopefully!).

To begin with, you are given a single-shot laser and a set of bombs, but you can improve your ship with speed wings, faster engines, multiple shots, missiles, heavier bombs and deadly lasers – by spending money in the shops that appear from time to time.

You get this stuff by splattering the huge floating ships that hang around the scenery. These then drop coins which you can snatch up and add to your account. This isn't

easy though, because *Fantasy Zone* suffers from that bane of the shoot-'em-up genre: dodgy gameplay. This is a shame because the rest is quite good.

The graphics are bright, colourful and extremely varied, the presentation (including a lovely "wibbly-screen" intro sequence) is excellent and the sound matches the cute graphics to a tee.

So where does it all fall down?

Well, the collision detection is well dodgy to begin with, enabling bullets to pass through you one minute and destroy you when half-way across the screen the next.

This is intensely irritating and makes storming straight through the levels an

extremely difficult prospect – particularly when you find all your weapons confiscated after losing a life (and not a shop anywhere in sight).

Couple this frustrating set-back with the fact that there is hardly any difference in gameplay on any of the levels (making things very very repetitive), and you're unlikely to want to battle your way to the higher stages. In fact, it's more likely to have you reaching for the power switch in sheer frustration. Be prepared for much gnashing of teeth.

Save the dosh you'd spend on a copy of *Fantasy Zone* and put it towards a game that will keep your interest for more than ten minutes.

"This will have you reaching for the power switch before very long"

"No more shiny happy people... And not a parking space in sight!"

TAKE CONTROL OF FANTASY ZONE!

■ Use this to move Opa-Opa Junior's ship and the pointer around the selection screen



■ Use this Button to access the weapons selection screen

■ Fires the current bomb weapon and selects items

■ Fires the current shot weapon and selects items

● FANTASY ZONE ● GAME GEAR ● SEGA ●
● £24.99 ● UK OFFICIAL RELEASE ●

- Very slick presentation
- Bright and cute graphics
- Bouncy and jolly sound
- A wide selection of weird aliens
- Could be fun for younger players

SEGA POWER SAYS

"*Fantasy Zone* could have been a superb game – if only the marvellous presentation had matched the gameplay. Fast action, smooth control and challenging gameplay – all vital ingredients in a shoot-'em-up. Sadly, this only has a smattering of each, so it's half-baked really."

- Sluggish controls
- Poor collision detection routines cause immense frustration
- Losing all your weapons from just one hit is massively unfair
- Everything feels far too slow
- Repetitive action gets boring

56%

SPIDER-MAN



• Game Gear • Flying Edge • £24.99 • Official Release

Platform beat-'em-up action takes to the skies as Neil West joins the king of the swingers for a night on, in, and above the town.

THE KING PIN HAS PLANTED A bomb in New York and Spider-Man will get framed for the crime unless he can collect enough photographic evidence to clear his name.

Defusing the bomb along the way might not be a bad idea either. After all, saving the city's population from nuclear death might earn him a few brownie points with the city's authori-

“ Spidey can scuttle up buildings like a, er, spider...”

ties. Once again, it's time to kick, wallop, web and explore your way through hordes of King Pin's cronies.

Spider-Man was okay on the Master System (*Sega Power* 23: 57%) – there was a great game struggling to get out, but the graphics didn't hang together so well and the gameplay never really felt

that convincing. Flying Edge's Game Gear version, however, is a lot, lot better. Yes, the webbed-wonder's appearance on the Game Gear is in a different league altogether (and nothing like that naff TV series which made Spider-Man look a real jerk either).

The game itself hasn't changed much – very little, in fact – but the usual zooming in on

the action has the effect of making all the graphics and animation seem a whole lot more professional. The improvements aren't just skin-deep though...

On the small screen, the game mechanics work a lot better too. Spider-Man can walk left or right (kicking or punching bad guys as he goes), scuttle up buildings as if he were, er, a spider, or swing from above using his web-shooters.

The action is broken up into levels, with a boss at the end of each to test your spider strength. The first mission is to break into the offices of the Daily Bugle to pick up Peter Parker's camera equipment, but then it's straight down to the docks (oer, missus) to sort out Dr Octopus and his thugs.

Each level of action is introduced with an animated sequence which keeps you up to date with the plot. In a lot of ways it's like reading a comic strip.

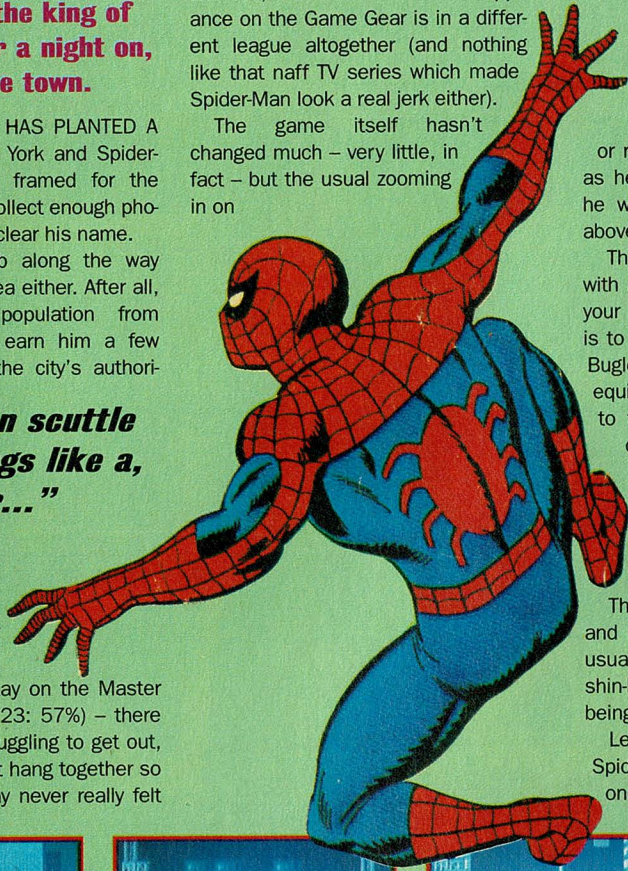
This helps create a good atmosphere and provides a decent break from the usual fast and furious web-slinging, shin-kicking action and the “I rather like being” Tarzan-style heroics.

Learning how to make best use of Spidey's webs is tricky, but instinctive once you get the hang of it. It's a case of practice makes perfect really.

Decent sound, great graphics and well-implemented gameplay – I mean, what more could you ask for?

Okay, so *Spider-Man* isn't quite as good as *Sonic The Hedgehog*, but he's almost there.

Let's hope that Flying Edge can keep up the high standard they've set with this one. **GD**



■ Even Peter Parker's boss believes that Spider-Man is guilty. But what he doesn't know is that Spider-Man is standing right in front of him. You can expect Jeremy Beadle to appear any minute...



■ Not only do Spidey's webs enable him to escape over his opponents, but he can also swoop from beneath them as well. In this way, Spidey can time a landing and end up in a perfect attack position



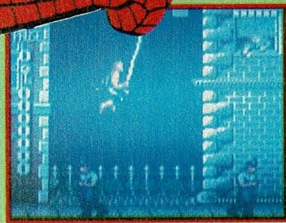
■ Close-quarter fighting with some enemy soldiers gets very violent, very quickly. Spidey has a fair few moves at his disposal. In fact, he wouldn't look out of place in a fully-fledged pure 'n' simple beat-'em-up



■ Spidey's been framed for a crime he did not commit, had no intention of committing, and didn't even know about. In other words, he's been set up – and by a fat git too. There's justice for ya



■ Spider-Man nimbly hops over the railings to get away from this Doberman (a tin of Pal could have come in useful). This is the docks – where our tight-wearing hero must take on the evil Dr Octopus



■ Hi! Coo-eee! I'm up here. The police live in a one-dimensional world and don't even think about looking up. Spidey must scale the walls of the newspaper offices to collect his camera equipment

TAKE CONTROL OF SPIDER-MAN!

■ Walks spidey left and right, makes him crouch and also guides him in all four directions when he's on a web



■ Press both Buttons at the same time to call up the in-game options screen

■ Press to jump and cling to the walls

■ Press to punch, kick or throw a web

SPIDER-MAN • GAME GEAR • FLYING EDGE • £24.99 • UK OFFICIAL RELEASE •

- Cartoon-like graphics
- Silky smooth animation
- Great soundtracks and effects
- Atmospheric level introductions
- The platform action is almost in 3D when Spidey swings on his web
- Five big levels
- Decent photograph feature
- Bosses are well tough
- Better than the Master version

SEGA POWER SAYS

“This is one Master System game that's truly benefited from the shrinking-to-Gear treatment. Solid swing-'em-up action coupled with great graphics makes this game a recommended buy for all Spidey fans. And if you've beaten *Sonic* (let's face it, he's a cinch), here's a worthy alternative.”

84%

■ Awkward control mechanism can ruin the gameplay at times



THE PROF'S INCREDIBLE TIP LAB

• With more tips than PG and better advice than Claire Rayner •

Framed for a crime he did not commit, this man was sent to a high-security compound. He then escaped, and has been on the run from the authorities ever since. He is a tipster of fortune. If you've got a problem, if no-one else can help, and if you can find him, then maybe you can call - The Prof...

YOUR TIPS FOR CASH!

We've got loadsa dosh to give away to those of you who can give us the latest and the best in Mega, Master and Game Gear hints 'n' tips. Send your maps, codes, passwords and stuff to: The Prof's Incredible Tip Lab, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

BLACK BELT

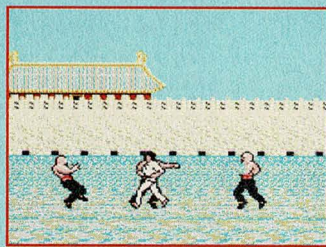
Sega £24.99

(The Hard Line **)

■ I'm having probs with *Black Belt* on the Master System.
Adam Booth, Hull



Start the game, and then when the screen flashes blue during the opening intro sequence, hit the Reset Button. When you restart the game you should now find yourself armed with infinite lives.
The Prof



■ "...Swing yer partner by the hand. Yeehar!"

HANG ON, ISN'T THAT...?



Yes, it seems that the doddering, senile and totally incontinent old gimmer has been spotted again. This time in a packet of Ricicles. The lucky recipient of a mouldy, fiver (we'll probably have to beat up the Ed to get it) is Matt Forster from Newport Pagnell. Keep those pix coming in, people!

BUCK ROGERS

E.A. £49.99 (Sega Power 29: 86%)

■ Where can I find Buck Rogers in *Buck Rogers: Countdown To Doomsday* on the Mega Drive?
John Bishton, Norwich

Buck Rogers will help you out when you get into serious trouble later on in the game. While you are being held prisoner on the pirate ship, he'll race to your rescue...

What a right hunk, eh, girls?

The Prof



■ It's Mark, it really is! Coo-eeee! Hello!

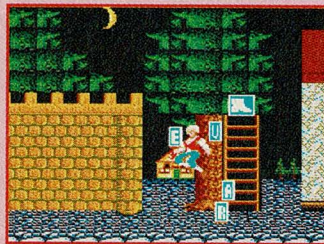
CAPTAIN SILVER

Sega £29.99 (Sega Power 7: 70%)

■ How can I get extra continues for the ace *Captain Silver* on the Master?
Maryanne Waring, Bedminster



After the game has finished, press up and both joy-pad Buttons at the same time. You'll then be able to continue from where you left off...
The Prof



■ Ha, ha, ha, ha, Jim lad!

NINJA GAIDEN

Sega £24.99 (Sega Power 29: 81%)

■ Having trouble with this excellent ninja beat-'em-up on the handheld? Then check out these passwords to get you further into the game.

- Level 2: NINJA
- Level 3: GIDEN
- Level 4: DRGON

If, however, you find the game too easy, try playing it with your eyes closed. Or while crossing the M25 in rush hour or something. Tips? You can't touch this.

FANTASIA

Sega £29.99 (Sega Power 24: 69%)

■ Any extra lives going for this Mega game?
Paul Watson, Leeds

On level 1, 2, grab the extra life (they come disguised as musical notes) and continue right until you come across a treasure chest.

If you guide Mickey into the treasure chest, he'll be warped back to the start of the level. Collect the note again, jump back into the chest and then



just repeat the whole process until you think you've collected enough extra lives. The Prof

■ Mickey leaps into Fantasia...

TEDDY BOY

Sega £9.99 (Sega Power 8: 73%)

■ Have you got a level select for the great *Teddy Boy* on the Master System?
Dan Webb, Swindon

On the title screen, press up, down, left then right. If everything's gone according to plan, a different screen should appear and it's time to enter the next set of commands. Press up nine times, then press Button 1. You should now be able to select the level you want to start on.
The Prof

OUT RUN

Sega £29.99 (The Hard Line ****)

■ Is there really a sound test screen for *Out Run* on the Master System?
Andy Carson, Nottingham

Yes. First, start the game and wait for the radio to appear. Now instead of selecting which soundtrack you want to listen to, press right, left, down and then up on your joy-pad. Voila!
The Prof



■ Race through the sunshine with a beautiful blonde



FOR ALL YOU COMPLETE THICKHEADS: A LEVEL SELECT IN BACK TO THE FUTURE 3

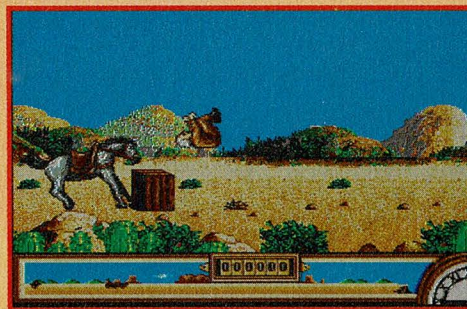
Listen up, all you Mega Drive *Back To The Future 3* (Sega Power 28: 35%) addicts out there. Fancy owning your very own time machine? Okay, okay, so we can't quite give you that – but we can offer you the next best thing.

If you get bogged down in a level you can skip straight to the next by using the following cheat:

1. Simply pause the game.
2. Press these Buttons in the following order: up and A, down and A, left and A, and then right and A.
3. Bingo! You're automatically transported to the end of the level...
4. And it's time to start the next one.



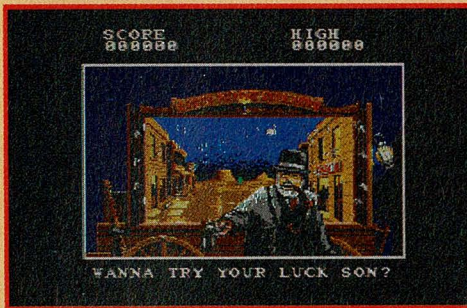
■ Time-travelling is a strange business. Imagine meeting yourself and not liking what you saw? Spoooooo-ky!



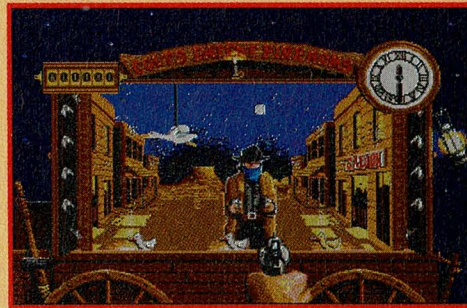
■ If at first you don't succeed, cheat. That's our motto. Just pause the game, press the correct Buttons, and ...



■ ...you're automatically sent to the end of the level. Time to put past worries behind you and start afresh



■ Yes, we do want to try our luck, thank you very much. But we must warn you, we're feeling pretty confident



■ Oh dear – it's all going horribly wrong again. Time to hit Pause, tap in the correct sequence and move on...

POSEIDON WARS 3D

Sega £19.99 (The Hard Line **)

■ I'm having trouble with *Poseidon Wars 3D* on my Master System.

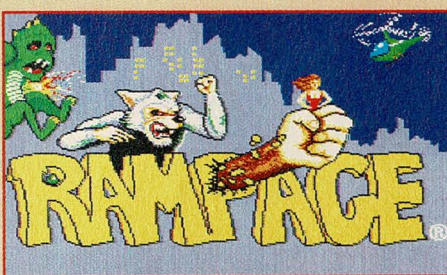
Tamara Stokes, Cardiff

What you need, Tamara, is a continue option. After you've died, press down, down, down, right, right, up, up and then left. Marvellous.

The Prof



■ Remember your 3D glasses – or everything goes all wibbly



■ They're horrible, they're disgusting and they smell

RAMPAGE

Sega £29.99 (Sega Power 10: 84%)

■ I keep getting killed on *Rampage* on the Master System. Can you give me a cheat to help me get through the game without snuffing it?

Colin Masterson, Kingston

If you fancy reincarnation (and let's face it, who doesn't? I personally want to "come back" as Julia Roberts's bikini) then read on. Simply hold down both joy pad Buttons when the game over message appears and you come back to life... The Prof



THUNDER BLADE

Sega £29.99

(Sega Power 11: 86%)

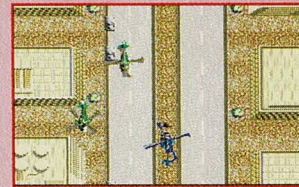
■ Have you got a cheat for the totally awesome *Thunder Blade* on the Master System? I can't seem to get through the game as it is.

Steve Backwell, Liverpool

If you fancy being the pilot of an invincible helicopter, simply press up, down, left and then right on your joy pad when the title screen is up.

The Prof

■ Choppers out for the lads and time to kick ass



QUARTET

Sega £24.99

(Sega Power 12: 60%)

■ This Master game is driving me totally mad.

Frank Hutchinson, Poole

If you fancy arming yourself with some bigger (and deadlier) bullets, then just press Pause 14 times while on the title screen.

The Prof



■ Roy, come back – don't just float off into space!

SONIC THE HEDGEHOG

Sega £34.99 (Sega Power 27: 96%)

■ Want a level select for the Mega Drive version? When Sonic starts waving his finger on the intro screen (after you've just switched on), press the following Buttons in the right sequence: Up, down, left, right, and then A and Start at the same time.

BURNING FORCE

Namco £34.95 (Sega Power 27: 40%)

■ If you fancy ten lives per continue then press start until the start/option screen appears. Then press B, A, B, A, A, C, A, A and then start. Go to it.



■ Man vs. motorbike. Well, our dosh is on the bike...

ZILLION 2

Sega £24.99 (The Hard Line **)

■ Have you got a cheat for *Zillion 2* on the Master System? I must beat this game!

James Blackstock, Edinburgh

Well, if you die and fancy continuing from where you left off, press Buttons 1, 2 and then up when it's game over time. No problemo.

The Prof

GOLVELLIUS TIPS FOR THE STUPID PEOPLE WHO STILL HAVEN'T DONE IT YET

WE'VE HAD LOADS OF people writing in and asking for help with *Golvellius* on the Master System (Sega £29.99, Sega Power 7: 74%), so here (just for all you pathetic whinging types) is a map of the Valley

Of Doom. We've also included a load of codes to help you cheat your way through the game...

One Crystal

MB2Y UASB M4HO AG4B
EY37 AFKZ K022 W46Z

Three Crystals

WV04 DQAD CAKW DLLG
6RQK XKAG TBOX TCUJ

Four Crystals

4AU6 KFCF BAFR TPP5
WZKM 2DLE JTFJ FJMX

Five Crystals

VBSS EHMA 3EKX HMPH
EBM8 3QSW 52AR 6HMW

Six Crystals

S4SQ FVZX N8KX CS6H
QFM7 30YW FSYE S7QW

Seven Crystals

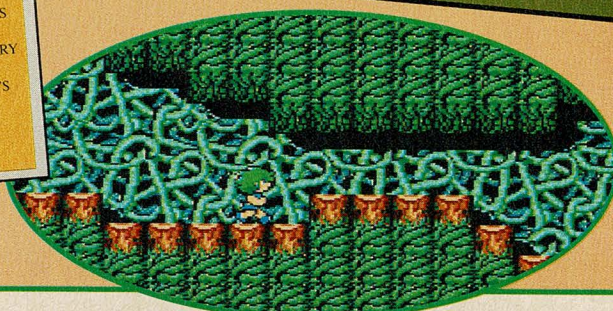
J7VZ HEQV AWPJ 42S8
36AL PQLH MRLY 0258

If you can't finish the game with this little lot, you must be a total nerd. The Prof



SEGA POWER JUNE 1992

DE	DESPA	WW	WISE WOMAN	AP	ARESTA'S PENDANT
SA	SAPIA	+	BIBLE	VS	VALLEY SWORD
TA	TARUBA	⚡	POTION	AS	ARUZASU'S SHIELD
FO	FOSBUS	⚡	CRYSTAL	LS	LEGENDARY SWORD
WA	WARUSO	MG	MEA (GREEN)	RS	REMEDIA'S SHIELD
JA	JASPA	MP	MEA (PURPLE)	M	MIRROR
HE	HEIDI	AB	AQUA BOOTS	RG	RING OF INVINC
?	GOLVELLIUS	ASB	ASCENT BOOTS	RI	
D	DINA	RP	RAMURASU'S PENDANT		
A	ANNIE				
W	WINKLE				
R	RANDAR				



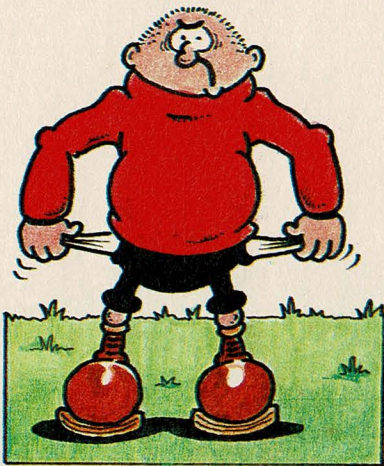
START

■ Going underground in *Golvellius*. Stick to the highest path if possible

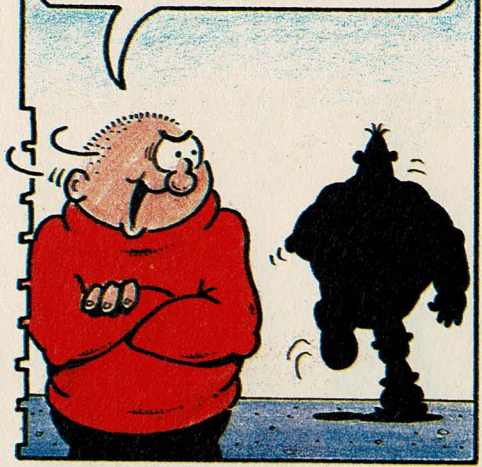
HI KIDS, BILLY BUTT 'ERE, I AINT VERY 'APPY TERDAY....NA, IT'S COZ THOSE POOFS AT ACNE HAVE DECIDED TER BRING THEIR COMIC OUT EVERY TWO WEEKS!...



...YEAH... 'AN' I AINT GOT ANY DOSH TER GET THE NEXT ISH!



TAINT FAIR..TUT!...IT'S MEGA BRILL IS ACNE, YEAH, DEAD FUNNY WITH LOADS O' JOKES AND THERE'S...?..HANG ON,..LOOK WHO IT AINT!!



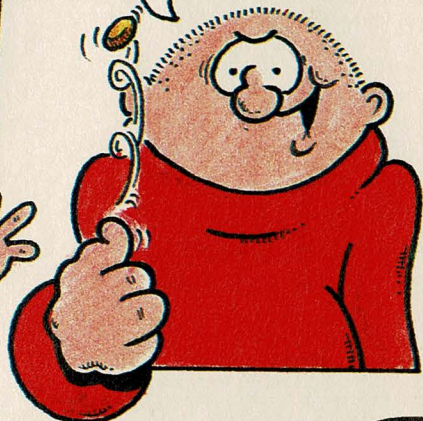
HOY FAT BOY, D'YER WANT YER LIGHTS PUNCHIN' OUT?

ER..N..NO BILLY...! ..I AINT DONE NUFFIN!

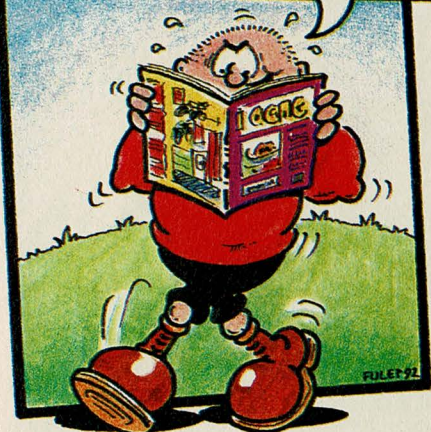
WELL LEND US A QUID 'N I'LL LET YER OFF



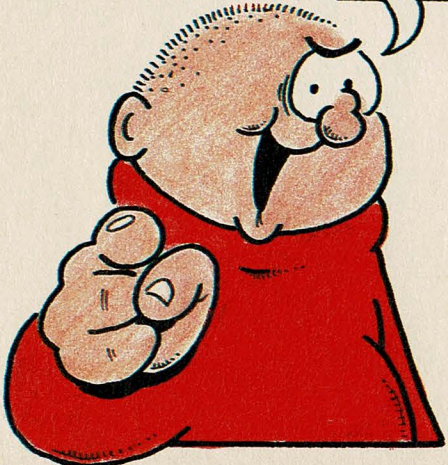
HEE... I HATE 'IM... BIG FAT LARDY LUMP O' GREASE! ANYWAY, I'VE GOT ME DOSH, NOW TER GET THE BEST COMIC IN THE WHOLE WIDE WORLD!



HAA HAA...HEE HEE.... HOO HOO ...HA HA HA... IT'S BRILL THIS...WELL, IT'S BOUND TER BE COZ IT'S GOT ME IN IT!... HEE HEE.....!!



DON'T FORGET DUDES, ACNE IS NOW OUT EVERY FORTNIGHT, SO WHY NOT SAVE YERSELF HASSLE AN' PLACE A REGULAR ORDER WIV YOUR NEWSAGENT NOW?! ...OR I'LL COME ROUND 'N' PUNCH YER LIGHTS OUT... ..RIGHT!



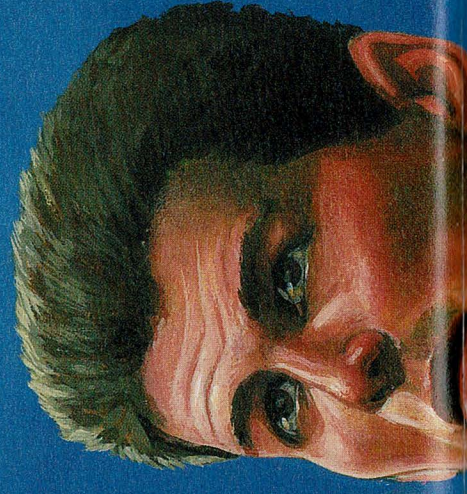
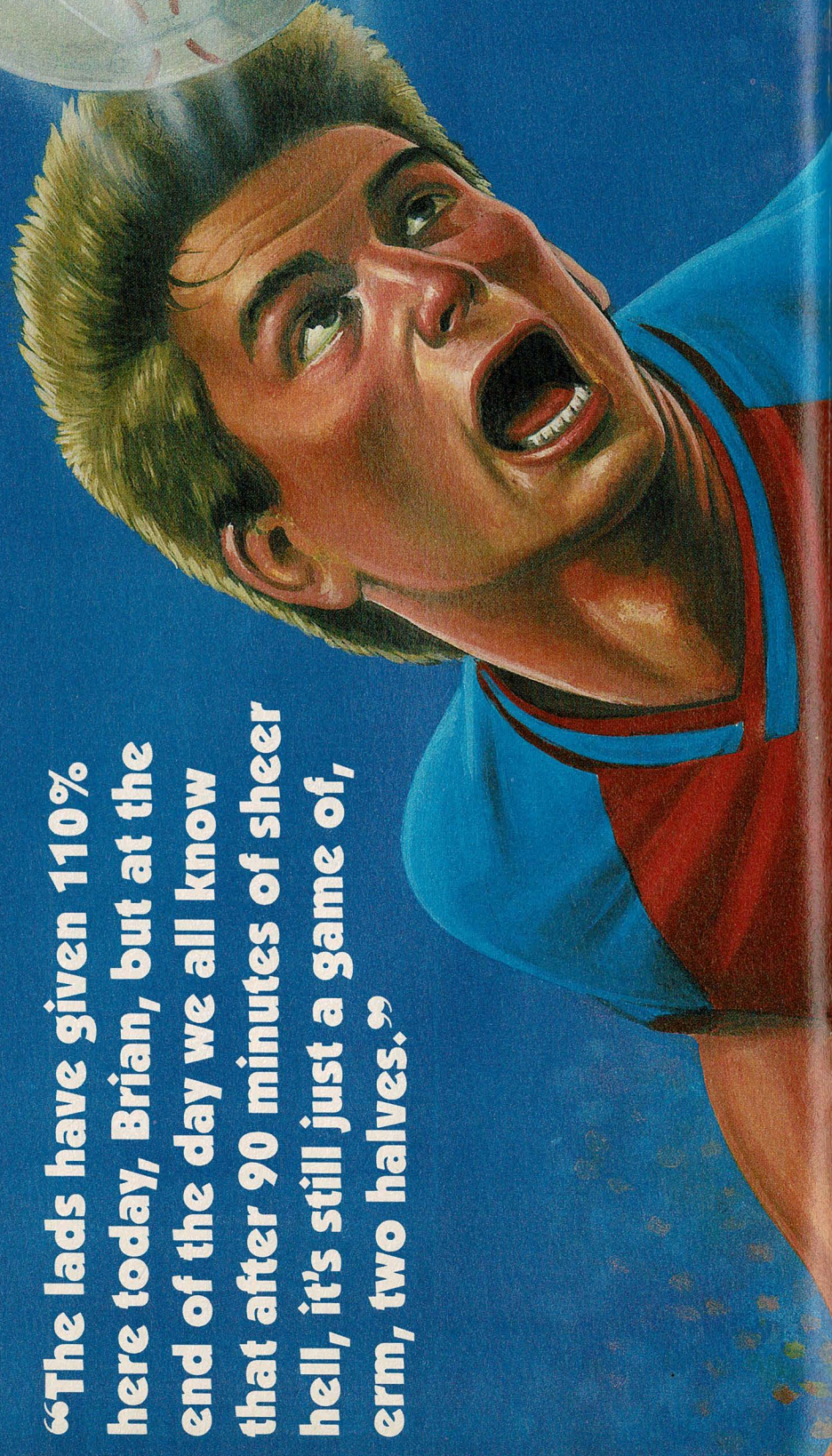
acne

PROBABLY THE FUNNIEST KIDS COMIC YOU CAN BUY! ON SALE EVERY FORTNIGHT GET IT... OR REGRET IT!

EUROPEAN CLUB SOCCER

SEGA POWER

“The lads have given 110% here today, Brian, but at the end of the day we all know that after 90 minutes of sheer hell, it’s still just a game of, erm, two halves.”





SEGA
POWER



CHUCK

THE

COOP

MAARBLE

EURO CLUB

ARCADE SM



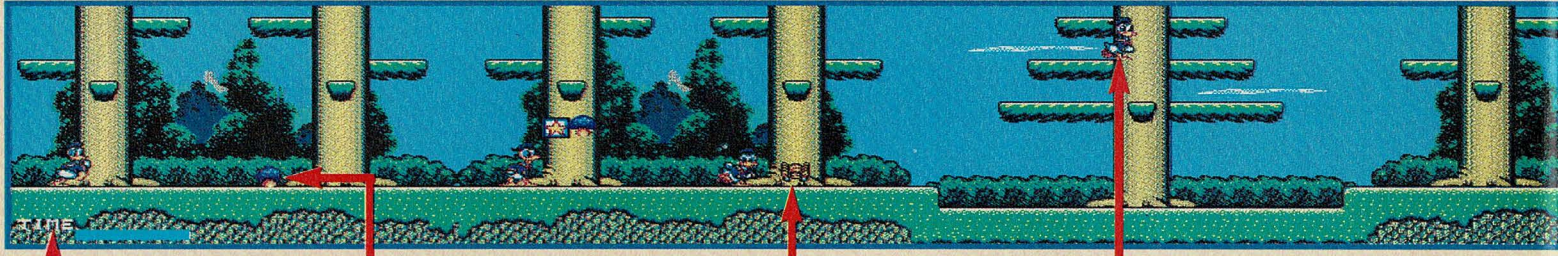
PROCK
MATTOR
PATTION
MADONNES
B S O C C E R
ASH HITS

SEGA





THE LUCKY DIME CAPER – COMPLETE GUIDE TO LEVEL ONE ON THE MASTER SYSTEM

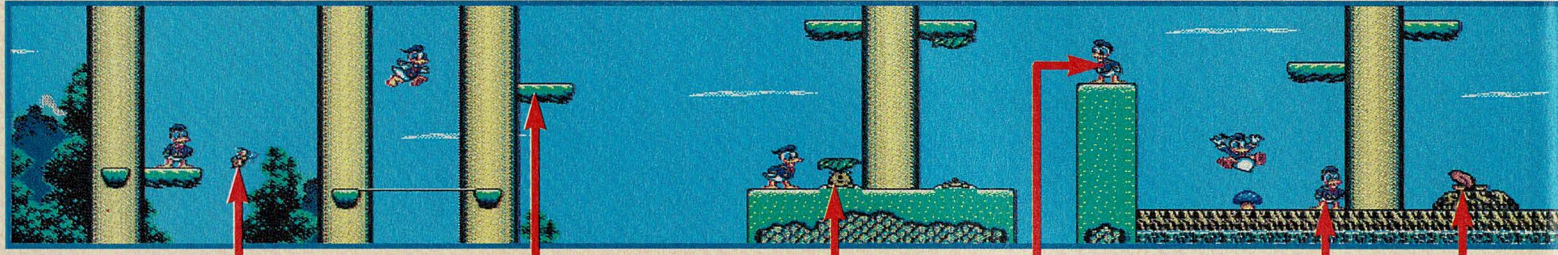


■ Here's Donald. He's armed with a mallet (and a good helping of ambition)

■ These first few mushrooms are no problem. Just jump on them or bash 'em with your mallet

■ You must hit the spider twice in order to kill him, but it's far better to use him as a stepping stone to get to the branches overhead

■ Using the topmost branches, you can avoid most of the bad guys



■ Wait where you are to kill the bees. Don't jump until the way is clear

■ Jump twice on the spring after the bee has flown by – then hold a hard left

■ Jump from leaf to leaf as the sleeping bears blow upwards

■ From here, keep running right, jumping over all of the obstacles that are in your way

■ Don't stand there – you're running for your life, remember

■ Don't worry about the beavers, keep running!

KICK THAT BEAR'S ASS ON LEVEL ONE

By now, you'll have either the mallet, the frisbee or nothing at all in the way of weapons.

We're going to assume the worst and have you relying on Donald's flippers to get by. If you have got a weapon, just think of it as ample protection against the bear's unfriendly advances.



...ON TO LEVEL TWO!

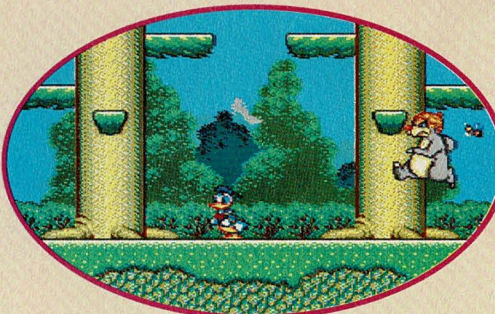
Unlike level one, level two comes in four different stages, so there are actually several restart points.

This level is a lot easier than the first, so just concentrate on getting through without losing any lives or taking any hits.

Take things steadily and you shouldn't have any major problems.



■ THE START of the level! Just time your jumps with care



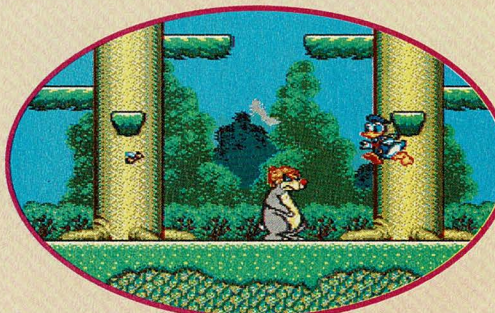
■ The bear jumps up and starts pegging it towards you. Now wait between the trees...



■ Jump up in the air and land on the angry bear as he runs past. Just make sure you hit him!



■ Now you must land to the right of the bear



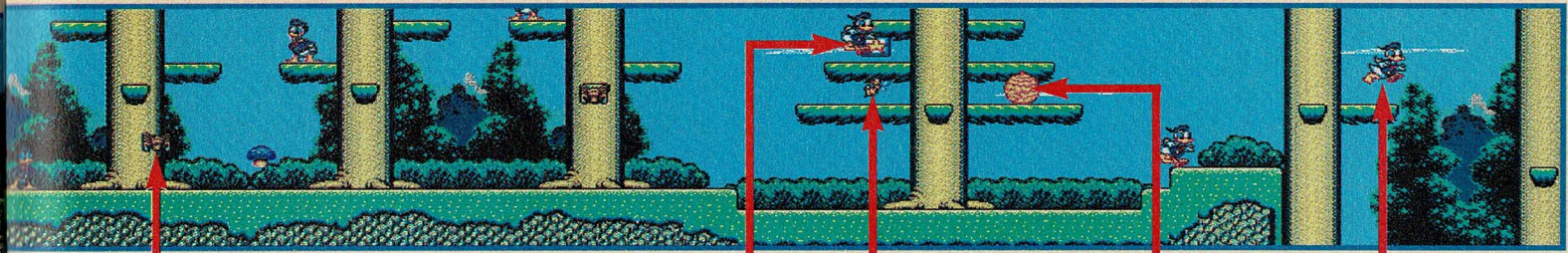
■ The bear now turns around and runs all the way to the right. Jump on him as he goes by



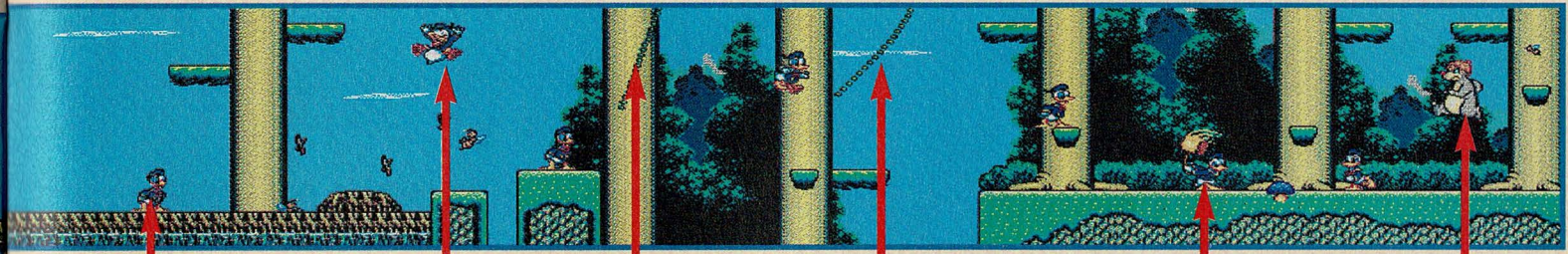
■ All you've got to do now is repeat the same process – but on the other side of the screen...



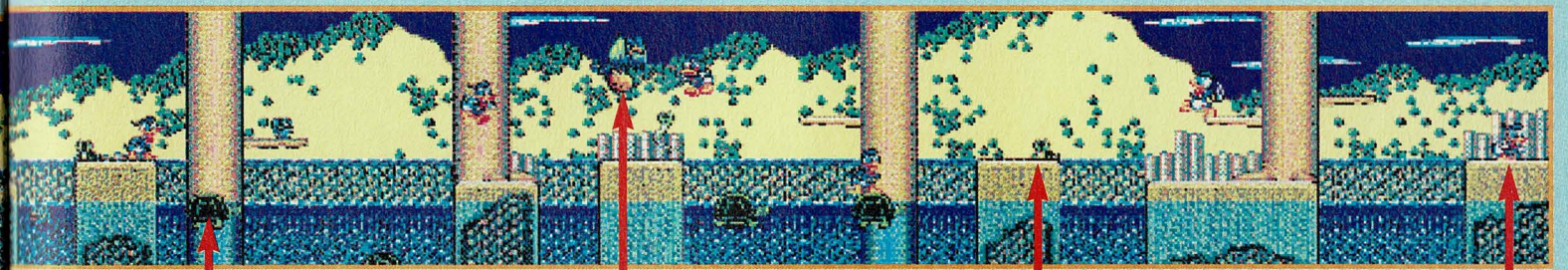
■ ...And before too long he'll keel over. That's one level finished (quite a few to go though)



- If you fall down, jump back up on the branches by using the spiders
- Collect four stars and Donald's weapon speeds up. Collect seven and he becomes invincible for a short period of time
- Where possible, just avoid the bees – killing them off is just too much trouble
- The same goes for beehives. Just keep well away
- Timing jumps can be tricky, just make sure you've got a clear place to land



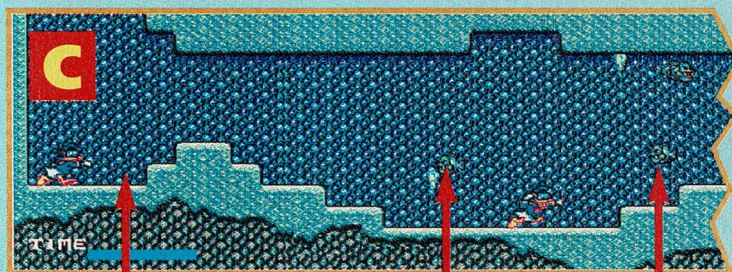
- I said keep running, not stand still!
- This is what happens if you hang around for too long. A quick dash, however, will get you through...
- Time to make like Tarzan and swing on this here rope thing
- Grab this rope to swing across the chasm. Time it carefully now...
- This last stretch is a good place to grab yourself a new weapon (if you need one) or some extra stars
- Here's the bear boss (he's a pussy cat really). Check out our guide on the facing page



- Use the turtles as stepping stones but don't forget to jump off before they sink
- Jump on the top platform and then move a couple of steps left to avoid the falling boulder
- These snakes are a real pain in the asp. Work out which way they jump before taking a leap
- Go right and fall down (see B)



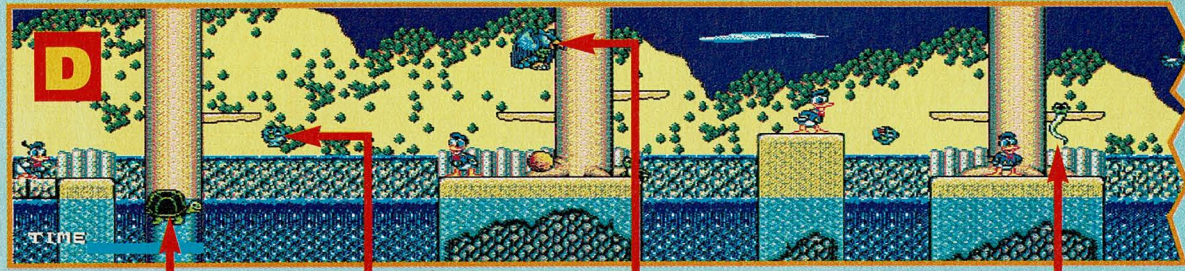
- Don't wait here! If you do an eagle will fly by and drop huge rocks on your nut
- Just drop straight down off the blocks, collecting all the power-ups that may be released as you work your way down
- Watch out for the deadly killer fish
- At the bottom of the waterfall, you'll find this platform. It crumbles away as soon as you land on it. You then end up in the drink (see C)



- Wait here for the first fish to swim past, then head right
- Don't hang around – or else you'll find yourself kebabed
- When you are underneath this particular fish...



- ...Swim up to avoid the next fish – for it is a most elusive fish (one for all you Monty Python devotees out there)
- Now get sucked up the whirlpool to get to the next stage (turn to page 48...)



- It's the same drill as before really. Use the turtles as stepping stones...
- ...And bash anything that moves with your mallet
- Keep an eye out for eagles
- Remember which way the snakes jump, then time your jumps accordingly



- Don't get too carried away with your mallet, you'll only fall off your ride
- Wait here for the fish to do their thang. Then drop down onto the next turtle
- And here's the final boss. This lion is really a piece of, er, cake (er, sort of)

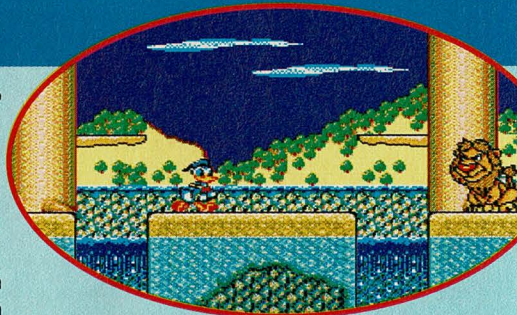
THE LION OF LEVEL TWO

Luckily for any web-footed adventurers, level two comes complete with four restart points (unlike level one), so you needn't worry about starting from the very beginning if you lose a life.

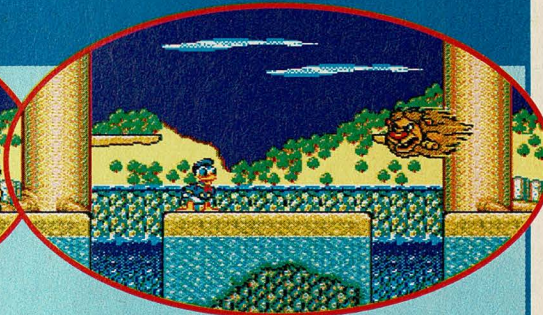
As before, we'll assume that Donald has lost all his special weapons en route, and has only his webbed toes to help him sort out the lion.

If you have got yourself a mallet or a frisbee then you're very clever, aren't you? Have a rummage in Marky Mark's trousers courtesy of *Sega Power*.

We'll be covering the remaining levels next issue.



■ Stand on the far left of the platform and wait



■ The lion leaps into the air and dashes towards you



■ Jump up and the lion passes underneath you



■ The lion then stops and takes a hit as you land



■ He'll then run back to the right of the screen



■ After seven attempts, the lion will bite the dust



■ Time to rescue a nephew from a cage, methinks...



■ ...And on to the next level (see you next month)



READ THIS IF YOU WANT 200 FREE MAGIC UNITS FOR GOLDEN AXE 2!

Now here's a cheat for all of you who enjoy hacking with Ax Battler, slashing (?) with Gillus Thunderhead or just simply playing around (!) with Tyrus Flair in this, Sega's sequel to the classic hack-'em-up *Golden Axe*.

Golden Axe 2 (£34.99, *Sega Power* 27: 81%) is as easy as its predecessor, but things can still get tough, so watch out.

If you fancy grabbing yourself 200 magic units, simply follow the pattern outlined below:

1. Start the game in the ordinary fashion, and then fight through to the first (although any will do) end-of-level boss.
2. Hold down Button A while fighting the boss and keep it pressed down until the boss is well and truly defeated.
3. Release the Button, but now DON'T TOUCH A THING! Just keep wandering about without collecting any books or hitting any wizards. After a few seconds the rest sequence will finish.
4. And you'll find yourself straight back in the action armed with a humongous 200 magic units.

Now that's what I call a useful playing tip. So slap in that cart and kick some butt. The Prof



■ Start the game in the normal way and fight your way through the first level of action. As soon as you get to the first boss sequence...



■ Hold down Button A while fighting the boss, but don't let go - just keep running and shoulder-barging the boss until he's dead



■ You can wave your sword around in the air all you want, but don't even think about swiping at anything. Just keep walking around



■ When you start the next level you'll find yourself in possession of over 200 magic units - enough to see you through the entire game!

CASTLE OF ILLUSION HOW TO FINISH THE FINAL LEVEL

THE FINAL LEVEL OF MICKEY MOUSE!

LOADS OF YOU HAVE WRITTEN IN BEGGING FOR HELP WITH THE FINAL stage of *Castle Of Illusion* on the Master System (*Sega Power* 17: 96%), so here's a complete guide to this, the last (and toughest) level. You've beaten the Chocolate Monster, you've explored The Library, and you've been swept over the rainbow to the home of the evil Witch Mizrabel.

Now you've got to rescue your girlie. Below is a guide to the goodies (and baddies) you'll find in the treasure chests in the castle. Happy hunting - and good luck. The full maps are on the following pages, so get stuck in.



■ This tasty morsel earns you one valuable life star



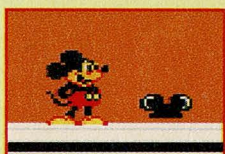
■ This luscious cake earns you two valuable life stars



■ Nab the Small Coin and you can earn 500 points



■ This Big Coin earns you a hefty 2,000 extra points



■ Pick up this little pair of ears for an extra try



■ Some chests bite, so just lob an object at 'em!

FIND OUT ABOUT SECRET TREASURE

There are loads of secret treasures on level seven of *Castle Of Illusion*. But because they're hidden, we're not going to tell you *exactly* where they are. Ha! Instead, you can simply look at this box and get a sneaky idea of where they're all located.

If you're feeling confident and you've got lots of energy - go for this little lot. Be warned though: most of them are off the beaten track...



■ Big Coin



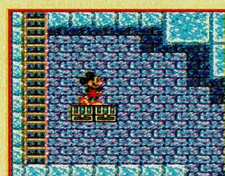
■ Ears



■ Big Coin



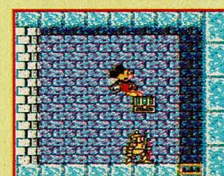
■ Small & Big Coin



■ Two Big Coins



■ Big Coin



■ Big Coin



CASTLE OF ILLUSION – THE FINAL LEVEL

Are you ready? Then let's go – this is the final hurdle Mickey must cross to get his girlfriend Minnie. The Castle is the toughest level yet, but with a bit of luck you'll have earned yourself plenty of extra tries getting here. So go and get your gall!

NOW IT'S TIME TO GET THAT CHEST, SO DON'T HOLD BACK, DO YOUR BEST!

Just in case you need to get to the chest really quickly, here's a useful cheat to help you get there early on in the game – courtesy of *Sega Power*. Aren't we kind?



■ Throw the key across the gap and then you can very easily...



■ ...Jump on top of the key and pick up this toy boulder



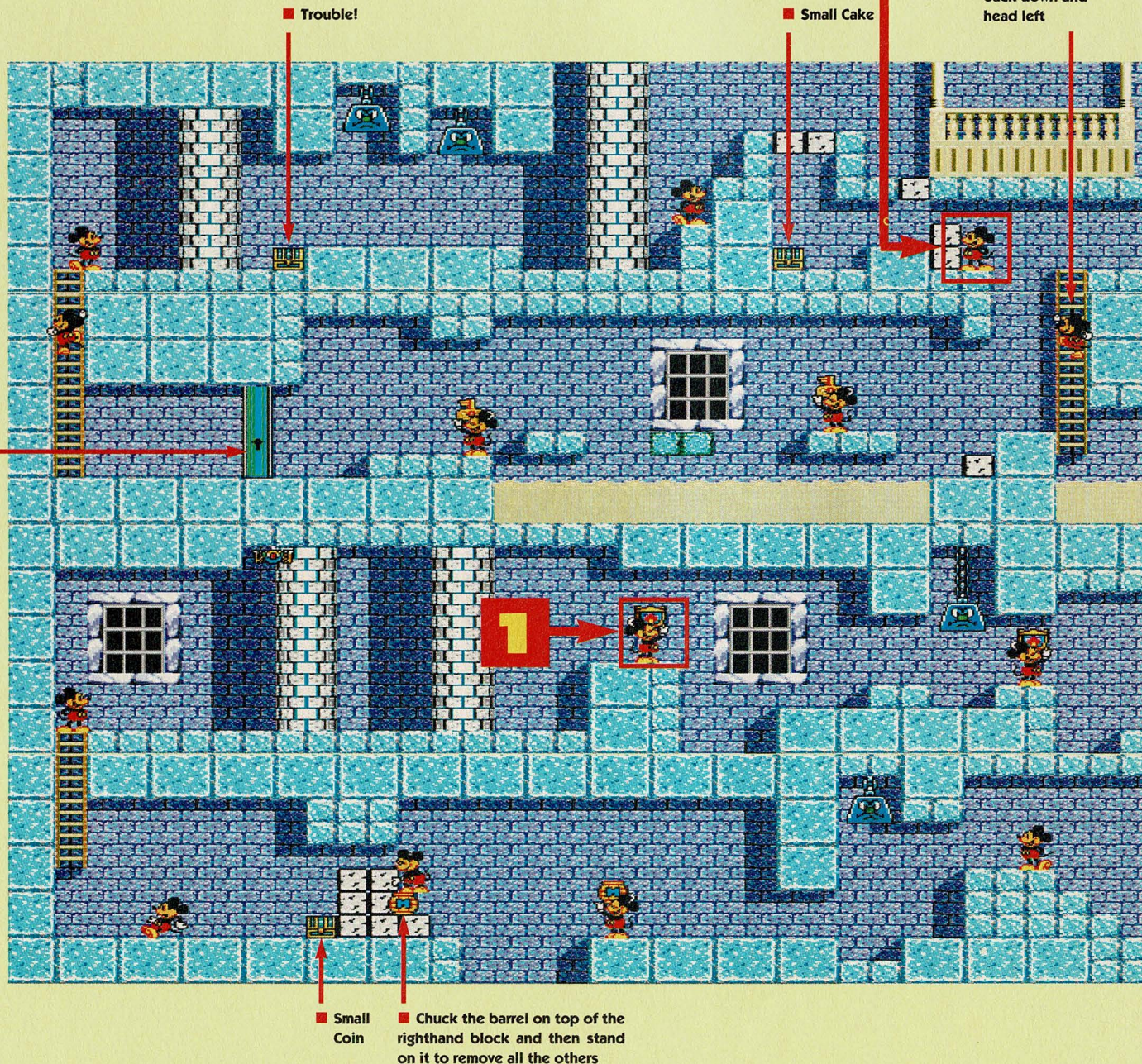
■ Now chuck it away. Yeah, we know it's not a nice thing to do



■ Now you must bounce away the remaining boulder...



■ And Mickey's on his way. All keyed up and ready to go



■ Now dash up the ladder and nab the key. Then go back down and head left



GATHER UP ALL THE KEYS TO YOUR SUCCESS



■ There's a door ahead of you that's locked, so you'll need a key. Knock a hole in the floor



■ Now grab the key – the one that's lying so conveniently in the corner over there



■ Just jump back through the hole in the ceiling. I wonder who put that there?

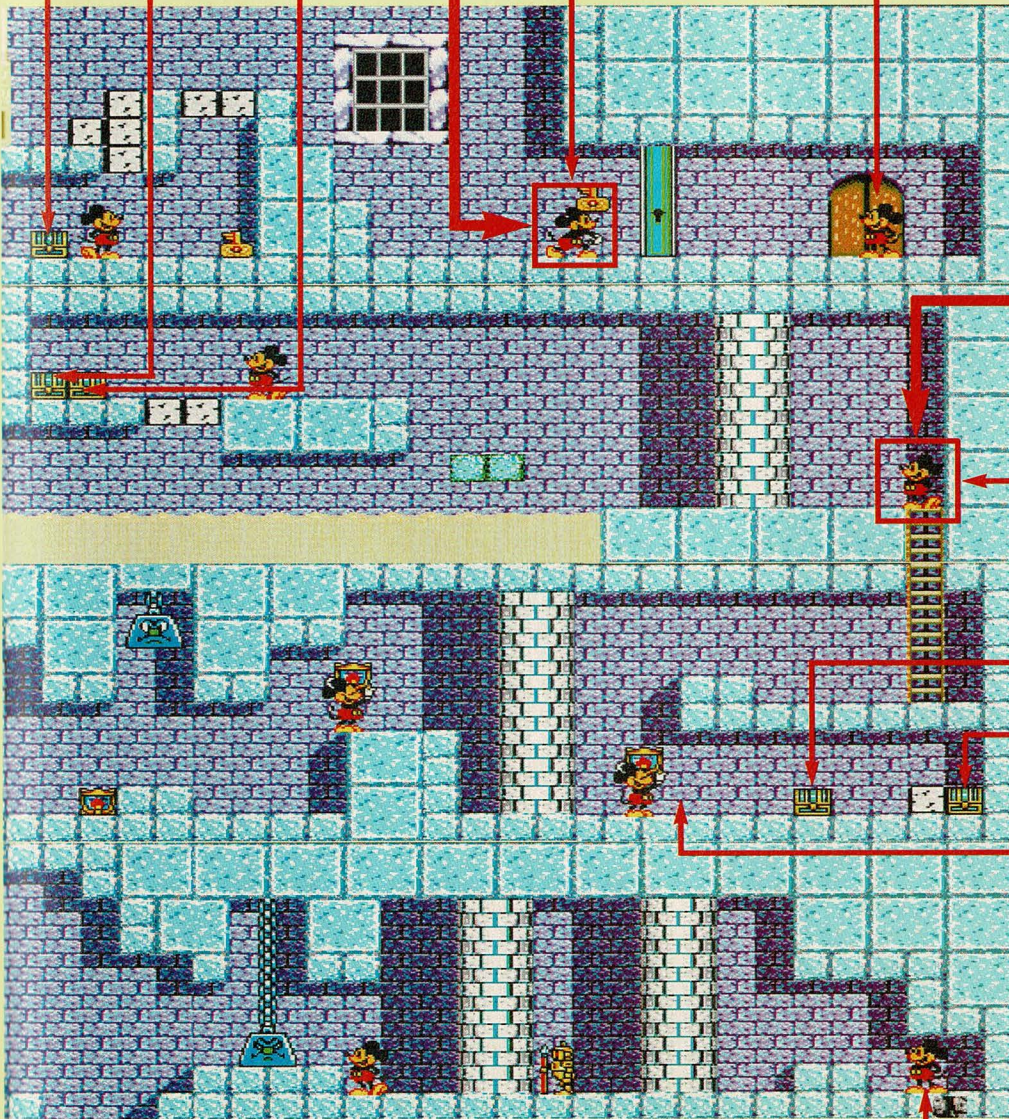


■ Now simply lob the key at the door. Voilá! It opens and you can get on with the game

■ Big Coin ■ Small Cake ■ Big Coin

■ Now where did Mickey get that key from? (Check out the guide above and you'll soon know...)

■ Phew! That's the first bit finished. Now dash to page 52 for the next hurdle



■ Okay. Now this next bit is really quite tricky to get through, so check out our great step-by-step guide...

■ Trouble!

■ Small Cake

■ You must drop the tiny lantern here, so you can jump up to the platform

START!!

MOVING BLOCKS

This bit is incredibly fiddly, so take care, or you might end up losing all your valuable lives.



■ Bounce a hole in the floor by taking out a few of these blocks



■ Quickly run back to the moving platform which is on your right



■ Jump on the platform and it will start moving as soon as you're on it



■ Now jump off the platform, run to the left and get yourself ready...



■ ...to hitch a lift! But remember to leap off the thing at the end

LIGHTS OUT!

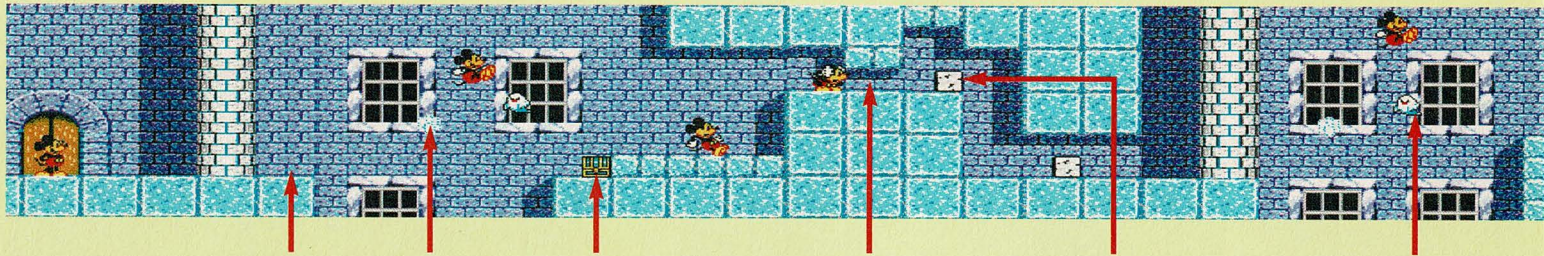


■ You'll have to get used to this happening. Unless Mickey picks up the lantern, everything is plunged into darkness. So grab that light!



CASTLE OF ILLUSION – THE FINAL LEVEL

Remember the auto-scrolling section in the Chocolate Factory? Well, here we go again – except this time it's even tougher. Remember to take your time, and for God's sake, don't panic. Otherwise you'll end up dipping Mickey in the soup...



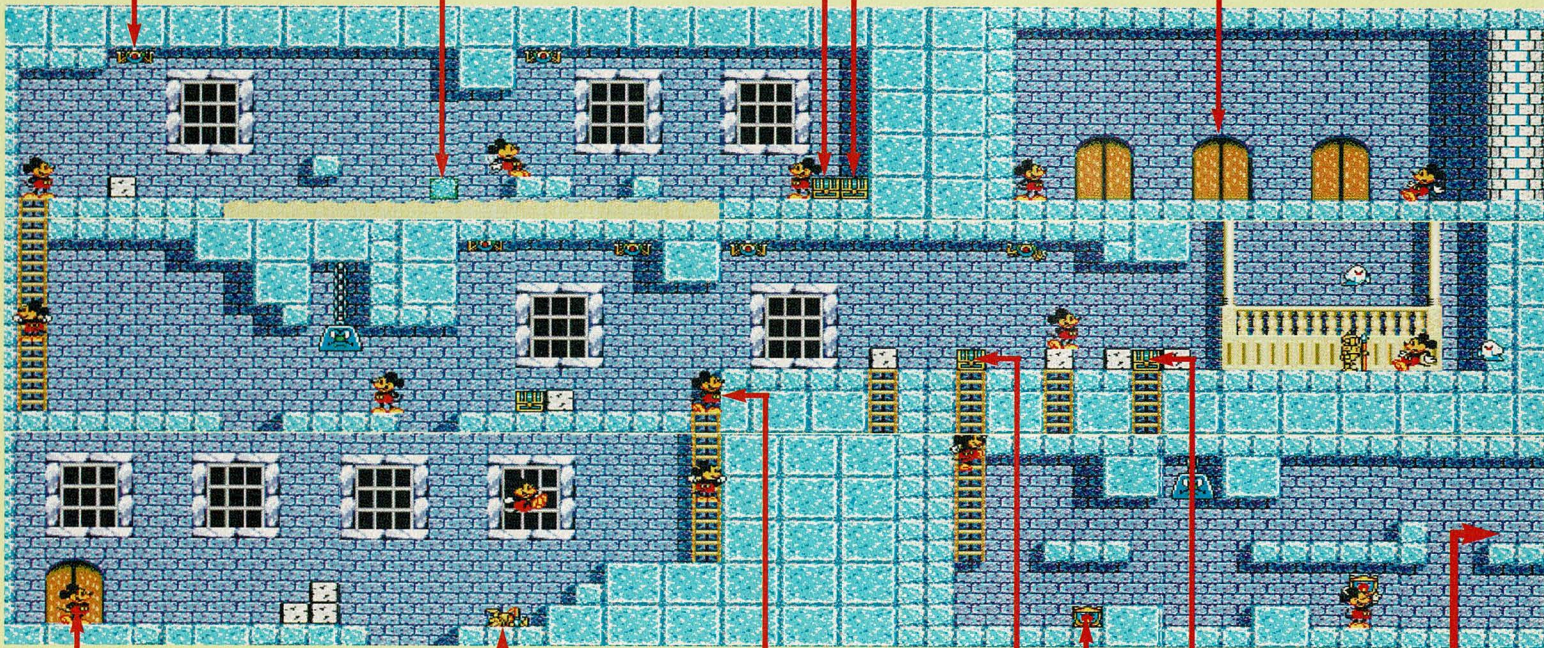
- This gap is much too wide to jump...
- ...so bounce off the ghosts to get Mickey across safely!
- Big Coin
- This gap is far too narrow for Mickey to walk through and he can't move while he's crouching, so just wait for the left-hand side of the screen to catch up with you and then push Mickey through the wall
- But then you'll have to move fast! Pick up the block and chuck it away. Doesn't this remind you of the fourth level of that old coin-op *Scramble*?
- More ghostbusting here as Mickey faces yet another leap beyond his reach. Move fast or else you won't make it past the spook!

■ Lure the spider into dropping down by standing still. When it starts to drop, jump out of the way and bottom him like mad!

■ Some of these blocks will give way under Mickey's dainty boots, so just keep moving. Don't worry, there'll be new ones for the return journey

■ Small Cake
■ Ears

■ A clue!



A

■ This knight in shining armour soon gets up after you've bottomed him, so make tracks

■ You must now choose Mickey's route. Will you go straight to the end of the level (and turn right), or will you take the detour (to the left and up that goes to a dead-end) and earn some more points?

■ Small Coin
■ Big Coin

■ Small Coin

■ There should be a stone here! Take a look at our guide below to see how to get rid of it...

GETTING RID OF TROUBLESOME BOULDERS (USING YOUR LANTERN)



■ Drop the tiny lantern under the gap in the roof



■ Jump on it. And don't whatever you do fall off...



■ Now all you have to do is leap on the boulder



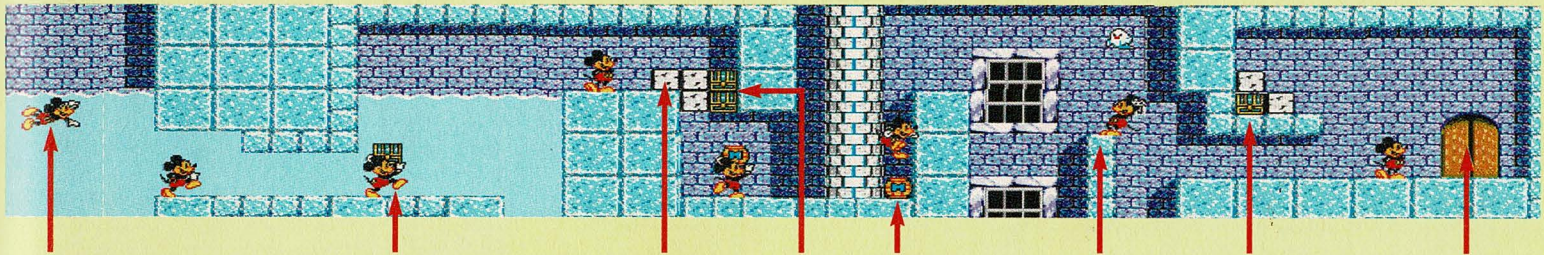
■ And give it a right good bottoming. Much better!



■ Mickey must now jump back down the hole



■ That's right! Now hurry up and find your girlie



Remember: hitting Button 2 keeps Mickey afloat. Don't let him sink!

Small Cake

Move quickly and don't hang about. Don't worry about the two blocks. Just get on top of the chests and start bottoming

Small Coins

Stand on the barrel and jump on the ledge

Careful!

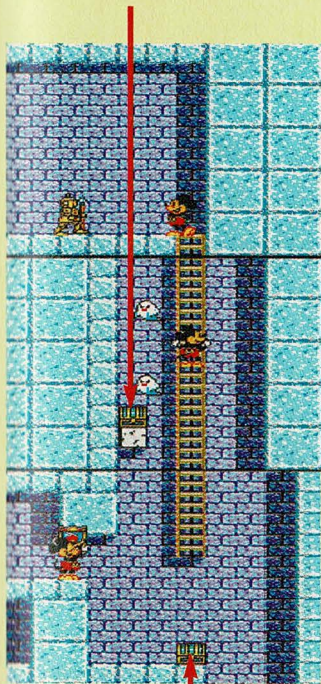
Big Coin

Leads to



THERE BE WILD DRAGONS DOWN IN THAT THERE CASTLE

Small Cakes



Trouble!

Almost there now. This guy is fairly easy once you've got the method worked out.

Just follow the pattern outlined below and you'll be okay. When dashin' under the dragon's tail – don't wait. Hit him hard and fast.

Once you've smashed this sucker to kingdom come, it's time to move on and dis' the ugly Mizrabel.



We don't know why this room is here, but just bounce through the floor to enter the dragon's den. No turning back now...



Pick up this barrel and wait here. Don't worry, you're safe from the dragon's puffs. Just remember to kill the bad guy, okay?



Just as his last shots are dying, run quickly beneath the dragon's tail and lure his shots to the far right. Don't wait...



...but quickly run back to the left. You've got to move fast, so at this point you'd better jump straight on the platform



And lob the barrel at death-breath's head. The barrel now ends up in the far right-hand corner – but don't worry...



Ha! Ha! I hope that hurt, scum-bag. Five or six more of these and it's extinction time, and not a moment too soon either



Yo! He's defunct, history, out-for-the-count, dead, yesterday's news, toddled off this mortal coil, and a trifle sore too...



Only the evil witch to go before snog time! Simply follow this tunnel to enter the evil Witch Mizrabel's gruesome lair

MIZRABEL GETS WHAT'S COMING TO HER – AND YOU GET YOUR GAL!

Sorry, dudes, but this witch is one hell of a tough cookie. Just keep your wits about you and try to knock off one of the stones she chucks at you. With a bit of

luck, the replacement stone will follow a path close to the existing stone – this means you only effectively have to worry about one of 'em.



Good shot! When the coast is clear, jump on a platform and chuck the lantern



Come on! There's no use crying about it. Just tell me where she is and I'll go



There she is! Mickey and Minnie have a lot to catch up with, so I think it's fair...



...that we should turn the lights out and let them get on with, er, the "biz"

SONIC THE HEDGEHOG

At last! The Final Level Of The Complete Solution

NOW THIS REALLY IS THE END – FOR DR Robotnik anyway. After battling your way through the first five stages of *Sonic The Hedgehog* on the Master (Sega £29.99, *Sega Power* 27: 96%) in issues 29 and 30, you can now plough through stage six and finish the game. We tell you about the Chaos Emerald, Dr Robotnik and how to break through some of the toughest puzzles yet.

The Prof would again like to thank **Tina Myers** from Gloucestershire for providing the tips. We don't know what we would have done without her. **The Prof**

STAGE 6 THE SKYBASE

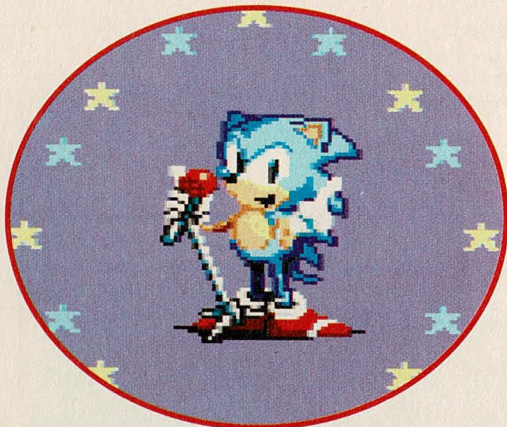


■ The very, very, absolutely, most definitely final last level

THE FINAL CONFLICT



■ As soon as you enter the chamber, run right and bounce against Robotnik's glass. Then immediately...



■ Could this pose be a glimpse of Sonic in the future?

STAGE 6: ACT 1

The level is easy. Just head right and up to the second cannon, right and down, and then down the ski slope until you reach the moving platforms.



■ Once on the hoverboard, you can't control where you're going. Watch out for the lightning bolts en route!

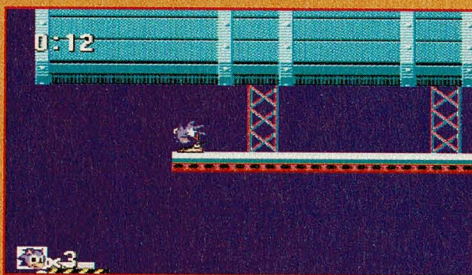


■ Jump up to stop the hoverboard moving. Keep doing it until the lightning stops, then carry on with the level

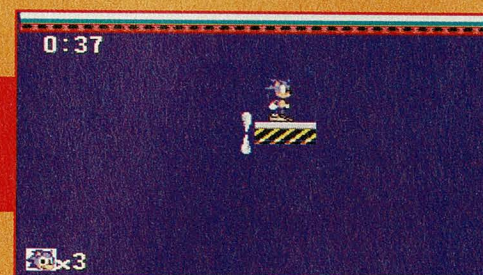
STAGE 6: ACT 2

This is the easiest level of the lot – if you know the short cut, of course (you haven't seen this in any other Sega mag now, have you?).

All you have to do is at the start of the level, walk left and look down...



■ And a hoverboard chugs into view! Drop down on to the hoverboard and let it lead you to Robotnik...



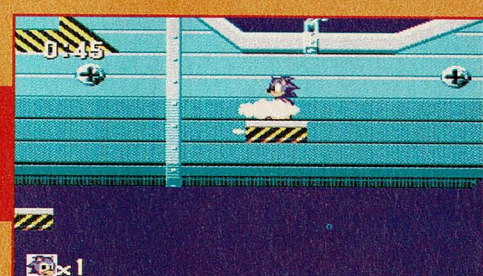
■ The board will carry you right underneath the Skybase and you don't have to worry about "playing" or anything



■ Jump on the second hoverboard – and make sure you don't jump on the ladder by mistake. Don't cock it up



■ Now on to the next hoverboard. Things aren't over just yet though – keep your eyes open for... yep...



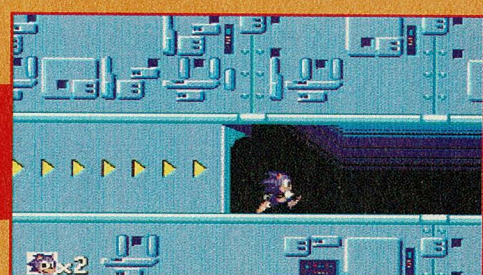
■ ...it's another hoverboard. Jump on this one and let it carry you into the Skybase. Not long now before you...



■ ...get to the last hoverboard. Now you're right next to the Chaos Emerald and you haven't met a single baddie



■ Jump off the platform, grab the Emerald and then jump left over the (firing!) guns to get to the passage



■ Now just follow the arrows – they'll take you straight to Dr Robotnik. Are you ready for the big confrontation?



Robotnik has two weapons: his electricity bolt (fired from the top of his glass case) and his lightning beam that sweeps up and down the chamber. Sonic

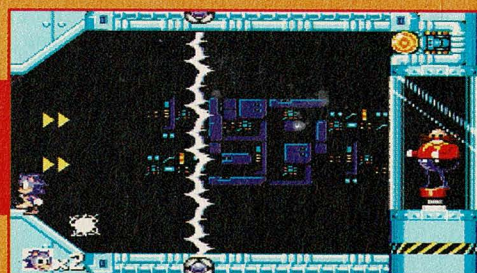
has a hiding place (on the ledge on the far left), but after five hits, Robotnik changes the pattern of his lightning beam. You have been warned...



■ ...run back left. You'll soon be chased by Robotnik's lightning beam, but you can avoid it so don't panic



■ Just wait in the far left corner of the screen. You're completely safe here from Robotnik's roving beam



■ Wait here until Robotnik fires his electricity bolt and the lightning beam finishes its sweep from right to left



■ When there's no danger, run back and hit Robotnik. Do this FIVE times, then stay in the safe spot on the left



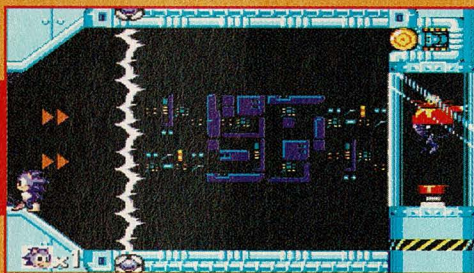
■ The lightning beam now flashes and sweeps in BOTH directions. When ready, run right and hit Robotnik again



■ Now you must tweak the nose of death and wait by Robotnik while the lightning beam approaches you...



■ When the beam momentarily turns off, you must make a run for it. Run like billy-o and peg it to the safe area...



■ ...on the left. Wait here until Robotnik has fired his electricity bolt, then repeat the whole process until...



■ ...his glass case shatters and he runs away! Adios, baby. Now lean back and watch the end-of-game routine

GAME OVER, ROBOTNIK...

That wasn't too tough, was it? In fact, with *Sega Power's* tips, it could almost be described as easy. We won't spoil all of the surprise, but here are three shots to illustrate the end-of-game sequence.



■ Sonic chucks his Emeralds about in a happy-go-lucky-I've-rid-the-world-of-that-git-Robotnik kinda way



■ You get healthily rewarded for collecting all six Chaos Emeralds (that's assuming you *did* collect 'em all...)



■ And Sonic's a hero for the second time in his career! Now you only have to wait until the summer for *Sonic 2!*

TRANSBOT

Sega £9.99 (The Hard Line *)

■ Every time you meet a Hilun spaceship, hit it with a D weapon and you'll be warped straight to the next level.

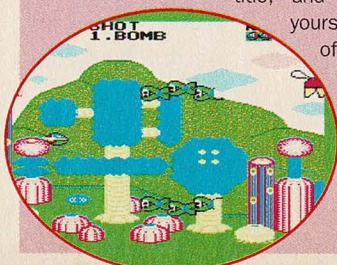


■ More "bot" than "trans" really

FANTASY ZONE

Sega £12.99 (Sega Power 8: 91%)

■ Buy all the engine parts in this Master System title, and you'll soon find yourself in possession of infinite weapons. Smoother than the toffee in a Mars bar...

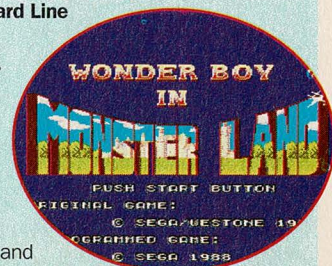


■ Woooahhhhh! It's a real colour clash nightmare!

WONDERBOY 3

Sega £29.99 (Hard Line)

■ Enter all blanks on the password screen in this Master System title and you begin the game with all available armour, weapons and stones. Howzat?



■ *Wonderboy* does the business



ALEX KIDD IN MIRACLE WORLD

Sega £24.99 (Sega Power 10: 93%)

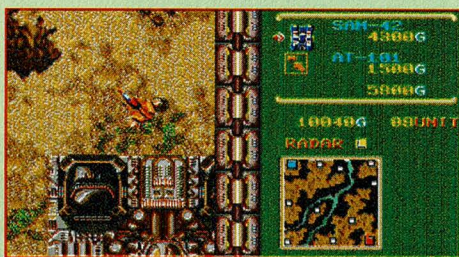
■ Having trouble with the box codes at the end of Cragg Lake in this Master game? Well, just run over them in the following order: sun, waves, moon, star, sun, moon, waves, fish, star and fish.

Now stop your moaning and get on with it

HERZOG ZWEI

Sega £34.99 (The Hard Line ****)

■ Enter this password to get you through to the last level of this Mega Drive beaut: JLJOIGLAOKN.



■ Two-player fast 'n' furious head-to-head action

PSYCHO FOX

Sega £29.95 (Sega Power 3: 93%)

■ One of the all time great Master System games, with loads of secret cheats and short-cuts for you to discover. Here's just one.

At the end of level 1-3, jump on all the springs until you get to the very top of the highest spring. Release the crow and it should make a crack in the background. Do this three times and a warp door will open up.

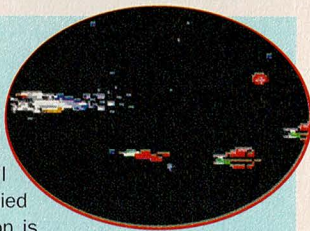
Jump in to the gap and walk as far as the first pot. Now jump on the pot, press down on the joyypad and you'll be warped to world four. Just like that.

R-TYPE

Sega £29.99 (Sega Power 15: 90%)

■ At the very end of a game on this Master title – after all you wimps have died and the restart option is counting down – start pressing the joyypad directions in rotation, starting with up (then up-right, right, down-right, down and so on...). Do this in a clockwise direction twelve times.

You should now see your credit rating increase up to a maximum of twelve units.



SUPER LEAGUE BASEBALL

£34.99 Sega (The Hard Line ****)

■ Want to get ahead in Super League Baseball on the Mega Drive? Forget a decent batting arm and supersonic pitching. Codes are the key to success



in this game: JORQWVVR-ROOQSH-PQGDEAM. Okay now?

■ What's so wrong about British cricket, eh, people?

SHADOW DANCER

Sega £34.99 (Sega Power 18: 90%)

■ On the bonus level of this Mega Drive game (when you're falling from the top of the skyscraper



■ One man and his dog kick butt

dodging the ninjas), don't fire. Instead, simply dodge the bad guys. When you reach the very bottom you're rewarded with an extra life. Not bad, eh?

MOONWALKER

Sega £34.99 (Sega Power 17: 90%)

■ Catch any of the falling stars in the Mega Drive version (there's one near the start of the graveyard level) and you'll change into an indestructible robot.



■ Oooooooooooooooooow!

RASTAN

Sega £29.99 (Sega Power 6: 91%)

■ Infinite continues, Master gamers? No problem. Wait for the Sega logo screen to appear then hold down Buttons 1 and 2 while pressing down-left on the joyypad.



■ Rastan is a real oldie, but it's still great fun to play

SUPER MONACO G.P.

Sega £34.99 (Sega Power 10: 74%)

■ Here's a password that Nigel Mansell would probably kill for. This code (for the Mega Drive version) puts you in the position of a driver with the Madonna team (with 135 driver's points and two world championships under your belt).

07C8	HG8B	PE01	0000
0P1J	00V1	R35D	2467
CA89	EW92	0000	0003
0000	0000	F200	90B7



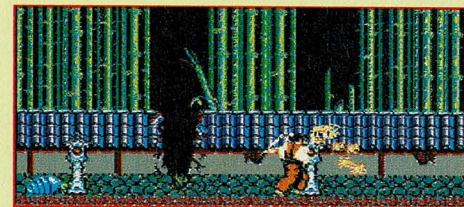
■ Expect Ayrton Senna's Super Monaco G.P. 2 soon

TRUXTON

Sega £34.99 (Sega Power 12: 88%)

■ Here's a neat little cheat to help you with the bosses in this Mega game. As soon as the boss appears, drop a smart bomb – then hit Pause. After about ten seconds, release the Pause Button and the boss should be dead.

The smart bomb keeps working even though you've paused the game. Clever, eh?



■ Hack, chop, slice, dice and blend your way to glory

KENSEIDEN

Sega £29.99 (The Hard Line ****)

■ Climb the Big Buddha, then press up to find a secret room. (It isn't so secret now, of course...)

STORMLORD

Razorsoft £35 (Sega Power 27: 79%)

■ If you're having trouble getting through the levels in this Mega Drive game try this cheat. Once stuck in the action, pause the game.

Now press the following Buttons in this order: C, B, B, B, A, A, A, A, C, C, A, A, A, A. If you do it right, you'll progress to the next level.

■ What a huge bloke! Or is the girlie small? Who knows?



OUT RUN

Sega £29.99 (The Hard Line ***)

■ We first printed this simple tip for the Master System classic almost two years ago (yes, we've been cracking games that long!) but it's still a good one, so here goes.

When you get a choice of route, always take the right-hand turn – you'll find the going a lot easier and you get more time to finish each stage too.



■ Oh dear, it's all gone horribly wrong yet again

SONIC THE HEDGEHOG

Sega £29.99 (Sega Power 27: 96%)

■ Just room for one more quick Mega Drive tip before we say goodbye. Finish levels 1-1 and 1-2 in under 30 seconds to get a whacking 50,000 bonus.

QUACKSHOT

Sega £39.99 (Sega Power 28: 92%)

■ At the start of the Viking ship, use the bubblegum weapon. Now nab the extra life the baddies leave behind and ride the mast (collecting all the money on the way). Walk right down the angled rope and grab the extra life. Now retrace your steps. Re-enter the screen, collect the life and do it all over again...

WE WANT YOUR TIPS!

We've got woggles of cash to give away to those of you who can give us the latest and the best in Mega, Master and Game Gear hints 'n' tips. Send your maps, hints, codes, passwords and stuff to: The Prof's Incredible Tip Lab, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW.

CURLY'S CHALLENGE

• He's won it again – the Euro Sega Champ's here to stay! •

Are you annoyed that you never got the opportunity to enter the National UK Sega Championships (see the report of my great victory on page 64)? Do you live in some remote little village – somewhere too treacherous for a double-decker bus perhaps? Well, tough luck, matey...

THE PERFECT OPPORTUNITY TO wipe the floor with me and claim my title has already gone, but here's a chance to do the next best thing – so listen up.

As new readers probably won't know, I set three Challenges every month on each Sega machine. This gives you the opportunity to beat me, get your name and face into *Sega Power*, acquire the title of Curly's Challenge Winner of the month and pocket a nice £20 cheque.

You won't win if you're all mouth and no trousers though. After all, if I wasn't so hot on the old joystick I wouldn't be

the champion of the entire universe in the first place. (Yeah, right... – Andy.)

As I've said time and time again, cheating is not acceptable. All entries undergo a screening process and if I get even the slightest suspicion of dirty goings-on, you will be banned from entering Curly's Challenge forever.

Well, enough of all that boring ruley stuff. Get ready to psych yourself into oblivion on this month's Challenges...

RULEY BITS

1. You must provide a photo of your high-score if you want to enter Curly's

Challenge. Use a normal camera if you haven't got a Polaroid.


2. For each of the three Challenges, there are some game specific rules which you *have* to stick to. If you're under 18 you'll also have to get someone over 18 to witness the Challenge and sign the special form below.

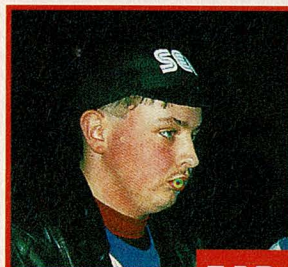
3. The versions of the games I set in these Challenges are the ones that you must challenge me with. I can't be there to monitor you, which is why I need a signature from a (fairly) responsible adult (but an insane one will do) – to ensure you have no unfair advantage

over me. And don't forget, you don't have to enter all of the Challenges if you don't want to either. Just make sure your entries for this month's Challenges

get to our hallowed offices by **Thursday 14 May 1992.**

Send the bumpf (piccy of yourself, the high-score and the filled-in form below) to:

Curly's Challenge, Sega Power, 30 Monmouth Street Bath, Avon BA1 2BW. And good luck! 



■ Danny Curley, the Euro Sega Champ...

EAR WE GO AGAIN

Thanks to the people from Micro Bytes Computer and Console Game Centre for loaning Curly the carts he used in this month's Challenges.

PROBABLY THE BEST GAME-PLAYER IN THE WORLD PUTS YOU ON THE LINE

GAME GEAR CHALLENGE: SPACE HARRIER

Right, witnesses! Make absolutely sure the Challenger sticks to the rules like glue and has no more than one attempt at beating me.

1. Plug your cart in and switch on.
2. Start the game normally.
3. Play through the first level only, shooting as much as you possibly can.
4. As soon as the screen changes colour, pause the game and photograph the screen. Also note down your high-score.

If your score exceeds 1,335,510 points then break open the champagne. You should be filling out the form elsewhere on this page and sending it in with the photo of the screen and the photo of yourself to *Sega Power* (checking the calendar on the way to make sure it reaches us by Thursday 14 May 1992).



MEGA DRIVE CHALLENGE: HELLFIRE

As always, you can practise until the cows come home but when it comes to the crunch you only get one stab at it.

1. Plug the cart in but don't turn the power on just yet.
2. Make sure you've got a witness with you who can accurately time you for ten minutes – exactly when the Challenge starts.
3. Turn the power on and start the watch. Your ten minutes start from the minute you switch on.
4. DO NOT go to the options screen.
5. Play until the witness shouts: "Time's up!" Now pause the game and photograph the screen.

If you've managed to beat a score of 519,031 points in your ten minutes it's time to celebrate. Get all the photos together, fill in the form below and get it all off to *Sega Power* before Thursday 14 May 1992.

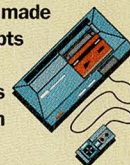


MASTER SYSTEM CHALLENGE: HANG ON

Practise by all means, but I think I've made it quite clear already that two attempts is one attempt too many.

1. Turn the machine on (if the game's built-in) or plug in the cart and turn the power on.
2. Start the game as normal, on level one.
3. Complete all five stages in course one.
4. After you've had your time remaining bonus added to your score, take the photo of the screen and note down how much you got.

If you haven't got more than 135,070 points then give up right now. If you've done it though, fill the form in and stuff a picture of yourself, the high-score and the filled-in form into a suitable envelope. Now make sure all the forms and photos get to the *Sega Power* offices by Thursday 14 May 1992.



I'M TOO SEXY FOR THE CHAMP

This month's £20 prize goes to David Wood from Workington who managed to complete the first level of the Mega Drive version of *Sonic The Hedgehog* in under 26 seconds (he did it in a phenomenal 21 seconds) and with more than 20 rings (23 to be exact). What a hero.

Congrats, David, your money's in the post – no really, it is...

There's no reason why you can't win this prize, you know, but if you don't enter the Challenges then you've got no chance of winning. If you're after kudos, cash (and wiping that smile off me face), give it a go.



■ David Wood from Workington. Hey, nice hair, David – just like Andy's but even worse (if that's at all possible...)

I CHALLENGE YOU, CURLY!

Name.....

Address.....

Game Gear Challenge Score:

Mega Drive Challenge Score:

Master System Challenge Score:

Witness' signature.....

■ Remember the photo of yourself, the high-score, and note down any tips that helped you. Send to: Curly's Challenge, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW by Thursday 14 May 1992

FOOTBALL CRAZY!

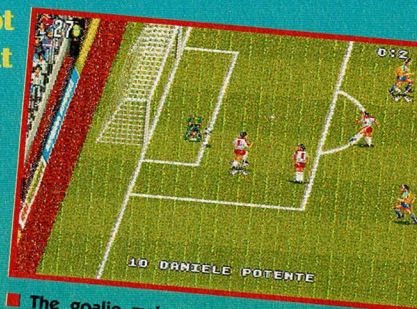
• Who gives you four season tickets, ten footballs and strips? •

Andy Smith, but that's not important right now. What is important, however, is that Virgin Games have coughed up the goodies for yet another smart *Sega Power* giveaway!

UP FOR GRABS THIS month we have: two first prizes of a pair of season tickets for any footy club in the UK (you get to choose which club you want tickets for), ten runners-up prizes of complete football strips of a team of your choice (not including boots) and a further ten runners-up prizes of official footballs.

In other words, we're giving away everything you need to become a real football fanatic – except a perm, a voice like a Hebridean fog-horn and a terrible taste in scarves.

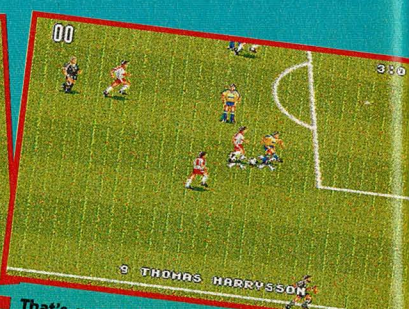
And the good news for all you lot out there who are as thick as two short Nintendos is that



■ The goalie makes a heroic dive for the ball which is hovering menacingly on the six-yard line in *European Club Soccer*. Time to welly it up to...



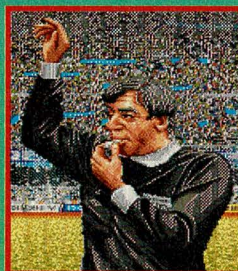
■ ...Er, no-one at all. Still, there's something strange going on at the top-right of the screen, but we're not quite sure what it is



■ That's more like it – a classic centre-forward's dash through the middle of the defence. Thomas Harrysson is the man on the ball. What a hero

you don't have to use any braincells to win. All you have to do is answer three easy questions and then use your imagination a little in our tie-breaker.

So get yourself a postcard, answer the three questions, complete the tie-breaker below and then send your entry to: **The referee's a very nice man, actually, *Sega Power*, 30 Monmouth Street, Bath, Avon, BA1 2BW** – and make sure your entry gets to us by **Wednesday 10 June 1992** at the latest.



■ The ref gives up and tries to hail a cab. What a shame this guy looks so much like Jimmy Tarbuck though...

THOSE QUESTIONS OF SPORT

Right, all you have to do is identify the missing words from the following famous footballing chants:

1 (Squawked at the top of your voice when the wrong team's just been awarded a free kick). "Who's

the bar-steward! Who's the bar-steward! WHO'S THE BAR-STEWARD IN THE..."

- A Shorts
- B Black
- C Pink wig

2 (Sung jubilantly after your team has just won its way to the final of the F.A. Cup). "We're on our way to Wembley, our knees have gone all..."

- A Trembly
- B Friendly
- C Bendy

3 (Shouted out loudly after celebrating to excess the fact that your knees have gone all trembly). "Here we go, here we go, here we go. Here we go, here we go, here we go. Here we go, here we go, here we go. Here we go, here we go, here we go. Here we go, here we go, here we go. Here we go, here we go, here we go..."

- A There we went
- B Er, yes, I will be quiet, officer. Sorry
- C HERE WE GO!

Now for the tie-breaker. What we're after is the ultimate footy team. You know the kind of thing: say, *Sonic The Hedgehog* as your centre-forward, Mary Poppins as your left-winger (magic in the air), Rommel (with tank) as one of your defenders – Neil West as goalie perhaps? (*God help you... – Andy*).

What we want you to do is come up with your own eleven-strong side. Marks will be awarded for ingenuity, genuine footballing ability and good thinking, so go for it!



■ Half-time in this *European Club Soccer* friendly match. The match is sponsored by Sega and Virgin Games – a lot like this competition really

NO, YOU CAN'T...

1. If your name is Brian Clough, you can't enter this competition
2. The Editor's decision is feeble (and final), so no moaning
3. No (never, ever) employees of Future Publishing Ltd or Virgin Games can enter
4. All your entries must be in by Wednesday 10 June 1992

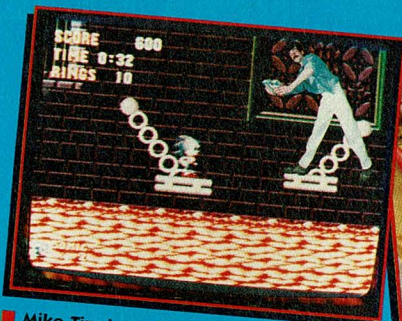


■ Respect due to Terry Warner Sports in Bath for lending us the footy strips

GOING FOR GEAR!

● Loads of you got dressed up and mucky for this compo! ●

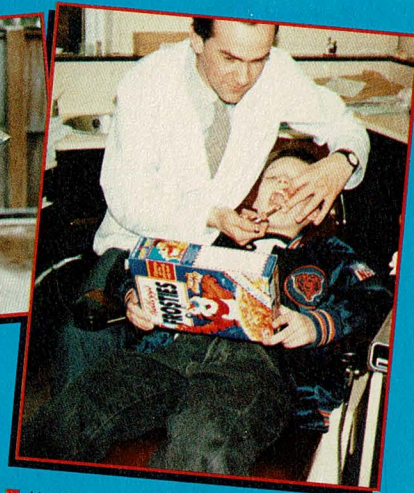
Back in *Sega Power* 28 we ran a great competition in which you could win the *Sega Power* crew's Game Gears and FREE US Gold games for the next three years. All you had to do was take a photo of yourself in a weird place – playing on a cereal packet instead of a Game Gear! Here are the five winning entries (and a few runners-up too)...



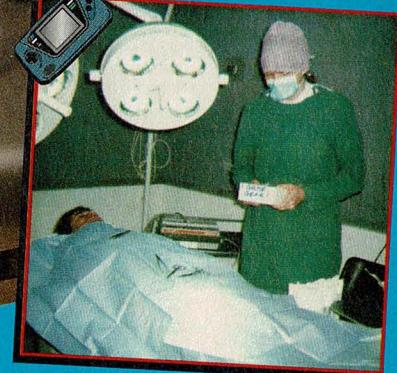
■ Mike Tipping from York hacks into *Sonic The Hedgehog* and tries to coax the blue speed merchant right into his packet of Shreddies! Nice try, Mike, but no cigar



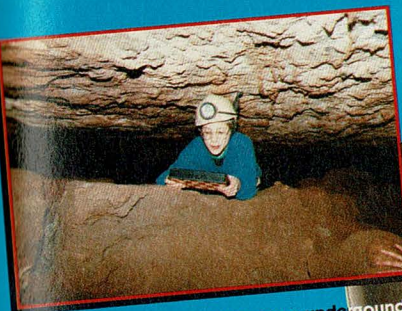
■ Matthew Priestley from Ashgate had a great idea: playing inside a cement mixer. Shame he couldn't get out afterwards...



■ Matthew Inwood from Kingsthorpe plans to use his Game Gear to make his trips to the dentist less painful in future



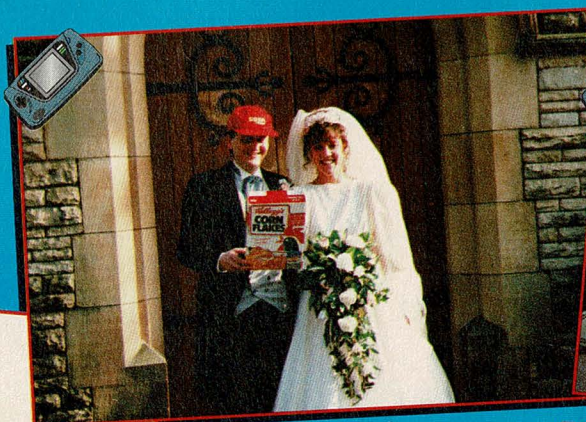
■ Piers Massey from Burnham relaxes after a hard day's cutting people up with a quick game of – well, *Decap Attack*, of course



■ Sam Parry from Bristol has gone underground to get away from his Gear-nabbing relatives



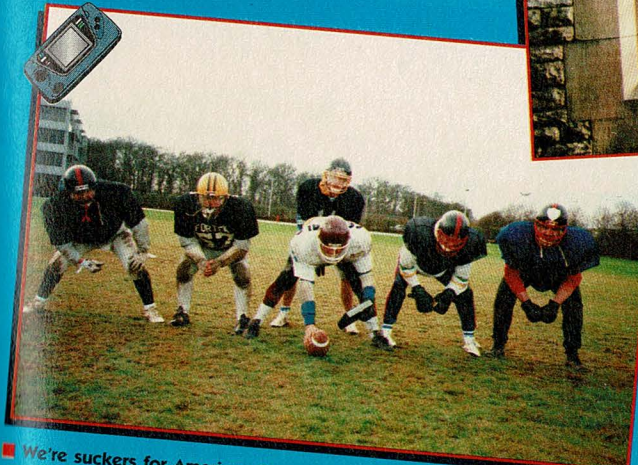
■ Tom Hall from Didsbury shows us why rugby players are always huddling together – *Sonic's* to blame, honest, ref



■ Robert Creamer from Stockport made quite sure this was the biggest day of his life. At least he's won himself a Game Gear and can now throw those cornflakes away!



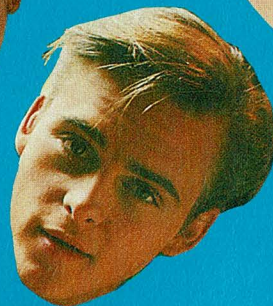
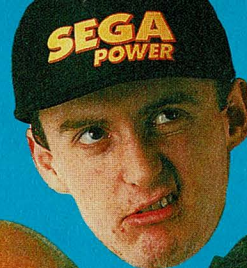
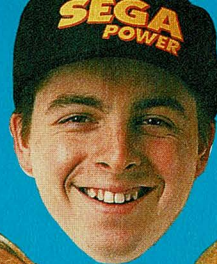
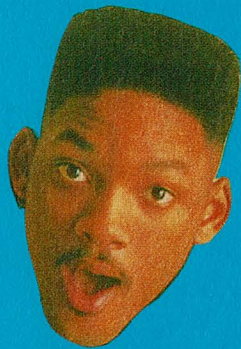
■ Craig Lee Higgins from Stockport is by far the best entry. It's hilarious. Why is crime on the rise in Britain? Because all the coppers are reading the backs of cornflakes packets and wishing they were Game Gears, that's why. So now you know



■ We're suckers for American Football (come on, you Monarchs!) so Paul Setterfield from Shepperton and friends' entry had to be a winner!

EYES DOWN FOR THE NEXT BIG COMPO...

Thanks to everyone who entered the compo. We're just sorry we didn't have more prizes to give away. Don't be too disheartened though, we're bound to run another compo like it sometime in the future, so keep your eyes open and keep tuning in to *Sega Power*.



STAND OUT FR

Be in with the in-crowd and get hold of those Back Issues (Hurry! Issues 1 to 26, 28 have been nabbed already...)

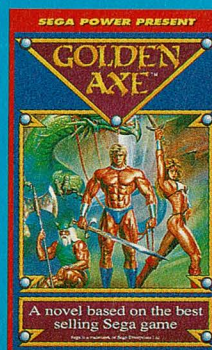
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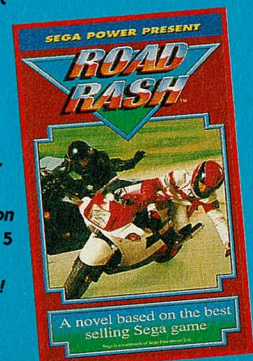
27 A special interview with Sega Japan's head honcho Kaminasa Yagi, a fantastic Design-A-Joystick compo and the very first Fish Question of 1992. PLUS! Loads of reviews: *Sonic* and *Super Space Invaders* on the Master System, *Toejam And Earl* on the Mega Drive and *Factory Panic* and *Out Run* on the Game Gear. There's even another wicked poster!



29 A first for *Sega Power* – a brilliant book based on *Golden Axe* and chocka with quality tips. Four-page *Desert Strike* review is at the centre of our great war feature. Loads of reviews too: *The Lucky Dime Caper* on the Master, *Sonic* on the Gear. Plus Captain Ages' first adventure!



30 The second *Sega Power* book – based on E.A.'s fab *Road Rash* game. Plus a feature on *The Manic Street Preachers*. *Sega's Art Alive!* art title gets a look-in – and so do loadsa new games: *Test Drive 2* and *Asterix* on the Mega, *Lucky Dime Caper* on the Gear and *Wimbledon* on the Master. Plus 5 pages of *Sonic* tips and LOADS MORE!!!





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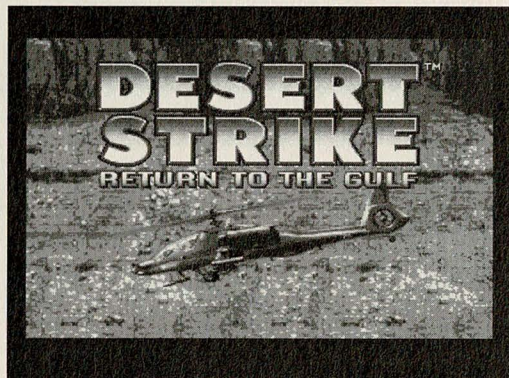
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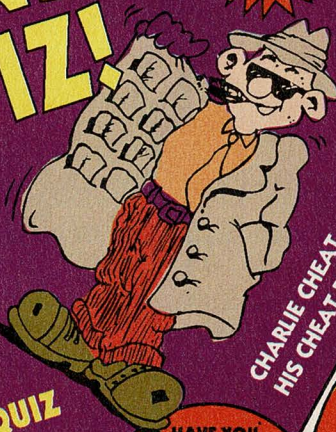
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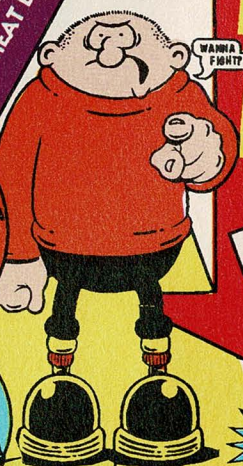
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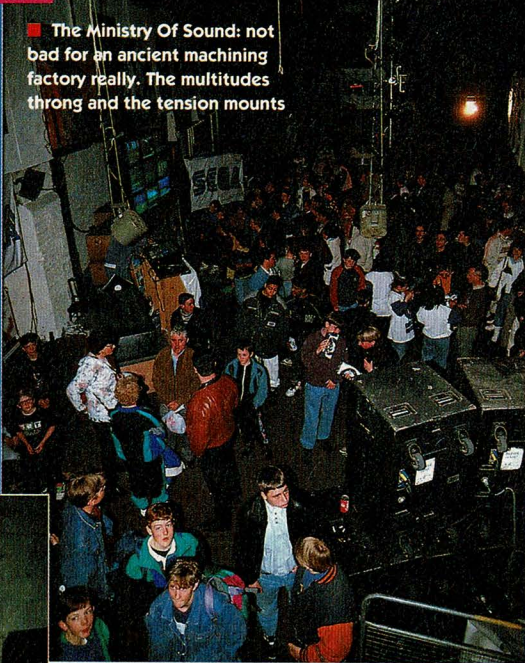
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Calls cost 36p (cheap rate) and 48p (at all other times) per minute inc. VAT. Please ask permission before you call. Winners will be notified by post at the close of the competition. A winners list or a full list of rules is available by sending an SAE to: Megafone, Sandylands House, Morecambe, Lancs LA31DG. The maximum length of call is approximately five and a half

IT WAS THE BEST OF times. It was the worst of times. It was the Sega UK Championship Finals and there could only be one winner.

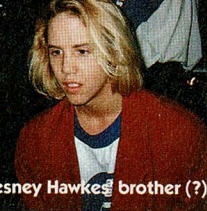
Held at London's trendiest nightclub (none other than the Ministry Of Sound) on Saturday 4 April 1992, the competition brought together nine finalists (including our own Curly!) from across the country in a furious head-to-head fight for the title, and the chance to go forward to Barcelona in June for the European Championships.

■ The Ministry Of Sound: not bad for an ancient machining factory really. The multitudes throng and the tension mounts

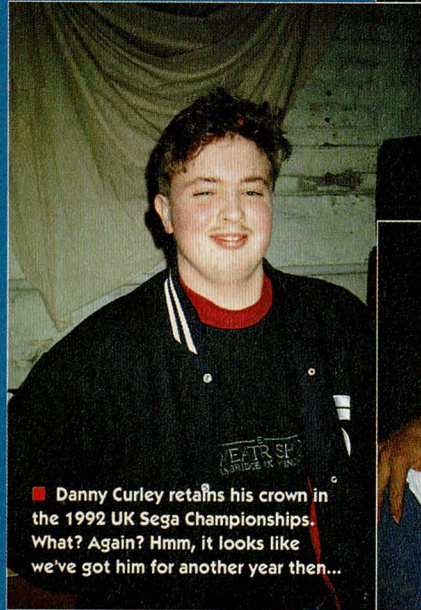


Nine competitors, one hour and everything to play for. The Ministry Of Sound was jammed, the commentator was Steve Johnson from "Motormouth" and the competition started at 2.30 that Saturday afternoon (half an hour late).

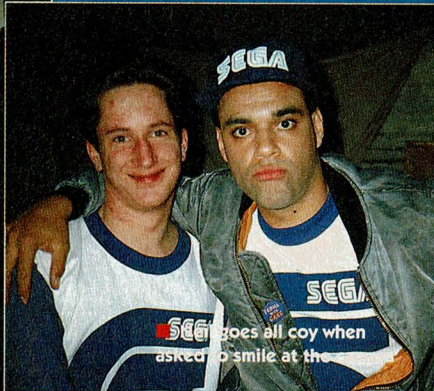
■ Chesney Hawkes' brother (?)



■ (Left to right) Sonic, Todd Carty (acting person) and Philip Ley and Simon Morris (two bods from Sega UK)



■ Danny Curley retains his crown in the 1992 UK Sega Championships. What? Again? Hmm, it looks like we've got him for another year then...



■ Sega goes all coy when asked to smile at the...

ANY WH

● Nine finalists slug it out for th

They came from all corners of the nation to pit their skills against the reigning champion, Danny Curley. *Sonic, Hellfire, Golden Axe 2* and *Road Rash* were the titles that would decide the 1992 winner..



SEGA POWER JUNE 1992



■ SONIC THE HEDGEHOG



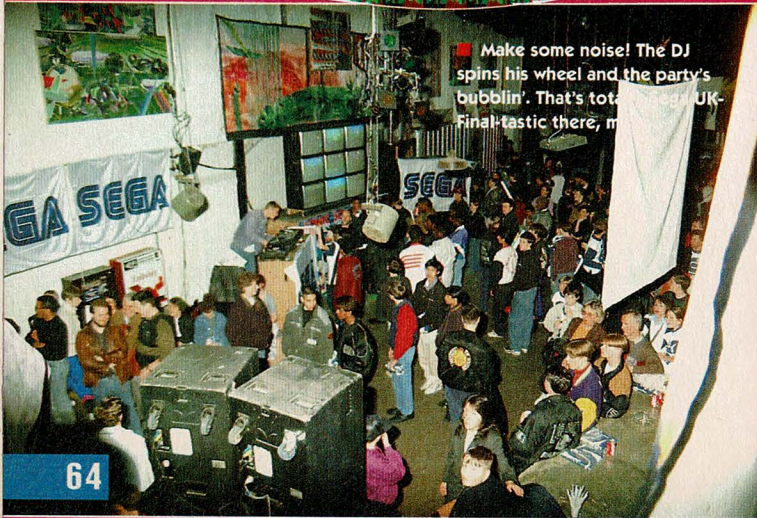
■ Hip-hop stars Fresh (centre) get in with the Sega boys

The Sega finalists (apart from our own Curly, of course) were: Simon Hunt, Paul Hunt, Nathan Bowden, Paul Calzier, Simon Witcher, Spencer Ardouin, Martin Kilman and Karl Roberts.

Defending Champion Danny Curley was under pressure to hold on to his crown. The rest were just under pressure.

The action was split into quarters of 15 minutes, with a half-hour break in the middle.

Whoever scored the most after playing first *Hellfire*, then *Road Rash*, then *Golden Axe* and finally *Sonic*, would be declared the 1992 Champion...



■ Make some noise! The DJ spins his wheel and the party's bubblin'. That's totally Sega UK-Final-tastic there, m

"It was all pretty close until the end," admitted Curly. "I didn't really have it wrapped up until *Sonic The Hedgehog*."

And winning tactics?

"With *Hellfire*, take out the guardians as quickly as possible." And *Golden Axe 2*? "The 'running jump and slash' move is still the best..." reckons Curly.

He even has a tip for *Sonic*. "Complete the first two Acts of the first stage in under 30 seconds and you can easily rack up 50,000 point bonuses. It was that that gave me my headstart."

Tips from the top there!

■ Neil and ol' Dominik from "Gamesmaster" shake hands. Smile, Neil...





■ Curly gets to it while someone throws up over the balcony in the background. Nice!



■ Curly again - this time with Todd Carty from "Eastenders"

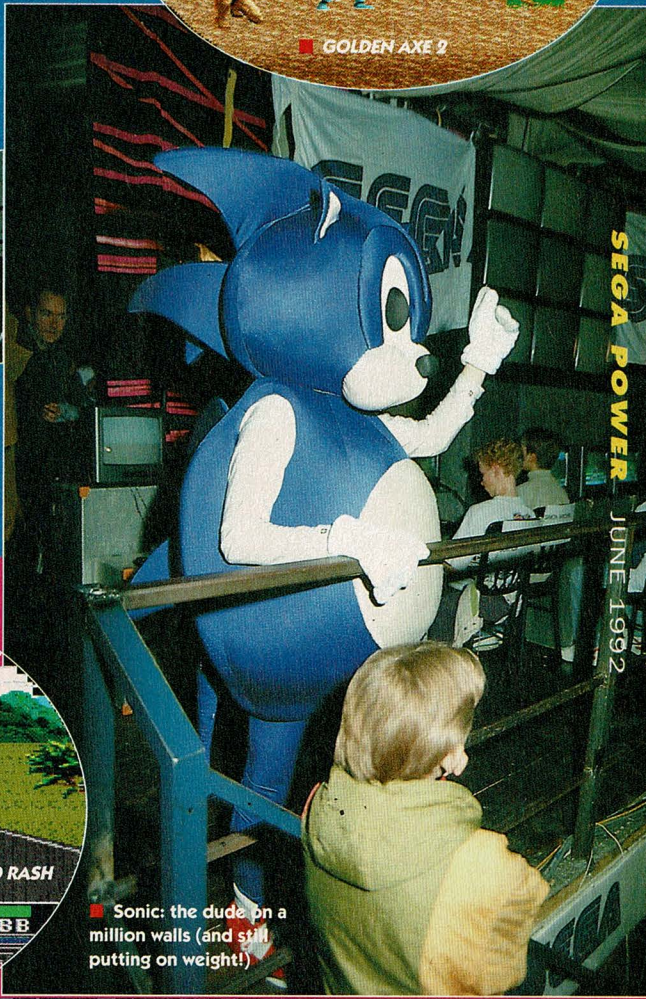
It was obvious that Curly was going to win - the Champ strung out a 2,000 point lead in *Hellfire* and while things were a bit ropery on *Road Rash* (only five seconds ahead of his nearest rival), his victory on *Sonic* soon confirmed him as the best in the UK!



ICH WAY 1992 UK Championship title! UT LOSE!



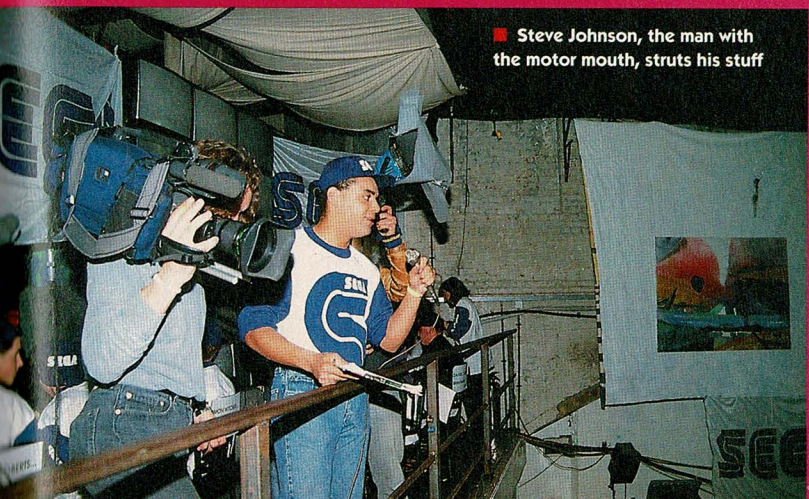
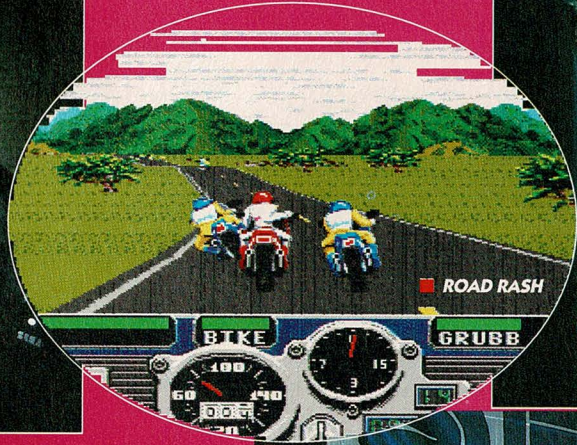
■ John Cantlie gives his autograph to aspiring *Sega Power* reader (and full-time "Motormouth" presenter) Steve Johnson



■ Sonic: the dude on a million walls (and still putting on weight!)



■ Dominik, a youngster and Nick Alexander (Sega Europe's boss)



■ Steve Johnson, the man with the motor mouth, struts his stuff



■ "Didn't I win one of these Game Gear things last year?" Curly moans...

THE HARD LINE

Over 370 titles reviewed and rated inside, our choice of top naff games *and* all those important extras for your Mega Drive, Master System and Game Gear... This really is the big one.

Updated every month, here's where we vent our anger on those sad and shambling excuses for games and lump large lumps of lardy praises on the good 'uns. Be prepared for some serious venting, people.

WITH OVER 370 TITLES reviewed and rated inside, The Hard Line is as Andy puts it: "A damn fine idea. I wish I'd thought of it..."

Whether you've got a Mega drive, a Master System or a Game Gear, the Hard Line covers everything - and it's updated every month too.



Please note that Import prices will vary from company to company. The prices quoted are typical but only use them as a guide.

AERO BLASTERS (Import) £30
Very fast horizontally-scrolling shoot-'em-up, notable for its superfast tunnel sequence and major end-of-level guardians. Fierce and frantic action, but it's still one of the best shooters ever. ****

AFTER BURNER 2 £34.99
The *After Burner* coin-op is a case of "nice graphics shame about the game" and while this version follows suit, it is a thrilling blast. Rapid 3D and meaty explosions. ****

AIR DIVER (Import) £30
First person perspective shoot-'em-up. Nice 3D update

with large enemies and some frantic blasting. Not too hot on lastability though. ***

ALEX KIDD IN THE ENCHANTED CASTLE £29.99
Alex goes 16-bit in this colourful platform exploration romp. As with previous *Alex Kidd* games, the jolly atmosphere belies the testing gameplay. Fun and very polished, but still one for the kids... ***

ALIEN STORM £35
Horizontally-scrolling blast-'em-up in the vein of a high-tech *Golden Axe*. Great 3D shooting sections and ultra-high-speed scroll, but crippled by easy gameplay. ***

ALISIA DRAGON £39.99
A slick and professional platform dragon-'em-up with you as the lusty Alisia. You must rely on five different dragons to help you get through the hectic gameplay. ****

AMBITION OF CAESAR (Import) £35
Typical wargame - plain graphics and grey-matter gaming. Aimed at strategy buffs, but with plenty of difficulty levels for beginner and seasoned campaigner alike. ***

ARNOLD PALMER TOURNAAMENT GOLF £34.99
Impressive-looking game with convincing 3D courses, good player animation and a hidden *Fantasy Zone* game! Simple play-style grows dull so seasoned golfers should go for *PGA Tour Golf* instead. ***

ARROW FLASH £20
Mundane horizontal blaster with overly fancy backdrops and a change-into-a-robot mode. Just pick up icons, blast a few aliens and that's yer lot. ***

ASSAULT SUIT LEYNOS £20
Known as *Target Earth* in the US. Eight-stage scrolly shooter involving different locations which restrict your movement accordingly. Tricky control and very hard. ***

ATOMIC ROBOKID (Import) £25
Pretty, multi-directionally scrolling shoot-'em-up. Frustrating gameplay (beaten baddies reappear if you move backwards) and an unreliable control method. ***

AXIS FZ (Import) £30
Blaster viewed from nearly overhead. Control is a bit sticky and the disorientating graphics just don't look right on the screen. Add some rather stale gameplay and, well, it's not something you'd be proud of. ***

688 ATTACK SUB £35
Detailed submarine simulation with enough arcade action for blasters, lots of missions, smart visuals and even

some decent sampled speech. ****

BATMAN (Import) £35
Sunsoft play it safe with a platform stroll around and beat-'em-up. Plenty of fisticuffs with end-of-level Penguins and Jokers. Doesn't push the MD or you. ***

BATTLE GOLFER (Import) £30
Weird title, eh? It's a golfing arcade adventure, believe it or not. Hit your ball into the hole and enter the next location. Well weird, but you'll have to know a bit of Japanese to follow what's going on. ***

BATTLE SQUADRON £39.99
This is one classy vertical scroller. The snazzy graphics can't disguise some serious flaws in the gameplay, like the high difficulty level and puny power-ups, but it's still hotter than the summer of '76. ****

BIMINI RUN (Import) £30
Smooth and convincing 3D in this speedboat shoot-'em-up with rolling waves and some whizzy craft. Jolly. ***

BLOCK OUT £34.99
Take the classic, block-shifting *Tetris*, add a new dimension along with a different perspective and voila! Easily as addictive as *Tetris*, especially in head-to-head mode, but suffers from a high price. ****

BONANZA BROTHERS £34.99
Cult coin-op caper on your MD. The graphics are faithfully reproduced, the split-screen two-player mode is included and the gameplay, if a bit repetitive, is all there. ***

BUCK ROGERS £49.99
Subtitled "Countdown To Doomsday," this RPG is yet another classy title from E.A. Stop the RAM organization from corrupting the Earth with your specialised team of adventurers. Investigate, explore and enjoy. ****

BUDOKAN £39.99
Straightforward martial arts: learn the kendo, nunchaku, karate and bo disciplines, hone your skills and enter the tournament (*then lose!* - Ed). Lovely animation and a right tactical beat-'em-up. ****

CALIFORNIA GAMES £39.95
The ancient multi-event sports game proves itself a competent title. Events include: Roller Skating, Foot Bag, Surfing, BMX Riding and Skateboarding. Okay graphics, but the gameplay's a bit old hat. ***

SEGA POWER'S STAR RATING

- *****
- ****
- ***
- **
- *

Get it now!
Almost excellent
Okay, but merely average
Not worth spending money on
Urgh! Don't touch it! It's got worms!

CARTMONGOUS, MATE - THE CHARTS!

(Recite in the style of Dave "Nicey" Nice and Mike Smash out of FAB FM.) It's no longer webbed-feet-wandering-tastic for Donald as he gets his marchin' orders from the top of the Charts of the carts. In his place comes *Desert Strike* (one of my all-time favourite games ever of all-time, mate) at the top of the Mega Drive tree while *Asterix* reaches number one on the Master tree-thing.

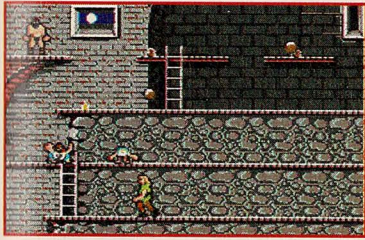
Asterix? Isn't he one of those "Europeans", Nicey?
Yes, mate, but we're all part of Europe now - we've got to like it or lump it. Thanks to the cart-countin'-tastic TV Games in Surrey for the Charts. Give 'em a ring on (081) 786 7816 if you need help finding a game.
And now, let's hear it for the Backman (etc. etc. etc...) Let's rock!

GAME GEAR TOP TEN CHART

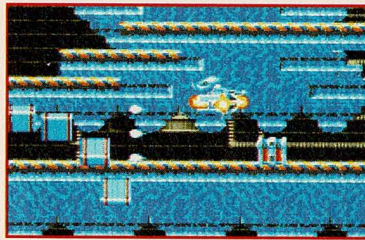
1	SONIC THE HEDGEHOG	29 : 94%
2	The Lucky Dime Caper	30 : 92%
3	Castle Of Illusion	22 : 78%
4	Ninja Gaiden	29 : 89%
5	Out Run	27 : 79%
6	Halley Wars	Just Released
7	G-LOC	23 : 51%
8	World Class Leaderboard	26 : 79%
9	Joe Montana Football	31 : 69%
10	Columns	24 : 91%

MEGA DRIVE TOP 20 CHART

1	DESERT STRIKE	29 : 91%
2	Pit-Fighter	28 : 70%
3	E.A. Hockey	22 : 92%
4	James Pond 2 - Robocod	26 : 90%
5	PGA Tour Golf	19 : 90%
6	John Madden Football '92	26 : 93%
7	Streets Of Rage	26 : 91%
8	Castle Of Illusion	18 : 94%
9	Quackshot	29 : 92%
10	Winter Challenge	29 : 82%
11	Battle Squadron	14 : 90%
12	Golden Axe 2	27 : 81%
13	Super Monaco G.P.	16 : 92%
14	Ghouls 'n' Ghosts	15 : 92%
15	The Immortal	27 : 75%
16	Super Real Basketball	17 : 65%
17	Gynoug	*****
18	Hellfire	31 : 84%
19	Road Rash	23 : 93%
20	Paperboy	30 : 58%



■ **Dark Castle** on the Mega Drive. This one's big on size, but small on gameplay



■ **Fatal Rewind** on the Mega Drive. Novel but frustrating platformer from E.A.



■ **Golden Axe 2** for Mega Drivers. Excellent gameplay, but no better than the original



■ **James Pond 2 Robocod**. Wicked fun and wicked graphics on the Mega Drive

CASTLE OF ILLUSION £39.99
Already a console classic... Starring Mickey Mouse, *Castle Of Illusion* is one of the prettiest Mega Drive games around. Mickey's cartoony antics are delightfully portrayed using subtle shading and some beautiful parallax effects. The scrolling platform play is great too. This game is simply wonderful. *****

CENTURION £39.99
A strategy game in which you plan your campaign, order your Roman legions into battle and determine your own tactics. Far too shallow for thinkers and too samey for arcaders. Dull. **

COLUMNS £29.99
A Tetris clone (a dropping tiles into a pit kind thing) with a superb one-on-one challenge mode. More of an end-of-blast relaxer than a main game. Simple and addictive, but expensive for what it is really. *****

CRACK DOWN £34.99
Two-player split-screen scroller where you guide agents around, plant bombs and zap the enemy before they zap you. Map graphics are tidy and the *Gauntlet*-style gameplay is addictive. ****

DARIUS 2 (Import) £30
Also known as *Sagaia*, this huge horizontally-scrolling blaster has 26 levels. Ordinary gameplay, but it's still challenging and has seven different endings. *****

DARK CASTLE £34.99
Overly frustrating platform-cum-puzzle gothic adventure. Get rid of the Black Knight and save the castle. The poor graphics and gameplay let this one down. **

DARWIN 4081 (Import) £30
Attractive vertical scroller with intriguing power-ups: your ship evolves with DNA! Nicely animated missiles and different arms help this stand out from the crowd. *****

DECAP ATTACK £34.99
A brilliantly funny platform game with great visuals. As Chuck D. Head, you must use your head (literally) to bash in the enemies, reach the evil Max D. Cap and save the world. Unmissable cartoon fun! *****

DESERT STRIKE £39.99
This may be of dubious taste, but it's still immensely good fun to play. Pilot your Apache Gunship through five complex scenarios and repel the evil dictator General Kilbaba. Most excellent. *****

DICK TRACY £39.99
Major improvement over the Master System version, but still suffers from the routine gameplay of its counterpart. It's a horizontal scroller with bonus rounds and comic-book intermission screens. *****

DI BOY (Import) £30
A beat-'em-up on roller skates (yes, we did say roller skates). Baddies whisk away our beloved, so you set off in pursuit of Mr Big and his cronies. Disastrous sound and routine action. ***

DYNAMITE DUKE £34.99
Unusual *Operation Wolf* clone featuring Duke, the man with the transparent chest (so you can see what's coming). End-of-level punch-ups, but it's limited. ***

E.A. HOCKEY £39.99
Detailed ice hockey sim with smooth visuals and plenty of riproaring ice action. The two-player option is good and there's even a punch-up sequence if you're feeling violent! Fast and playable. *****

ELEMENTAL MASTER (Import) £25
After a fabulous introductory sequence, this is just another one of your vertically-scrolling shoot-'em-ups. You're on foot and the enemy lob rocks at you. Beautiful visuals, but little depth and too easy. ***

E.S.W.A.T. CITY UNDER SIEGE £34.99
At first, this armoured *Shinobi*-style shooter isn't too hot. Later on though, it displays some really moody scenes. Tried and trusted gameplay, plus a few shocks! ****

Fairy Tale Adventure (The) £39.99
Jolly role-playing game, whose computer game ancestry is just a bit too obvious. Punny characters, weedy combat and generally dated gameplay. Big adventure, but not worth the effort. ***

FANTASIA £29.99
Spectacular animation, gorgeous scenery and an amazing classical soundtrack – but *Mickey* fans will be disappointed with the gameplay. A repetitive shoot-'n'-collect-'em-up with tricky controls. ***

FATAL REWIND £39.99
Novel rewind feature lifts this up from a humdrum platformer, and lets you see where you went wrong. Loads of keys and explore-'em-up action, but still very frustrating – even for skilled game-players like us (ahem). *****

FATMAN (Import) £30
Enter the arena to fight for riches – and your life! There are

several nicely animated but unpalatable adversaries for you to combat. An unusual beat-'em-up. ***

FLICKY £20
Cheap maze-chaser with 99 levels of moderately addictive platform action. Cute, and definitely aimed at younger players, but fun for old 'uns too! ***

FORGOTTEN WORLDS £34.99
Two-player shoot-'em-up with an unusual firing method. Beautiful backdrops and loads of enemies! There are unlimited two-player lives so you can complete it in one go if you want. Great solo, though. ****

F-22 INTERCEPTOR £39.99
The first ever flight simulation for the Mega Drive, but sadly lacking in the gameplay department, Mrs Jones. Great graphics and sound effects, and easy to play, but a tad samey after a while. ***

GAIN GROUND £34.99
Choose the right soldiers in this intriguing flick-screen combat game. Heavy on the strategy, its slower pace might make a change from mindless alien slaughter. Unusual two-player mode enables you and a mate to help each other out. **

GAMES (THE) £39.99
Eight event sports game that really comes into its own when you play with a group of friends. Get ready to eat snow in the Ski Jump, Luge, Bobsleigh and Biathlon (among others). Not half as much fun when you play on your own though. ****

GHOSTBUSTERS £34.99
Platform shooter with characters from the movie. Plain backdrops but great sprites and a few nice effects. Simple gameplay. Better than the cartoon anyway... **

GHOULS 'N' GHOSTS £44.99
Unbelievably tricky rendition of the Capcom coin-op. However, with unlimited lives you won't let it go. Amazing visuals, superb stereo sonics – and not a coin-op slot in sight. Unmissable! *****

GOLDEN AXE £34.99
Hack-'n'-slash with all the frills of the classic coin-op. Two-player mode isn't as smooth as expected and for one player it's too easy to finish. Still, hugely playable and addictive monster-dismembering mayhem. ****

GOLDEN AXE 2 £34.99
Okay if you haven't seen the original, but don't expect anything radically different. It's fun to play, but you can easily finish it in only a few hours. Get it if you haven't got the original, but don't bother otherwise. ****

GRANADA (Import) £35
Overhead multi-directional scroller where you use the "Granada" vehicle to defeat enemies and destroy booby-trapped power stations. Only four levels but fun. ****

GYNOUG (Import) £35
Gorgeously detailed horizontal scroller with a range of weapons and mysterious enemies to conquer. It's difficult, but still great for all you blasting fans. *****

HARD BALL £39.99
Baseball is an easy sport to simulate, but tricky to make addictive. This is a fine reproduction though, with quality graphics and sound. Best with a pal. ****

HEAVY UNIT (Import) £30
Multi-directional scrolling blaster with power-ups, guardians and bland scenery (yawn). It's also incredibly tough. There are a million other far better Mega Drive shoot-'em-ups to go for. **

HELLFIRE £25
Improves upon the Toaplan arcade coin-op with extra weaponry and difficulty levels. This is a tense horizontal scroller with nice attack waves and decent power-ups too. A great one-player blaster! *****

HERZOG ZWEI £34.99
You command a range of armoured weaponry, and have to handle battle plans and juggle with logistics in real time (keep calm!). A mix of action and strategy – tough but very rewarding. ****

IMMORTAL, THE £39.99
A highly polished arcade adventure with some gory graphics – see your wizard crack goblins' heads in two and turn others to stone. Shame they're just a tad too fuzzy though. Nice blend of arcade and adventuring action, but £40 is a lot of dosh to fork out – even for this. ****

INSECTOR X (Import) £25
Giant insects are your target in this horizontally-scrolling spray-'em-up. Stunning scenery and some beautiful bug baddies complement the above-standard action. ****

ISHIDO: THE WAY OF THE STONES (Import) £25
Ishido is an ancient tile board game that was rediscovered by a Taoist priest(!) some time ago. This is a puzzle game that offers tactical gameplay similar to a kind of reverse Shanghai (of course, if you haven't a clue what Shanghai is all about you're stuffed!). For fans only. ****

JAMES POND £39.99
A fishy tale under the waves. Guide James around 12 levels, collect coins and fend off finny fiends. Simple, but lacks variety. ***

JAMES POND 2: CODENAME ROBOCOD £39.99
Yet more fishy antics, but this time James has got a high-tech suit to help him out as he thwarts Dr Maybe's evil plans to take over Santa's Toy Factory. Fun, even if Dr Maybe does take over the Factory... *****

JEWEL MASTER £34.99
A run-of-the-mill platform beat-'em-up with a novel ring feature. Swap rings and you can alter the kinds of magical weapons you use. This still doesn't save the game though – it's as dull as ditchwater (and too easy). **

JOE MONTANA FOOTBALL £34.99
With *John Madden* about, *Joe Montana* has to offer something really special – but doesn't. The visuals are less polished, the gameplay less tactical and it's a pushover for one player. **

JOE MONTANA 2 £34.99
Much better than the original and provides a nice change to the *John Madden* series. The big plus feature is the high-quality speech that commentates throughout the game. It really is unbelievable. ****

JOHN MADDEN AMERICAN FOOTBALL £39.99
All the thrills of the grid-iron without the pain. Heaps of tactical play, amazing 3D perspective and sampled sound. (If you haven't got this already though, go for *John Madden Football '92* instead.) *****

JOHN MADDEN FOOTBALL '92 £39.99
A new and improved version of the original game with lots of new features (mainly in the gameplay: new passes, formations and so on). Better than the original, but at first sight it seems very similar. Don't be fooled! (If you've got the original though – think before buying. It's not radically different.) *****

JUNCTION (Import) £30
Based on the coin-op *Q-Brix*, this puzzler has you switching grooved blocks to alter the pathways of various rolling marbles. Tidy graphics and typically addictive arcade puzzle action. A marble trap par excellence. ****

K A-GE-KI (Import) £35
Fight your way up an eight level building in this no-holds-barred oriental boxing game. Great graphics, comic characters, cool tunes and Japanese speech! What more could you ask for? Lots of fun. ****

KID CHAMELEON £39.99
A great platformer, but the gameplay is lacking. Help the Kid rescue kiddies, using magic helmets to transform him into a wall-climbing expert or a block-smashing maniac (among others). Far too easy. ****

KING'S BOUNTY £39.99
Role-playing games are renowned for being long on play and short on prettiness and this is typical: loads and loads of adventure, but not much to see or hear. RPGers only need apply. ****

KLAX £34.99
This tumbling-tile cross between *Columns* and *Tetris* was all the rage when it first appeared. Heaven knows why: after an hour this mediocre puzzler is back in its box. **

LAKERS VS CELTIC (Import) £35
From the same team that brought you *John Madden*, this basketball sim has impressive graphics, fast play and heaps of options. Not fantastic by any means, but it's still great for two players. ****

LAST BATTLE £34.99
Violent martial arts beat-'em-up with unimaginative gameplay. Defeat an opponent, walk along, defeat an opponent... Dull. *

MARVEL LAND (Import) £40
Sonic meets *Wonderboy* in this colourful scroller platform game. Great visuals, stunning parallax, cute characters, a vast amount of collectables and novel power-ups make this one a winner. ****

M1 - ABRAMS BATTLE TANK £38
3D filled vector graphic tank sim. Scenery isn't very detailed but it's fast. Pull-down menus provide info and there are plenty of high-tech missions. ****

MAGICAL FLYING HAT TURBO ADVENTURE (Import) £30
The Mega Drive equivalent of *Psycho Fox* with superb multi-directional scrolling and devious platform action. Huge, loadsa bonuses, plenty of tactical play and cute "I love you" graphics. *****

MARBLE MADNESS £39.99
Guide your vulnerable marble through the 3D courses and avoid all manner of traps, machinery and bizarre marble-gobbling monsters. Better in two-player mode, but still a damn fine conversion. ****

MASTER SYSTEM TOP 20 CHART

1	ASTERIX	30: 92%
2	Sonic The Hedgehog	27: 96%
3	The Lucky Dime Caper	29: 95%
4	Ghouls 'n' Ghosts	19: 90%
5	Super Kick Off	26: 92%
6	Castle Of Illusion	17: 96%
7	Fantasy Zone	8: 91%
8	Golfmania	8: 97%
9	Choplifter	9: 80%
10	California Games	*****
11	The Ninja	8: 71%
12	Wonderboy 3	1: 92%
13	World Soccer	***
14	Pac-Mania	16: 94%
15	Secret Command	8: 80%
16	R-Type	4: 91%
17	Alex Kidd In Shinobi World	10: 88%
18	Tennis Ace	2: 83%
19	Pro Wrestling	12: 76%
20	Shinobi	*****



■ **Moonwalker on the Mega Drive.** A near classic starring Jacko and Bubbles himself

MEGAPANEL (Import) £30
Sliding tile puzzler in the same vein as *Tetris* – but upside-down. Panicky action with a fab two-player mode. ****

MIDNIGHT RESISTANCE (Import) £38
Your Rambo-style character faces up to some impressive hardware in this scroly blaster. The unusual controls are tricky, but the arcade action is good enough. ***

MIGHT AND MAGIC: GATES TO ANOTHER WORLD £49.99
Incredibly deep RPG, but slightly marred by an out-of-date combat method and very basic visuals. The high price is also off-putting. Not for beginners either. ****

MIKE DITKA POWER FOOTBALL £39.95
Ballistic try to steal the American Football crown from *John Madden* and fail. While it's fun in two-player mode, it just doesn't compare. *John Madden* still has the edge with its ace gameplay, graphics and sound. ****

MOONWALKER (Import) £34.99
Platform dance-'em-to-death (!) starring the famous Wacko Jacko. Ludicrous design is carried off by the gorgeous animation and toe-tapping tracks. More variety would have made it a classic. ****

MUSHA ALESTE (Import) £30
Also known as *MUSHA*, this is a vertical scroller with standard power-ups and an easy mission for you to complete. Okay graphics but nothing great. ***

MYSTIC DEFENDER £34.99
Looking for all the world like *Spellcaster* on the Master System, this curious beat-'em-up is quite a good game. The visuals are atmospheric and the gameplay is moderately appealing. ***

NEW ZEALAND STORY (Import) £35
Some seem disturbed by the layout. Why? It's just as good as the coin-op and the gameplay is unhampered. Cute-'n'-cuddly platformer with oodles and oodles of playability. Awesome. ****

OUT RUN £35
Drive through five varied stages in this 3D racing game. The Mega Drive version of this classic (if dull) coin-op fails to deliver half the fun of the Master System version, so get that instead and use the Converter. ***

PAC-MANIA £34.99
A slick 3D interpretation of the classic oldie, complete with munching lemon and angry ghosts. Effective, but there isn't really anything that new here... ***

PAPERBOY £34.99
Deliver papers on a street that's more of an assault course than a quiet suburb. Avoid lawnmowers, reckless drivers, drunkards and so on. The original was okay, but come on, guys! Things have moved on since then. ***

PGA TOUR GOLF £39.99
Possibly the best golf game to appear on the Mega Drive. Good 3D views, loads of options and a multi-player mode too. Classic golfing play and a must for all golfers. Just don't wear the trousers... ****

PHANTASY SOLDIER 3 (Import) £35



■ **Quackshot on the Mega Drive.** Hugely fun adventure with Donald. Recommended

Strider but without the knobs on. The action is just as enthralling and the smooth visuals are very atmospheric – with even more detail. And with its fabulous cartoon sequences, this is another undoubted winner, so what are you reading this for? Play it! ****

PHANTASY STAR 2 £59.99
Long-awaited sequel to the Master System role-playing game. With a massive quest set over different worlds and four characters to control, you should be thankful for the handy battery back-up! ****

PHANTASY STAR 3 £49.99
Another in this great RPG series. Beautiful visuals, a whole gameworld to explore and a veritable mountain of quests, this has got to be the most engrossing RPG game ever! Well, until *PS 4* anyway... ****

PHELIOS £34.99
Colourful vertical scroller which looks like a Master System title – but that's no bad thing. There's some neat gameplay, but the level select option means no surprises after the first day. ***

PIT-FIGHTER £39.99
Elements of wrestling' and street-fightin' combine in this above average fighting game. There's plenty of action to be had, but it's more fun playing against a mate... ***

POPULOUS £39.99
Play none other than God Himself in this novel strategy game. Destroy your enemy's people with natural disasters (earthquakes, floods and so on) and take control of the land. Incredible 3D visuals and curiously addictive gameplay. ****

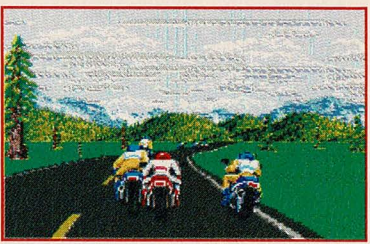
POWERBALL (Import) £35
Violent future sport in this *Speedball* clone. Sleek graphics and fast-paced action make it one for those who can't get hold of the much preferred *Speedball 2*. ****

QUACKSHOT (STARRING DONALD DUCK) £39.99
Donald's first venture onto the Mega Drive and it's brilliant! A nine-levelled running, shooting (and everything) arcade adventure with bute graphics and sound effects. Old Mickey better watch his back! ****

RAIDEN TRAD (Import) £40
Detailed vertical scroller, with neat background touches and mean parallax scrolling. Trains, planes, and aliens do battle over earthy scenery. Hefty power-ups and decent coin-op action. ****

RAINBOW ISLANDS (Import) £38
The sequel to *Bubble Bobble* has Bub and Bob back on the platform trail, this time throwing rainbows instead of bubbles. This boasts all the coin-op features plus a second, harder game. Gorgeous. ****

RAMBO 3 £29.99
Rambo infiltrates an enemy camp on a rescue mission. Overhead stroll-around-'n'-shoot views plus smart head-on



■ **Road Rash.** A Department Of Transport educational cart for the Mega Drive

boss stages. Good sound and explosive action. ****

RASTAN SAGA 2 £30
Sword swingin', rope climbin' barbarian action. The subtle MS game is replaced by coarse graphics, big characters, and overkill. For hack-'n'-slash fans only. ***

THE REVENGE OF SHINOBI £34.99
Arcade quality *Shinobi* sequel with stunning backdrops: parallax scrolling, colour fades and tons of special effects. Compelling martial arts action with some rad thumpin' soundtracks. ****

RINGSIDE ANGEL (Import) £30
Dubious or what? Scantly clad girls grappling with each other in the wrestling ring in a game that lacks depth and quality. Apart from the titillating graphics, this is poor. **

ROAD RASH £39.99
Terrific two-wheeler with brilliant 3D graphics and great animation (remount your bike and seat!). Win races, earn cash and update your wheels. You can even knock your opponents of their bikes. A stunner. ****

SAINT SWORD (Import) £35
Multi-directionally scrolling hack-'n'-slice with eerie backdrops but naff animation. Explore seven levels and collect bolt-on limbs. Okay. ***

SHADOW DANCER £34.99
This sequel to *Shinobi* is a one Ninja and his dog affair as the martial artist brings his pooch into the fray. Not as good as *The Revenge Of Shinobi*, but a pretty damn fine game anyway. ****

SHADOW OF THE BEAST £39.99
A visually stunning game that puts other Mega Drive titles to shame. Sadly, that can't be said of the gameplay – there's just too much tedious wandering about involved. The action bits are good when you can find 'em. ***

SHINING IN THE DARKNESS £44.99
From the makers of *Dragonquest 3* and *4* comes this fabulous RPG adventure. Startling graphics, super-smooth animation and complex labyrinths to explore. A true corker. ****

SHOVE IT! THE WAREHOUSE GAME (Import) £30
Known as *Boxle* or *Soko-Bar*, this block-sliding puzzle game doesn't boast special sound or graphics, but the gameplay is wonderfully addictive. A real thinkers' game (so that leaves us lot out of it). ****

SKY SHARK (Import) £30
Also known as *Fire Shark*, you pilot a bi-plane in this vertical scroller with all the usuals: bolt-on weaponry, power-ups and huge end-of-level guardians. Too easy in "easy" mode though. ***

SONIC THE HEDGEHOG £34.99
Sonic's answer to Nintendo's *Super Mario Bros*, *Sonic The Hedgehog* is the fastest parallax scrolling collect-'em-up ever! A stunning rotating bonus round, a feast of



■ **Streets Of Rage on the Mega.** Definitive bash-'em-up with loads and loads of levels

visual effects and incredibly addictive gameplay – a true classic. Buy, buy, buy, BUY!!! ****

SPACE HARRIER 2 £34.99
Suffers from coin-opitis: good for a quick blast, but the pump doesn't last. Amazing to look at and listen to, but repetitive action swiftly kills the fun. ***

SPACE INVADERS '90 (Import) £30
Classic *Invaders* brought up to date (nearly). Ancient but addictive gameplay gets an injection of variety with power-ups and colourful visuals. Very playable. ****

SPEEDBALL 2 £TBA
A future sports simulation with all the violence of the original – and loads more features! Great in two-player mode and "sporting" some great action sequences. Plenty of body-mangling fun to be had too. ****

STAR CONTROL £34.99
A truly huge game squeezed onto a Mega Drive cart. Stunning presentation graphics disguise a simple strategy game with arcade elements. Great in two-player mode – not for Han Solos though. ***

STARFLIGHT £39.99
A curious blend of trading, shoot-'em-up and adventure. Plenty of quests and subquests, but the interesting parts of the game are too few and far between. ***

STORMLORD (Import) £35
Gorgeous fairies-'n'-goblins-style beat-'em-up which is difficult to categorise. The tricky gameplay involves puzzle solving, exploring and shooting. Great sound effects and pieces add that extra something. ****

STREETS OF RAGE £34.99
Double *Dragon*-style street fighter with a range of 40 combat moves! Loads of enemies, frenzied activity and brilliant soundtracks. This sets new standards for urban guerrilla warfare. ****

STRIDER £44.99
This version is as close to the arcade coin-op as possible. A huge and multi-directionally scrolling hack-'em-up with beautiful scenic graphics and totally bostin' sonics. Brilliant! Gameplay too! ****

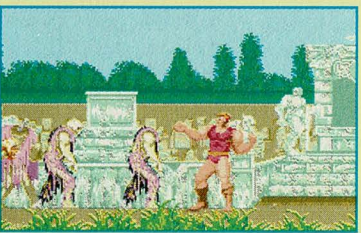
SUPER AIRWOLF (Import) £35
Neat mix of vertical scroller, *Alien Syndrome* and a stroll-'n'-shoot-'em-up. Thumping soundtrack and very nice visuals with earthy detail and fine parallax effects. ****

SUPER HANG ON £34.99
Get on your bike and go for it in this brilliant biking coin-op conversion. Terrific sensation of speed and movement, with good graphics and smooth 3D update. Thrilling to play and lasts absolutely ages. ****

SUPER HYDLIDE £30
Phantasy Star-style fantasy adventure sporting drab visuals and weak plot. However, the depth and length of quest make up the deficit. For RPG fans only. ***

SUPER LEAGUE BASEBALL £34.99

BOTTOM 20 MEGA DRIVE GAMES OF ALL TIME (IF YOU WANT..)



■ **Altered Beast.** They gave this one away for free. Hardly surprising. Don't touch it!

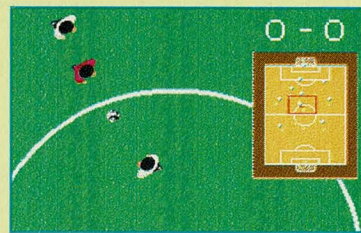
WHATEVER YOU DO, DON'T EVER EVER BUY these games. Take our word for it – they're naff. We pick out the worst from the smelly pile and choose our special "favourites..."

ALTERED BEAST ANDY £34.99

Once free with the Mega Drive, this title is now available on its own in the shops. However much you enjoy the coin-op though, give this conversion a miss. Buy it and you can expect poor scrolling, jerky animation and pretty limited gameplay. **

SWORD OF SODAN £39.99

This is a direct and not very good Amiga port-over.



■ **World Cup Italia '90.** Worst footy sim of the lot – and with boring graphics too

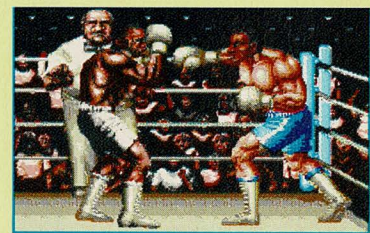
Technically ambitious hack-'em-up with amazing stills but dead ropey animation. Weak gameplay grows monotonous all too rapidly too. Spend your 40 quid on something less boring instead. **

WORLD CUP ITALIA '90 £29.99

Coming from Virgin, who have plenty of coding experience, this soccer game is, to put it mildly, very poor. Tired old gameplay and average graphics make this a soccer fan game only. Go for *Super Kick Off* instead if you're looking for a quality sim. **

ONSLAUGHT £39.99

Join Balthazar – wasn't he one of the three wise men? (*Er, no I don't think so – Ed*) – and his cronies in this thoroughly mindless blast-'em-up. Good paral-



■ **James Buster Douglas Boxing.** About as interesting as watching paint dry. Horrible

lax scrolling, but the graphics are poor and the battles almost identical! **

JAMES "BUSTER" DOUGLAS BOXING NEIL £34.99

Almost the same as *Final Blow*, this awful boxing simulation is unintentionally funny. With few moves and limited play options, this lasts about as long as Douglas did. **

MERCUS £40

Tedious and repetitive shoot-'em-up action. Awful control system ruins what little gameplay there is. This really is a bag of tosh... **



■ **Mercs.** Tedious action and a difficult control method make this one to avoid

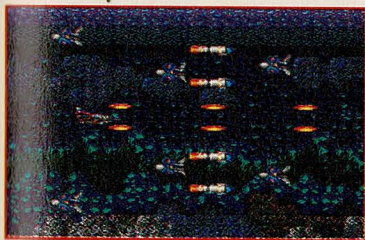
SHADOW BLASTERS (Import) £30
Multi-character scrolling beat-'em-up in the *Mystic Defender* mould. Poor control, limp gameplay and very little excitement. **

WONDERBOY 3 MONSTER LAIR £34.99

Wonderboy, of Master System fame, dips to an all-time low in this scrolling collect-'em-up. Gamestyle is very 8-bit – you'd be better off with the MS version of *Wonderboy 3* and the Converter. **

BACK TOTHE FUTURE 3 £34.99

Third in the trilogy, not quite as bad as its predecessors.



■ **Thunderforce 3** for Mega Drive owners. Immensely satisfying horizontal shooter

As a 16-bit rendition of American Baseball, this is decent enough, it's just that it doesn't hold much interest for UK players. Go for *Hard Ball* instead. ***

SUPER MONACO G.P. £34.99
Conversion of the coin-op which only sacrifices visuals. There are options to improve your car, controls and play modes though. Sound is a tad disappointing, but play is fast and gripping. ****

SUPER REAL BASKETBALL £34.99
Boasting detailed close-ups of the action, realistic court views and decent sound, this is an okay sport sim. Much better in the two-player mode though. ***

SUPER REAL VOLLEYBALL (Import) £37
Surprising choice of 2D graphics plus lame animation make the game look flat. Dull gameplay makes it even flatter (who likes volleyball anyway?). **

SWORD OF VERMILLION £49.99
Role-players take heed because this is one of the better RPGs you can get for the Mega. Typical arcade adventuring with scrolly maps, boss sequences and menu screens. But beware the price tag! ****

TECHNOCOP (Import) £30
Interesting mix of racing and almost impossible Mission-style shooting and searching action. Very violent but lacking the gameplay extra which made *Impossible Mission* such a classic. ***

TEST DRIVE 2: THE DUEL £34.99
Live out your fantasies (no, not those fantasies...) by driving a Ferrari F40, a Porsche or a Lamborghini in this thrilling 3D driving game. No two-player option, but the graphics are okay and the game is challenging. ****

TETRIS (Import) £30
No introduction needed really! The Russian falling block puzzle game fares well on the Mega Drive and is colourful and smooth. The two-player options just slap icing on this delicious cake. ****

THUNDERFORCE 2 £34.99
Alternate eight-way and horizontally-scrolling blaster with loads of power-ups. Shocking parallax and stonking sounds and enemies. Useful level select reduces the lasting interest though. ****

THUNDERFORCE 3 £30
Show-offy horizontal scroller with huge enemies and stunning visual trickery. It really shows what the MD can do. Damn good blast, but it won't last forever. ****

TIGER HELI (Import) £35
Vertically-scrolling coin-op conversion, with loadsa choppers, planes and tanks. Good visuals and that indefinable something which makes it more enjoyable than its relatives. Try it out. ****

TOEJAM AND EARL £39.99
The best two-player game to date. Help the two zany aliens rebuild their spaceship so that they can escape from the most finked out planet in the galaxy - Earth!



■ **Troubleshooter** for the Mega. Babes with big guns dealing out justice the hard way

It's the crazy two-player action that lifts this game up into the stratosphere. Truly awesome! ****

TORA! TORA! (Import) £35
Flying Shark play-a-like, with all the trimmings (plus a great sweep laser). Vertical scroll your way through all ten levels in a few goes. One for beginners maybe. ***

TURBO ONE RUN £34.99
A truly nob 3D driving game with boring gameplay, little challenge and no two-player option. Driving games can be fun. This one isn't. *

TRAMPOLINE TERROR! (Import) £30
Bombuzal-style overhead scrolly puzzler. Bounce on tiles, set bombs, teleport - nice and cartoony for younger players and tough enough for dedicated gamers too. It's a good idea to try before you buy though. ***

TROUBLE SHOOTER £29.99
One of the slickest shoot-'em-ups we've yet seen, starring the two luscious babes Crystal and Madison. Four different super weapons - and the terrible "Ha, ha" monster is in there too. Great graphic and sonic effects. ****

TRUXTON £34.99
Bright, bold and brassy vertical shoot-'em-up. Wild weaponry with auras to match. A tad too easy to complete but good to relieve the tension between bouts of serious fighting. Called *Tatsujin* in the Orient. ****

TWIN COBRA (Import) £30
Fly a chopper in this vertical scroller. Modern day action with warplanes, ack-ack, warships and so on. Sluggish controls, standard backdrops but impressive smart bombs mark this one out from the crowd. ****

TWIN HAWK £34.99
The only original thing in this vertical scroller is that you can pilot a squadron of planes at the same time. Everything else - power-ups and so on - you'll have seen loads of times before. ***

ULTIMATE TIGER (Import) £37
Swap spaceship for helicopter and aliens for aircraft in this vertical scroller and you'll know with your eyes shut what to expect. Playability isn't up to much and the sound does little to persuade. Oblivion, here it comes... ***

VALIS 3 (Import) £30
Swords and sorcery scroller with excellent visuals, some smart intermission screens and astounding music and sound effects. Characters join you as you go along and help out when things get dodgy. This is one hell of a quality slash-'em-up. ****

VERYTEX (Import) £35
Visually impressive scrolling shoot-'em-up with massive end-of-level guardians and unusual parallax scrolling. There's little else to do but survive once you've powered yourself up. Above average. ****

VOLFIED (Import) £25
Version of *Qix* with stylised backdrops and tweaked gameplay. Gradually close off 80% of the screen to reveal the next level. Slick and very playable but not for everyone - especially if you prefer a totally insane blast-'em-up to this kind of cerebral action. ****



■ **Wardner** on the Mega Drive. Nice sound, shame about everything else. Okayish...

WARDNER (Import) £35
A ho-hum *Alex Kidd* like platformer which has some very nice tunes but no real spark of originality in either the graphics or the gameplay. ***

WARDNER SPECIAL (Import) £35
Mega platform shoot-'em-up conversion, with plenty of extra levels and features to liven things up. Coin-op quality graphics and some good tunes, but beware of the numerous continues working against longevity. ****

WARRIOR OF ROME (Import) £40
Repulse pirates and storm Cleopatra's Palace in this wargame set in ancient Rome (whenever is Rome not ancient?). Sadly, there are only four scenarios, the graphics are naff and the control system is poor. ***

WHERE IN TIME IS CARMEN SANDIEGO? £49.99
Expensive (you get a New American Desk Encyclopaedia for your dosh too), but this is a novel concept - the first of E.A.'s "Edutainment" series. Chase after the head honcho of the title by gathering clues and nabbing elements of her V.I.L.E. henchmen. Learn as you play - maybe... ***

WHIPRUSH (Import) £15
Shoot-'em-up which scrolls in a variety of directions - often changing its mind mid-level too. Collectable weaponry, some tough adversaries and really long levels. Nice, but not the best... ****

WRESTLE WAR £34.99
With loads of moves, some nicely detailed characters and lots of dynamic animation, *Wrestle War* is the best of its type and recommended to fans of the, er, sport. ***

XENON 2 £34.99
Sequel to the very successful *Xenon*, a vertically-scrolling shoot-'em-up in the classic tradition. Not as good as the Master System version and the gameplay has some serious flaws... ***

XDR (Import) £35
X-Dazedly-Ray believe it or not (yes, naff name, isn't it?). Horizontal scroller with gaudy backdrops and insipid blasting. Very simple gamestyle with dodgy collision detection and nothing new. **

ZANY GOLF £39.99
Crazy golf? Well, it's a good idea all right, but while it plays quite nicely, there's just not enough depth or courses to make it worth the money. **

ZERO WING (Import) £35
Toaplan provide their most polished horizontal blaster to date with *Zero Wing*. Tight scenics and lovely sprites make it a visual treat and the sonics are great too. Not a *Hellfire* beater, but close! ****

ZOOM £29.99
Quite simply a spiced up version of the ancient *Painter* coin-op. Fiddly controls and mediocre gameplay guarantee this one stays on the shelves. **

1943 (Import) £20
Known as *Dai Senpu*, this is the latest in the 1940 line of vertical, side-sliding shoot-'em-ups. Nicely detailed graph-



■ **Alien Syndrome** on the Master System. A classic coin-op conversion for the 8-bit

ics with plenty of planes and ships to destroy, but still nothing special. ***



AERIAL ASSAULT £29.99
P-47 rip-off which has you flying a sortie against an enemy airforce. You know the score: attack waves, power-ups, end-of-level mothers - it's all here. Unoriginal but good looking. ****

AFTER BURNER £29.99
An okay conversion of a rather dull coin-op. Surprisingly good to look at, with speedy visuals and plenty of movement. It just goes on a bit, that's all. **

ALEX KIDD IN HIGH-TECH WORLD £29.99
This three-stage arcade adventure has some nice features but it's slow and far too easy. Recommended for youngsters only. **

ALEX KIDD IN MIRACLE WORLD £24.99
Alex's first outing is now the standard built-in Master System game - and it's not a bad one to start off with either. Colourful arcade adventuring with tough puzzles and loads of variety. ****

ALIEN STORM £29.99
Meet great gobs of slime and hideously deformed mutants in this mix of horizontally-scrolling shoot-'em-up and 3D target practice. Okay, but no long-lasting challenge. ***

ALIEN SYNDROME £29.99
Even without the graphic frills and the two-player mode, this title is still a classic coin-op conversion - and it's on the Master System too. Tough, but easily throws down the gauntlet to die-hard blasting fans. ****

ALEX KIDD IN SHINOBI WORLD £29.99
Novel twist to the *Alex Kidd* line-up - it's really a cute, but very slick, *Shinobi* meets *Super Mario Bros*. Possibly too easy to complete but you get plenty of laughs along the way - and in games that's a blessing. ****

ALTERED BEAST £29.99
Serge's coin-op goes 8-bit and suffers horribly. Four levels of monstrous beat-'em-up with jerky scrolling, unresponsive controls, messy visuals and tired old gameplay. **

AMERICAN BASEBALL £29.99
Competent translation of America's favourite sport with standard behind-the-player and overhead views - plus neat zoom-ins on close calls. Two-player head-to-head is the preferred play option. ***

AMERICAN PRO FOOTBALL £29.99



■ **Hard Drivin'**. A decent enough coin-op conversion, but with zero longevity...

works, but still pretty dire. Too few stages (only four) and totally unsatisfying. Dull, dull, dull! **

HARD DRIVIN' £25
Remove the steering wheel, sit-in cockpit and FM stereo sound, and you've got a competent 3D driving simulation with a good few hours play inside it. Sorry, fans, the cash is better put in the slot. **

RINGS OF POWER £49.99
A disappointing RPG with nice scenario and character development, but a dreadful control method. The graphics are jerky too. **

STREET SMART (Import) £30
Ump version of the *Fighting Street* coin-op. Standard slug-it-out fare with poor animation, an awful control



■ **Rings Of Power**. Jerky graphics and the awkward gameplay put paid to this one

method, repetitive action and win-in-one-go difficulty. (That good, eh? - Ed). **

NICK

BURNING FORCE £34.95
Space Harrier with different scenery. Similar faults too: repetitive, tricky targetting and perennial collision faults. Some variety, but still dull. **

DANGEROUS SEED (Import) £30
Vertical shooter offering nothing new. All the normal features, but tiny visuals make the action messy and confusing. More like dangerous weed really. **

FIRE MUSTANG (Import) £30
A cross between *P-47* and a bucket of sick, this



■ **Street Smart**. Ha, ha, ha! Oh no! Please! oh, that tickles! Just get away - arghh!

nasty horizontal shooter is slow, unattractive, unbearably dull and sounds rubbish. And from Taiko of all people... *

MONDU'S FIGHT PALACE (Import) £25
Pathetic Kung Fu-cum-wrestling game. It looks all right, sounds awful and plays like a bag of pebbles. There are plenty of better fighters out there. **

DAN

CURSE (Import) £25
Vile visuals, appalling animation, sour sounds and limited levels. Horizontal shoot-'em-ups are ten a penny on the Mega Drive and with such a great choice who needs this horrific tripe? **



■ **Dangerous Seed**. This is unambitious, small-minded, pedantic and pathetic

FATAL LABYRINTH £34.99
Addictive roam around the labyrinth and collect the goodies RPG. Overhead graphics reveal themselves as you enter each room, which is nice, but the game itself is just too easy. **

STAR CRUISER (Import) £35
An unplayable vertical space shooter because of the heavy Japanese "question and response" end-of-level sequence. Great if you like the first level (and can speak Japanese)... *

SUPER THUNDERBLADE £34.99
A spruced-up version, but not very super. The 3D is too ambitious and the scrolling scenes too average to make you want to pant with excitement. **



■ Asterix on the Master System. Scorching platform action with the Gaulish duo

Here's one for all you grid-iron fans out there. Nice mix of tactics and hands-on action, and the ever popular two-player mode really delivers. Shame about the scratchy sampled play calls though. ***

ASSAULT CITY £29.99
Horizontally-scrolling shoot-'em-up in the style of *Operation Wolf*. Two versions: one with the Light Phaser, one without. Guide the cursor and waste those robots. It's nice and colourful, but the graphics are flat and the bosses far too easy. ***

ASTERIX £29.99
What a game! Mega Drive owners, watch out! As Asterix and Obelix, you must negotiate platforms, Romans and other perils to rescue your Getafix from the enemy. A platform adventure with truly awesome graphics and stunning gameplay. ****

ASTRO WARRIOR/PIT POT COMBO CARTRIDGE £24.99
Neat little dual game cart with vertically-scrolling shoot-'em-up and platform puzzler. *Pit Pot* is nothing to shout about, but *Astro Warrior* is still one of the better blasters on the Master System. ***

AZTEC ADVENTURE £12.99
A strange little stroll-around-and-shoot-'em-up with Latin American overtones. Not terribly exciting but if you're looking for a lasting challenge, this bargain arcade adventure could fit the bill. ***

BANK PANIC £17.99
Wild West antics as you try to defeat crowds of gun-toting baddies. Watch the doors and windows, but make sure you don't hit the good guys! Nice quick-draw gameplay with bright and jolly visuals. ***

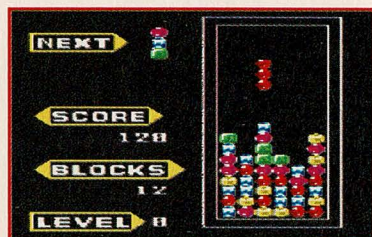
BASKETBALL NIGHTMARE £29.99
Well, it's basketball played by monsters, of course. What else did you think it was about? Good close-ups of shots and enjoyable in two-player mode. Nightmare league is too easy for solo players though. ***

BATTLE OUT RUN £29.99
Goes up against Taito's *Chase H.Q.* and wins by a bumper. (Very) fast road racing with some demolition deriding thrown in for good measure. Adrenalin glands at the ready, folks, this is it! ****

BLADE EAGLE 3D £19.99
Vertically-scrolling shoot-'em-up viewed from "overhead." You have to guide your ship "into" and "out of" the screen to target baddies. This is the only innovative feature in the whole game. ***

BOMBER RAID £29.99
Another vertically-scrolling Fire Button frenzy, with planes, tanks and guns. Nice range of power-ups, heavy-duty zapping, but suffers from being a tad too easy. ***

BUBBLE BOBBLE £29.99
Blow bubbles, trap monsters, burst 'em and then gather up all those bonuses as you try to rescue your girlies, Betty and Patty, from an evil witch. A very hectic but enjoyable conversion of the arcade hit with a fun simultaneous two-player mode. ****



■ Columns on the Master System. Clunk, clunk, thunk, dunk (and) think. Splendid

CALIFORNIA GAMES £29.99
The first and still the best *Games* game of the series, featuring all the usual beach-bum pastimes: skateboard, roller skate, foot bag, surfing, frisbee and BMX riding. All events are beautifully portrayed, especially the stunning surf-up! ****

CAPTAIN SILVER £29.99
Scrolling piratey beat-'em-up which looks like a pile of old frog at first glance, but can be surprisingly addictive. A tad ho-hum but fine if you can pick it up on the cheap. ***

CASTLE OF ILLUSION £29.99
This first major Disney tie-in is a stonker. Mickey is beautifully animated, the backdrops are pretty and the *Super Mario-style* gameplay brilliant. There's a mammoth head-ache, so help Mickey out - now! ****

CHOPLIFTER £24.99
Pilot your sophisticated chopper into enemy territory, rescue your chums and high-tail it home in this cult game. Superb horizontal scrolling with some lovely parallax, great controls and fabulous detail. ***

CLOUD MASTER £24.99
Known as *Chuka Taisen* in Japan, this oriental horizontal scroller replaces spaceships with kids on clouds and aliens with wizards, monkeys and pigs (er, yes...). Cute but still as tough as nails. ***

COLUMNS £24.99
Nintendo practically own *Tetris*, so Sega got their own back and came up with *Columns* instead. Similar gameplay, but success is a bit too random. The simultaneous two-player option is superb though. ****

CYBER SHINOBI £29.99
Shinobi 2, more or less, but not a patch on the first game. Unwieldy controls, poor collision detection, jerky scrolling, drab graphics and unlimited continues mar the challenge. You'd be better off with the original! **

CYBORG HUNTER £24.99
Unusual horizontally-scrolling mazy beat-'em-up. Ride on lifts, patrol the corridors, duff up some aliens and collect the goodies. Neat, but repetitive. ***

DANAN THE JUNGLE FIGHTER £29.99
Take *Rastan*, throw in some Dr Dolittle and you might get this detailed but unvarying scrolling beat-'em-up. Your hero swaps smart bombs for smart animals when the action gets a little hairy (groan!). ***

DEAD ANGLE £29.99
Operation Wolf meets the mafia in this scrolling Light Phaser coin-op conversion. Six levels of smart '20s style' backdrops plus a high body count make this one worth oiling your trigger finger for. ***

DOUBLE DRAGON £29.99
The Lee brothers come to the Sega in this two-player scrolling beat-'em-up. Simple gameplay, horribly flickery (especially in two-player mode) and scenically unimpressive. ***

DYNAMITE DUKE £29.99
A mindless *Operation Wolf*-style shooter. There's an end-



■ Fantasy Zone 2 for your Master System. Mushroom and flower colour trip, man...

of-level punch-out between Duke and baddie for a change, but it all sounds a tad familiar. ***

DYNAMITE DUX £29.99
Definitely not the coin-op as you're ever gonna get. Guide your cutesy duck through six big levels of danger while lobbing bombs and dousing fire demons. For all its good points though, it's still far too easy! ***

ENDURO RACER £9.99
Definitely not the coin-op, this one. For a start, the course scrolls diagonally as you steer your bike across a tortuous dirt track, there are five different courses (played twice), and you can finish it in a week. **

FANTASY ZONE £12.99
Simply the best *Defender*-style horizontal scroller on the Master System to date. Bright, colourful, tense and very unusual, with great end-of-level guardians and valuable power-up shops. At the price, this is simply great value for money. ****

FANTASY ZONE 2 £24.99
Similar to the original *Fantasy Zone* but beefed up with loads of zipier aliens, meatier weaponry and tougher end-of-level bosses. Just as tight, just as energetic and just as playable as the original. What the hell, get 'em both and have a good time. ****

FANTASY ZONE 3 THE MAZE £24.99
Pac Man meets *Fantasy Zone* in this labyrinthine shoot-'em-up. There are few games like it on the Master System so it may appeal to fans of the genre. Blasting addicts should steer clear though. ***

FIRE AND FORGET 2 £29.99
Copied from the tedious computer versions, this is easily the best of the bunch. It's a speedy drive-'n'-fly with plenty of vehicles to blast and icons to collect. Flash - and plays well too. ****

FORGOTTEN WORLDS £34.99
Stunning shoot-'em-up conversion totally ruined by the lack of a two-player option and a mission that's too easy. Suitable for newcomers to video gaming, perhaps, but otherwise steer well clear... ***

GAIN GROUND £29.99
Innovative combat game set over a series of static screens. Choose a team member and clear each area (from the bottom to the top). Interesting strategy element but average visuals. ***

GALAXY FORCE £29.99
Stunning 3D shoot-'em-up with some amazing visual effects. It's not the coin-op machine by any means, but it's still a damn fine attempt nonetheless. ****

GANGSTER TOWN £24.99
Two-player Light Phaser title where you're combating '20s hoodlums. Each level depicts a different scene (like a 3D car chase) and you have to maintain a high hit ratio/score to progress. Standard Phaser fare. ***

GAUNTLET £29.99
Almost perfect conversion of the golden oldie coin-op. This two-player mazy monster masher boasts a smooth eight-



■ Golvellius on the Master System. Silly name, but an excellent game nonetheless

way scroll and beautiful visuals. Bit samey after a while, but still one hell of a beautiful game! ****

GHOSTBUSTERS £29.99
Pot-pouri of driving, trapping, climbing, and shooting make *Ghostbusters* not half bad. Activision's prehistoric title could do with tating up a bit though - especially the cringeworthy soundtrack! ****

GHOST HOUSE £17.99
Spooky little platform romp with ghosts, ghouls and a big Dracula baddie to deal with. The ladder climbing, shooting and punching gets a bit dull after a while, but this is still a playable game - and cheap too! Previously available on card as well. ***

GHOU'S 'N' GHOSTS £29.99
Entire Capcom coin-op crammed into the Master! Medieval hack-'n'-slash boasts dragons and demons, with a long and varied quest. Easier than it should be but a terrific game nonetheless. ****

G-LOC £29.99
This is a poor man's *After Burner*, but with a few more extra features to liveen up the dull gameplay. A bit unfair to expect the Master System to cope with the superfast graphics really. Only average. ***

GLOBAL DEFENCE £12.99
Take the Strategic Defence Initiative with this version of Sega's slotted. A sort of *Operation Wolf* meets *Missile Command* with some very pretty graphics thrown into the odd mixture. Different, so worth a look. ****

GOLDEN AXE £29.99
Technically impressive version of the Sega game. Two-player option is missing and it's a bit easy but the enjoyable hack-'n'-slay action remains intact. ****

GOLDEN AXE WARRIOR £32.99
An arcade adventure based on the *Golden Axe* characters. Akin to *Golvellius*, this is a flick-screen quest for magic and monsters. Pretty, but too tame for true RPGers. **

GOLFAMANIA £32.99
Tidy golf sim which features overhead rather than 3D views of the course. Fast and unfussy too. The soundtrack is appalling though so get yer Walkman out. ****

GOLVELLIUS £29.99
There's a fair amount of fumpin' and frettin' in this arcade role-playing game. A good intro to the world of fantasy adventure (if you don't know your way around RPG's yet) which tests your powers of reason and reaction. ****

GREAT BASEBALL £24.99
This baseball simulation has been superseded by *American Baseball*, but there's little to choose between the two. This one lacks the graphical frills of its rival, but it's a fiver cheaper. ***

GREAT BASKETBALL £24.99
Old sport sim with titchy sprites and overly colourful pitch graphics. Pass, shoot, tackle and that's yer lot. Fine for the odd head-to-head battle, but don't depend on it for any big-time thrills. **

GREAT FOOTBALL £24.99
No, this isn't soccer from old Blighty - this is *American Football*. Tough competition from *American Pro Football*, and this is left wanting: few tactical plays, heavy sprite glitch and a poor one-player mode. ***

NOW THESE MASTER SYSTEM GAMES REALLY ARE DIRE...



■ Ace Of Aces. We wouldn't give a XXXX for this title. Worra loada garbage!

GOD! THESE GAMES REALLY ARE NAFF. AND you thought Mega Drive owners had all the luck - well, they don't. We only took a few microseconds to gather up this lot below...

ANDY
ACE OF ACES £32.99
Awful version of a game that falls short between arcade and simulation. Bad controls and awful gameplay - yuck. *

ALF (Import) £30
Appalling scroll-'n'-collect-'em-up based on that appalling character from the appalling TV show. Only available via US import. Not worth the effort. *



■ Dick Tracy. The private dick Dick messes around in this ghastly horizontal scroller

BACK TO THE FUTURE 2 £29.99
Yep! Another game of the film of the book of the... This is awful. Poor graphics, poor sound, no challenge. Avoid it like the proverbial Plague. *

DICK TRACY £29.99
Just when you thought Dick couldn't do much worse than the movie, up pops this Master disaster. It's a horizontally-scrolling shoot-'em-up that's tedious, ugly and overpriced. *

NEIL
ALEX KIDD AND THE LOST STARS £29.99
Worst of the *Alex Kidd* games because of its lame,



■ Alex Kidd and The Lost Stars. Pass me my shotgun, will ya? Aim carefully now...

tame platform action. It's a good looker though, and might keep the younger player happy. It doesn't offer much for experienced game-players though. **

BLACK BELT £24.99
Oriental scrolling beat-'em-up similar to *Kung Fu Master* but with decent end-of-level bosses. The mid-level action is painfully repetitive and it takes ages to reach the interesting stuff. **

CASINO GAMES £29.99
Includes slot machine, pinball and card table. Pinball is dull, the slot machine pointless and the only card game with long-term playability is poker - and that's a lot of money for one card game. You really are taking a gamble when you fork out for this. **

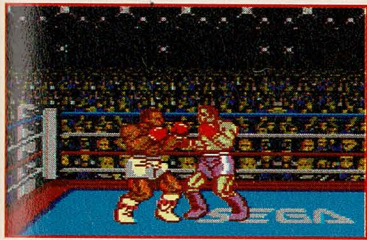


■ Flintstones. Fred and Wilma in hideous and mindnumbing action. A bad mistake

WORLD GAMES £24.99
A collection of wacky sport simulations from around the world: caber tossing, bull riding, log rolling and barrel jumping. Total rubbish. Avoid. *

MARK
BONANZA BROTHERS £29.99
Robo and Mobo, two daft crooks, are hired by the mayor to clear up Badville. The original was flawed and this conversion is no better. There's no saving simultaneous two-player mode either and the action is as repetitive as (click) repetitive as (click)... **

FLINTSTONES (THE) £29.95
An utterly deplorable cartoon licence. Help Fred get



■ **Heavyweight Championship Boxing** on the Master System. A decent bout anytime

GREAT GOLF £24.99

Leaderboard-style 3D golf simulation with the emphasis on simplicity rather than golfing realism. Neat scenes but animation and ball movement are rubbish. It's a little bit on the tough side too. ***

GREAT ICE HOCKEY Deleted

Wonderfully whizzy ice hockey sim which uses the now-defunct Sega Sports Pad. Great, but totally useless if you can't get the Sports Pad and game together. ***

GREAT VOLLEYBALL £24.99

A simulation which doesn't work too well. Odd pitch perspective and fiddly controls make it difficult to get to grips with, while dull gameplay and a lack of options ensure a short shelf life. **

HANG ON £9.99

Coin-op two-wheeler affair, but without the handlebars! Fast road racer, lacking in visuals but making up for the deficit with sheer speed. Very entertaining and pretty much timeless. Previously available on card. ****

HANG ON/ASTRO WARRIOR COMBO CARTRIDGE Not applicable

New Sega owners could do well to pick this up on the cheap because it originally came free with the Base System. Two titles for your money here: a fine racer and a very playable vertical scroller. ****

HANG ON/SAFARI HUNT COMBO CARTRIDGE Not applicable

This game came bundled free with early Master System bundles. You've got a choice between a tense road racer or one of the better Light Phaser pot-shooters. If you're a new owner, you could do worse than try your luck with this bargain cart. ****

HEAVYWEIGHT CHAMPIONSHIP BOXING £24.99

Fisticuffs à la *Final Blow* (also known as *Buster Douglas Boxing* in the States). Big, meaty sprites but lacking good animation. Fine for two players – but it's far too easy if you're playing on your own. **

IMPOSSIBLE MISSION £29.99

Platformer requiring pixel-perfect control. Avoid the killer robots and search the rooms for various secret codes. Gorgeous graphics, gripping gameplay – and the great speech will bow you over. ****

INDIANA JONES AND THE LAST CRUSADE £29.99

Last movie in the trilogy sets the scene for this multi-level platform beat-'em-up. One of the neatest looking Master System games available, but marred, unfortunately, by the overly finicky gameplay. ***

JOE MONTANA FOOTBALL £29.99

A lacklustre sports sim overshadowed by *American Pro Football* in all departments. Heavily flawed by the lack of varied play calls, especially in defence. ***

KENSEIDEN £29.99

Scrolling oriental slice-'em-up with very pretty back-



■ **Kung Fu Kid** does his bit and splits his seams in this oriental Master System title

KLAX £24.99

Become what amounts to a 3D brickie with this puzzler from Domark. Coloured tiles come along a belt and you must arrange them correctly in order to earn megapoints. Braintaxing fun, but nothing spectacular. ***

KUNG FU KID £24.99

Flying kicks aplenty in this scrolly *Kung Fu Master* variant. The mission is a tad more interesting than *Black Belt* and the visuals a lot more appealing. Good. ****

LINE OF FIRE £29.99

Don't expect the 3D visuals of the coin-op – this is just another vertically-scrolling shoot-'em-up with loads of badies to dis'. Graphics are nice but poorly animated. Gameplay is nuffin' special. ***

LORD OF THE SWORD £29.99

This arcade adventure with RPG overtones tries both elements and does neither. Too shallow for puzzlers, and too joysticky for thinkers. Pretty though. ***

LUCKY DIME CAPER (THE) £29.99

Outshining even *Castle of Illusion*, this platform adventure romp has it all: superlative graphics, spot-on gameplay and literally tons to see and do. With seven huge levels to explore you really have your work cut out for you too. Get it! ****

MARKSMAN SHOOTING/TRAP SHOOTING COMBO CART Deleted

Ancient pack containing two Light Phaser games. An okay combo cart, but why bother with this when you can have *Safari Hunt* as well if you go for the *Marksmen Shooting, Trap Shooting, Safari Hunt* cart below? **

MARKSMAN SHOOTING/TRAP SHOOTING/SAFARI HUNT COMBO CART Not applicable

Free with the Light Phaser, this packs three shooting games – the best thing being *Safari Hunt*. Loads a nicely animated targets too. ***

MASTER CHESS £29.99

Chess – it's as simple as that. If you can't play, it won't teach you, but lonely chess lovers will love this version. 3D and 2D views, plus loads of options: set up moves and so on. A superb cart. ****

MAZE HUNTER 3D £19.99

Grab those 3D goggles for some real depth! For once the 3D works really well, but (as expected) the game itself is disappointing – a slow multi-maze search-'n'-destroy with only a few collectables. **

MIRACLE WARRIORS £32.99

Control four brave heroes in this Japanese fantasy role-playing game. With spells to cast, monstrous creatures to kill and a huge quest to complete, you'll be thankful for the battery backup. ****

MISSILE DEFENCE 3D £19.99

Master owners with Light Phaser and 3D glasses will be



■ **Pac-Mania** on the Master System. Get gobbling with this classic ghost cruncher

MONOPOLY £29.99

Classic boardgaming on your Master System. Includes an option for up to ten players to participate – plus battery back-up. The graphics and sound are below par, but the gameplay is where it's at. ****

MOONWALKER £29.99

Old Wacko Jacko gets pelted for this oddball platform beat-'em-up, where you defeat baddies with fatal dance moves. Weird, or what? Hmm, that's exactly what we thought too. Michael looks better than he sounds in this rather repetitive title though. ***

MS PAC-MAN £29.99

Stone Age gameplay, but this is still a faithful conversion of the coin-op. What's more, you can get Pac-Man to join in with the excellent two-player mode. Lots of fun and the girlie side provides an interesting slant. ****

MY HERO £17.99

Knife-throwing, gut-punching horizontal scroller. Plain, cartoon graphics are an eyesore, but the ninja action's pretty decent. Bit pricey in its current cart format. Previously available on card. **

NINJA £9.99

Commando-style vertical scroller set in medieval Japan. Plenty of combat, a bit of magic, the occasional puzzle, a few surprises and it's under a tenner! ****

OPERATION WOLF £29.99

Classic coin-op carnage. Blast all the guerrillas as the scene scrolls past – and don't forget to rescue the hostages as well. Play with the joystick or Light Phaser – but play it till you drop with exhaustion! ****

OUT RUN £29.99

Take away the steering wheel and snazzy graphics you get with the coin-op and what are you left with? This competent road racer. The road junctions don't work very well and the action is a bit lacklustre, but it's a good bit of fun anyway. ***

OUT RUN EUROPA £29.99

The series continues with yet another spiced up version of *Out Run*. Race across Europe for stolen secrets in this, the best Master System driving game to date. ****

OUT RUN 3D £29.99

Asking the Master System to run a detailed racer and do it in 3D is hoping for a bit much really. Effective visuals, but the gameplay suffers because of them: everything is less smooth and less pacy. **

PAC-MANIA £29.99

Blimey, this one's ancient – remember the original *Pac Man*? This a four-way scrolling isometric version, except that now you can get Pac-Man to jump over ghosts! Smooth, slick and very playable. ****

PAPERBOY £29.99

Guide your paperboy through diagonally scrolling suburbia and hurl newspapers into the correct houses. Beautifully



■ **Rambo 3** on the Master. Members of the Canadian Mounties give you a hard time

PARLOUR GAMES £17.99

What an odd program! It offers you pool, darts and "world bingo," and has been available in the US for yonks. Entertaining and a break from blasting. One you can keep coming back to. **

PENGUIN LAND £29.99

Vertical platform puzzler and a cross between *Pengo* and *Boulderdash*. Guide penguin and egg through each level, avoiding monsters and keeping the egg intact. Brilliantly designed and very addictive. ****

PHANTASY STAR £39.99

If you're into RPG adventures this is the one to go for. Explore stunning 3D labyrinths and solve a quest big enough to last for months and months. Huge. Astounding. Get it. ****

POPULOUS £34.99

Unbelievably good rendition of the God game that launched a thousand clones. Wreak havoc (floods and so on) upon the enemy population in order to defeat him. Oddly addictive and lasts an age. ****

POSEIDON WARS 3D £19.99

Sea combat pre-dating *Operation Wolf*, but similar in style. Smart static 3D pictures, although the effect is somewhat lost during play. Timid and lacking in depth. **

POWER STRIKE £24.99

Frantic vertical shoot-'em-up with stonking power-ups, ultra-fast scrolling and brain-burstin' energy to rival the best of 'em. A real test for even the most battle-hardened of blasting fans. ****

PRO WRESTLING £24.99

Have a solo bout or join a chum in a team. Wrestling is better than boxing (it offers you more moves) but this sim falls short on lability. Briefly entertaining. **

PSYCHIC WORLD £29.99

Scrolling platform arcade adventure across five stages with mid and end-of-level bosses. The "psychic" bit involves telekinetic powers. Nothing special, but worth a look if you're feeling frisky. **

PSYCHO FOX £29.99

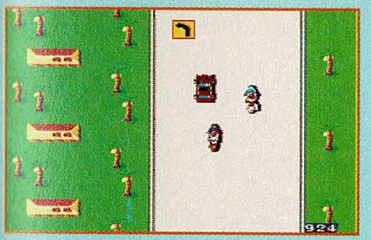
With some of the fastest, smoothest eight-way scrolling on the Master System and some massive levels, this was almost the perfect platformer. Shame they made it too easy though... ***

QUARTET £24.99

Originally a four-player coin-op, this version should be called *Duet*. The two-player scrolling platform blaster has all the ingredients, but only half bakes them. Playable, but lacks the vital spark that made the original so much fun to play. Buy only if you're a big fan... **

RAMBO 3 £29.99

This visually impressive Light Phaser blaster borrows heavily from *Operation Wolf* – but that's no bad thing when you think what a good game that is. Shoot the Rusks as



■ **Action Fighter**. Why bother when there are so many other great scrollers around?

LASER GHOST £29.99

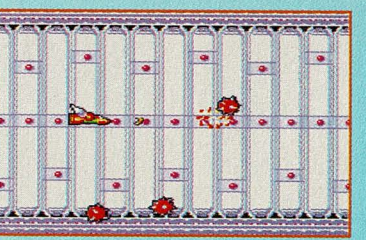
Another Light Phaser game, but not a very good one (is there such a thing?). Protect Kathy from ghosts as she roams through a haunted house. Jolly graphics but dull as ditchwater. *

RUNNING BATTLE £29.99

Flourishing horizontally-scrolling beat-'em-up with poor animation and offering no challenge. Aaaragh!!! *

NICK ACTION FIGHTER £12.99

Vertically-scrolling blasting action with cars, bikes



■ **Transbot**. Good grief, is that the time? Must go. Sorry! Perhaps next time, eh?

F16 FIGHTER £17.99

Supposed 3D flight simulation which is neither. Jerky vector graphics and confused gameplay make this one to avoid – however cheap it may be. Previously available on card *

TRANSBOT £9.99

Tedious horizontally-scrolling shooter, with a few puny power-ups. The game doesn't seem to have an end and is a lot more "bot" than "trans." Previously available on card. *



■ **Double Hawk**. Don't even think about it. Appalling in every way. Revoltingly 'orrible

BACK TO THE FUTURE 3 £29.99

Not as bad as the first two games, but still pretty "urgh" – where's the toilet, mother." The stages in this title are frustrating, unimaginative and uninspiring. That answer your question? **

DAN £29.99

This *Cabal* play-a-like is appalling – the graphics are obviously the result of simian effort and the slug-like gameplay is tedious beyond belief. Avoid it like The Plague. *

SUPER TENNIS £9.99

Tennis. Super? 'Fraid not. The ball movement is



■ **Super Tennis**. This is about as super as a bad case of holiday herpes. Yeeuchh!

ZAXXON 3D £19.99

Take the prehistoric scrolling coin-op from aeons ago, turn it towards you, and throw in some perspective for good measure. Effective 3D, but incredibly weedy gameplay. **

E.S.W.A.T. £29.99

Dull coin-op makes way for an even duller Master System version. A sort of armoured *Shinobi*, but lacking that game's complexity and overall finesse. Continues also make it far too easy to finish. **



they scroll into view. Tough, gritty and very challenging. Certainly a rare Phaser game – one of quality. ****

RAMPAGE £29.99
Want to star in a Japanese monster movie? Well, now's your chance. You and a buddy control a giant werewolf, ape or lizard and must smash up all the buildings. Strictly for fun – and a laff it too! ****

RAMPART £29.99
A novel puzzle and arcade mix in which you must build walls, claim land, shoot ships and generally stop your opponent from doing the same. Fun for two. ***

RASTAN £29.99
Be Rastan The Barbarian in this superb conversion from Taito. Moody, atmospheric, action-packed and very playable, this is undoubtedly the best sounding game on the Master System. ****

R.C. GRAND PRIX £29.99
Fast multi-directional scroller has you steering your little car against three opponents. Technically impressive, but dull as ditchwater and just too easy. A no-no. **

RESCUE MISSION £9.99
As your medic attempt to reach injured G.I.s by rail, you have to shoot the enemy troops' bombs with your Light Phaser. Unusual approach, but really needs more variety if you're going to stick with it. **

ROCKY £29.99
A boxing simulation. Train your boxer in the gym and prepare to fight for the title. Impressively animated but you won't be at it for long and it's no good for would-be solo Rockys either. ***

R-TYPE £29.99
Irem's coin-op in all its glory. If you enjoy the odd blast, they don't come any odder or blasier (er?) than this. Squirmy aliens, luscious levels and some of the meanest blasting you can find on the Master System anywhere. BUY IT! ****

SCRAMBLE SPIRITS £29.99
A bit too close to Sega's coin-op original, this one. This mediocre vertical shoot-'em-up doesn't really set the pulse racing. Guardian sequences are drab and the action is unenthralling too. **

SECRET COMMAND £12.99
Two-player vertical scroller in the true tradition of *Ikaru Warriors*. Jungle graphics are fine and the action heavy enough. Known as *Rambo* in the US, and *Secret Commando* on the title screen! ****

SHADOW OF THE BEAST £29.99
Another technical marvel from Tecmagik, but beneath the supersmooth graphics and animation in this horizontally-scrolling beat-'em-up lies very little in the gameplay department. Such a shame really... ****

SHANGHAI £24.99
Curious Chinese puzzle game: pair up tiles to remove them from the pile on the screen, and then clear the pile to win. Quietly entertaining for one or two players, several game options and boasting a stunning end sequence! You should play it just to see it! ****

SHINOBI £29.99
This aged ninja beat-'em-up is still the best of its kind

on the Master System – so far anyway. Long varied levels (scrolling vertically and horizontally), smart bonus rounds, tough bosses, good graphics and some captivating gameplay. ****

SHOOTING GALLERY £24.99
Strictly for Light Phaser owners, this game presents a series of animated targets just asking to be plugged! Plenty of variety in the visuals and victims – and a few nice effects (like the backdrops falling apart!). ****

SLAP SHOT £29.99
Ice hockey with slippery players and a hands-on punch-up option just to liven things up a bit! A good two-player sim but lacking in long term interest. ****

SONIC THE HEDGEHOG £29.99
The famous hog is finally out on the Master System – and what a fantastic conversion it is! Super-smooth graphics, great sound effects and totally dreamy game-play – all on the 8-bit machine. You really have to see it to believe it – it's incredible. ****

SPACE HARRIER £29.99
Old coin-op conversion (with a ridiculous plot) which still looks good, despite its age. It's a 3D shooter with massive enemies and stunning perspective effects. Good for a meaty blast any day. ****

SPACE HARRIER 3D £19.99
Impressive arcade action, and the 3D visuals really add depth to the game. Sufficiently different from *Space Harrier* to warrant a second purchase if you're a fan (and have the goggles, of course). ****

SPEEDBALL £29.99
Violent future sports are all the rage at the moment and this very attractive game started it all off. A cross between rugby and rollerball, the gameplay is superb for two players, with a league providing the challenge for the solitary gamer. ****

SPELLCASTER £29.99
Intriguing arcade-cum-adventure game with a great mix of action and puzzle elements. Stunning graphics and addictive too – thank heavens for the save game feature though. You'd be in the soup without it. ****

SPIDER-MAN VS THE KINGPIN £29.99
Yet another *Shinobi*-style scrolling platformer. Plain backdrops, tedious gameplay and a yucky control method are good reasons to steer clear of this rather lame web-'em-up. Only for real Spidey fans – are there any of you left out there, that's what I want to know? **

SPORTS PAD FOOTBALL Deleted
Great football but requires the Sega Sports Pad. Faster and more responsive than the normal jypad, it would be great – if only you could get hold of the thing! ****

SPY VS SPY £17.99
Zany spies do battle as you collect booby traps, outwit your adversary and head for the airport. The split screen is great fun in two-player mode – not so hot alone. Previously available on card ***

STRIDER £29.99
As acrobatic hero, Hiryu, you must save the world (again) in this scrolling platform-cum-beat-'em-up game. It looks good but fails to offer any long-term challenge. ****

SUBMARINE ATTACK £29.99
This aquatic, horizontally-scrolling shoot-'em-up is a colourful affair with power-ups and guardians. Unoriginal and sadly easy, the end is just a little bit too nigh... ***

SUMMER GAMES £29.99
Multi-player sequel to *World Games*. Nicely animated sports featuring pole vault, high diving, gymnastics, swimming and sprinting. Limited action relies heavily on strict joystick moves and the novelty soon wears off. **

SUPER KICK OFF £34.99
At last! A footy game for the Master System which has every feature you could ask for. Overhead views of the pitch, great graphics and intelligent gameplay (referees and so on). This is a right scorcher. ****

SUPER MONACO G.P. £29.99
With dual viewscreens, two players can race head-to-head in this quality conversion. It's fun, but the cars handle badly and you won't see much in the way of scenery as you're pegging it around the course. **

SUPER REAL BASKETBALL £24.99
Marked improvement over *Great Basketball* and *Basketball Nightmare*, but still left wanting in the lastability stakes. We think it's more the fault of the sport than the game itself though. ***

SUPER SPACE INVADERS £29.99
The game that started it all off is now available on your Master System – and it's even better than the original too. Plan your route to the big end-of-level boss and enjoy all the Invader novelties (splitting Invaders, for instance) and handy power-ups. ****

TEDDY BOY £9.99
Weird, multi-directionally-scrolling platform game with just about the oddest enemies in existence. Very cute, addictive and ridiculously cheap. Whatever you do though, don't play it late at night – it'll drive you nutty. Previously available on card. ***

TENNIS ACE £29.99
Simply the best tennis game you can get for the Master System. Two-player modes, singles, doubles, tournaments – the lot. Recommended to everyone – whether you're a tennis fan or not. ****

THUNDER BLADE £29.99
This was a bold attempt to convert the Sega coin-op onto the Master System. The scrolling blast-'em-up sections work well, but the 3D effects suffers quite badly. Saved by hectic action, pleasant graphics and a very long and challenging mission. ***

TIME SOLDIERS £29.99
Multi-directionally scrolling *Commando* variant (with end-of-level guardians) for two players. Nice backdrops and some meaty power-ups make it worth a look – just. A below-average coin-op conversion. ***

ULTIMA 4 £39.99
First of the *Ultima* series of role-playing game adventures available for the Master System. With more depth than the Caymen Trough, more strategy than Stormin' Norman and enough spells to fill an Oxford Dictionary, this is one astounding game. Buy it – you won't believe how good it is. ****

VIGILANTE £29.99
Another Irem coin-op: a horizontally-scrolling street beat-'em-up with an oriental flavour. Fists and feet all start flying as the battle heats up. Grows tepid all too soon though. ***

WANTED £24.99
One of the better Light Phaser games which has you battling against Wild West outlaws. You know the kind of thing: baddies appear in doorways and windows, and you've got to blast 'em and earn yourself loads of points! Bonus screens and scrolling stages provide variety but it still needs more levels. ***

WIMBLEDON £29.99
Not the best sport in the world (Andy prefers American Football), but this is a brilliant sim nonetheless. Loads of different play options (singles, doubles, tournaments, clay or lawn courts...). Good fun too. ****

WONDERBOY £24.99
Archaic scrolling jump-'n'-shoot game. Terrific conversion with lots of playability, but getting a bit long in the tooth: few frills, not many thrills and takes too long to get to the meat of the action. ***

WONDERBOY IN MONSTERLAND £29.99
The original's action is exchanged in favour of an arcade adventure with lots of places to visit, enemies to destroy and hidden items to find. Captivating and very entertaining gameplay. ****

WONDERBOY 3 THE DRAGON'S TRAP £29.99
Wonderboy comes of age in this astonishing arcade adventure. Gorgeous graphics, brilliant puzzles, hidden rooms and a huge playing area. The best of the lot and definitely a must buy. ****

WOODY POP Deleted
Ancient *Arkanoid* clone which has just resurfaced on the Game Gear. Cutesy characters, piles of power-ups and nicely designed screens. The only game made for Sega's ill-fated Paddle Control. Available on card only ****

WORLD CLASS LEADERBOARD £29.99
This old 3D golf game looks dated but the course view works well – and there are plenty of trees, bunkers, ponds and other hazards to look out for. It lacks options, but in multi-player mode it's heaps of fun thrashing your opponent to bits! ****

WORLD CUP ITALIA '90 £24.99
This soccer simulation viewed from above just missed the whole competition when released. And it was a good job! This is best viewed from a very long way away. It isn't dire, but it's on its way there. **

WORLD GRAND PRIX £12.99
Now five years old, this first class racer is still as good as ever – and stands up well to its more recent racing competitors too. Standard 3D road update and view-behind-the-car visuals, but it can still get the pulse pounding when the chips are down! ****

WORLD SOCCER £24.99
Tidy scrolling soccer simulation, viewed from the stands. Unusual gameplay could be a lot faster, but its nice range of options gives the newer *Italia '90* a good tacking for your money. (Of course, *Super Kick Off* is the best of the lot, don't forget.) ***

SMALL ADS

If you're fed up with your Sega gear, feel like a chat with fellow Sega enthusiasts or want to earn some dosh in a swap or sale, then you've come to the right place. Who knows? Rummage about and you just might pick up a bargain. And remember: a normal Small Ad only costs a quid, so it doesn't burn a hole in your pocket either. Simply turn to page 75, fill in the form and send it in to: Small Ads, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW.

FOR SALE

Master System 2 with control pad, extra joystick, Sonic, After Burner, Alex Kidd, Altered Beast and Super Tennis. 3 months old and all boxed with instructions. Excellent condition and a bargain at £120.
Tel: (021) 429 9437

Sega Master System 2, complete with 2 jypads and 3 games. Immaculate condition. Unwanted present. Will accept £70.
Tel: (0324) 36840

Sega Master System, Light Phaser, control stick and 14 games, including Golden Axe, Populous, Speedball, Moonwalker, World Soccer, American Football and Impossible Mission. £225 o.n.o.
Tel: (0684) 310288

Sega Master System Plus, control stick, 26 games, including Sonic, Mickey Mouse, R-Type, G-LOC, Wonderboy 1, 2 and 3, Psycho Fox, Indy, California Games and more! Worth over £750, but will accept £450 o.n.o.
Tel: (0422) 244895

Sega Mega Drive cheat mag number 12, packed with the latest hot tips and cheats from all over the shot. Only £2. Write to: **92 Glassonby Walk, Camberley, Surrey GU15 1SQ.**

Sega Master System, Light Phaser and 9 games,

including Wonderboy 2, California Games, Golfmania and Psycho Fox for sale. Worth £340, but will sell for £130 o.n.o.
Tel: (0892) 661803

Master System games for sale: Paperboy £16, Super Monaco G.P. £14, World Soccer £13, Summer Games £12, Zillion 2 £11, and Great Basketball £6. Will also consider swaps. Write to: **6 Princes Avenue, Woodford Freen, Essex.**

Sega Game Gear 1 month old and in perfect condition (boxed), and with Factory Panic (Japanese cart). £100 o.n.o.
Tel: (0332) 559533

Sega Master System, 5 games (still boxed), 2 jypads, 1 joystick, 1 Flight Grip for sale. Games include Cyber Shinobi, R.C. Grand Prix, Secret Command, Golden Axe and Alex Kidd in Miracle World. £50.
Tel: (081) 551 0079

Sega Mega Drive (Jap PAL) and 10 games, including Spider-Man, Hellfire and Super Monaco G.P. Plus a Pro 1 Joystick. All boxed for £210.
Tel: (0362) 696235

Commodore 64, Disk Drive, Tape Recorder, Mouse, Printer, DTP program, 400 tape games, a few disk disks, 2 years guarantee, let joystick and 10 blank disks. Worth over £800, but will sell for £300.
Tel: (0978) 841209

Yo! Mega Master System for sale! 8 games, 2 control pads, Light Phaser, Shinobi and Thunder Blade. Will sell for £110.
Tel: (0922) 720416

Master System, 2 jypads, R.F.U., Rastan, Wonderboy, Thunder Blade, Space Harrier, Double Dragon, Indy, Alex Kidd in Miracle World and Speedball for sale. Will also sell games separately if desired. £120 – all offers considered.
Tel: (0483) 31555

Mega Drive, control pad and 5 games (including Quackshot) for sale. All as new – and for only £200.
Tel: (0737) 224734 after 6pm

Mega Drive carts for sale. All kinds of games on offer and all in gorgeous condition. Boxed and with instructions. Average price is £15, but prices go up to £25. Call me now!
Tel: (081) 300 0998

Sega Master System for sale, with Light Phaser, 2 jypads and £146 worth of software, including Sonic, After Burner, Choplifter and six others. All for an amazing £110 o.n.o. Excellent condition.

Tel: (0634) 387494
Game Gear, Power Supply Unit and 5 fab games: Donald Duck, Shinobi, Super Monaco G.P., Mickey and Sonic. £180 but can split. All boxed and with full instructions.

Tel: (081) 399 4702 after 7pm
Sega Master System with 8 great games, including Sonic, California Games, Super Kick Off, Out Run Europa and 4 others. Plus Alex Kidd In Miracle World built in. Only £130.
Tel: (0228) 70389

Game Gear for sale with 3 games: G-LOC, Super Monaco G.P. and Shinobi. All in a carry case and only 3 months old. £120.
Tel: (081) 866 9124 after 6pm

Sega Master System still boxed and with 5 games, including Golden Axe and Sonic The Hedgehog. A bargain at £90 o.n.o.
Tel: (0633) 223474
Amiga Plus (1 Meg) for sale for £400 with £400 of software, including Kick Off 2. Also a Sega Master System with 11 games for sale for £140.
Tel: (0457) 870748
I would like to sell my Sega Master System with 1

EXTRAS FOR THE MEGA DRIVE

ACTION CHAIR

SEGA £109.99
Oh dear. Basically an oversized and overly expensive joystick which plugs into your Mega Drive. It simply doesn't work. Smeggin awful. *
ACTION REPLAY CARTRIDGE
DATTEL ELECTRONICS £49.99
Plug this straight into your Mega Drive, insert your favourite cartridge into the slot and what? Infinite lives, energy and what have you with this handy device that lets you "poke" (in other words, change) some of the data inside a game. Beat your mates and they won't know how you did it. ****

ARCADE POWER STICK

SEGA £34.99
Blimey, this is a well hard piece of kit. It's built to last and all those Buttons are just great. The Mega Fire switches on all three Buttons will too. Shame the stick itself is a tad too spongy. ****

CARRY CASE

I.S.M. £49.99
A sturdy custom-designed plastic carry case for your Mega Drive and kit. This can hold your Mega Drive, Powerbase Converter, two joy pads, up to five games and an AC Adapter. But look at the price-tag! At £20, fair enough, but at just under 50 quid - I.S.M. must be bonkers.

CONTROL PAD

SEGA £14.99
An excellent if basic joystick. No Rapid Fire gimmicky bits, just looks, responsive controls and a lifespan that would put a tortoise to shame. ****

EXPLORER

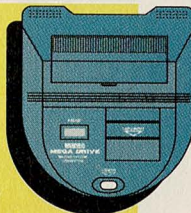
A DAN LTD. £29.99
Microswitched tabletop stick with two-speed turbo fire and a slow motion. Okay, it's not an oil painting, but it still performs well. ****

GIZMO

BEESHU £64.95
This is what you might call a trendy designer's worst nightmare. It may be strong, but with too much stick travel, useless gimmicks and an extortionate price, it's naff. **
MEGA DRIVE JOYPAD
HONEST £19.99
Looks like the joypad, but comes with three extra Buttons. Feels cheaper but the Buttons are okay. ****

POWERBASE CONVERTER

SEGA £29.99
Well, what can I say? For only 30 quid, you have the ability to redesign your own Mega Drive and make it look even more spanky. If you haven't got one of these already, you must be mad! Now you can use those classic Master System carts on your Mega Drive. A great add-on for a fab piece of kit. Ace! ****



XENON 2 £24.99
Tricky and tough aliens make for a real challenge in this fab vertically-scrolling shoot-'em-up. It's not quite a "classic" game, but it still manages to offer plenty of engaging action. ****

Y'S THE VANISHED OMENS £32.99
This role-playing game boasts large scrolling maps and a variety of puzzles and plots. If you've finished Phantasy Star, check it out. ****

ZILLION £24.99
Expansive Impossible Mission-style explore-'n'-shoot. Lots to do and nice looking, but the main character is awful to control. ****

ZILLION 2 TRI FORMATION £24.99
Sequel to Zillion which misses the point entirely. This drab scrolling shoot-'em-up is very repetitive and ultimately very unrewarding. **



BATTER UP (Import) £20
This baseball sim works well and has a great head-to-head option, good graphics and neat sound effects. There's still room for improvement in the game play though and the strange display doesn't help much. **

CASTLE OF ILLUSION £24.99
Mickey in all his glory, with superb game play, pretty backdrops and a cracking soundtrack. There is a major problem though: the tiny display makes this fiddly game all the more tricky to play on the handheld! ****

COLUMNS £19.99
Tetris game style and Dr Mario game play. Drop the columns of coloured jewels and get three-in-a-row. Mindlessly addictive and with a great Gear-to-Gear two-player option so you can challenge a friend. ****

DRAGON CRYSTAL £24.99
Role-playing arcade adventure featuring maze pathways revealed only upon exploration. Good idea but continual dead ends and retracing of steps grows very tiresome after a while. Poor "statistical" combat puts the final nail in the coffin. **

FACTORY PANIC £24.99
A novel puzzle-'em-up which has you changing switches on a complex system of conveyor belts to guide various goodies to your customers. Sadly, the security guards get in your way and mar the otherwise enjoyable game play. **

G-LOC £24.99
Superb introduction sequence followed by some not-very-superb game play. Fast, After Burner-like, but with all the

bad aspects of that game: repetitive, undemanding and unfulfilling. Certainly not to be confused with the coin-op which gives you better value for money. **

HALLEY WARS £24.99
Taito's vertically-scrolling shoot-'em-up isn't anything really innovative, but in the vein of the coin-op, it's still a damn good blast. Enough variety to stifle yawns and more than enough action. ****

HASTE GOLBY (Import) £25
Conveyor-belt-switching reaction puzzler in which you must direct the various goodies to the right places. This is simple arcade fun, and has great sound, but unfortunately the game play is repetitive. ****

LUCKY DIME CAPER (THE) STARRING DONALD DUCK £24.99
Mickey and Sonic now have a true rival... As good as the Master System version: massive cartoon sprites, great animation and some frustratingly addictive game play. Wait would've been proud... ****

NINJA GAIDEN £24.99
A fun walk, jump and hack-'em-up with fiddly graphics but six levels of frantic ninja action. If you liked GG *Shinobi* (see below) then you'll love this one (even though it is a tad too easy). ****

OUT RUN £24.99
Play this classic 3D racing game on your own or with a mate via the Gear-to-Gear option. Nice graphics and a good impression of speed. More courses would have been nice, but it's still a lot of fun. ****

PAC-MAN (Import) £20
The famous lemon chomps his way through the blue maze while avoiding the colourful ghosts (yet again). Love it or loathe it, this still remains a brilliant conversion of the coin-op, with graphics and sound effects straight from the original. ****

PENGO £19.99
Remember this one? Ancient game play but it's still wonderful. Slide the ice blocks to squash your enemies! Wonderful mix of speedy reactions and strategic thinking. Simple, cute and very playable. ****

POPILS (Import) £20
Rescue your gorgeous chick from Popils the sorcerer (ho hum). A puzzler head and shoulders above the rest with 100 levels and a fun Gear-to-Gear option. There's also an edit facility and memory back-up. ****

PSYCHIC WORLD £19.99
Scrolly platform beat-'em-up with telekinetic power-ups thrown in for good measure - just to spice things up. Not meaty enough for discerning game-players, but neat and certainly very playable. **

PUTT AND PUTTER £25.99
Crazy golf - but wait! Don't let that put you off. It's quite fun really. Impressive graphics and a neat two-player option, but the lack of variety makes it very boring in the long run. **

GG SHINOBI £24.99
First dedicated Game Gear title, and what a right stonker it is too. This beautiful *Shinobi* game has level select, gorgeous graphics, and superlulvverly sonics -

but hell's teeth, is it tough. This is a lasting challenge for mobile gamers everywhere. ****

SLIDER £24.99
99 levels of monsters, mazes and mayhem as you try to clear up the polluted labyrinths of the ecologically unsound planet of Roz. Plenty of neat little extras (bonuses and so on), but there's no two-player mode and far too many continue/password options. ****

SOLITAIRE POKER £25.99
This blend of solitaire and poker (yeah, yeah, we know it sounds a bit odd) will severely test your mental abilities. Pluck cards from "shoes" (not that kind of shoe...) on the left and slide 'em into the card grid on the right. Good fun, but not really something shoot-'em-up buffs have been waiting for. **

SONIC THE HEDGEHOG £29.99
Just as juicy as the Master System version, this classic game has all the features of the original. The action's even been enlarged to cope with the Game Gear's smaller display. 'Kin superb. ****

SPACE HARRIER £24.99
Ignore the scenario, it's a load of tosh. Just play the game. 3D action as you pilot your jetbike into enemy territory, destroying all manner of huge and segmented nasties. Fun but too tough on the thumbs! ****

SUPER KICK OFF £27.99
This Master System classic works brilliantly on the Game Gear and has all the features of its bigger counterpart. Excellent footy game play and loads of definable options. Great graphics too. A must buy! ****

SUPER MONACO GRAND PRIX £19.99
Compromised graphics and unrealistic handling make this a game for racing freaks only - so that's Andy out then. He can't even drive. Okay, so it's saved to a great extent by the head-to-head option, but don't expect a mini coin-op crammed onto your handheld... **

WONDERBOY £19.99
Old scrolling jump-'n'-shoot with plain visuals but a typical cute 'n' cuddly hero to save the world with. It takes a long time to get into the action, and even when you get that far, it's undercooked. Okay, but there are plenty of better handheld titles around - just look at 'em. **

WOODY POP £19.99
Remember those early video games of the '70s which had in-built versions of *Breakout* - the game where you had to destroy a wall of bricks by bouncing a ball against them? Well, this is more of the same, but updated. A cute clone with its own very unique style. Limited level select, piles of power-ups and distinctive graphics make this the best of its type so far. Very difficult but worth it. ****

WORLD CLASS LEADERBOARD £24.99
Wonderfully playable golf simulation boasting four courses and 72 holes. Realistic 3D graphics, good ball movement and some great animation of your player. Pick your clubs, check the wind and away you go. Your stats are displayed en route as you attempt to get around in as few strokes as possible. Fun for golfers and non-golfers alike, but a Save Game feature would have been nice. ****

joystick, Light Phaser and 14 games all for £250.
Tel: (0255) 861447
Atari ST Turbo Pack with 2 joysticks, stereo speakers, F-19, Speedball 2, Powermonger, Operation Stealth, Capcom Compensation, Golden Axe, Turbo Cup and Lemmings for sale. All boxed and all original. Worth over £600, but will sell for £325.
Tel: (02373) 3612

Gameboy and Game Light plus 4 games (Super Mario, Castlemania, Super Stars Wrestling and Tetris) for sale. Perfect condition and only 1 month old. £125 o.n.o.
Tel: (0932) 788184

Master System for sale, plus 5 games (all boxed), including Xenon 2, Wonderboy in Monster Land and Spider-Man. £170.
Tel: (0244) 344726
Sega Master System, Light Phaser, 2 pads, joystick, 10 games (2 built in) for £150. Also for sale: 10 other games, £15 each.
Tel: (0706) 372005
Commodore 64 with 55 games, including Creatures, Rainbow Islands and Navy Seals. Plus 2 joysticks. All boxed and in excellent condition. Worth £300, but will sell for £100 o.n.o.
Tel: (0332) 881025 after 4pm
Sega Master System with Alex Kidd, 2 control pads and 4 games: Ghouls 'n' Ghosts, Phantasy Star, Speedball and Wonderboy 3. Boxed and in good condition. A bargain at £90.
Tel: (0483) 892223
Sega Game Gear 12 in 1 cart. Only £85.
Tel: (0277) 822793

Akai Stereo System with AV Surround Speaker System, Turntable, Twin Tape Deck, Electronic Graphics Display, Headphones, remote control and speaker brackets. Six months old. Will sell for £400.
Tel: Ilminster 57437
Sega Master System, 1 joypad, and 7 games, including Populous, Golden Axe, Ninja and other good titles. Excellent condition. £130 o.n.o.

Tel: (0294) 218715
Master System Plus, R.F.U., 2 pads and 20 games, including Sonic, Mickey Mouse, Donald Duck, R-Type, Operation Wolf and Golfmania. Over 50% off at £275 the lot!! Games available separately.

Tel: (081) 660 5217 evenings/weekends
For Sale: Master System with 9 games (including Sonic, Shadow Dancer and Space Harrier) and 2 pads. £200

Tel: (0952) 717952 after 6pm
ZX Spectrum +2 with over 100 games, including Wrestle Mania, Turbo Out Run and Batman. Will sell for £80. Also on the Game Gear - Devilish! Will sell for £10 - a bargain.

Tel: (081) 361 9578
Sega Mega Drive with 6 games and 2 joypads. Games include Castle Of Illusion, John Madden Football '92, Quackshot, Golden Axe 2 and Sonic. 3 months old and boxed. Will accept £220.

Tel: (081) 650 7513
Master System, a Quickshot Deluxe joystick, and 23 games, including R-Type, Mickey Mouse, Xenon 2, Sonic, Wonderboy 3, Populous and lots more. Good games and all in excellent condition. Worth £800, but will sell for £200.
Tel: (0706) 350220

Mega Drive (boxed with original guarantee, instructions and so on). Includes 4 games: Sonic, Shinobi, John Madden Football '92 and Ghouls 'n' Ghosts. All in perfect condition. A bargain! Worth £350, but will sell for £220 o.n.o.
Tel: (051) 606 9800

Amstrad CPC 464 with colour monitor, over £160 worth of games and Cheetah 125+ joystick. Everything boxed, with instructions and user manuals. Very good condition. £200 o.n.o.
Tel: (0371) 850546 after 4pm
Master System Plus with 2 joypads, 1 Light Phaser and 8 games (2 built in), including Sonic and Golden Axe. Worth around £250, but will sell for £160.
Tel: (0705) 268453

(Boxed) Mega Drive and 9 games, Japanese and Master System Converter, 4 joypads and Sony speakers. Very good condition. Will sell for £325 o.n.o. or swap with an Amiga 500 Plus.
Tel: (0228) 20168

Commodore 64 with data recorder, disk drive, printer, music keyboard, sound expander cartridge and software - old style - for sale. Will sell for £150 or will swap for a Lynx, carts and a Power Supply Unit.

Tel: (0622) 747445 evenings only
Secondhand Mega Drive games bought, sold and exchanged. Games in stock: Sonic, Spider-Man, John Madden etc.etc. Write to: 3 Fairfields Crescent, St Ives, Huntingdon, Cambs, PE17 4QH or...

Tel: (0480) 63648
Game Gear, 2 months old. AC Adapter, Magni Gear, plus Sonic, Donald Duck, Joe Montana Football and Psychic World. All in excellent condition and a bargain at £170.
Tel: (0977) 516255 after 6pm

SWAPS

Will swap Columns (Master System) for Wonderboy 2 or Wonderboy 3; and Transbot for almost any other Master System game, especially Fantasy Zone. Greater Manchester area preferred.
Tel: (061) 792 7413

I will swap my Mickey Mouse and Rastan for Spider-Man and Indiana Jones (MS). You must live in the west of Scotland.
Tel: (0505) 842930

I will swap Altered Beast for any game (Mega Drive), except Japanese titles.
Tel: (0525) 715430

I want to swap Streets Of Rage and Robocop for Ghouls 'n' Ghosts, Road Rash and Gynoc. Also want Strider and any other good games. Will pay up to £20...
Tel: (0793) 522894 after 5.15pm

I will swap Populous for Forgotten Worlds or Sonic The Hedgehog on the Master System (UK only).
Tel: (0492) 544558

Will swap Streets Of Rage (US) for E.A. Hockey, Super Monaco G.P. or Bonanza Bros. Other good games will be considered. Must be boxed and with instructions.
Tel: (071) 607 0206

I have Mickey Mouse and Sonic. Will swap for Toejam And Earl or E.A. Hockey. Will also consider selling for £20. Please hurry!
Tel: (0229) 820230 after 6pm

I will swap my Alex Kidd in Shinobi World for your World Grand Prix, Tennis Ace or Fantasy Zone 2.
Tel: (021) 550 6357

Master System 2 with 2 games and all the wires. Will swap for Gameboy with Tetris, Mario and Robocop (or others). Will also sell for £80 (plus mags).
Tel: (0765) 689229

Mega Drive games for swap: Golden Axe for Shining In The Darkness. English versions only please.
Tel: (0327) 72244

I have got Secret Command and Mickey Mouse and would like to swap them for Thunder Blade or After Burner please.
Tel: (0626) 67375

I have Altered Beast, Super Thunderblade to swap. I would like Mickey Mouse, Ghouls 'n' Ghosts or Sonic The Hedgehog.
Tel: (0455) 285355

I want to swap Mickey Mouse, World Cup Italia '90, After Burner, E.S.W.A.T., Alex Kidd in High Tech World, and Fire And Forget for Spellcaster, Sonic, Tennis Ace and Super Kick Off. Write to: 66 Rillwood Court, Lumbertubs, Northampton NN3 4JS.

I will swap my Moonwalker and After Burner for World Cup Italia '90 and Slap Shot. Write to: 41 Collindale Avenue, Sidcup, Kent DA15 9DN.

I would like to swap my Mega Drive games: Altered Beast, Budokan, E.A. Hockey, Golden Axe and Mickey Mouse for Speedball 2, Super Monaco G.P., Robocop, Decap Attack, Pit-Fighter, Strider, Hellfire (English only).

POWERCARDE ACTIVE CONSOLE £299.99
An arcade cabinet with sticks and buttons. Plug in your Mega Drive, add a monitor and watch your mates fly into a jealous rage now you've got your own "coin-op." ***

QUICK GUN TURBO JONG RICH £16.95
Smart grey stick with nice clicky Buttons and a firm shaft. Feels rugged and it's responsive too. ****

SG FIGHTER QUICKJOY £14.95
Posey beyond belief, this is a responsive but weak stick. Fire Button and Start are small and too close together. Over the top. ***

STARCUSOR (AROUND £25)
A sturdy Scottish joystick (hoots mon), but you can't re-design the Fire Buttons. ****

STING-RAY LOGIC 3 £13.99
This is a vile, vaguely gun-shaped joystick with very awkward Buttons, a poor trigger and an unbelievably inaccurate stick. *

STRIKER BEESHU £29.95
Barf! Buttons are garish, with no feedback and the joystick is vile - it's too easy to accidentally select the diagonals. It also has a useless headphone extension socket. *

THUNDERSTICK KRAFT £39.99
Aargh! The stick travels about three inches in every direction. Makes you look like you're doing the hokey-cokey and is hideously unresponsive. *

ZY-FI SPEAKERS £39.99
EVESHAM MICROS £39.99
Output your Mega Drive's carting stereo sound straight into these speakers and enjoy! They work fine (and you can use 'em with your walkman too). ****



EXTRAS FOR THE MASTER SYSTEM

THE BUG CHEETAH £14.99
Shaped like an oversized beetle with two Fire Buttons for "eyes," this novel micro-switched joystick for the Master System is suitable for both left and right-handers. ****

CAMERICA FREEDOM STICK CAMERICA £39.99
A very large tabletop, infrared jobby. A bit unresponsive though. The stiff joystick is tiring on the hands and the weedy base will probably collapse after a heavy playing session. **

CHEETAH 125+ CHEETAH £9.99
Nice Fire Buttons plus auto-fire switch but the whole thing just feels cheap, tacky and built to bust. *

FREEDOM CONNECTION SPECTRAVIDEO £19.99
Not a joystick as such but a doobrie that can transform your joystick into a totally fantabulous infrared "remote" controller. Now you needn't be tied down by the length of your leads ever again!

LIGHT PHASER SEGA £29.99
A plug-in pistol which you can use with games like *Laser Ghost* and *Operation Wolf* (among others). Just shoot to

kill with this handy gizmo. **

SPEEDKING KONIX £12.99
A strong and very responsive stick. But the weird design may not be everyone's cup of tea. **

POWERPLAY CRYSTAL POWERPLAY £12.99
Awkward Fire Buttons make good gaming really impossible and its strength could be a problem too. *

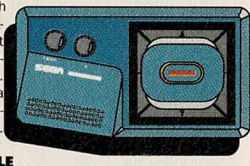
QUICKSHOT DELUXE DIGITAL QUICKSHOT £9.99
A tough, handsome stick but a few Buttons on the base would have been a real boon - especially when you get tired. ****



QUICKSHOT GAME CONTROLLER
QUICKSHOT £8.99
Weird-looking doobrie that looks like the handlebars on a bike. It looks good though and can withstand an intense bout of gameplaying. ****

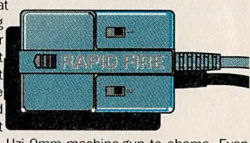
SEGA CONTROL PAD SEGA £6.95
A durable but piggin' ugly stick with a wobbly jypad and good Fire Buttons. A fine meat-'n'-potatoes stick but with absolutely no street cred whatsoever. ***

SEGA CONTROL STICK SEGA £14.95
There's nowt much wrong with this little beauty apart from its grim business-like looks. This is still a strong and responsive stick though. Go for it! ****



SEGA HANDLE CONTROLLER SEGA £39.99
Basically this joystick mimics an aircraft yoke. Sadly, it looks tacky and feels weak. **

SEGA RAPID FIRE UNIT SEGA £5.99
A handy unit that you can plug directly into your joystick. So what does it do? Well, it gives both Fire Buttons the kind of firepower that would put even an Uzi 9mm machine-gun to shame. Even Arnie would have fun with this one... ****



SEGA SG COMMANDER SEGA £9.95
Slightly better than the Control Pad. It's good to see the Rapid Fire switches, but how long they'll last is another matter! ****

ULTIMATE SUPERSTICK BEESHU £37.95
Caters for left and righthanders, has dial-a-speed and

auto-fire facilities. It feels horribly weak though and looks a sight. Not responsive either. **

ZOOMER BEESHU £41.95
Another "yoke" stick. Sorry, this one's an unresponsive pile of plastic poo. *

3D GOGGLES SEGA £49.99
Snazzy looking plug-in goggles to give you that extra poise at parties. The effect isn't brilliant but they're quite a novel add-on. **

FOR BOTH MACHINES...

CARTRIDGE CADDY SEGA £4.99
Basically a plastic tray designed to hold up to eight Master System or Mega Drive carts (including boxes). Er, and it holds them, er, sort of, er, upright. That's it really. Neatness freaks will love it. ****

INFRARED JOYPADS SEGA £34.99 (MD) £29.99 (MS)
Plug this nifty infrared receiver into your Mega Drive or your Master System and you're away. You can use the jypads at a distance of up to four metres from the receiver, but unless you've got a massive television set, you might as well play your games on a screen the size of a stamp. Each jypad requires four HP 16 batteries.

Of course, it helps get rid of those spaghetti lead nightmares and if you fancy a bit of lying-on-the-bed-and-zapping luxury, there's nothing better. There's no loss in responsiveness either. ****



CARTRIDGE SOFT PAK SEGA £7.99
For the discerning gameplayer about town comes this acme of fashion accessories. The Cartridge Soft Pak is made of a tasteful blue and black material, complete with sturdy velcro strip to hold your cartridges in place. It can hold up to eight Mega Drive or Master System games. *

MEGA STAND KMA LTD (AROUND £60)
The Mega Stand is KMA's answer to the hi-fi, video and TV stand. Your Mega sits on top and there's room for sticks, pads and up to 11 games. There are even cable ties. Nice but



expensive. ****

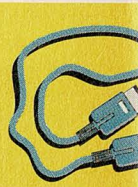
FOR THE GAME GEAR

AC ADAPTER SEGA £9.99
These don't come with the Game Gear, and since batteries last about as long as a British summer, you'd be well advised to get one.

BATTERY PACK SEGA £29.99
Say goodbye to battery blues with this very nifty rechargeable Battery Pack. You need the AC or Car Adapter to charge it up, but once powered, it can provide you with a full day's worth of solid gameplaying. *

CAR ADAPTER SEGA £17.99
One end of this 1.5m long lead plugs into the Game Gear, the other into a car's lighter socket. It's great if you're on a long journey in the old motor - and saves on batteries too (always a big problem). ****

GEAR-TO-GEAR CABLE SEGA £4.99
Use this lead to join together two Game Gears. This enables you to play against a friend in games with a simultaneous two-player mode. Remember that the cable only works when both players have a version of the same game. ****



MAGNIGEAR EUROMAX £12.99
Not as good as the Wide Gear (see below), but it does enlarge the Gear's tiny display reasonably well. **

MASTER SYSTEM ADAPTER £34.99
Play any Master System game on your own handheld with this great add-on. For the price it's a real bargain! Check out your local Sega dealer for more detailed info about the machine. ****

TV TUNER SEGA £74.99

Small oblong doobrie that plugs into the cart slot and enables you to pick up any TV channel and use the Game Gear as a portable mini TV. Eastenders? Home And Away? Those early morning Open University lecture courses with the strange hippy people telling you all about mega mathematics? Well, you'll never have to miss your favourite programmes ever again with one of these...



Our advice though is to wait, 'cos it's very likely there'll be a price cut sometime in the summer. **

WIDE GEAR SEGA £14.99
This fixes directly onto your Game Gear and attempts to improve the quality of the screen by magnifying the display. Now you can say good-bye to that painful old eye-strain (a common complaint made by Game Gear owners) and play your handheld 'til you drop! ****

SWAPS

Tel: (0621) 819460
I will swap Ghoul's 'n' Ghosts, Quackshot and Sonic The Hedgehog for E.S.W.A.T., Pit-Fighter or any other good game.

Tel: (0535) 603167
Will swap my Alien Storm (MS) in good condition for either Out Run Europa, Golfmania or Golden Axe. Any other carts in good condition will be considered. Tel: (0942) 861434
Yo! Kids out there! Fantasia Block Out and so on for swaps. Will also buy or sell for cheap prices. Both MD and MS up for grabs. For more details, ring me! Tel: (081) 941 3477 after 6pm
Master System Plus, 2 jypads, joystick, 6 games, 2 built in, including Donald Duck, Pac-Mania, Galaxy Force and World Cup Italia '90. Will swap for Mega Drive plus 1 game or will sell for £99. No offers (all boxed). Tel: (0992) 641566
I will swap Golden Axe for Rastan, Strider, California Games, R-Type, Mercs, Dynamite Dux or Lord Of The Sword. Tel: (0932) 352746 after 5pm

To swap: Sonic The Hedgehog, E.A. Hockey, Wrestle Mania, Robocod, Golden Axe 2, John Madden, Streets Of Rage etc. etc. I want older less popular games. Tel: (0923) 226784

Budokan and Last Battle for swaps, or will sell them for £25 each. Will swap for John Madden, Populous or PGA Tour Golf. Will consider other good titles. Tel: (0420) 473865
Will swap Out Run for After Burner 2, F-22 Interceptor, Super Monaco G.P., Art Alive! or Quackshot (MD). Games boxed and with instructions please. Tel: (0279) 450793 after 6pm
I have Mega Drive Quackshot and Wonderboy 3, and will swap either for James Pond 2 or Castle Of

Illusion - or sell for £25 each. Will also swap Altered BEast for UK/Japanese Adapter (Mitchem). Tel: (081) 679 9104
I will swap my Ghoul's 'n' Ghosts for your Speedball on the Master System. Sheffield, Chesterfield, Rotherham area preferable. Will collect. Tel: (0246) 435012
I am willing to swap Sonic The Hedgehog (boxed and in good condition) for E.A. Ice Hockey (boxed, in good condition and with instructions). Tel: (0904) 83410
I will swap my Castle Of Illusion, Alex Kidd in Miracle World, Alex Kidd and the Lost Stars, Chopflifer and Great Basketball for The Flintstones and Pro Wrestling. Tel: (0275) 852158
Swap my Master System with 3 games (Wonderboy 3, Ninja and Alex Kidd titles) boxed with instructions for your Mega Drive with Sonic and James Pond 2. Again, must be boxed and with instructions. Tel: (0466) 792506
I will swap Double Dragon or Golden Axe for California Games, Wonderboy 2 or 3, or Populous. Also willing to sell for £15 each if you're interested. Tel: (06515) 384
I have Wonderboy 2, Slap Shot, Fantasy Zone 2 and Phantasy Star plus many other good titles. I need Populous, Monopoly, Super Space Invaders, Chopflifer, Paperboy, Pac-Mania and Asterix. Tel: (0463) 222578 after 6pm
Master System owners! I've got Golden Axe, Altered Beast and Super Monaco G.P. I want your Populous, R-Type or Paperboy. Care to swap? Tel: (0952) 252897 after 6pm
I will swap my Wonderboy 3 for your Super Kick Off. Thank you. Tel: (0400) 81542

GOODS WANTED

Toejam And Earl, Road Rash, E.A. Hockey, PGA Tour Golf, The Immortal, John Madden Football '92, Golden Axe, Zero Wing, F-22 and Super Monaco G.P. Will pay between £10 and £15 each. Wanted urgently!! Phantasy Star 3, Budokan and Gynoug

wanted too! Thanks!
Tel: (0302) 746 253
Wanted: Sonic, The Lucky Dime Caper and Alex Kidd in Shinobi World. All boxed and with instructions please. Will pay up to £12 maximum for each cart. Good condition only. Tel: (081) 539 5980
Games wanted for Mega Drive: Super Monaco G.P., PGA Tour Golf and California Games. Must be boxed, with instructions and in good condition. Please phone between 6.30 and 7.30pm. Thanks. Tel: (061) 370 2045

Mega Drive and Gameboy games wanted. Willing to pay up to £15 for Mega Drive titles, £10 for Gameboy titles. Any games considered. Write to: 11 Elizabeth Place, Sompting, West Sussex BN15 9UJ.

I will pay up to £20 for Shadow Dancer or E.S.W.A.T. for the Mega Drive. You must be in the central Scotland area though. Tel: (0698) 373023
Wanted: Sega Mega Drive with some games. Tel: (0621) 740637
Wanted: Mega Drive with 1 or 2 games. Must be under £95. Tel: (0245) 490595
Back issues of mags wanted as follows: Sega Power issues 1 to 22, 24 and 28. Sega Pro, issues 1, 2 and 3. Will pay £1 each, but only if in good condition. Tel: (0376) 550242
Wanted: Game Gear. Will pay between £40 and £50 with 1 game. Also want to buy Game Gear games for between £10 and £12. If interested, please phone. Tel: (0366) 500700
Wanted: Game Gear with 2 or more games. Will pay up to £65. Must be in good condition and boxed if possible. Please ring. Tel: (0656) 659328
Wanted: Mega Drive carts Mickey Mouse, Revenge Of Shinobi, New Zealand Story or Marvel Land. Will

pay reasonable prices or will swap Curse and Insector X. Part exchange considered. Tel: (0706) 370654
Wanted: Speedball 2 and Robocod. Will pay £20 each or will swap for Sonic The Hedgehog. Tel: (051) 625 6188
I am interested in any UK Mega Drive games in good condition. Good prices paid. Tel: (021) 444 0678

HELP WANTED

Can anyone help me get past the third castle in Alex Kidd In Miracle World? Write to: 28 Scott Drive, Huntly, Aberdeenshire AB54 5DB.
Need cheats on any Master System game? Write to: "Sega Kids", 162 Portland Road, Hove, East Sussex BN3 5QL.
Can anyone tell me how to get the clean mirror in Bubble Bobble on the Master System? Do you also have the password to round 200? I have already reached round 199. Please phone! Tel: (061) 231 6267 after 6pm
Can anyone lend me instructions for Sonic The Hedgehog and Ghostbusters. I will pay. Please help! I am going mad not knowing how to play these games. Tel: (0532) 706640

PEN PALS

Console Pen Pal Club. Send £1 with name, address, age, type of games system and so on (and parents' signature if you're under 16) to: 20 Monteth Crescent, Boston, Lincolnshire PE21 9AX. You must be under 18 to join, okay?
Pen Pal wanted. Boy or girl, aged between 13 and 15. Must have interest in the Game Gear and want to swap games of all kinds.
Must also have a sense of humour. If you think you're the pen pal for me, write to: 40 Greenbank Road, Hoole, Chester, Cheshire, England, or phone between 4 and 10pm and we can have a chat. Tel: (0244) 326039

STILL NOT HERE...

GAME GENIE CODE MASTERS £49.99

Planned for release sometime in the summer, this plug-in gadget is Code Masters' answer to Datel's Action Replay Cart (see Mega Drive Extras). It's a similar cheating device which aims to help you get the most out of your current stock of games by providing infinite lives, energy and what have you.

GRAVIS SPECTRAVIDEO, AROUND £40

This tabletop stick looks well impressive. It boasts adjustable stick tension, three independent Fire Buttons, a foam-covered stick and comes in either a black or a transparent casing. We can't wait to see it - it looks stunning and has been consistently voted Number One in the US. Who knows? It could well become the definitive joystick over here too. We'll be giving you the low-down as soon as we can.

JET RANGE PRODUCT 2000 LTD

There are going to be two Sega compatible models in this new range of joysticks from Product 2000 Ltd: the Megajet and the Superjet. We'll be reviewing them as soon as we get our mitts on the pair.

MANTA-RAY LOGIC 3 £13.99

From the people who bought you the Sting-ray, this stick looks like a blue clam with three Fire Buttons running along the side. It's got a stick on the top and fits snugly in your palm - and Logic 3 say it's going to be brilliant.

MEGAPLAY TO BE ANNOUNCED

An adapter that enables you to plug in ten Mega Drive games at once then instantly access any one of them at the flick of a switch. Could be good, but there's no release date as yet.

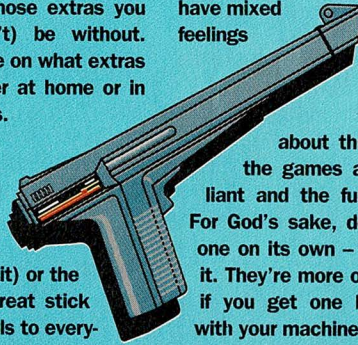
OUR GUIDE TO THE GOOD AND THE NAFF IN SEGA GEAR

OKAY, SO YOU'VE JUST GOT your machine and you've been looking at all the juicy extras you can get for it. You've checked out the *Sega Power* ratings and there's loads of good (and bad) stuff that you think you might (or might not) need. Now what?

Well, read this for starters. This is a special guide to all those extras you should (and shouldn't) be without. We've based this guide on what extras we actually use, either at home or in the *Sega Power* offices.

MASTER SYSTEM

Joysticks: we tend to use the Sega Control Stick (a fine piece of kit) or the Konix Speedking (a great stick but not one that appeals to everybody - Andy uses it nearly all the time, for example, but Neil just can't get to grips with the thing and prefers using the Sega Control Stick instead).



Rapid Fire Unit: this is an excellent extra for tough shoot-'em-ups (and at a bargain price too). We really couldn't do without it. Good for cheating too.

Light Phaser: we all have mixed feelings

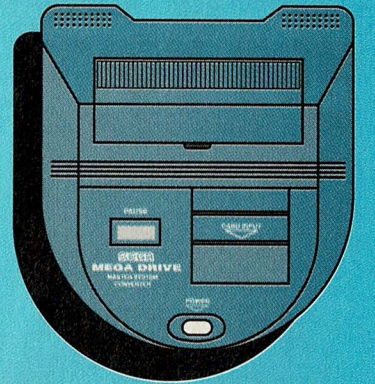
about this device. None of the games are really that brilliant and the fun soon wears off. For God's sake, don't bother buying one on its own - it's just not worth it. They're more of a laff kinda thing if you get one bundled "for free" with your machine.

3D Goggles: a waste of money. They were a nice idea, but the software support has been awful and as a result, the novelty soon wears off.



fire Buttons, for instance. Most Mega Drive sticks we've used have forced us back to the original pad because they're so embarrassingly cruddy.

Powerbase Converter: this is a vital buy, especially if you've just upgraded from your Master System, 'cos it enables you to play all your old Master System carts on your Mega Drive.



MEGA DRIVE

Joysticks: the nice Sega Control Pad is very good, but if you're really desperate for another pad, go for one with extra features - like turbo auto-



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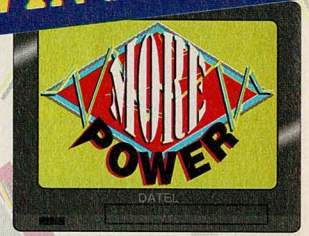
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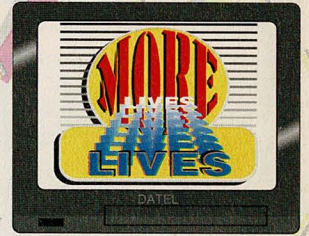


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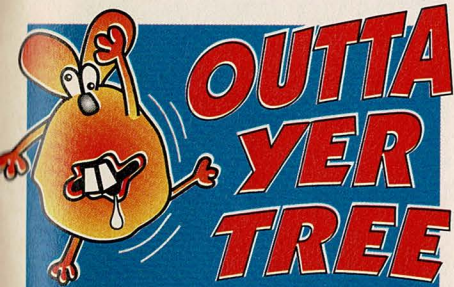
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SCRIBBLINGS

Questions answered, complaints dealt with, jokes laughed at and lots more besides in Britain's best Sega letters pages. If you've got something to say then we want to know about it. Don't forget: the author of our Star Letter wins a groovy *Sega Power* T-Shirt!



OUTTA YER TREE

SOME OF THE LETTERS WE GET IN the *Sega Power* offices are truly bizarre. Here's a selection of some that we just don't understand. See if they make any sense to you...

...all so are ther any power up or tips for *Thunder Blade* and *R-Type* please please look forward to May...

We always look forward to May: better weather, longer days, softball on a Thursday in Viccy park... Andy

...I asked my parents if I could have a Game Gear for Christmas but they said it was to expensive and asked if I wanted a Game Boy instead. I said no thankyou and I got a radio in the end.

So where do you put the carts? Andy

...to me, *Sonic* isn't exactly fast - apart from Stage 1 (Act 1) which is fast because you can get the power trainers. The rest of the game is normal though because you can't get the trainers. So how come it's a fast game? And bye the way, are their pokes you can give me for it?

Certainly. Come round here and we'll give you lots of pokes. Andy

...you once said that the Rechargeable Battery Pack gives you about a day's playing time. Exactly how long is a full day's playing time?

Well, it's about as twice as long as a piece of string really. Andy

...the Game Gear has an advantage over the Mega Drive because you can play it in the car or take it on holiday. Games are generally a lot cheaper too. But the Mega Drive has a larger choice of games and the quality of the graphics and sound is far, far better than the Game Gear...

Oh good. We always wanted to know what the differences between the two machines were. Thanks for that. Andy

OUR EARS ARE SO BIG, WE'RE BRILLIANT AT listening. If you've got something to say we're right here and we'll help you out whenever we can... Send all your letters (and bribes) to: **Scribblings, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW.**

SONIC'S CHOPPER

Dear *Sega Power*,
In your wargames feature of issue 29 (on page 20), why on Earth did your helicopter have a little picture

of *Sonic* on its tail?
Jamie Playford, Norwich

Picture the scene, Jamie: the *Sega Power* offices. The Art Ed (Mark) is talking to an artist (Graham) about some pictures we want designed to illustrate the wargames feature we're running in the mag.

Mark: Oh yeah, can you give the chopper and the plane some nose art?

Graham: Sure. What do you want?

Mark: *Sonic*.

Graham: Sure, no problem.

There we go. Let's hope you can sleep at night now, Jamie. Andy

JERK

Dear *Sega Power*,
We have this jerk at school called Gerrard McGovern who is totally mad on Nintendo.

William Callewaert, Penn

There's always one. Gerrard, you're obviously not smart enough to be into *Sega* (and we don't want you to be either, because we've got no time for jerks with no taste), so just keep your Nintendo obsessions to yourself, okay? Andy

TOP SHELFERS

Dear *Sega Power*,
Is there going to be a strip poker game on

Will strip poker ever reach the Mega Drive? And do you want to see more of this kind of thing? See Top Shelfers...

the Mega Drive? Someone told me that there was one coming out, but I haven't heard anything since.

Mr Big, Southall

Why do you call yourself Mr Big? And would you really spend £40 on a strip poker game? If it's girlies' breasts you want, then why not get a copy of the *Daily Sport* or something? You can find loads of pictures in there and get yourself 142 copies (about five months' worth of newspaper) for the same price. Andy

MORE OR LESS?

Dear *Sega Power*,
I'm just writing to say what a wonderful mag you make. As a newcomer to the *Sega* scene, I really needed to find a mag that gave an honest opinion on games (and a mag that looked like the reviewers had played the game for more than ten minutes too). Could you tell me though why most multi-format magazines are about twice the size of *Sega Power*?

Lee Stenning, Haywards Heath

Simply because they are covering loads of other machines - which is, of course, a waste of space if you don't have the machine. *Sega Power* is 100% *Sega* with no wastage. Okay,

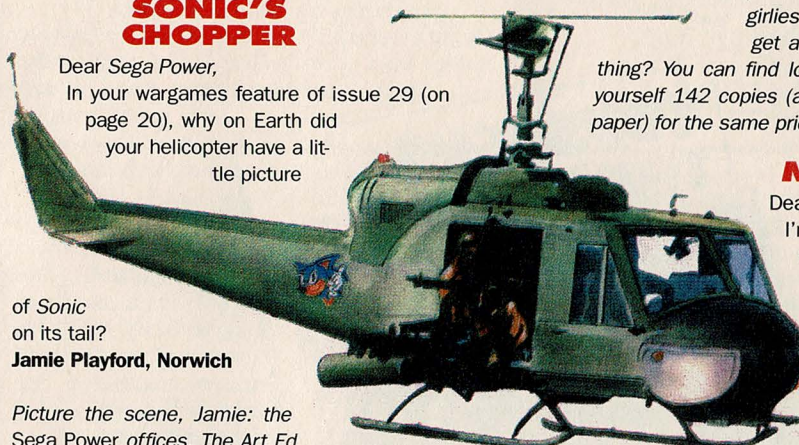
it's smaller than some, but it's still miles better than most! Andy

KIDS' GAMES

Dear *Sega Power*,
My house has two Master Systems that are constantly in use. Our four year old daughter loves playing games on her machine but she gets very frustrated when she reaches a point in a game that she can't successfully get past. We try to help and encourage her, but she still gets terribly frustrated. Is there any way you could have a kid-die section in your mag?

Mrs Brown, Romford

It's a tricky one, Mrs Brown. I don't think there are enough games aimed at the very young to justify a



8 TOP MODELS REVEAL ALL!!!

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SEGA POWER JUNE 1992

➤ separate section in the mag. When we do get games in this category though, we'll clearly point the fact out in the review.

Thanks for suggesting the idea though. **Andy**

SPEAKER CHOICE

Dear *Sega Power*,
I am considering buying some speakers for my Mega Drive. Do you have any suggestions?

Dave Blackwell, Swindon

Yes, we use the **Zy-fi Speakers** from **Evesham Micros** ☎ (0386) 765500. They normally cost **£39.99** – but we got ours for free. **Andy**

TOYS 'R' GREAT!

Dear *Sega Power*,
I buy my games from Toys R Us because they have a no quibble money back guarantee. If I don't like a game or if it's too easy, I can take it back and get a refund – unlike most other shops.

This is brilliant and I'd recommend everyone to shop for their Sega stuff at Toys R Us.

Carl Robinson, Ipswich

Good on you, *Toys R Us*. We're all for trying before you buy – it's a brilliant idea. **Andy**

NAME THAT TUNE!

Dear *Sega Power*,
Could you please tell me the name of the distinctive tune that is played during the Jungle Zone (in the Master System version of *Sonic*)? I'm going barmy trying to work out what it is.

My mum thinks she knows, but can't put a name to it. On the Bridge Zone, is the tune that plays called "Just One More Time?"

Stuart Kilmister, Warstock

Erm, our musical tastes aren't exactly "ordinary," so unfortunately, Stuart, none of us have a clue what the tunes are! Sorry about that. Now if they ever release a game with tunes by *Extreme Noise Terror* or *The MØB*, then we'll be able to help you out! **Andy**

SSLY GONE?

Dear *Sega Power*,
Ever since *Sega Power* started as a mag called *S*, I have read every copy and loved them

■ He's gone forever – thank God (you shouldn't say that – **Andy**). Yes, *Ssly* is now no more. A snake of much deadness, in fact. Find out more in *Ssly* Gone?



■ Evesham Micro's Zy-fi Speakers boost your Mega Drive sound, so now you can rave and play at the same time. That's the idea anyway. See *Speaker Choice* for more info

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■ Try before you buy: we've been harping on about it for ages but now Toys R Us are doing it for real. See *Toys 'R' Great!*



all. But from issue 23, *Ssly* the snake has disappeared. Where has he gone?

Joshua Devore, London

It's a sad tale, the tale of *Ssly*. He left for his annual two weeks holiday in Brazil to visit his cousin, but was snake-napped by an ancient tribe (none of whom owned Segas, and so were unaware of *Ssly*'s stardom). They wanted to use him in some bizarre fertility ritual apparently.

Anyway, to cut a long story short, *Ssly* is no longer with us. Well, actually, he is – but now he's stuffed and mounted in a glass case sitting on my desk. It's all very tasteful.

Ssly's got a big grin on his face and we did have him stuffed while coiled round his favourite Konix Speedking joystick. Okay, he can't play games anymore, but he makes a fine paperweight. **Andy**

SCART SMART

Dear *Sega Power*,

My TV is capable of taking a SCART lead. You once said this can give you a crystal clear and pixel perfect picture. What exactly is a pixel?

Anyway, in answer to the guy who wrote in last month saying the *Sega Power* crew aren't funny enough, my answer is this: he should go out and laugh at *Sega Force*.

I subscribe to *Sega Power* because it's a seriously good computer mag. Keep up the good work, crew, you can be funny at times!

Brian Houson, Scotland

Well, pixel stands for picture cell. Your TV screen is made up of thousands of these picture cells (go right up close to the screen and you'll see it's made up of loads of little dots. These are pixels).

A SCART lead (which is a 21-pin connector) does generally produce a better picture, so if you've got a SCART telly it's well worth buying one.

They should be available at the shop where you buy your carts – *Sega* have just released one, in fact.

As for the rest of your comments, thanks. **Andy**

DON'T TOUCH!

Dear *Sega Power*,

I am an avid *Sega Power* reader. Can you help me with a problem? I have now



HERE'S A NEW SECTION OF THE Scribblings pages that enables you to vent your spleen at whatever's got you hot under the collar. If there's something that really cheeses you off, write to: **Rant 'N' Rave, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW.** Over to you then...

■ ...I am totally cheesed off with *Sega* at the moment. *Forgotten Worlds*, *Mercs*, *Alien Storm*, *Bonanza Brothers* – what have these games got in common? They're all two-player on the Mega Drive and only one-player on the Master System.

I was really excited when *Alien Storm* was released for the Master System because it's my fave coin-op.

Surely it's easy enough to do two-player games on the Master System? After all, they did *Bubble Bobble* and *Super Kick Off*.

If *Sega* want me to carry on buying games at around £30 a shot then they better start designing more two-player titles for the Master System.

Chris Jeans, Cardiff

■ ...I know you've got to compete against rival magazines each month but I reckon some of the features you carry every month are a complete waste of space. The *Hard Line* should only appear every six months or so...

Stephen Hughes, Southport

■ ...I'd like to know how software houses can justify pricing their games at between £35 and £60 a throw when the same games on other formats can be as much as £20 cheaper...

Iain Catto, Edinburgh

■ ...before I go, I would just like to say that I think *Curly* is a big-headed git. I didn't even know there was a *Sega Euro Championship*, let alone where it was held. He could be lying for all I know (or care)...

Simon Coyle, Lisburn

■ ...I was reading another *Sega* mag the other day in which one reader claimed to have switched to them from *Sega Power* because they were cheaper. With a cover price of £1.95, I can't see it myself...

L. Bumett, Bristol

■ ...I hate it when other mags get their facts wrong. *Rolling Thunder 2* imports do work on a UK Mega Drive!

Lee Maguire, Ascot

had three Mega Drive carts fail on my machine – no picture, no sound, no nothing.

Is it because my three young children have been banging the carts around or taking the carts out of the machine when it's still on? It's getting really expensive to replace them!

Please tell me what's the most common reason for cart failure and where I can get them repaired.

H Morgan, Bridgend

Mega Drive carts are pretty sturdy, H, although we wouldn't recommend you bash them around just to see how tough they can be.

I reckon the problem started because your children have been taking the carts out and putting them back in when the Mega Drive's still on.

This is the most common cause of cart failure (it can ruin your machine too) because inside each cart are some very delicate chips. They can easily be ruined by an unsteady or sudden power surge.

The static electricity in the human body, for example, is enough to blow a chip if you touch one without earthing yourself – they're that fragile.

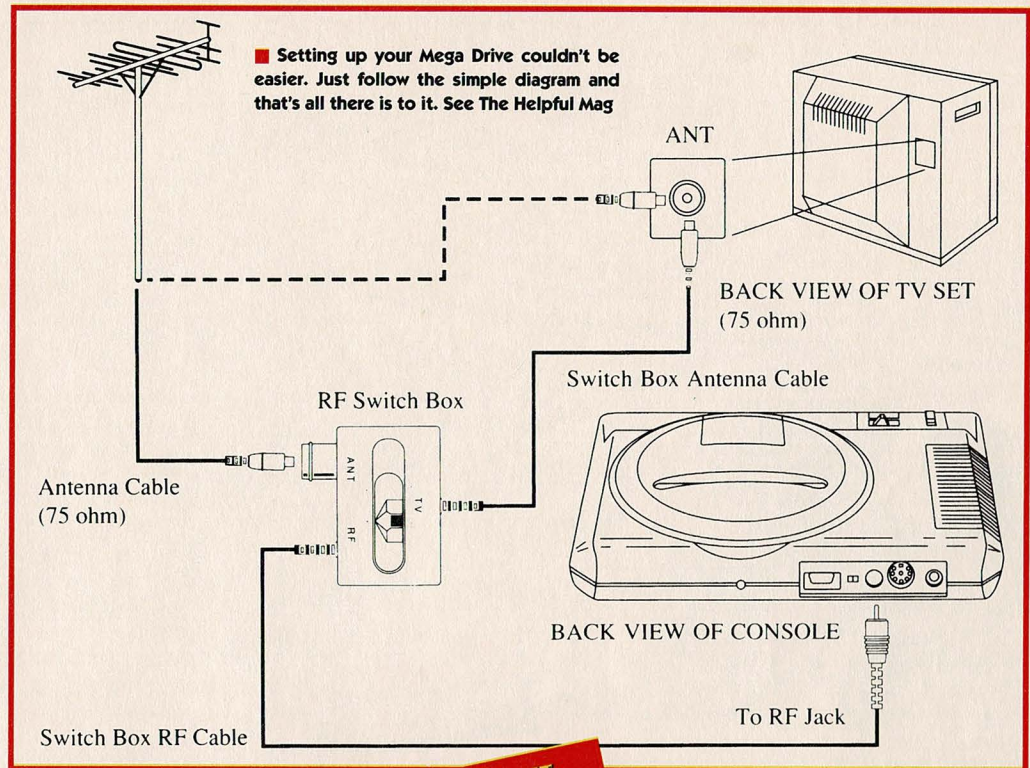
I can only offer precautionary advice: never plug carts in or pull them out when the machine is still turned on. If a cart has suffered in this way it can't be repaired and you'll have to buy a new one. **Andy**

THE HELPFUL MAG

Dear Sega Power,

I am wondering if Segas are safe for young children. If the young person doesn't know how to set one up properly or how to put the games in, for instance, the Sega will go all funny, surely?

What will you do to help young children know how to set up their Sega properly? Thank you for your time



and I hope you can sort this one out.

Jay Firth, Stockport

Er, always follow the instructions on how to set up your Sega? Or get an adult to do it for you (that's a better idea because then they have to do the work for you while you sit back and shout "Hurry up!" at them. Excellent!) Andy

BOOKER PRIZE...

Dear Sega Power,

I would just like to say a big thank you for producing those two great books. I spent many hours battling with *Golden Axe* and then riding with the superb *Road Rashers*.

Is there any chance of a book about the *Sega Power* crew?

James O'connell, Horley

Cheers, James. It seems thousands of you enjoyed the books, so we're thinking hard about what new ones we can do.

As for a book about the *Sega Power* crew, well, it's an idea, I suppose. We'll give it some thought. Just keep watching out for your new copies of *Sega Power* each month – you never know what you might find on the cover. Stay tuned! **Andy**

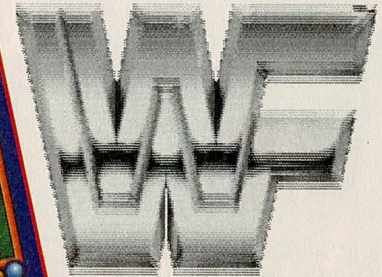
WWF COMING!

Dear Sega Power, Most of my mates own Nintendos and reckon

they're much better than Segas because you can get wrestling games for them (unlike Sega machines). Are any wrestling games coming out for the Sega soon?

Phil Hulme, Liverpool

Yep. Acclaim will be releasing a wrestling game endorsed by the WWF in a couple



■ At last, WWF is coming out for the Mega Drive. See *WWF Coming!* of month's time called *WWF*. Watch out for the exclusive *Sega Power* review. **Andy**

CONVERTED?

Dear Sega Power,

My friend says that you can get a Powerbase Converter for the Master System, is this true? Does it make your Master System look just like the Mega Drive?

Gavin Sedgewick, Sheffield

*Have you seen a Powerbase Converter for the Master System in *Sega Power*? I don't think you have – there's no such thing and there never will be.*

The machines are too different to upgrade backwards (erm, if you know what I mean).

*If anything's coming out for your machine though, then the first place you'll learn about it is in *Sega Power* and not from your friend. So now you know where to come. **Andy***

AMERIKEE BOUND

Dear Sega Power, I'd like to ask you a couple of questions, Andy:

- I'm moving to America later this year and I want to take my Mega Drive over with me. I know the power supply and TVs are different but will the Mega Drive still work or will I have to fork out for a brand new machine?
- You keep telling us how many Mega Drives have been sold around the world and how that figure keeps increasing, but surely Sega's profits must be going up too? When are Sega going to drop the prices of the machines? It's happened with videos, CDs and computers, so why hasn't it happened yet with video game consoles? Digby, Dewsbury

Flog your Mega Drive before you go to the States (whereabouts are you going? Can I come and stay for a couple of weeks?). It's doubtful the machine will work and to get the thing reconfigured will cost more than a new Genesis (the American name for the Mega Drive).

They're a lot cheaper over there, fortunately, so the money you make from selling your Mega Drive in the UK will probably cover the cost of buying the new machine.

Prices are bound to continue falling. We've already seen a couple of price-cuts on the Mega Drive (especially with bundles like the current Sonic bundle) and it's likely that more will follow – maybe when the Mega CD is launched?

*Just keep your eyes open and we'll let you know as soon as anything happens. **Andy***

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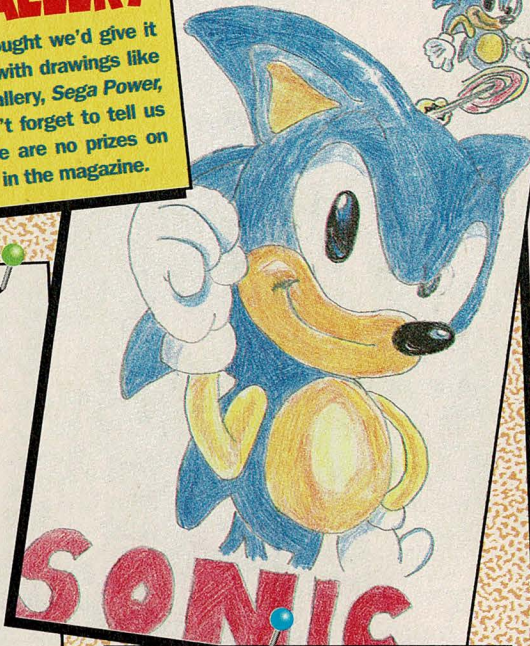
The Gallery's getting so smart these days, we thought we'd give it some real space. If you reckon you can come up with drawings like the ones shown here, then send them in to: The Gallery, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW. Don't forget to tell us how old you are either. We're tight gits, so there are no prizes on offer, just the chance to have your work displayed in the magazine.

They're creepy and they're kooky,
Mysterious and ooaky,
They're altogether Spooky,
The SEGA FAMILY.

PEPSI SEGA,
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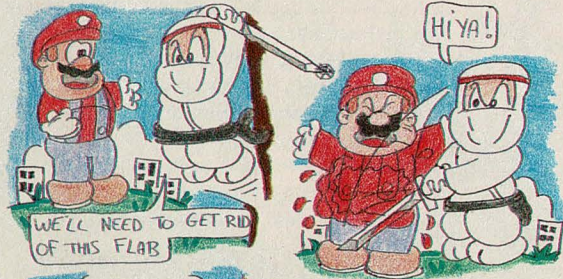
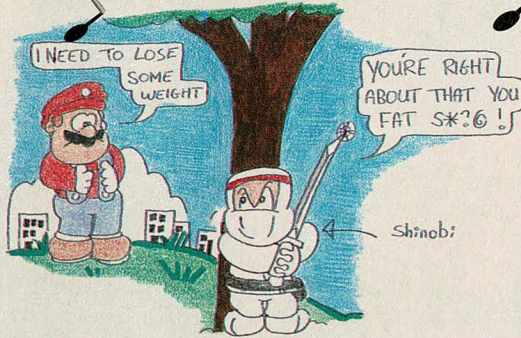
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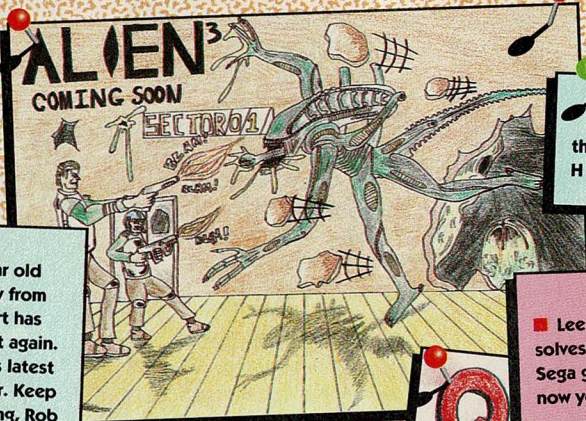
SONIC

■ Mark, the Art Ed, liked this piccy of Sonic from John Pick in Pontypridd. I think it's a bit dull really - but, yeah, it is well done...

■ *Sega Power's* fave cartoon characters get together in Victoria Shuz's piccy. I'm still not sure about the state of Pepsi's knickers though...

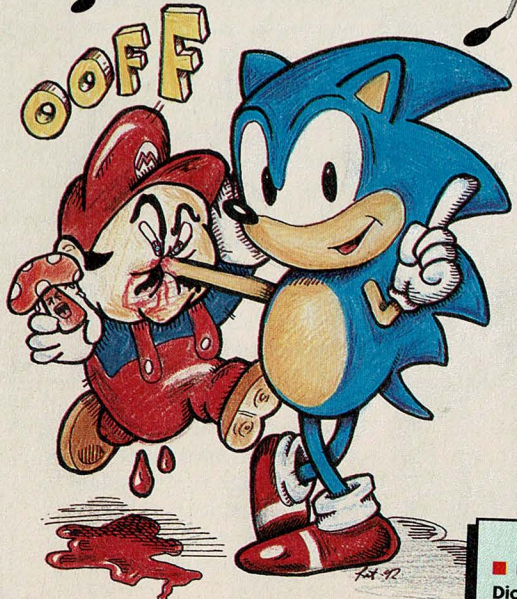


■ 16 year old Rob Parry from Southport has been at it again. Here's his latest rib-tickler. Keep 'em coming, Rob

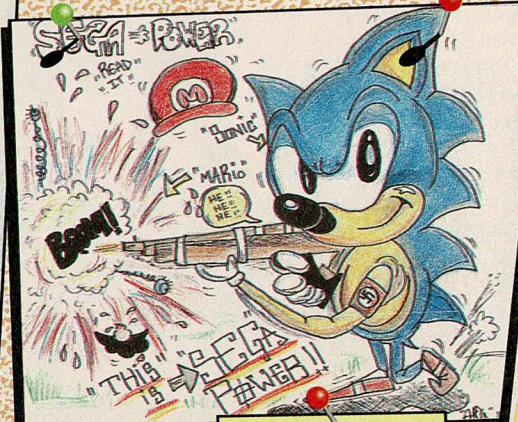


■ 14 year old Benjamin Levy from Leeds sent us this ace piccy of an Alien warrior. H R Giger, eat your heart out...

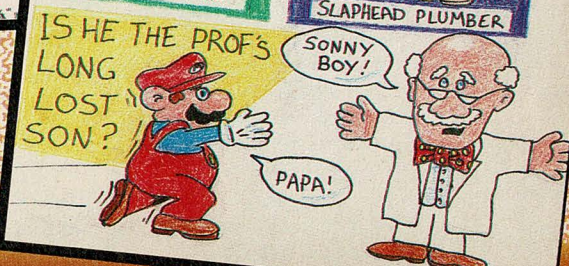
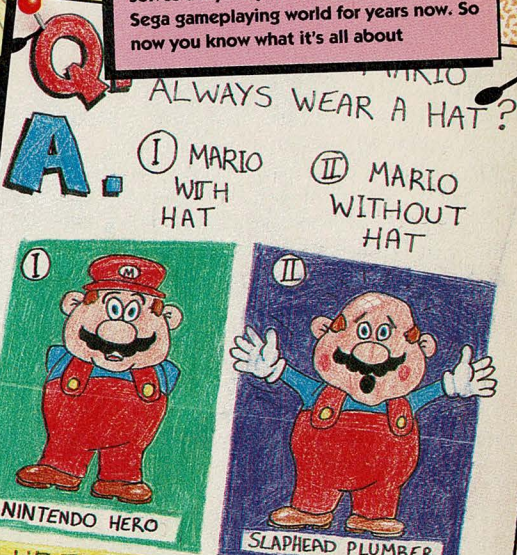
■ Lee Maguire (from we know not where) solves a mystery that's been bugging the *Sega* gaming world for years now. So now you know what it's all about

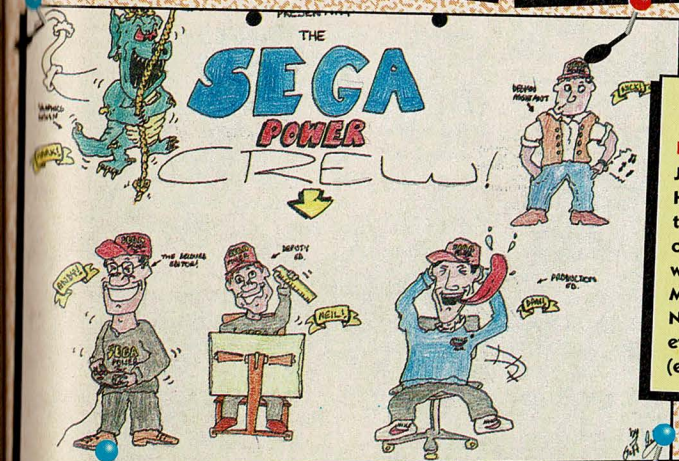
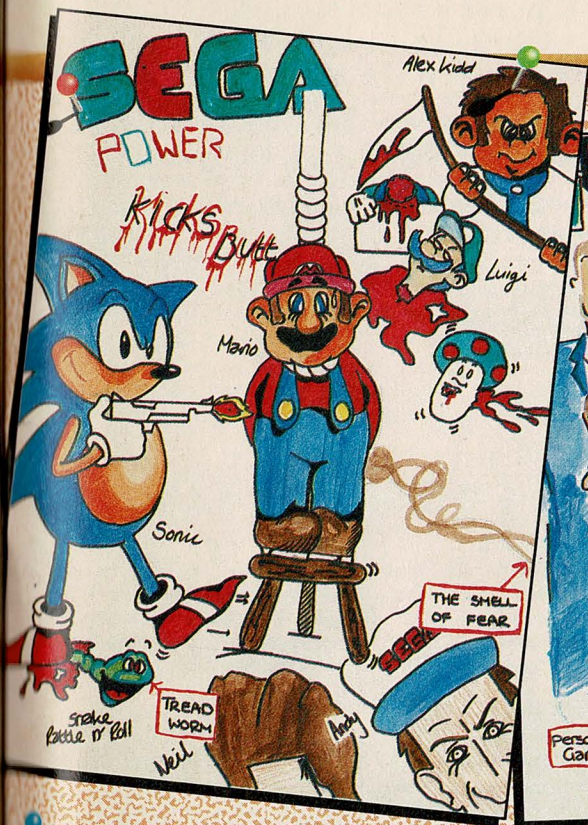


■ Er, Robbie Dickinson (from somewhere), you're a very sick man. Keep it up! Ooh, it hurts just to look at it...

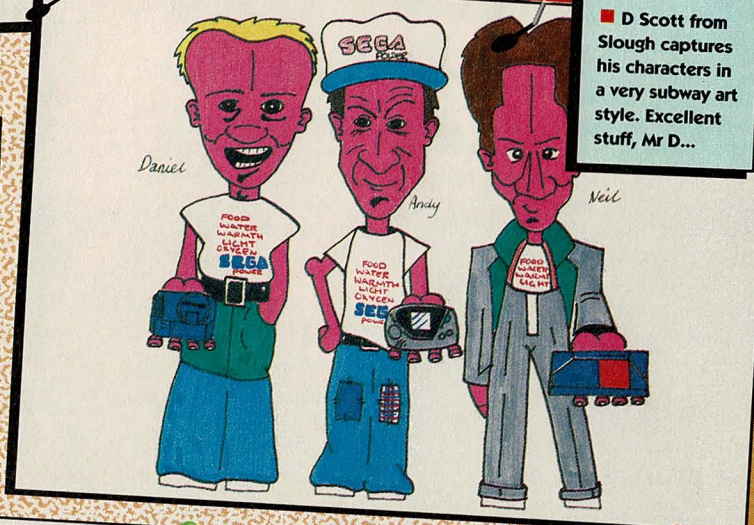


■ A rightwing Sonic blasts that small chap who wears an M on his hat to kingdom come. The artist? None other than Alex Beardshaw from Sheffield. Great!



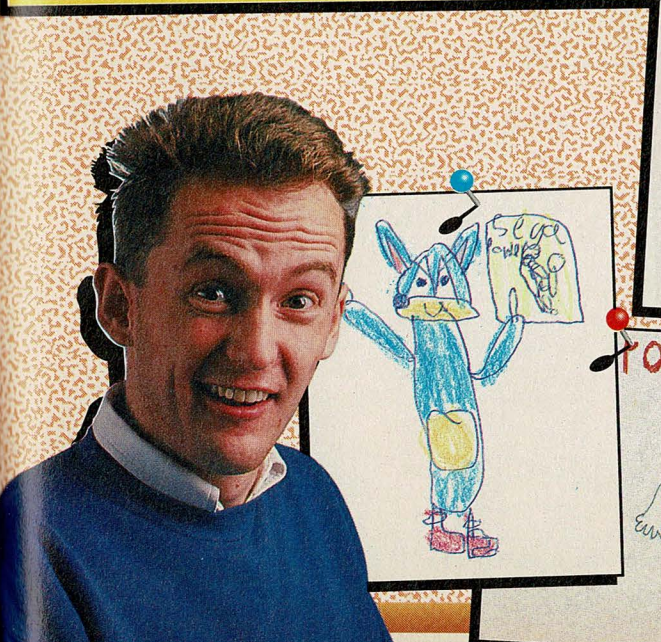


■ 13 year old Jeff Oakley from Huntingdon sees the Sega Power crew hard at work on a happy Monday morn. None of us are even drunk yet (except Dan)



DAN'S CRAP CORNER

Boy, do we get some naff pictures sent in! No offence, but you've got to be seriously barking to draw some of this stuff. I mean, do you guys really try being this bad, or does it come naturally? Oh dear...



THE BACK PAGE

• Land a big one with compo winners and our new Aquatic Question! •

FISHTASTIC MAY QUESTION

GRAB YOUR CALENDAR, SETTLE DOWN AND GET yourself ready – because it's that time of the month again. Another month, another Fish Question and this time it's May. (If you haven't got a Calendar yet rush to page 60 and place your order for a January issue. You better move most ricky-tick though, 'cos they're selling fast.)


If you fancy winning an E.A. cart for your Mega Drive, just answer this simple question:

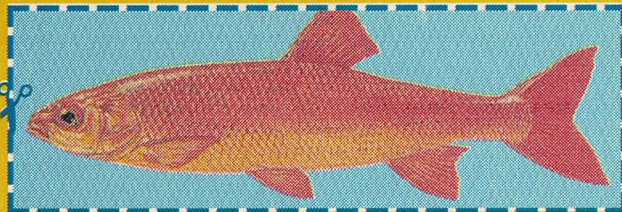
• What is the biggest size your regular Orfe can grow to?

- A. 10 metres
- B. 35 feet
- C. 50 centimetres

Stick the answer (and the name of the E.A. game you'd like if you win) on a postcard, envelope (or whatever) and send it in to: The Fishtastic May Question, *Sega Power*, 30 Monmouth Street, Bath, Avon BA1 2BW and make sure it arrives at our hallowed offices before Wednesday 10 June 1992.

The first five correct entries pulled from the Ed's German helmet will win their senders the E.A. cart of their choice.

It's not over yet, of course. Take a pair of scissors and cut out the picture of this 'ere Orfe. Stick it on the same picture in your Calendar and the first 20 completed 1992 *Robocod* Calendars we receive at the end of the year will win their senders two (yes, count 'em) two E.A. carts of their choice. So get collecting! 



■ Cut out this picture of the Orfe and stick it on top of the piccy of the Orfe on your 1992 *Robocod* Calendar (then think about those free carts)

HORNIER THAN A RHINO?

The next issue of *Sega Power*, out on Thursday 4 June 1992, is harder than the hair in a rhino's nose, so reserve me a copy NOW! It's going to be packed with quality reviews, previews, news and hints 'n' tips – it'll even have another of those books on the cover (Neil's written it by the way...).

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NEXT MONTH'S ISSUE PROMISES TO be tastier than ever – with more in-depth colour reviews of the latest games, more features and more mindbending tips. All in full colour – just like the telly.


For starters, we've got the brand new *Toki* fully reviewed on the Mega Drive – as well as the impressive *Mario Lemieux Hockey*. Plus, of course, the rather tasty *Chuck Rock* on the Master System (and the Mega Drive, just to make you drool even more than you usually do).

There are also special sneak previews of the new *Ayrton Senna Monaco G.P.* and *Evander Hollyfield Boxing* – and don't forget US Gold's

Olympic Gold! And maybe, just maybe, we'll be making a trip down to an arcade near you to check out all that's new and happening in the world of arcade coin-ops.

And, of course, there's the usual plethora of games, tips, news and letters to keep you coming back for more. Plus a new Challenge from the UK Champ of 1992, Danny Curley.

Get your monthly fix down at the newsagent on Thursday 4 June, or have your favourite mag delivered straight to your door – turn to page 60 for subscription info.

Sega Power. Britain's best-selling Sega magazine. Can you afford to be without it? 

THOSE COMPETITION WINNERS IN FULL

WET AND SLIPPERY (0898... EH, WHAT? – ANDY)

In our Fishtastic March Question, we asked whether the sturgeon could grow to a length of 25 feet. Now, if you're a scuba diver like me you'll know that these babies can get real big and that 25 feet for a sturgeon is quite possible.

So it was true all along. The five correct scuba divers out of the bag were: **Chris Flanagan** from **Sussex**, **Mary Lancaster** from **Leeds**, **Scott Truelove** from **Wiltshire**, **Deke Roberts** from **Oxford** and **Sue Goodlad** from **Lincolnshire**. Congrats, people! Your carts are on their way.

LOAD ME WITH BIG SHELLS (0898... OII – ANDY)

The entries to the Just Call me Rommel compo arrived in their thousands, and in an effort to maintain order the editorial team were forced to grab their coats and flee, leaving John to bail the place out with a teaspoon.

John knew it was a tough job, but someone had to do it. The names of the winners are:

Andy Ferguson from **Oxford**, **Andy Smith** (eh?) from **Devon**, **Henry Tosh** (eh??) from **Bristol**, **William Muir** from **Dumbarton**, **A J Connor** from **Bedfordshire**, **Mike Griffiths** from **The Midlands**, **Dianna Marten** from **Middlesex** (nice one!), **Marc Broster** from **Lincolnshire**, **Fred Quadt** from **Holland** (no less), **James Plant** from **Norfolk**, **Hugh Rodden**

from **Edinburgh**, **I Whitehouse** from **Birmingham**, **Andy Steele** from **London**, **Barry O'Brien** just down the road in **Kingsway**, **S Ronayne** from **Cambridge** and, finally, **ALAN MILNE** from **Morayshire**. Alan wins £450 worth of King Tiger Tank. Crikey! Your prizes are on their way, people.

MAKE IT QUICK (0898... NO MORE! – ANDY)

April's quick compo was virtually invisible, so well done anyone who saw it, let alone enter it. We were giving away well 'ard *Sega Power* T-Shirts to the first ten entries who correctly guessed that we shift a copy of your favourite magazine every 30 seconds in the shops. Fast going, eh?

Congrats go to: **Matt Booth** from **Yorkshire**, **Nicola Radford** from **Swansea**, **Russell Tibbenham** from **Bristol**, **Brian McGuinness** from **Scotland**, **Andrew Suttle** from **Cambridgeshire**, **J Byrne** from **Ireland**, **Mr G P Hogan** from **Birmingham**, **Tom Jones** from **Wales**, **Amanda Breste** from **Essex**, and, finally, **Tom Downes** from **Middlesex**.

Well spotted, guys! Your prizes are in the post.

OH, IT FEELS SO GOOD (0898... ARGH! – ANDY)

If we could give away joy, we would, believe me. But in this troubled world, the best we can do is a monthly injection of brilliance.

Last month we offered Starcursor joysticks – each worth £25 – to the six best ideas for future features in the mag. The best ideas were from:

Chris Little with his "Classic Featured Programmer" idea, **Jamie Lloyd**, who wants to see organised reader tournaments, **M Clemson** who reckoned arcade-music cassettes were an idea, **Debbie Lyon** who'd like the finale of every cart shown with screenshots, **Luke Giles** who wants the arcades covered in future issues (see above, Luke) and, lastly, **David Monk**, who reckons an inside peek into a Mega Drive would make a good feature. The Starcursors are on their way, everyone.

AQUATIC RULES

Don't enter if you're an employee of Electronic Arts or Future Publishing. And we mean that. Mess with us and you'll, er, you'll, er, regret it. (Is that tough enough for you, Andy?)

FINDING SEGA POWER THE EASY WAY...

Let me tell you about the way it is. Yep, we're the best and most popular mag on the street. You want to know about games, Sega, the whole thing, well, you've come to the right place.

But now we hear some of you are having difficulties getting hold of your *Sega Power*. Bad news all round really. No *Sega Power* – no high-definition reviews, no up-to-date tips – you might as well be on another planet.


So here's what to do about it.

1. First, you can fill in the coupon on the left and give it to your newsagent. He or she will then carefully keep a

copy to one side just for you, every month. Saves you having to fight through busy high-street newsagents only to find no copies left on the shelves, doesn't it?

Of course, there is a far easier way. Why not simply...

2. Subscribe? Turn to page 60 to find out how. This saves you a bit of cash and gets you a free bum bag or baseball cap into the bargain.

And remember – our July issue is in the shops on Thursday 4 June 1992. Burn that into your grey stuff – or end up with the poorer alternatives. 

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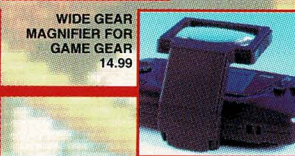
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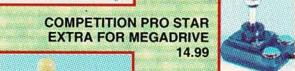
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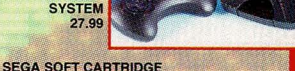
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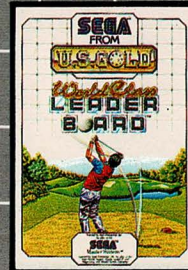
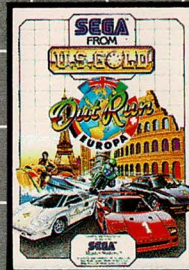
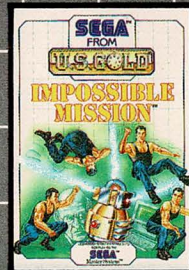
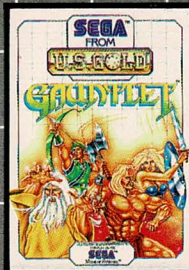
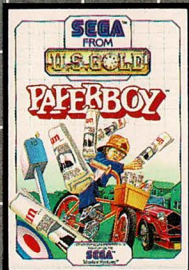
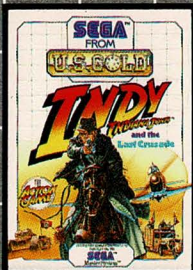
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