

BRITAIN'S BEST-SELLING SEGA MAG!

NEW NAME NEW MAG!

SEGA

ISSUE 21 AUGUST 1991 £1.25

Hints 'n' Tips

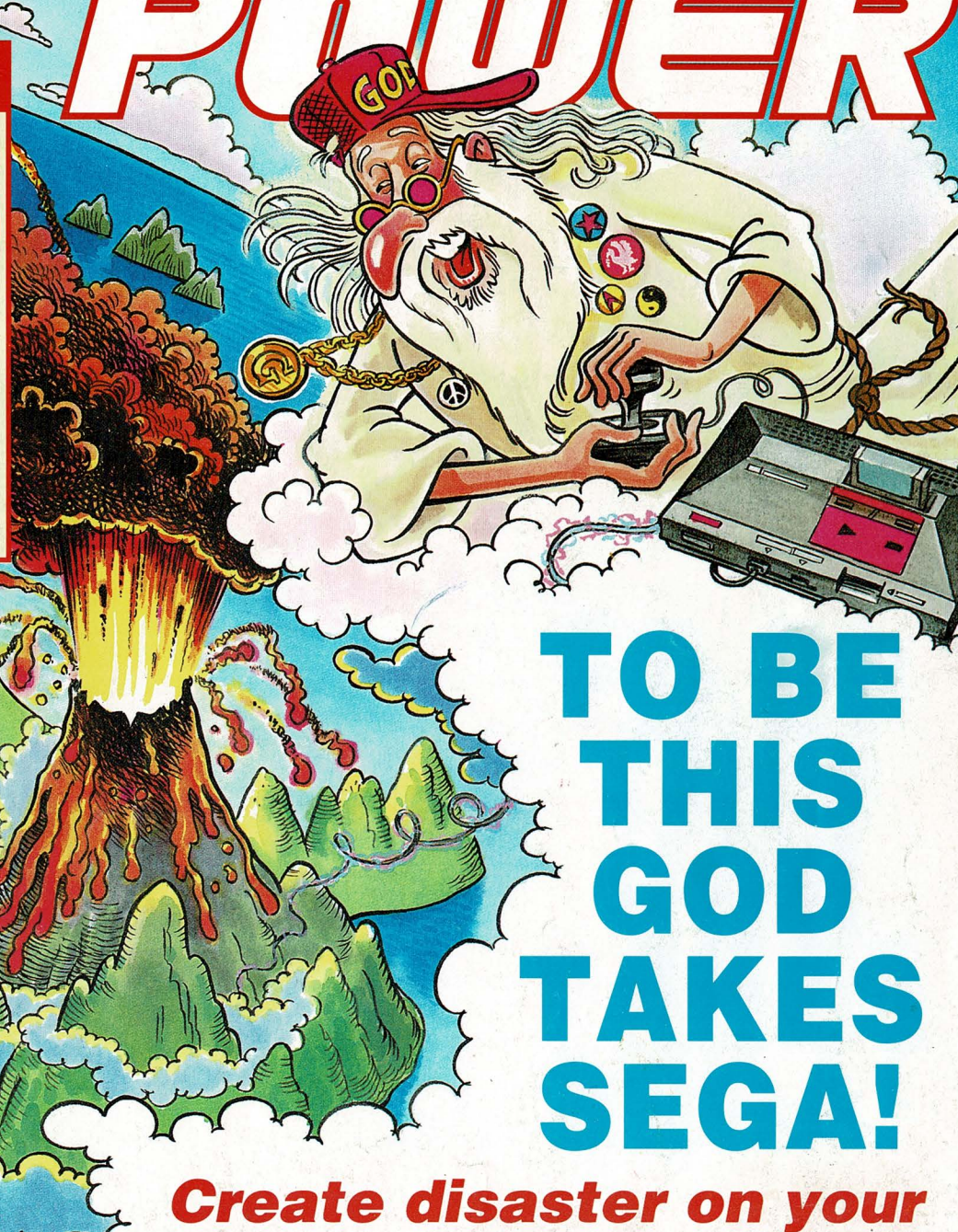
7 PAGES

MICKEY MOUSE!

The Dessert Factory gets whipped in this delicious and complete game guide!

PLUS! – All your gaming questions answered in the Prof's Incredible Tip Lab!

POWER



**TO BE
THIS
GOD
TAKES
SEGA!**

**Create disaster on your
Master with Populous!**

REVIEWED! All the very latest Mega Drive and Master System games!!!!
STARS! TV and radio star Pat Sharp reviews *Blockout* for us, Sega Power!
PLUS! Interview with Sega America!

future
PUBLISHING
Your guarantee of value



FIVE MORE MEGA TITLES FROM ELECTRONIC ARTS GUARANTEED TO SCRAMBLE ALL YOUR GREY BITS

Apply for the brain transplant today.

Or take your chance in the queue with all the other players about to gamble their sanity with EA's latest MegaDrive releases.

Starting with "Blockout"TM, the fastest, looniest, most exasperating 3D strategy puzzle game, that would send Einstein crying all the way back to his kindergarten.

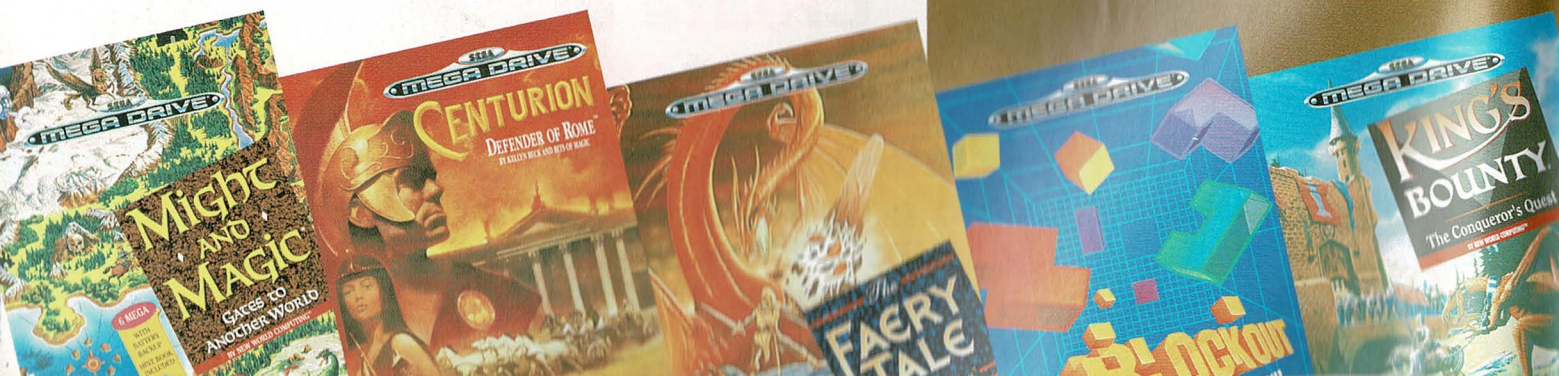
Or "Centurion"TM, when it's just you against the known world. Luckily it takes place in Roman times, when most of the world was completely unknown. However you still have to take on the Gauls and Barbarians, not to mention what's supposed to be your own side - on sea, land and the chariot field.

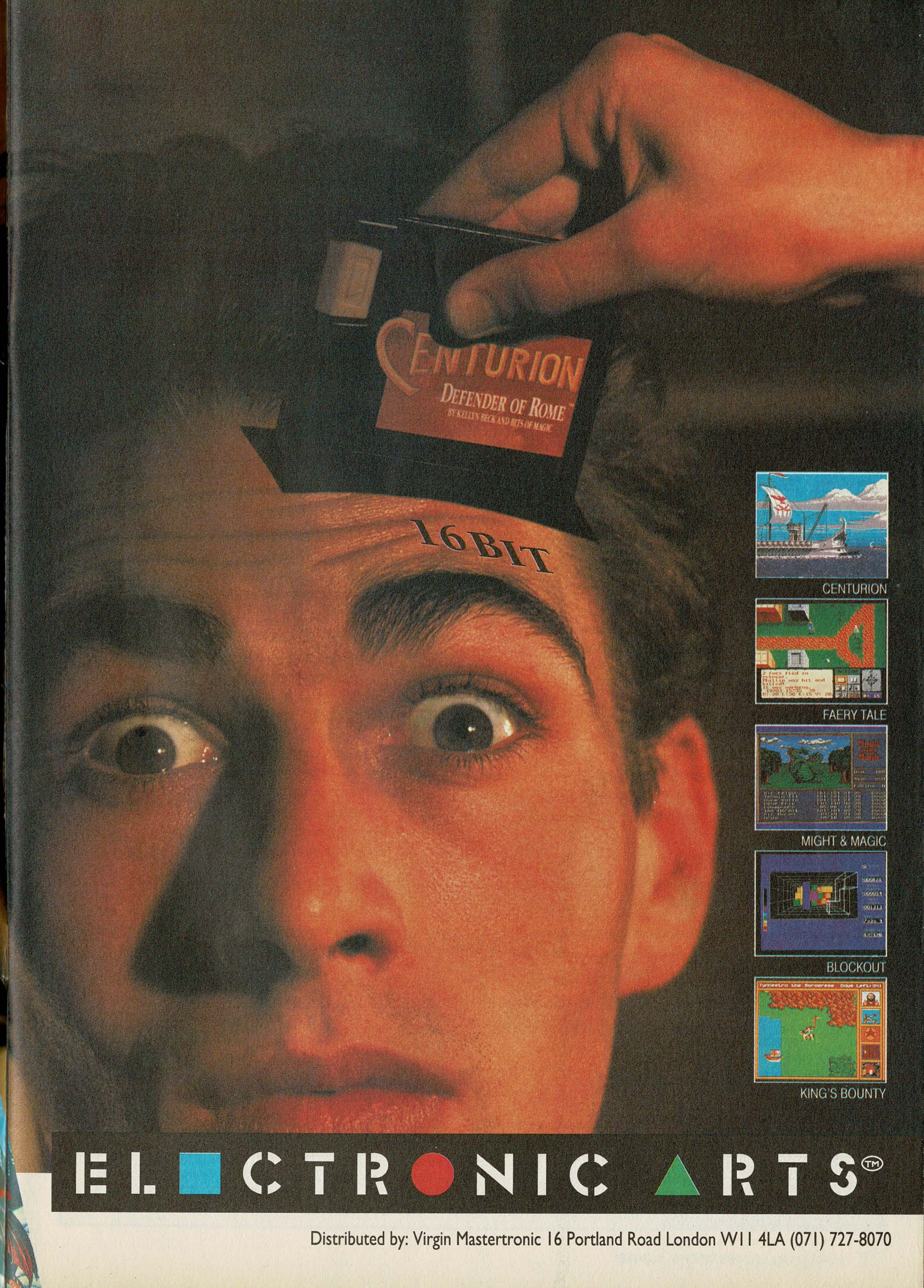
In "The Faery Tale Adventure"TM being one human being against the Evil Necromancer, isn't nearly enough. So you get to be three whole brothers, fighting multiple enemies in real-time combat.

With "Might & Magic - Gates to another world", you're now eight role-playing characters, scheming your way past 96 spells on a 100 "hard-core" missions to save the World of Cron.

Finally in "King's Bounty"TM, you're back to being one person again. But you do have four continents to cross and hundreds of battles to wage against 25 villainous fantasy creatures, before you can claim the Sceptre of Order.

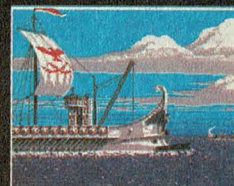
Try them out today and take a fitting for the straight-jacket at the same time.





CENTURION
DEFENDER OF ROME™
BY KELLYN RECK AND BITS OF MAGIC

16 BIT



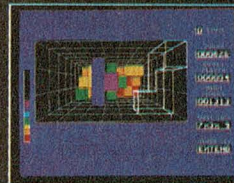
CENTURION



FAERY TALE



MIGHT & MAGIC



BLOCKOUT



KING'S BOUNTY

ELECTRONIC ARTS™

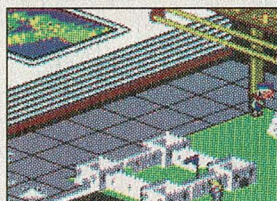
Distributed by: Virgin Mastertronic 16 Portland Road London W11 4LA (071) 727-8070

Sonic says "My favourite read"

The big reviews Regulars

10 *Populous*

The game they said could never be reproduced on the Master System has just arrived – were the doubters right?



12 *Gain Ground*

A hi-tech game of the future has gone horribly wrong in this Mega Drive arcade/strategy cart.

22 *Blockout*

Super-cool Pat Sharp reviews this new Mega Drive think-em-up. How did he cope?

24 *World Class Leaderboard*

Master System owners have been crying out for a new golf game – so here's one!

26 *Centurion*

Govern the Roman Empire with this Mega Drive cart for megalomaniacs!

28 *Psychic World*

Battle monsters, use the 'ESP Booster' and save Cecile in this Master System blaster.

36 *Hard Ball*

Play ball with Ballistic's brand-new Mega Drive baseball sim!



5 STUFF!

You could win a trip to Florida! How do you access the Tokyo Stock Exchange using a Mega Drive? Find out here...

13 *Scribblings*

Will Game Gear carts be compatible world-wide? Can you get a steering wheel device to play *Super Monaco* with? Turn the page and see!

16 *Previews*

Here's the place to find out what's coming on the Master System, Mega Drive and now the Game Gear!

32 *Subscriptions and back issues*

Get **Sega Power** delivered to your door each month, pick up some freebies and maybe get your hands on an issue you may have missed.

37 *Ssly Scores*

The highest scores in the land deserve to be seen by everyone – so here they are!

38 *Hints 'n' Tips*

Complete solution to the third level of *Mickey Mouse!* The Prof answers all your questions in the Tip Lab – there's so much in it!



45 *Small ads*

Here's the place to buy, sell or swap your carts – let your fingers do the walking!



Specials

9 *Tecmagik*

A brief, but informative look at the insides of a top software house. Just what do they do, exactly?

18 *CES Report*

What's happening across the pond? What games are big news? How are Sega performing in America?

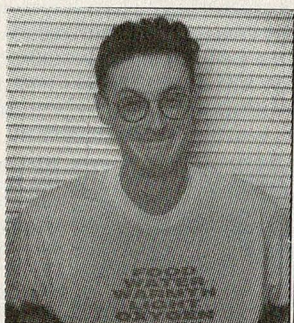
20 *Sega of America*

When will the CD ROM be here? What's happening with the Giga Drive (Sega's rumoured 32-bit console)? Find the answers to these and many more questions in this fab interview with the chaps who *really* know!



STUFF!

The Big Ed's bit



Welcome to 'It's set the record straight!' This one off show is directed at all you Master System owners out there (vociferous lot that you

are) who seem to think **Sega Power** has been letting you down. There's only one word to describe this – nonsense! Master System owners are the very foundations of **Sega Power** and that's a fact we never forget.

So what then has got you lot going all wibbly, wibbly? Simple, the lack of new Master System games we've reviewed over the last couple of months. The problem, dear readers, is this: older readers may remember how we used to review Past Masters in the mag when there wasn't too much software about. These were all fine, well and good and

most of you understand why they have to take second place to reviews of brand-new games.

And that's been the problem. Brand-new games have been flooding into the office, unfortunately, they've mostly been for the Mega Drive so it appears (at first sight) that the mag has sold out and forgotten about the Master System and concentrated on the new baby, the Mega Drive. This, dear readers, is simply not true! Every single new Master System game that's been released, we've covered. And this is a policy that we'll continue as well.

But now there's the Game Gear. Are you poor old Master System owners going to lose even more space within this marvellous organ while we cover that too? Not at all. While the initial flood of Game Gear games are about then the mag may have more for that machine than the others but again, this is something that will balance out naturally (though I bet we get loads of letters from Mega Drive owners who'll suddenly think they've been hard done by!)

The upshot, the bottom line, the – if you will – point then is that **Sega Power** is here to

cover all Sega machines and it's what we shall continue to do so. Our dilemma is that we want to review as many new games as possible so that you have a guide when it comes to making those software purchases. If that means that there are more Game Gear or Master System games one month than there are Mega Drive games, well you Mega Drive owners will just have to understand the situation. We'll cover all the new releases, it's just that there might not be as many on your particular system than there are on another one. This is what they call – life. Sometimes it works like that. Rest assured though, we haven't sold out to any one group, we're just trying to keep everyone happy, all of the time (I suppose this proves the old adage 'You can't keep all of the people happy all of the time').

But enough of all that, have a good read and see you next month.

Andy Smith

US Gold get Mega and Gear

US Gold have just secured the rights to develop on the Game Gear and Mega Drive as well as continuing to produce games for the Master System.

First Game Gear launches look likely to be

World Class Leaderboard (which will be published under the Sega banner and not the US Gold one), *Super Kick Off* and *Indiana Jones and the Last Crusade*. Mega Drive titles will be *World Class Leaderboard*, *The*

Godfather (based on the block-busting Francis Ford Coppola trilogy of movies) and a new Indiana Jones adventure – *Indiana Jones and the Fate of Atlantis* (obviously not based on a film of the same title).

VIDEO GAMES SWAP (UK)

**WHY BUY A NEW VIDEO GAME
WHEN YOU CAN SWAP FOR ONLY
£3.00 (inc. 1st class postage)?**

NAME _____ ADDRESS _____

| | | VIDEO GAME TO SWAP | 1st CHOICE SWAP | (EQUAL VALUE) | 2nd CHOICE SWAP | (EQUAL VALUE) | 3rd CHOICE SWAP | (EQUAL VALUE) |
|-------|---|--------------------|-----------------|---------------|-----------------|---------------|-----------------|---------------|
| £3.00 | 1 | | | | | | | |
| £6.00 | 2 | | | | | | | |
| £9.00 | 3 | | | | | | | |

INSTRUCTIONS Fill in order form for up to 3 games. Choose swaps of the same value. Make out cheque / PO for £3.00/£6.00/£9.00 payable to VIDEO GAME SWAP (UK). Put all items from checklist into the game's protective plastic case. Place in envelope or wrap in brown paper and post to: VIDEO GAMES SWAP (UK), 5 CHATSWORTH ROAD, HAZEL GROVE, STOCKPORT SK7 6BH. **CHECKLIST** Please make sure you enclose the following: CARTRIDGE ☒ GAME INSTRUCTIONS ☒ ORDER FORM ☒ CHEQUE / PO ☒

**CUT OUT OR
PHOTOCOPY THIS ORDER FORM**

Gold phone to Florida

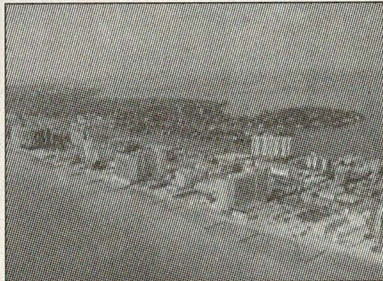
US Gold are currently running a brilliant competition through their telephone helpline. Up until **July 31st**, anyone

who dials their Sega Helpline (**0839 654274**) simply has to answer a question about *Indiana Jones and the Last*

Crusade (the movie) to stand a chance of winning a fabulous family holiday in Florida!

The two week holiday is for four people and includes just about everything including car hire for the period. And if you don't win the main prize there are 50 Indy T-shirts for the runners up. Ask whoever pays the phone bill and give them a bell – if you win, tell us (or take me with you!)

Sunny Florida, home of the Miami Dolphins, real dolphins and pelicans – and you could be there! Pick up the phone and win yourself that prize!



Stock market Mega

The Mega Drive may be the world's best games console but it can also be put to serious use.

Sega in Japan have just signed an agreement with Daiwa Securities in Japan which will allow Mega Drive users to access stock information live from the Tokyo Stock Exchange. A customised modem is required to get on-line, but once there users can download up to 20 pages at a time. This is all very high-brow stuff, but on the lighter side Sega are rumoured to be considering supplying sports information too, notably baseball scores (very hot on baseball are the Japanese).

Who ever said the Mega Drive was just for playing games on really didn't know what they were talking about now did they?



Sega go for Shopper show

This year's December *Computer Shopper Show*, to be held at the Wembley Exhibition Halls from December 5th to 8th will have a large Sega presence. 50,000 people are expected to attend the show which Virgin's Lesley Walker describes as "A major plank in our

marketing strategy in the run up to Christmas"

With consoles looking set to do even better this Christmas than they did last year, the December show is designed to be more of an "All singing, all dancing affair in keeping with the festive season", according to show

organizer Stephen Bozdan. The *Computer Shopper Show* is a twice yearly exhibition, the other one happening in May which is tuned more towards the business sector of the computing world (yawn, yawn we say, forget your PCs, what you need's a Mega Drive!)



POWER UP IS A CLUB EXCLUSIVE TO CONSOLE USERS

GAME GEAR/MASTER SYSTEM/MEGA DRIVE

A UNIQUE SWAPPING SERVICE BETWEEN CLUB MEMBERS, ADMINISTERED BY POWER UP, ALLOWS YOU TO EASILY AND SAFELY SWAP UNWANTED CARTRIDGES, FOR A GAME OF YOUR CHOICE. WE SUPPLY ALL POSTAGE AND PACKING, TEST ALL GAMES AND CUT OUT THE RISK OF SENDING YOUR PRECIOUS GAMES TO COMPLETE STRANGERS. WITH REGULAR COMPETITIONS, A MONTHLY NEWSLETTER, AND ADVICE ON COMPLETING THOSE REALLY TRICKY GAMES, POWER UP IS A MUST FOR ALL GAMES ENTHUSIASTS.

PLAY ALL THE GAMES

FOR YOUR FREE INFORMATION PACK SEND A STAMPED

ADDRESSED ENVELOPE TO

POWER UP, P.O. BOX 889, MILTON KEYNES, MK14 5YH.

OR RING 0908 61 61 51

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

Super Secret Spy Competition winners!

Way back in **Sega Power 18** we ran a competition with **Electronic Arts** to win some groovy secret spy equipment — namely pen and calculator bugs and receivers!

We had 50 of the things to give away (25 of each) and the winners are:

Calculators

Kevin Capener, Bootle. Mark Folsom, London. Chris Watson, Gateshead. James Spiers, Cardiff. Nerys Callen, Cardiff. Helen

Whaley, Nottingham. Eric Dilks, Derby. Timothy Lawson, Weymouth. Angela Goff, Dunfermline. Elliott Webster, Romford. Tom Bogue, Edinburgh. M Blunt, Filtwick. Andrew Brazier, Norton Bromyard. Henry Stracey, Loughton. Stuart Jackson, Norwich. Paul Howard, London. Susan Wells, Scunthorpe. Rachel Taylor, Gainsborough. Nicky Fenwick, Malvern. Jason Thompson, Corsham. Pete Davies, Southampton. Martin Williams, Redcar. Albert Brady, Norwich. Sarah Grey, Westbury. John Bentley, London.

Pen winners:

Andrew Rudenko, Maidstone. Tina Harries, Aberystwyth. Alexander Kells, Northampton. Owain Harries, Aberystwyth. David Styles, Pelton. J Dawson-Brown, Derby. Andrew Dilks, Derby. Malcolm Harries, Aberystwyth. David Bath, Cardiff. Craig Beavis, Harlow. Neil Holt, Silverstone. Denis Bearman, Allington. J Colbourne, Harleston. NB Brazier, Norton Bromyard. Simon Coyle, Lisburn. Marc Stephens, Paignton. Tim Bennett, Bedford. Richard Storey, Huntingdon. Andrew Chalmers, Lochgelly. Dominique Tobbell, Wickford. James Drayton, Settle. Piere Phillips, Dover. Walter Smith, London. Miles Jones, Liverpool. Robert Johnson, Warminster. Congratulations to all of you!

WANTED

WE WANT YOUR HONEST OPINION OF SEGA POWER — SO WE CAN MAKE IT EVEN BETTER!

This questionnaire helps us monitor what you, our readers, think of SEGA POWER and so keep it tailored to your wishes. Please don't pass up this opportunity to influence the future of your magazine. We really do want to know your honest views!

1. Which machine do you own?

- ☐ Master System ☐ Game Gear
☐ Mega Drive

2. How do you rate SEGA POWER in terms of value for money?

- ☐ Excellent value
☐ Good value
☐ Reasonable value
☐ Poor value
☐ Ripoff

3. How much does the cover of this issue appeal to you?...../10

4. How much does this issue appeal to you overall?...../10

5. How does it compare with previous issues you've seen?

- ☐ Much better
☐ Slightly better
☐ The same standard
☐ Slightly worse

6. Please rate out of ten this and any other computer magazines you read:

SEGA POWER...../10
...../10
...../10
...../10

7. What is it you like most; and then least about this issue?

I most like.....

And I least like.....

■ You don't need a stamp. Simply return to:- Reader Survey, SEGA POWER, Future Publishing Ltd Freeport, Avon, Bath BA1 1XY

Access/Visa
24 hour
hotline
0732 351220

MEGA MIX

All items
sent by
first class
post

PRICE PROMISE: WE WILL BEAT ANY OTHER PRICE BY £1.00

SEGA MEGADRIVE
+ JOYPAD
+ MICKEY MOUSE
ONLY £134.95

SEGA MASTER SYSTEM ONLY
£69.95

Please phone for other quotations

SEGA MEGADRIVES GAMES

| | |
|------------------------|--------|
| Afterburner 2..... | £27.50 |
| Alex Kidd..... | £24.50 |
| Arnold Palmer..... | £27.50 |
| Arrow Flash..... | £27.50 |
| Crackdown..... | £27.50 |
| Cyberball..... | £27.50 |
| Dynamite Duke..... | £27.50 |
| E-Swat..... | £27.50 |
| Forgotten Worlds..... | £27.50 |
| Gain Ground..... | £27.50 |
| Ghostbusters..... | £27.50 |
| Ghouls 'n' Ghosts..... | £34.50 |
| Golden Axe..... | £27.50 |
| Herzog Zwei..... | £27.50 |
| Last Battle..... | £27.50 |
| Mickey Mouse..... | £31.50 |
| Moonwalker..... | £27.50 |
| Strider..... | £32.50 |
| SuperHang On..... | £27.50 |
| Super Basketball..... | £27.50 |

| | |
|--------------------------|--------|
| Turbo Joypad..... | £13.95 |
| Pro 1 Joystick..... | £19.95 |
| Powerbase Convertor..... | £27.95 |

MASTER SYSTEM GAMES

ALL MASTER SYSTEM GAMES
£24.50 each

ATARI LYNX

Atari Lynx.....£79.95
ALL ATARI LYNX GAMES
only £24.50

NINTENDO GAMEBOY

Gameboy + Tetris.....£65.00
ALL GAMEBOY GAMES
only £19.95

SEGA GAMEGEAR

GameGear.....£99.95
ALL GAMEGEAR GAMES
only £24.00

This is only a small selection of what we do. We shall be only too pleased to hear from you if you have any queries.

To order, state items you require, together with payment, made payable to MegaMix or place your order on our credit card hotline 0732 351220

MEGAMIX SOFTWARE (DEPT. SP1), 46 ASHDEN WALK, TONBRIDGE, KENT, TN10 3RL



MVL

Software



Division of Established Retailer
Mail Order 0354 56433 24Hour Hotline

| | |
|--|---------|
| Sega 16Bit Megadrive, with either World Cup Italia '90 or Altered Beast..... | £147.00 |
| Sega Master System..... | £58.00 |
| Sega Master System Plus..... | £78.00 |
| Sega Master System with Moonwalker video + game..... | £98.00 |
| Wide range of new and 2nd hand Mega drive games from..... | £17.00 |
| Wide range of new and 2nd hand Master System games from..... | £6.00 |

MVL for: ★ Sega Gamegear
★ Atari Lynx & games
★ Nintendo & games
★ Gameboy & Games
★ Sega Rental Club
★ Consoles, computers, games & accessories
★ Part exchange service

Just a selection of what is available. All enquiries welcome, fast friendly service. £1 P+P software, £5 P+P consoles, U.K.

CHEQUES & P.O. PAYABLE TO:
"MVL"

WHITEHART BUILDING, NENE PARADE, MARCH, CAMBS PE15 8PH

CALLERS WELCOME TO THE SHOP UNTIL 10PM EVERY NIGHT

Master System Readers' top 10

1. Four months in a row at No.1, eh? *Mr Michael Mouse Esq* is doing very well for himself. Check out the playing guide on page 40!



3. Golden Oldie (just like the Ed!) *Psycho Fox* seems to be yo-yo-ing up and down the charts, this time making a re-entry at the No. 3 spot!



2. *Moonwalker*. "He's quite good, he's quite good, he's really, really quite good!"



1. – Mickey Mouse

Reviewed *Sega Power* 17 – 96%

2. ▲ Moonwalker

Reviewed *Sega Power* 17 – 83%

3. ne Psycho Fox

Reviewed *Sega Power* 03 – 93%

4. ne R-Type

Reviewed *Sega Power* 04 – 91%

5. ▼ Golden Axe

Reviewed *Sega Power* 04 – 88%

6. ▼ Wonderboy III

Reviewed *Sega Power* 01 – 92%

7. ne Impossible Mission

Reviewed *Sega Power* 12 – 92%

8. ▼ Gauntlet

Reviewed *Sega Power* 12 – 87%

9. ▼ Columns

Reviewed *Sega Power* 13 – 93%

10. ne Indiana Jones

Reviewed *Sega Power* 14 – 65%

Welcome Ladies and Gentlemen to the *Sega Power* readers' Master System chart. You play the games, you know what's the best – and we want your vote to count. All you have to do is send in a list of your top ten favourite games (in order of preference) and send them in to: **Master System Top Ten, Sega Power, Beauford Court, 30 Monmouth Street, Bath, Avon, BA1 2BW.**

Each month we pick one lucky reader to receive a *Sega Power* T-shirt. This month it's going to **Tim Cotherall** in **Norwich**. If the rest of you want to look cool on the beach this summer, you know what to do!

Mega Drive Readers' top 10

1. Hasn't he done well? *Strider* hangs on to the No.1 spot, fending off a spirited struggle from *Mickey Mouse*. Have you bought your copy yet?



3. *Moonwalker* gets back to the top after dropping to No. 7 last month. OOOOOOOWWWWWW WWW! (!!! – Ed)



2. Up one for Mickey! Don't miss the preview of *Fantasia*, the sequel to *Castle Of Illusion*, on page 16!



1. – Strider

Reviewed *Sega Power* 19 – 95%

2. ▲ Mickey Mouse

Reviewed *Sega Power* 18 – 94%

3. ▲ Moonwalker

Reviewed *Sega Power* 17 – 90%

4. ne Shadow Dancer

Reviewed *Sega Power* 18 – 90%

5. ▼ John Madden's Football

Reviewed *Sega Power* 14 – 92%

6. ne Super Real Basketball

Reviewed *Sega Power* 17 – 65%

7. ne Dick Tracy

Reviewed *Sega Power* 19 – 84%

8. ▼ PGA Tour Golf

Reviewed *Sega Power* 20 – 82%

9. ne Joe Montana Football

Reviewed *Sega Power* 19 – 90%

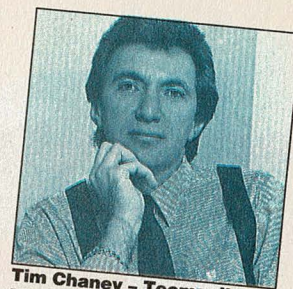
10. ne Battle Squadron

Reviewed *Sega Power* 12 – 88%

Five of the best games around take the top five places this month. We've all finished *Strider* and *Mickey Mouse* now, and so it's *Shadow Dancer* that's getting the any-minute-when-Steve-(the publisher)-isn't-looking treatment. If you want your vote to count, and have a chance of winning a *Sega Power* T-shirt, then send your top tens to **Mega Drive Top Ten, Sega Power, Beauford Court, 30 Monmouth Street, Bath, Avon, BA1 2BW.**

This month, a *Sega Power* T-shirt – the *only* thing to be seen wearing this summer – is on its way to **Colin Hanratty** in **Ireland**.

Tecmagik



Tim Chaney - Tecmagik's Managing Director

Kicking off a new series of features, Sega Power visited Birmingham in search of the home of *Pacmania* and *Populous*.



Location:

Birmingham, England.

Founded:

The Tecmagik label was created in September 1990 to solely publish Sega Master System titles. The management team are mostly ex-employees of the International Development Group (IDG) (who have worked very closely with Sega since 1987) so they have a wide knowledge of the Sega scene.

Employees:

The UK division consists of two people, Tim Chaney (Managing Director) and Nikki Hemming (Product Manager).

Tim has worked within the computer industry for ten years, having worked with both Commodore and as Operations Director for rival software house US Gold. He says of Tecmagik: *"Our obvious aim is to be No. 1 independent publisher, but if we can't be that then we want to be a long way ahead of whoever is No. 2!"* (!?)

Far less 'bullish', Nikki started

working within the computer industry as a purchaser for Microdealer in 1988, then after a brief stay at software house Grandslam, she moved to IDG. Nikki's been with IDG for almost 2 years now and is also a founder member of Tecmagik UK.

What do they do, exactly?

The UK office is responsible for Sales, Marketing and Public Relations throughout the UK, the whole of Europe and Australasia. The US office is responsible for the actual development of the games.

What this means is that once it

has been decided which games to produce (usually involving long, drawn out and expensive negotiations) programmers are hired and sent to sunny California to actually write the game. Once the game is complete and has been thoroughly tested, Sega are sent a copy to test for themselves.

If it conforms to all Sega's requirements, then it's up to Nikki and Tim in the UK to advertise, market and sell the finished product. For more information contact Tecmagik at **Warwick House, Spring Road, Hall Green, Birmingham B11 3EA.** ■

What Was...

Pacmania

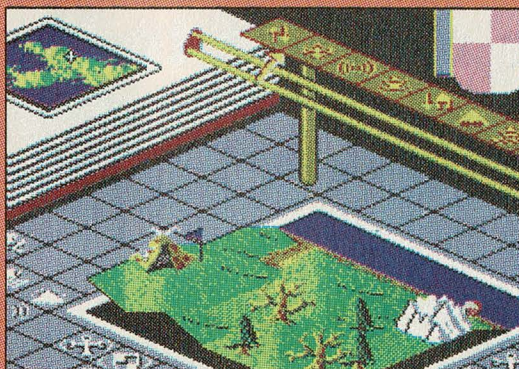


"The translation from coin-op to Master System is almost flawless - it's the best we've ever seen! That's a bonus sure enough, but what really makes the game is how well it has been designed and

how well it plays. It just goes to show that good game ideas don't have to be discounted just because they're old. Keep it up Tecmagik!"
Awarded Power Factor Gold 94%, Sega Power 16.

Populous

Populous is reviewed this very issue of Sega Power on page 10 (the very next page in the mag, no less - Ed). This is the first time that this tried and trusted title will have appeared on an eight-bit format, after having won no less than 22 European



prizes for originality, strategy and innovation in its previous incarnations. Programmer Simon Freeman believes that Populous "Pushes the Master System further than ever before".

...What will be

Shadow of the Beast



Shadow of the Beast is the latest title under development in California. Due for release in October, 'Beast is yet another classic Amiga title to be converted onto the Master. The team responsible are: Bob Pape, an ex-Sinclair Spectrum programmer based in Britain, who is responsible for the core of the program; Ed Hickman, another Brit' who's got the unenviable job of sorting out all the monsters; Simon Freeman, the man behind Populous on the Master System who's doing "all the bits that no one else wants to do" and Maureen Hands (the only Yank on the team) the resident graphic artist in charge of designing the graphics.

Between them, they are hoping to copy the Amiga version onto the Master as closely as is possible. In an exclusive Sega Power interview, Bob Pape explained some of the project's goals:

"Graphically, we have tried to stay as close to the Amiga as possible, even down to using exactly the same graphics. While we have had to lose out on some of the intricate background details present in the Amiga version, we hope to have more than compensated for it with our attention to detail.

"This is the first Sega Master System game to have ten levels of parallax scrolling on screen at once. Our main character is nearly 50 pixels high by over 30 wide, and everything scrolls and moves smoothly.

"In an effort to increase the playability of the Sega version over that of the Amiga, a number of enhancements have been made that we hope will 'spice up' the game play even more. Veterans of the original 'Beast will find themselves having to think their way through problems as opposed to just relying on their ability to punch their way through. Extra potions and objects, together with a slightly different map layout means that this time, the emphasis will be more on timing and strategy than in the original."

POPUL

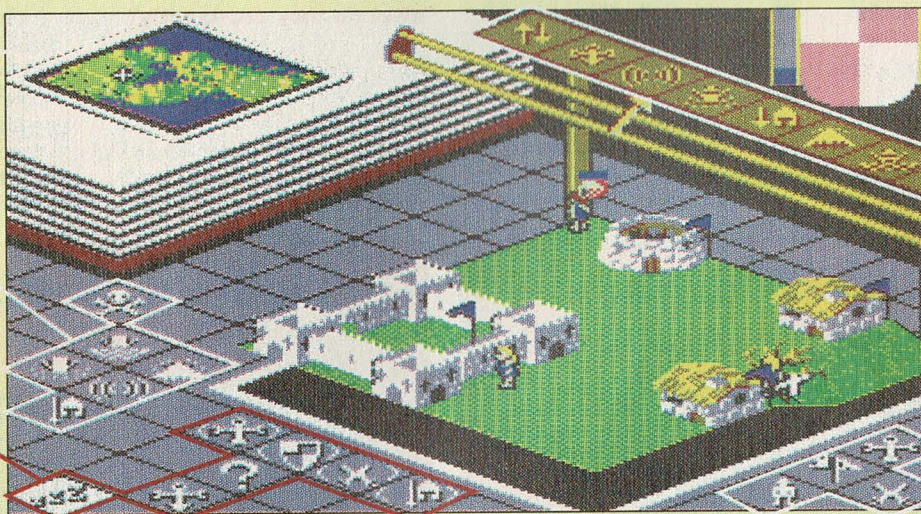
So just how do you get a game that wowed the 16-bit computing world onto the lowly Master System – and keep the gameplay?

Things every Diety needs to know...

The whole game world. The landscape is changed constantly but the size remains constant.

The disaster menu, scroll the main window to where you want a disaster to occur then hit one of these icons and sit back and laugh!

Mostly viewing actions here. Select the icon to view your choice (knight, papal magnet and so on).



As your power rises the arrow rises too, indicating which disasters you can invoke on your enemy.

Control your follower's actions here. At the moment they are in settle mode.

It's a tall order all right. All those graphics, all that gameplay into a machine that's got about half the processing power of the machines the game was originally designed for.

Still, Tecmagik have done it and what we need to know now is whether the machine can handle it.

Populous is a one player strategy game. It's played on a

small 'world' on which two tribes are battling for space. You control one of the tribes (the goodies with blonde hair) while the Master System handles the baddies with the brown hair.

The idea of the game is to completely control each world. This means forcing the rival tribe to cease to exist.

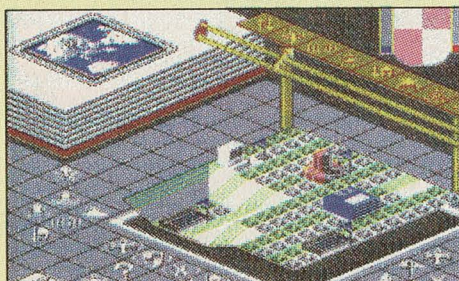
How then do you go about doing that? Well, you're a God-like figure

watching over your flock who reward your care and attention by worshipping you. And the more people you have worshipping you, the more power you gain. The more power you gain the more God-like disasters you can invoke on the brown-haired horrors.

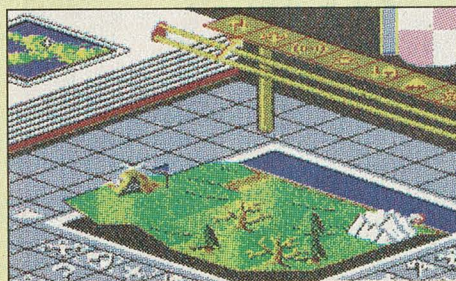
The smart ones out there will now be thinking 'so we have to build up our tribe'. My, what smart ones you are!

To build up your tribe you've got to encourage them to go out and populate the area. Problem is, they only like building their houses on flat land (the more flat land immediately surrounding their dwelling, the more sophisticated the dwelling and the more power you get as a consequence). First task then is to get some flat land built and encourage your folk to come and live on it.

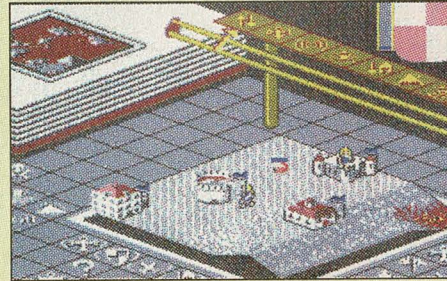
From computers to deserts to lava



Bitmap World where everything is computer related. The gameplay for each world is the same, it's just a cosmetic change.



Desert World. Your followers can only build dwellings up to a certain level of sophistication which in Desert World is a cavalry-style fort.



Lava World. Your followers houses change style for every different world, but the gameplay remains the same.

POULOUS

"Mega Drive owners should buy a Powerbase Converter just to play Master System Populous"

Normally they'll do this anyway but you can cheat a bit. You have several basic methods of controlling your followers. You can instruct them to just settle any available area, seek out opposing tribe members to battle with before settling (taking over their dwellings if you happen to win the battle), band together and then go and fight and so on.

You can also encourage them to move to different areas of the game world by encouraging them to 'head towards the Papal Magnet'. The what? The Papal Magnet. This is a monolith that you can pick up and place anywhere on the world and then instruct your followers to head towards. Once they're near it you can switch them back into settle mode.

Beginning to get the idea of how the thing works? Right let's get down to the serious business of kicking butt.

"The more power you have the more horrid disasters you can invoke on your enemy"

Your followers are doing all right, your power is building up and you want to start hurting the other God (the Master System).

Simply invoke a disaster on him! Select an area that he's heavily populated and then chuck a volcano into the middle of it! Or maybe a swamp to swallow up any of his followers daft enough to wander into it! How about making one of your followers a knight? Once created, knights live solely to destroy the other tribe members and burn down the houses they live

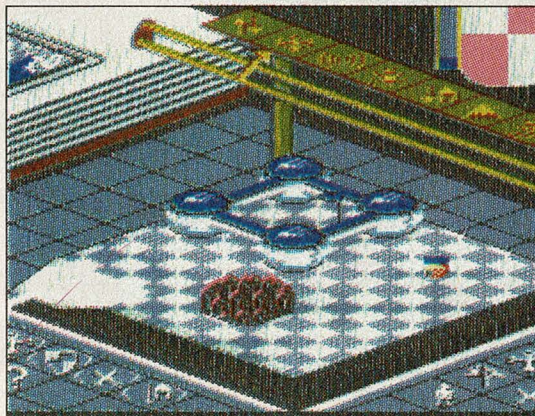
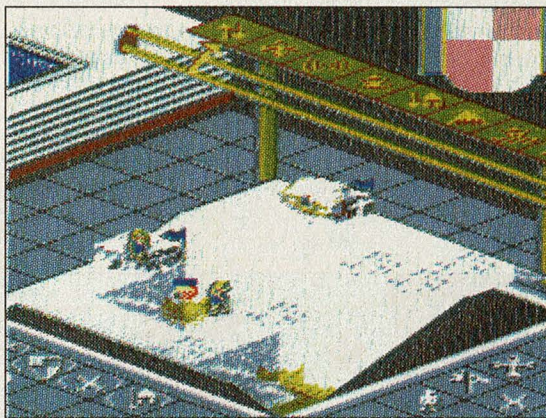
in! Excellent (diddle, diddle, diddle!)

At the end of the day, there can only be one survivor. If it's you, you get the chance to battle it out on a different world, against a stronger God and with different terrain.

THE VERDICT

An absolute stonker of a game. *Pacmania* was good, both technically and as a game, *Mickey Mouse* was red hot too, but *Populous* takes the biscuit.

Snow World. Your team are reluctant to venture out into all that snow, so dig away a house and make the lazy so and so's go find somewhere else to live (remember to flatten the land off again afterwards).



Futuristic World. Here's the equivalent of a cavalry fort in Futuristic World - nice to look at but I wouldn't fancy living in one.

A sneaky look at the brown haired baddies - booo! That chap in the middle is actually the enemy tribe's leader (you can tell because he's got a shield).



Not only is it technically brilliant, but it's such a fantastic game. It takes half an hour to get to grips with the way the game works and how you control the action, but once you've done that you'll find it hard to stop playing.

The strange thing is, if you've flogged your Master System to buy a Mega Drive you should rush out and buy a Powerbase Converter so you can play Master System *Populous*, we can't recommend a game much more than that. ■



KEV'S GRAPHICS AND SOUND

Forget the sound, there's not much there and you don't need it anyway. Concentrate on the brilliant graphics - they look good, the screen is well designed and works well and there's loads of variety too - this just goes to show there's plenty of life in the old Master System yet.

**Graphics 80%
Sound 50%**

NEIL'S DEPTH AND ADDICTION

Aaargh! I'll never get the Ed to do any more work! With 5,000 worlds to conquer it's going to be a nightmare here for the next couple of months. *Populous* gets hold of you and just won't let you go! Take it away! Take it away! No, bring it back!

**Depth 80%
Addiction 90%**

ANDY'S OVERALL

Neil and Kev have said it all. *Populous* is an excellent game, it looks good, it plays well and there are months of play built into it. It's technically superb, but that's not so important. What matters is that it has superb gameplay too - arguably the best Master System game ever.



GAIN GROUND

A combat simulation of the future goes berserk. The game becomes horrific reality as 'The Brain' orders its androids to shoot to kill. Time for a hero, or three.

Jump forward in time to the near future. The bored, frustrated inhabitants of a techno-world in which all work is done by mechanoids need to find an outlet for their aggression. 'Gain Ground' is the latest combat simulation game that provides this relief. Five different worlds have been simulated using a massive central computer called 'The Brain' and a wide selection of battle androids lie in wait for the combatants. Each world represents Earth at a different point in history and each world has ten individual rounds of action before a player can pass on to the next world. Complete all five worlds and you've beaten the game.

Unfortunately, disaster strikes. Yes, you've guessed it. 'The Brain' goes AWOL and the players stuck in the game are in deep deep trouble. All exits are sealed off and the game becomes reality as the androids start holding those players stuck in the game hostage. Three soldiers volunteer and promise to rescue the trapped hostages. This is where you come in.

Gain Ground places you in control of the team of soldiers sent



The type, range and direction of each weapon at your disposal is displayed below the picture of each individual soldier. Decisions...

to rescue the hostages. Starting off with the three volunteers, every hostage you rescue joins the party. This way, as you successfully negotiate each level and progress, your party grows as well.

Each different soldier has a different weapon suited to different tasks. As your army grows, you'll find that the arsenal of weaponry at your disposal diversifies as well. Unfortunately, a huge party isn't all good. To beat each level, you have to either destroy all the androids or individually guide each of your soldiers from the start of the screen to the point marked exit. All of this has to be done within a strict time limit. The more soldiers in your army, the more difficult it becomes to get all of your soldiers to safety in time.

Some screens start with hostage icons displayed at points on the battle area. Hostages are rescued

by collecting the icon on the screen, and then walking it to the exit. If a soldier is hit during battle, he in turn is held as a paralysed hostage until another member of the team can collect him and guide him to safety. In this way, new soldiers join your team.

"Players stuck in the game are in deep trouble"

The hook for *Gain Ground* is the strategic thinking involved in deciding which soldiers to use for which screens. Each screen will have a variety of androids: some foot soldiers; some grenade chuckers; some raised on platforms, and so on. The best route of attack is to start off with a fast, agile soldier (for example, the

archer). Use him to destroy the foot soldiers and then rush him to the safety of the exit. Now it's time to bring out the grenade chucker to dispose of the platform-raised androids. You must carry on in this way until the level is completed.

Simultaneous two-player action puts two players in control of two different armies on the same screens at the same time. You can choose to either act individually or in unison. It is this option that really makes *Gain Ground* worth considering as something to save for, as the depth to the gameplay is increased enormously.

THE VERDICT

Master System owners have already seen *Gain Ground*, the eight-bit version was reviewed in **Sega Power 16**. For the Mega Drive version, the graphics and sound have been changed (*to protect the innocent? - Ed*) but the game in essence remains the same.

Great for two players, and the tactical element secures it a longer life-span that it's shoot-em-up appearance would indicate. However, it's not *that* good, so think twice before selling your underwear for it. ■



Right, the exit's at the top of the screen and all the baddies are still intact. Player one is set to take them on with a rather pretty grenade chucker while player two looks set to send, erm, Spiderman? into battle. The icon on the bridge indicates a hostage in need of rescuing.

KEV'S GRAPHICS AND SOUND

The graphics are uninspiring but they do the job OK. Sometimes the action on-screen gets a little too fiddly and detailed, but it's not a big glitch. The accompanying soundtracks are excellent!

Graphics 61%
Sound 83%

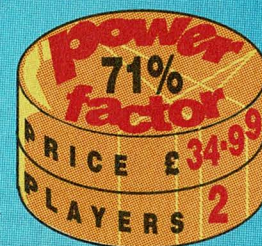
NEIL'S DEPTH AND ADDICTION

I like this game. There's quite a lot of thinking involved which complements the arcade action fighting sequences to create an original and entertaining game. Not the best, but definitely worth investigating.

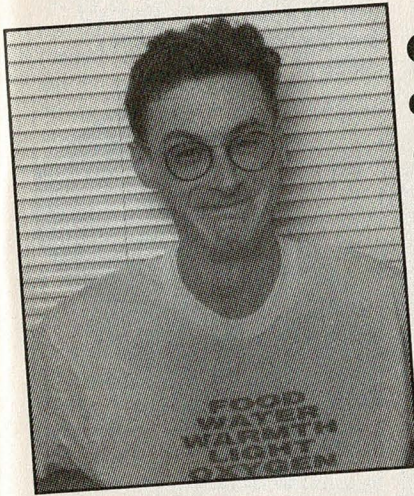
Depth 80%
Addiction 82%

ANDY'S OVERALL

An interesting, well thought-out game. Don't expect to be immediately impressed, but prepare to be hooked as your army grows and things start getting tough. Give it a try - it could make a pleasant change from the usual straightforward shoot-em-up jaunt.



Scribblings



Got a problem you can't fix? We can do it in the Scrib's! Problems solved, questions answered – the Dr is in! Each month the Star Letter wins its author a groovy and much sought after Sega Power T-shirt so get a pen to paper and maybe win it yourself!

DIY GAMES

Dear **Sega Power**,

I thought I'd write and tell you how wicked your magazine is! No sooner had I got a Mega Drive than I saw this fab mag on the shelf! Please could you tell me the address of a company that makes Sega games because I've got a really good game design that I'd like to pass on.

Oscar Gillespie, Mortlake.

*It seems to be a popular passtime among Sega gamers designing their own games (and well done too) and I know it can be frustrating to have these brilliant designs and not know where to send them. Check out the adverts of third party games makers (Virgin, Tecmagik, Electronic Arts, Accolade and so on) in this very issue, most of the ads will have the address of the company on them so simply write to the address asking if they'd like to see your design (don't send it immediately because they may not be at all interested and your hard work will probably just end up in the bin). Bear in mind that these companies often have game designs planned for months if not years ahead, so don't be upset if they refuse your design without going through it in depth. **Andy Smith***

WRONG READER

Dear **Sega Power**,

I think that your mag is great but you have made a mistake on the *Moonwalker* for Master System review (**Sega Power 17**). In two of the pictures Michael is jumping over some fire coming out of the

ground. I have *Moonwalker* on the Master System and this does not happen!

Adam Farrer, Hull.

*You're completely wrong Adam! We reviewed a completely finished version of the game and the fire most certainly came out of the grates and the like! I'm sorry but I think you're mistaken and not us – unless, of course, some other readers can prove we got it wrong (we can't have because we wouldn't have got the picture in the first place!). Still, we're eager to hear if we had a rogue copy of the game. **Andy Smith***



Michael jumps over some fire – is it real though? See Wrong Reader.

GIGA DEAD?

Dear **Sega Power**,

I've just heard that Sega are planning to launch a 32-bit machine called the Giga Drive, is this true? If it is, will it be for the arcades or for home use? **James Edmonds, Chelmsford.** *The Giga Drive is certainly hot news at the moment – but we've had the thing officially denied (check out the *Sega of America* report on page 20 for more details) so it looks as if someone, somewhere, got the wrong end of the stick. If things change and we*

*can find out anything else we'll bring it to you as soon as possible. **Andy Smith***

REVIEWS RIGHT-ON

Dear **Sega Power**,

I've been reading your mag since February. Your reviews are pretty accurate because whenever I buy a game you say is brill' you're right! This is pretty amazing considering all the other mags I've read (*PC Leisure* and *C+VG* to name two) are always taking marks off or adding marks for trivial reasons that don't really affect the way the game plays! Thanks again. **Rob Clark, Penarth.**

*It fair warms the cockles of our hearts to hear this sort of thing, because it's exactly why we're here! We're not a Sega catalogue, we don't reckon every single game is the best thing since sliced bread so we try to point out the good ones and steer you away from the bad ones. **Andy Smith***

PAY FOR POWER

Dear **Sega Power**,

I am the proud owner of a Sega Master System Plus and I really enjoy the games I have bought for it, but I was wondering why we have to pay for **Sega Power** when Nintendo owners get their mag free? I also have a few friends at school who reckon that Nintendo are better than Sega and I need some more information about Sega to fire back at them.

Greig McDonald, Jersey.



Should you pay for Sega Power? See Pay For Power.

Good naff games!

Dear **Sega Power**,

I own a Mega Drive and all the games I own are great. It's a good job that not all games are brilliant because otherwise I wouldn't be able to buy them all!

It also means that when an excellent game is launched there is something to celebrate – I mean it would be a bit boring if absolutely everything was excellent, now wouldn't it?

Graeme Silburn, Harwich.

I do believe this is what the experts call 'Twisted Logic'. It seems you can find good things in anything if you look hard enough!

Actually, there's a serious point

to be made here. Some people do think that every single game produced is excellent, while some people think that most are naff – it's a real case of one man's fish being another man's poison.

In an ideal world every single game would be brilliant and all you'd have to worry about is what sort of brilliant game you'd like to choose – sports game, adventure game or whatever.

Sadly life isn't like that so we'll keep reviewing games and pointing out the good from the bad – bearing in mind that some people like one thing and others like others, erm if you know what I mean, sort of.

Andy Smith.

We can't afford to give **Sega Power** away! The mag is produced by an independant company – nothing to do with Sega or Virgin – which enables us to tell you exactly what we think of the latest games. If we were a Sega owned publication then the chances are, we wouldn't rate games but tell you what's about and how fantastic they all are – which is fine if you don't mind buying a naff game occassionally, but not very

helpful if you have to pick and choose your games.

You may have to pay for **Sega Power**, but then you're paying for the opinions of independent experts, and not for a catalogue of adverts. As for whether Sega are better than Nintendo, you've answered your own fears yourself – you enjoy playing the games on the Sega, why should you be bothered about any other system? If you're happy

with what you've got then fine, if you're not then get shot of it and get something you will be happy with – simple really isn't it? **Andy Smith**

COMPATIBILITY

Dear **Sega Power**,

I am going on holiday to Canada soon and was thinking about buying a Game Gear over there, but will the carts be compatible?

Daniel Webb, Headington.

Because the Game Gear's a self-contained unit, as far as we know the carts from all over the world should be compatible – the only thing you might have problems with is buying a TV Tuner in a country that has a different TV standard than the one you live in. **Andy Smith**



Will there be cart compatibility probs with the Game Gear?

STAR LETTER

Dear **Sega Power**,

I was reading the latest, brilliant issue of **Sega Power** when I had a brilliant idea! Why don't Sega ask some big movie company (Warner, Universal, whatever) to make a movie out of one of their games like *Golden Axe*? **C Butler, Southampton.**

It's not such an outrageous idea you know. A large movie company are at present working on a film based on that Nintendo character Mario. Danny Devito is rumoured to be taking the lead role and the film should be out in the States next year.

Perhaps we could convince Arnold Schwarzenegger to play the part of Ax Battler? Grace Jones would make a great Tyris Flare and that little chap from *Fantasy Island* could be Gillis Thunderhead! I'm beginning to like this

idea more and more, how about that Kid from *Home Alone* playing the part of Alex Kidd? Maybe all the World's top racing drivers could get together and do *Super Monaco*?

What we really need though is a strong screenplay – and it just so happens that I've written several! They're all brilliant, including this one I'm working on at present about this poor hard-done-by Editor of a video games magazine who suddenly goes berserk because he can't put up with his staff mucking about all the time!

Actually, perhaps they should just make a film about me anyway – a sort of documentary on what it's like being the brainiest and most handsome person in the world and still have to put up with the likes of Kev and Neil? Perhaps Sega should even make a game about us! You could be me and have to juggle with deadlines, dodge publishers and keep your staff in line whilst still producing the best Sega mag in all the land – now I think we're onto something, what do you say Mr Sega? **Andy Smith**

NO MORE POWER?

Dear **Sega Power**,

I am in two minds whether to buy the next issue of **Sega Power** because I think that you do too many reviews on the Mega Drive and I also think you have too many tips in the magazine. Why don't you just put a few tips on the games you



CONSOLE SOFTWARE HIRE CLUB

LIFE MEMBERSHIP £10 (INCLUDES ONE FREE HIRE)

7 DAY HIRE PERIOD

HIRE ANY GAME FOR ONLY

SEGA MEGADrive - £3.00

SEGA GAME GEAR - £2.50

DWM, 122 STRATHERN ROAD, DUNDEE, DD5 1JW

TEL: 0382 74912 FAX 0382 77709

MC MARTINS MC

34 KESWICK GARDENS, REDBRIDGE, ILFORD, ESSEX, IG4 5NB

To order phone our shop 081-521 0692 10am to 6pm or 081-550 5073 after 6pm

*All the latest UK Megadrive,
Nintendo and Gameboy games
Phone for details*

*We also stock a variety of games for the: Game
Gear, Lynx, Famicom, PC Engine, Sega
Mastersystem + Commodore Amiga*

*To order simply phone or send a cheque to the
above address.*

24 hour delivery by hand for local orders

MEGADrive

MEGADrive GAMES HIRE CLUB!

Games too Expensive? -Why not hire at prices
from £1.50 - £3.00 per week.

TOP TITLES TO CHOOSE FROM

Very fast, efficient service, please send S.A.E. for details.

also EXCHANGE SCHEME £3

Swap your unwanted games through our National Database

We also buy, sell and part exchange used games

CONSOLE ACTION

Send SAE or phone for information & List **0792 584346**

130 Heol Gwyrtydd, Penlan, Swansea, SA5 7BX

Matrix Software Club

"Matrix Members Make You as Sick as a Parrot!"

"They get to choose any titles they like from the Matrix stock range of hundreds of tested and guaranteed original used software titles for Atari ST, Amiga, IBM/PC (3 1/2" disks only) and Sega Mastersystem, including, I might add, the most popular classics, latest releases and serious stuff. All with the Matrix guarantee to buy them back. So they never have to keep any if they don't want to."

"There must be a catch"

"But wait a minute! Matrix have been around since 1981 and have over 2 1/2 thousand registered members who not only enjoy the unique buy back scheme, but a members review panel, monthly newsletter, big discounts on brand new software and hardware, free draws and competitions for major prizes and one of the fastest services offered by anyone, anywhere. They can't all be wrong, can they?"

Unless you want to be as sick as a parrot, send for our membership information pack enclosing a large S.A.E. and stating your machine to the address below, and while you're at it why not go for our £100 cashline competition?

Win £100 cash every month

Our cashline competition is open to everyone. To enter simply telephone the Matrix Cashline on 0836 403807 and listen. You will need a pen and paper.

Matrix Leisure Services, Dept SP8, Unit 4, Mill Studio Business Centre, Crane Mead, Ware, Herts, SG12 9PY Tel: 0920 444224.

NEW SHOWROOM NOW OPEN

* Cashline calls cost 34p/min, cheap, 45p/min other times (ask the 'phone owner).
MATRIX - WORKING FOR MEMBERS

MAIL BAG

review at the bottom of each review?

Robert Hyde, Woburn.

I've said this before, we have no bias towards any machine, we just review as many new games as we can get our hands on and at the moment the Mega Drive is getting more releases simply because it needs to build up its back catalogue of games. New Master System games are still coming and we still review as many as we can.

Too many tips! I'm sure the rest of our readers will have something to say about this! Andy Smith

SAME AGAIN

Dear **Sega Power**,

I think the magazine is a con for Master System owners like myself because you have to get the magazine to see adverts for games, but it has very little about the Master System and its games and what it does have is of such poor quality.

If you print this letter could you send me a copy which I will pay for otherwise I will not see it.

Christopher Wills, Reading.

All I can say Christopher is what I told Robert Hyde - it's not our fault there are more Mega Drive games being released just at the moment -

we still do as much Master System stuff as there is to do. It's upsetting to hear you think we're doing a poor quality job though, perhaps you'd like to suggest ways to improve the mag? As for sending you a copy, try subscribing then you won't have to worry about going out and getting a copy each month, it'll plop through your letter box without you having to worry about a thing. Andy Smith

MONEY OFF OFFER!

Dear **Sega Power**,

Would you consider putting some sort of voucher on the cover of the magazine that could get us games buyers some money off of new Sega games? It would be a good idea for both you and Sega as they would sell more games and you would sell loads of copies because everyone would want to take advantage of the offer.

Mitchell Piddock, Halesowen.

What a good idea Mitchell, I've passed your suggestion onto the publisher who was enthusiastic and is looking into how feasible it would be. Andy Smith

LOCAL ADS

Dear **Sega Power**,

I must say your mag is fab, but could you please put what area of

the country the person who places a small ad lives in instead of just the phone number so we know if we're making a call to somewhere that's miles away or not?

Scott Woodhead, Denbydale.

Sorry Scott, no can do. We've taken the decision to just print the phone numbers because we don't want people abusing the system. Once you've got an area code it shouldn't take you too long to work out where (roughly) the person lives. If you're really bothered by the phone bill though make your call during off-peak times (always the best time to call people anyway, 'cos it's cheaper!) Andy Smith

MEGA EXTRAS

Dear **Sega Power**,

Here are some questions:

1. When will the CD ROM drive be available and how much will it cost?
2. What is a modem and when will this be available?
3. Is there a steering wheel device to use with games like *Super Monaco*?
4. Why don't you put all the Mega swaps together and all the Master swaps together to save hunting through each one?

Neil Van Den Hoek, Newton-le-Willows.

1. Read the interview with the bods at Sega of America (page 20) for more information about the CD ROM.

2. A Modem enables you to hook into the 'phone line and play a game on your machine with a fellow gamer who also has a modem hooked into the 'phone line who may be living hundreds of miles away from you. As to when it's going to be available - we've had no release date from Virgin as yet.

3. No, the nearest thing to a steering wheel is the Handle controller.

4. We want you to hunt through each and every one - you never know what bargains you'd miss otherwise! Andy Smith



The Handle Controller - the nearest thing to a steering wheel.

PRESTON GAMES

13 LOWTHIAN STREET, PRESTON, LANCS PR1 2EP
TEL: (0772) 54857

SHOP HOURS: 9.30-5.00PM MON-SAT

MAIL ORDER: 9.00-8.00PM MON-FRI, 9.00-5.00PM SAT
10.00 - 4.00PM SUN

SEGA MEGADRIVE GAMES SECOND HAND

| | WE BUY AT | WE SELL AT |
|--------------------|-----------|------------|
| A Kidd E Castle | £8.00 | £16.00 |
| Afterburner 2 | £10.00 | £20.00 |
| Arnold P Golf | £8.00 | £16.00 |
| Budokan | £10.00 | £20.00 |
| Dick Tracy | £9.00 | £18.00 |
| E Swat | £7.00 | £14.00 |
| F Worlds | £8.00 | £14.00 |
| Gain Ground | £9.00 | £18.00 |
| Ghostbusters | £7.00 | £14.00 |
| Ghouls & Ghosts | £11.00 | £22.00 |
| Golden Axe | £9.00 | £18.00 |
| Herzog Zwei | £8.00 | £16.00 |
| J B Douglas Boxing | £9.00 | £18.00 |
| J Haddens Football | £11.00 | £22.00 |
| M Mouse | £9.00 | £18.00 |
| Moonwalker | £8.00 | £16.00 |
| Mystic Defender | £7.00 | £14.00 |
| Phantasy Star 2 | £15.00 | £30.00 |
| Populous | £10.00 | £20.00 |
| Rambo 3 | £7.00 | £14.00 |
| Revenge of Shinobi | £10.00 | £20.00 |
| Shadow Dancer | £8.00 | £16.00 |
| Strider | £10.00 | £20.00 |
| Super Monaco GP | £9.00 | £18.00 |
| Super Hang On | £8.00 | £16.00 |
| Sword of Sodan | £7.00 | £14.00 |
| World Cup Italia | £7.50 | £15.00 |

RING OUR HOTLINE FOR LISTS ON MEGA, MASTER, GAMEBOY, NINTENDO, PC ENGINE, G GEAR, FAMICOM, + £1.00 P&P SUBJECT TO AVAILABILITY

The
CARTRIDGE TEL: Tewkesbury (0684) 290097 FAX: (0684) 274118
Family
151 High Street, Tewkesbury, Glos, GL20 5JP

→ SEGA MASTER SYSTEM → MEGADRIVE → GAMEGEAR

MASTER SYSTEM

| | |
|---------------------|--------|
| Ace Of Aces★ | £32.99 |
| Altered Beast | £29.99 |
| Battle Outrun | £29.99 |
| California Games | £29.99 |
| Chase HQ | £29.99 |
| Cyber Shinobi | £29.99 |
| Columns | £24.99 |
| Eswat | £29.99 |
| Gain Ground | £29.99 |
| Gauntlet | £29.99 |
| Ghouls N' Ghosts | £29.99 |
| Golden Axe | £29.99 |
| Golden Axe Warrior | £32.99 |
| Golfmania | £32.99 |
| Heavy Weight Champ | £24.99 |
| Impossible Mission | £29.99 |
| Indiana Jones | £29.99 |
| Jo Mantana Football | £29.99 |
| Jungle Fighter | £29.99 |
| Mickey Mouse | £29.99 |
| Miracle Warrior | £32.99 |
| Moonwalker | £29.99 |
| Pacmania★ | £29.99 |
| Paperboy | £29.99 |
| Phyctic World | £29.99 |
| Populous★ | CALL |
| Operation Wolf | £29.99 |
| Shinobi | £29.99 |
| Submarine Attack | £29.99 |
| Super Monaco G.Prix | £29.99 |
| S.Real Basketball★ | £24.99 |
| Ultima IV | £39.99 |
| Wonderboy III | £29.99 |
| World Cup Italia 90 | £24.99 |
| YS | £32.99 |

MEGADRIVE (UK)

| | |
|------------------------|--------|
| Alex Kid In Ech'Castle | £29.99 |
| Arrowflash | £34.99 |
| Budokan | £39.99 |
| Columns | £34.99 |
| Crackdown | £34.99 |
| Cyberball | £34.99 |
| Dick Tracey | £39.99 |
| Eswat | £34.99 |
| Forgotten Worlds | £34.99 |
| Ghostbusters | £34.99 |
| Ghouls N' Ghosts | £44.99 |
| Golden Axe | £34.99 |
| Herzogzwei | £34.99 |
| James Pond | £39.99 |
| J.B. Douglas Boxing★ | £34.99 |
| J.Maddensaf Ball | £39.99 |
| Mickey Mouse | £39.99 |
| Moonwalker | £34.99 |
| Mystic Defender | £34.99 |
| PGA Tour Golf | £39.99 |
| Populous | £39.99 |
| Rambo III | £29.99 |
| Revenge of Shinobi | £34.99 |
| Shadow Dancer | £34.99 |
| Sonic the Hedgehog★ | £34.99 |
| Super Monaco G.Prix | £34.99 |
| World Cup Italia 90 | £29.99 |

GAMEGEAR (UK)

| | |
|---------------------|---------|
| Gamegear★ | £99.99 |
| Gamegear+ Any game★ | £119.99 |
| Columns★ | £19.99 |
| G-loc★ | £24.99 |
| Golden Axe★ | £24.99 |
| Mickey Mouse★ | £24.99 |

Items marked ★ coming soon. UK Megadrive/Gamegear stockists only. All items subject to availability. Prices subject to change. All orders over £20 post free (under please add £1) Payment by cheque/PO payable to: The Cartridge Family or by Access or Visa credit/charge card. ALSO STOCKIST FOR NINTENDO - GAMEBOY - LYNX

The shape of

News and previews – a glimpse of the

Born in the USA!

In case you hadn't heard, the Ed went on holiday, sorry – went on a very boring 'business trip' to sunny, sorry – he never went outside, Chicago this month. (Remember, the publisher is reading this! – Ed). Ahem, anyway. He came back raving about all the American software that sooner or later will be making its appearance over here. No one was safe. He skipped over to his best friend (the coffee machine) to waffle inanely about *Toe Jam and Earl* while the poor thing hummed and quivered in terror, he wandered down to reception to annoy everyone with prolonged whitherings on the subject of *Fantasia*, and he cornered Jason the Sandwich Man in the dark room with a ten minute monologue on *Spiderman*.

Anyway, we finally managed to get him to calm down and shut up, so now we can offer you a glimpse of what's to come...

GAME DIARY

Your monthly guide to Sega console gaming

What Was...

- Mega Drive games reviewed last month:
Sword of Vermillion – 91% The latest mammoth RPG jaunt through baddie infested countryside.
- Columns* – 82% You'll be begging for mercy and begging for more at the same time with this classic think-em-up.
- Monster Lair* – 41% Sorry Leo and Prescilla, but you're boring! Save your money.
- Herzog Zwei* – 78% Ludwig is revolting! Are you the one who can defeat the rebel general?
- Zoom* – 47% Battle against the wiggly space phantoms as you guide Mr Zoom around mazes in space!
- Cyberball* – 52% Robots can play American Football too! Now's your chance to hit the gridiron.

– and for your Master System:
Joe Montana Football – 56% The only Master System game last month and unfortunately not a very good one.

What will be...

Mega Drive

Very soon:

Might & Magic, Faery Tale Adventure, King's Bounty, Sonic the Hedgehog, Star Control, Turrican.

In the pipeline:

Phantasy Star III, Road Rash, Pit Fighter, Hard Drivin', Wing Commander, Road Blasters, Ms Pacman, Paperboy, RBI3 Baseball, Swamp Thing, Indiana Jones, The Godfather, Toe Jam & Earl, Leaderboard, Quackshot, Fantasia, Klax, Spiderman, Mario Lemieux Hockey, Decap Attack.

Master System

Very soon:

Pacmania, Strider, Heroes of the Lance, Outrun Europa, Forgotten Worlds, Shadow of the Beast

In the pipeline:

Prince of Persia, Super Space Invaders, Super Kick Off, Xenon II, The Flintstones, Indiana Jones and the Fate of Atlantis, Speedball, Back to the Future II & III, Die Hard II, Duck Tales, Terminator, Marble Madness, Spiderman

Fantasia

Mega Drive – Sega – TBA – TBA

Fresh from rescuing Minnie from the *Castle Of Illusion*, Mickey's back in another fantastic adventure. This time it's *Fantasia*, based on the Disney classic in which Mickey plays the role of the Sorcerer's apprentice. Sega and Disney have once again collaborated closely to produce a game that will be a delight to the ears and the eyes.

The action begins when the Sorcerer's notes are stolen. Without the notes, the famous music can't play so it's up to Mickey to find the notes and get them back. Be prepared to face swamps, water, prehistoric jungles, cliffs, deserts, caves, mountains and ancient ruins. We reckon that *Fantasia* could turn out to be the best Mega Drive game ever.

M-1 Abrams Battle Tank

Mega Drive – Sega – TBA – TBA

Assume the unique specialties and responsibilities of the four M1A1 tank crew members. In *M-1 Abrams Battle Tank* you get to be driver, loader, commander and gunner.

Most of your playing time is taken up in the gunner's position, commanding complete control of the tank's weapons. There are three to choose from: swift

accurate SABOT; long-range anti-helicopter AX or the armour-melting HEAT warhead. The gun turret can rotate independently of the tank's movement allowing fully independent 360° targeting.

Face eight different missions with three different skill levels, get in your tank and let's roll!

Spiderman

Master System – Sega – TBA – TBA

Spiderman (alias Peter Parker) has been framed by evil villain 'The Kingpin' (wasn't that the name of the baddie in *Moonwalker*? – Ed) for planting a bomb set to blow up New York City. Now *Spiderman* has just 24 hours to clear his name, avoiding not only the crooks but the police as well. To make matters worse, arch enemy Venom – the

dastardly fiend that he is – has also kidnapped Spidey's girlfriend.

Battle through seven levels of baddie-infested stages, slinging webs and climbing walls. Warehouses, the sewers, a power station, central park, the Hobgoblin and lastly Kingpin's headquarters – all await the man that can, erm, do whatever a spider can!

G-Loc

Game Gear – Sega – TBA – TBA

Well, here it is – the first Game Gear preview to appear in *Sega Power*. As the Game Gear becomes more popular, we'll be featuring more and more of the games. But don't worry, we won't be sacrificing any Master System or Mega Drive coverage, we'll just have to squeeze it in as best we can.

Back to the matter in hand – *G-Loc*.

G-Loc actually stands for Gradual Loss Of Conscious and it's what you DO NOT want if you're flying a combat aircraft. The game puts you in the cockpit of an experimental Superplane through nine fast-paced action-packed scenarios, with three difficulty levels.

Watch out for the head-to-head two-player dogfights using the multi-cable!

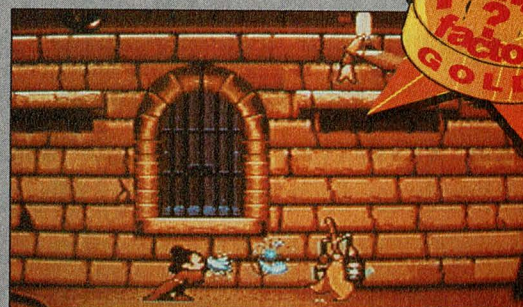
Things to come

the games you'll be playing in the future



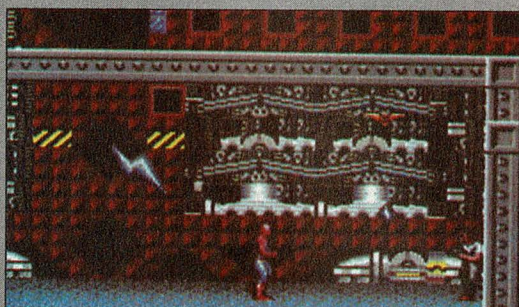
A lot of the baddies Mickey comes up against you'll recognise from the film. Dancing mushrooms, walking brooms, floating flowers, ostriches and a even a hippopotamus all make their appearance. Most are killed in the traditional 'bottoming' method.

What beautiful backgrounds, almost good enough to frame! Dukas' music accompanies the action, so you can be sure that *Fantasia* will be as fun to watch as to play. No news of a release date yet, so stay tuned to *Sega Power*!



Joining you on the battle ground are the rest of the allied forces. These are helping you in your campaign, but be warned. Hitting a friendly installation or killing some of your own troops means the sack and, even more importantly, game over!

There are eight night or day settings to choose from, allowing you to choose between optical or thermal sighted equipment. If you're after a war simulation game with plenty of action, then this could be the game for you.



Both Mega Drive and Game Gear owners will be able to get a slice of the action as well as the eight-bit boys. *Spiderman* is due for release on all three Sega formats, though details of a UK release are not yet finalised.

Sega have designed *Spiderman* to include as much of the 'feel' of the original Marvel comics as is possible. Spidey will face traditional villains as well as a host of new ones in your attempt to defuse the bomb and rescue your girlie, Mary-Jane.



Your G-Loc jet is equipped to give you the technological edge over your adversaries. Twin rapid-fire machine guns and an on-board missile guidance system (but with limited missiles) are in theory enough to see you through all that the enemy can chuck at you.

The H.U.D (Heads Up Display) keeps you well up to date with your opponent's movements. Points mean prizes and in this game, prizes mean the chance to buy larger fuel tanks and better machine guns. I feel the need...

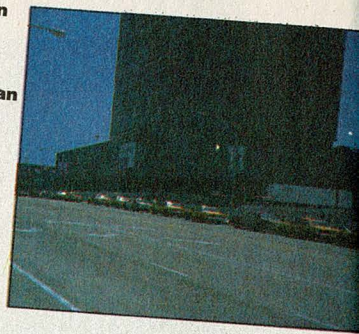


SPECIAL

The Consumer Electronics Show

Twice a year all the big American players in the software world get together to show what they're going to be releasing in the next six months. The Ed popped over to shake hands with a few of our American friends...

The CES in Chicago. Bigger, better, brasher than your average show with fries on the side and hold the anchovies!



Chicago, the Windy City. Home of real pizza and gangsters. Venue for the Summer CES. And what a blinkin' big show it is too!

Unlike the shows we have in the UK which tend to be dominated by software houses



Ooh! Look how big it is!

showing what games they've got running on Amiga, PC and ST, the CES is dominated by two companies.

Until just recently there was just one company – Nintendo. Now it's Nintendo and Sega. The two companies are fighting each other in a fierce battle to win the hearts, minds and dollars of the American games public.

Nintendo have had it all their way for a long time, but now things are changing. The launch of the World's first true 16-bit console, the Genesis (or Mega Drive to you and me), has seen Nintendo's dominance of the market crumble.

Already 1.4 million of the things have been sold in the States, and Nintendo have not yet released a machine with a tech spec to match it (Nintendo's 16-bit machine, the Super Famicom or Super NES depending on which part of the world you live in, was at the show but Nintendo don't intend to release it until November, by which time the Genesis will have sold in even greater numbers).

Then there's the Game Gear – but more about the official Sega stuff over the page.

Let's have a look at what some other companies are producing for the Master System, Mega Drive

and Game Gear and see is any of this stuff is going to be coming over here.

Before we do that, there are two ways for companies to produce games – officially and unofficially. Official software suppliers for the machines (Electronic Arts, Sunsoft, Namco to name just a few), get the official Sega seal of approval to plaster all over their packaging, they get technical help from Sega themselves and, if they wish, they can get Sega to manufacture the carts for them. Unofficial suppliers don't get any of this, but they can still produce games for the systems. ■

New games coming – from everyone but Sega! Tengen

This subsidiary of Atari already has a couple of Mega Drive games about (that still haven't been officially released over here), *Hard Drivin'* and *Klax* and they're working on even more:

Ms Pac-man will be available in the States this Summer. It is much like the original *Pac-man* but this time features the female counterpart of the original star and improved features like larger mazes.

Baseball fans will be able to play *R.B.I. 3* this Summer. The game is licensed by the Major League Baseball Players' Association and features additional real baseball rules like infield fly and ground rule double!

Pacmania is a game we're all familiar with (Master System version reviewed

Sega Power 16, *Power-Factor 94%*) and Mega Drive players Stateside will be playing with the thing in the Summer.

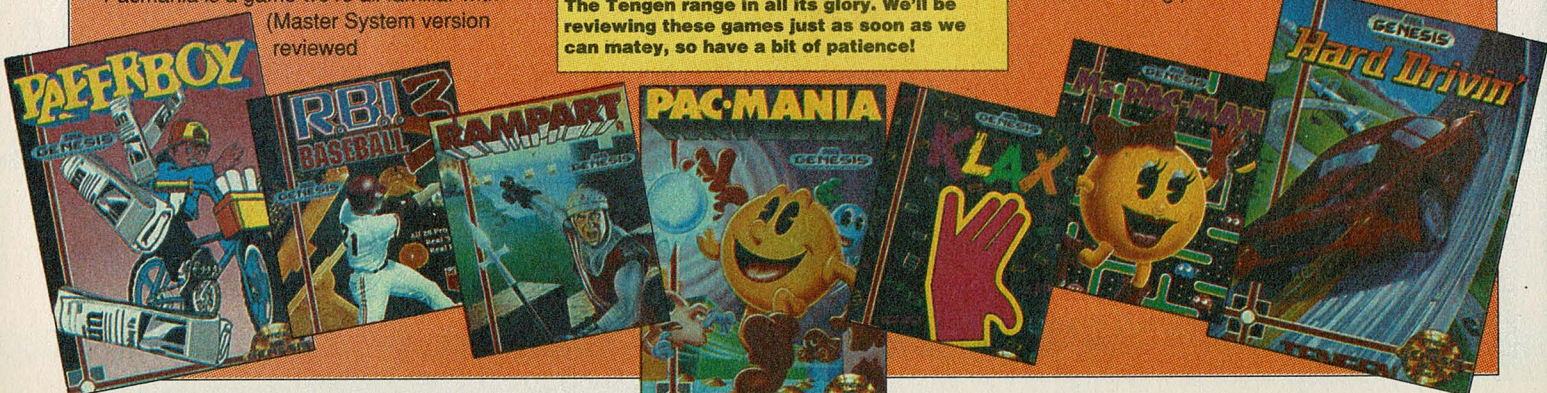
Paperboy is another we're all familiar with (Master System version reviewed *Sega Power 14*, *Power-Factor 84%*) and another game that's coming out on the Mega Drive in the States this Summer.

Road Blasters is a coin-op conversion in which the player drives a fast car that's equipped with a wonderful front-firing gun –

The Tengen range in all its glory. We'll be reviewing these games just as soon as we can matey, so have a bit of patience!

handy for the M25!

Rampart is a *Rampage*-style game with a medieval knights type theme. Coming at the same time as *Rampart* (though neither have a set release date even in the States yet) is the game *Pit Fighter*. This popular coin-op conversion gives the player the chance to experience the thrills and spills (?) of wrestling and kick-boxing. Featuring digitized pics taken from footage of live action, this one should be a bit of a looker. Watch out for reviews of all these games in future issues of *Sega Power* (Though don't expect them to be in the next two or three issues at least, so don't write in asking!)



Ballistic

New boys Ballistic (whose first game *Hardball* is reviewed in this very issue) have also got a few more titles on the way including *Star Control*. This is an action strategy space game that is claimed to be the world's first Sega 12 megabit cartridge! Five of those megabits have been dedicated to digitized sound effects and music!

Set in the Earth's future, a multi-dimensional rotating star cluster is the player's battleground. 14 alien races make up the nasty Ur-Quan Hierarchy, who are out to capture as much of this cluster as possible. It's a one or two player game in which one of the players takes control of the Alliance of Free Stars, whose job it is to wipe out the nasty types.

There are several modes of play in the game including: melee and full game. Melee is the easy option where the players just battle it out



Star Control. Intergalactic megalomania on the Mega Drive - go kick some Ur-Quan butt!

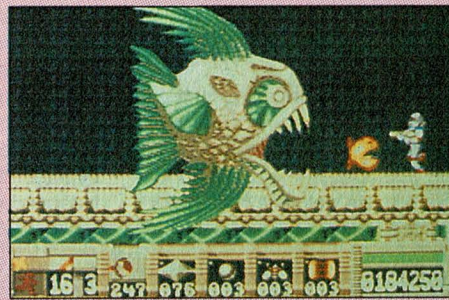
until only one player is left. Full game offers some 15 scenarios where the player has a lot more of the game's logistics to handle too. Pam Levins, producer of the game comments "*Star Control* steps away from the traditional four megabit horizontal scrolling games and provides the dedicated gamer with a new space adventure every time to cartridge is put into the console". We'll be reviewing this just as soon as we can get our hands on it.

We're also waiting to get our hands on two other Ballistic titles, namely *Onslaught* and *Turrican*. *Onslaught* is a fantasy hack and slash game in which the player has to fend off both physical and mental attacks from the baddies. It's a platform game that boasts loads more gameplay than just your ordinary hack and slash game, and we'll be giving you the low-down on this just as soon as possible.



Onslaught. Platform mayhem here as you fight the onslaught of baddies. Read the *Onslaught* review coming to a future *Sega Power*.

A big computer hit that's coming to the Mega Drive soon is *Turrican*. This too is a platform game for one player. It's made up of five distinct worlds, each with multiple levels above and below ground and some 1300 screens of action with over 50 different baddies. In the worlds of the producer of the game, Chris Bankson, the best part of *Turrican* is the game's main character "Maybe it's the confident movements when he leaps, crouches or swaggers. Maybe it's the way he shoots his laser. It's hard to say but this guy's got real attitude and a distinctive style that's clearly human. Everyone who tested the game has talked about how strongly they identified with him." *Turrican* will be appearing in a *Sega Power* just as soon as we can get our hands on the thing (and the others too, of course). Watch out for them.



Platform action from the highly acclaimed *Turrican* - see how well it's converted in a future *Sega Power*!

Namco

Japanese company Namco have a couple of firsts lined up for the Mega Drive and Game Gear. *Quad Challenge* will be the first two player Mega Drive and is an All Terrain Vehicle simulation giving players the opportunity to experience the thrill of this sport.

Coming for the Game Gear (we hope to see these over here next year sometime) are the classic *Pac-man* (everyone knows what that's about) and *Batter-up*. The latter being the first baseball game for the system. More news as and when we can bring it to you.



Pac-man for the Game Gear. Playability in your pocket!

Batter-Up for the Game Gear. One for baseball fans on the move.



Those wacky American types...

Consumer Electronics is a large field including not just video games, here's a look at some of the more erm, wacky stuff that some companies were showing at the show.

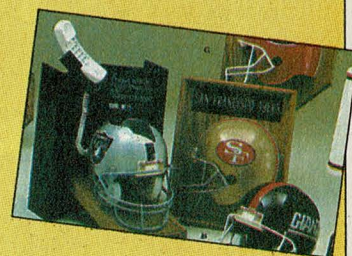
TeamFones

Staying with telephones, if Football or Baseball are more your sport you can always buy a phone, lamp, wall plaque made from the helmet of your favourite team. Strange? The Americans don't think so.



The Phona-Bass - now I've seen some strange things in my time, but well, nothing quite as strange as this!

TeamFones - a must for the dedicated fan. Try ringing up your friend with one of these on your head!



Phona-Bass

Bass fishing is such a popular pastime that one company, Outdoor Horizons, have decided to make a plastic telephone in the shape of a 12lb Largemouth Bass caught in Florida! Just pick up the fish and call a friend!

Swiss Lady

She's a tricky thing at the best of times, old Mother Nature, but never more so when you're trying to determine the sex of your baby! Now, using this wonderful watch designed by Dr Otfried Hatzold from Munich, you can check your wife/girlfriend's menstrual cycle and by timing the conception correctly you can, theoretically, determine the sex of your baby!



The Swiss Lady - now you don't have to get granny to guess at the sex of your baby - you'll already know!

SPECIAL

Sega of America

Whilst in Chicago, the Ed had a wonderful opportunity to get some information about life, the Genesis and CD ROM from the American wing of Sega. Here's what's been going down...

We already know who Sega of America are, and largely what they are hoping to do in the next couple of years, but what about the

things that have been worrying **Sega Power** readers for the last few months?

Lets have a chat with Tom Kalinske, President of Sega America and Al Nilsen, Director of Marketing.

"Tom, how will the introduction of Nintendo's Super Famicom in November affect the Genesis?"

"Frankly, we welcome Nintendo's

entry into the 16-bit marketplace. It validates the growth potential of this segment and all of our predictions. We're forcing them to play 'follow the leader'. In countries where we were the first to introduce a system Nintendo has failed to successfully catch up. For example, we have 70% of the game market in Spain, 65% in Great Britain and Australia and 55% in Italy. In the US, Sega Genesis currently holds 75% of the 16-bit market. We estimate that even with the introduction of the Super Famicom, Genesis will maintain a dominant market share by the end of 1991. In a recent independent study conducted

amongst boys aged between 12-17, Genesis was preferred by two to one over Nintendo."

"Incidentally Al, who decided to call the 16-bit machine Genesis and why?"

"Well, I was involved in that decision and basically what we were looking at were names that meant new and revolutionary. The big thing was we wanted to make a major statement, so we talked to a whole bunch of kids and presented them with a whole lot of possible names - dozens of them and Genesis kept coming up. The kids would say 'Genesis means a new



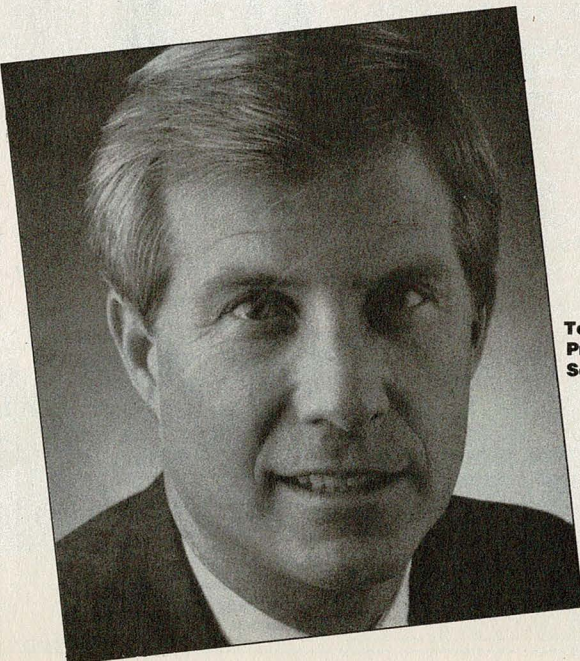
The huge Sega stand - with Sonic!

beginning, a new start'. We see the whole 16-bit market as a whole new era in video game play and that's why we called it Genesis."

"Tom, Nintendo originally predicted it will sell 2 million Super Famicoms in the States in



Al Nilsen, Marketing Director of Sega America.



Tom Kalinske, President of Sega America.

The games...

Besides *Sonic*, which is still creating a massive stir (trying to get a play on one of the Mega Drives running *Sonic* was a nightmare - like queuing up for a ride at Alton Towers), hottest game at the show was a curiously titled *Toe Jam and Earl*. The split-screen game features two hip hoppin', smooth rappin' aliens from the planet Funkatron (just next to Alpha Centauri), connoisseurs of pop culture and the finest junk foods. To get home the player has to help the two loveable (?) characters find the scattered remnants of their Righteous Rapmaster Rocket Ship.

This adventure, role-playing giggle is massively playable and is

full of humour and it's also an indicating that Sega are not going to be content to let Sonic and Mickey Mouse and the current crop of excellent games become a one-off. *TJ & E* is going to be massive and we'll be bringing you the review in the next possible **Sega Power**.

Also on show, and looking red hot, were the sequel to *Mickey Mouse - Fantasia* and the new Donald Duck game *Quackshot*. *Fantasia* is based on one of Disney's best Mickey movies and features the mouse star in a platform/adventure game where, as the Sorcerer's Apprentice, he must recover the missing magical items and musical



Yo! Your friend and mine - Sonic! Actually, it's a bloke dressed in a Sonic outfit, but don't tell Neil because he thinks Sonic really exists!

just three months this year. Don't you think Nintendo will soon take over the 16-bit market much like they did the 8-bit market?"

"As Nintendo has tended to do in the past, they appear to have seriously overprojected and they are now revising their initial projections significantly. The most recent lowered projection appears to be 1.6 million. We plan on matching Nintendo unit for unit in sales. Even conservatively estimating, we will greatly exceed Nintendo with a US installed



The Game Gear section of the Sega stand was constantly swamped.

base of more than 2.5 million Genesis units by early 1992. Also our software sales will be far greater than Nintendo's because of our larger installed base and higher quality and number of games – further cementing our lead.

Add to this the fact that our software is 'third generation' and is technologically superior to Nintendo. There is a real learning curve in developing great 16-bit software that fully utilises the capabilities of a 16-bit system. Sega games such as *Sonic the Hedgehog* and *Toe Jam and Earl* (see separate box) really demonstrate 16-bit technology at its best."

"AI, we've been hearing all sorts of rumours in the UK about Sega developing a 32-bit machine, to be called the Giga Drive, can you enlighten us?"

"It's fun listening to the rumours, I get a lot of laughs about that. 32-bit only exists in one place, and that's

in the arcades right now in *Rad Mobile* and things like that. We do not have any plans to introduce a 32-bit machine, that means this year or next year and I don't even see it for '93. We are doing so much exciting stuff on the Genesis system right now. Next step for Genesis will be the CD ROM drive which will be launching for this fall (Autumn) in Japan and we'll be launching it here in the States for Spring '92. Our goal here is launch a reason to buy CD ROM with exciting software titles – and that's what we're going to do."

"Sounds good AI, but how expensive is it going to be?"

"Well, we're not ready to talk price right now. The big thing is, we want to go and make it as cost-affordable as possible for consumers. That's one of the reasons why we haven't launched it before, you know, \$500 or \$400 is way too expensive and we also wanted to make sure we had

software that was different and really utilised the features of the CD ROM. Our CD ROM system is very exciting, very powerful and we're going to go in and launch it in a big way at the January CES. CD we don't see as being a major force in the market place until 1993 but we will definitely be a player in '92."

So there you go folks. Next month we'll be taking a closer look at a top software house and be asking them equally probing questions – make sure you don't miss out! ■



She's nothing to do with this report – shoo! Shoo!

notes from all over his master's castle.

Donald's first adventure sees the roguish duck adventuring from the South Pole to dark jungle ruins in a search for treasure, helped by his nephews Huey, Dewey and Louie. Reviews of these two games in the next available **Sega Power**.

Other big games on the Mega Drive that should be arriving soon include: *Mario Lemieux Hockey*, an Ice Hockey game endorsed by the National Hockey League's top scorer (guess his name, go on, guess) and the 'strange' *Decap Attack* starring *Chuck D Head!* In

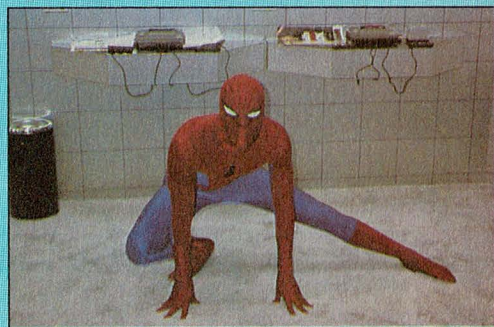
this game you literally chuck your head at baddies while another head in your chest chomps them at any opportunity – no-one ever said the chaps at Sega lacked imagination when it comes to thinking up game themes!

It's not all just Mega Drive stuff that's coming too, big games on the Master System will be appearing too (versions of most of the above games should appear on the machine a little while after their Mega Drive outings). One such big game that's likely to be here before the rest is *Spiderman*. Play the famous web-slinger as he goes after baddies like Dr

Octopus and Electro.

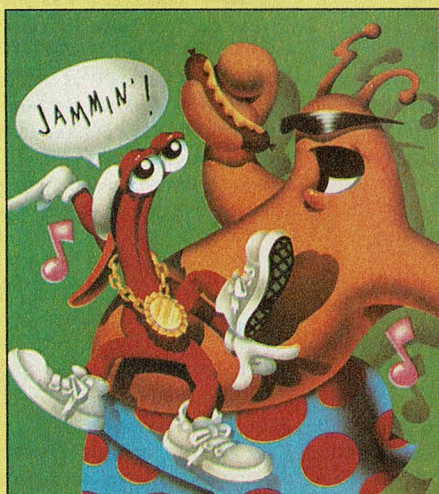
We're as keen to get our hands on this little lot as you are so rest assured, as soon as a release date for each title is announced

Heeere's Spidey! He's in trouble if he wants to go to the loo in a hurry!

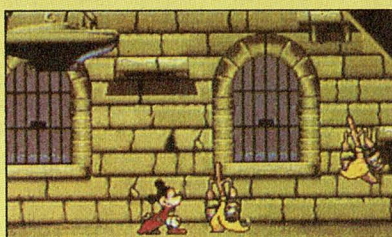


we'll be getting them in the next available issue of **Sega Power** – stay tuned to this station for all the latest news and reviews – from both sides of the Atlantic!

Jeepers creepers, feast your peepers!



Toe Jam and Earl – freaky dudes with a capital 'F'.



Fantasia – looks as good as we'd hoped.



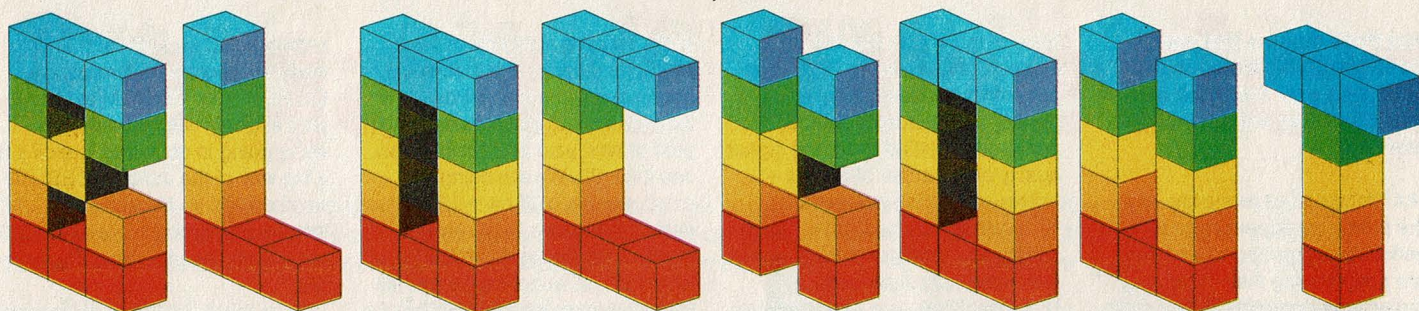
Mario Lemieux Hockey – who?



Quackshot – Donald on the Mega Drive.



Decap Attack – not for the squeamish.

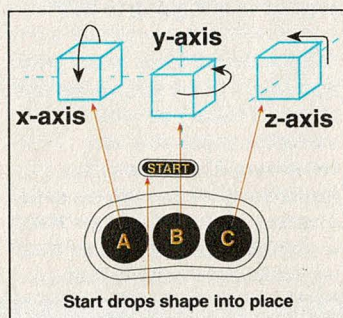


Intelligent, shrewd and – if you will – ‘brainy’ guys that we are at Sega Power, when a puzzle game comes along we know immediately what to do. Bribe someone else to risk going mad while reviewing it!

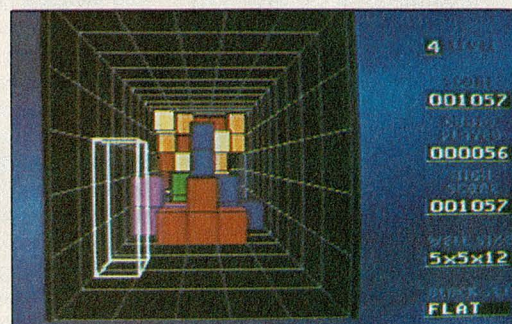
Pat Sharp has been spinning discs for over ten years now, having started on Radio 1 at the age of just 19. After working on SKY television and presenting ‘Fun House’ on British TV, he’s now a DJ for London’s Capital FM Radio. He’s also a video games addict. When he’s not playing records, you can usually find him playing on his Mega Drive.

Blockout is the latest puzzle game from Electronic Arts. When it arrived at the **Sega Power** offices we realised immediately that here was a game requiring brain power, intelligence and deep intellect. Andy looked at Neil. Neil looked at Andy. We knew we were beaten and that there was only one thing to do. So, armed with a few tasty games from those generous people at Electronic Arts, Neil ventured down to Capital Radio to see if Pat could be persuaded to write a review for us...

Blockout puts you in control of three dimensional blocks falling into a ‘pit’. What a player has to do, is spin and rotate the blocks so they fall into the pit to complete



This lovely little diagram shows just how easy it is to revolve the shapes in different directions. Well, it’s easy on paper anyway – wait until you actually try it!



As the different blocks fall, the colour of its component squares are changed according to the depth at which they rest. Clever eh?

layers. Once a layer is complete, it disappears. In this way points are gained and the pit is emptied.

The dimensions of the pit and the complexity of the blocks can be tailored to match your own requirements. On hardest level, Albert Einstein would have a hard job getting more than a few measly points. So bearing this in mind, what did Pat Sharp think of it?

Pat – “Well, I suppose this sort of game appeals to the more intelligent games players who like to have their brains tested as opposed to just their reflexes. I suppose that maybe if a younger person owns the console, then it’s the parents who would prefer to play a game like this. Maybe this is

a game that they will buy for themselves.”

Neil – “OK then. So I suppose the question is, Pat – are you feeling intelligent?”

Pat – “Well, I’ve played Tetris and Columns so I suppose this is just the same principle but in 3D. I always like to start games with the options set on the hardest level, don’t you?...”

(two minutes later)

“Help! Err, this is actually quite difficult to get to grips with! It’s tough getting the hang of the 3D perspective. Each of the three buttons rotates the blocks in a different way, so I suppose it’s got to be possible to get them all to fit if you can think quick enough. Err, the only problem being that I can’t!”



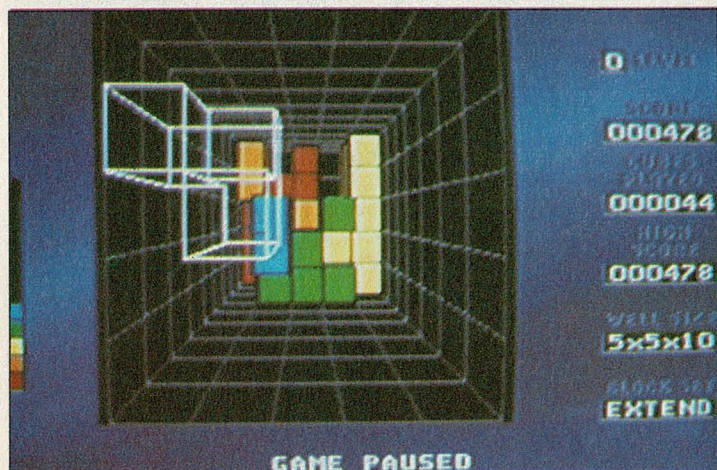
trying to program it into a game!

“The colour meter to show how high the blocks are is very clever device indeed. Also the guidelines on the side of the ‘pit’ really help you working out where to drop the block. I think the control mechanism is very tricky to get the hang of at first, but it does get easier. In games like this, I usually find that it’s my little boy who

shows me how to play them. As I said, he can pick these things up a lot better than I can. “I’ve got Columns on my Mega Drive but I think this is probably better – it’s more a test of brain power and less a test of just quick reflexes.”

Neil – “Your favourite games are Truxton and Moonwalker, how do you think *Blockout* compares to these in terms of long term interest? Which do you think you would find yourself playing most?”

Pat – “I think this will probably have a much longer long term appeal. OK, the gimmicks of Moonwalker make it great fun to play – but only for a limited period of time. Once you’ve finished the game, I don’t think there’ll be much call to go back and do it again. I don’t think that it would ever be possible to finish *Blockout*, so the appeal will always be there.



Help! These blocks are a lot more complicated than the standard ‘flat’ set. They’re all knobby and have bits sticking out at odd angles. A bit like the Ed in his Bermuda shorts really...

Pat Sharp plays Sega



"Take two bottles into the shower? Not me. I need at least thirty!" Old jokes, but still the best.

"I first got into video games when I used to go down the arcades and play Space Invaders and Asteroids – they're still two of my favourites despite all the new games that are around nowadays. There have been so many adaptations of those original arcade games, but I find that often the originals are best."

"The first I heard of Sega was when I managed to get hold

of a Mega Drive after visiting the Sega Bus when it visited Oxford. But mainly, it's my children who play it. I've got two sons, and Nicky (who's only four and a half years old!) is actually a lot better than me. They actually prefer it to their erm, 'other' brand of console. Because there's a bigger variety of games – their favourite being Moonwalker.

"The thing I like best about Sega is the complexity and variety of their games. Although there's obviously a limit to what you can do with computer generated characters on a TV screen, Sega do manage to come out with loads of different exciting games. I think that's why Nicky, my boy, likes it

so much."

"I'm not bad at Truxton and I like playing Altered Beast, but as for a lot of the other games I find I get put off by the sheer size of them – knowing that I'll probably never finish it. Because I don't have that much opportunity to sit down and play solidly for a marathon session, I'd rather just have a quick blast."

"Also, I find I get put off by the complexity of some of the games. I prefer something that you can get up and running with the minimum of hassle. Having said that, my little boy has no problem getting to grips with them whatsoever, and he's only four! I guess I'm just getting old, I'm nearly thirty now..."

"Yeah, it definitely gets the big thumbs up from me. I think that is maybe the puzzle game that Mega Drive owners have been waiting for."

THE VERDICT

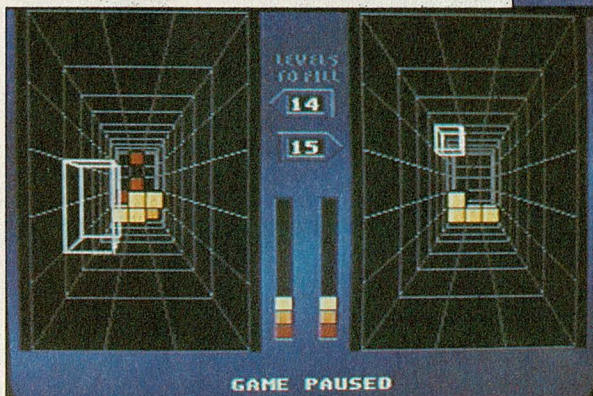
Blockout can be tweaked and tailored until it will provide a challenge for any player. There are three basic predefined game modes, but altering the size of the pit and the shape of the blocks allows you to invent your own.

Simultaneous two-player action puts two players in front of two identical pits at the same time. Identical blocks are presented to each player, and each time a player completes a layer, one gets added to your opponents' pit stack. Extra levels can be added to your opponents' pit by either completing the base layer or completing two layers at once. Victory is achieved by completing the 'levels required' first or filling your opponents' pit with layers.

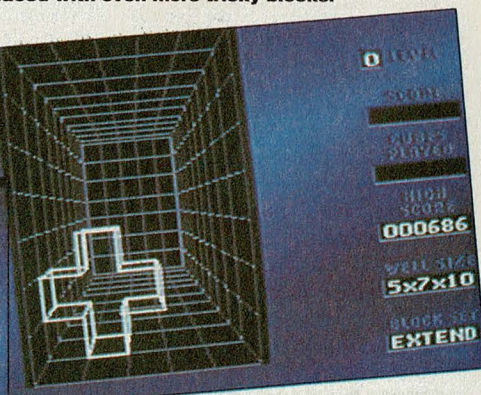
The graphics are great and the task of mastering *Blockout* is of Herculean proportions. And if you don't know what that means, ask your history teacher. ■



Ladies and Gentlemen, may we proudly present – the option screen! Here you can adjust the blocks and the pit size until the game is as difficult as you want it. For example, on Albert Einstein level you're faced with blocks that look like an explosion in a Lego shop, whereas on Ed level you're faced with... OW! That hurt. Ahem, you're faced with even more tricky blocks!



Simultaneous two player action (that's my favourite). Each player is faced the same blocks and the same pit. Guaranteed to turn best friends into desperate enemies.



Even the Ed would be able to find a place for this block, but then that's because it's the first one. As the game progresses the blocks begin to fall faster and faster and the shower becomes a downfall. The thumping music accompanies the block's progress to create an atmosphere of nerve-jangling doom.

PAT'S GRAPHICS AND SOUND

Great graphics with some clever features. The height guide and the rotation of the shapes are both well handled. The sound is nothing special, just a rhythmic beat as the shapes are dropped and the pit level gets higher and higher.

Graphics 92%
Sound 68%

PAT'S DEPTH AND ADDICTION

This game will have you hooked for ages, and you'll never beat it. If you find things getting too easy, just fiddle with the game options to concoct yourself a real challenge. A truly mind-bending challenge that will never be completed.

Depth 82%
Addiction 90%

AND, ERR, PAT'S OVERALL!

A great game. If you're after a mind-bending challenge then look no further. It's only slight flaw is that you can't alter the two-player mode to allow people of different abilities to play each other. Great stuff!



World Class

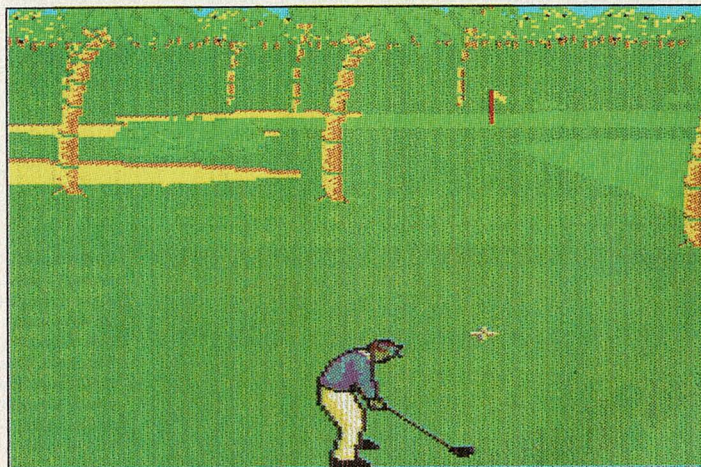
Golf, it's a funny old game. Ridiculous trousers, bogeys and birdies – a bit like MC Hammer with a cold, really. Ahem, anyway – on with the review...

US Gold have brought golf to the Master System! About time too, that's what we say. No longer need us Master System owners pour over back issues of **Sega Power**, frothing at the mouth with jealousy at those jammy Mega Drive owners who've had both *PGA Tour Golf* and *Arnold Palmer's* released in the last six months. But is this eight-bit version any good, eh? That's what **Sega Power** want to know.

Well, *World Class Leaderboard* has been around for a good few years now. After gaining a formidable reputation on the home computer scene, it now makes its first appearance on a console.

If you chose not to practice on the driving range or the putting green, up to four people can play on one of four different courses. There are three different skill levels to chose from, so people of different ability can play each other on a more even basis.

On 'Novice' level, the ball doesn't hook or slice if you mis-time the snap, nor is the ball



And the Ed messes up his tee shot and is now struggling. Even on a par 5 he's going to be hard pushed not to drop a shot. Shame, shame (hee,hee).

affected by the wind. This is really just a beginners' introduction level.

On 'Amateur' level, the ball can be sliced or hooked, but again the wind does not effect the ball's flight – a bit more like the real thing.

On 'Professional' level, everything is chucked against you – hook, slice and wind. If anything can possibly alter the path of your ball, it will do its best to do so.

You'll also find another difference when it comes to the inevitable putting sequences. Usually, when you first press button A to take your putt, the power-gauge sends a little arrow up a meter. When the arrow reaches the desired point, you release button A, and your ball goes whizzing off at the speed determined by where the arrow was on the power-gauge. On

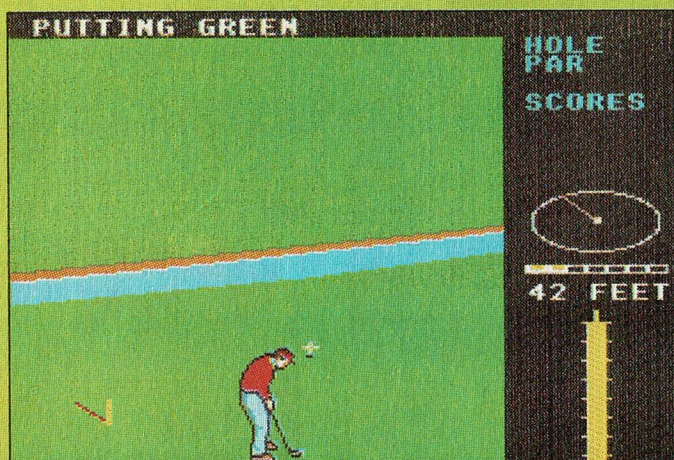
'Professional' level, the indicator arrow is invisible! Aargh!! This means that you have to *guess* how far the arrow has progressed up the power-gauge. You only find out if you've managed to get the timing right after it's too late – but by this time your ball's zooming across the green.

"Each hole has its own unique character"

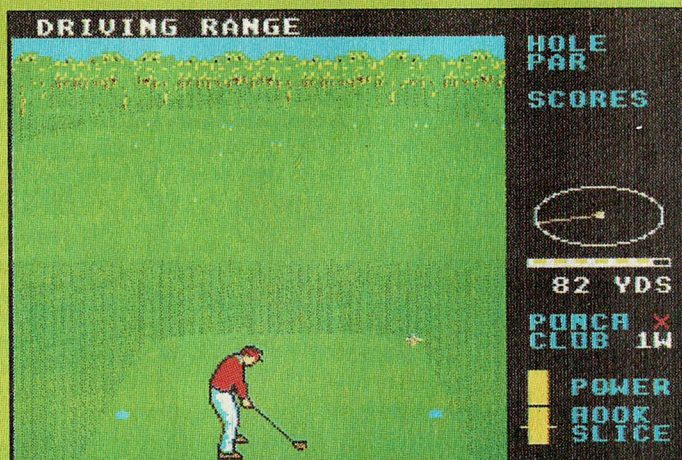
The course can be viewed from four different angles. Apart from the standard 'over-the-shoulder' perspective, you can also view a 2D plan view of the course or 3D views rotated to the right or to the left. These views are extremely useful for working out exactly what lies in your path and how far away it is.

Hazards are to be found all over the courses. Water, sandtraps, trees and areas of rough. If you don't keep a careful watch on where your ball is due to land, or if

Practise makes perfect!



Time spent practising is time well spent. Here on the putting green you can get in some useful experience that wil help you in the struggle against the course ahead.



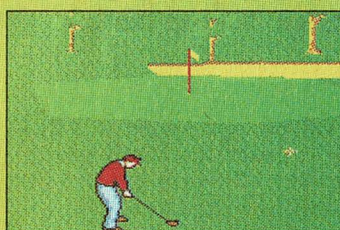
The same goes for the driving range. Timing your swing and the precision needed to gauge the snap right can be improved no end as the result of a few balls bashed in practise mode.

Leaderboard

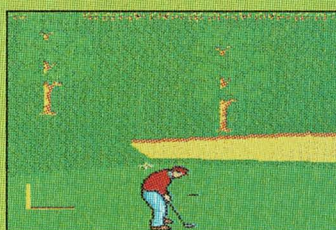
Par for the course



If all goes to plan, after driving off, you should find yourself...



... with an easy chip on to the green, followed by...



... a nice putt to earn yourself a nice par! Easy eh?

your ball strays off course, you'll find yourself in deep, deep trouble.

THE VERDICT

World Class Leaderboard always has been, and still is, a great game. The conversion to Master System has been done with great attention to the original details, so the winning recipe remains intact. On the other side of the same coin, a tried and trusted winning recipe does tend to go stale after a while – so don't expect any great gameplay shakes.

Each hole has character and individual detail, and the overall impression is of a very smart game indeed. Graphically, *World Class Leaderboard* blows away both *Golfmania* and *Great Golf*, but that doesn't necessarily mean that it's perfect. The animation is

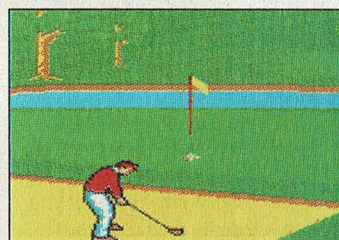
competently handled, but the ball movement isn't too great.

"At last – the golf game Master System owners have been waiting for"

While we're picking faults, there is a nasty glitch in the pitching sequences that proves most annoying when in a heated battle with other players, or when chasing a good score. If the ball lies *just* off the green, but within a couple of yards of the flag, you *have* to use your pitching wedge. Unfortunately, the *minimum* distance that your pitching wedge will hit the ball is often a good sight further than you want to go. Consequently, through no fault of your own, you can find

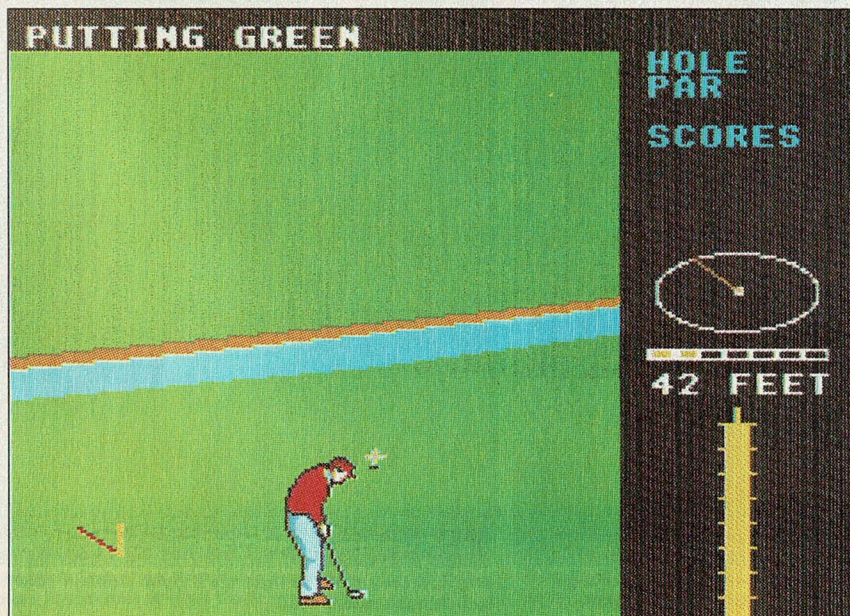
yourself in a position where it is impossible to get the ball anywhere near the hole. You can elect to 'punch' the shot (hitting the ball lower and hence shorter), but even this doesn't always solve the problem.

This small glitch aside, *World Class Leaderboard* is a fine game. Not a classic, but good enough to provide Master System owners with the golf game we've been waiting for. ■



In the bunker again. Shame there's no sand wedge to help you out.

It's blinking miles away that hole! Oh no, I only just touched it, can I take that one again? Oh go on, it wasn't really a shot, I was erm, just making sure it wasn't stuck to the green! It's no good, no matter how much you protest, there's just no pleading with these games.



KEY'S GRAPHICS AND SOUND

Big colourful graphics and great course design. It takes a while for the screen to redraw for each shot, but then golf should be a leisurely game – not rushed. The animation of the ball isn't fantastic, but good enough. The effects aren't too hot either. In all, not great – but good enough.

Graphics 81%
Sound 72%

NEIL'S DEPTH AND ADDICTION

World Class Leaderboard has always been one of my favourite games, since the days when I (embarrassed though I am to admit it!) owned a C64. All the original features are here, so you can be sure of four different courses with great individuality. The real hook is when playing other people. I like it, gets the thumbs up!

Depth 85%
Addiction 82%

ANDY'S OVERALL

It's good, but not *that* good. The Mega Drive golf games are really a lot better. Not just because of the better graphics, but because there is a lot more to them. With features such as shot selection, choice of clubs, league tables and irregular greens, they make *World Class Leaderboard* look dated. Not as good as *Golfmania*, but a refreshing change nonetheless.



CENTURION

The Romans are coming! The Romans are coming – onto the Mega Drive in this new strategy game from Electronic Arts!

The Romans were a pretty hard bunch a couple of thousand years ago. They owned most of the known world, simply because they wanted to. And if

they wanted to own your country then they tended to just send in their armies and take it. Our English chaps, all dressed up in their blue woad, didn't trouble them too much, and they had a nice time in England and Wales, building roads, having parties and calling towns funny names (like Aquae Sulis for Bath!) and that sort of thing.

"If the locals get stropky, slap 'em down with a legion"

Of course, it all went horribly wrong and their empire came crashing round their ears eventually, but you now have the chance to re-write history!

Centurion is a one-player strategy game in which the player

attempts to build up the Roman Empire and then hold the thing together for as long as possible.

This is achieved by sending your troops into neighbouring countries, slaughtering the opposition and setting the country up as a Roman garrison. If any of the locals get stropky you just slap 'em down

with your legions again.

To achieve that sort of heady power though takes time. You start the game with just one legion under your command. Using this legion you have to go and conquer a few countries, gain favour with the powers that be in Rome, who'll promote you and let you have

some more legions to control and go conquer other countries with.

So, just how do you go about this conquering countries lark? Well, the game is played in turns, each turn representing one year. The legion(s) under your command can make one action per year – that is (or id est, i.e. as we're talking Latin) either go attack a country, put down a rebellion or just build themselves back up to full operational strength (recruit some more soldiers).

"Forget allies, nine times out of 10 you'll have to fight"

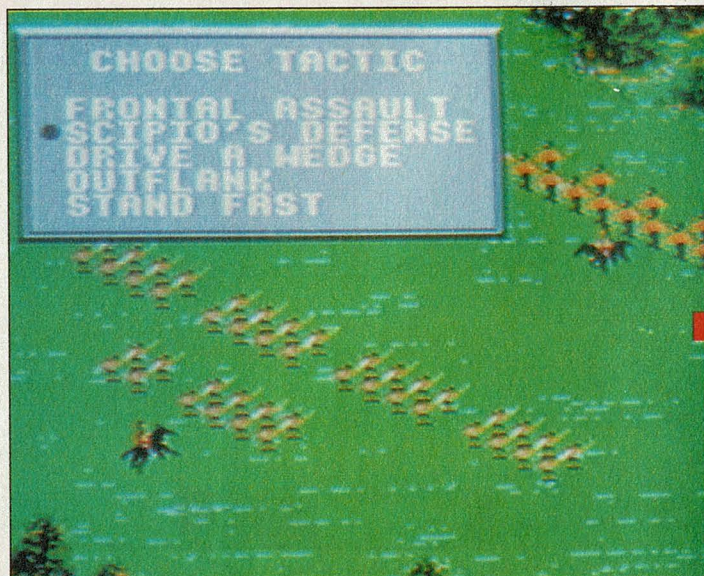
Suppose you want to attack a neighbouring country. Simply select the legion you want to move into the country and move it on in. Now you have to talk with the ruler of the land who wants to know what the heck you're doing there. You get the opportunity to gain the country as an ally, but nine times out of 10 you're going to have to



The known world at the start of a game. Click on your army...



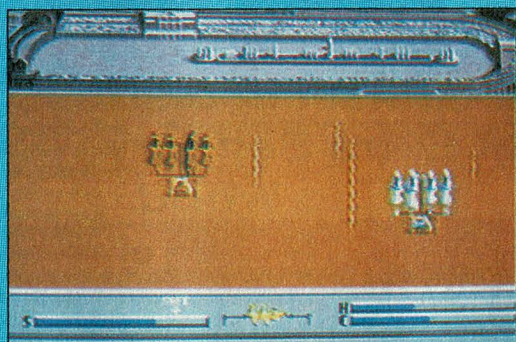
...and decide which neighbouring country you'd like to invade. Lets go North, the Alps looks like they'd welcome some Roman civilisation.



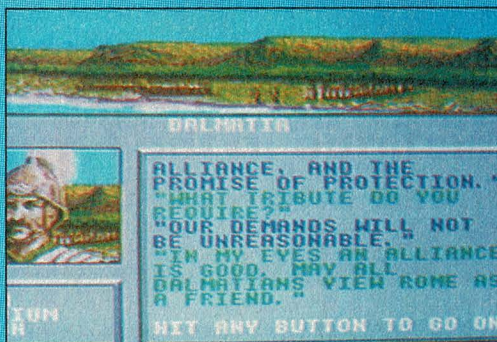
Right, if they want to fight we'll fight. Choose your formations and then get things underway...

URION!

Chariots and chatting



There are a couple of sections in the game that don't require battle - here you're racing a cart!



And here you're having a nice chat with a nice man who thinks your army is bigger than his!

fight them.

Whenever you enter into battle you're presented with a whole range of options concerning how you want to fight the thing. Options on how to line up your forces, how to attack or defend and stuff like that. Once you've decided everything you're then presented with a view of the battle as it takes place between the two matchstick-men forces.

At any stage during the battle you can jump in and directly order a unit to do something new or you can order your whole army to change tactics.

If you win the battle you get to

keep the country and if you lose your legion gets sent home and you have to build it up again before trying again.

That's basically how things are run, though you do get other things intruding. Once you've captured a country you have to tax it (the taxes you collect go towards your war effort). Set the tax at the right level and the populous won't mind too much, but set it too high and they'll raise an army and attempt to throw you out of their country. If they manage it you'll have to capture it again.

Then you have to worry about keeping the people happy by

staging some games (you can take part in an arcade-sequence chariot race and bet on yourself to earn some extra money if you like), build ships to get to awkward islands like Britain (there's another arcade sequence here of ships battling) and the like.

Once you've got a nice little empire for yourself, you then have to worry about keeping it out of the hands of marauding armies that spring up and go on the rampage through your lovely territory. Oh a Caesar's life is not a happy one...

THE VERDICT

If you like your strategy games simple then this should suit. The decisions you have to make are usually very simple and nothing goes disastrously wrong if you make a bad one.

Once you've beaten the game on the hardest level though (which shouldn't take too long) there's little here to get you back into it. ■



The outcome. A glorious victory for Roman (well, you didn't expect us to show you a battle we'd lost).

KEV'S GRAPHICS AND SOUND

The main map screen is all right, but the animated battle sequences are poor and the sound is even worse - there's this terrible horse whinnying during a battle that gets right on your nerves! You won't be getting this out to impress your mates with the Mega Drive's power!

Graphics 45%
Sound 35%

NEIL'S DEPTH AND ADDICTION

It's surprisingly addictive stuff once you get into it, but the problem is all you have to do is be sensible and you'll find the world crumbling at your feet - the challenge isn't strong enough. Now if two of you were competing for the same land, that would have been much better.

Depth 45%
Addiction 70%

ANDY'S OVERALL

When you're on a campaign actually playing the game becomes very repetitive. Ordering your troops during a battle is a lot harder than it need be and overall you're left feeling there should be more to do and more to take into consideration when making those all important world-conquering decisions.



...and here your forces are giving them a damn good kicking. Their leader has just gone down and their forces are starting to crumble. Now would be a good time to release the legion and let them melee.

PSYCHIC WORLD

Take a handful of monsters, pour in a damsel in distress and add some mystique in the form of Extra Sensory Perception headgear and you've got *Psychic World*.

Usually you're left in no doubt as to which side you're on in these games. Nine times out of 10 you're the good guy out to defeat the bad guys. Occasionally however you do get the chance to play the bad guy – very appealing if you've had enough of this goody-goody stuff for a while.

"You have this piece of kit on your head which can do tricks"

Psychic World however is slightly different. You play the part of a girlie lab assistant whose twin sister has been stolen by the lab

monsters your Professor boss used to experiment on.

This puts you in the tricky position of cheering for the monsters for escaping, and booing them at the same time for pinching your sister.

"You're a girlie whose sister has been pinched by monsters"

Anyway, your sister needs rescuing so that's what you're going to have to do in this one player platform game.

There are five stages to the game, each having similar gameplay. You run from left to right and shoot anything that gets in your way – this includes the

monsters on the ground and the ones that attack from the sky.

You're armed with a puny front-firing weapon to start which can be beefed up by picking up the benefits that some monsters will drop.

Monsters also drop other items which help your ESP attacks. You're a bit special you see, you have this remarkable piece of kit on your head which can do all sorts of tricks when you've collected the correct icon. Things like teleporting back to the start of the level or levitate across a large gap that would normally be too big to jump.

Using your ESP simply requires you to squat and hit a button to get on the ESP menu and you can then choose which particular weird thing you'd like to do. Bear in mind though your ESP attacks are limited by the amount of stored

power you have.

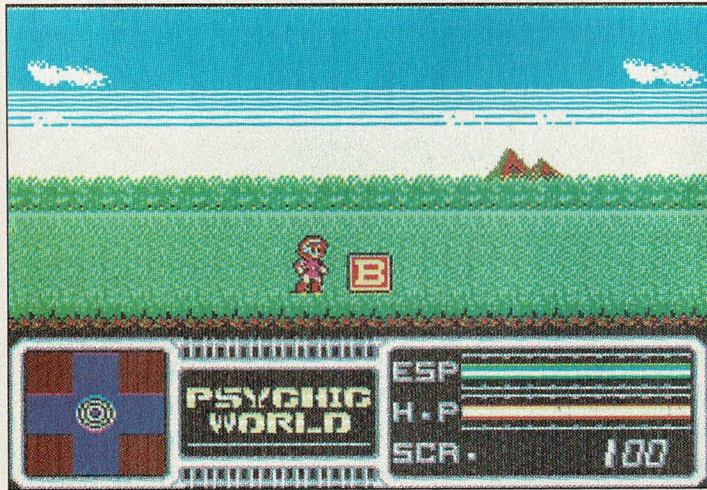
When you kill some monsters they drop ESP power which can be collected to restore your supply. The same goes for your energy. You only get the one life so extra energy pods should be collected whenever possible.

"There are some twists and tricks in here to trip you up"

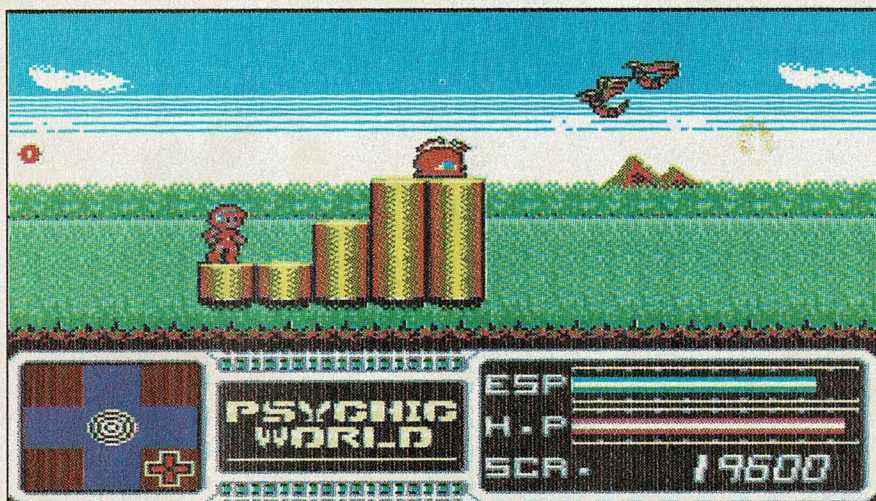
It's more than just a run from one end to the other, there are quite a few puzzles to solve (well, not actual puzzles, more like difficult timing problems), and then there are the mid and end of level Bosses to take on as well (none of which are particularly easy).



Underground on level one. You've got a couple of power-ups so you can fire double shots. Don't worry about falling in the water, it's harmless and only comes up to your chin!



On the surface of level one. Shoot a monster and they sometimes leave goodies behind. One has left a bonus points benefit to collect – it won't help you at all but at least you'll get a good score.



Defeat this first mid level Boss flower (flower! Whoever heard of a flower as a Boss?) by standing here and blasting away. Get close enough and the raining petals shouldn't hit you.



THE VERDICT

Yeah, not bad at all this. It does have unlimited continues which some will not appreciate, but then you do only get the one life so

you'll find yourself dying a lot.

The gameplay is not bad. Though it gets repetitive after a while, at least there are a few gameplay tricks and twists in there to trip you up.

Younger gamers are going to get

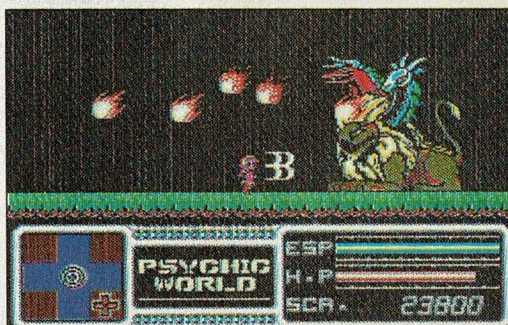
the most out of this because anyone who's played more than a handful of games will find the gameplay far from taxing. To sum up, it's not brilliant but then again it's tough and is competently put together. ■



Spooky! Should I fall down the hole? Or is there another way in?



Level two and you've got a large maze to wander around. That heart restores your Hit Points.

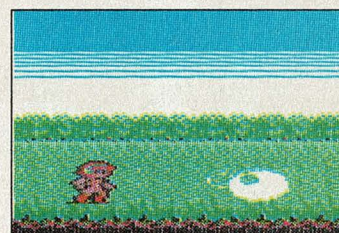


The first end of level Boss. Stand about here and just blast for all you're worth.



It's platform hopping time. Don't land in the lava because it hurts your Hit Points.

Ah ha! A screen full of baddies to dis'. The flying ones are the most annoying - especially at the start of the game because your puny gun doesn't hurt them much and you just can't jump high enough to get decent hits on them.



Blam! A baddie goes off to the great platform game in the sky. Now, who's next.

KEV'S GRAPHICS AND SOUND

Good, colourful backgrounds and lots of variety between the levels - not too flickery either.

I really like the tunes that play throughout though some of the spot effects are a bit naff.

I've seen and heard better, and I've seen and heard worse.

Graphics 65%
Sound 65%

NEIL'S DEPTH AND ADDICTION

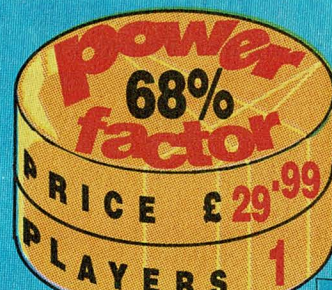
Only having one life makes using the unlimited continues almost too tempting to bear. Even so there's plenty to do so you won't be finishing it in half an hour. Older games players may find the repetitive gameplay kills the addiction off a bit early.

Depth 60%
Addiction 55%

ANDY'S OVERALL

This is a neat, unpretentious little game that's fun to play if you're just getting into arcade adventures. It hasn't got anything in it of the *Mickey Mouse* class, but then it doesn't profess to.

I liked it, despite its lack of innovative features or inspired gameplay



SEGA GAME GEAR

**Back-Lit
Screen**

**Volume
Control**

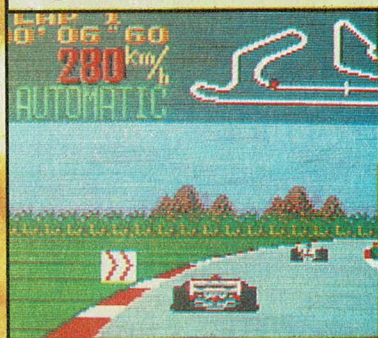
**Stereo
Sound**

**Brilliant
Graphics**



Great Games

get hold of these hot new games NOW!..



Super Monaco £19.99



Columns £19.99



G-Loc £24.99



Wonder Boy £19.99

we ain't PRETENDIN'

**Full
Colour
TV Tuner**
coming soon

**Battery
Pack**
available soon

**Full
Colour
Screen**

**Head To Head
Cables**
available soon

Actual Size: Game featured on screen.
Castle of Illusion starring
Mickey Mouse £24.99.

**...plus these terrific
tasty titles!!!**

**Golden Axe £24.99
Shinobi £24.99
Psychic World £19.99
Dragon Crystal £24.99
Putter Golf £19.99**

**now...watch out every
month for more fantastic
games from SEGA!**

**Game
Gear
only
£99.99**

SEGA

**VIRGIN MASTERTRONIC LIMITED
16 PORTLAND ROAD, LONDON W11 4LA.**

● Game not included

GIFT BASEBALL HAT

That's right - yours as a gift when you subscribe

- Make sure you get the best news and reviews for your Master System and Mega Drive
- Save yourself the time and hassle of having to collect your copy from the newsagents
- Avoid the frightening possibility of missing an issue – shock horror!
- Guarantee your copy every month, delivered direct to your door at no extra charge

and

- Receive an absolutely wizzo Sega Power baseball hat or bum bag as a gift



BACK ISSUES

If you missed out on the early issues of S (now Sega Power), back issues are available for £1.25.

Issues still available: 8, 9, 10, 11 and 12. Sorry, issues 1-7, 13 and 14 are sold out!



Please use subs page opposite to place your order

- 16** Pacmania, Jungle Fighter and Gain Ground on the Master System. Super Monaco GP, Sword of Sodan and World Cup Italia '90 on the Mega Drive! Stinking or what!
- 17** Moonwalker on the Mega Drive and Master System! Dick Tracy and Mickey Mouse on the Master System! Final part of the Alex Kidd Shinobi World special. The best yet!
- 18** James Pond, Mickey Mouse, Dynamite Duke, Arrow Flash and more on the Mega Drive. Cyber Shinobi and Sub Attack on the Master System! Loads games!

- 19** Strider, PGA Tour Golf, Joe Montana and more on the Mega Drive. Golden Axe Warrior, Ghouls 'n' Ghosts, Dynamite Duke and loads more on the Master System. The Prof. answers all your questions in the Tip Lab, and we start another brilliant tips special with Mickey Mouse on the Master System!
- 20** Massive interview with Virgin including a special preview of Sonic The Hedgehog. Reviews of Sword of Vermillion and Herzog Zwei amongst others for the Mega Drive. Plus mega doses of Hints 'n' Tips. The Sega Champ's fave Issue!

HAT OR BUM BAG

When you subscribe to **SEGA POWER**

**12 issues delivered to your door for only
£14.95 PLUS you will receive either a baseball
hat or bum bag – yours as a
gift! Subscribe now – you
know it makes sense!**

Complete the coupon below or call our credit card
hotline on 0458 74011.

**SEGA
POWER**

EXISTING SUBSCRIBERS

You can purchase these gifts for
just **£5.95** each. Please use the
coupon below.



YES Please enter / renew my subscription to Sega Power and send me my
gift bum bag or baseball hat as indicated below.

SUBSCRIPTION REQUIRED

☐ UK £14.95 ☐ EUROPE £25.20 ☐ REST OF WORLD £33.80

My choice of gift is: (please tick only one)

☐ **BASEBALL HAT** Please indicate your choice of colour ☐ red ☐ navy ☐ **BUMBAG** black only
(depending on demand we cannot guarantee that you will receive the colour of your choice)

EXISTING SUBSCRIBERS

If you would like to purchase these offers please quote your ref. number on the address label of your magazine _____

☐ **BASEBALL HAT £5.95** Indicate your choice of colour ☐ red ☐ navy ☐ **BUMBAG £5.95** black only

PLEASE ALSO SEND ME THE FOLLOWING BACK ISSUES AT £1.50 EACH ISSUES _____ TOTAL AMOUNT PAYABLE _____

METHOD OF PAYMENT ☐ VISA ☐ ACCESS card number Exp. date

Name _____ Signature _____ Date _____

Address _____

Post code _____

Please return this coupon (together with your cheque if applicable) in an envelope to the following address
Sega Power Subs, Future Publishing Ltd., FREEPOST, Somerton TA11 7BR

THIS COUPON IS VALID UNTIL 31ST AUGUST 1991
SP/MAG/0891

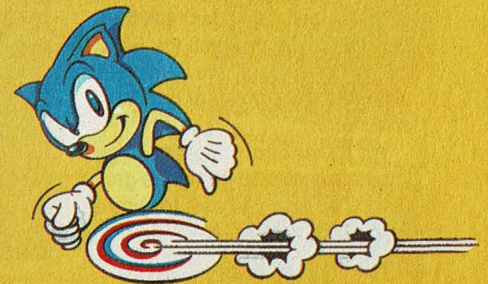
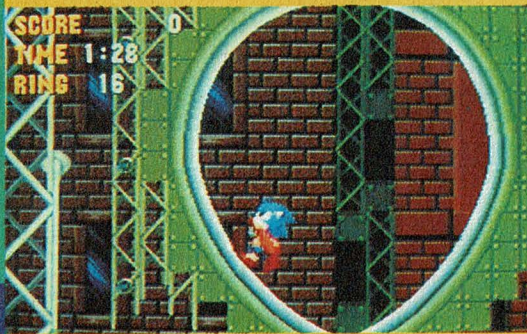
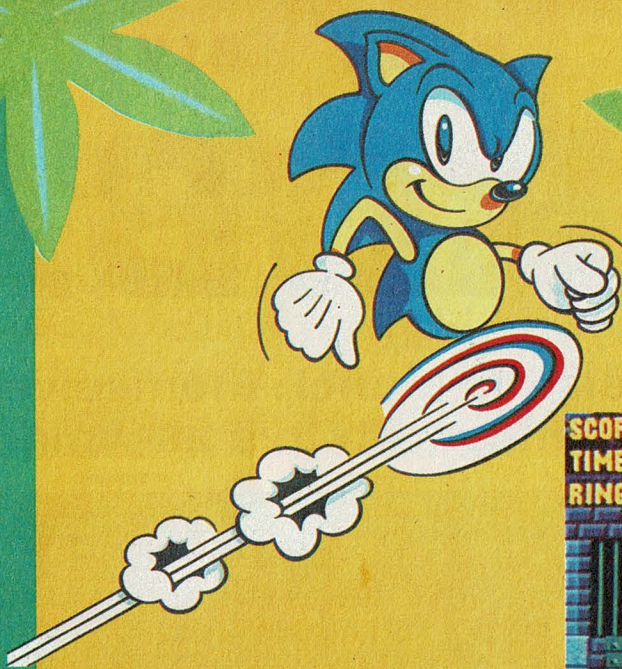
THE HEDGEHOG / **"the best
game ever..."**

SONIC

**the new
hero
for the
SEGA
MEGA DRIVE
SYSTEM**

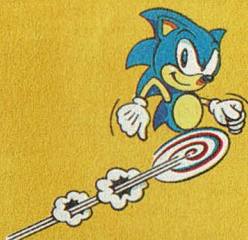
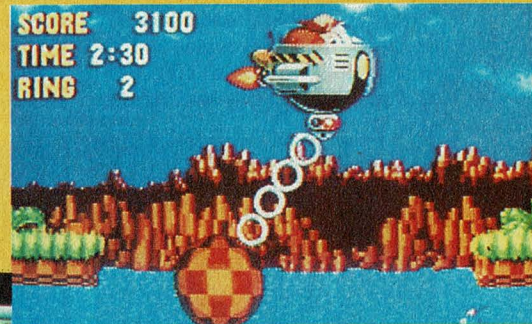


He's blue, spikey and speedy (ultra sonic in fact!) **SONIC THE HEDGEHOG** has now arrived. **SONIC** is the unlikely hedgehog super hero of the greatest platform game ever seen on the **MEGA DRIVE SYSTEM**. Zoom through 6 worlds collecting power rings, tumbling through tunnels, bouncing across landscapes zapping badguys as you go on to destroy the dark force of Dr Eggman that shadows your world ... check out the graphics!



"the biggest & best thing ever seen on the mega drive"

MEAN MACHINES



Virgin

SEGA

HARDBALL

New players Ballistic launch themselves into the world of Mega Drive games with this all-American sports sim.

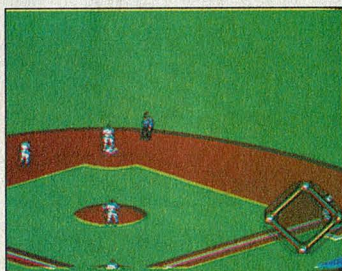
Fly balls, line drives, catchers, foul tips – the jargon may be confusing, but the game of baseball is pretty easy to get to grips with. If you're an American that is.

Despite the fact that most of us Brits find the rules confusing, baseball and softball are really beginning to take off over here and for those of us who don't get the chance to play or watch the real thing often enough, we can now play from the comfort of our own armchairs!

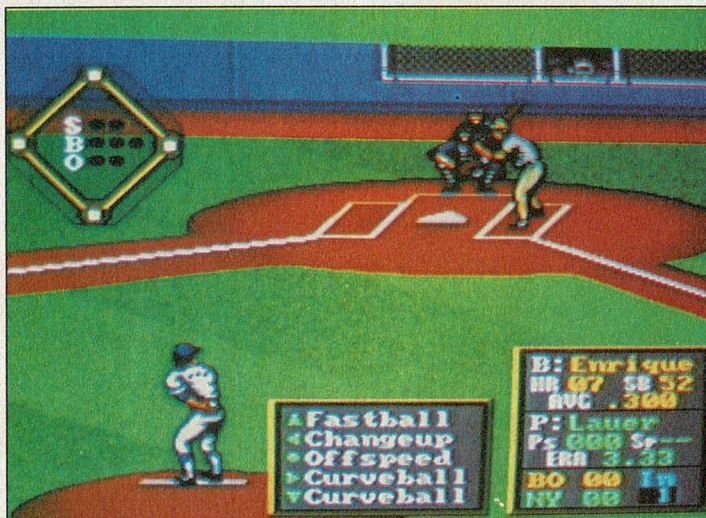
We haven't got the space to go into details about playing the game for real so we'll just assume you all know the basics (*a dangerous thing to do* – Ed).

"The player has a split second to decide whether to hit or leave the ball"

Once you've picked teams (loads to choose from) for yourself and your computer or human opponent and set the difficulty levels, decided



The diamond. This is the screen you see when you're fielding a ball near the bases.



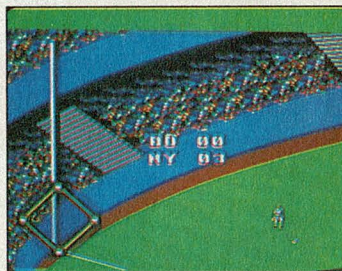
The main batter-pitcher screen. The pitcher decides which sort of pitch to throw at the batter who then has to hit...

whether to practise, play in the World Series or just have a normal game it's time to take to the field. When a ball is about to be thrown to the batter the player is presented with an almost-side-on view of the action. The pitcher releases the ball and the player has a split second to decide whether to leave the ball if it's going out of the Strike Zone or to swing for the thing, hit it, and start running.

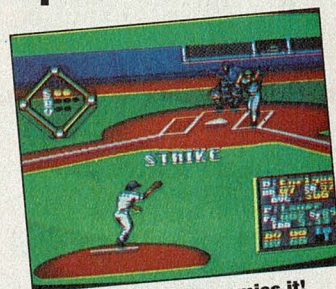
The same view is presented to the player whenever he's controlling the pitcher, but now he simply has to decide on a pitch from a list of four or five available to the pitcher (different pitchers can throw different types of pitches – curveballs, sliders and so on). The ball is delivered, the batter swings and either misses or hits it.

Should he hit it the view changes to an almost-above-but-to-one-side-view of the ball park and you're then in control of the fielder in the best position to get the ball.

That's basically how the game works – there are loads of extras like substitutions, batting practise, errors on or off and a password system so you don't have to play a series all at once.



The outfield. Here a player stands idly by as a ball comes towards him. Pick it up! Pick it up!



...or, as in this case, miss it!

THE VERDICT

There is only one other baseball game on the Mega Drive – *Super League Baseball* (Sega Power 17, Power-Factor 65%), so we have to compare it to that. *Hardball* isn't as good. In fact it's made us realise that we may have downrated *Super League* by 10% or so. The major problem with *Hardball* is the fact that you have no idea where a ball is going when it's been hit (the shadow on the ground from the ball is of little or no help) and you have no way of telling where your outfielders are until they come into view as the ball goes flying past them!

This is more than just a niggle – it's a glaring gameplay flaw. Fielding is crucial to the game and hard enough to do well when you've got an idea of where your men are and where the ball's going to go, take that away and you can't help but feel cheated. ■

KEY'S GRAPHICS AND SOUND

The sampled speech is excellent. The animation throughout is fine though the main sprites (pitcher and batter) are a little 'muddy', and look unreal. Things could have looked better than they do.

Graphics 55%
Sound 75%

NEIL'S DEPTH AND ADDICTION

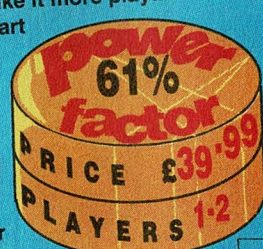
It's got a two player option so that increases its depth rating. The addiction is soon killed off once you try fielding though, especially in one player mode because the computer knows exactly where the fielders are and where the ball is going – that's more than you ever do.

Depth 60%
Addiction 40%

ANDY'S OVERALL

Showing where your outfielders are on the small radar at the bottom of the screen and on the same radar giving you an indication of where the ball is heading is what the game needs to make it more playable. Not a brilliant start for

Ballistic, let's hope they've got some better games lined up for the future.



SSLY SCORES

**World fame is just a concentrated blast away!
Slap in that cart, put on your dudiest playing
trousers and get moving! Get an adult to verify your
claim, grab a mug-shot and send them in .**

ACTION FIGHTER

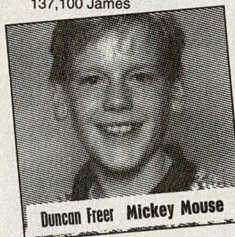
1,955,040 'Icy' Cockayne,
Merseyside
1,800,200 Robert Wigston,
Wishaw
1,404,480 Andrew Day, Sutton-
Coutenay

ALEX KIDD AND THE LOST STARS

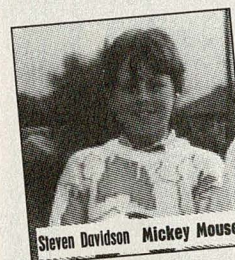
764,000 James Wilcox, Surrey.
735,000 Nathan Jarvis, S
Humberside
593,900 Robert Hill, Sutton

ALEX KIDD IN SHINOBI WORLD

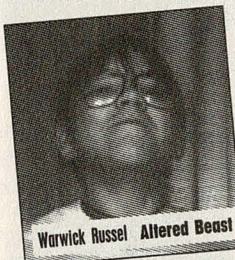
210,200 Adam Mason,
Merseyside
137,200 Tony Styles, Stockport
137,100 James



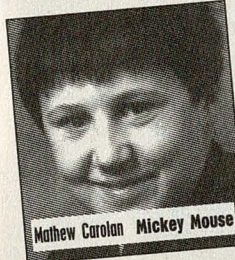
Duncan Freer Mickey Mouse



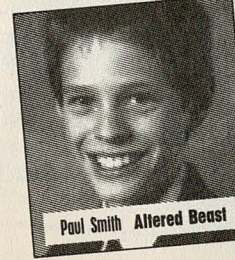
Steven Davidson Mickey Mouse



Warwick Russel Altered Beast



Mathew Carolan Mickey Mouse



Paul Smith Altered Beast

Jones, Market Drayton
135,900 David Isham
124,300 Simon Bentley

ALEX KIDD IN MIRACLE WORLD

960,200 Richard ?, London
790,300 Nicolas Alexandrou,
London
742,000 Chris Williams, St
Helens
42,200 Chris Thorpe, Newquay

AFTER BURNER

81,963,500 Ian Colquhoun,
Livingston
69,433,400 Paul Chambers,
Rugby
51,187,170 Marc Galletly,
Ickenham

AFTER BURNER II

19,357,200 J Wer, W Midlands
17,920,170 Philip Philipsen,
Denmark

ALTERED BEAST

1,384,000 Warwick Russel, Bath
959,200 Antony Higgs,
Kidlington
745,400 Rebecca Pollington,
Cheshington

ALTERED BEAST (MD)

3,293,100 Paul Smith,
Altrincham

BATTLE OUTRUN

163, 400 David Wright, Lincoln
129,550 Carl Parry, Wrexham
110,650 Christopher Smith,
Cardiff

BLACK BELT

2,039,900 Simon Adams,
Bedford
1,738,750 Sonya Mills,
Thorplands
1,429,600 Craig Wood,

CAPTAIN SILVER

352,900 Richard Wheat, Rossett
336,900 Che Hamilton, London
236,400 Robert Hill, Sutton

CHASE HQ

10,643,400 Icy Cockayne
(again!), Merseyside
8,174,951 Simon Colston,
Collygate
8,173,600 Graham Ashcroft,
Preston
5,966,600 James Wallington,
Nottingham

CHOPLIFTER

6,002,800 Tony Hawk,
Birmingham.
6,002,400 Matthew White,
Warley
6,002,000 Chris Hammond,
Solihull

COLUMNS (MS)

1,906,590 Angela Munroe,
Rayleigh
1,717,140 Icy Cockayne
(again!), Merseyside
1,502,980 Nicola Munro,
Rayleigh
1,105,980 Andrew Clarke,
Ballymena, N.I.

COLUMNS (MD)

55,284,625 Mike Crowhurst, Hull
32 The Ed, Sega Power

DOUBLE DRAGON

1,303,011 SImon Coyle, Lisburn
1,267,610 'Icy' Cockayne,
Merseyside
948,680 Robert Wigston,
Wishaw

DYNAMITE DUX

987,060 Neil Edmunds,
Rhonda
874,770 'Icy' Cockayne,
Merseyside
765,290 Robert Wigston,
Wishaw

ESWAT (MD)

205,900 David McNair,
Glasgow

FANTASY ZONE

71,780,100 Glynn Simmons,
Maidstone
45,321,100 D Openshaw, Diggle
44,747,600 Edward Bowes,
Saddleworth

FANTASY ZONE II

8,485,700 Bernie Hines,
Shaftesbury
8,011,100 Mrs Fenney, Sheffield
7,666,000 Nicolas Alexandrou,
London

FANTASY ZONE - THE MAZE

513,240 K eith Weedon,
Aylesbury
487,630 Philip Pattison
477,930 Andrew Mobbs, Witney
478,950 Scott McGrath,
Swindon

FIRE AND FORGET II

602,982 Jason Overton,
Romford

GAUNTLET

165,095 Mark Gratton,
Middlesex
140,580 David Isham, Reading
106,890 Glynn Hosking, Truro

GHOULS 'N' GHOSTS (MD)

169,900 Philip Philipsen,
Denmark
393,300 Iain Gentry, Hillington

GHOSTBUSTERS (MS)

\$947,160 Richard Elsbury,
Shropshire
\$930,240 Craig Wood, Redditch
\$500,200 Fysal Barlow, Essex

GOLDEN AXE (MS)

348.5 Paul Carnegie, Glasgow
326.5 Richard Lunt, Clwyd
260.5 Scott Byrne, Heywood

GOLDEN AXE (MD)

363.5 Stephen Powell, Heywood
355.0 'The Watchman', Suffolk
301.1 Roz Bowen, Suffolk

KENSEIDEN

1,013,700 Scott McGrath,
Swindon
679,700 David Wilson, Stoke on
Trent
558,400 Paul Houghton, Dorset
548,800 Gary Dorricott,
Liverpool

LORD OF THE SWORD

3,864,200 Paul Cavell, Tipton
3, 483,000 Gary Hunt,
Doncaster
2,692,000 Andrew Blinks,
Wakefield

MICKY MOUSE (MS)

137,820 Steven Davidson,
Halifax
136,570 James Isham, Reading
133,840 Antony Clare,
Hemsworth
128,990 David Isham, Reading
121,470 Ian Hanson
117,810 Kevin Capener,
Netherton
117,700 Nicholas Husbands,
Wrexham

112,190 Scott McDougal,
Edinburgh
109,990 Sarabjit Singh,
Peterborough
109,110 Lee Dugmore, Goston
106,270 Sarah Hall, Derby
102,590 Mathew Carolan,
Sleaford
96,110 Duncan Freer,
Nottingham

MY HERO

2,063,500 Andrew Owens,
Derby
1,717,150 Andy Findlay, London
1,711,300 Sean Lawrence,
Manchester

MOONWALKER (MD)

725,890 Ross Crudginton,
Aldershot

MOONWALKER (MS)

999,990 Dominic Rackstraw,
Bracknell
756,300 Glen Holland, Surrey
583,600 John Dickson,
Coldstream

OPERATION WOLF

2,842,600 Ryan Taylor, Wishaw,
Scotland.
1,150,300 Anne Taylor's son !
1,100,750 Stephen Usher,
Peterlee

OUT RUN

91,235,460 Chris Talbot,
Manchester.
88,396,200 Mrs Rhicker,
Crawley
88,342,860 Luke Metcalf,
Cleveland

OUT RUN 3D

41,884,330 Matthew Parsons,
Blackburn
40,106,345 Paul Reynolds,
Hemel Hempstead
39,714,270 Chris Learmonth,
Scampton

PIT-POT

114,700 Michael Cawood,
Whitehill
93,300 Alexandra Toombes,
Bordon
12,400 Abdul Mokid, Oldham

POWER STRIKE

7,058,440 David Tobin, Cardiff
6,900,400 Paul Cavell, Tipton
6,839,000 Justin Dean, Basildon

POPULOUS (MD)

121,150 Scott Currie, Camelot

R-TYPE

2,638,500 John Roulston,
Birmingham
2,528,400 D & L Watkins,
London
1,292,700 Adam Barratt, Bristol

RAMBO III

89,700 Lee Walker, Stockport
88,600 Sean Lawrence,
Manchester
87,400 Phil Jinman, Rainham

RAMPAGE

1,170,550 Philip Wooldbridge,
Stourbridge
1,034,830 Stephen Mawhinney,
Ballymena
1,024,025 Lee Fullard, Bilston

RASTAN

5,898,988 Ian O'Dowd, Essex
1, 640,500 Scott McDougall,
Edinburgh.
1,599,990 Esse Farnworth, Kent

REVENGE OF SHINOBI

1,389,500 Philip Philipsen,
Denmark
1,067,400 Scott Currie, Camelot

SAFARI HUNT

11,567,100 Russell Turner,
Ickenham
10,765,400 Rich Selwood,
Newcastle-U-Tyne
10,665,550 Hugh McKenna,
Holytown
8,482,500 Dewi Paddock,
Wrexham

SUPER HANG ON

5,999,980 Kris Butler, Chatham
5,999,950 Craig Francis,
Wolverhampton
5,347,600 Chris Talbot,
Manchester

SHOOTING GALLERY

1,543,000 Mike Beer,
Shaftesbury
127,300 Alan Barratt,
Birmingham

SHINOBI

1,800,570 Kevin Capener,
Bootle
1,700,600 Paul Cavell, Tipton
1,600,771 Adam Miglioranza

SPACE HARRIER

53,714,830 Richard Wilson,
Billingham
49,320,440 Esse Farnsworth,
Kent
45,211,300 Simon Tonkin,
Moseley

SPACE HARRIER 3D

23,410,840 Andrew Goffer,
Cardiff
15,352,500 Mark Collins, Kelly
14,781,602 Matthew White,
Warley

SUPER THUNDERBLADE

8,282,260 Eliot Sykes, Herts

THUNDER BLADE

9,610,000 James Tonks, Olton
7,510,260 Simon Gale, Carlisle
5,832,900 Simon Bunford,
Birmingham

TRANSBOT

3,541,900 Chris Talbot,
Manchester.
2,102,201 David Ritchie,
Musselburgh
2,040,908 Andrew Jackson,
Jarrow

TRUXTON

2,011,600 Tim Bennet, Bedford
1,824,700 Mark Wilkinson, N
Humberside
1,562,070 Steven Edwards,
Wolverhampton
651,009 Simon Stokes, Preston
307,930 Richard Wheat, Clwyd
300,900 Adam Miglioranza,
Worcester Park

WONDERBOY

4,674,950 Michael Cable,
Ipswich
3,796,430 Robert Wigston,

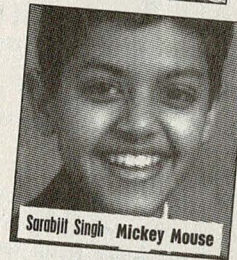
Wishaw
2,936,306 Gavin Roulston,
Birmingham
2,892, 312 Robert Newson,
Bristol

WONDERBOY IN MONSTERLAND

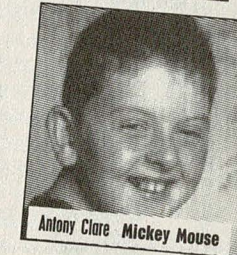
9,517,600 Simon Gale, Moffat
9,410,930 Paul Ridgley,
Risborough



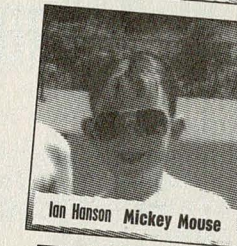
Agent Jones Moonwalker



Sarabjit Singh Mickey Mouse



Antony Clare Mickey Mouse



Ian Hanson Mickey Mouse



Chris Thorpe AK Shinobi

**Ssly Scores
Sega Power
Beauford Court,
30 Monmouth Street,
Bath, Avon BA1 2BW.**

Here he comes



All aboard for the Prof's Incredible Tip Lab. Here we are again with another selection of your feeble whitherings. Please don't be too disappointed if I can't answer your question. We have received so many pleas for help that it would be impossible to answer them all – a bit like trying to eat 100 metres of bratwurst in under an hour after a really big breakfast. Suffice to say, that it's

just not really possible.

Anyway, check out the tips that *are* here and I'll see you all next month with a new batch of tiperoodles!

"Gaining Ground"

Dear Prof.

Have you got any tips for Gain Ground on the Master System? I think your mag is brill and that Germany is great! Do I win a prize?

Yours hopefully,
Peter Woodland, Leeds.

Dear Peter,

Well in answer to your letter I have the following answers: a) Yes, I have; b) That's only because I'm in it; c) I agree; and d) No.

I am, however, allowed to tell you what the cheat for Gain Ground is (courtesy of Tom Bird from Brighton) as follows.

All you have to do is wait for the title screen to appear and then press UP, 1 and 2 at the same time. Keep the buttons pressed down and after a couple of seconds a message will appear announcing that you have entered 'Special Mode'. You will have ten men and at the end of each round you will get back any men you may have lost.

Yours Ground Gainingly,
Prof.

"AFTERBURNER BLUES"

Dear Prof,

Please can you tell me if there is a level select for Afterburner II on the Mega Drive? I think you may have printed one before, but I am a new reader of **Sega Power** and can't find it in any of my issues.

Yours hopefully,
John Watson,
Nottingham

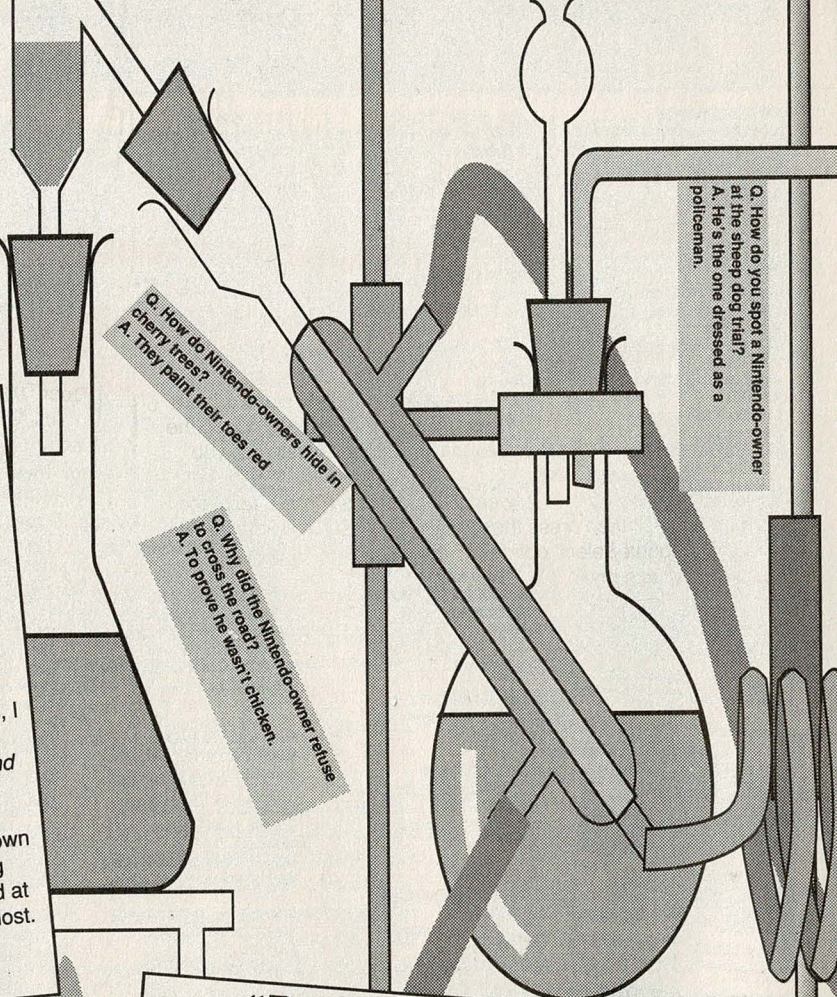
Dear John,

Afterburner II eh? Of course *mon petit pois*! (Err, I think he's gone again. Isn't petit-pois French for garden peas? – Ed.) All you have to do is wait for the screen to offer you a choice of Start or Options then hold down A,B and C and press Start twice.

Next!
Prof.

Q. What do you call a Nintendo owner in a Balacava helmet?
A. Anything you want, he can't hear you!

The Prof's



Q. How do you spot a Nintendo-owner at the sheep dog trial?
A. He's the one dressed as a policeman.

Q. How do Nintendo-owners hide in cherry trees?
A. They paint their toes red.

Q. Why did the Nintendo-owner refuse to cross the road?
A. To prove he wasn't chicken.

"Don't Lose your head"

Dear Prof,

What's all this I hear about being able to remove the man's head at the Super Monaco GP on the Mega Drive? My friend tells me that it is possible to make the man shown on the winner's platform lift his head in the air instead of the trophy but I have tried everything and can't get it to work.

If it is possible, please tell me the secret. If it's not true, please tell me so I can tell my friend that he was wrong.

Yours upliftingly,
Francis O'Connor
Edinburgh

Dear Francis (or can I call you Frank?)

Unfortunately (or fortunately, whichever way you look at it), your friend is right. To make the winner lift his head instead of the trophy, all you have to do is win the first race of the *Super Monaco GP* game, then as you pass the finishing line in first, second or third place in the second race – press buttons A, B and C at the same time.

Remember, you must press the buttons *as you cross* the finishing line and *nothing else*. There you go, another question answered in the all singing, all dancing Prof's Incredible Tip Lab!

Yours decapitatingly,
Prof.

Q. What's the loudest noise in the jungle?
A. Giraffes eating cherries.

Titillating

Tip Lab!

"Gaining even more Ground (again!)"

Dear Prof,
How about a cheat for Gain Ground on the Mega Drive?
Yours,
Susan Walker,
Manchester
P.S. I think **Sega Power** is brill!

Dear Susan,
That's what we like to see! A nice bit of crawling at the end of a letter always makes all the difference! Well, seeing as I've already tipped the Master System version this issue, I suppose I might as well give you Mega Drive folks something too.
How about a level select? Simply enter the options screen, point the arrow towards 'Level' then press these buttons in the following order: A, C, B then C. A 'Round Select' option will appear below 'Sound test'.
Sometimes, I amaze myself!
Yours,
Prof.
P.S. I think Manchester is rather super too.

"Stuck in Phantasy!"

Dear Prof,
Any hints for Phantasy Star II? I keep dying!
Yours, wandering if you'll answer this question or not,
Simon Windsor,
Cardiff

Dear Simon,
Seeing as you don't mention which level you're stuck on and seeing that Phantasy Star II is such a HUGE game, I'll have to just give you a general multi-purpose tip.
To avoid confrontations while exploring dungeons and hence remain safe from attack, keep turning the status screen on and off as you walk.
Now that's what I call a nice piece of advice!
Yours, very cleverly,
Prof.

Q. What do you call a Nintendo-owner with a spade in his head?
A. Doug

"BASH 'EM UP WITH BUDOKAN"

Dear Prof,
Have you any tips for the final levels of Budokan on the Mega Drive? Things just get too tough too quickly.
Yours,
Harry Meddings,
Swindon.

Bear Harry,
I can tell you how to defeat Tetsuo Okabe in match 5 and Miyuki Ikeda in match 8, these two can be made dead easy.
All you have to do is select the Bo as your choice of weapon, then once the match starts hold down Left and any button. This will block all the attacks from your opponent while at the same time build up your own Ki rating.
Wait until your Ki reaches full power then strike your opponent. At full Ki power he should be down within a couple of blows.
Yours, with the martial spirit,
Prof.

"Power Strike Secret Level"

Dear Prof,
My friends tell me that there is a secret level on Power Strike for the Master System but I can't find any. Is it true?
Yours,
David McDonald,
Glasgow.

Dear David,
Yes it's true. Unfortunately, you've got to get to the end of the game before you can gain access to it. What you've got to do, is at the the end of the game press Select then Continue. This will put you in a pink level numbered 00. Strange!
Yours,
Prof.

"The shadow of your smile"

Dear Prof,
Any tips for Shadow Dancer on the Mega Drive? One man and his dog doesn't seem to be enough on their own.
Gary Lord,
Sevenoaks

Dear Gary,
But of course! Actually, Ralph Headley from Macclesfield (home of my good buddies the 'Mac Lads') sent in some tips last week so I suppose it's only my duty to pass them on to you lot. Here goes...
Firstly, press A,B and C then Start to start the game. You will also find yourself with the useful option of a level select which allows you to practice (although not complete) all the levels individually.
Secondly, if you manage to complete a level without hitting anyone (although you're still allowed to use your Ninjitsu) then you are awarded a 100,000 'Peaceful bonus'. Hit only one person and you are awarded a 'Shinobi bonus' of 50,000.
Thirdly, a tip for beating the final Boss. Stay under a pillar when takes his head off. In this way you don't get hit by the flame balls, and you can then jump and fire to hit his neck.
There you go! Thanks Ralph and good luck Gary.
Yours, passing on the good news,
Prof.

Q. What do you call a Nintendo-owner wearing two raincoats?
A. Max.

Did you hear about the Nintendo-owner who invented a solar-powered torch?

Q. What do you call a Nintendo-owner wearing a raincoat?
A. Mac.

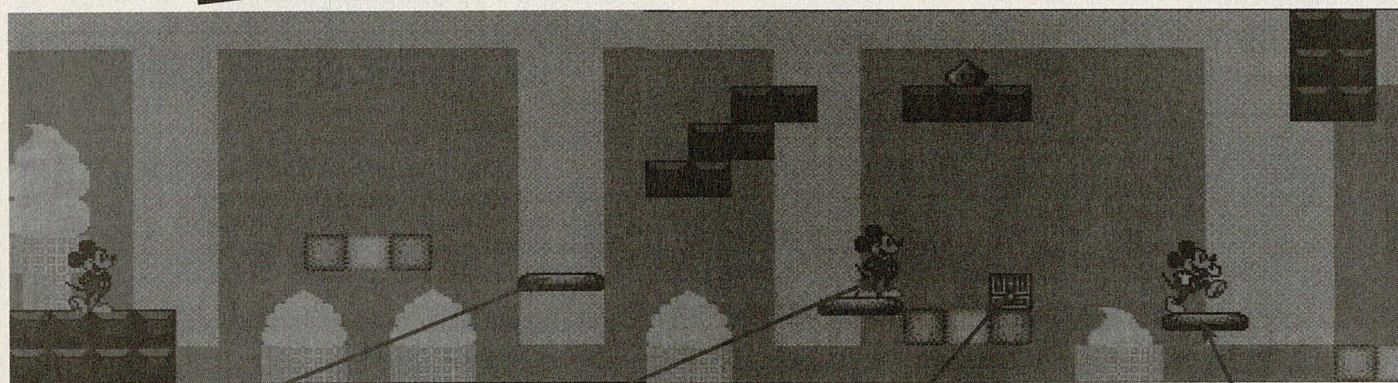
The Prof's Incredible Tip Lab,
Sega Power Magazine,
Beauford Court,
30 Monmouth Street,
Bath, Avon BA1 2BW.

Mickey Mouse

The complete playing guide – Part 3

We've had more requests for help on this level than any other, even though the chocolate Boss is the easiest of the lot! So what are you waiting for? Grab your control pad, crank up your Master System, slap in your cart' and get set for level three – 'The Dessert Factory'...

S
T
A
R
T



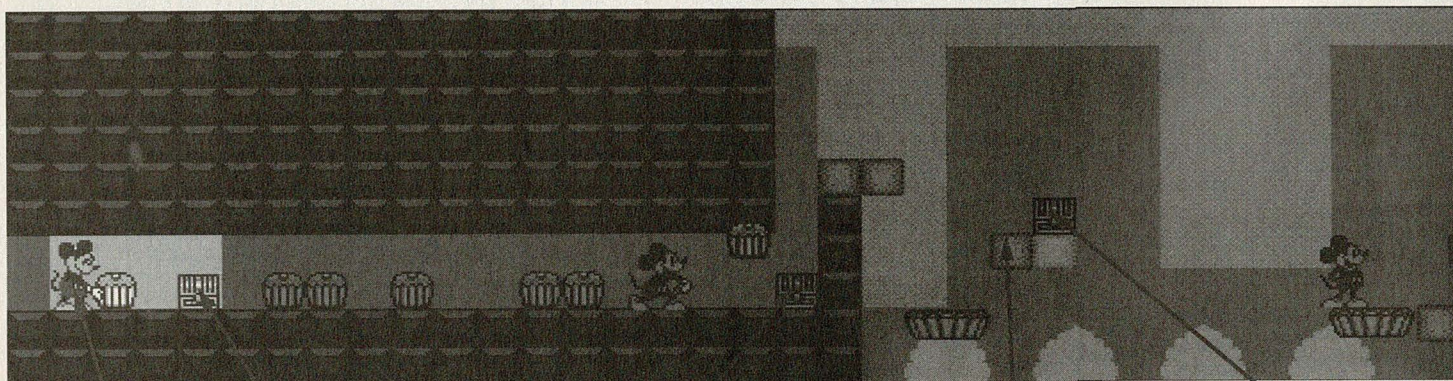
Don't leap onto this biscuit too soon! Wait until the chocolate block on the right appears before risking a leap.

Walk onto the biscuit then walk off right onto the platform as you fall. Give the chest a good bottoming to get an extra life.

**EARS:
EXTRA TRY!**



As before, don't risk jumping onto the biscuit before a safe landing place comes into view.

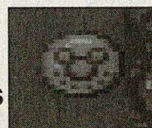


In this section you've really got to move fast. As soon as you run up against something, pick it up and chuck it.

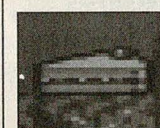
**SMALL
COIN:
500
POINTS**



**BIG
COIN:
2000
POINTS**



1. Bottom the chest
2. Walk off left onto the tart to start it moving
3. Jump back and collect the cake
4. Walk off right onto the tart



**SMALL
CAKE:
1 LIFE
STAR**

Things you'll find along the way...

BUNS



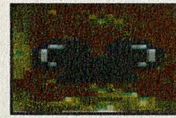
Buns are the same as Boulders, they can be picked up and thrown to kill baddies. After being thrown, they crack and disintegrate – they can also be 'bottomed'.

SMALL CAKE: 1 LIFE STAR



Hooray for cakes! This tasty morsel restores one star to Mickey's life gauge. Mmmm! And it tastes as good as it looks, right kids!

EARS: EXTRA TRY!



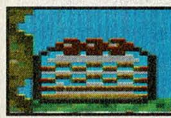
What have we got 'ear'? (dadad daaaa!) Few and far between, but well worth the effort of finding. An extra life, no less!

BARRELS



Barrels are very useful things to have around – not only when they're full of ginger beer – they can be picked up and thrown without breaking or carried and used as a platform.

BIG CAKE: 2 LIFE STARS



Yes, that's right! and this one's got THREE cherries on top. Cor! Not only that, this big cake gives Mickey two life stars. Hurrah!

GEM: COLLECT 7!



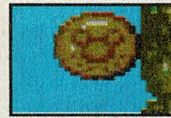
One of the seven gems you'll need to collect before reaching the *real* treasure, your beloved Minnie. How cute? Aaaaaah.

SMALL COIN: 500 POINTS



Very nice if you're after a high-score, but watch out – they disappear if not collected quickly. Still, they're a lot more useful than those poxy little 5p pieces you get these days.

BIG COIN: 2000 POINTS



Very, very, very nice if you're after a high-score, but hey, spooky – they disappear if not collected quickly...

POWER STAR: UP POWER GAUGE!



The most useful of the lot (sort of). This little celestial being increases Mickey's power-star potential up one to a maximum of five. Wow!



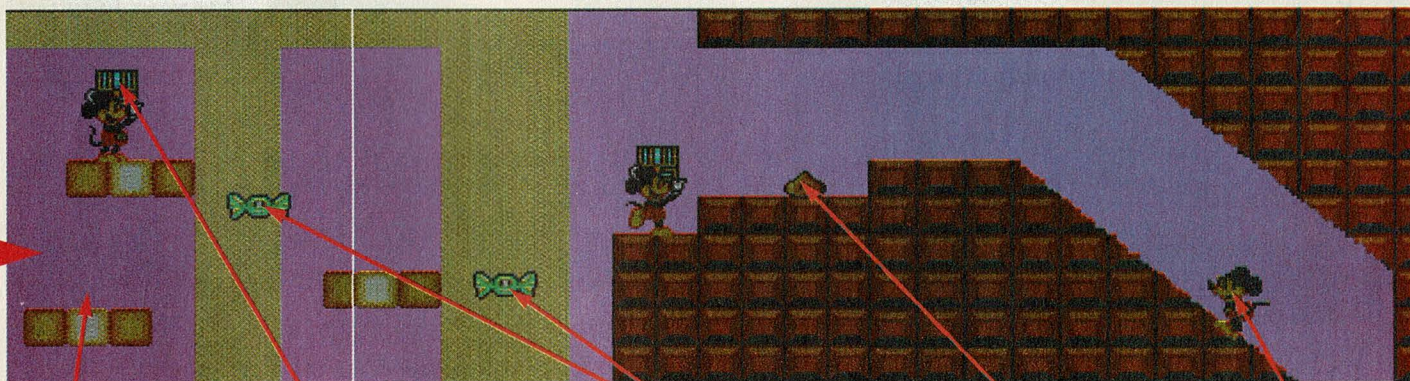
Wait at the top of the slope after bottoming the first chocolate chip. At the last minute jump and slide down the slope...

...bounce off the biscuit...

...and onto the platform.

Give the sweet a taste of Mickey's bottom.

SMALL COIN: 500 POINTS



Pick up the chest and jump onto the platform above.

BIG COIN: 2000 POINTS

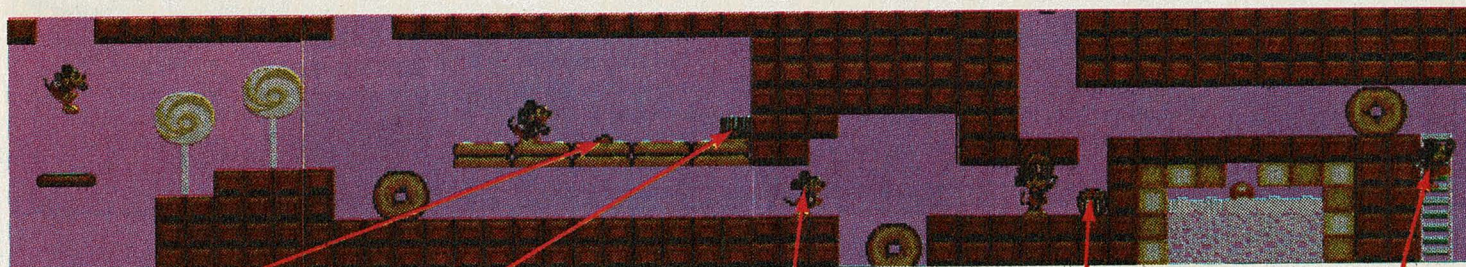


Jump over the sweets. (You can't bottom them because you're holding the chest).

Throw the chest at the chocolate chip and collect the goodies!

Right, that's the tricky bit over with! Turn over the page to negotiate the rest of the level...

FROM PAGE 41



Watch out for this nut! (Is it a nut?!). Walk up close, wait for it to jump up and then bottom it.

**SMALL CAKE:
1 LIFE STAR**



After you collect the treasure, wait for a donut to fall and then follow along the tunnel behind it.

Pick up both cakes and throw them at the wall to break them.

Jump up through the hole and start running! If you're quick enough you should make it to the ladder before being squished by the donut.

Wait until the tart is as far left as it goes, and then leap again. Watch out for the swordfish!

Timing is crucial. Wait until the tart is halfway towards reaching you then jump.



You just managed to avoid his brother so this swordfish is *really* out for your blood!

**SMALL CAKE:
1 LIFE STAR**



SECRET TREASURE No. 2



**BIG COIN:
2000 POINTS**



Swimming lessons!



If you land in the water, just keep hitting the jump button and you'll be OK. Watch out for the swordfish though!

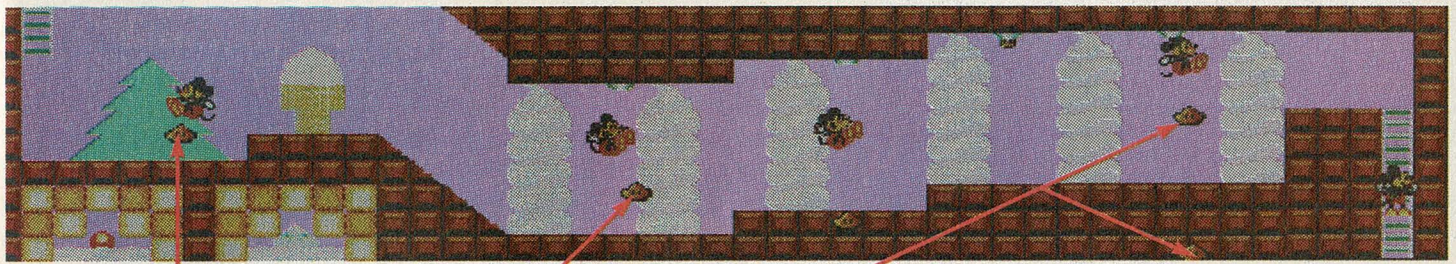
SECRET TREASURE No.1



**SMALL CAKE:
1 LIFE STAR**



Watch out for the jumping nuts!



Don't take any rubbish from this nut. A good bottoming soon sends him on the way to the great fruit 'n' nut bar up in the sky.

Approach these chocolate drops with care, but don't waste any time in bouncing them.

Try and get these last two with two consecutive bounces, otherwise you'll find it difficult to get past without being hit.

Drop the barrel on top of the chocolate chip. Don't worry, he won't move. Then use it as a platform to make the next jump.

Pick up the cake then run right. At the end of the platform, fall off the edge and push left to avoid the falling donut.



Don't forget to bottom the nut!

ROLL THE BARREL!

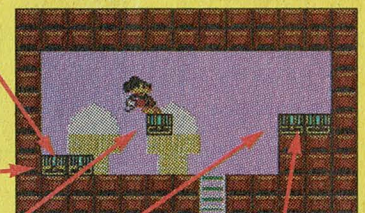


Pick up the barrel then drop it below the ladder.

BIG COIN: 2000 POINTS



SECRET TREASURE No. 3



EARS: EXTRA TRY!



BIG COIN: 2000 POINTS



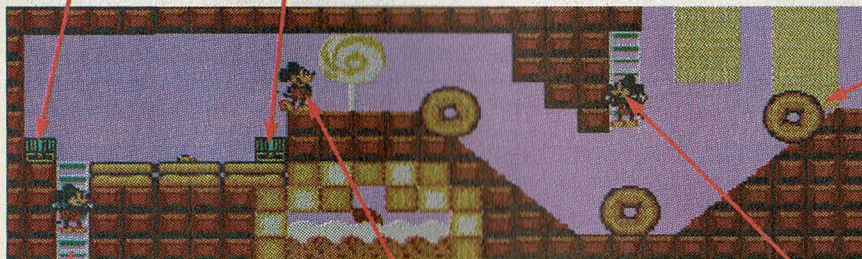
BIG CAKE: 2 LIFE



BIG CAKE: 2 LIFE STARS



SMALL COIN: 500 POINTS



1. Firstly, follow the donut down the ramp...

2. then, jump up the ladder while the donut continues to roll left...

3. then finally, while the donut rolls underneath you to the right, jump off the ladder and make a dash for it left. Easy!

To the Boss!

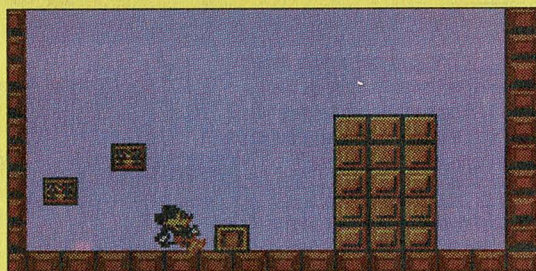
**GOT TO
RESCUE
MINNIE!!**



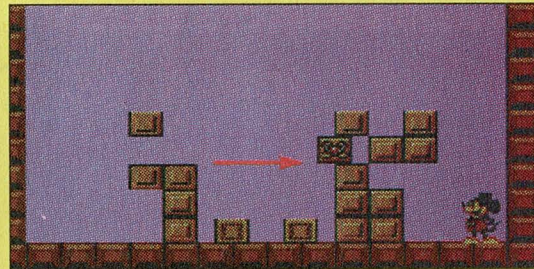
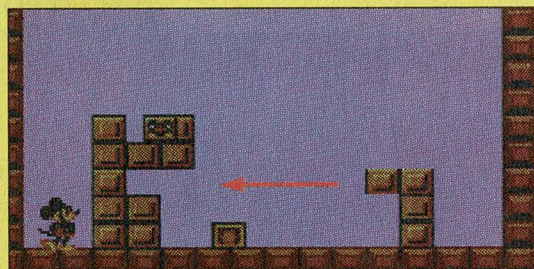
End o'level three – Boss

Now last month's Boss was easy, but this guy is easier still. So why have you lot had so much difficulty in beating him? Shown below is the step-by-step guide to baddie bashing, for both sides of the screen. The method is the same for both, except on opposite sides. The only tricky bit is avoiding the falling blocks when the Boss smacks the wall, but even these fall in regular patterns so there's no need to worry about them. You'll be OK as long as you have full control of your bot!

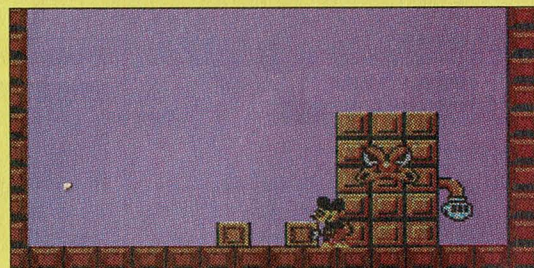
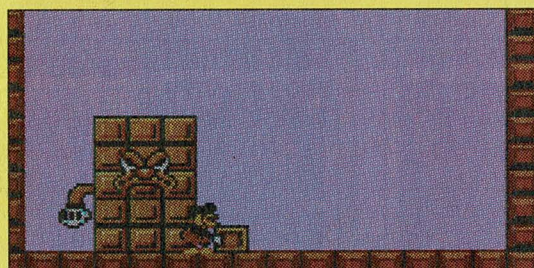
1. After falling into the pit, wait where you are and dodge the falling blocks. Then run to the safety of the side furthest away from the Boss.



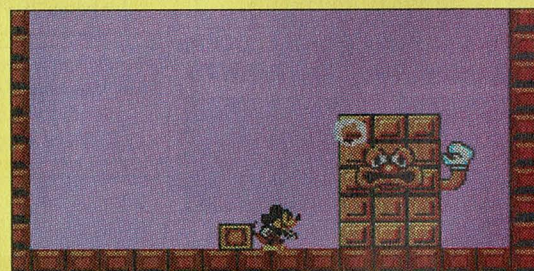
2. Wait at the edge of the screen, until the last block has whizzed over the screen and the boss is complete again. Then quickly...



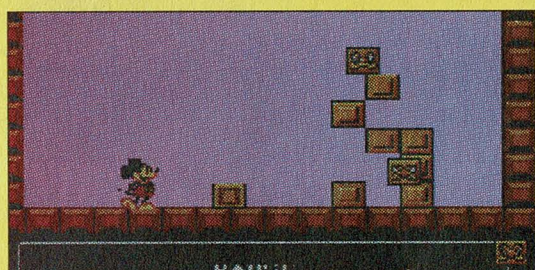
3. ...run past the Boss and pick up the piece of chocolate that is lying on the floor from the previous shower.



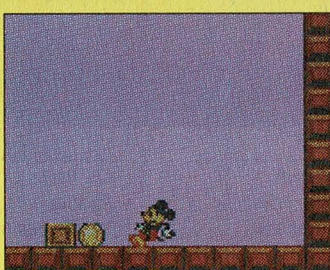
4. Guess what? That's right – you chuck the chocolate at him! Now go back and repeat the process from step one, except this time starting on the opposite side. Easy or what?



After a 'Marathon' struggle (groan), the Chocolate Monster 'Flakes' out!



What a shame! (we don't think). The Boss falls to pieces and Mickey 'Revels' in his success. Say "bye-bye Mr Monster, I'm off to snog my girlfriend"...



... collect a gem for being so darned brave and clever (not to mention dashing handsome!)...



... and it's up the ladder to the next level. See you all next month for more big-eared adventuring on level four!

SMALL ADS

Finished that cartridge? Fancy swapping one of your joypads for someone else's barbeque? Trying to get hold of an eighteen foot cardboard giraffe? You've just found the pages you're looking for...



Sega Master System

Light Gun. Control Control Sticks. SFU and 12 Games incl.. Oper. Wolf Calif. games and WBII. All Boxed and very good condition. Bargain. £210.
Tel. (021) 3507512.

Sega Master System. Seven great games in mint condition including Phantasy Star for £25. Rastan, Rampage, WB III, Bomber Raid, Shinobi for £15 and F16 for £10.
Tel: (0856) 78355 6-10 pm weekdays.

Sega Mega Drive with six games incl.. Ghouls 'N' Ghosts, After Burner II, and Sword of Sodon. Still in Box. Perfect condition. Will sell for £199.
Tel: (041) 6326847.

Master System, Gun and Ten Games. Excellent Condition. £150.
Tel: (0935) 79724.

Sega Master System with two control pads. Star Phantasy, Kenseiden, R-Type, Shinobi, Psycho Fox, Altered Beast, California Games, World Soccer, Secret Command, Vigilante, Ghost Busters, Great Basketball, Transbot, Ghost House, Hang-On built in.

Will sell for £260.
Tel: (0273) 24571.

Sega Master System five games. Chase HQ, Fantasy Zone, Action Fighter, Zillion II, Aztec Adventure. Worth £170. Sell for £110.
Tel: (0384) 234831.

Amstrad 6128 £170 worth of games. All Originals. Monitor and Joystick all for just £120. Will also throw in issues of Amstrad Mags, Cost £20.
Tel: (0545) 570646.

Sega Mega drive (Brit) only 2 months old! One Joypad. Altered Beast, Super Hang-On, Super Thunderblade. Boxed. Immaculate. £145.
Tel: (0225) 423205.

Sega Master System 2. Control Pads. Control Stick plus 9 games incl. Rastan, Double Dragon, California Games. Worth £265. Will sell for £170 o.n.o.
Tel: (0602) 617837.

Sega for Sale. Light Gun and 3D Glasses. Control Stick and 14 Games incl. WB III, P. Fox, California Games, Spellcaster, Golden Axe. £200.
Tel: (0249) 890510.

Master System with Light Phaser and 13 Games incl. Thunder Blade, Out Run, APF and 3 Phaser Games all in pristine condition. Worth £240. Sell for £80 o.n.o.
Tel: (0664) 64306.

Sega Mega drive, 8 Games incl. Monaco GP, J. Maddens, Shinobi, Golden Axe, plus 2 Control Pads. £200. Will sell games separately £15-20 each.
Tel: (0983) 520938.

Mega drive games for sale, Ghouls and Ghost and Revenge of Shinobi. £25 each. Master System Game, Psycho Fox, £15.
Tel: (081) 9976203.

Master System with built-in Hang-On. 4 games: Out Run, Golfmania, World Soccer, Monaco Grand Prix. 5 months old. Still boxed. £100 o.n.o.
Tel: (0274) 870978.

Bargain: 2 Control Pads, Light Gun, Master System. 3 games: Wonderboy III, Hang-On, Safari Hunt. All for £115.
Tel: (081) 5091404 after 4 00 pm.

Sega Master system with 2 Joysticks. 11 games incl. California Games. Worth £440, will sell for £250.
Tel: (0234) 325493 after 4 00 pm.

Five Sega games for sale. Cost £30 each. Sell for £15 each. Rampage, Choplifter, Double Hawk, Shooting Gallery, Aztec Adventure.
Tel: (021) 778 2529 after 5 00 pm.

For Sale: Golden Axe, R-Type, Psycho Fox, Shinobi, Wolf, WBML, £18. Capt. Silver, Choplifter, Lord of the Sword, World Soccer, £15.
Tel: (0953) 882189.

For Sale: Pro. Wrestling £12. Ghost House £8. Fantasy Zone £8. Secret Command, Ninja £7.
Tel: (0953) 882198.

Sega Master System and 13 games incl. Shinobi, Psycho Fox, Light Phaser - mint condition. Prices about £210.
Tel: (0025) 431249 after 4 00 pm.

Sega Master System with Control Stick, 2 Joy Pads, R-Type Wonderboy I, Wonderboy II, Alex Kidd, Miracle World and Gauntlet. Worth £235, sell for £120.
Tel: (061) 4852990 after 4 00 pm Mon-Fri.

Sega Master System with Rapid Fire Unit, one Control

Pad, one Rapid Fire Pad, 3D Glasses and 30 games incl. R-Type Indiana Jones, Shinobi, Imposs. Mission. £400 o.n.o.
Tel: (071) 2786511.

For Sale: California Games, Vigilante, Assault City, Galaxy Force, Tennis Ace and Alex Kidd in Shinobi World.
Tel: (0222) 750610.

Nintendo Gameboy and Super Mario World, Tetris, Spiderman and Golf, plus headphones. All in excellent condition. Selling low price for quick sale at £40.
Tel: (0637) 878304.

Sega Master System, Master System Control Pads. Light Phaser 3D glass plus Teddy Boy, Double Dragon, Spy vs Spy, Calif. Games. Built-in Missile Defence. Will split. £85 Tel: (0375) 380020.

Sega Master System. Alex Kidd in Miracle World, Golden Axe, Double Dragon and Joystick. Worth £150, sell £80.
Tel: (0664) 822613.

Sega Master System, Hang-On built-in, £40. Also Double Dragon and Out Run 3D, sell £15 each, or £25 for both. Or Sega plus games £60.
Tel: (0482) 229616.

£1270 worth of Sega Stuff: Super System, boxed with all accessories in good condition. 40 games, Handle Controller, Joystick. Will sell for £500 o.n.o.
Tel: (0706) 816878.

Sega Master System, 2 Control Pads and 2 games: Double Dragon and Ghost Busters, £80 or swap for a Gameboy with 4 games.
Tel: (0272) 699150.

Sega Master Plus with 2 games £60. Also AK1MW, Chase HQ, Golden Axe, £20 each Or swap all and £80 for Amiga (no games).
Tel: (061) 9624659 after 5 00 pm.

Nine Sega Games for Sale. Psycho Fox, Tennis Ace and 7 more. prices from £5 - £15.
Tel: (081) 3303984

Sssh! For sale. One banjo, will go to highest offer. It's the Ed's but he can't play it so we're after some cash.



D-Dux California Games, Psycho

Fox or Spellcaster, will pay £10 or AK Shinobi World, £10-20 if in good condition.
Tel: (0924) 830 267.

Wanted, games for Master System. Will pay £10-£15 each, must be in good condition. Golden Axe, After Burner, California Games, Captain Silver, Rambo III, Alex Kidd, Wonderboy etc.
Tel: (0495) 301288.

For Mega Drive I want Altered Beast, Eswat Golden Axe, Ghosts 'n' Ghouls. Will pay £20 for each or £25 depending on condition.
Tel: (04488) 536.

Golden Axe, Alex Kidd and Lost Stars, Kung Fu Kid, Alex Kidd in Miracle World for master System. Good prices paid.
Tel: (0256) 471928.

I am looking for issues 1, 4, 7 of Sega. I will pay good price. Must be in good condition.
Tel: (0232) 660146. Please can I have the



he Kids need help with Ghost

House. How do you kill Dracula and go on to other screens. Any tips to keep the game going. Thanks!
Write: L/49 Dumbarton Road, 3/1 Dalmur, Clydbank, Scotland G81.

Poke for Wonderboy II and Alien Syndrome because it's very distressing when I get far and I die.

Write: 22 Harris House, St James Crescent, Brixton, London, SW9 7JT.

Help! Gain Ground Round 4, Stages 2-3-4 how do you get past it! Please help.
Tel: (081) 853 0998 after 4.00 pm.

Please help me, I have got 1 key on Miracle Warriors but can't get any further. Would like to complete.
Tel: (0634) 33257. Can't call after 4.00pm.



will swap my Vigilante for R-

Type, Super Monaco GP, WB in Monsterland, Pacmania or sell for £15.
Tel: (0508) 853459.

I have Eswat, Hang-On, Altered Beast, Rainbow island, Battle Squadron for swap or sale. Pref. Super Monaco GP, Pit Fighter, Techno Cop. Other games considered.
Tel: (0274) 585051.

It will swap Enduro Racer or RC Grand Prix or (C) games for Pro Wrestling or Mickey Mouse or Choplifter or Chase HQ.
Tel: (041) 959 3479.

I will swap my Sega Master System 5 game light phaser, rapid fire unit games, including Mickey Mouse, Golden Axe, for your Mega Drive and game all boxed with instructions.
Tel: (0905) 772228.

I will swap Bomber Raids, Ghost Busters, Great Basket Ball, Operation Wolf for Monopoly, WB II or III, Pro Wrestling, Shinobi,

Captain Silver. Others might do. I'll sell then cheap.
Tel: (0222) 592772.

I have Thunder Blade, Galaxy Force and Lord of the Sword. Will swap for an AK or WB II, II or Y's.
Tel: (0295) 262894.

I will swap Dick Tracey (Master System) for Pro Wrestling or any other decent game with box and instructions.
Tel: (0394) 272304.

I will swap my Penguin Land Wonderboy III with Secret Pass-word for Mickey Mouse, any Alex Kidd games or any other good games.
Tel: (071) 7365772.

Let your fingers do the walking!



Are you a Sega Genius, if so, why

not test yourself with this quiz.

Tel: (0582) 391543.

SWAPS

Will swap Tennis Ace, Rastan, Zillion II or Battle Outrun for Shinobi, RC Grand Prix, Golden Axe or Black Belt.
Tel: (0234) 327309.

I will swap Golden Axe for Afterburner.
Tel: (0272) 475652 after 4 30 pm.

Altered Beast, World Soccer, Golden Axe, E-Swat, Bank Panic, Transbot, Teddy Boy. Will swap for any good Master System or Mega Drive games.
Tel: (0595) 4391.

I will swap my golden Axe for Double Dragon or Mickey Mouse. Only for people in the Lincoln area.
Tel: (0522) 754417.

I will swap my After Burner or Rampage for your Wonderboy III or World Games.
Tel: (0436) 76070.

Swap my WB III Operation Wolf, Chase HQ, Secret

Commando, for R-Type Mickey Mouse, Strider, Ghouls 'n' Ghosts, Populas, Parlour Games. Other games considered. I send by recorded delivery.
Write to 8 Moray House, Harford St. Mile End, London E1 4PH.

Mega Drive Thunder Force II and Altered Beast. Official UK versions, will swap each for any other good game. Desperately wants Moonwalker or Eswat. UK games wanted only.
Tel: (041) 8866499.

I am willing to swap Aztec Adventure for any cheap Sega games (Master System).
Tel: (0272) 714422.

I will swap Psycho Fox, Shinobi, for Wonderboy III, Time Soldiers, Y's or sell for £20 each or £40 for both. Must be in Basildon area.
Tel: Basildon 418036.

Willing to swap Alex Kidd High Tech World, Altered Beast and Basketball Nightmare for Wonderboy III, Casino Games or Italia 90.
Tel: Christchurch 4790465.

Swap Light Phaser and 3 shooting games for any 3 of following: California Games, Wonderboy II or III, Dynamite Dux, Altered Beast Bomber Raid, Monopoly, Vigilante, Tennis Ace.
Tel: (0827) 284054.

Swap my Light Gun and Rambo III for any 2 or of

these: Paperboy, RC Grand Prix, Columns or Golfmania.
Tel: (0274) 601407.

I will swap my Light Phaser and Combo Cartridge for your R-Type and Double Dragon. Other games considered. Also swap Miracle Warrior for Phantasy Star.
Tel: (0925) 59172.

I will swap Moonwalker for Mickey Mouse Pro Wrestling, Dynamite Dux, Wonderboy I, II, III, or Super Monaco GP. Tel: (071) 552 6330.

Will swap After Burner, Rambo III, California Games, Monopoly, World Soccer, Double Dragon, Rocky for Dynamite Dux, Wonderboy III or other games considered.
Tel: (0302) 820594.

Exchange John Madden Football, Mega Drive System for Super Hang-on Golden Axe, Super Monaco Grand Prix or Mickey Mouse.
Tel: (02993) 3520.

Will swap Golden Axe, 5 months old, for Casino Games. AK in Shinobi World, AK in Miracle World or Wonderboy III.
Tel: (0256) 473240

between 4 00 and 6 00 pm.

I will swap Last Battle, Michael Jackson's Moonwalker for Eswat Ghouls 'n' Ghosts, Golden Axe or Altered Beast on Mega Drive.
Tel: (04488) 536 after 4 30 pm.

Will swap Penguin Lane, Aztec Adventure or Fantasy Zone for any Wonderboy except M/Land or for any Alex Kidd or Double Dragon. If interested:
Tel: Isle of Wight 291784 Anytime.

I will swap my Transbot Ninja or Lord of the Sword for Spellcaster or Shinobi. Others considered.
Tel: (0865) 890155.

I've got Kung Fu Kid, Rastan, Super Tennis, American Pro-football, Dead Angle, Quartet. Swap for AK in Shinobi World, golden Axe or WB II. (1 for 1.)
Tel: (0869) 40409.

I will swap Action Fighter, California Games, Kenseiden, Double Dragon, for any other games.
Tel: (0762) 324619.

I will swap my Space Harrier for Rocky or Moonwalker.
Tel: (0272) 699150.

I have Battle Outrun, will swap for Vigilante, Slap Shot, World Cup Italia '90, Chase HQ, Ultima IV, World Soccer or Eswat. Must live in B'ham or close!

Tel: (021) 4264023.

I have Battle Outrun, will swap for Phantasy Star, any football game or Parlour Games. Must live in B'ham and must bring to me.
Tel: (021) 4264023.

Il will swap Wonderboy II for Mickey Mouse, Wonderboy I, Pro Wrestling, Rocky, Indiana Jones or any Alex Kidd game, Outrun or Battle Outrun, or World Soccer.
Tel: (0792) 646720.

Will swap R-Type Bomber Raid and others for Sub Attack, Alex Kidd in Miracle World, Paperboy or Slap Shot.
Tel: (0634) 389530 between 4 00 and 9 00 pm, Mon-Fri.

Glasgow. Mega Drive swap/buys.
Tel: (041) 333 0066.

I will swap After Burner, Wonderboy, Miracle Warriors, Operation Wolf, for Double Dragon, Psycho Fox, California Games or any Alex Kidd. Will consider other games.
Tel: (081) 5407220.

I will swap Assault City, AKSW, Choplifter, Great Baseball and After Burner for Spellcaster, Y's, Indiana Jones, Gauntlet, Paperboy, Speedball or Dick Tracey.
Tel: (0232) 629860.

I will swap my Powerstriker Special Edition for your After Burner or my Transbot for

your Action Fighter.
Tel: (0494) 714075.

I will swap Ninja, Rastan, F Type, Vigilante and Rescue Mission for Mickey Mouse or other good games.
Tel: (061) 2573715.

I will swap Golden Axe unboxed, for Golvellius, Rampage, Dynamite Dux or any other game considered.
Tel: (0883) 34645.

I will swap my Wonderboy World Soccer for almost a game.
Tel: (0432) 273382.

I would like to swap the Ninja or World Grand Prix for any good games.
Tel: (0234) 767554.

I will swap my Kenseiden and Vigilante for Dynamite Dux and World Cup Italia '90. Doesn't have to be cased.
Tel: (071) 7330638.

I will swap Vigilante, Rampage, Action Fighter or After Burner for Dynamite Dux, Psycho Fox, Wonderboy III and Bank Panic. All four or one for one. Any combination.
Tel: (061) 4276624.

I will swap my Art Assistant for a brand new one. Nic 'Nix' Aspell is all very well, but he does tend to go on and on and on and on (etc) about all sorts of things that you never realised you did care a bean about. Reply to The Ed. Sega Power.

READER AD ORDER FORM

Name

Address

Post code

Telephone

Remember: include your telephone number if you wish to see it in print!

Please tick the category your ad should appear in

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> For Sale | <input type="checkbox"/> Help Wanted |
| <input type="checkbox"/> Goods Wanted | <input type="checkbox"/> Events |
| <input type="checkbox"/> Swaps | <input type="checkbox"/> Miscellaneous |
| <input type="checkbox"/> Help Offered | <input type="checkbox"/> PenPals |

Write your FREE ad here. Maximum 30 words (any more and we'll discard the ad).

| | | | | |
|--|--|--|--|--|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

Please note:

1. NO TRADE ADS
2. We cannot vouch for the quality of goods/services advertised in this section.
3. We reserve the right to amend or refuse ads at our discretion.
4. No pirated software may be sold through these columns. Any readers being offered pirated software should contact us.
5. We cannot guarantee positions or that adverts will appear in specific issues of Sega Power.
6. The following declaration must be signed (a parent or guardian must sign if the advertiser is under 16):
My advertisement is legal, decent, honest and true

Signed _____

NEXT MONTH IN SEGA POWER!

Roger, Sierra Piper, proceed to runway 122. Passengers prepare for take-off in next month's overflowing **Sega Power**! We've got some groovy stuff lined up again – features, reviews, news, hints 'n' tips and all your fave regulars! Just about everything you'd expect us to have plus a whole load of stuff that you wouldn't! Without giving too much away, we'll just say that if you miss next month's issue you'll regret it – maybe not today, maybe not tomorrow, but soon and for the rest of your life! Got that? Good. Cabin crew – doors for take-off.

Having trouble getting hold of Sega Power every month?

We've been getting lots of letters and phone calls recently from readers disappointed because they've been unable to get hold of the latest issue of **Sega Power**.

Here's the **SP** guide to making sure you never miss out again.

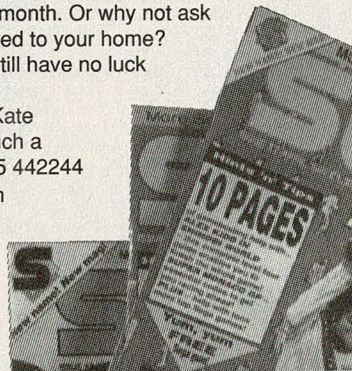
First, if your local newsagent doesn't have a copy of **Sega Power** (on sale the first Thursday of each month) try asking why not: sometimes even if they've sold out they'll have more copies in the storeroom or can order extras from their wholesaler.

Second, if that doesn't work, check one of the bigger newsagents such as WH Smith or John Menzies. Again, ask the nice person behind the counter, because they may have more in reserve somewhere.

Thirdly, and in many ways best of all, if you don't want to subscribe – and see page 42 for some very good reasons why you should – fill in the form below

and hand it to your newsagent (a photocopy or the same information on a piece of paper is equally acceptable). Remember, every single newsagent in the country – from WH Smith to the corner shop – will be delighted to reserve you a copy each month. Or why not ask for it to be delivered to your home?

Finally, if you still have no luck even with a big newsagent, call Kate Hodges (she's such a sweetie) on 0225 442244 and tell her which magazine you're after and where you've tried.



'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:

Better advice. Our titles are packed with tips, suggestions and explanatory features, written by the best in the business.

Stronger reviews. We have a cast-iron policy of editorial independence, and our reviews give clear buying recommendations.

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

Greater relevance. At Future, editors operate under two golden rules:
• Understand your readers' needs.
• Satisfy them.

More reader interaction. We draw strongly on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group.

Better value for money. More pages, better quality: magazines you can trust.



Home of Britain's finest computer magazines.

Sega Power • Amstrad Action • PC Plus 8000 Plus • Amiga Format • ST Format New Computer Express • Your Sinclair Commodore Format • Amiga Power Amiga Shopper

EDITOR Andy Smith
STAFF WRITER Neil West
ART EDITOR Kevin Hibbert
ART ASSISTANCE Nick Aspell
COVER IMAGE Mike Roberts
PRODUCTION TECHNICIANS Simon Windsor, Chris Stocker, Jerome Clough
PUBLISHER Steven Carey
GROUP PUBLISHING DIRECTOR Greg Ingham

ADVERTISING MANAGER Helen Kirkhope
All enquiries and correspondence should be addressed to:
Sega Power Magazine, Future Publishing Ltd., Beauford Court, 30 Monmouth Street, Bath Avon BA1 2BW Telephone 0225 442244 Fax 0225 446019
Subscription enquiries: Christine Stacy 0458 74011

COLOUR REPRO RCS Graphics, Newton Abbot Devon
PRINTERS Wiltshire (Bristol) Bedminster, Bristol
NEWS TRADE DISTRIBUTION UK and Eire only: Future Publishing 0225 442244
NEWS TRADE DISTRIBUTION Rest of the World: Comag 0895 444055
CIRCULATION DIRECTOR Sue

Hartley
This magazine is a fully independent publication. The views expressed in these pages are not necessarily those of Sega Enterprises nor of Virgin Mastertronic, their UK distributors.
© Future Publishing 1991
We welcome all material submitted to us, but we cannot guarantee to return it, unless accompanied by an SAE nor can we enter into personal correspondence.

ENSURE YOU GET YOUR SEGA POWER EVERY MONTH!

Avoid those empty shelf blues! Simply cut out this form, hand it to the nice chap (or lady) behind the counter, give them a big grin and say "thank you very much". Simple, easy, painless and efficient.

Dear Newsagent,

Please reserve me () copy(ies) of **Sega Power** magazine each month, beginning with the September issue, out on Thursday 1st August.

My name _____

My address _____

To the newsagent: **Sega Power** is published by **Future Publishing** and is available from your local wholesaler.

SEGA MASTER SYSTEM PRICE LIST

| | | | | | |
|-----------------------------|--------|---------------------------|--------|------------------------------|--------|
| Master System..... | £59.99 | Enduro Racer..... | £9.99 | Poseiden Wars 3D..... | £29.99 |
| Master System Plus..... | £79.99 | Eswat..... | £29.99 | Power Strike..... | £24.99 |
| Control Pad..... | £6.99 | F16 Fighter..... | £17.99 | Pro Wrestling..... | £24.99 |
| Quickshot Python 1..... | £9.99 | Fantasy Zone..... | £12.99 | Psychic World..... | £29.99 |
| Quickshot Maverick 1..... | £16.40 | Fantasy Zone TM..... | £24.99 | Psycho Fox..... | £29.99 |
| Quickshot Flightgrip 1..... | £9.25 | Fantasy Zone 11..... | £24.99 | Quartet..... | £24.99 |
| Handle Controller..... | £39.99 | Fire & Forget 11..... | £29.99 | R.C. Grand Prix..... | £29.99 |
| Light Phaser..... | £29.99 | Gain Ground..... | £29.99 | R-Type..... | £29.99 |
| Light Phaser + Cart..... | £44.99 | Galaxy Force..... | £29.99 | Rambo III..... | £29.99 |
| Rapid Fire Unit..... | £5.99 | Gauntlet..... | £29.99 | Rampage..... | £29.99 |
| Control Stick..... | £14.99 | Gangster Town..... | £24.99 | Rastan..... | £29.99 |
| Main Adaptor..... | £6.99 | Ghostbusters..... | £29.99 | Rescue Mission..... | £9.99 |
| Ace of Aces..... | £32.99 | Ghost House..... | £17.99 | Scramble Spirits..... | £29.99 |
| Action Fighter..... | £12.99 | Ghouls 'n' Ghosts..... | £29.99 | Secret Command..... | £12.99 |
| Aerial Assault..... | £29.99 | Global Defence..... | £12.99 | Shanghai..... | £24.99 |
| Afterburner..... | £29.99 | Golden Axe..... | £29.99 | Shinobi..... | £29.99 |
| Alex Kidd..... | £24.99 | Golden Axe Warrior..... | £32.99 | Shooting Gallery..... | £24.99 |
| Alex Kidd-High Tech..... | £29.99 | Golfmania..... | £32.99 | Shooting Games..... | £24.99 |
| Alex Kidd-Lost Stars..... | £29.99 | Golvellius..... | £29.99 | Slap Shot..... | £29.99 |
| Alex Kidd-Shinobi..... | £29.99 | Great Baseball..... | £24.99 | Space Harrier..... | £29.99 |
| Alien Syndrome..... | £29.99 | Great Basketball..... | £24.99 | Space Harrier 3D..... | £29.99 |
| Altered Beast..... | £29.99 | Great Football..... | £24.99 | Spellcaster..... | £29.99 |
| American Baseball..... | £29.99 | Great Golf..... | £24.99 | Spy vs Spy..... | £17.99 |
| American Pro Football..... | £29.99 | Great Volleyball..... | £24.99 | Submarine Attack..... | £29.99 |
| Assault City..... | £29.99 | Hang On..... | £9.99 | Super Monaco Grand Prix..... | £29.99 |
| Astro Warrior/Pilpot..... | £24.99 | Heavyweight Champ..... | £24.99 | Super Real Basketball..... | £24.99 |
| Aztec Adventure..... | £12.99 | Impossible Mission..... | £29.99 | Super Tennis..... | £9.99 |
| Bank Panic..... | £17.99 | Indian Jones..... | £29.99 | Teddy Boy..... | £9.99 |
| Basketball Nightmare..... | £29.99 | Joe Montana Football..... | £29.99 | Tennis Ace..... | £29.99 |
| Battle Outrun..... | £29.99 | Jungle Fighter..... | £29.99 | Thunderblade..... | £29.99 |
| Black Belt..... | £24.99 | Kensiden..... | £29.99 | Time Soldiers..... | £29.99 |
| Blade Eagle 3D..... | £29.99 | Kung Fu Kid..... | £24.99 | Transbot..... | £9.99 |
| Bomber Raid..... | £29.99 | Lord of the Sword..... | £29.99 | Ultima IV..... | £39.99 |
| California Games..... | £29.99 | Maze Hunter 3D..... | £29.99 | Vigilante..... | £29.99 |
| Captain Silver..... | £29.99 | Mickey Mouse..... | £29.99 | Wanted..... | £24.99 |
| Casino Games..... | £29.99 | Miracle Warrior..... | £32.99 | Wonderboy..... | £24.99 |
| Chase HQ..... | £29.99 | Missile Defence 3D..... | £29.99 | Wonderboy - Mon Land..... | £29.99 |
| Choplifter..... | £24.99 | Moonwalker..... | £29.99 | Wonderboy III..... | £29.99 |
| Cloud Master..... | £29.99 | My Hero..... | £17.99 | World Cup Italia 90..... | £24.99 |
| Columns..... | £24.99 | Ninja..... | £9.99 | World Games..... | £24.99 |
| Cyber Shinobi..... | £29.99 | Operation Wolf..... | £29.99 | World Grand Prix..... | £12.99 |
| Cyborg Hunter..... | £24.99 | Outrun..... | £29.99 | World Soccer..... | £24.99 |
| Dead Angle..... | £29.99 | Outrun 3D..... | £29.99 | Y'S..... | £32.99 |
| Dick Tracy..... | £29.99 | Paperboy..... | £29.99 | Zaxxon 3D..... | £29.99 |
| Double Dragon..... | £29.99 | Parlor Games..... | £17.99 | Zillion..... | £24.99 |
| Double Hawk..... | £29.99 | Penguin Land..... | £29.99 | Zillion II..... | £24.99 |
| Dynamite Dux..... | £29.99 | Phantasy Star..... | £39.99 | Eliminator Cleaning Kit..... | £11.99 |

SEGA MEGADRIE PRICE LIST

| | | | | | |
|-----------------------------|---------|---------------------------------|--------|------------------------------|--------|
| Megadrive..... | £149.99 | Ghostbusters..... | £34.99 | Space Harrier II..... | £34.99 |
| Powerbase Converter..... | £29.99 | Forgotten Worlds..... | £34.99 | Super Hang On..... | £34.99 |
| Arcade Power Stick..... | £34.99 | Ghouls 'n' Ghosts..... | £44.99 | Super League Baseball..... | £34.99 |
| Audio-Video Cable..... | £7.99 | Golden Axe..... | £34.99 | Super Monaco G.P..... | £34.99 |
| Control Pad..... | £14.99 | Herzog Zwie..... | £34.99 | Super Real Basketball..... | £34.99 |
| Afterburner II..... | £34.99 | J. Maddens American F.ball..... | £39.99 | Super Thunderblade..... | £34.99 |
| Alex Kidd-Ench. Castle..... | £29.99 | James Pond..... | £39.99 | Sword of the Vermillion..... | £49.99 |
| Altered Beast..... | £34.99 | Last Battle..... | £34.99 | Sword of the Sodan..... | £39.99 |
| Arnold Palmer T.Golf..... | £34.99 | Mickey Mouse..... | £39.99 | Thunderforce II..... | £34.99 |
| Battle Squadron..... | £39.99 | Moonwalker..... | £34.99 | Truxton..... | £34.99 |
| Budokan..... | £39.99 | Mystic Defender..... | £34.99 | Twin Hawk..... | £34.99 |
| Crackdown..... | £34.99 | P.G.A. Tour Golf..... | £39.99 | Wonderboy III Mon Lair..... | £34.99 |
| Columns..... | £29.99 | Rambo III..... | £29.99 | World Cup Italia 90..... | £29.99 |
| Cyberball..... | £34.99 | Phantasy Star II..... | £59.99 | Zany Golf..... | £39.99 |
| Dick Tracy..... | £39.99 | Populous..... | £39.99 | Zoom..... | £29.99 |
| Dynamite Duke..... | £34.99 | Revenge of Shinobi..... | £34.99 | Eliminator Cleaning Kit..... | £11.99 |
| Eswat..... | £34.99 | Shadow Dancer..... | £34.99 | | |
| Gaiking..... | £34.99 | Strider..... | £44.99 | | |

OFFICIAL GAMEGEAR NOW IN STOCK £99.99



ALL ORDERS WILL BE SENT ASAP PRICES
INCLUDE VAT. PLEASE SEND PAYMENT
WITH ORDER ADD £1 FOR DELIVERY

TV GAMES THE SEGA SHOP

11 CASTLE PARADE, EWELL BY-PASS, EWELL, SURREY, KT17 2PR
TEL: 081 786 7816 FAX: 081 786 7192 MOBILE: 0831 520474

COME INTO OUR
SHOP AND TRY
BEFORE YOU BUY

TV GAMES IS AN OFFICIAL
SEGA STOCKIST
UK VERSIONS ONLY

WIN! WIN! WIN!

WIN THIS MEGA KIDS QUAD

THIS ULTRA COOL SUZUKI QUAD, COULD
COULD BE YOURS, IT'S GOT A 50cc
PETROL ENGINE, AND CAN BE
RIDDEN BY ANYONE OVER THE
AGE OF FIVE! ALL YOU HAVE TO DO
IS ANSWER THE QUESTIONS IN OUR
SIMPLE TRIVIA QUIZ.

CALL 0839 - 5500008



THEY'RE THE LATEST CRAZE! WIN A PAIR OF £250 ROLLERBLADES

THIS AWESOME PAIR OF
ROLLERBLADES COULD
BE YOURS, JUST

**CALL...
0839
5500018**



YES IT'S TRUE!
YOU COULD WIN THIS
AWESOME FULL SIZE
FOUR PLAYER. ...

SIMPSONS ARCADE GAME

**CALL 0839
5500007**

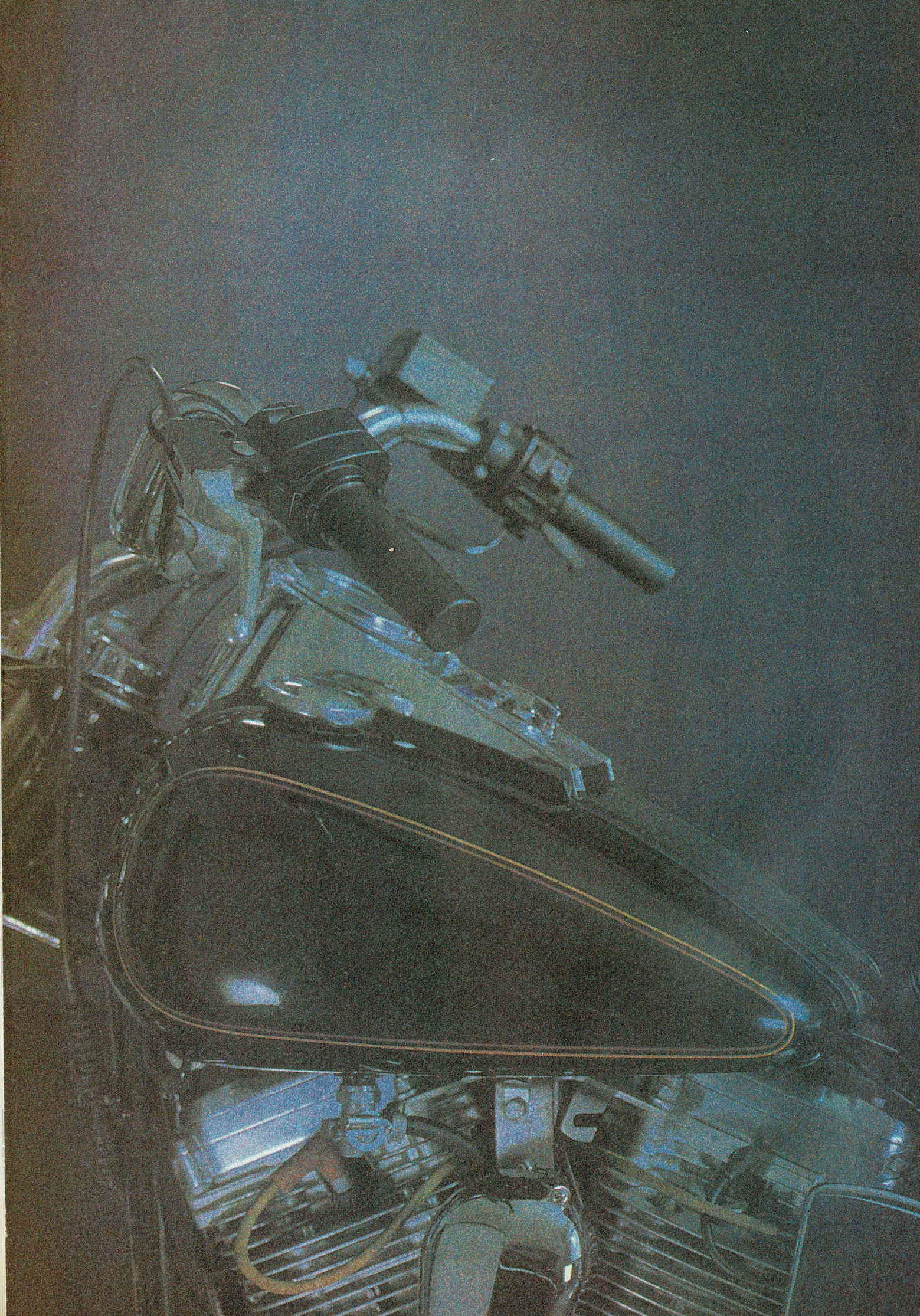


WIN A MOTORBIKE

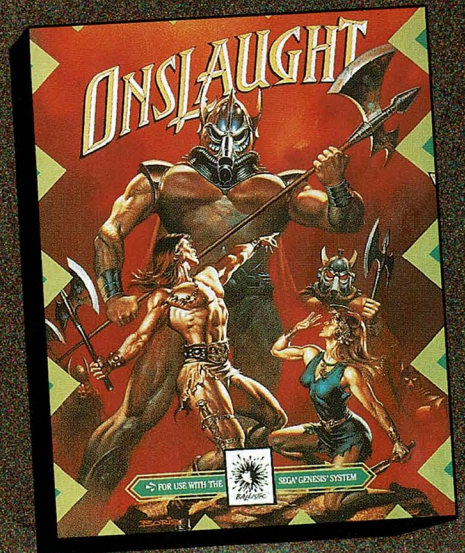
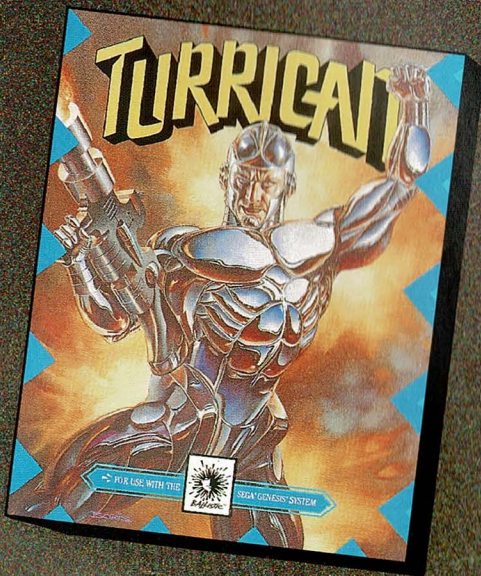
- IT'S A REAL OFF ROAD RACER!!
- ANYONE OVER THE AGE OF 6 CAN RIDE IT
- IT'S GOT AN 80cc PETROL ENGINE
- YOU COULD WIN IT NOW.

CALL 0839 - 5500006





BE MEAN TO YOUR MACHINE...



**ALSO AVAILABLE:
STAR CONTROL
AND HARDBALL!**



...FOR THE MEGA DRIVE
TEL: 081 877 0880

Mega Drive is a trademark owned by Sega Enterprises Ltd.
Ballistic is a trademark of Accolade Inc.

Over 50,000 have joined Special Reserve - the club which offers more with no obligation.

HARDWARE PRICES INCLUDE UK MAINLAND CARRIAGE. WE DO NOT SHIP HARDWARE OVERSEAS

CDTV Compatible
Amiga DiskTitles

| | |
|----------------------------|-------|
| AWESOME (WITH T-SHIRT) | 15.49 |
| BRAT | 16.99 |
| CHAOS STRIKES BACK | 16.99 |
| COHORT - FIGHTING FOR ROME | 19.49 |
| DEFENDER OF THE CROWN | 7.49 |
| DUNGEON MASTER | 10.99 |
| ELVIRA - MISTRESS OF DARK | 20.99 |
| EYE OF THE BEHOLDER (SSI) | 19.99 |
| GODS | 16.99 |
| GOLDEN AXE | 16.99 |
| GRAVITY | 6.99 |
| IMMORTAL | 16.99 |
| LEMMINGS | 16.99 |
| NAM 1965-75 | 19.49 |
| OBITU (WITH T-SHIRT) | 22.99 |
| ROBOCOP 2 | 16.99 |
| ROCKET RANGER | 7.49 |
| SPACE QUEST 3 (SIERRA) | 26.49 |
| SPEEDBALL 2 | 16.99 |
| TETRIS | 13.49 |
| TURRICAN 2 | 15.49 |
| VENUS - THE FLY TRAP | 8.99 |

FREE 3.5" Drive
with Every CDTVA CDTV is a home
entertainment centre that
allows you to:

- Play leisure and educational titles
- Have access to vast libraries of information (up to 550 megabytes per CD)
- Play audio CD's (when linked to stereo)
- Play CDG's (audio CD's with Graphics)

At the heart of a CDTV is a 1 meg Amiga, so
Amiga games which work without a keyboard will
play on a CDTV when fitted with a 3.5" disk drive -
that's why we give the drive FREE.CDTV can be connected to a television via PAL or
SCART. If your TV has SCART input we
recommend our optional SCART lead for
enhanced (RGB) picture quality.

CD's for CDTV

| | |
|-----------------------------|-------|
| A BUN FOR BARNEY | 34.49 |
| ADVANCED MILITARY | |
| SYSTEMS SERIES | 29.49 |
| ALL DOGS GO TO HEAVEN | 34.49 |
| AMERICAN HERITAGE | |
| DICTIONARY | 49.49 |
| ANIMATED COLOURING | |
| BOOK | 19.49 |
| BARNEY BEAR GOES | |
| TO SCHOOL | 29.49 |
| BASKETBALL | 29.49 |
| BATTLESTORM | 29.49 |
| CASE OF THE CAUTIOUS CONDOR | 34.49 |

| | |
|------------------------|-------|
| CINDERELLA | 39.49 |
| CLASSIC BOARD GAMES | 34.49 |
| COMPLETE WORKS OF | |
| SHAKESPEARE | 34.49 |
| DEFENDER OF THE CROWN | 29.49 |
| DINOSAUR FOR HIRE | 16.49 |
| DR. WELLMAN | 54.49 |
| F16 FALCON | 49.49 |
| FRUITS, VEGETABLES | |
| & HERBS | 34.49 |
| FUN SCHOOL 3 (2-5 YRS) | 24.49 |
| GARDEN PLANTS | 34.49 |
| HEATHER HITS HOME | 39.49 |
| HORSE RACING | 29.49 |
| HOUND OF THE | |
| BASKERVILLES | 29.49 |

599.99 Commodore CDTV

+ Infra Red Remote Control Pad

+ Hutchinsons Encyclopedia + Lemmings CD's
+ FREE 3.5" Roctec Disk Drive for Amiga disks
+ FREE Special Reserve Membership

| | |
|-------------------------|-------|
| ILLUSTRATED HOLY BIBLE | 34.49 |
| INDOOR PLANTS | 34.49 |
| INDOOR SPORTS | 29.49 |
| LTV ENGLISH | 34.49 |
| MANY ROADS TO MURDER | 29.49 |
| MIND RUN | 29.49 |
| MOVING STOMACH ACHE | 39.49 |
| MUD PUDDLE | 34.49 |
| MUSIC MAKER | 34.49 |
| MY PAINT | 29.49 |
| NINJA HIGH SCHOOL COMIX | 16.49 |
| OUR HOUSE | 34.49 |
| PAPER BAG PRINCESS | 34.49 |
| PSYCHO KILLER | 29.49 |
| SCARY POEMS | |
| FOR ROTTEN KIDS | 39.49 |

| | |
|--------------------------|-------|
| SHERLOCK HOLMES | 44.49 |
| SIM CITY | 29.49 |
| TALE OF BENJAMIN BUNNY | 39.49 |
| THE NEW BASICS | |
| ELECTRIC COOKBOOK | 39.49 |
| THE TALE OF PETER RABBIT | 39.49 |
| THOMAS'S SNOWSUIT | 34.49 |
| TIME TABLE OF | |
| BUSINESS POLITICS | 39.49 |
| TIME TABLE OF SCIENCE | |
| & INNOVATION | 39.49 |
| TREES AND SHRUBS | 34.49 |
| WOMEN IN MOTION | 29.49 |
| WORLD VISTA ATLAS | 54.49 |
| WRATH OF THE DEMON | 29.49 |
| XENON 2, MEGABLAST | 29.49 |

| | |
|----------------------|-------|
| AFTERBURNER 2 | 27.99 |
| ALEX KIDD IN THE | |
| ENCHANTED CASTLE | 24.99 |
| ALTERED BEAST | 27.99 |
| ARNOLD PALMER | |
| TOURNAMENT GOLF | 27.99 |
| ARROW FLASH | 27.99 |
| BATTLE SQUADRON | 31.99 |
| BLOCK OUT | 31.99 |
| BUDOKAN | 31.99 |
| CENTURION - DEFENDER | |
| OF ROME | 31.99 |
| COLUMNS | 24.99 |
| CRACK DOWN | 27.99 |
| CYBERBALL | 27.99 |
| DICK TRACY | 31.99 |

| | |
|----------------------|-------|
| DYNAMITE DUKE | 27.99 |
| ESWAT | 27.99 |
| FAERY TALE ADVENTURE | 31.99 |
| FORGOTTEN WORLDS | 27.99 |
| GAIN GROUND | 27.99 |
| GHOSTBUSTERS | 27.99 |
| GHOULS N GHOSTS | 35.99 |
| GOLDEN AXE | 27.99 |
| HARD BALL | 28.49 |
| HERZOG ZWEI | 27.99 |
| ISHIDO | 24.99 |
| J.B. DOUGLAS BOXING | 27.99 |
| JAMES POND | 31.99 |
| JOHN MADDEN'S | |
| (U.S.) FOOTBALL | 31.99 |
| KINGS BOUNTY | 31.99 |

| | |
|--------------------|-------|
| LAST BATTLE | 27.99 |
| MICKY MOUSE | 31.99 |
| MIGHT AND MAGIC | 31.99 |
| MOONWALKER | 27.99 |
| MYSTIC DEFENDER | 27.99 |
| ONSLAUGHT | 28.49 |
| PGA GOLF TOUR | 31.99 |
| PHANTASY STAR 2 | 47.99 |
| POPULOUS | 31.99 |
| RAMBO 3 | 24.99 |
| REVENGE OF SHINOBI | 27.99 |
| SHADOW DANCER | 27.99 |
| STAR HARRIER 2 | 27.99 |
| STAR CONTROL | 28.49 |
| STRIDER | 35.99 |
| SUPER HANG ON | 27.99 |

| | |
|-----------------------|-------|
| SUPER LEAGUE | 24.99 |
| BASEBALL | 27.99 |
| SUPER MONACO | |
| GRAND PRIX | 27.99 |
| SUPER REAL BASKETBALL | 27.99 |
| SUPER THUNDERBLADE | 27.99 |
| SWORD OF SODAN | 31.99 |
| SWORD OF VERMILLION | 35.99 |
| THUNDERFORCE 2 | 27.99 |
| TRUXTON | 27.99 |
| TURRICAN | 28.49 |
| TWIN HAWK | 27.99 |
| WONDERBOY 3 | 27.99 |
| WORLD CUP ITALIA 90 | 24.99 |
| ZANY GOLF | 31.99 |
| ZOOM | 24.99 |

Sega Megadrive 149.99

+ Altered Beast + Joypad

+ FREE extra TURBO Joypad

+ FREE Special Reserve membership

| | |
|--|-------|
| CHAMP EXPLORER JOYSTICK FOR MEGADRIVE | 19.99 |
| COMPETITION PRO STAR EXTRA FOR MEGADRIVE | 15.49 |
| SEGA MEGADRIVE ARCADE POWER STICK | 34.99 |
| SEGA MEGADRIVE POWER BASE CONVERTER | |
| (Allows use of master system Games) | 28.49 |
| TURBO (RAPID FIRE) SEGA MEGADRIVE JOYPAD | 14.99 |



Sega Master System

+ Two Joypads

+ Alex Kidd

+ FREE Special

Reserve membership

59.99

Sega Master Plus
System

+ Light Phaser Gun

+ Alex Kid

+ Marksman Games

+ FREE Special

Reserve membership

79.99

| | |
|----------------------|-------|
| ACE OF ACES | 26.99 |
| ACTION FIGHTER | 11.99 |
| AERIAL ASSAULT | 24.99 |
| AFTERBURNER | 24.99 |
| ALEX KIDD IN | |
| HIGH TECH WORLD | 24.99 |
| ALEX KIDD IN | |
| SHINOBI WORLD | 24.99 |
| ALEX KIDD LOST STARS | 24.99 |
| AMERICAN BASEBALL | 24.99 |
| AMERICAN PRO | |
| FOOTBALL | 24.99 |
| AZTEC ADVENTURE | 11.99 |
| BOMBER RAID | 24.99 |
| CALIFORNIA GAMES | 24.99 |
| CASINO GAMES | 24.99 |
| CHASE HQ | 24.99 |
| COLUMNS | 19.99 |
| COBOL HUNTER | 19.99 |
| DICK TRACY | 24.99 |
| DOUBLE DRAGON | 24.99 |
| DYNAMITE DUX | 24.99 |
| ENDURO RACER | 9.99 |

| | |
|--------------------|-------|
| ESWAT | 24.99 |
| F16 FIGHTER | 15.99 |
| FIRE AND FORGET 2 | 24.99 |
| GAIN GROUND | 24.99 |
| GAUNTLET | 24.99 |
| GHOSTBUSTERS | 24.99 |
| GHOULS N GHOSTS | 24.99 |
| GOLDEN AXE | 24.99 |
| GOLDEN AXE WARRIOR | 26.99 |
| GOLFAMANIA | 26.99 |
| GREAT GOLF | 19.99 |
| HEAVYWEIGHT CHAMP | 19.99 |
| IMPOSSIBLE MISSION | 24.99 |
| INDIANA JONES | 24.99 |
| JOE MONTANA | |
| FOOTBALL | 24.99 |
| JUNGLE FIGHTER | 24.99 |
| MICKY MOUSE | 24.99 |
| MONOPOLY | 24.99 |
| MOONWALKER | 24.99 |
| NINJA | 9.99 |
| OPERATION WOLF | 24.99 |
| OUTRUN | 24.99 |

| | |
|------------------|-------|
| PAPERBOY | 24.99 |
| PARLOUR GAMES | 15.99 |
| PRO WRESTLING | 24.99 |
| PSYCHIC WORLD | 24.99 |
| R-TYPE | 24.99 |
| RAMBO 3 | 24.99 |
| RASTAN | 24.99 |
| RESCUE MISSION | 9.99 |
| SECRET COMMAND | 11.99 |
| SHANGHAI | 19.99 |
| SHINOBI | 24.99 |
| SUBMARINE ATTACK | 24.99 |
| SUPER MONACO | 24.99 |
| GRAND PRIX | 24.99 |
| SUPER REAL | |
| BASKETBALL | 19.99 |
| SUPER TENNIS | 9.99 |
| TEDDY BOY | 9.99 |
| TRANSBOT | 9.99 |
| ULTIMA 4 | 31.99 |
| WONDERBOY | 19.99 |
| WONDERBOY 3 | 24.99 |
| WORLD SOCCER | 19.99 |

| | |
|--|-------|
| COMPETITION PRO STAR EXTRA FOR SEGA MASTER SYSTEM | 13.99 |
| SEGA MASTER CONTROL STICK | 14.99 |
| SEGA MASTER LIGHT PHASER GUN | 29.99 |
| LIGHT PHASER GUN WITH TRAP SHOOTING, MARKSMAN SHOOTING | |
| & SAFARI HUNT | 44.99 |
| SEGA MASTER RAPID FIRE UNIT | 7.99 |
| QUICKJOY SG JET FIGHTER JOYSTICK FOR | |
| SEGA MASTER SYSTEM | 13.99 |

Sega Gamegear 99.99

+ FREE Mains Adapter

+ FREE Special Reserve membership

| | |
|----------------|-------|
| COLUMNS | 16.99 |
| DRAGON CRYSTAL | 19.99 |
| G-LOC | 19.99 |
| GOLDEN AXE | 19.99 |
| MICKY MOUSE | 19.99 |

| | |
|-----------------|-------|
| PSYCHIC WORLD | 16.99 |
| SHINOBI | 19.99 |
| SUPER MONACO GP | 16.99 |
| WONDER BOY | 16.99 |
| MAINS ADAPTOR | 14.99 |



INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED.

Inter-Mediate Ltd. Reg. Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.



Gameboy 69.99

+ Tetris + batteries
+ stereo headphones
+ two player lead
+ FREE Special Reserve
+ FREE Gameboy
holsters and belt.

| | |
|----------------------|-------|
| ALLEYWAY | 16.99 |
| BALLOON KID | 16.99 |
| BURAI FIGHTER DELUXE | 16.99 |
| CHESSMASTER | 16.99 |
| DOUBLE DRAGON | 16.99 |
| DR. MARIO | 16.99 |
| GARGOYLES QUEST | 16.99 |
| GOLF | 16.99 |
| KING OF THE ZOO | 16.99 |
| KWIRK | 16.99 |
| NINTENDO WORLD CUP | 16.99 |

| | |
|-------------------------|-------|
| QIX | 16.99 |
| REVENGE OF GATOR | 16.99 |
| SIDE POCKET | 16.99 |
| SOLAR STRIKER | 16.99 |
| SPIDERMAN | 16.99 |
| SUPER MARIO LAND | 16.99 |
| TENNIS | 16.99 |
| WIZARDS AND WARRIORS | 16.99 |
| SHOCKWARE GAMEBOY | |
| HOLSTERS + BELT (SHOWN) | 7.99 |

Atari Lynx 99.99

+ multi-player lead
+ mains powerpack (essential)
+ FREE California Games
+ FREE Special Reserve membership

| | | | |
|------------------|-------|------------------|-------|
| 720 DEGREES | 29.99 | RAMPAGE | 21.99 |
| APB | 29.99 | ROAD BLASTERS | 21.99 |
| BASKETBRAWL | 29.99 | ROBO SQUASH | 26.99 |
| BLOCK OUT | 29.99 | RYGAR | 21.99 |
| BLUE LIGHTNING | 12.99 | ST.U.N. RUNNER | 29.99 |
| CHEQUERED FLAG | 29.99 | SCRAPPYARD DOG | 29.99 |
| CHIPS CHALLENGE | 18.99 | SHANGHAI | 29.99 |
| ELECTRO COP | 9.99 | SLIMWORKS | 18.99 |
| GATES OF ZENODON | 29.99 | TOURN CYBERBALL | 29.99 |
| GAUNTLET 3 | 21.99 | TURBO SUB | 29.99 |
| GRID RUNNER | 29.99 | VINDICATORS | 29.99 |
| KLAX | 19.99 | WARBIRDS | 29.99 |
| LYNX CASINO | 29.99 | WORLD CUP SOCCER | 29.99 |
| MS PACMAN | 19.99 | XENOPHOBE | 19.99 |
| NFL SUPER-BOWL | 29.99 | XYBOTS | 29.99 |
| PACLAND | 29.99 | ZALOR MERCENARY | 19.99 |
| PAPERBOY | 19.99 | LYNX KIT CASE | 16.99 |
| PINBALL SHUFFLE | 29.99 | LYNX POWER UNIT | 14.99 |

Goldstar 4902
14" TV/Monitor
Pal/SCART
with Remote. 199.99shown here with a
CDTV plus Roctec speakersROCTEC EXTERNAL
STEREO SPEAKERS WITH
BUILT-IN AMPLIFIERS FOR
CDTV, AMICA, ST, IBM PC
or MEGADRIVE 34.99
SCART LEAD for Amiga or CDTV
(Gives monitor quality image on
a TV with SCART/RGB input) 9.99

We only supply members but you can order as you join.

Special Reserve
£6.00 membership includes:

NRG colour magazine, with News, Reviews & Graphics and
featuring the adventures of the Neu-Real Gamers Cyberpunk
street gang. NRG is sent to all members bi-monthly and
includes the Special Reserve top ten charts, a release schedule
of forthcoming games and a full catalogue of club offers.
7-Day Sales hot-lines, 9am to 8pm weekdays. 9am to 5pm
Sat. 10am to 5pm Sun. **Enquiries hot-lines**, dedicated to after-
sales service. 9am to 5pm weekdays.
Fast despatch from stocks of over 40,000 games. Sent
individually wrapped.
Written receipt of order, we issue **refunds on request** in the
event of any delay.
Best Prices and Best Service, that's why over **50,000 people**
have joined.

ANNUAL UK MEMBERSHIP
UK £6.00 EEC £8.00 WORLD £10.00 **£6.00**WE ONLY SUPPLY MEMBERS. NON MEMBERS PLEASE ADD £6.00 FOR
ANNUAL MEMBERSHIP
(PLEASE PRINT IN BLOCK CAPITALS)

Name _____

Address _____

Postcode _____ Tel. _____

Machine type _____

Payable to: **Special Reserve****P.O. Box 847, Harlow, CM21 9PH**Existing members please
enter your Membership No. _____**Special Reserve £6 UK, £8 EEC, £10 World**

PLEASE ENTER MEMBERSHIP FEE £ _____

Item _____ £ _____

Item _____ £ _____

Item _____ £ _____

Item _____ £ _____

Software Prices include UK or EEC Postage.

World software orders please add £1.00 per item.

For software items such as joysticks or blank disks

please add 10% EEC or 25% World for carriage.

Overseas orders must be paid by credit card.

Credit card issue/expiry date _____

CHEQUE/P.O./VISA/ACCESS/MASTERCARD/SWITCH

SEGA13