

EXCLUSIVE!

Lemmings 2 - work-in-progress Top Mega Drive 32 news Sonic 4 - first info **WIN! A Multimega**

SEGA POWER
ISSUE 57
AUGUST 1994

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SEGA POWER

Mega Drive • Mega-CD • Master System • Game Gear 57 • August 1994 £2.50



STREET FIGHTER II
MORTAL KOMBAT II

First blood!
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special

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laser-tag
systems

Future
PUBLISHING
Your guarantee
of value



Battlecorps

Tool up and
stomp some
alien filth!

Top reviews

Combat Cars

Hardball 94

FIFA International Soccer

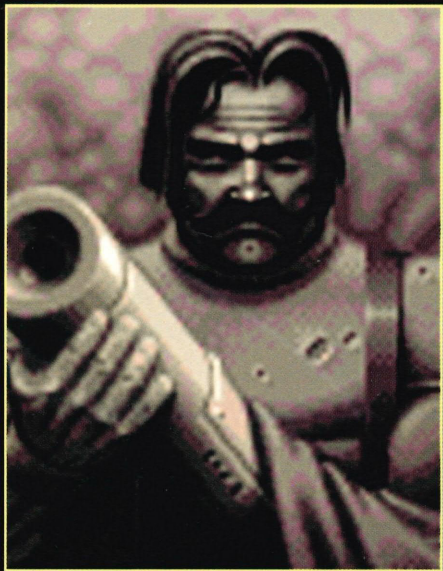
Fatal Fury 2

Heavenly Symphony



Spot the quote and win a cart... "Armed with a special gun."

It's time to



○ NAVVIE ○



○ THUG ○



○ GENTLEMAN ○

take apart monsters



take apart deadly hordes

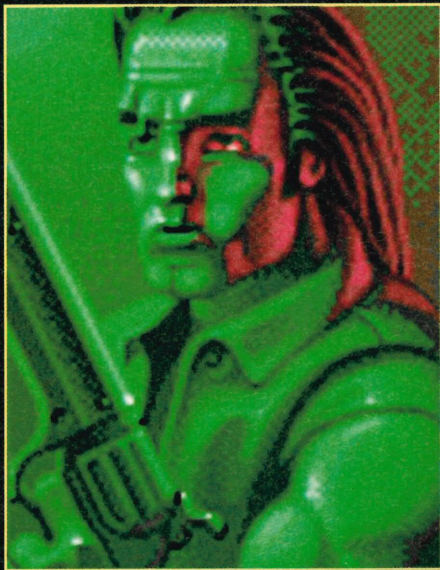


To take apart

THE CHAOS ENGINE

FOR THE SUPER NES

take a part



○ **BRIGAND** ○



○ **SCIENTIST** ○



○ **MERCENARY** ○



take apart ghouls



take apart armour-plated
fighting machines

The Chaos Engine

AND THE MEGADRIVE

MICRO PROSE

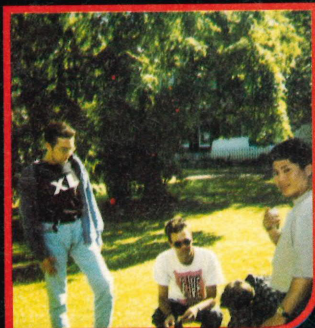


SEGA POWER

Content

The living is easy...

Doctor Summertime is knocking at the door. Will someone please – let the man in! Granted, at the moment, it's hardly the weather for holing yourself up in that dingy back bedroom, blinds down, squinting plaintively into your TV screen, fumbling sweatily with your joypad. But – if that's your 'bag', then (deep breath) this issue of *Sega Power* is – hey! – the perfect companion. Rave on.



We really couldn't decide. Honestly.

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25 Fighting games. The more they stay the same, the more they change. Or something. For starters, there's a review of *Super Streetfighter 2* on Mega Drive, and an enormous feature on Mega Drive and Game Gear *Mortal Kombat 2*. And, there's *Dragonball Z*, *Fatal Fury 2*, *Streets of Rage 3* tips, and a look at those Sega beat-em-ups we have, erm, played.



Ultra Violence!



Super Street Fighter 2
page 26

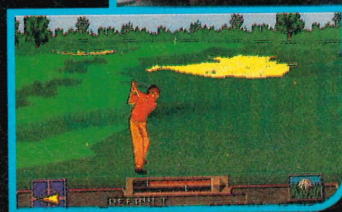


Mortal Kombat 2
page 32

Plus – other beat-em-up greats, page 36

Sega Power News

6 The lethal Exocet that is the Mega Drive 32 is on radar and closing fast on the aircraft carrier of Sega videogaming like some great missile. In the resulting explosion, many inferior consoles in the immediate area will be showered with the deadly shrapnel that is a big bunch of new 32-bit Sega games. Read on, you...



ents



Laser Tag

38

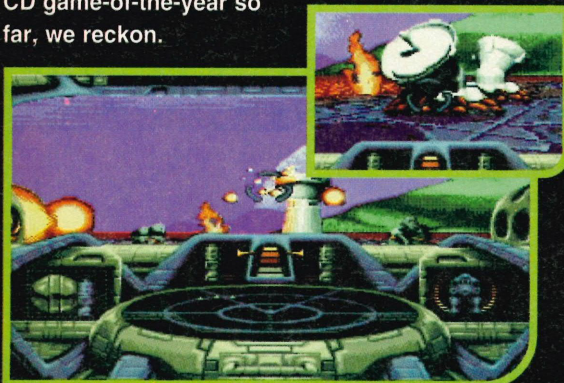
To celebrate the launch of Sega and Bandai's dainty little portable home shooty toy, the Lock-On, we bring you the – ahem – Laser Tag experience – like from out of running around dark, smoky buildings shooting your mates with infra-red guns and shouting “Go! Go! Go!” a bit too much.

Battlecorps

46

Ye-ees!!! This is what it's all about. Huge, stonking great robot things clanking their way through alien landscapes, shooting stuff. It's the Mega

CD game-of-the-year so far, we reckon.



Combat Cars

50

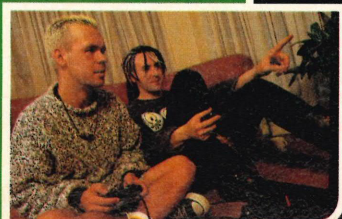
If *Micro Machines 2* wasn't enough for ya last month, here's another top game involving similarly crazy head-to-head driving-ness. Next month – Lorryfighter 2, Camper-van Kombat and... (That's enough beat-em-up/driving game hybrids. – Andy)

Utah Saints

42

All these so-called ‘pop stars’ are simply gagging for the instant credibility awarded via an appearance in *Sega Power*. Here, amidst

much shouting and joypad fumbling, Utah Saints try desperately to play and rate some multi-player Mega Drive games – between ‘takes’ for their new album, you understand.



Games reviewed

Mega Drive

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Mega CD

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Heavenly Symphony 54

News

Rebirth of the Mega Drive

The Mega Drive is dead. Long live the Mega Drive with a funny-looking, but great, bit of plastic shoved into the cartridge port. Not unlike some great, corporate peacock proudly displaying its brightly coloured 'plumage', Sega have recently been showing off the MD32 in America and Japan. And, from out of what we've seen, it looks set to be the best thing since the dishwasher.

Just to avoid confusion, the great new add-on is going to be known as the Mega Drive 32 in Europe, and the 32X in the US and Japan. With a US launch set for November, a promotional campaign about the size of a fairly large cow, 12 games available at launch, and over 30 games in development, it certainly seems likely that we'll soon be facing hordes of crazed, drooling shop-owners and eager Sega gamers (like yourself).



He-eere's the baby! Slot in, turn on and, erm, wig out at the first taste of the – as it were – 'new generation' of Sega gaming. The future's lookin' good – maaaaan.

kicking each other very hard in the face to get hold of the system.

We called a top Sega insider to give us some info on the system, but, stupidly, we called at about 2 in the morning, and he was in bed. "Who is this? If this is supposed to be some kind of joke, I don't find it funny!" he said, before putting the phone down.

The next morning, we called another top Sega insider who offered the following info...

"Mega Drive 32 really does live up to the hype. Currently, we have a demo of *Ecco the Dolphin* running on

the machine, and when we featured it at a recent press day, no-one could believe there wasn't any trickery involved. We had to keep unplugging the cartridge to prove that it really was running on MD32 and not some hidden machine. This is a Sega developed machine – no third-party chips, nothing. It's pure Sega."

The average MD32 cart size should be 16-32 Meg and the add-on should be widely available by November – with an enhanced CD-based machine following in early '95.



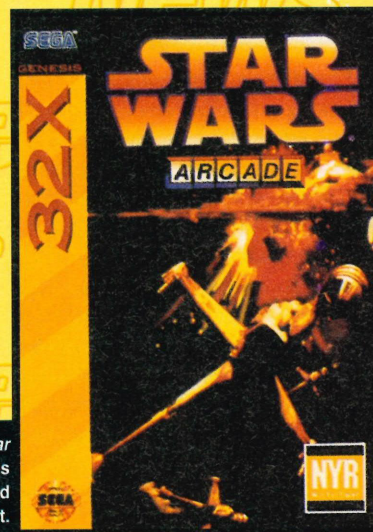
Mega Drive 32 - The Games

First off – definitely no **Virtua Fighter** (that's being saved for Saturn) but the big news is the confirmation of an enhanced version of **Virtua Racing** (with two new cars and three new tracks).

Also – a practically perfect PC conversion of **Doom** (with all the blood). **Star Wars** (a version of Sega's top new coin-op). **Super Motorcross** (15 tracks and an entire season). **Golf Magazine** (!) (36 holes, 32,000 colours, 'real' terrain). **Cyberbrawl** (a beat-em-up brought about by a ship-full of aliens and a ship-full of humans colliding in space – they fight it out to see who gets the escape ships and goes home). **Fahrenheit** (Sega's version of the movie Backdraft, Fahrenheit is one of the first games to be developed for MD32 CD). **Midnight Raiders** (MD32 CD) and **Shadow of Atlantis**. Start stuffing that spare cash into the mattress now...



Demonically popular PC game **Doom** makes **Mortal Kombat 2** look like a teddy bear's picnic. Down at the vicarage. It's big, scary and crammed with lashings of 'orrible at-mos.



Top textured, polygon antics ahoy in **Star Wars**. 'Be' Luke Skywalker as he battles Darth Vader, crushes the Death Star and gets embarrassed about his 70s haircut.

Sonic and Knuckles head new gaming assault

Inevitably enough, Sonic's back. His new game, **Sonic and Knuckles** will feature the two amusing characters (from **Sonic 3**) getting together to take on Dr. bleedin' Robotnik. Gameplay info is light at the moment, but the game is, apparently, "backwardly compatible with **Sonic 2** and **Sonic 3**" – meaning the cart will be an adaptor which sits between the Mega Drive and **Sonic 2** or **3**, enabling you to play as Knuckles in both games. Without either, the game is a stand-alone cart. It should be around by October.

Elsewhere, expect **Taz 2**, the sequel to **Taz Mania** (Mega Drive – October, Game Gear – August). **Dynamite Headdy** – the big new Sega mascot game (Mega Drive/Game Gear – September). **Ecco 2 – The Tides** (25 new levels, loads of new abilities, and you can 'be' the killer whale). **The**

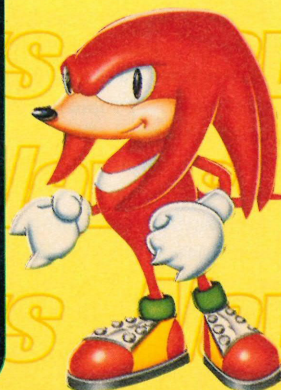
Adventures Of Batman and Robin. **Power Rangers** (beat-em-up). **Baby Boom** (a puzzler for Mega Drive, Mega CD and Game Gear which sees you locked in an apartment with lots of babies to protect). **Jurassic Park – Rampage Edition** (Mega Drive – October) in which you can 'be' Grant or the Raptor. **Desert Demolition** – **Starring Road Runner and Wile E. Coyote** (Mega Drive – Autumn). **Booger Man** (Mega Drive – August) is a horrid game involving a slob who flicks bogies at people. Charming. Oh, and **Art of Fighting** and **Shining Force 2** (Mega Drive – Autumn) are... also... coming out.



Booger Man. A major result of a slob. Belching, nose-picking, and flatulence – with hilarious results.

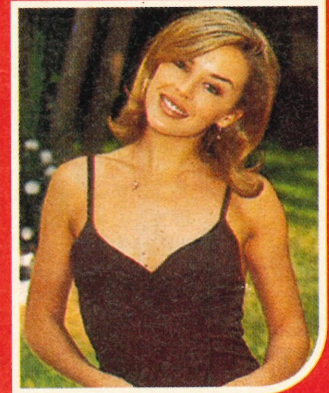


Shining Force 2. A bit like the original **Shining Force**. Only a bit better. And that.



Hot gossip

■ In a recent tourist survey, Sega was voted the fourth 'coolest' brand in America. The rundown in full is... 1. Nike, 2. Levis, 3. Guess, 4. Sega, 5. Gap.



■ Latest on the **Streetfighter 2** movie... In a totally bizarre development, it seems that lovable Aussie cosy-girl-next-door recently turned vamp supreme, Kylie Minogue, has been offered a part! It's tough to imagine her playing Chun Li – but Cammy could certainly be a possibility. Or Ken's top bird. Or something.



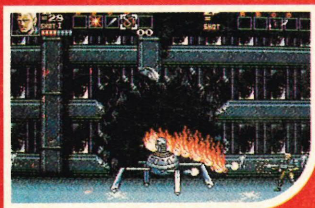
■ The vaguely mighty Dominik Diamond is now definitely, 100% confirmed to present the next series of **GamesMaster** – back on-air in mid-September. And – things are going to be different around there now that Dom's back at the helm. The makers of the show are aiming for a more 'back to basics' (ahem) approach – more on-the-road features and greater emphasis on reviews, less of the inevitably dull challenges with faceless, gormless punters fumbling around with ancient Amiga games. Approached for his thoughts on the situation, Dominik offered, "It'll be a laughter frenzy – and there'll be no red jacket."

■ Available in the Autumn will be a new, mini Mega Drive aimed at painfully young Sega gamers. The Pico-System (basically a small, blue Mega Drive with a mouse) features enhanced colours and sound and is aimed at bright-eyed and uncomplicated 3-11 year-olds.

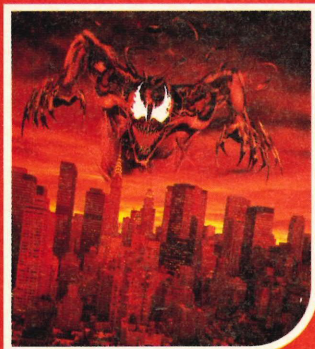
Hot gossip

■ International *Sensible Soccer* – limited edition is out on the 15th July. Priced at £44.99, this is an enhanced version which features all the world cup teams, groups, and players. Strictly for fanatics, but still predictably wonderful.

■ After Right Said Fred, come... Worlds Apart. The top (ahem) teen sensation are rumoured to be spending a lot of time round at Sega's secret underground HQ – erm – with a view to doing some promotional work with the big 'S' in the near future. They really should ditch these non-threatening boys and sign up someone like Motorhead or Senser... Or Oliver Reed, maybe.

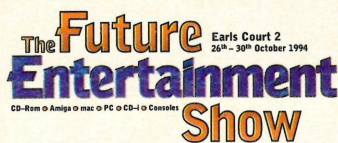


■ Games, games, games... The Mega Drive version of Konami's SNES hit *Probotector* will be around in November. Top, tooled-up, side-scrolling, alien-stomping action. We would imagine... Also, Bullfrog's eagerly-awaited Mega Drive version of *Syndicate* is gearing up for a review next issue. Featuring 50 new missions, new geography, and a console-adapted control system, this one is going to be enormous. In a sense.



■ Trotting breathlessly alongside the hype-lorry of *Mortal Kombat 2*, Acclaim also have *Maximum Carnage* scheduled for release in the next few months. It's a Spiderman game, in which ol' web-head takes on an assortment of Venom's vicious cronies. Top, comic-book style presentation – but, from what we've seen, it's just yer standard scrolling beat-em-up.

This is Future Entertainment



The Future Entertainment Show '94 is a five-day extravaganza of all things that are great about – hey – videogaming today, running from Wednesday 26th to Sunday 30th October at Earls Court 2, London.

Coinciding nicely with the half-term hols, all the latest machines (including Mega Drive 32) will be showcased, there'll be a big arcade dedicated to video games (including lots of new Sega stuff), format-specific discussion groups, demonstrations, and loads of shops which, apparently, constitute an "Aladdin's cave of bargains".

Future Entertainment 94

Question – In which city is *Sega Power* written?

Answer

Name

Address

Issue/Month

Basically – if you miss this, you're either dead or in jail, and if you're in jail – BREAK OUT!!!!!!

All visitors who order a ticket before July 31st (via the Show Hotline) will be eligible to enter a com-

petition to win a £100 voucher to be spent at the Silica stand. Order the ticket, send in the answer to the question above and the first five correct entries drawn on August 1st will be sent the voucher with their ticket.

More Incredible Hulk-ness

You've probably already noticed and flicked through this issue's free Incredible Hulk supplement (complete with top compo from out of which you can win exclusive framed Hulk portraits and everything!) Well – the thing is – what with the words 'US Gold' plastered everywhere, you've also probably already noticed that it's – ahem – US Gold and not Virgin (as we dumbly implied in last issue's review) who are responsible for the game. Um – sorry.



Ollllll! What's goin' on 'ere? This is supposed to be a high class Mega Drive game. Not some two-bit, sludgy red and green picture. Lam?



Hey, you! Now – although our Hulk supplement is great, we still want to know what kind of freebies YOU – the readers – wanna see! Write in!

Outta the car, long-hair!

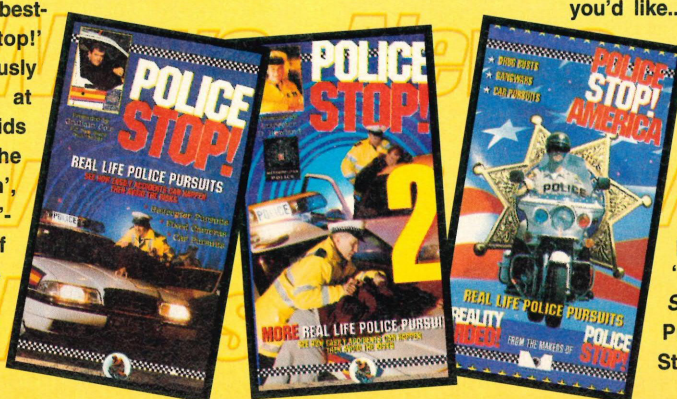
To, erm, 'celebrate' this issue's review of a game called *Combat Cars* (on page 50-51) we've somehow managed to blag loads of copies of the new (and best-selling) 'Police, Stop!' videos from the lusciously generous people at Labyrinth Media. The vids feature some of the toppest car-chasin', drug-bustin', "Let's go!"-sayin' action this side of an episode of *The Professionals*. We've got ten copies each of 'Police, Stop!' (the

original and, probably, best), 'Police, Stop! 2' (the – um – sequel) and 'Police, Stop! America' (a similar thing, but from out of America). To

win one, stick the answer to the following question on a postcard and, in the corner, put '1', '2' or 'America' – depending on which version of the vid you'd like... What's the name of the character played by ex-Sweeney star John Thaw in popular Oxford cop show, Inspector Morse?

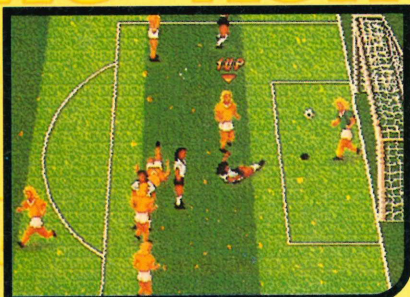
If you want to win, send your answer in on a postcard to:

"Outta the car, long-hair", Sega Power, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

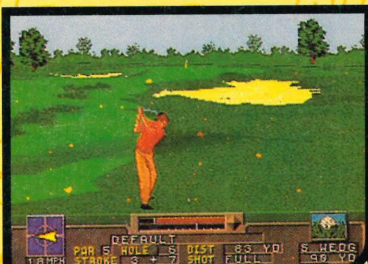


Sport rules!

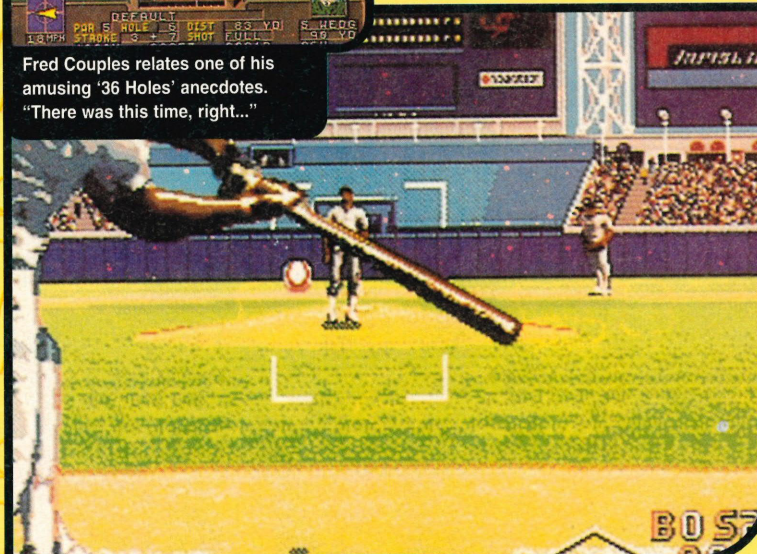
Sports games amount for 50% of Sega software sales. Cor, eh? New titles coming up... *NFL '95* (no talking – just sound effects, interactive taunts, and a whole new engine with player trading and creating options). A Mega Drive hockey game tied in with the Pittsburgh Penguins. *World Series '95* (with new pitcher perspective). *Fred Couples' 36 Holes* (no gags, please). *College Football – National Champions* (32 teams). *World Championship Soccer 2*. All of the games will be pushed in a series of rollickingly expensive TV ads. If you like, you could look out for 'em.



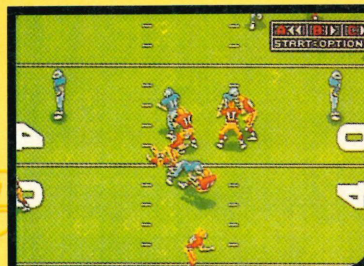
World Championship Soccer 2. Ah – whatever. We're a bit sick of footy games, to be honest with ya.



Fred Couples relates one of his amusing '36 Holes' anecdotes. "There was this time, right..."



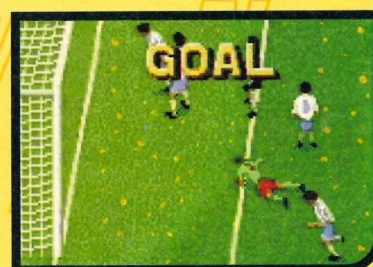
World Series Baseball '95. Wait a second – this looks brilliaant!!! It's an 'In the Batter's Box' view – if you'll pardon the rather rude implication.



NFL '95. 28 NFL teams, actual team logos and "real players" – apparently. Not bad! Surely some mistake?

Warning!

There's been a disturbing trend developing within the fair, world of videogame magazines – and it goes like this... If a software house realise they've produced a dreadful game, they withhold it from mags and rush-release it onto the shelves for you – the eager punter to snap up. It's easy to get round this. If you see a new Sega game up for sale which you haven't seen in *Sega Power* – be careful. Give us a call, and we'll tell you if it's any good or not! This way, you don't waste your cash, and we scupper these dodgy, underhand antics! Stick with *Sega Power* – we'll beat 'em at their own game. Ho ho ho...



In an entirely spooky occurrence, here's a pic of a top footy game.

THE PRODIGY

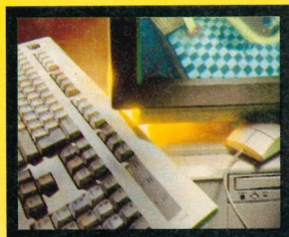
XL
RECORDINGS

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5



The four regional champions will meet in front of a star-studded audience at the Future Entertainment Show in London on October 29th.

Finally, one winner will emerge from the Grand Final as champion, to win a multimedia PC set-up with five CD-ROMs of their choice, as well as the National Games Championship Trophy! (The three runners-up will each receive a new game every month for a year!)

1



First step to stardom is to get down to your nearest Future Zone games store right now and fill in an entry form. (There are 83 Future Zone stores nationwide, one in the high street of every major town, but if you're not sure where your nearest store is, phone 0891 332288. *)

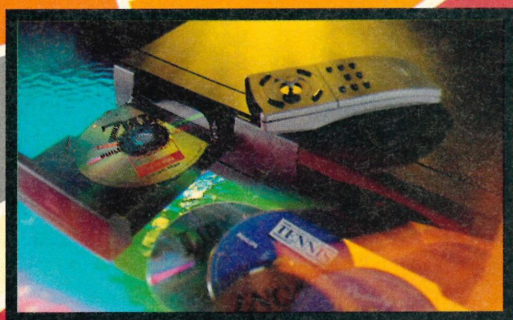
2



Pay your 50p entry fee, of which every single penny will be given to the charity BLISS - Baby Life Support Systems. (Besides which, all entrants will get a 10% discount from Future Zone if they spend more than £20 in-store on the day of entry!)



4



Get one of the six top scores and you go on to a regional semi-final (there are four, covering Scotland, the North, South-East and South-West) at Future Zone's September Road Shows. Win, and you get a Philips CD-i player! (Runners-up all get a £50 Future Zone software voucher and a subscription to any Future magazine!)

3



Play your first-round heat, trying to get the highest score you can on our two featured games - the amazing Virtua Racing on Sega Mega Drive, and the outstanding Super Metroid on Super Nintendo. (The heats start on the first of August and run for a whole month.)

* Calls cost 39p a minute at cheap rate, 49p a minute at other times. If you are under 18 seek permission before you call. Future Zone Stores, West Byfleet KT14 6ND.

Finals to be held on Saturday October 29th at...

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First Prize:

Sega Multi-Mega

Sportsmaster T-Shirt
Pete Sampras poster
Pete Sampras tennis ball
Loads of Codemasters badges
Cosmic hyper-colour t-shirt

We all love tennis at *Sega Power*. There's nothing finer than sitting in a park watching somebody else doing all the sweating, while you wisely sit back with your sunglasses. If, like us, you think tennis is like most other forms of sport - better to watch than to take part - you'll be a big fan of *Pete Sampras Tennis*. Here you can play as many sets as you wish without leaving the comfort of your own home.

Codemasters have given us a load of Sampras goodies, plus a Multi-Mega for one lucky person. Just study the grab from *Pete Sampras Tennis* and work out which square the ball's in - a bit like the Spot the Ball compos that sad people tend to get involved with. Nothing sad about this, though. Take a look at all the booty that's involved...

Codemasters

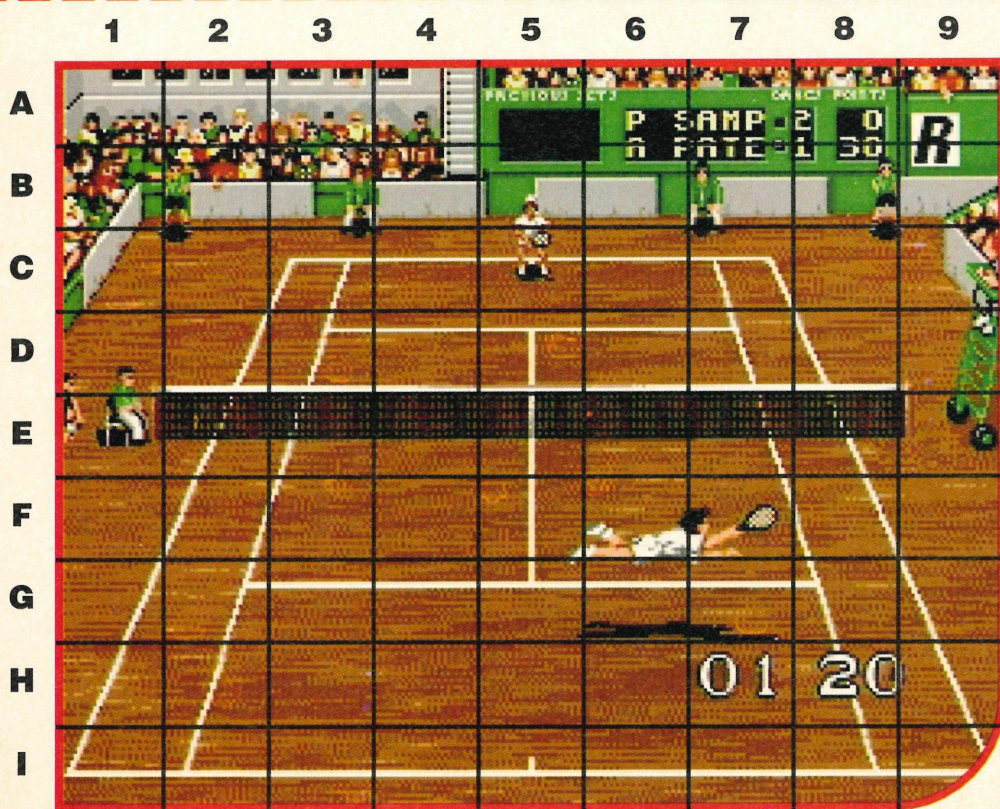
10 Runners up:

Sportsmaster t-shirt

Pete Sampras poster
Pete Sampras tennis ball
Loads of Codemasters badges
Cosmic hyper-colour t-shirt

Rules and regulations:

1. No employees of Future Publishing or Codemasters may enter this competition. Why? Because we said so.
2. Try to either put your entry on a postcard or a stuck down envelope. Mark your entry "Multi-Mega Compo" and send to the usual address.
3. The first card out of the hat will get the first prize and the next 10 will get the remaining prizes.
4. The Editor's decision is totally one hundred percent final.
5. Nobody called Brian, Chesney or Howard is permitted to enter.



I want to win a Multi-Mega!

Name.....

Address.....

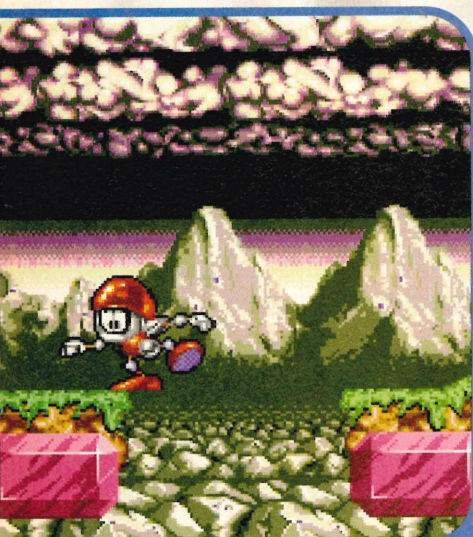
Postcode.....

Telephone No.....

THE GAMES DIARY

Where do you make a note of important dates? If it's a girl you've just met at a nightclub or the school disco, it's bound to be on the back of your hand or a beer mat with any scrappy old biro that you can blag... Well, we can't help you there, but we

can give you the ultimate games diary. Tear this out and keep it safe. (Or memorise it, if you're tedious.)



Tinhead (MD)

• Released August

The boy with the head of tin has been promised for months – it was as far back as last year when *Sega Power* previewed it, but the word on the street is that it'll be coming out this August.



Kick Off 3

• Released September

In the all too hectic world of computer software, it's nice to see a company use a bit of sense. Rather than rush out *Kick Off 3* on the Mega Drive, Imagineer have decided to put the game back until September to iron out a few teething troubles. Seeing as they could've been quids in by releasing it for the World Cup, they deserve top marks for that.

The Second Samurai (MD)

• Released August

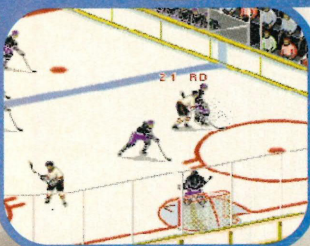


We gave you the full lowdown on *The Second Samurai* in issue 53, but it seems that Psygnosis aren't happy with a few things in the game and Mev and co have had to change some of the sprites, and that.

Brett Hull (MD)

• Released September

Another sporty title that's not quite ready yet is *Brett Hull Hockey* on the Mega Drive from Accolade. Considering it'll be going up against *EA Hockey*, Accolade are spending as much time as they can, just tweaking away.



The Lost Vikings

• Sega Power 50: 87% • Out now



After more delays than Rob's bi-monthly train to Portsmouth, *The Lost Vikings* is finally out this. Andy Stout reviewed it way back in *SP*: 50 and thought that it was fab. If you prefer your platformers with a puzzle element, then *The Lost Vikings* should interested you.

Out soon

This is by no means a definitive list of every title coming out this year, just a guide to what to keep an eye out for.

Mega Drive

August

Mickey's Magical Quest	Sega
Virtual Bart	Acclaim
Skeleton Krew	Core
EA Sports Tennis	EA

September

Demolition Man	Virgin
The Lawnmower Man	Tengen
Bubsy 2	Accolade
Tinhead	MicroProse
Mortal Kombat 2	Acclaim
Monster Trucks	Acclaim

October

Megaswiv	
Rise of The Robots	
Kawasaki Superbikes	
Sparkster	Konami
Tiny Toons - Acme All Stars	Konami
Urban Strike	EA
Itchy & Scratchy	Acclaim
WWF Raw	Acclaim

November

Jimmy White's Snooker	Virgin
Wolfenstein 3D	Imagineer
Judge Dredd	Acclaim
Rock 'n' Roll Racing	Virgin
Cannon Fodder	Virgin
The Lion King	Virgin
Sensible Golf	Virgin
Elite	Sony
Mighty Max	Sony
Addams Family Values	Sony

Tengen

The Flintstones	
The New Breed	
Fire Team Rogue	
Syndicate	
Theme Park	
Lemmings 2	
Micro Machines 2	
Psycho Pinball	
Nigel Mansell - Indy Car	
Stargate	
True Lies	
F1 '94	

Mega CD

August

Chuck Rally - Rocky Racers	Core
Heart of The Alien	Virgin
Links	Virgin
September	
Demolition Man	Virgin

Sony

Accolade	
Accolade	
EA	
EA	
Psygnosis	
CodeMasters	
CodeMasters	
Acclaim	
Acclaim	
Domark	

October

Marko's Magic Football	Domark
Rise of the Robots	Tengen
Second Samurai	Psygnosis
November	
Alien Trilogy	Acclaim

Game Gear

July

Scratch Golf	Sega
Marko's Magic Football	Domark
Dropzone	CodeMasters
Global Golf	CodeMasters
Dragon	Virgin

August

Pete Sampras Tennis	CodeMasters
Excellent Dizzy	CodeMasters
September	
Mortal Kombat 2	Acclaim

October

Sonic Chaos 2	Sega
Rise of The Robots	Tengen
Itchy & Scratchy	Acclaim
WWF Raw	Acclaim
November	
Lion King	Virgin
Road Rash 2	Tengen
PGA Tour Golf 2	Tengen

Master System

July

Dropzone	CodeMasters
Dragon	Virgin

August

NBA Jam	Acclaim
---------	---------

October

Sonic Chaos 2	Sega
November	
Lion King	Virgin

The

Charts

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

Mega Drive

1	FIFA International Soccer	Issue 50 89%	●
2	PGA European Tour Golf	Issue 53 79%	▲
3	Sonic 3	Issue 52 90%	▼
4	Virtua Racing	Issue 54 91%	New
5	NBA Jam	Issue 52 90%	▼
6	Sensible Soccer	Issue 49 93%	●
7	Micro Machines	Issue 40 82%	▲
8	Aladdin	Issue 48 91%	▼
9	Cool Spot	Issue 43 80%	New
10	Road Rash	Issue 23 93%	New
11	Jungle Strike	Issue 44 92%	▲
12	Zool/James Pond 3	Issue 49 78/87%	▼
13	Ryan Giggs Soccer	Issue 57 29%	New
14	F1	Issue 46 92%	New
15	Robocop vs Terminator	Issue 49 90%	New
16	Subterranea	Issue 54 79%	New
17	X Men	Issue 43 81%	▼
18	Rambo 3	Issue 11 90%	New
19	Batman Returns	Issue 39 52%	New
20	European Cup Soccer	Issue 31 68%	▼

Game Gear

1	Micro Machines	Issue 50 87%	●
2	NBA Jam	Issue 52 90%	▼
3	Aladdin	Issue N/A 80%	▼
4	Sonic Chaos	Issue 50 94%	New
5	Jungle Book	Issue 49 84%	●

Master System

1	Sonic Chaos	Issue 52 90%	●
2	Outrun Europa	Issue 26 81%	New
3	Micro Machines	Issue N/A 93%	●
4	Desert Strike	Issue 49 92%	New
5	Jungle Book	Issue 49 84%	New

Mega CD

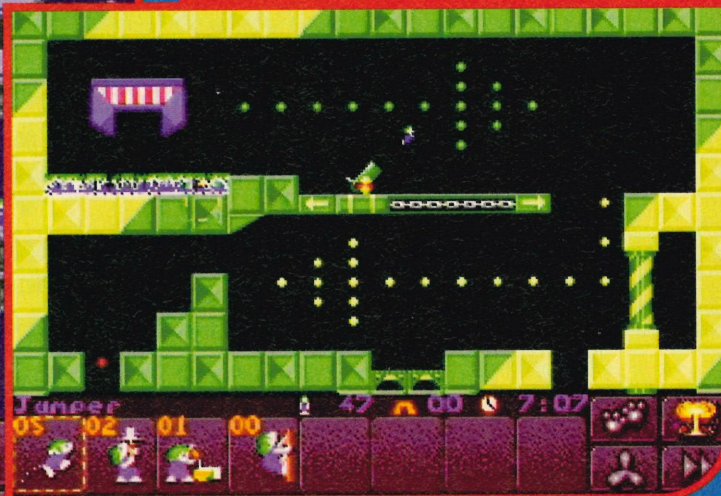
1	Ground Zero Texas	Issue 52 91%	●
2	Sonic CD	Issue 48 88%	New
3	Lethal Enforcers	Issue 49 89%	▲
4	WWF Rage in the Cage	Issue 51 81%	▼
5	Night Trap	Issue 44 84%	New

Lemmings

Let's get this over and done with then. There is, and always will be, an industrial level on any platform game you buy. And they always will look like they are constructed from blocks of circuitry and that metal panelling that you get in fast food bars.

• Mega Drive • £39.99 • Release:
November • Psygnosis •

Kamikaze lemming ahoy! Actually he's probably what you'd call a Paclemming or something like that. Spring the lem into the air to knock out the lights and make the course safe for his mates.



This level looks more complicated than the maze at Longleat safari park. Actually it's easier than it looks.

In The Beginning There Were Lemmings. And now, there are more! Lean, green and connected to your screen come the Lemmings in this brand new sequel. Psygnosis, famed for such classics as *Lemmings*, *Lemmings 2*, er, *Oh No! More Lemmings*, um... *Christmas Lemmings*, oh yeah – and *Flink*, have given *Sega Power* the exclusive preview *Lemmings 2*.

Lemmings 2 – The Tribes sees the Lems living in small tribes in different regions of the same land. "Basically, all the Lemmings are now living in different regions of the same country," says

The lems always wear dungarees. You think they'd at least pack something a little bit lighter for their hols to far-flung destinations like Egypt.



Psygnosis' Glen O'Connell. "Each region is different, and has a different theme, like the Polar region or the Egyptian region, and the Lemmings that live in them all have different abilities."

But don't go expecting *Lemmings 2* to be just a simple 16-meg 120 level

Picturesque and beautiful until the lemmings arrive to cause a bit of environmental damage.



This is the lemmings practice screen. Look at all the skills the lems have developed since their last outing on the Mega Drive.

Lemmings 2

The Tribes

For fun, we decided to exterminate all the little lemming just to hear that great noise they make when they explode. If you think that's cruel, you should see how Dean treats the office goldfish.



upgrade of the original, because Psygnosis have made a lot of changes. Changes like having Lemmings with a whole new range of different abilities. You can expect to be having fun with Flame-throwing Lemmings, Skiing Lemmings, Super Lemmings — the list goes on. The playing area now scrolls up and down as well as left to right, so be prepared for levels which are vast in size and tough. "Another important change that's been made is that there's no longer a set way to complete each level," says Glen. "People have always played

Lemmings in their own individual way, but now it's possible to complete most levels in more than one way. There's also no set order that determines which region the player plays in."

The only quibble any of us have with *Lemmings 2* is the loss of the two-player option. There was something just so much fun in playing havoc with your opponent's Lemmings and watching

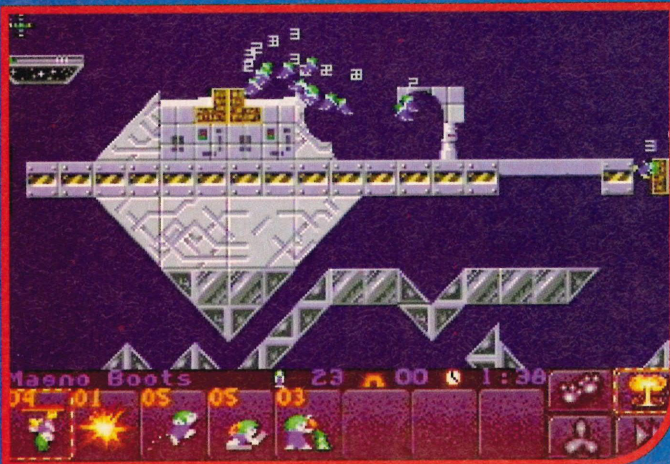
The A-Z, so to speak, of Lemmingsland. Choose your destination and prepare for frustration. What is it about the Lemmings games that makes them so playable? They're pesky, but they're so addictive.



them walk mindlessly to their impending doom. Call us macabre (if you can pronounce it), but it's true. "The reason that there's no two-player option," explains Glen patiently, "is because the game is a straight conversion of the Amiga and PC versions. The programmers, when they

were designing *Lemmings 2*, had decided that there would be so much going on in the game, what with all the new characters, that a two-player game wouldn't be feasible."

Otherwise, the game is shaping up to be a massive hit, and when it's released, may be available with the Mega Mouse for about a fiver extra. **SEGA POWER** Keep tuned.



More hearty laughs as we disintegrate another ton of lemmings. Countdown to oblivion, little chums.

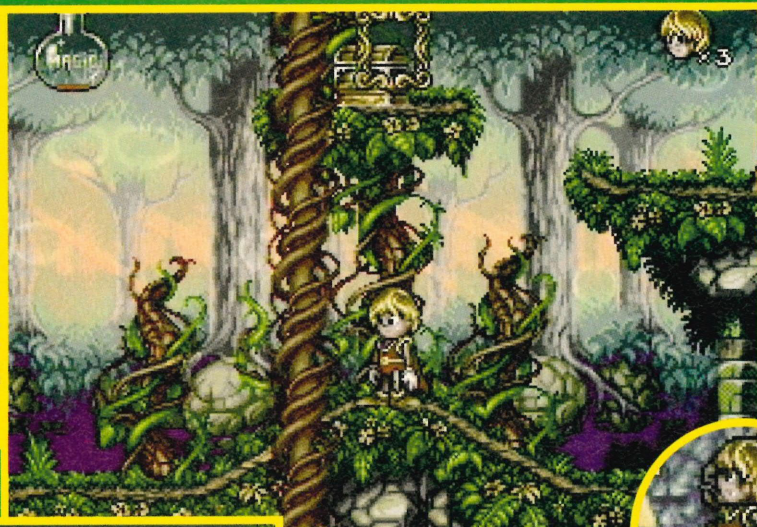


This level is brilliant, with these huge walker-type robots. Fortunately lemmings have now evolved enough to handle weapons themselves.

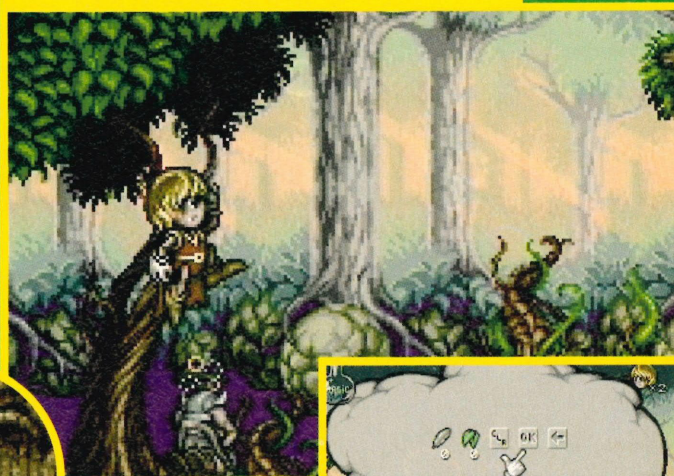
FLINK

• Mega Drive • £39.99 • Release: November • Psygnosis •

He may not look it, what with that lovely bouffant hairdo and all, but our little Flink is in fact a vicious and evil hitman, out to get wizards.



Here, we see American rapper, Fur Q, performing an open-air version of his classically lyrical love-song, *Uzi Lover*.



He can fly too – a bit like Superman. Well, sort of. He's got a cape though.

peaceful island community is under threat of domination from an evil wizard who wants to make the island his own. This, of course, is unacceptable in this day and age (whenever that is here), and instead of calling upon the UN to sort the wizard out, the villagers make the strange decision of appointing a young man by the name of Flink. Standard stuff so far.

What sets this game apart from other beat-the-evil-wizard-ers is the excellent graphics and animation. The sprites are big and bold, all boasting around 30 frames of animation per second. What you don't notice the first time you play the game

is the attention to detail that the programmers have included in the game, such as the way the dust rises and settles when Flink lands on the ground, or the movement of his cloak as he jumps. It all adds up to a very impressive eye-ful.

Flink, however, is not just a graphics-only affair, and has a pleasing amount of gameplay. The levels are long and varied, and the Mega CD version, due out at about the same time is set to have even more, even bigger levels.

And here he is on his way to the doctors. (Eh? – Andy) Well, that is a urine sample he's carrying, isn't it?



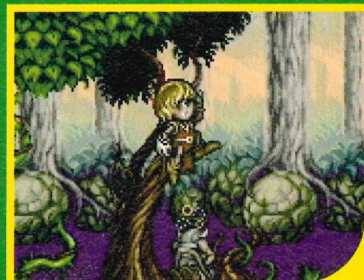
Hope Flink's got his broolly handy. That looks like one hell of a storm cloud.

Flink, or, as it will probably be released, *The Misadventures of Flink*, should be out at the beginning of November. Look out.

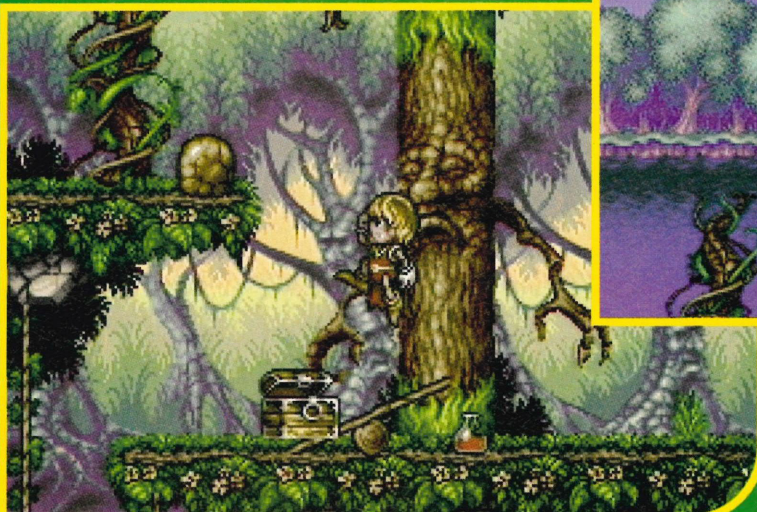
SEGA POWER

"Highly polished" is not a phrase which would do Psygnosis' latest offering – the dubiously named *Flink* – justice. Then again, neither is "Anyone for tennis?" or "Heads up". But I suppose "highly polished" will do for the moment.

So who's this Flink bloke, then? Well, the storyline is more than predictable – a



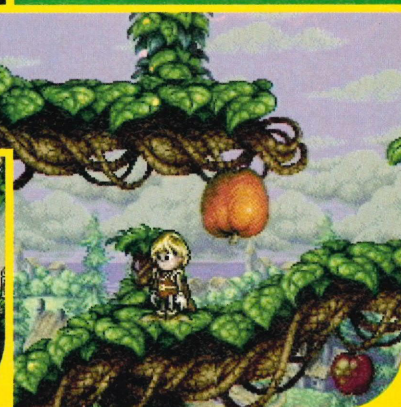
He can swing like Tarzan too. Is there no end to the talents of Flink?



He can spring high like Sonic. Well, sort of. He's got some pixie booties a bit like his though.



Wahey! And he can dance a bit like Lionel Blair. Even more badly than he does.



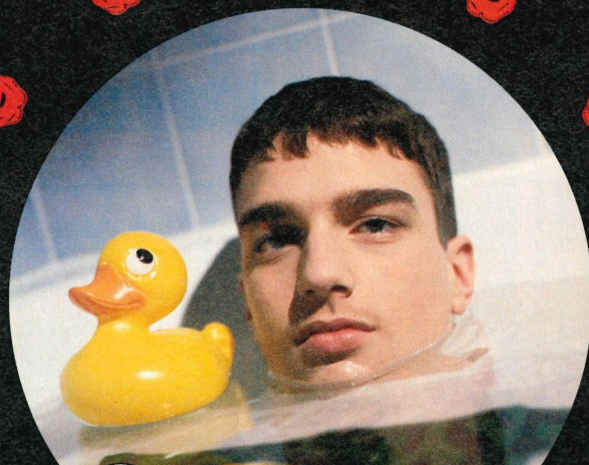
And by the looks of things, he's the same height as a large red pepper.

GREED,



Sue
14

got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.



Steve
17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

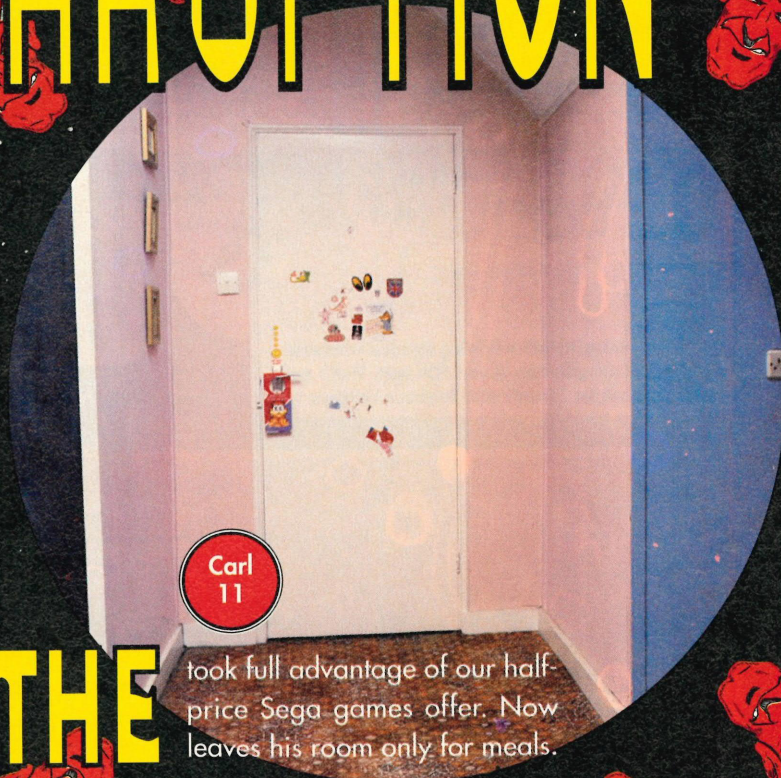
CORRUPTION

&



Joe
15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.



Carl
11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.

THE MIDLAND LIVECASH DEAL

Can you handle it? Opening a Livecash account will bring you many things. Free gifts, competitions. Big money off Sega, Nintendo and Amiga. But it can also bring out the worst in you. You have been warned. Find out more by sending the coupon to Midland Bank plc, FREEPOST, Customer Information, Silver Street Head, Sheffield S1 1AY, or by asking at your nearest Midland branch, or by calling us on 0345 180 180. Lines are open 8 am – 8 pm, Monday to Friday. All calls charged at local rates. Livecash is available to 11 – 18 year olds.

NAME (MR/MISS/MS)

ADDRESS

SEGAPOWER8

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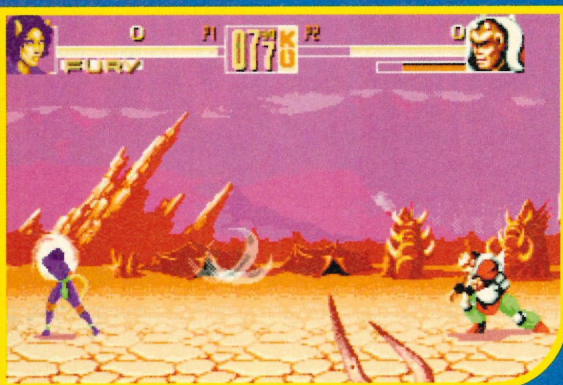
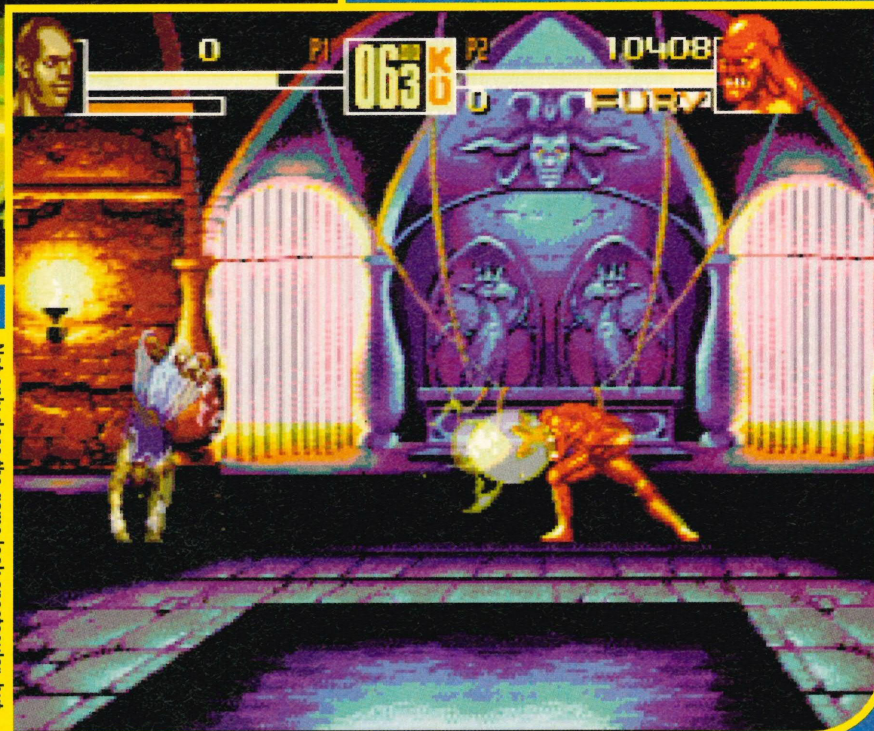


MIDLAND
The Listening Bank

member HSBC group

Shaq

In the corner of the screen, you've got your fury-o-meter, which sort of measures your irritation as you fail to carry out the special moves. No, that's not right, is it? Anyway, wave hello to the monster.



Watch out, matey, there's a floating mystical whirlwind power boom thing coming at you. "Oh dear. That's the last time I book for Tenerife with Thomson holidays."

Not only does the game look spectacular, but it's also got some great samples of sounds that Shaq makes, such as Ka-PIE-ya, apparently.

• Mega Drive • EA • Release November •

"He jams, he raps, he acts, he sells," exclaims Rolling Stone magazine. He's also hot stuff and the master of funk and dunk – he's Shaquille O'Neal. Not content with glittering stardom and adulation over in the States, what with his success as a top slam-dunkin' dude for Orlando Magic, rap artiste and

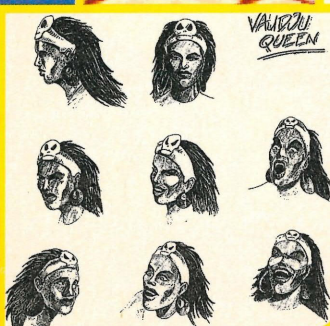
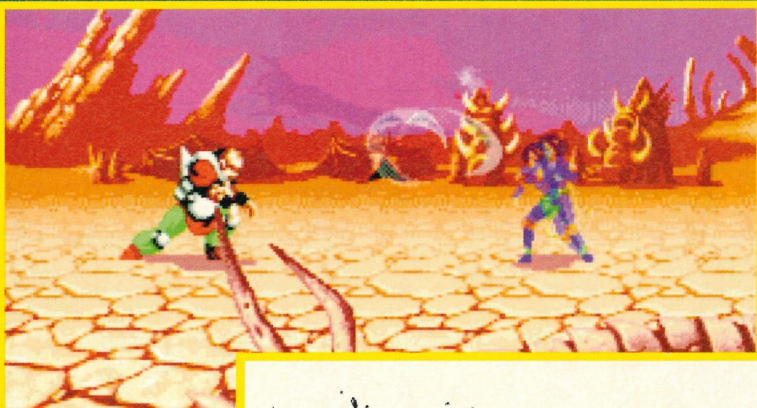
actor, he's now hankering after a place alongside legendary beat-'em-up heroes.

Shaq's on the attack in this new beat-'em-up which is just brimmin' with "yo momma" attitude. He's even had a whole new martial art named after him – Shaq Fu – so he must be cool. Anyway...

The thing is, old Shaq might be frostily cool, but he's a bit careless. The idiot only went and stumbled into another dimension as he



A useful proverb. Red sky at night, ninja's delight. Red sky in the morning, ninja's foot in your face the night before.

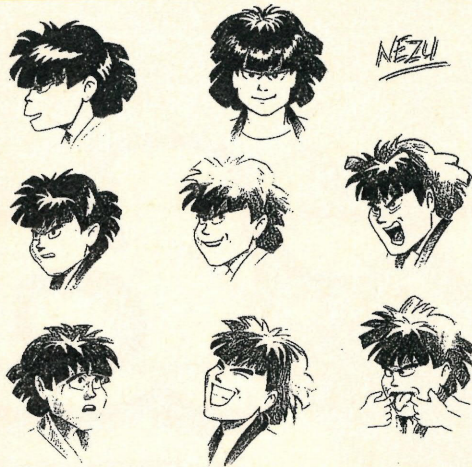


More awful facial expressions than Jo Brand can muster up. Fortunately she can shift herself about a lot faster.



Never have so many scary people been assembled in one place, except on 18-30 club holidays. And there's Shaq doing what he does best – looking cool.

shaq fu



A chirpie little chappie, this one. Well, we've got a tip for him. If he keeps grimacing like that and the wind stops, then his face will stay that way forever.

How does he think he can win a fight when he's got his head mangled up with a tablecloth. Oh, I get it, he's frightening his opponent by pretending to be a ghost. Oh, the horror of it.

was reading an ancient martial arts book when he was meant to be on tour in Japan. Doh! Shaq's soon overcome by fighters wanting to have a go at him (11 in all). All of them are fierce, with magical abilities too, so it's fortunate that Shaq is even fitter and more agile than GMTV's Mr Motivator.

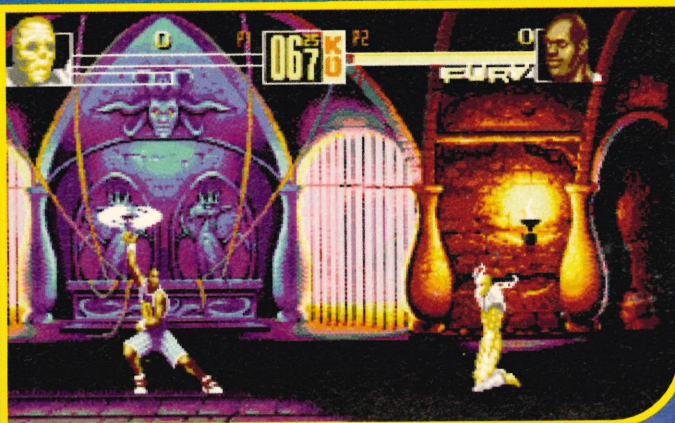
In real life, Shaq is 7' 3" and weighs about 300 pounds, so all this brute force and pure muscle has had to be scaled down to sprite size. This is the really clever bit – because the Shaq you see in the game is the *real* Shaq. The development team (Delphine Software – the masterminds behind the superb graphics of *Flashback*) filmed Shaq in 100 different poses, all of which were directed by a Kung Fu expert. The images are then transferred from video to computer. All technical stuff, with brilliant results from what we've seen – smoothly animated

moves, dunks, blocks and scrambles.

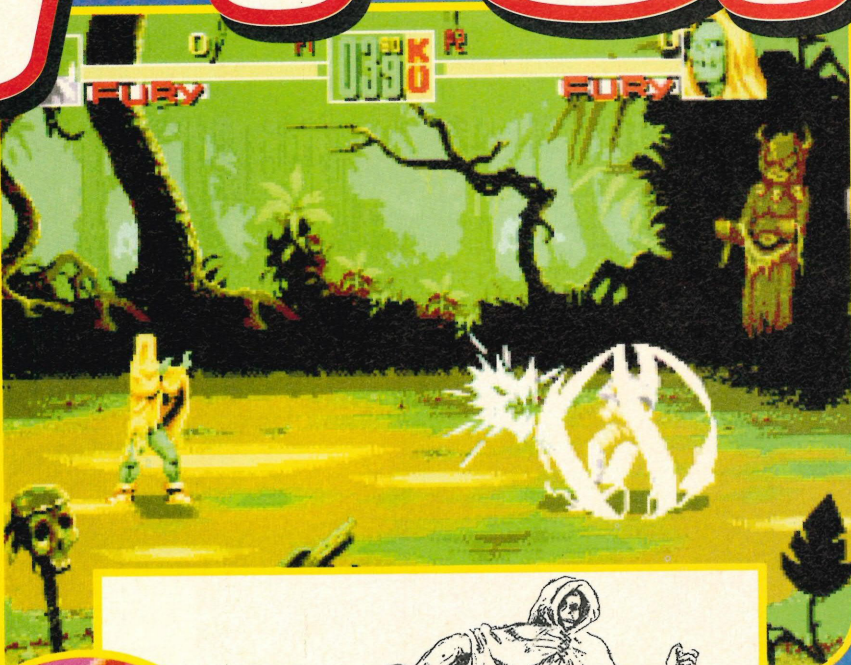
You can choose to play as Shaq in one-player mode and take on 11 different fighters, or play in tournament mode, where one or two players can choose any of the 12 characters and battle it out for supremacy. Every fighter has his own techniques and power moves. There are plenty of mystical locations to have your scraps in too: a Hindu temple, a waterfall, a laboratory desert (!), a jungle, a cave, a crypt and in the Andes.

Should Ryu, Ken, Goro and Chun Li be queuing for their pensions now that the unbelievably hip Shaq is dealing damage to all and sundry with his well polished Nikes? Find out soon in *Sega Power*.

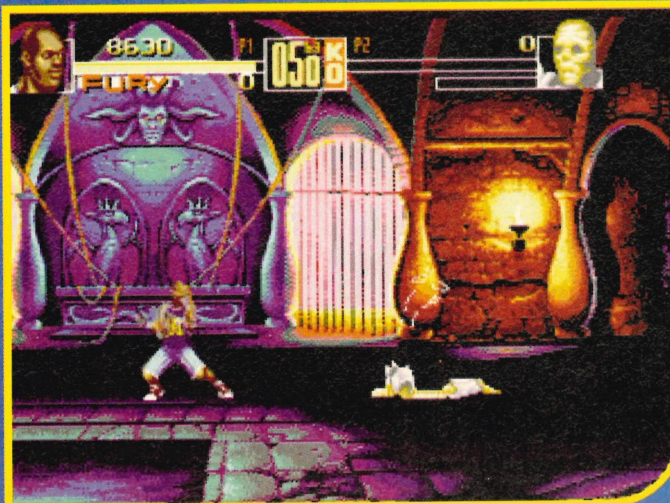
SEGA POWER



Shaq. Being cool. Shaq punches and kicks the bandages off a mummy. He's a star, isn't he?

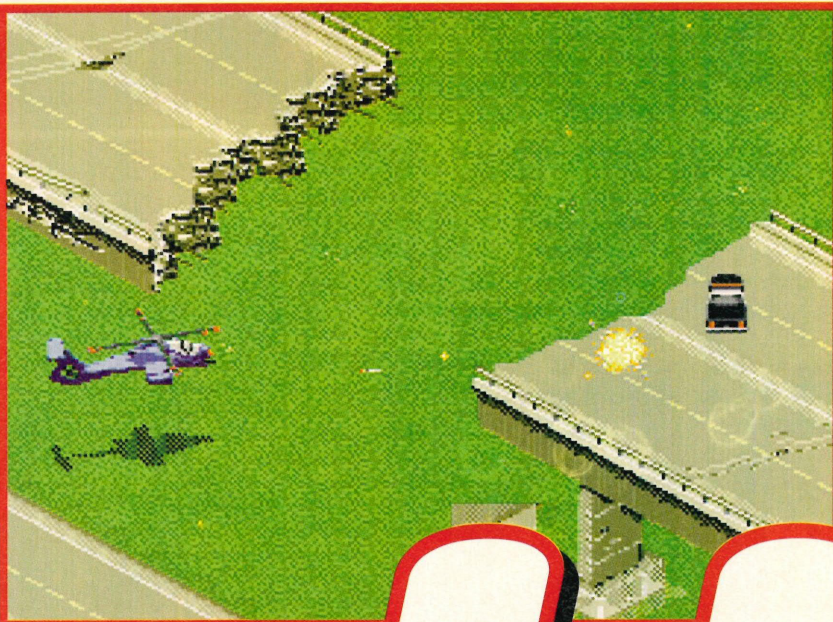


Even Little Red Riding Hood has returned from the grave to take part in beating up Shaq. As you can see, her garments have got a little frayed with time.

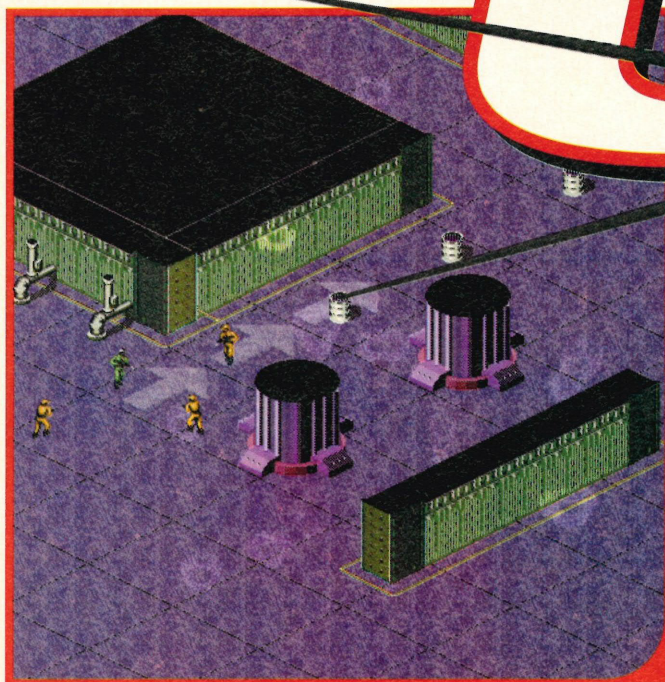
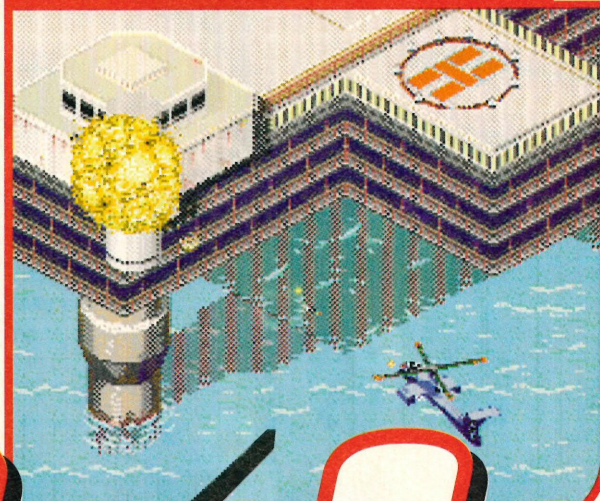


A bit of a misunderstanding here. When the mummy said he was the king of rap, he meant to say wrap. So, that's led to his final undoing.

Death, danger and destruction all remain essential elements of *Urban Strike*. I suppose the USA is the ideal place for it, then...



More death, danger and destruction as the Phoenix Thunderhawk takes on an oil rig. Tsk, you'd have thought it would know when it had met its match...



Get out of a chopper and shoot a few blokes. All in a day's work for Allison Harper.



● Mega Drive

Well, it had to happen, didn't it? After the massive success of both *Desert Strike* and *Jungle Strike*, the programmers Granite Bay have been working extremely hard to bring us the third instalment of the series – *Urban Strike*. And it looks like it's going to be brill.

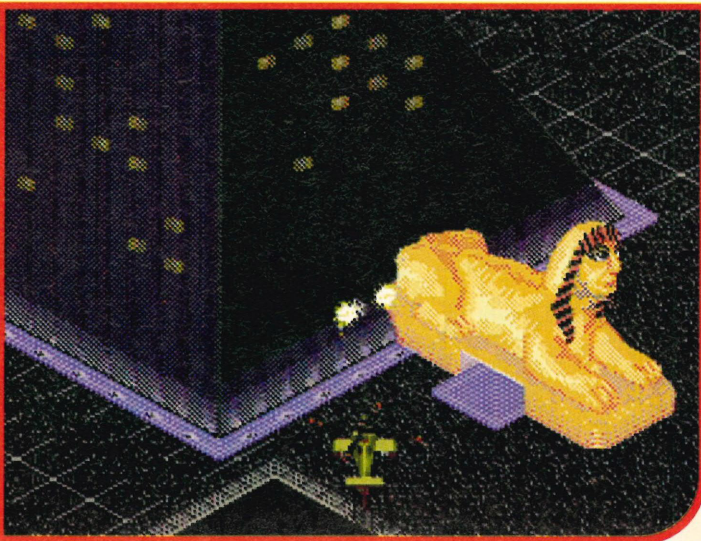
As the name would suggest, the bulk of the action takes place in urban areas, usually in the USA, where you battle away against another mad man set on world domination. Okay, the USA is

probably the right place for the kind of sin and violence that earlier *Strikes* have gotten us used to, but why didn't the programmers set a bit of the game in Keithley or Shepton Mallet or some other similarly urbanised area? Well, according to the programmers, "This game did start out being an international game, but we thought it would be a better sell if we put them all together in a closer proximity, where this guy tries to take over the United States. But there is a very good possibility that we could do something

This screenshot is reminiscent of *Sim City 2000* on the PC, except that the buildings are a lot bigger and more detailed. Looks excellent, doesn't it?



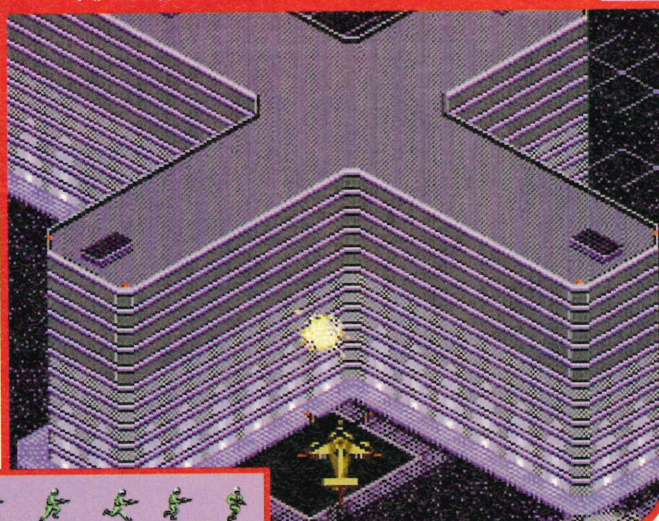
Er, now where's this? Keithley? Frome? Chapel-on-the-Frith? I dunno, these places are all so similar. I bet you have to shoot something, though.



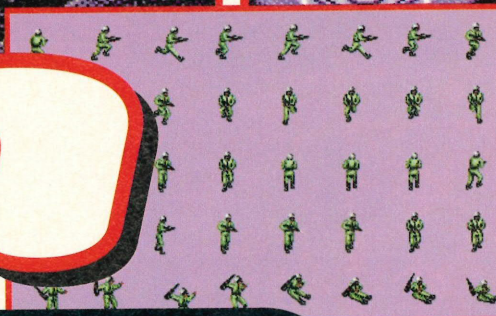
Twice the night before Christmas, and all through the land, nothing was stirring, except for people being woken up by large missiles smashing into their houses



Not much has changed where blasting buildings is concerned. In this delightful grab we see the chopper causing havoc in downtown Keithley (probably).



Urban STRIKE



Point to the spot where you want your soldier to go using the joystick, and he will willingly oblige.



- Electronic Arts • £45 (approx) •
- Release: October •

more international." So then, "Keithley Strike" in the pipeline?

With each addition to the *Strike* series, comes a new array of weaponry. And because *Urban Strike* is set in the future – the year 2006 – the programmers have been able to use a creative hand where the weapons are concerned.

"Most of your weaponry is not exactly your standard military, but more cutting edge," say the programmers, "Your vehicles will be slightly futuristic, but they will be something that doesn't exist."

Called a Phoenix

Thunderhawk, the chopper looks something like a cross between the 'old' Apache helicopter and the Stealth fighter, making the earlier choppers look about as worrying to the Thunderhawk as a slightly tepid can machine. There's also the chance to fly the much larger Osprey III Transport chopper, and take a well-armed Ground Assault Vehicle out for a spin.

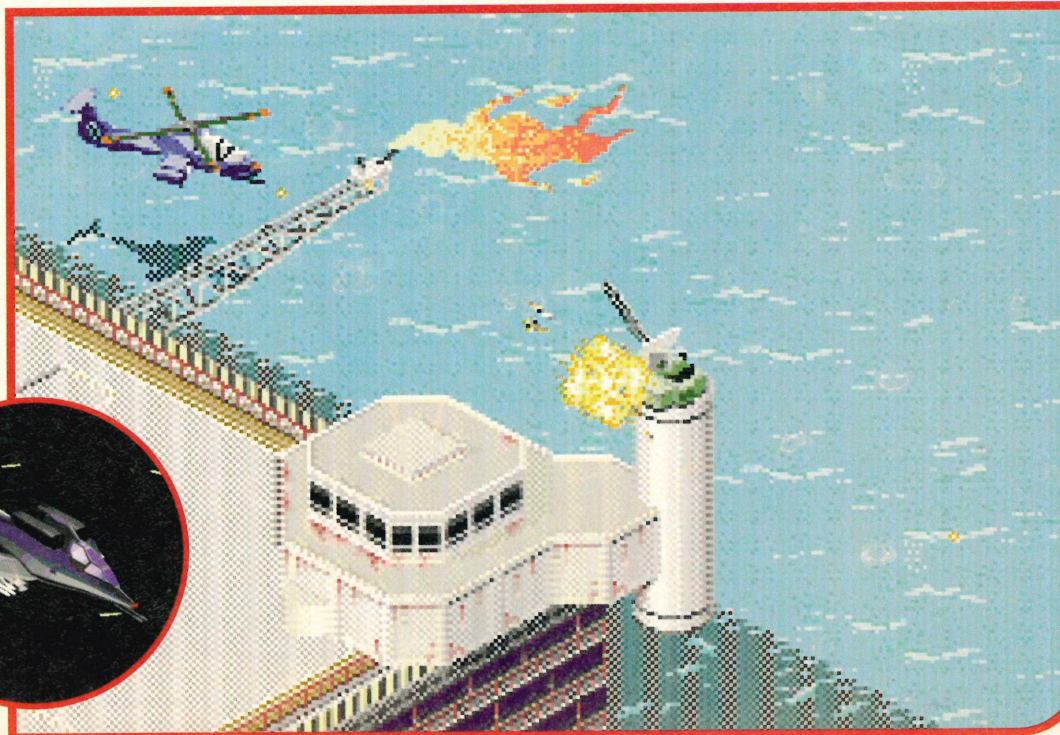
Not being ones to limit you to the confines of a relatively safe chop-

per, the programmers have added the option of getting out of the metal monster for a quick stretch of legs and a quick shoot of bad guys. Now this would be a bit worrying if it were *Desert* or *Jungle Strike* we were talking about, but the graphics have been considerably

improved in *Urban Strike*, so that not only is there some decent animation on the soldier-sprites, but they are actually big enough to be seen without the aid of a state-of-the-art military magnifying glass. Walking about and "blowing the hell out of everything" is the carefully

thought-out strategy behind success in this section of the game.

50% bigger than *Jungle Strike*, with the programmers estimating a 50% increase in gameplay, *Urban Strike* could make October a **SEGA POWER** month to look forward to.



Here we are down at the local swimming pool in Keithley (probably) battling it out against the big foam oil rig that the kids use to play on. All in the name of good clean family fun...

Psycho

Pinball

- Mega Drive • £40 •
- Release: November •

Psycho is a small armadillo who takes a right thrashing in *Psycho Pinball*. That's because – get this – he's the ball. (Heh, heh, hope this doesn't give anyone any ideas about their neighbours' cat or anything.)

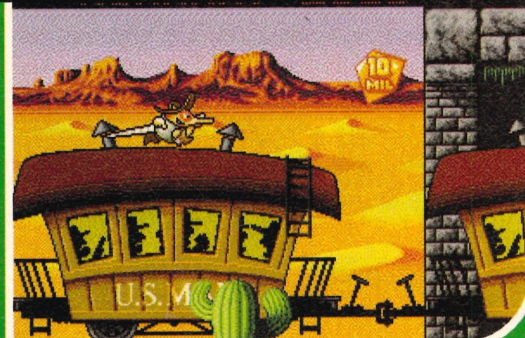
Psycho Pinball appears to have more going for it than most pinball games we've seen. Not only is it fabulously cartoony with two sub-games per table, but the chief programmer, Andrew Graham,

has spent about two years, programming away merrily, to get the ball reactions just right. Which is absolutely great for pinball fiends, but probably not for his social life.

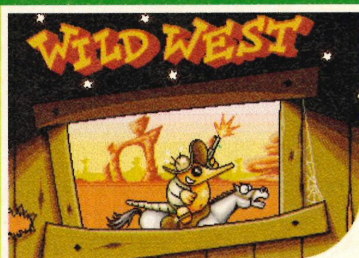
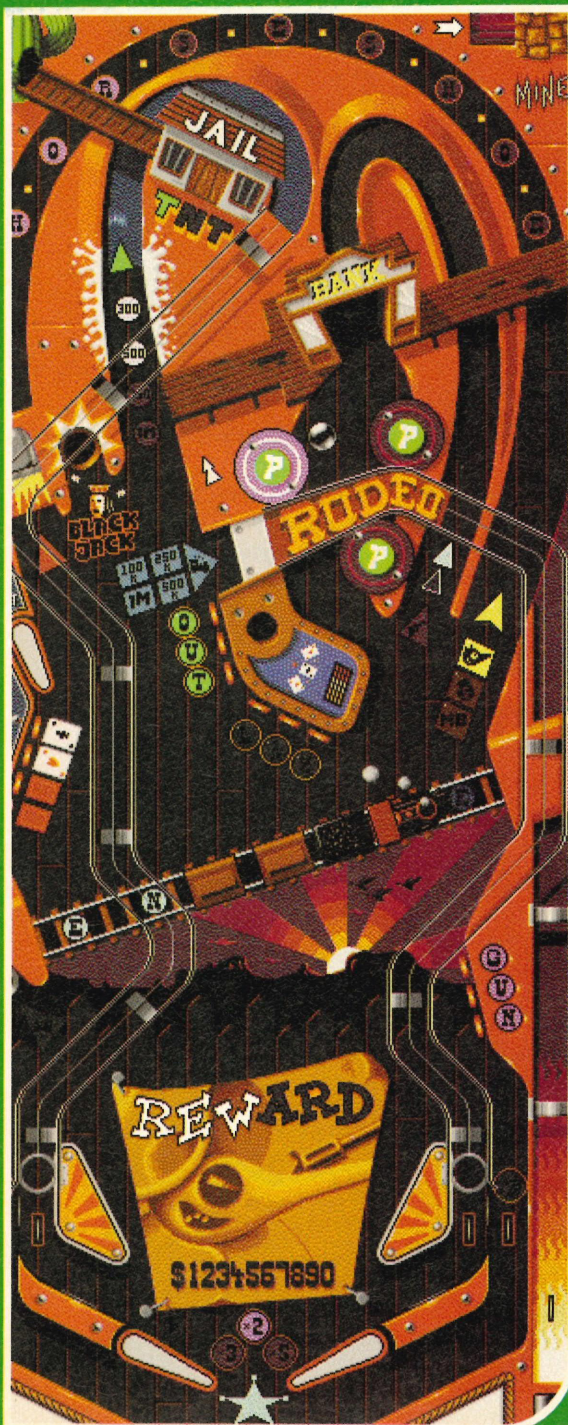
There are five main tables with funfair, Wild West, undersea, space and ghost themes. The Codies haven't stopped at that though – each of the tables has a subgame and an arcade game which you can access. On the Wild West table, for example, you can play the runaway train game whenever you manage to hit a line of targets in the top right of the table. At the main table you get

to play mystery cups, so that you can pretend that you're, like, actually on the Paul Daniels Magic Show or something. Watch out too for a fishing game, as well as Blackjack, Space Invaders and the arcade games *Whale's Belly*, *Moon Squares* and *Escape from Terror*.

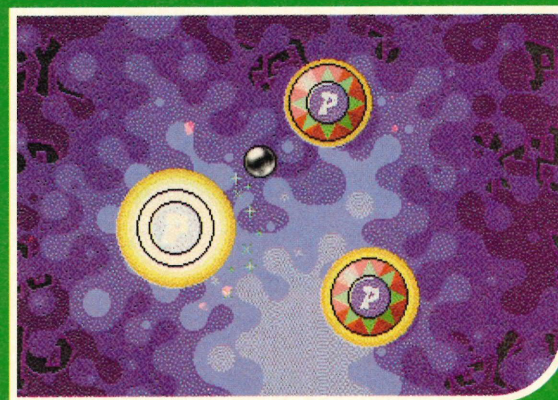
Up to four players can play, so that means that one person in the office is going to be feeling very left out when this arrives for review.



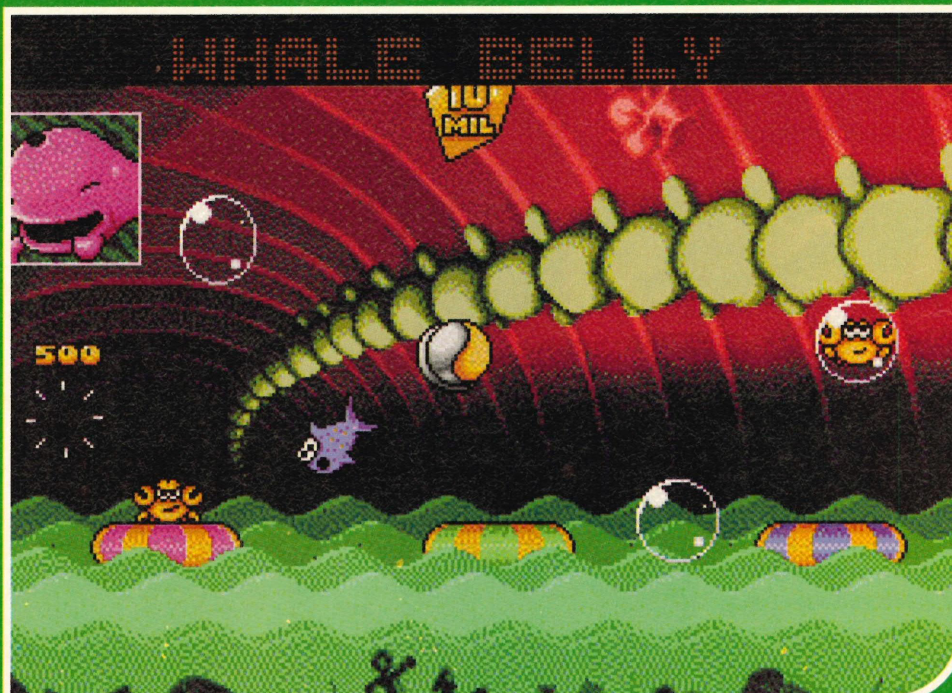
Psycho hairs along in a heroic bid to stop a train which is running dangerously close to arriving on time.



Look at Psycho's nose. He could have someone's eye out with that.



A very realistic ball, we think you'll find. Thousands of formulae were used to animate this. Interesting, huh?



Aha, so this is what the insides of a whale's stomach looks like. You needn't be too worried about ever getting eaten by one, because there are plenty of lifesaving rubber rings about, which, it seems, whales also have a bit of an appetite for.

Pete Sampras

- Game Gear • £27.99 •
- Release: August •

Portable Pete Sampras is here. With all the Mega Drive features packed onto a Game Gear cart you can be sure you're onto a winner. Two players can play on one Game Gear – all that fighting over who gets to see the screen

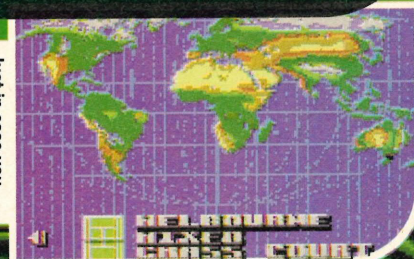
adds a new dimension – or you can go for a cable-link option. With over 30 players, clay, grass or asphalt courts, one- or two-player options, and challenge, tournament or World Tour matches, this could be the game to take on holiday.

Watch out there at the back, there's a crazed knifeman behind you. Oh no, sorry, that's just the umpire. My mistake.



Tennis

Just in case you don't know your Wimbledon from your Melbourne, here's a map...



For people with such short legs, these tennis players are surprisingly fast when you see them in action.



Global

- Game Gear • £30 •
- Release: August •

A forecast as vague as you could expect any TV forecaster to be.

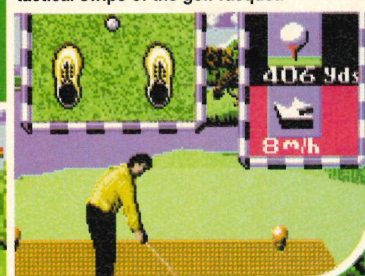


At Sega Power our knowledge of clubs may be limited to the kind that stay open all night, but that doesn't mean we can't appreciate any other kind of swinging club. *Global Golf* looks superb – it's got two perspectives: bird's eye view of the course and golfer's eye view as he shuffles his feet and prepares to hit the ball with his golfing bat.

It has got superbly digitised graphics of a little golfer, possibly Ronnie Corbett, which are speedily updated thanks to an extra bit of memory tucked away on the cart just for that purpose. Up to four people can play and there's a choice of tournaments. It's fairly strategic as you have to learn to choose the right kind of club, get your feet in the correct

position and perfect the spin on the ball. (Apparently there's a Mulligan option – must be the pub just round the corner.)

A pair of trainers limber up for the next tactical swipe of the golf racquet.



If any of your dads mow the lawn in interesting patterns, be sure to send in a photo and we'll be sure to ridicule them.



That ball there looks a bit large in the scheme of golfing things. In fact, it must be the size of a football.



Ultra Violence!



"Hit 'im!!!" "Ha-doo Ken!" "Slap the thoughts out of him!" "Who are you going to 'be'?" "Ooh, I felt that!" "I reckon this joy-pad's a bit dodgy." "I was blocking that!" "Cheap!" "Have some of that!" "Hang on. I need to change buttons..." "Ow ow ow ow ow!" Beat-em-ups rule!

Contents

- 26 Super Streetfighter 2**
Yet another 'enhanced' version of an already overstimulated game. Gear!
- 28 Super Streetfighter 2 character profiles**
You will mess your lycras at our most extensive guide to the new folks.
- 32 Mortal Kombat 2**
Mega Drive and Game Gear pics of this fluffy number that's not violent at all.
- 36 Beat-em-up Sega style**
Sigh. All that jaw-crunching and rigorous fisting of yesteryear.

STREET FIGHTER II

- Mega Drive • £59.99 •
- US/Jap import • Capcom •

Ken, Ryu and the rest of the needlessly angry, hideously hard crew return for another hefty sesh of butting, heeling and slapping. And – you'll be aroused.

“Why oh why must my 96-year old grandmother be subjected to yet another ‘version’ of what is basically the same game? How many more times? Capcom must think we’re stupid. I’ve already got *Streetfighter 2 – Special Champion Edition*. I’m not going to doosh out another 50 or 60 quid for the same game with a few new moves and four new characters. Isn’t it about time that we got

Streetfighter 3 or something? You know – all-new characters, and... and... a different game format... and... simultaneous, multi-player options... and... a 3D Virtual Reality perspective... and...”

Yes, yes, yes. But, at the risk of sounding unpopular, this reviewer places the blame for this cynical re-packaging, re-evaluating, and re-selling on YOU – the gamesplayer. It’s just good, old-fash-

ioned shrewdness. If the demand wasn’t there, it wouldn’t be released.

If you hadn’t shovelled so much of your innocent cash into the jaws of these enticing machines, Capcom wouldn’t even exist! And so – taking this argument to a tortuously logical conclusion – neither would *Sega Power*.

Another approach is the misguided pun caption. Here, we could have, “Flamin’ hell!” or even “Phew! What a scorcher!”

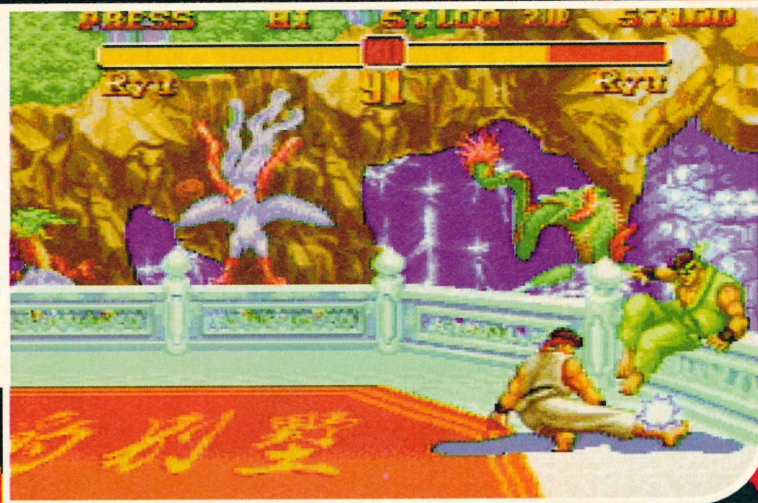


Ahem. Ze first rule to remember eez... Never be inanely descriptive, as in, “Here, we see Ryu delivering a swift and painful dragon-punch to Balrog.” Eet eez very dull. Next!



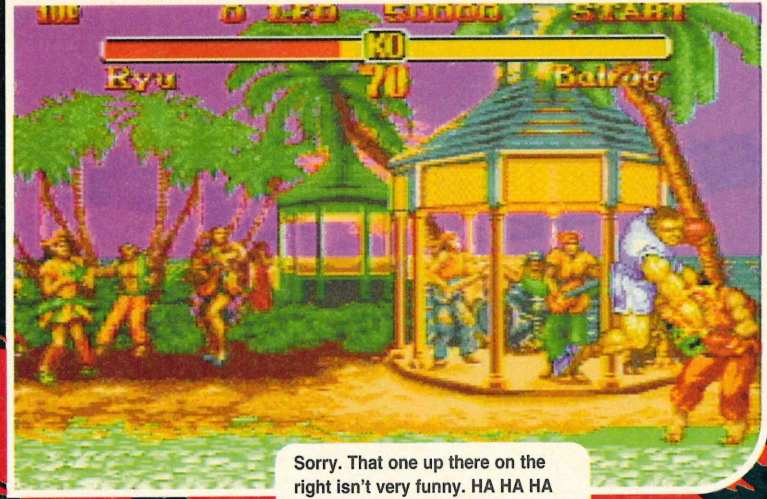
Ov course, you could always go for the ‘imaginary conversation’ caption. Here, why not try, “T. Hawk: Look, it’s *your* turn to do the dishes! Chun Li: Ow ow!”

Hello, and welcome to ‘The Art Of Captions’. I’m Professor Bunderstat from the University of Frankfurt. Off we go...





Aha! When ze opportunity – ow you say – arises, you can always plump for the naughty, slightly rude caption. I believe that "Not, erm, bad. Eh? Lads?" will suffice here.



Ryu: "Look – I've told you. It's over! You always smothered me. You never let me have any privacy. Unhand me, you brute!"

Sorry. That one up there on the right isn't very funny. HA HA HA HA HA! Keep the spirits up!

Sorry. We're going to have to abandon Caption Masterclass, because the captions aren't arranged in a particularly progressive fashion. Doh!



Ah. The inevitable 'dance' caption. At an outdoor rave in Moscow, Zangief and Chun Li dance their asses off.



I'll be sensible for a bit, now. 'Recovery' is when you're dizzy – right? – and you get out of it before they hit you again.

bos. It's a broad, complex game with a bottomless potential for strategy – and now they've added more characters, tarted up the graphics, powered up some of the weaker fighters and boosted the overall package with some top new options and bonuses. Jesus H. Corbett!

Oh, and armed with such a seething great 40-Meg monster, you can also chuckle childishly at your poor, misguided, SNES-owning mate with his weedy little 32-Meg chipolata. Let him snigger at the muffled, tinny sound and slightly less colourful graphics. Size (and, er, gameplay) is everything.

Right. Down to specifics. New stuff. Ryu – flaming fireball. Ken – flaming dragon punch. Chun Li – easier fireball, better defence. Blanka – new cannonball

attack. Dhalsim – improved fireballs. Zangief – double-hit dashing piledriver and air-throw. Honda – better combos. Guile – some new, lethal combos. Four versatile new characters (see following pages). Great high-scoring potential (based on combos, first attacks, and recovery bonuses).

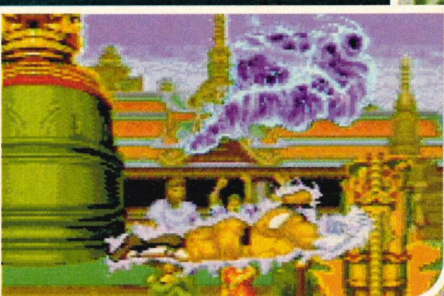
Oh, and if you're getting a bit sick of the two-player one-on-oneness of it all, the multi-player group and tournament options are cleverly targetted for those frequent, rowdy sessions of sweaty rooms, choice language and

tangled joypads. Then there's the single-player time challenge in which you can pit yourself against the record round-winning times of the Capcom experts – and then save your times on the cartridge!

Suffer, little children. You will buy *Super Streetfighter 2*. You will be grateful. You will take your medicine. And, in about a year's time, you will ask for more. Mindlessly. Unquestioningly. You know you want to. You like it really...

SEGA POWER

"Hit 'im! HIT 'IM!!!" I'm Alan Partridge, and I've just nipped over from the *Ryan Giggs* review (page 61) to cast a wry eye over these unbelievably brutal street battles. Amazing!



My goodness! THAT was a Psycho Crusher. M. Bison has won the round – of that there can be no doubt.

Super Street Fighter 2

- ▲ 16 characters
- ▲ Five speed settings
- ▲ Well, it's *Streetfighter 2*, innit?
- ▲ And *Streetfighter 2* is burrilliant!
- ▼ Pricey, but go on – treat yourself

Graphics

10

Sound

7

Addiction

10

Lifespan

10

Power points

Release date July
Players 1-8
Levels 16 fighting areas
Skill levels 8 attack levels
Capcom (0101) 4087743826

Final verdict

"Buy this game! Buy this game! Buy this game! Buy this game! Go on buy this game now!"

Andy L

96 Percent



Fei Long

Profile *A hot-blooded, reckless and emotional geezer, Fei Long is (according to Capcom) "easily moved to tears and simple-minded." But he's bloody hard, too.*

Trained in Kung Fu from an early age, he became famous as a martial arts movie star and when he hears about the tournament, he decides to enter to test his ultimate rucking skills. A popular geezer with Ken and Ryu fans.



He's, erm, he's a bit like Bruce Lee, isn't he? Bit of a bleedin' rip-off, more like. Get some ideas, Capcom! Yeah!



Oof. Blimey! Now there's no need for that! This is that 'Rekka Ken' thingy mentioned up there and everything.



Imagine if you could do this on your mates! It'd be really painful. They'd probably tell their mums 'on' you.



Interesting facts about Fei Long...

1. 'Fei Long' means 'Great Jessy' in Ancient Hebrew.
2. As a child, Fei ate nothing but oranges, and hated having his hair washed.
3. His best mate is an epileptic steeplejack. Called Alan.

Special moves

Flaming Dragon Kick

B, D, DB & kick.

Rekka Ken

D, DF, F & punch. (Repeat this for additional hits.)

Combos

3 hit combo

Jump in with a roundhouse kick, standing fierce punch, roundhouse Flaming Dragon.

5 hit combo

Jump in with fierce punch, standing fierce punch, 3 successive Rekka Kens.

Easy 3 hit combo (1)

Jump in with fierce punch, 2 ducking fierce punches.

Easy 3 hit combo (2)

Jump in with fierce, standing punch, crouching roundhouse.

Additional tactics

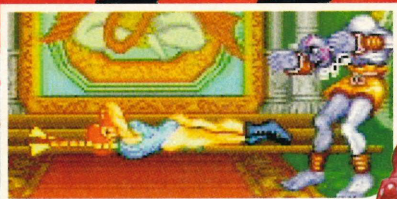
- Use quick close kicks to confuse opponents.
- Use standing jabs for all-purpose defence.

Ending

A Hollywood type offers our Fei a top movie career. He rejects the offer on the grounds that he wouldn't ever want to disgrace his master. Or something. There's a final image of hundreds of people training in front of a statue of the master (including Fei).

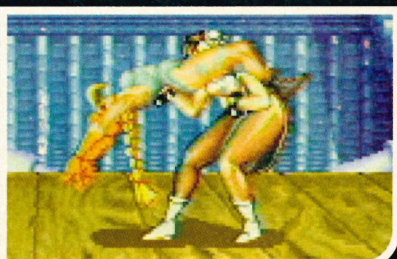
Cammy

Profile A 19-year old British Special Agent. Three years ago, Cammy was found unconscious in front of a Special Agency Academy. Taken in by the agents, she honed her perception and reflexes and became a top agent. Travelling around the world, Cammy soon discovers a vicious opponent is actually an ex-lover...

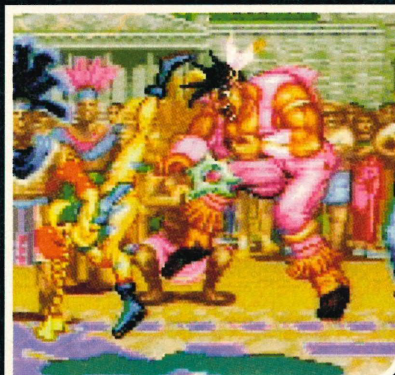


The – if you insist – ‘Cannon Drill’ special move in full, rock hard effect.

Cammy facts and figures... 1. Cammy has a degree in the physics of kettles. 2. ‘Cammy’ is short for ‘Camaraderie’. 3. Cammy changed her name from Imelda Railwaythrotter. 4. A collection of Cammys is known as a ‘Hen’.



Ye-eesss... Now, I had an extremely amusing caption for this picture around here somewhere...



Now – this one, Andy reliably informs me, is the ‘Thrust Kick’, where – erm – Cammy kicks someone in the head.

Special moves

Cannon Drill

D, DF, F & kick.

Thrust Kick

F, D, DF & kick.

Spinning Knuckle

B, DB, F & punch.

Combos

3-4 hit combo

Jump in with punch, crouch and medium kick, roundhouse Cannon Drill.

3 hit combo

Jump in with roundhouse kick, standing punch, Thrust Kick.

4 hit combo

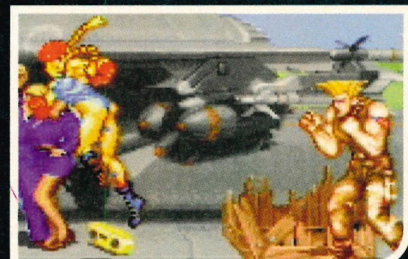
Jump in with punch, standing punch, crouch medium kick, roundhouse Cannon Drill.

Additional tactics

- Throw your opponent in mid-air by meeting him with a roundhouse kick or with light and medium punch together.
- As the opponent gets himself up, nail him with a spinning back-hand punch.
- As an opponent jumps in for an attack, take him out with a late roundhouse kick.

Ending

After his defeat, Bison tries to convince Cammy that they used to be lovers. The rest of the British Special Forces crew arrive and tell her to ignore him. So, that's all fine and lovely, then...



Oops! Li-little bit cheeky, this one. Basically, Cammy displays her arse for a bit – to distract her opponent.



T. Hawk

Profile A warm-hearted, sociable type who has great respect for animals. At his father's death-bed, Hawk discovers how his family had to escape from their homeland and how many lives were lost to the Shadolu organisation. T. Hawk challenges Shadolu and takes back his homeland. Along the way, he's followed around by Dustin Hoffman and heavily patronised by Kevin Costner.



I swear a mate of mine could do this. I could be lying – but, then again... (Oh, shut up and get on with the captions. – Alison)



Remember, kids. Never, EVER offer T. Hawk outside down by the chip shop. He'll punch your head out.



T. Hawk facts... 1. T. Hawk wrote the original score for 'The Birdie Song'. 2. T. Hawk is a keen and frequent birdwatcher!

Special moves

Hawk

Jump up towards opponent, and, at the top of the jump, hit all three punch buttons simultaneously.

Rising Hawk

D, DF, F & punch.

War Hammer

Rotate the joystick 360 degrees and hit punch.

Combos

3-4 hit combo

Jump in with a roundhouse kick, crouching medium kick, then Rising Hawk.

Setup combo

Jump over opponent and hit down and fierce punch, crouching medium kick, War Hammer.

5 hit combo

Jump in with a fierce overlapped punch, crouching jab, standing medium kick, Rising Hawk.

Additional tactics

- Use standing roundhouse kicks to confuse long-range attacks.
- Use Rising Hawks in a similar way to dragon punches, to counteract jumping attacks.

T. Hawk exacts bloody revenge on

Ending

Bison for chasing his people off their land. He then goes back to the prairie and swears to restart his civilisation.



This is THE 'Hawk' move. Oi! 'T' jumps off a tall building and lands on your brains. It stings a bit, I can tell you!



Dee Jay

Profile *A loud and cheerful guy, Dee Jay is always smiling and is very self-conscious about the way he dresses. It says here. With natural rhythm and incredible reflexes, he fights as a kick boxer part-time. However, on the road to stardom as a professional musician, he had a fight which changed his life. (Bear with us on this...) He enters the tournament to roughly beat people about the face and neck.*

Dee Jay's fist moves so fast that his opponent starts bowing and scraping – "Please, sir. Please don't hit me, sir!"



Dee Jay's foot becomes super-glued to Ken's head. Ho ho ho ho!



Dee Jay facts...

1. Dee Jay's dad is a street performer who juggles small rats.
2. Dee Jay has a bizarre, reoccurring dream about flannels.
3. Dee Jay likes tinned tomatoes, but hates them when they're raw.

Special moves

Maxout

Charge back and hit forward and then punch.

Double Dred Kick

Charge back and hit forward and kick.

Machine Gun Punch

Charge down, push up and tap punch.

Combos

3 hit combo

Charge back, jump in with fierce punch, standing punch, Double Dred Kick.

5 hit combo

Charge down, then crouch punch, flip up and tap fierce punch for Machine Gun.

5 hit combo

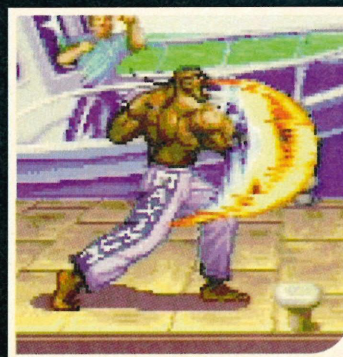
Jump in with an overlapped kick, charge back, crouching jab punch, standing medium punch, Double Dred Kick.

Additional tactics

- Use jumping air jab punches for air supremacy.
- Use overlapped kicks followed with standard kicks for easy 2 hits.
- Counter long-range air attacks with a standing roundhouse kick.

Ending

Ahem. Dee Jay writes a top 'pop' song about SF2. His album tops the charts and he becomes a living legend. Apparently.



Dee Jay 'does' the Maxout move. A bit like a Sonic Boom – from out of Guile. And that.

Work in progress

Mortal Kombat



• Mega Drive •
• September • Acclaim •

Mortal Kombat 2

"Mooortaaalll Kooommbaaaaaat!"
Ahem. "Twooo!!" It's almost here.
The supremely skillage sequel to
last year's outrageously hyped, erm,
Mortal Kombat. Your lungs will col-
lapse with excitement...



Ooh!! A dream of a picture.
Right, then. Ahem ahem.
Sub-Zero – right? Oh, arse.
I've forgotten the gag.

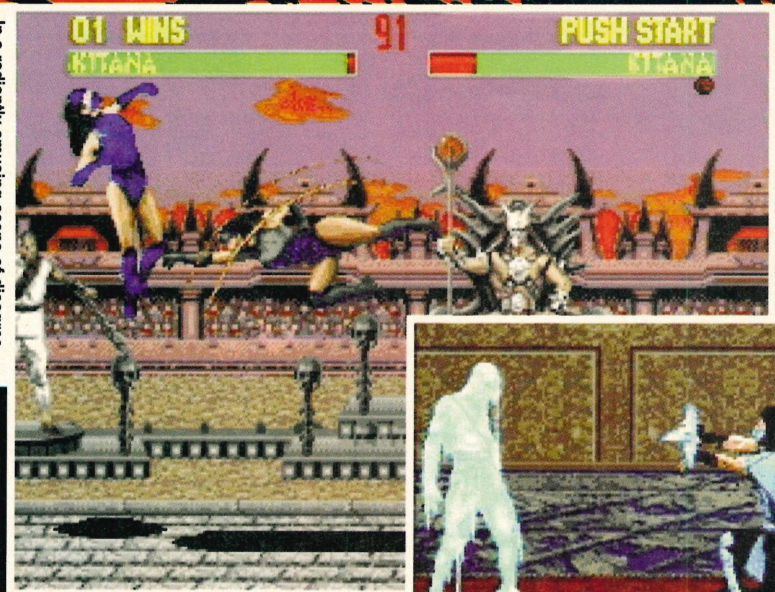


Let's face it – there's nothing particularly
honourable about this, now, is there?

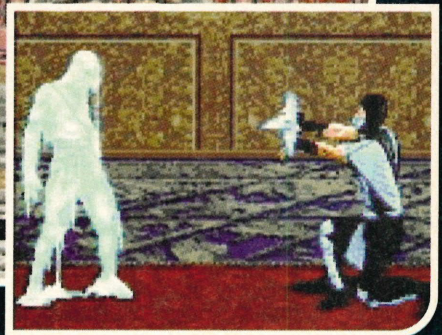
Doubters, begone! The Mega Drive version of *Mortal Kombat 2* is absolutely astonishing. It's... it's... practically 100% arcade perfect. It's smooth, fast, sounds incredible, plays gorgeously, and looks pleasingly glossy and authentic. All the friendships, fatalities, babalities, secret characters, and endings are all in there. Believe us – this really is one to look forward to. In much the same way as you'd look forward to – say – a year's holiday, or an entire summer spent in a remote cottage in the south of France. With the fantasy partner of your choice. (Send in your suggestions to...)

Sorry. Have some facts... *Mortal Kombat 2*, which, stunningly enough, is the sequel to a dainty little game called *Mortal Kombat*,

In a radiantly amusing scene of disagreement, Kitana thumps, er, Kitana in the knee. Hey – nice boots, though. Eh, James?



has more characters; glossier, more photorealistic graphics; interactive backgrounds; faster, more complex gameplay tactics; more combination attacks; ▶



Brrrr! Bit chilly out this evening, guv'nor.
Sub-Zero, everyone! Freeze a jolly good fellow. (You've done *that* gag. – Alison)

Mortal enemies Mortal enemies Mortal enemies Mortal enemies Mortal enemies



LIU KANG

A major result of a Shaolin temple Kung Fu geezer. Intent on smacking and slapping the tournament away from the spectacularly evil, mouth-foamingly violent Shao Kahn, and placing it back under the control of the equally violent, but considerably more honourable Shaolin monks.

MOVES

Flying Kick, High/Low Fireball, Bicycle Kick



KUNG LAO

A meditating buddy of Liu Kang's. One of his ancestors met an undoubtedly undignified and painful death at the hands of Goro, and, armed with his trusty razor-edged stetson, ol' Kung's out for prolonged, messy revenge. He means it, man. A bit of a Kung Fu cowboy riding at the gates of dawn. Possibly.

MOVES

Teleport, Spinning Shield, Hat Throw, Air Kick



REPTILE

Personal bodyguard to Shang Tsung. Reptile's just like any other glassy-eyed young lad you might care to meet down at the labour exchange – warped, bitter and gagging to repeatedly stamp on your head. Only, he happens to be a disturbing cross between a lizard and a bloke. Funny, that.

MOVES

Acid Spit (eeuuw!), Force Ball, Slide, Invisibility



BARAKA

A severely nasty, sadistic individual with two sharp, retractable arm-blades that could, quite frankly, have someone's eye out. Not the kind of lad you invite into your home for a coffee and a chat about politics. Half-way through "Do you take sugar?", he'd stab you hard in the kidneys.

MOVES

Sword Throw, Multiple Slash, Neck Slash

Now, this might look pretty friendly to you, but the rabbit swiftly meets a 'Fatal Attraction'-style fate.

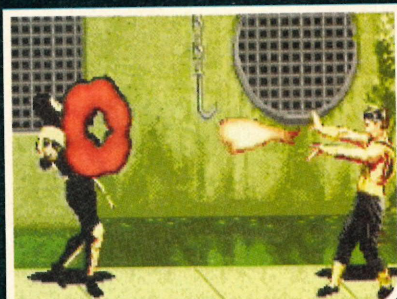


This isn't as bad as it looks. Honest, Baraka is basically waving at Liu Kang – it's a really friendly scene. Honest. It's not nasty at all! Really.

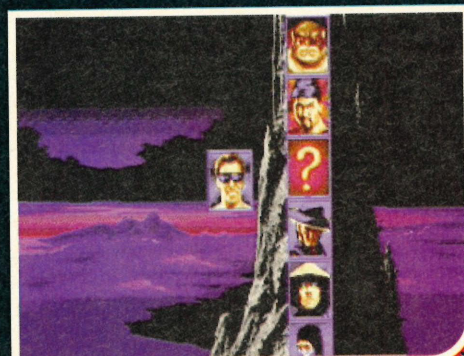


Cuddly Kintaro appears next to a dazed Scorpion. What happened next?

Look. This 'Babality' business. It's... well, it's a bit silly, really, isn't it? One for the girls, and everything. Er. Sorry.



Oh, I expect every magazine's already done the particularly amusing 'big dough-nut' gag. So... I won't bother. Ahem.



Andy reckons that Sub-Zero's the 'best character'. But then he's like that. He gets upset when you disagree with him.

more special and finishing moves; aerial techniques, and heaps of hidden surprises.

The Mega Drive cartridge is a supremely healthy 24-Megs and, if you still haven't got round to buying yourself a 6-button joystick, then you'll have to put up with a bit of not-having-high-punch action (or, at least, a spot of fiddling and toggling in order to access high punch). Still, the control method is general and intuitive enough to be playable and none-too-irritating.

Unlike the *Super Streetfighters* and *Streetfighter 2 Turbos* of this world, *Mortal Kombat 2* is actually a radically different game. Not simply a case of a few more characters and some additional special moves, the entire game mechanics and graphics have been totally revamped.

Currently, the plan is to have all the blood, gore and general nastiness accessible as standard – no access cheats, nothing. SNES owners, quake in your flimsy booties.

Although at this stage, we're not allowed to talk too much about the hor-



rendous amounts of blood and violence in the game, there's a horrendous amount of blood and violence in the game. Some of the fatalities are hideously violent... but we're not allowed to mention that. So we won't. Sorry.

On another topic, look out for the new TV ad, featuring some of the real-life stars of the game in various delightful and amusingly unlikely poses. As *Beavis and Butt-Head* would undoubtedly say, *Mortal Kombat 2* rules!



Scorpion celebrates as Jax gets punched – ooh – 20 feet into the air. Incidentally – sorry about that red stuff on the picture. Jason spilled some of the ketchup from his Pot Noodle onto the page. Oops...

al enemies Mortal enemies Mortal enemies Mortal enemies Mortal enemies



MILEENA

Shang Tsung's worryingly effective personal 'lady' assassin. But – be warned, lads. Beneath

that undeniably flattering one-piece rubber body-suit beats the icy heart of a twisted, bloodthirsty maniac. Mileena is 22 and her ambition is to "be on television and meet Mel Gibson."

MOVES

Sai Throw, Warp Kick, Back Roll



KITANA

Mileena's sister. Shao Kahn suspects her of plotting against him and he's asked Mileena to keep

an eye on her. Again, a severe hit with the chops, but, far from purring erotic somethings into your eager ear of a hot evening, she's far more likely to casually disembowel you with a vegetable knife.

MOVES

Fan Throw, Fan Lift, Force Punch



SHANG TSUNG

New, improved, 19-year old version of the original, muttering, drooling old dodderer.

Perhaps unfairly, our Shang is blessed with the gift of 'magic' – meaning he can change his shape, suck out your soul and toast you up a treat with nasty, fireball thin-gies. Just try not to stare at him.

MOVES

Fireball, Morph



JAX

US Army Special Forces bloke. Jax's actual mission is to rescue Sonya from Shao Kahn – but, on

the way, don't expect him to shy away from thumping you really hard in the chin and snapping your spine like a straw.

MOVES

Force Wave, Ground Slam, Back-Breaker, Grab Punch, Neck-Snap

Mortal Kombat 2

• Game Gear •
• September • Acclaim •

A top quality 8-bit conversion which, although slightly trimmed down due to obvious memory limitations, still retains much of the look and feel of the original game.

Yep – Johnny Cage, Baraka, Kung Lao and Raiden fans – feel free to sob pathetically – they're the two charac-

There's something extremely surreal about this picture. And – if you're with me – just a little bit erotic. Hmm?



Sorry about that 'erotic' business up there. I was joking. This one's a much more wholesome picture, though. One of them funny skull things. Mmm...



ters whose contributions ended up on the cutting-room floor – but, still eh?, at least you don't have to play in washed-out, greeny black-and-white like what Game Boy owners have to. Eh? Eh?

It's a 4 Meg cart (just like the previous game) and, from what we've seen of it, everything is in there – even down to Kintaro, Shang Tsung and most of the hidden stuff. Whether each character will retain all the fatalities is a bit iffy at the moment, but the punch-onto-spikes is definitely in there but... the pit fatality, erm, isn't.

So, if you fancy a bit of a quick blast on *Mortal Kombat 2* – but you're on a train, or thrashing around (sleeplessly) under your

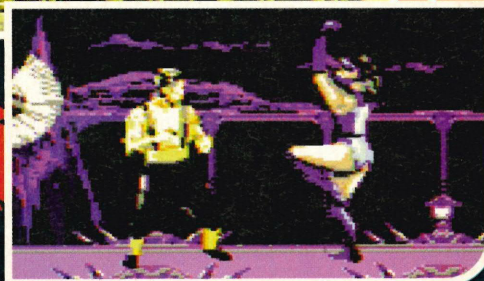
"Lummie! This floor's a bit on the slippery side, eh, Reptile?" "Arr. That it be, Shang. Fancy a quick bevy?" "Arr!"



duvet, then – erm – you're going to have to play the Game Gear version. Sorry about that. Bit obvious, actually.

Predictably enough, it's a great version. Even some of the combos work, for Cliff's sake!

It's an experience that you're unlikely to forget – even if your brain is erased with a mind-rubber. Gear!



On tonight's BPM, a very lovely lady at Southampton's Xanadu club has a bit of a dance. Phew. Dance caption over.



"And the Germans do it like this..." Jax and Scorpion engage in a bit of martial arts training. Lovely red background. Definitely not blood. No, no.

Mortal enemies Mortal enemies Mortal enemies Mortal enemies Mortal



JOHNNY CAGE

Famous. Movie star.
Sex symbol.
Internationally known.
Wears shades a lot.

'Cool'. Fond of thwacking opponents in the grollies and punching off their heads. To make a point, you understand.

MOVES

Shadow Kick, Shadow Uppercut, High/Low Fireball, Splits Punch



SUB-ZERO

Wooahh! Spooky. Here is a large, supple, unspeakably powerful, murderous ninja assassin bloke

(in a blue suit) who can summon up the power of ice at will. Freeze a jolly good fellow, and that's snow joke. Chill out. (*That really is enough unfunny, tenuous 'ice-like' puns.* – Andy)

MOVES

Ice Blast, Ground Freeze, Slide



SCORPION

An undead, demonic type who cuts a particularly sharp figure in his all-purpose, yellow windcheater.

Armed with a sharp thing on the end of a rope, Scorpion's always happy to oblige those who, for some reason, feel the need to have their throats yanked out.

MOVES

Spear and Pull, Warp Punch, Air Throw, Leg Grab



RAIDEN

The God of Thunder, is Raiden. Notorious for electrocuting enemies until their arses fall out, Raiden's at a

bit of an advantage in the bullet-hardness stakes. Imagine if he had a fight with Blanka (out of *Streetsfighter 2*). 'Cos they're both electric, you see... and... and...

MOVES

Body Launch, Electrocutation, Electric Burst

Beat-em-up

Nobody really believes that *Street Fighter 2* was the first beat-em-up to hit the Sega systems. Indeed the first one to be reviewed in *Sega Power* was when *Buster Douglas Boxing* was given 32% in issue 24.

Okay, so things have improved somewhat since then, but there's still an awful amount of rubbish around.

Bearing this in mind, we thought it'd be a good idea to take another look at every single beat-em-up we've battled it out on here in the *Sega Power* office. You'll probably be surprised at just how many there are. Can you believe that one simple formula can come in so many forms? Prepare to be amazed...



Street Fighter 2 — S.C.E.

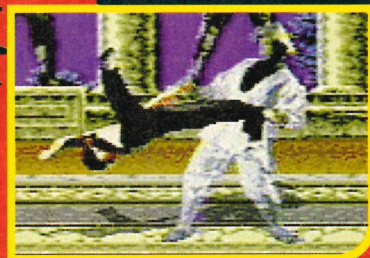
MD. Reviewed in *Sega Power*
48: 94%

What can we say? The original and still the best.

Eternal Champions

MD. Reviewed in *Sega Power*
51: 72%

Sega's very expensive and inferior answer to *Street Fighter 2*.



Mortal Kombat

MD, MCD, MS, GG

Not a bad conversion, but the game wasn't as good as all the hype that surrounded it.

Virtua Fighters

Arcade coin-op

Top 3D beat-em-up that now won't be appearing on the Mega 32.

Dragon

MD. Reviewed in *Sega Power*
56: 91%

One of the best uses of a film licence for quite some time.

Power Athlete

MD. Reviewed in *Sega Power*
41: 54%

Very, very poor indeed. The Charles Hawtrey of beat-em-ups.



Art of Fighting

MD. Reviewed in *Sega Power*
54: 58%

Another very sad import game. Avoid like it was Paul Daniels.

Black Hole Assault

MCD. Reviewed in *Sega Power*
44: 58%

It's not necessarily awful, just not really that good.



Fatal Fury

MD. Reviewed in *Sega Power*
43: 84%

Looking a bit dated now, but it was perfect when we were waiting for *Street Fighter 2*.

Prize Fighter

MCD. Reviewed *Sega Power*
52: 79%

A brave attempt to try something different. From the people who

brought you *Night Trap* and *Ground Zero Texas*.

Kick Boxing

MD. Reviewed in *Sega Power*
50: 66%

A nice idea, but, unfortunately, it just wasn't very playable.

King of The Monsters

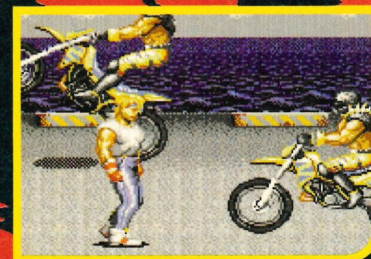
MD. Reviewed in *Sega Power*
45: 44%

Oh dear. Good in the arcades, dreary on the Mega Drive.

Greatest Heavyweights

MD. Reviewed in *Sega Power*
51: 80%

Another good attempt. Worth checking out if you're a fan.



Streets of Rage 2 & 3

MD, MS, GG

Okay, so it's a bit of a weak link, but there is that poor one-on-one stage to consider.

Legends of The Ring

MD. Reviewed in *Sega Power*
51: 80%

Boxing games are known to be difficult to carry off, but this US import was one of the best.

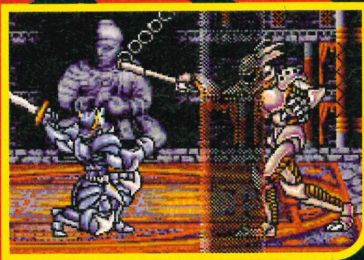
Sega Style

Buster Douglas' Knockout Boxing

MD. Reviewed in Sega Power
24: 32%
Very cheesy indeed.

George Foreman's KO Boxing

MD, MS, GG
Better than a frontal lobotomy, but only just.



Mazin Wars

MD. Reviewed in Sega Power
44: 76%
There's a great beat-em-up section in this game, with huge, well-animated characters.



Pit Fighter

MD:70% and GG:47%
The first game to use digitised characters. Looking dated now, though.

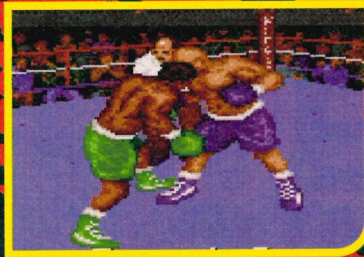
The New Breed

MD. Previewed in Sega Power 55
Acclaim's much-publicised entry into

the market. Initial reactions show that this could be one of the better beat-em-ups this year.

Evander Holyfield Boxing

MD, GG
Fair, but definitely not worth looking too hard for.

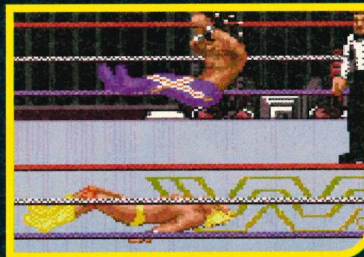


Muhammad Ali's Boxing

MD. Reviewed in Sega Power
39: 89%
Another interesting twist on the boxing game – a 3D ring. Plays pretty well too.

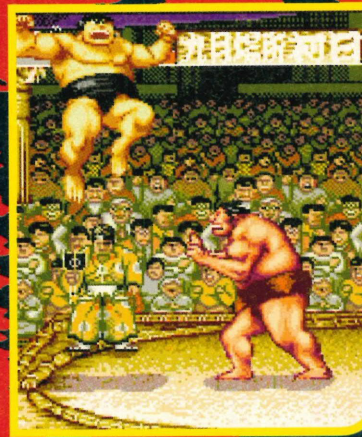
Street Smart

MD. Reviewed in Sega Power
25: 48%
The first SF2 clone on the Mega Drive. Not unsurprisingly, it's poo.



WWF games

Various
A very mixed bag. The 8-Bit versions tend to be crap, while the MD and MCD games are pretty good. Large muscular men with painted faces – it has to be worth a look for a laugh.



Sumo Fighter

MD. Reviewed in Sega Power
50: 71%
Not a bad simulation.

Master of Combat

MS. Reviewed in Sega Power
50: 80%
The best beat-em-up you'll get for the Master System.

Rise of The Robots

MD, MCD, GG
One of most eagerly awaited games of this year. Should be good.



Mortal Kombat CD

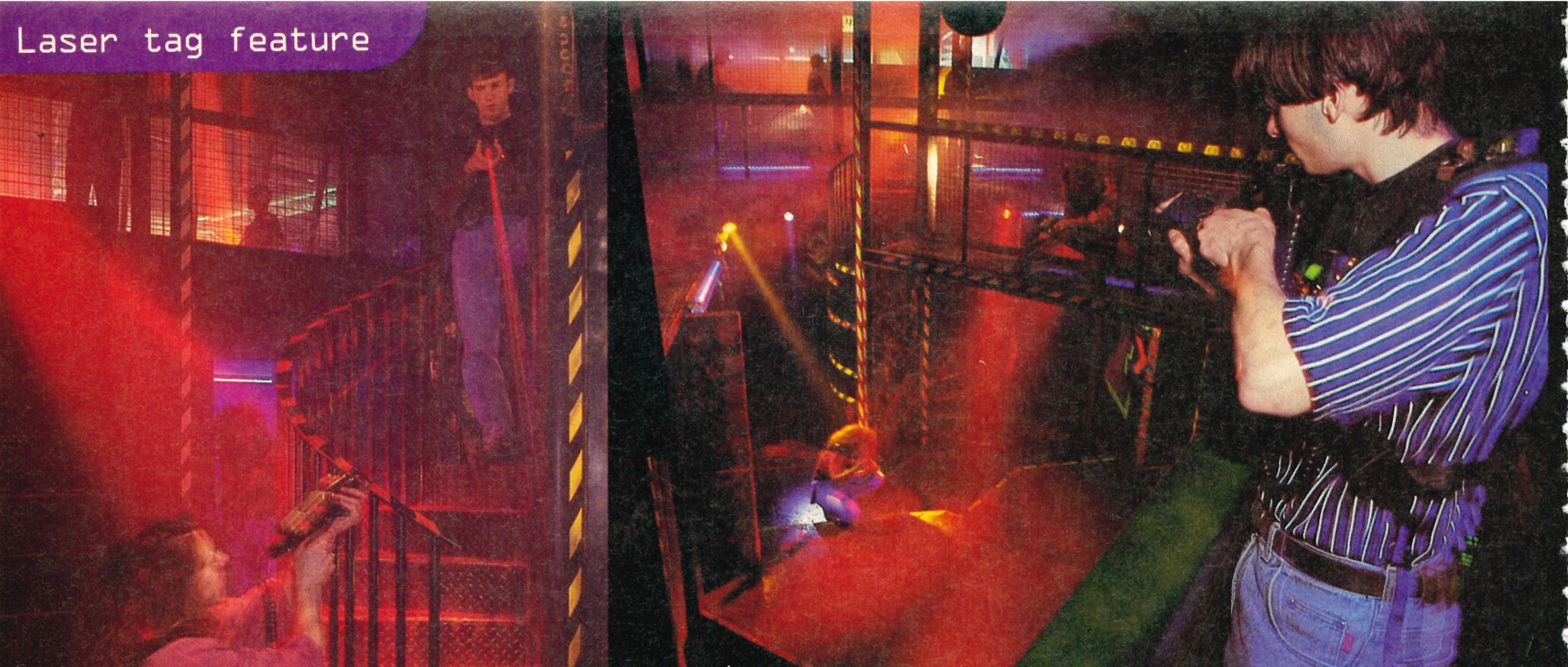
CD
Not as good as it could or even should have been. Wait for *Mortal Kombat 2* instead.

Vent your frustration

If you could include the celebrity of your choice in the next Street Fighter game, then who would you choose?

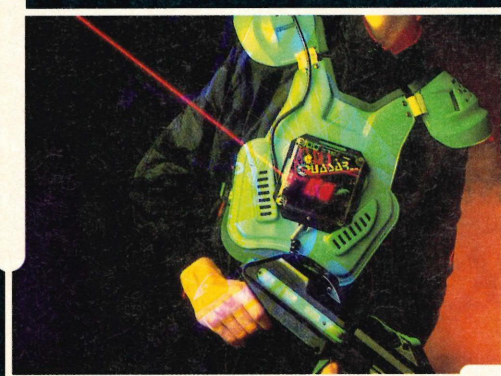
Here's a list of a few to get you started. Discuss.

1. Rupert 'Git' Murdoch
2. Jim 'Sad' Davidson
3. Danny 'Irritating' Baker
4. John 'Blank' Major
6. Dexter 'Luvvie' Fletcher
7. James 'Mega Git' Whale
8. Pat 'Awful' Sharpe
9. Macaulay 'Brat' Culkin
10. All the members of East 17



Sega Power bring you the total laser tag experience. We round up the top systems in the United Kingdom, teach you how to play and speak like the champions, and give away 12 Sega Lock-Ons. Let's go!

Laser

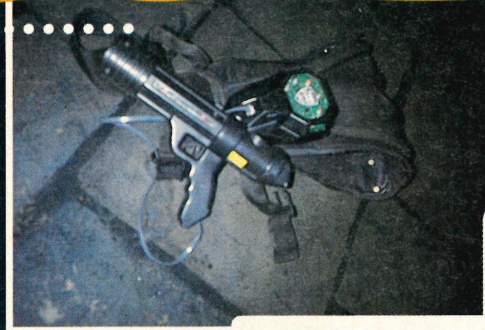


Quasar

GUNS: Two grips and speech. Scores downloaded at end of game.

ARMOUR: Moulded from bright day-glo plastic – hideously uncomfortable.

QUIRK: With 120 centres, Quasar is the biggest standard in the UK.
Call: 081 348 9798

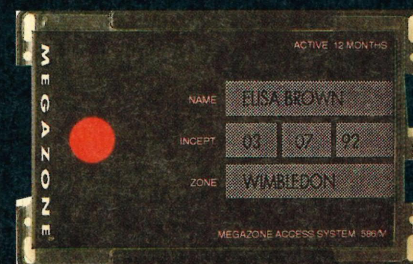


Laser Quest

GUNS: Two grips, no speech. Backlit LED display shows score, remaining lives and who's shot you.

ARMOUR: Comfortable padding with shoulder targets. Radios send data back to central computer every three seconds.

QUIRK: Membership scheme runs a battery back-up, credit card gadget, allowing players to keep aliases and rack up scores all over the country.
Call: 0800 543210



Megazone

GUNS: Red guns feel like pulse weapons, yellow like machine guns, and green like shotguns. Guns are lighter than usual, holding only lasers and sensors.

ARMOUR: Three teams can play at any one time – marked out by pack light colours. Readout information is positioned on your chest.

QUIRK: Look out for three-hit combos – two hits to the shoulder targets to stun the player twice, then a kill shot to the chest. Maximum scorage!
Call: 081 770 3933

BETTER BLASTING

1. Wear black. Obvious, but you'd be amazed how many shiny white-shirted beacons are bouncing around in any arena.
2. Do not cover up your targets. This is a pig's trick and cheating will just encourage your enemies to do the same.
3. Keep your back to the wall. The target on the back of the harness is the easiest to hit, since you never expect it.
4. Approach enemies side on, so that the only easy target will be the gun – which you should hold away from your body.
5. If you can't see your enemies, then fire directly at incoming laser beams. If you're lucky, then you'll hit the gun sensors.
6. Use guns with broken lasers. They can't be seen and, since it's all infra-red, you can still actually hit people with them.
7. Poke your head round corners, rather than your gun. That way the gun sensors won't be hit.
8. When moving in groups, keep your interval. That way the enemy won't be able to simply strafe your positions.
9. Set up crossfires and ambushes when defending the base. Don't group up behind the same obstacles.
10. Work out a strategy. You'll all want to just wade in and attack, but split up, with different teams defending and attacking home and enemy bases and energisers.

SPEAKIN' PROPER

Sega Power's guide to in-battle terminology and communication...

Rambo

A player who really fancies himself – and turns out to be the one who always wades in on his own, and gets cut down.

Fodder

The pathetic first-timer who gets shot to shreds and spends the game running into walls and getting hit from behind.

Squaddie

Obsessive gamers who hang around all the time and play every day – picking off fodder.

Cheese-chaser

Someone who scores a hit, then follows and shoots you again, before you can recover and return fire.

Base-hogger

The pig who hangs around the base, repeatedly shooting it, and not moving on if hit.

Overheat!

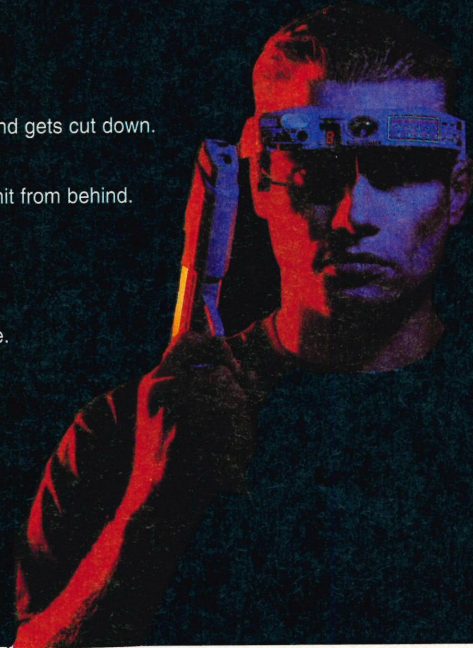
In some systems, the gun will stop operating if fired too much.

Hand-job

Covering up targets with your hand so that you can't be shot – this is cheating!

Top Gun

The winner or highest scorer of a round.



RTag



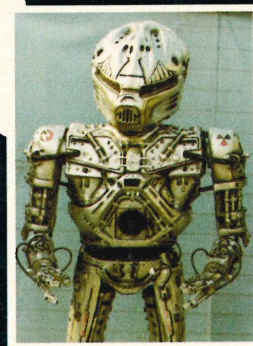
Pulsar

GUNS: Two triggers – hold both to shoot, so no hand-jobs. Hold the triggers down and your rifle becomes an auto-fire machine gun.

ARMOUR: Packs have Australian accent for some reason and shout "Go! Go! Go!" all the time.

QUIRK: Death Stars – fixed targets in the arena – offer a 50-50 chance of instant annihilation or invincibility (death or glory!). Mines can be moved around the arena, and detonate if you get too close.

Call: 063 4295 900



Actual Reality

GUNS: Single grip.

ARMOUR: Incorporates shoulder targets.

QUIRK: Look out for the Robots. Two-metre high monsters, which serve as base-stations, speak and fire laser beams from swivelling turrets in their eyes! Only in Holland at the moment, but a non-working shell can be seen at the Trocadero in London.

Call: 0252 515666



Enigma Zone

GUNS: Two handles, one trigger.

ARMOUR: See-through plastic perspex allows you to see wires and internal workings.

QUIRK: A fantasy role-playing game where your pack can catch the plague by emitting a sneezing sound every few seconds, knocking energy off your life bar or transmitting plague to nearby players with coughs! Cure it by earning credits shooting enemies.

Call: Lincoln 0522 575068 (Only one centre)

Sega Power, in association with Bandai, have stitched up an exclusive competition to bung a few shooters your way!

Tool up!

Yep – we're giving away a brand new Sega product which'll get you huffing and wheezing more than any *NBA Jam*-athon. We've got 12 Sega Lock-Ons to give away. It's a brilliant way to play laser tag in the comfort of your own home, or preferably someone else's home if you plan to be running around, knocking things over.

There can be only six winners – who'll get two packs each (one for the winner, one for their mate).

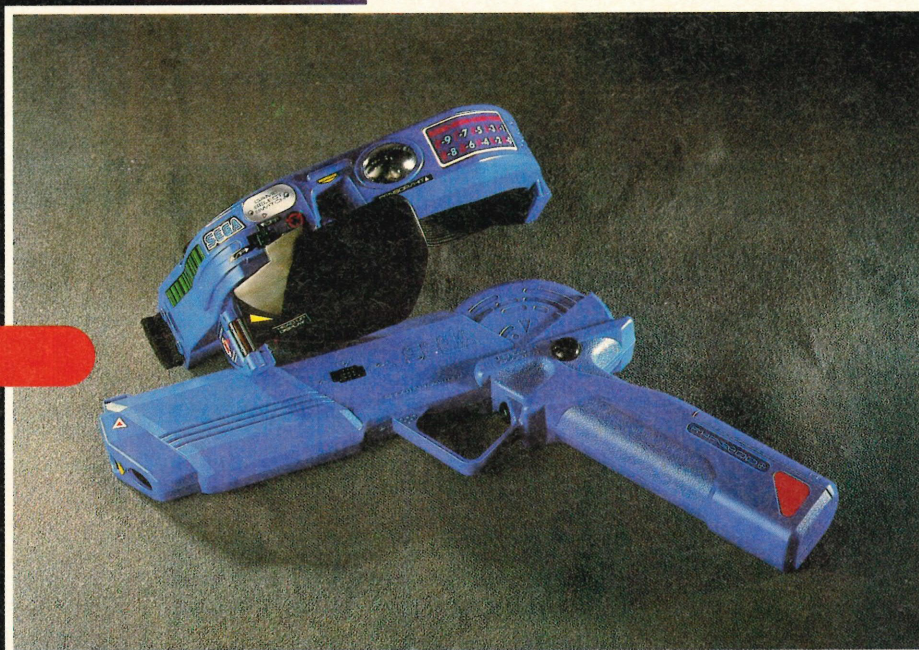
The question we want answered is a bit tricky, but some of you may have the answer. What does the word LASER stand for? Hhhmmmm? You know – like LED stands for, er, Liquid Emission... something... (*Ahem. It's an acronym.* – Alison). Send your answers on a postcard or a tatty, sealed-down envelope to...

**Sega Power, Future Publishing,
30 Monmouth Street, Bath,
Avon BA1 2BW.**

RULES

Just put the gun down slowly and lay down with your hands on your head. You are not obliged to say anything, but anything you do say will be ignored, since the editor's decision is final. You have the right to an attorney, but no-one from Future Publishing or Bandai is allowed to enter. Any entries received after 31st August will be shot like dogs.

The headset holds your target and shows remaining lives on the visor screen. The hand unit fires an infra-red beam, with an impressive range of 40 metres. One gun and headset will cost you £29.99 from Toys R Us or Debenhams.



Laser Tag

IF WE GAVE YOU ANY MORE, WE'D BE GAMESHOW HOSTS.



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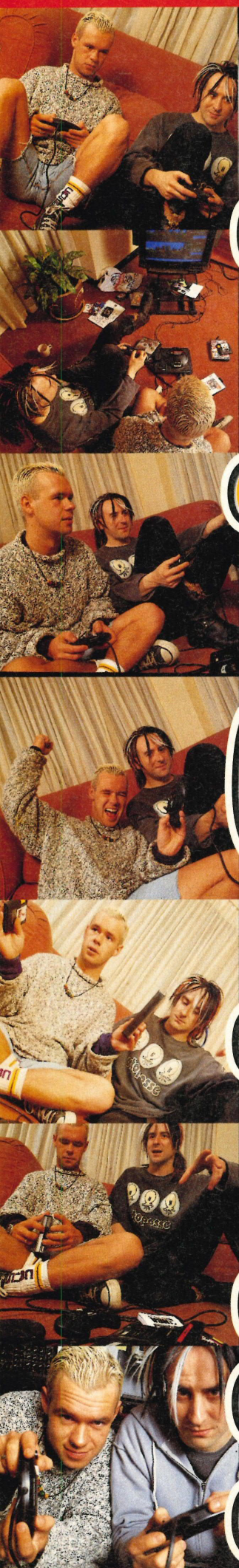
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vocational training.

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SP/L/H



SEGA



Lend the rather **wonderful** pop group **Utah Saints** a couple of **games** for a week, ask them to review them and what do they say? "We wanted **Virtua Racing**" that's what. Typical bloody rock stars.

Sonic 3

Ah, you've seen these games. You know what they are. Let's go for some Chart Show-style Utah Saints 'facts'... Utah Saints' DJ Tim once followed a lamb from Manchester to Rome.



The blue spiney one comes back for what we reckon is its best outing yet. Opinions, gentlemen, please?

Jez: The graphics are better and it seems to be faster. It seems to be the logical next step – a bit more complicated with a few more elements to it.
DJ Tim: With everything else, we've had to look

never read them when we use all our gear in the studio.

Hmm... we'll avoid the obvious insult for a change. But isn't this just yet another platform game?

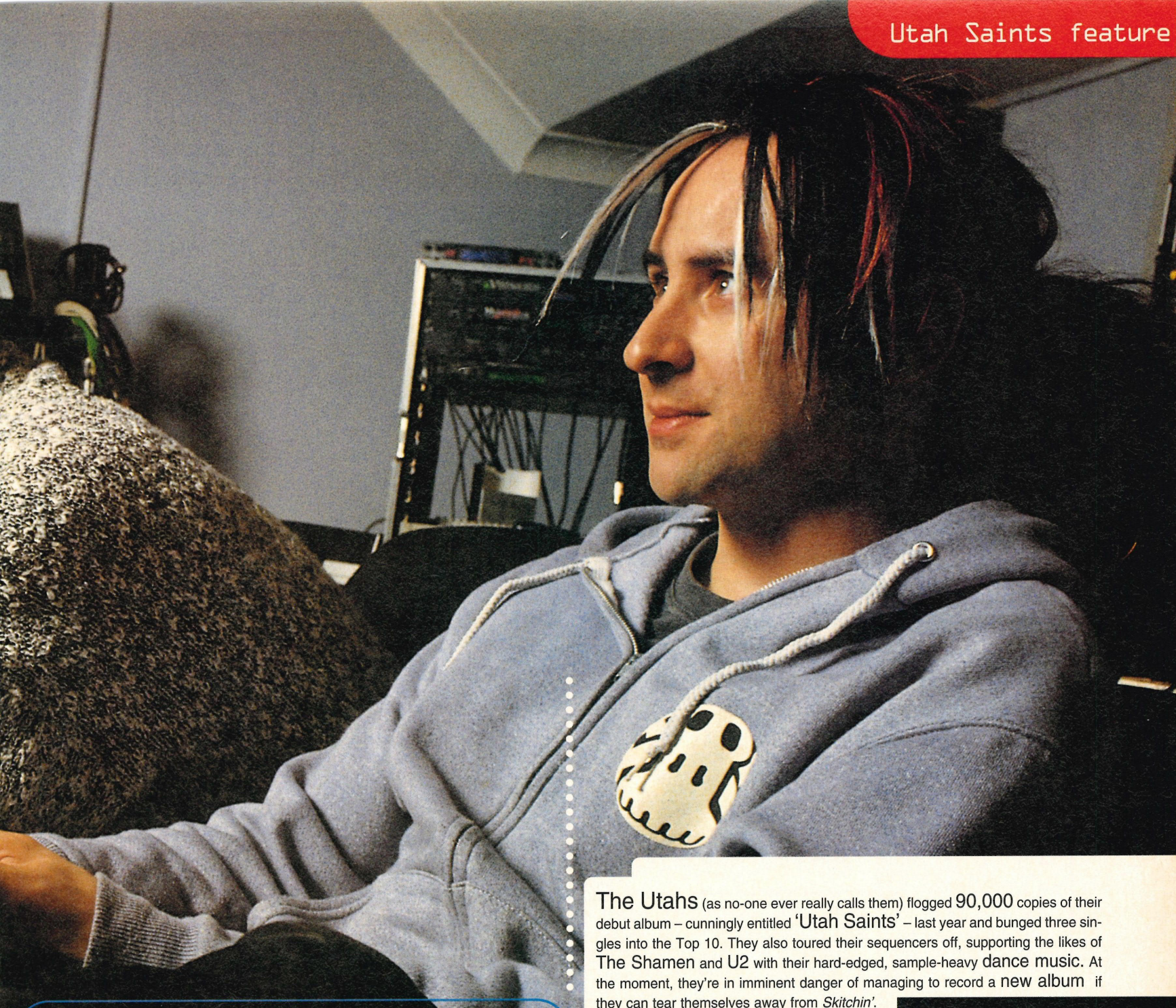
Jez: Yes, but it was the original and best. It's the one that you compare everything else to.

Anything else?

DJ Tim: We don't know the cheats yet.

Oh. Downer.

Utah Saints Rating: 8.5/10
at the manuals and, hey, we



The Utahs (as no-one ever really calls them) flogged 90,000 copies of their debut album – cunningly entitled ‘Utah Saints’ – last year and bunged three singles into the Top 10. They also toured their sequencers off, supporting the likes of The Shamen and U2 with their hard-edged, sample-heavy dance music. At the moment, they’re in imminent danger of managing to record a new album if they can tear themselves away from *Skitchin’*.

NBA Showdown

More EA sport simmers and the question is: how does it compare to the slam-happy wonder that is *NBA Jam*?

DJ Tim: To be fair to this one, there might be more gameplay. It's a bit more of a sim really. It sticks to the rules a lot closer, so if you're a really die-hard basketball fan then this is

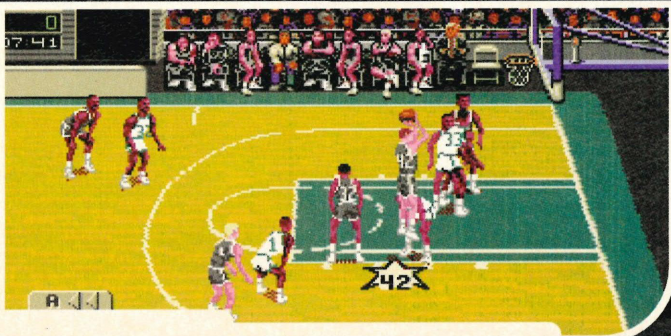
probably a much better game. A distinct lack of the boom chakalakas though. Wonder if Jez feels a cliché coming on?

Jez: Even though, it's EA, it's the exception that proves the rule.

Never one to disappoint, our Jez.

Utah Saints Rating: 4.5/10

Utah Saints own a pet man named Trevor. He goes to every gig and is "a bit of a joker"!



skitchin'

The venerable *Road Rash* updated with rollerblades and more violence for the slacker generation. We think it's okay, but nothing special.

DJ Tim: It's the game that's been on here for most of the time. That and *Sonic*.

But, isn't that warning about "Don't try this at home, kids" a bit of a pain in the arse?

DJ Tim: Anybody who thinks they're going to go up behind a car, grab onto it for about a mile, ripping their arms off in the process and then slingshot off it and overtake the car really

shouldn't be playing

The Utah Saints take their name from an American Patron Saint of Censorship.



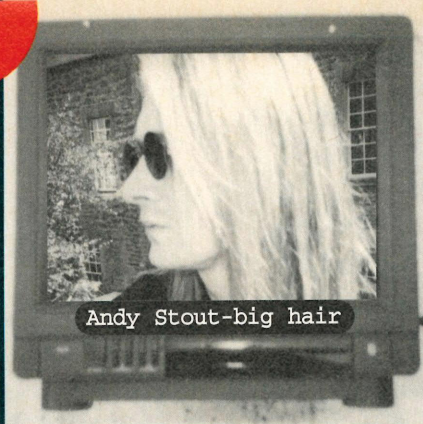
up.

Er... we'd better ask you about music at some point.

Jez: The music's brilliant, skate metal music. It's still not up to the standards it should be yet, but I think it sets a whole

Utah Saints Rating: 11/10

new standard for the MD.



Andy Stout-big hair



Dragonball Z

Reviews

The great God Gogglebox says, "Sega Power reviews rule!"

Super SF2 (md) 26

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(cd)

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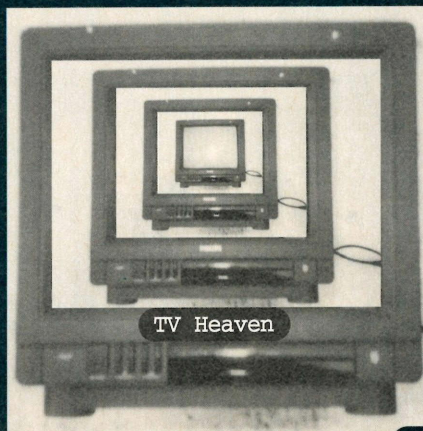
Hardball '94 (md) 58

Ryan Giggs (md) 61

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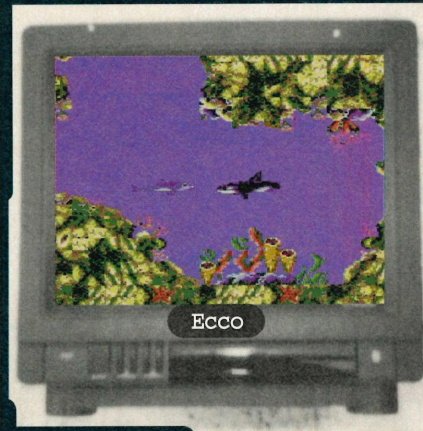
Body Count (md) 67



TV Heaven



Jason-hippy



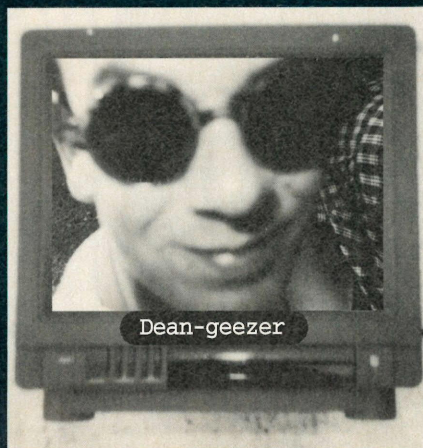
Ecco



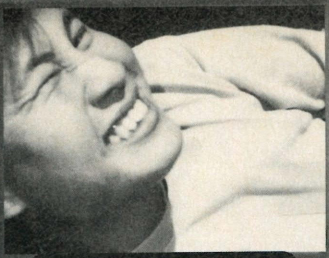
Combat Cars



Fatal Fury 2



Dean-geezer



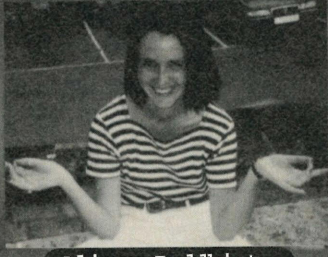
Lam-designin' dude



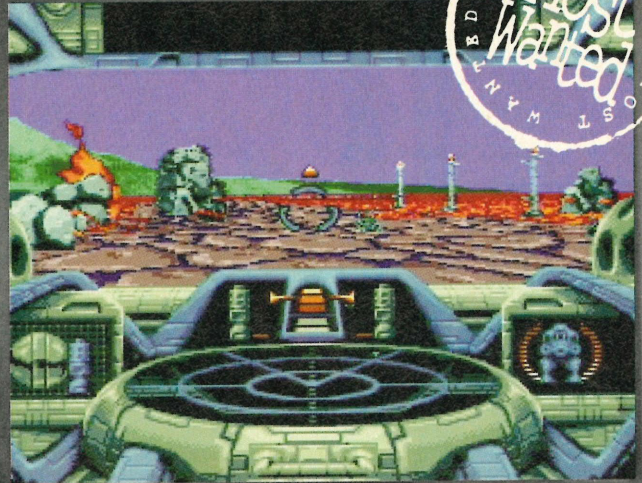
Hardball '94



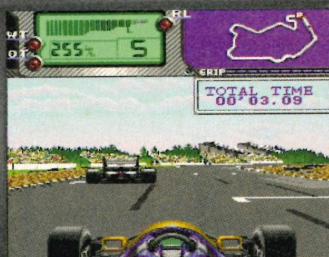
FIFA CD



Alison-Buddhist



Battlecorps



Heavenly Symphony



Danny-top man



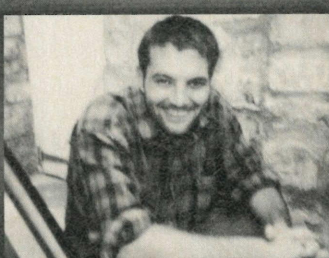
Temporary Fault



Lads



Super Streetfighter 2



Simon-beardy



Body Count



"Shut up & keep smiling!"

THE END

My only friend

Mega CD

Battle

• Mega CD • £44.99 • UK Release • Core •

Battlecorps – man and machine in perfect harmony. Very much like a toaster, a Microwave or maybe even one of those incredible hand whisks for milk shakes – maybe.



CORPS



Not only do you not seem to rust when you're underwater, but this huge boss doesn't seem to either. Hmmm, very strange.

Everybody thought that *Thunderhawk* was a bit of a whizz. It was the first game to come along which actually showed off the capabilities of the Mega CD and, whether you think the machine is a pile of old cack or not, you have to admit that it's probably been one of the best games yet.

Core are back with a game which uses the same game engine, and it's not

As you'd expect, there are loads of top explosions all over the place. Explosions when you hit something, explosions when something hits you and explosions just for the sake of them.

half bad. The Mega CD has taken a bit of flack for the quality of software that's been produced – and rightly so. There have only been a few worth buying and, considering the supposed power of the machine, there haven't been many to do it justice.

Well, that's more than enough waffle about my opinion of the Mega CD... what's the game like? It's not the sort of game you'd have to sell your parents for, but you'd probably not think twice if it was a brother, sister or household pet. In simpler terms, it's pretty good.

All the fixtures in the levels are animated. These satellite dishes rotate smoothly, in an extremely smooth kind of way.

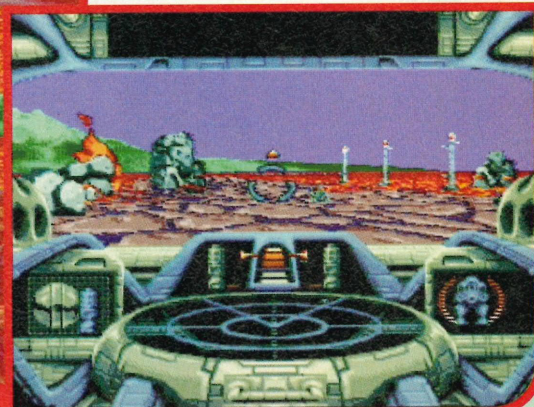


Plot? What plot? Blah, blah aliens invading peaceful mining community, blah, blah take control of mining droids to destroy everything that isn't nailed down, blah, blah, you're sent in to clean up the planet, collect the medals, snog the girlies and get your mug on the

In a rotating sort of way, here's a shot of the character select.



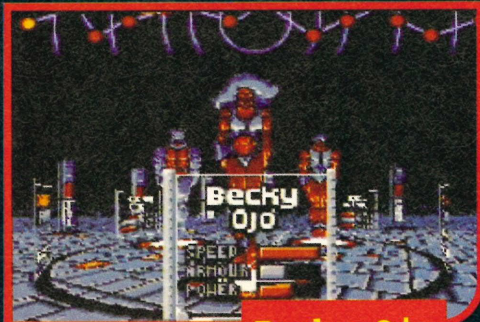
As you can well imagine, walking over the fire pits will almost certainly end in death. Not a good idea really.



Here we are, at the start of the first level. Loads of energy, weapons and confidence.

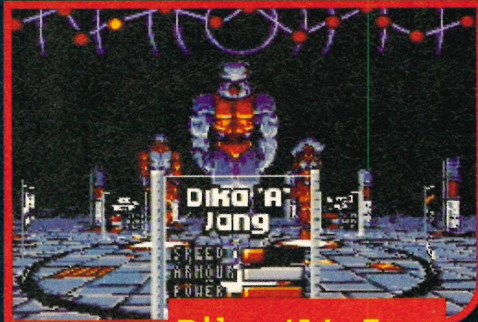
Decisions, decisions, decisions

Each of the three characters in *Battlecorps* has his or her own strengths and weaknesses. We thought it might be quite nice to explain them all in this here little box. We hope you agree...



Becky Ojo

This top lass is a bit on the weak side, but she's faster than Ryan Giggs on steroids. Not that I'm saying that such a nice, wholesome chap as Ryan would ever take drugs. Definitely not.



Dika 'A' Jang

Dika – or Herbert to his friends – is built like a certain kind of brick house, but he's very slow. Rumour has it that he's not the most intelligent being in the galaxy.



Jack Cutter

Our Jack is your all-round hero type. Strong and fast, he has a jaw that has more angles than a set square and the constitution of a herd of Buffalo.

This is level three. It doesn't look very interesting, does it? Oh dear, my shield's a bit low really.



front page of Time magazine.

You have three characters to choose from at the start of the game, and as you'd expect, each has his own plusses and minuses. Some are faster than others, and some have better armour. After

you've chosen your character, its personality is down-loaded into the 'Bipedal Attack Machine' (ahem) and you're off.

Imagine, if you will, *Thunderhawk* on the ground, with a lot of the speed taken away and a more alien-style landscape.



The mines will slowly home in on you, but they're easy to see and, fortunately, easily destroyed.

That's pretty much what *Battlecorps* is like. The 3D movement is smooth and fast, and although the graphics are blocky, it's easy to distinguish the scenery from the objects of destruction.

The game has an impressive 13 levels to battle through and it also manages to be something that seems to be pretty

While you wait for the game to load, you get a glimpse of your ship.



Please Wait....



This pixelated fellow is your boss, Lt. Galgery. The sad thing is that he thinks he's amusing. He'll give you these snide comments throughout the game.

Is that a triple mortar in your pocket, or are you just plea



Blast-em

Same as the Twin Cannon, just a lot more powerful. Being hit by one of these is equivalent to being hit by a house brick... repeatedly.



Flamer

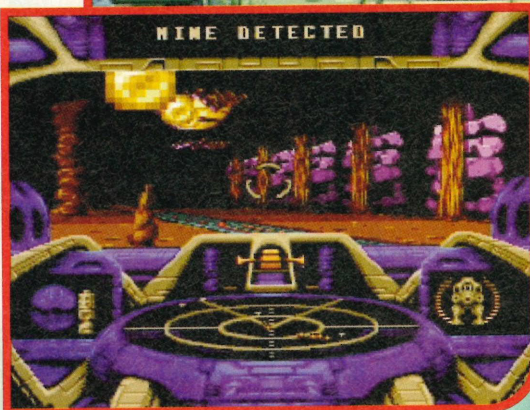
The flamer is an excellent weapon for close contact, but only has a short range. Imagine having your head thrust into a Bunsen Burner.



Homing missile

An irritating object that follows you around everywhere. Much like an ugly person who has the hots for you.

Most levels contain at least a couple of these towers. They throw out about 100 bombs a second – well, probably not that many, it just seems like that.



Not only do you have to keep an eye on the ground, there are also things hanging from the roof of the level. Tricky fellow, Johnny Alien.

what to expect. Suffice to say, it's a bit 'spaced out', but highly enjoyable and it fits into the mood of the game well.

There's loads of sampled speech, too. The Operational Controller is a guy called Lieutenant Calgary who barks out instructions to you at the start of the game through a lengthy briefing. He'll also give you helpful advice throughout the game.

It all sounds positive so far. The game looks good, everything moves around very well and it sounds gorgeous, but are there any problems? Possibly, yes. The good thing about *Thunderhawk* was that you could swoop over all the landscapes and half of the fun was doing just that. There's an amount of variety in the different levels, but maybe not enough to keep the interest up for the whole of the 13 levels.

No time for building snowmen or having a snowball fight on this level, because there's killing to be done.

Also, I found the action a bit on the slow side. I should stress here that the speed isn't meant as a fault of the game, it's just my personal preference.

Battlecorps is a well-programmed, well-designed game, and if you like a shoot-'em-up that requires a bit more thought, then this is about as good as you're going to get on the Mega CD.

SEGA POWER

There's a huge bank of fire on level eight which slowly moves towards you. Get off the island before the flames get you.



Battlecorps

- ▲ Same engine as *Thunderhawk*
- ▲ Wondrous graphics...
- ▲ ...and smooth scrolling
- ▲ Superb soundtrack
- ▼ A bit too samey

Graphics

9

Sound

9

Addiction

7

Lifespan

7

Power points

Release date August
Players 1
Levels 13
Difficulty Medium-hard
Code (0332) 297797

Final verdict

"Given the quality of the current batch of software, you'd be wise to take a look at this one."
Dean

84 Percent

sed to see me?

With all those lovely weapons at your disposal, we thought it might be quite nice to give you a quick summary of what's on offer...

45

Mortar



The mortar attack is superb for hitting enemies hidden behind large objects, such as walls, rocks or fat people.

45

Triple mortar



Imagine having three cannonballs dropped on your head from a height of 20 feet. That's possibly what being hit by a triple mortar's like.

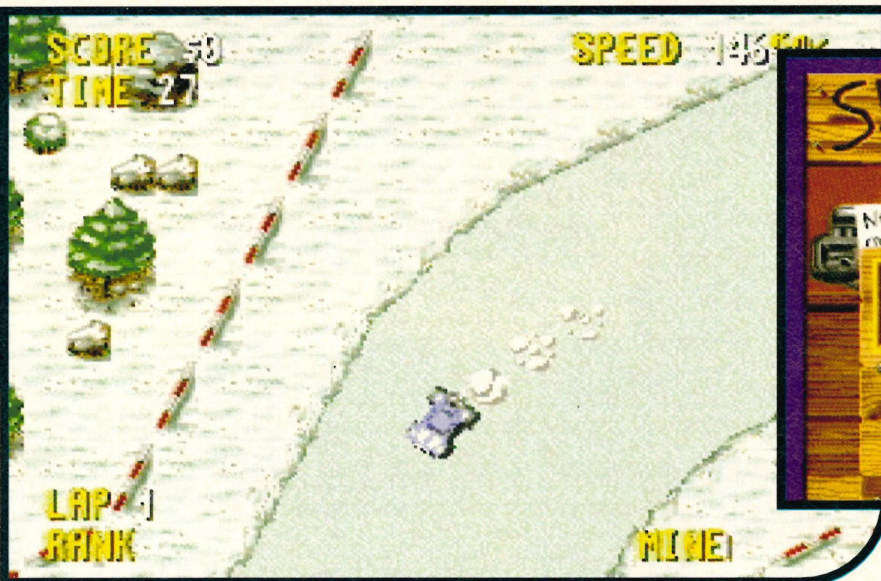
45

Twin cannon



The Twin Cannon is your bog-standard basic weapon. It's also the only one with an unlimited supply.

How to narrowly avoid being killed by a missile. Lesson 1: Make sure you're miles away from anyone else.



Ah! There's old auntie Vera in her little corner shop in Peckham. And she's ready to serve you. Hope that bleedin' parrot isn't swooping around anywhere.

- Mega Drive • £30 •
- US import • Accolade •

Lower gaseous emissions, resolve the world's petrol crisis, reduce pollution... combat cars. Or you could play Accolade's new racing game of the same name.



If you don't fancy driving on your own, you could always ask three of the other drivers to keep you company. Safety in numbers, that's what we always say here at *Sega Power*.

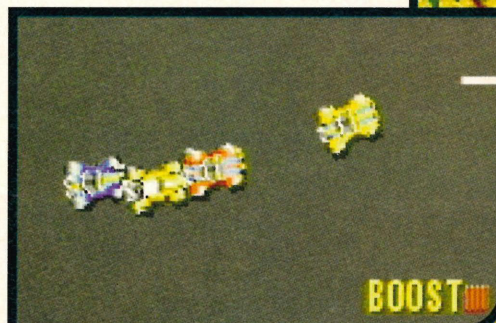


Right now would be the perfect time to release an oil slick for the combat car behind to deal with.

It is a truth universally acknowledged that *Sega Power* reviewer Danny Wallace loves overhead racers. There's just something about controlling a speedy little car around a tricky course against some tough opposition that makes for so much fun.

Micro Machines (SP 40: 82%) was a classic example of how great this type of game can be. That's why when big Andy told me about Accolade's latest cart *Combat Cars*, I was anxious to get all 12 of my incredibly agile gaming fingers on its smooth cartridge-like form.

The more gifted among you may have been able to take the subtle use of the word 'combat' in the title to work out that there is a certain amount of feuding involved in the game. The thing is, there's more to it than just the gentle nudge off the



A novel party trick, it's always fun to start a *Combat Cars* Conga...

edge of a table that we became accustomed to in *Micro Machines*. Don't expect the tender barge up the rear that drove us completely round the bend in *Double Clutch* either. No, no, no. This is *Micro Machines* with an attitude and a bit of violence.

In true Bond style, every combat car has its own special weaponry, ranging from smoke screens to homing missiles. Each of these will slow down your opponents

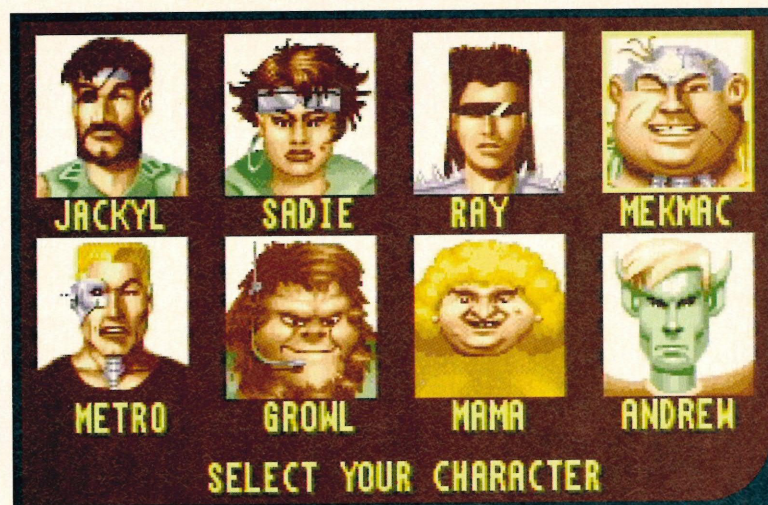


for a few seconds, during which time you can be speeding off to glory and a meeting with the nice old lady at the spare parts shop.

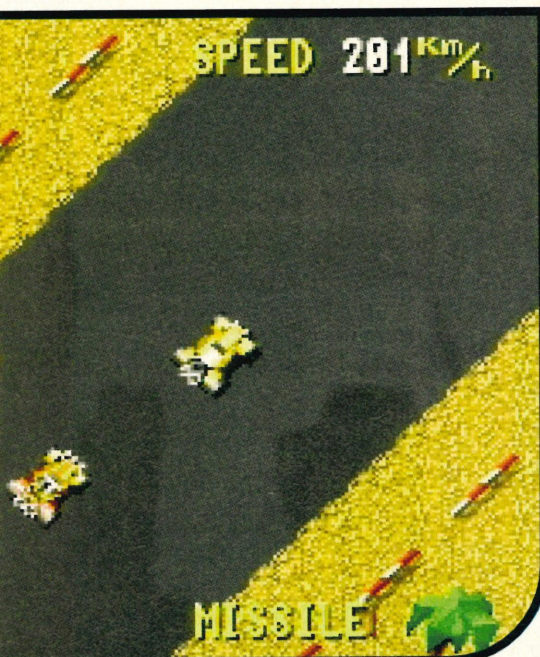
But what self-respecting racing game would go sliding down the razor blade of life without a decent two-player option? Well, not this one. Instead of going for the method which *Micro Machines* employed so

Combata

The handling on each car varies, so corners like this could pose a threat when you're not used to the feel of the wheel. If you're not prepared to take it easy, you'll just have to hope...



Choose your driver out of the eight possible characters. Andrew's the best – trust me. Jesus, look at that one called Mama. What is it? And look at that wig. Utterly ridiculous.



How to narrowly avoid being killed by a missile. Lesson 2: move out of the way as quickly as you can.



Get ready to shove a missile up your opponent's rear in split-screen mode. Remember to keep your eyes on your bit of the screen though, or you'll be off the road before you know it, and your plans will be scuppered.

battle it out against the six other racers.

Graphically, the game is pretty good, with sprightly sprites and reasonably detailed 'backdrops'. The tracks are well laid-out and varied in size and difficulty.

The sound, however, is not quite up to par. Constant annoying tyre squeals force you to turn the volume down and stick the stereo on to listen to anything else. Even Radio 5 live.

Aside from the competitive aspects of *Combat Cars*, you've even got some

decent action. There are some pretty nasty hairpin bends to tackle – although, if you're a bit of a fumbler, sometimes the only way to get past these is to close your eyes and cross your fingers. It works for me – sometimes.

Micro Machines is really the only real competitor to *Combat Cars* in technical terms, and which one you should buy depends on how you like to play. If you're going to be playing on your own, then *Combat Cars* may be the game for you. *Micro Machines*, on the other hand, has always proved itself a firm favourite for two-player competitions, so may prove a better buy.

At under £30, *Combat Cars* is pretty good value for money. A simple enough game, it has enough tracks, weapons and characters to keep you entertained for many a gaming session. Nice.

SEGA
POWER

Combat Cars

- ▲ Two-player fun
- ▲ Choice of weaponry
- ▲ Decent graphics
- ▲ Good gameplay
- ▼ Sound isn't all that hot

Graphics

6

Sound

4

Addiction

7

Lifespan

8

Power points

Release date ... Now on import
Players 1-2
Levels 24
Thanks to Dream Machines for the cart 0420 869450.

Final verdict

"Fun in one- or two-player mode, this is a simple, addictive, feel-good game that delivers the goods."

Danny

83 Percent

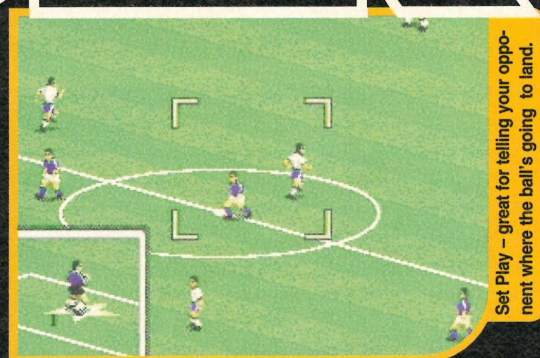
Combat Cars

FIFA INTERNATIONAL SOCCER

• Mega CD • £39.99 • UK release • EA •

In the riveting and awe-inspiring world that is video games, there are football games and there are FOOT-BALL games. Which one is FIFA International

Sudden death. Each player gets a powerful handgun and the one left standing can win the game.



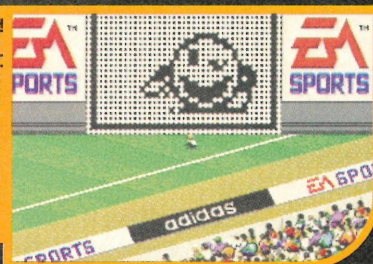
Set Play - great for telling your opponent where the ball's going to land.

Oh good, it's the stats section. The perfect section for, er, god knows what.

adidas®		
GREECE ENGLAND		
Fouls	0	0
Minutes		
Attacking	0:16	0:09
In Midfield	1:00	1:02
Defending	0:09	0:15

SEGA POWER

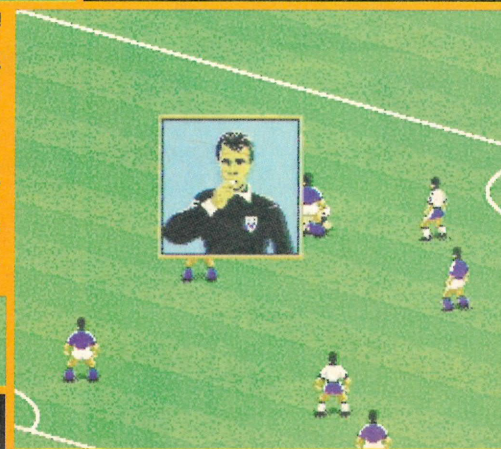
The bizarre sequences from the cart version are still in evidence.



Just look at the excellent quality of the intro sequence.



The referee pops up from time to time to throw his weight about and generally be a complete git.



You'll be pleased to hear the instant replay feature has been kept for the CD version. It would've been nice to have the option to save the best goals.

FIFA Soccer

- ▲ Superbly animated characters
- ▲ Authentic sound effects
- ▲ Excellent football simulation
- ▲ The best intro yet
- ▼ Not as playable as Sensi

Graphics

9

Sound

8

Addiction

7

Lifespan

7

Power points

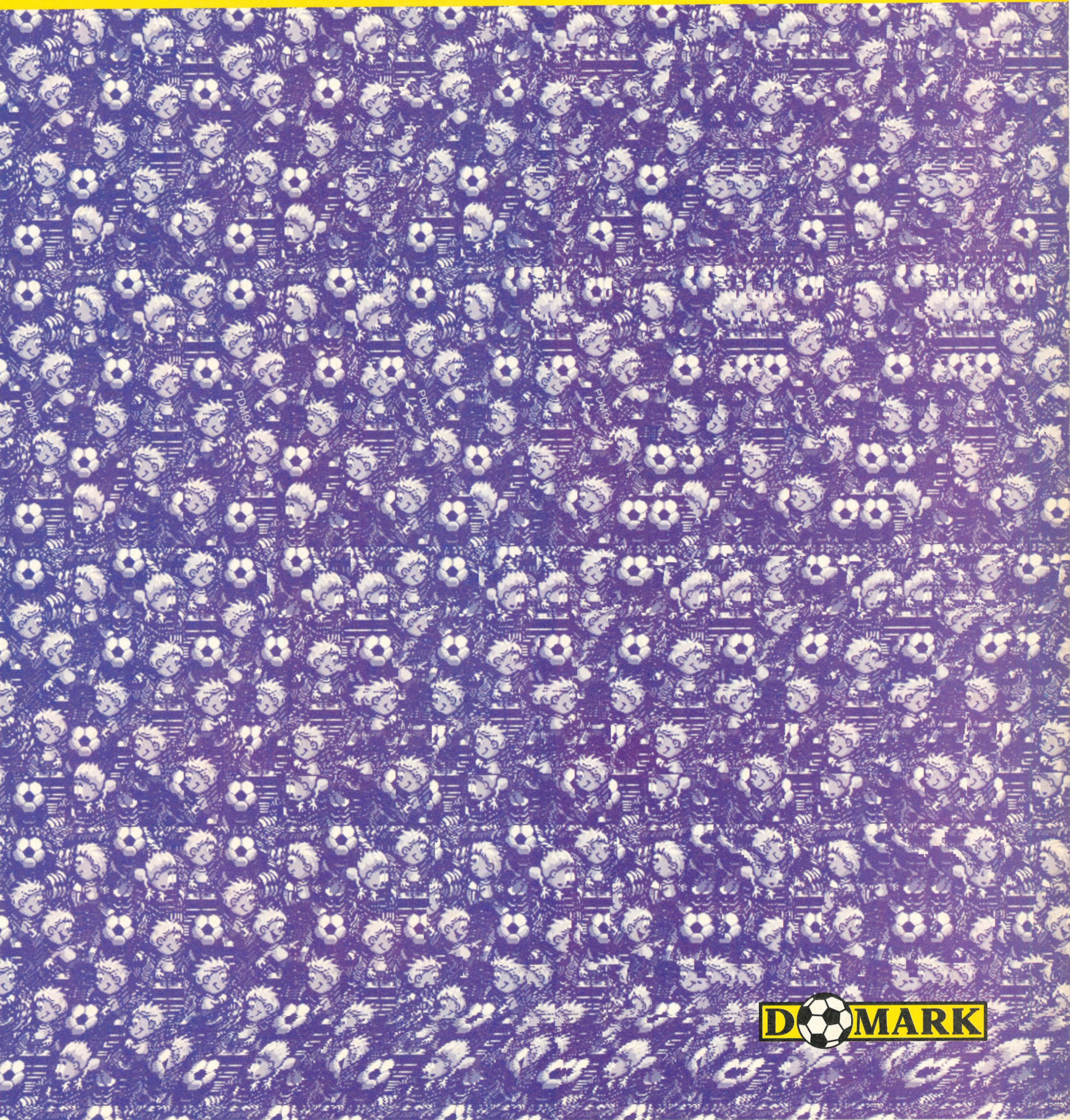
Release date August
Players 1-4
Levels N/A
Difficulty Medium
EA 0753 549442

Final verdict

"While FIFA is still the finest football sim around, I can't help thinking that Sensi is more playable."
Dean

87 Percent

CAN YOU CRACK IT ?



THIS IS A STEREOGRAM. STARE AT THE IMAGE,
DO NOT FOCUS ON IT AND EVENTUALLY ALL WILL APPEAR.

Trust Marko

If you get bored of racing, you can always go for a nice drive in the country.



Heavenly Symphony makes use of the Mega CD's sprite-scaling capabilities, but not quite as well as *Thunderhawk* did.

HEAVENLY SYMPHONY

Have races, beat foreigners and generally look hard. If you can control the car, of course.

• Mega CD • £44.95 • Sega • Jap Import •

Somewhere in downtown Tokyo, three blokes have been sitting round a table for three days and nights, in single-minded pursuit of a suitable name for a brand new Mega CD racing game. "It's gotta speak quality and excellence, while giving the buyer an idea of the type of game..." says one. "Virtua Racing?" hastens another. "Been done." "Er, *Super Monaco Grand Prix*?" tries the next. They're getting desperate. 72 hours without food or water has taken its toll on the team. "Oh sod it," says the first bloke, "let's just give it one of those stupid names..." And so, direct from Japan

Go for a pit stop and you'll be serviced by these large, blocky blocks.



comes *Heavenly Symphony* for the Mega CD.

At first, the game looks promising – a lovely intro sequence, full of cars whizzing hither and thither, combined with a decent thumping rock track sets the scene well. The presentation overall,

in fact, is commendable. But, as someone once said, "All that glitters doth not a decent racer make." And how right they were.

SEGA POWER

And we're off to Silverstone! Wonder if Murray will be over-excited as usual.



One of the main roadside obstacles on the first level are the cows. Yep, those large animals indigenous to large scary race tracks.



This screen enables you to tweak at your car, and design it to suit your gameplaying style – which is fine if you're crap.



Heavenly Symphony

- ▲ Lovely presentation
- ▲ Decent graphics, but...
- ▼ A fair face may be a foul bar
- ▼ A hog in armour is but a hog...
- ▼ and other relevant proverbs

Graphics

7

Sound

6

Addiction

4

Lifespan

4

Power points

Release date Now on import
Players 1
Levels 16 rounds
Thanks to Dream Machines for lending the cart 0429 869459.

Final verdict

"This just doesn't make the grade where gameplay is concerned."
Danny

51 Percent

MARKO's MAGIC!



- OVER 13 LEVELS OF ARCADE ACTION
- SECRET BONUS LEVELS
- FANTASTIC SPECIAL EFFECTS
- STUNNING BACKGROUND GRAPHICS

D-MARK

SEGA
MEGA DRIVE

SEGA
GAME GEAR

Welcome to the world of Marko, a world of cartoon madness. Experience the addictive blend of football skills and platform action that combine to make a superb gameplaying experience. Add the most incredible graphics ever to be seen and the result is **Marko's Magic Football**.

It's just like playing a cartoon

Fatal Fury

• Mega Drive • £44.99 •
• October • Takara •



Well, basically, the lad's gone in there and he's delivered the chat-up line and... he's punched the girl, and she's collapsed to her knees, and... this caption isn't particularly funny.

We couldn't be arsed to review this, so we went down the local Bingo hall with a bribe of barley sugars and convinced Mildred to do it.

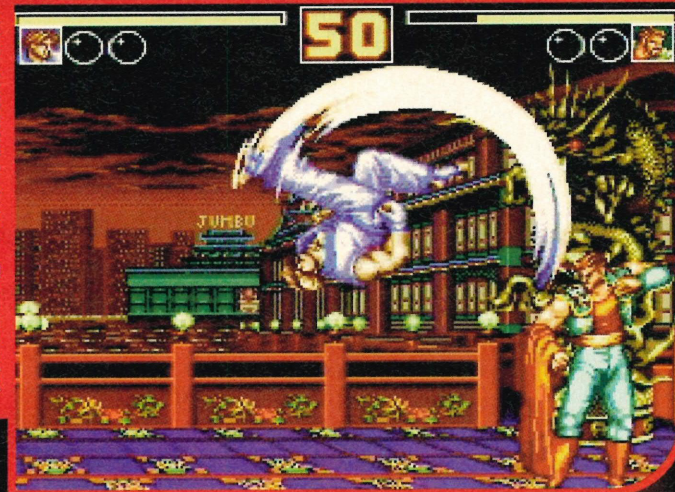
I was only saying to my husband, Alf, just the other day... it was a Wednesday. No, I tell a lie. A Thursday. Alf, I says, young people today are just so violent – and it's no wonder, what with boxing being popular,

"Over 'ere, son! On me 'ead!" That er, that thing looks a bit like... a... ball, you see? And, like, it's a bit... funny. Ahem.



Quick caption competition... Win Dean's beard trimmings! What universally famous piece of classical music are this orchestra playing?

"Hit 'im! HIT 'im!" Andy here... There was a lad in my class who used to wet the bed – but he had an electric blanket, right? Ha, ha, ha...

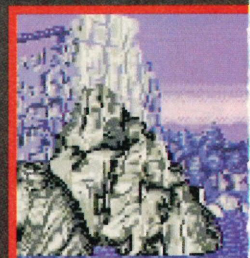


ters, and cost around £200! Daylight robbery. In my day, you had a whip 'n' top, one piece of thin-lined writing paper (no pen) and a bag of the cat's furballs for marbles – if you were lucky. Anyway, the Mega Drive conversion lets you control 12 characters (including the four 'bosses') and – I'll be honest – I haven't had so much fun since old Mrs. Wilson went deaf at that satanic ritual.

Hang on, I'll just get my reading glasses and have a look at the manual... "Supports six or three-button joystick. Three speed settings. Two planes of fighting. Story, survival and versus modes. At least four special moves per

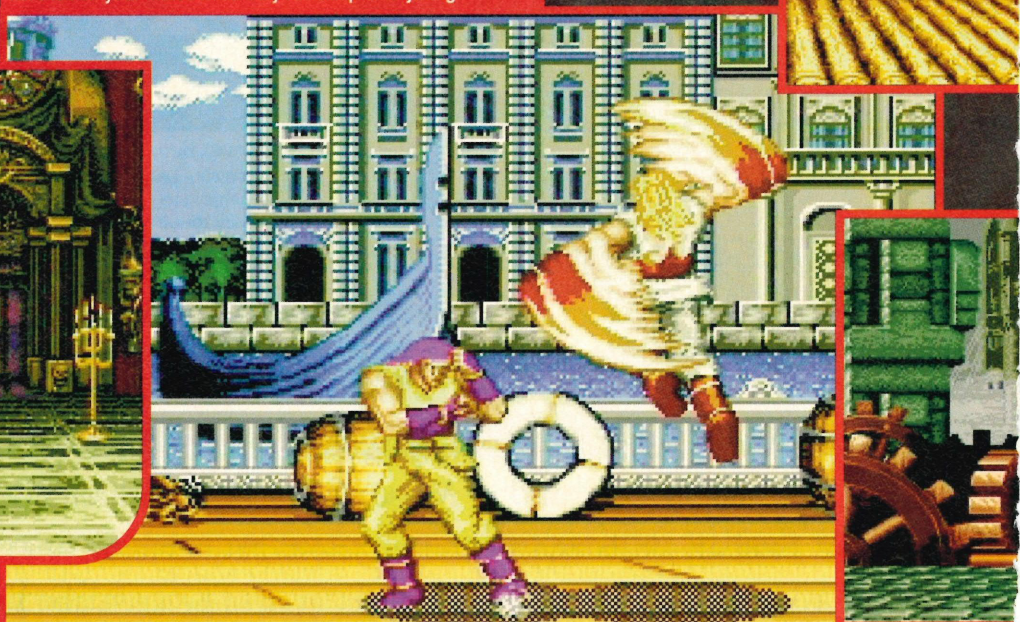
character." Now, I've played that other one – Streetbattle 3 or something – and, I have to say, *Fatal Fury 2* just isn't quite so good. Top quality fighting design, collision detection and combo potential, but lacking that essential Ryu/Ken kudos – if you will.

The best character? I reckon it's Jubei Yamada. 72 years of age – and still brimming with as much spunk as a 20 year-old. He can do a 'special move' on me any time, I can tell you!



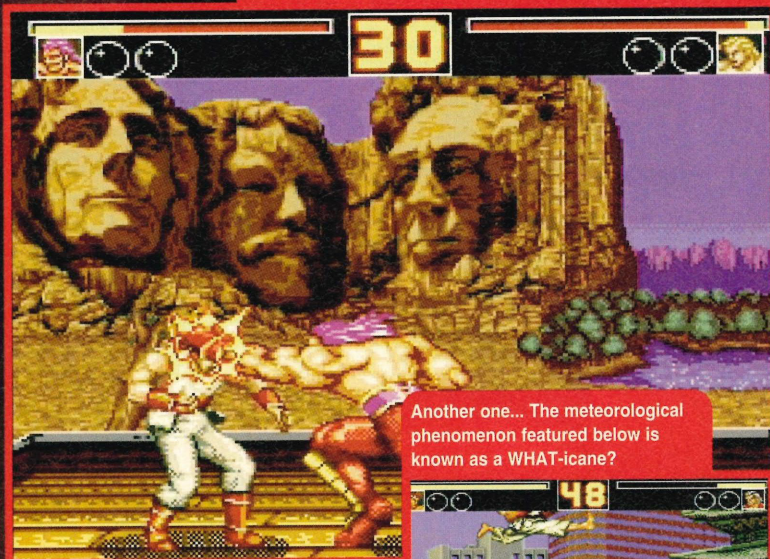
SEGA POWER

Look, under no circumstances try that bed-wetting/electric blanket trick on your mates while they're asleep or anything.



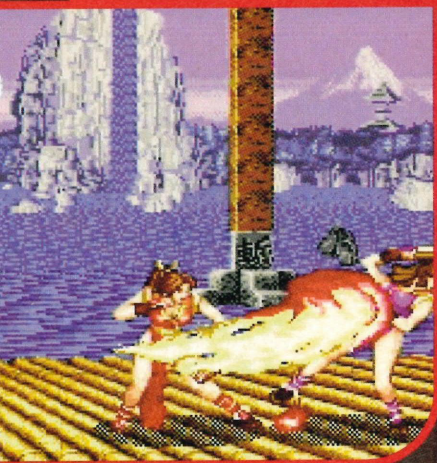
TV 2

This IS Education! Name the three US presidents featured here. And what's the name of the mountain? Tough, huh?



Another one... The meteorological phenomenon featured below is known as a WHAT-icane?

And, unfortunately, another... What's the name of Robbie Coltrane's character in the very funny movie, The Pope Must Die?



And finally... A few teasers... What happens when you die, is there a God and, if so, what's his telephone number?



Fatal Fury 2

- ▲ Slick, classy action
- ▲ Loads of characters/options
- ▲ Secret death moves – whoah!
- ▲ Refreshingly silly attitude
- ▼ Not as good as *Streetfighter 2*

Graphics

9

Sound

8

Addiction

7

Lifespan

7

Power points

Release date Out now
Players 1 or 2
Levels 12 backgrounds
Thanks to Dream Machines for the cart. 0429 869 459.

Final verdict

"Although it couldn't have SF2 in a fight, it could bravely slap it in the nose outside a club... er, dearie."
Mildred

83 Percent

Serious SOCCER REVIEWS

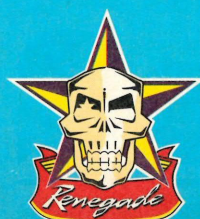
Super Gamer Issue 3.
Review of World Cup Striker.
'Doesn't live up to the standards set by Sensible Soccer.'

Super Gamer Issue 4.
Review of World Cup USA '94.
'This is not as good as Sensible.'

Gamesmaster Issue 9.
Review of Super Formation Soccer 2.
'My advice - wait for Sensible Soccer.'

CVG Dec. 1993.
Review of FIFA Soccer.
'You'd be hard pushed to out do Sensi when it comes to options.'

Super Action April 1994.
Review of Virtual Soccer.
'It doesn't match the gameplay of Sensible Soccer'.



Sensible SOFTWARE



Hardball

- Mega Drive • £44.95 •
- UK Release • Accolade •

It's realism ahoy in the latest Hardball, but is it all smiles in the land of battery-backed up baseball?

What a happenin' perspective. Here's the view from the pitcher's base. The players are large, but the animation isn't special.



The batter always appears to be a bloke with endless patience.

You know what it's like. You wait ages for a reasonable baseball sim to come along, then two arrive at the same time. And similarly to the updated version of *R.B.I.*, *HardBall '94* is brimming, nay, overflowing with all manner of uncannily 'real' elements, like 700 MLBPA players with on-screen baseball cards, 28 authentically rendered ball-

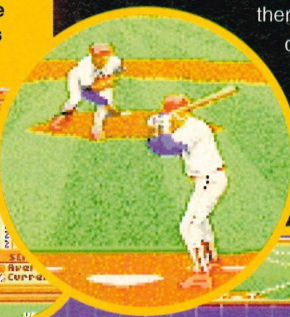
parks and the new 1994 League/Division Re-Alignment. Phew!

All these wondrous statistics, and the numerous ways they can be arranged and instantly forgotten, don't add anything to the overall game though. Whereas in some yearly releases they have helped preserve the game's life (a certain American footy-sim springs to mind), here they just appear a hindrance.

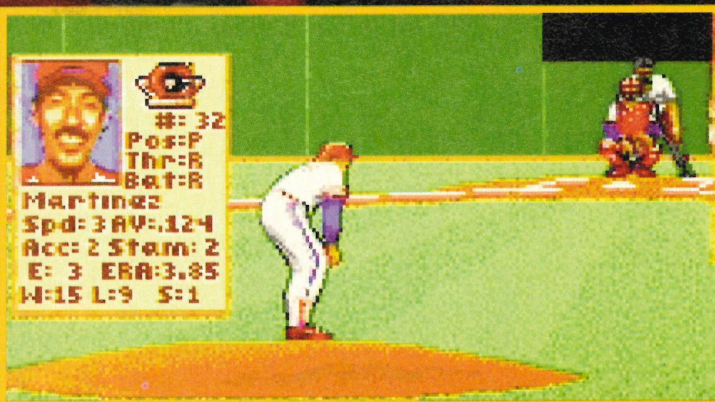
Aah, the gameplay. What little there is of it has been diluted by ineffective batting control. Trying to hit the ball is as frustrating as ever, even utilizing both the

Yet another of those sumptuous, statistic-filled menu screens. This one indicates the league leaders and is such a delight to read through.

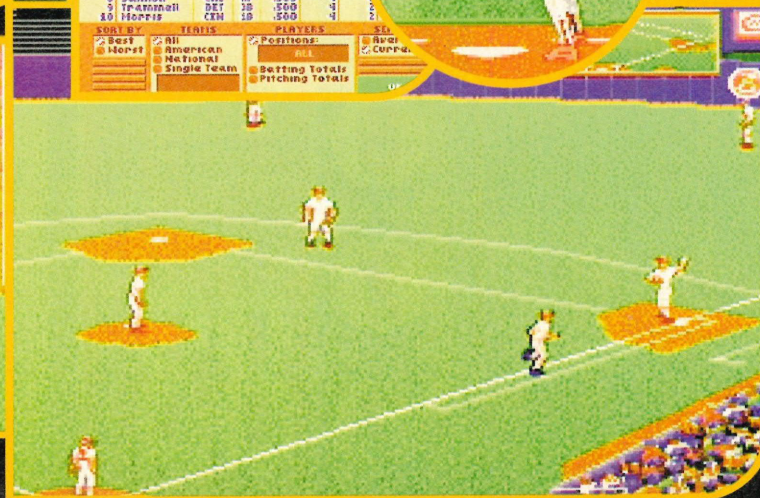
League Leaders					
Rank	Player	Team	Pos	AVG	AB
1	Hendon	SDS	OF	.400	100
2	Jarvis	SL	IF	.350	100
3	Johnson	DET	IF	.350	100
4	Oliver	SL	IF	.350	100
5	Turner	CAL	C	.350	100
6	Freeman	DET	SS	.350	100
7	Oliver	CAL	SS	.350	100
8	Salmon	CAL	IF	.350	100
9	Trammell	DET	IF	.350	100
10	Morris	DET	IF	.350	100



'X' marks the spot for the fielders. It's a good idea to switch off the computer-control, otherwise catches come too frequently.



Aah, baseball is such a friendly, cheery sort of game. By the looks of their cheesy grins, Martinez and Henderson clearly don't have a care in the world.



And e's out! You just weren't quick enough were you? Eh? Eh? Better luck next time.

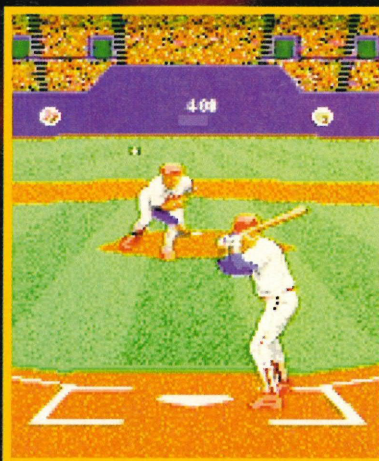
1994



These on-screen menus allow you to choose the style of batting or pitching.

pitcher's and the batter's perspective. As in *Hardball 3*, you can't move your boys around on their bases, so it's basically decide on a play and stick to it.

The chilli-dog-tastic atmosphere gives *Hardball '94* a certain charm though, especially as the pitch is visible in all its gorgeous squarishness (which also helps when deciding where to place shots). For all its faults, *Hardball '94* could still hold your attention. For a couple of hours. If you were really bored.



It's still very difficult to hit that small, white, speeding dot of a ball, even looking over the batter's shoulder.

The ubiquitous baseball-sim batting practice. You'll need it. Lots of it. Santiago seems pleased he's got the chance.

Hardball 94

- ▲ Good view of the playing area
- ▲ A relatively decent baseball—
- ▲ ...just a relatively poor game
- ▼ With some poor animation
- ▼ And irritating music

Graphics

7

Sound

4

Addiction

6

Lifespan

6

Power points

Release date July
Players 1 or 2
Ballparks 28
Difficulty Medium
Accolade 081 788 0200

Final verdict

"Um, it's baseball, so it won't have a wide-reaching appeal, but it's still a bit awful."
Alison

68 Percent

Sensible SOCCER RE-VIEWED

SNES Force

'SENSIBLE SOCCER is the best game on the SNES by a long way' - 94%

Superplay

'Sensible Soccer is the greatest' - 91%

MEGA

'Absolutely superb to play, fantastically presented and one of the most professional pieces of software ever' - 94%

MEGA MACHINES

'If I could only take one game to a desert island, it'd be this one' - 97%

SEGA POWER

'Sensible Soccer has always been a much more playable game than FIFA, and this CD version just makes it all the better' - 94%

SEGA MEGA DRIVE ADVANCED GAMING - 96%

Mega Tech - 96%

Games Master - 94%

Mega Drive and SNES Limited Edition World Cup '94 Version Includes:

- ★ Fully recreates the 1994 World Cup Competition
- ★ Fully accurate team and player information and all relevant competition group data
- ★ Insert teams that failed to qualify and play out your own fantasy "what if" scenarios
- ★ Authentic first and second team strips
- ★ All the award-winning, best-selling gameplay of the original...AND MORE!

Mega CD Version Includes:

- ★ Enhanced intro utilises full capabilities of the Mega CD. Its 60 seconds long with a CD quality soundtrack, and features TV style graphics and a fully rendered stadium
- ★ Over 100 in-game sound effects re-recorded in CD quality sound, including crowd samples that react to the action on-screen

AVAILABLE ON

Mega Drive

July 15th

Mega CD

TBA

SNES

July 1st

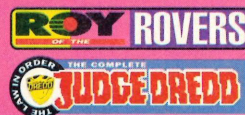


Sensible
SOFTWARE



Special Offer

Get a **free** 3 month subscription to any of these three great magazines,



when you purchase any of the special promotional packs of Sensible Soccer.

Offer ends 31st December 1994.

NOT BAD!



NOT BAD, EH?



NOT BLOODY BAD, EH?



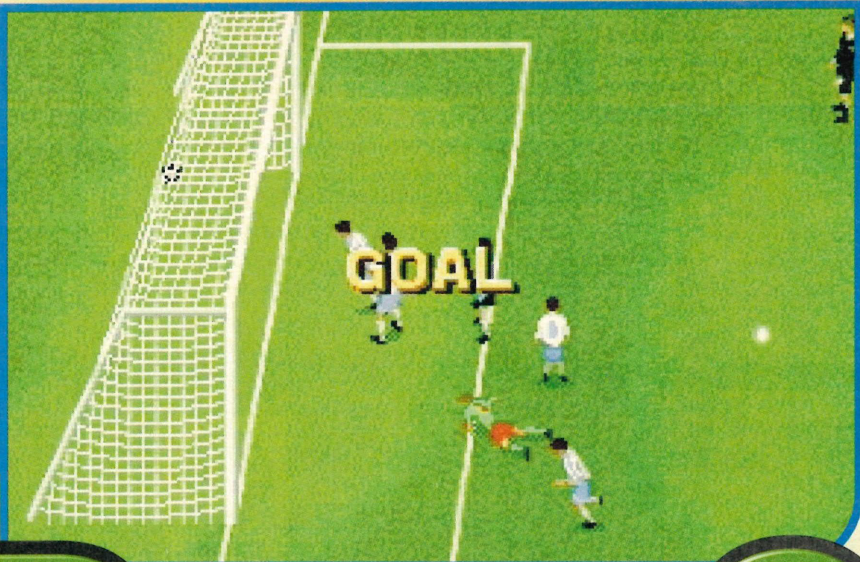
SUPER STREET FIGHTER 2: SIX-PAGE SPECIAL

PLUS: Exclusive *Mighty Max* work in progress, *Micro Machines 2*, *Psycho Pinball*, *World Cup USA '94*, *Dragon*, *Flashback CD*, *Second Samurai*, *Flink*, *Sub Terrania* solution, an obscene amount of tips and a look at the future of home videogaming. Not, as it were, bad!

MEGA ISSUE 22 ON SALE NOW



Did you see that? Eat-my-goatoooooooo!!!!!!



Italy can beat anybody on the day, but they can also lose against anybody on the day.



Ryan Giggs

- Mega Drive • £39.99 •
- UK Release • Acclaim •

Good evening. I'm Alan Partridge. And THIS is sports desk. But first, here's Ryan Giggs. So, JOIN ME...

Ryan Giggs really has got football-game pie all over his shirt.



You find me in front of the Mega Drive as my finger searches out the 'on' button. And there it is. Ryan Giggs appearing on the scene like an actor appearing to an empty stage. So lean and tanned. His hairy legs and that

enigmatic smile. I wonder what he's thinking. I'd love to be a fly on his shorts.

And so, on with the game. Great to see that kids can enjoy such technological wizardry. I watched Rob and Danny as they played. But, did they like it?

Their answer was simple. In a word, 'they hated it'. Goals were too easy to come by. Within a couple of minutes they had scored eight goals in a two minute period. Really this is a sad day for football. *Ryan Giggs World Class Soccer* literally hangs over the heads of footballing Mega Drive owners, like a big grey duvet. Ryan Giggs is one of the all-time great footballers of all-time, but

Ryan Giggs really is a unique player and in this game there are twenty two of them. Interesting also to see Great Britain represented, as well as Wales and Scotland.

Unfortunately this is just another example of a software company soaking a market until it's dry. I'm Alan Partridge and THAT... was my review.

SEGA POWER



Brazil losing, but even when you're dead you shouldn't lie down and let yourself be buried. Options? There are a few, but then again, too few to mention, I'd say.

Without wanting to pick out individual faults, the goalkeeping is particularly poor.

Ryan Giggs

- ▲ The boy Giggs
- ▼ Too few options
- ▼ Terrible gameplay
- ▼ Too easy to score
- ▼ Badly presented

Graphics

7

Sound

3

Addiction

3

Lifespan

2

Power points

Release date Out now
Players 1-2
Levels 5
Difficulty Easy
Acclaim (071) 3445000

Final verdict

"We were promised results, but there is only one word to describe this - 29 percent."

Danny & Rob

29 Percent

Ecco

The Dolphin

• Master System • £29.99 • UK release • Sega •

A wonderful thing to have for your Master System, or, after so long, is it time to send Ecco to the tuna cannery?

You can ask Oras for advice – it's usually cryptic and confusing. Like we said, you can ask.



ming about in small tins of brine. The thing is though, Sega have pulled off rather an impressive conversion with this.

The sprite animation is, for the Master System, completely wonderful and, although the soundtrack's

inevitably suffered (well, been mangled to be honest), the gameplay's been left intact. And that is most important. Even after nearly a year and a half, Ecco still

seems one of the most original Sega games of all time. The dolphin still swims majestically through undersea caverns searching for clues, still receives cryptic messages from crystals, still runs out of air at critical moments, still manoeuvres like a Trident sub, and carks it just when you're reaching the next level.

It's huge, frustrating and compelling, but you knew all that already. It's just now 8-Bit owners get a chance at it too. Hold the mayo.

SEGA POWER

Some games get pensioned off after a couple of months. The cutting edge of gametechnology one minute, a dodgy collection of pixels the next. From top seller to bargain bin in an obscenely short space of time.

Ecco though, bless his little pointy snout, is a bit different. Reducing him down to a conveniently bite-sized 8-Bit could have been the final nail in his coffin. Could have been the drift net that consigned his swimming about in the ocean days to swim-

I dunno. Look at all the crap you get floating about in the ocean these days.



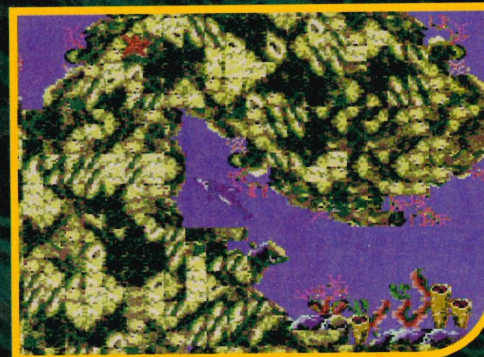
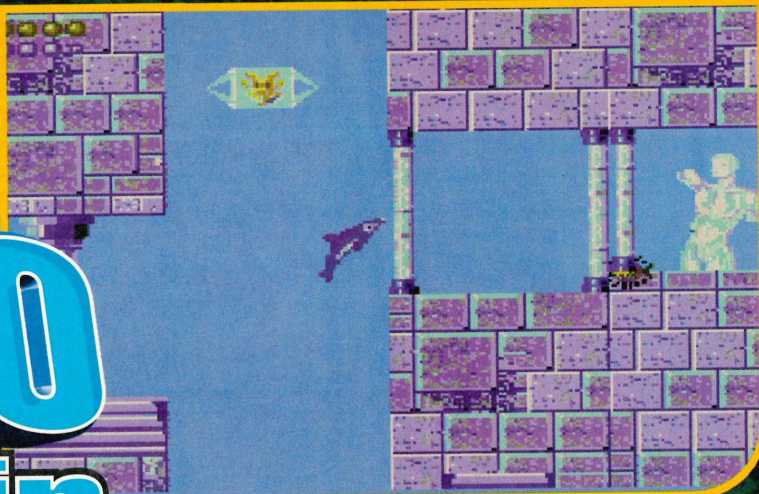
The start of Dan Air. Dan is, of course, the name of the pteranodon.



Some crystals give you naïf advice, others block your way and give you naïf advice.

Being a feisty kind of dolphin, you can smack things out of the way with your snout. Passive, you're not.

Michelangelo's David without any arms. The David de Milo perhaps?



Dolphins are intelligent and would never get caught in driftnets.

Ecco is a Norwegian Blue which means he's probably pining for a fjord.



Ecco the Dolphin

- ▲ Excellent 8-bit animation
- ▲ Vast gaming area
- ▲ Superbly original
- ▲ Environmentally friendly
- ▼ Lithuanian techno music

Graphics

9

Sound

5

Addiction

9

Lifespan

8

Power points

Release date October
Players 1
Levels Loads
Difficulty Medium
Sega (071) 3733000

Final verdict

"A game that's still impressive after all this time and a juicy conversion to boot."

Andy S.

86 Percent

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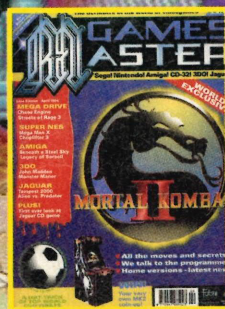
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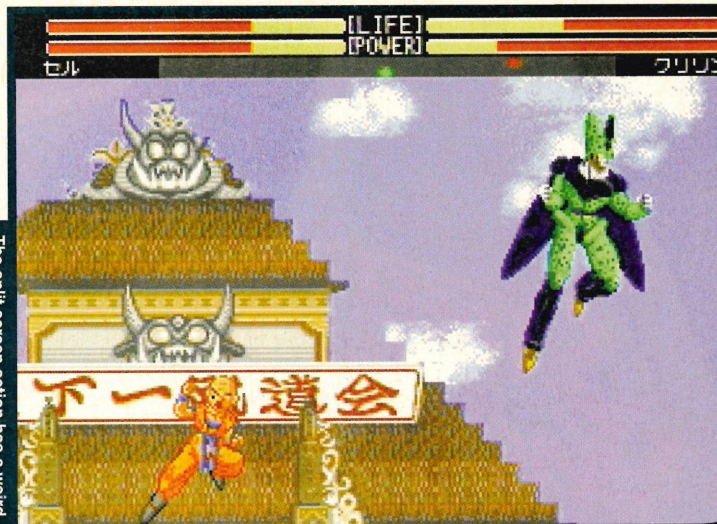
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DRAGON

BALL

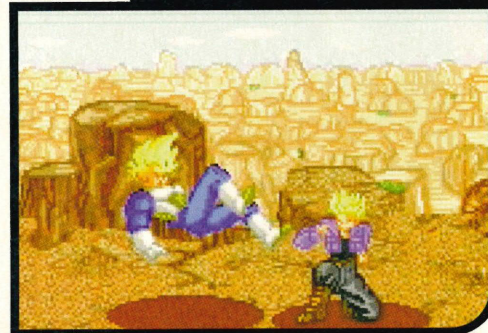
Z

The split-screen action has a weird jagged edge that can rotate all the way round the screen. Like so.



Another weird thing about the game is that the light comes from directly overhead. This means that all the characters constantly cast oval shadows.

Some of the backdrops appear quite alien, even though the DBZ saga is set here on earth. And that's weird too.



- Mega Drive • £55 •
- Jap import • Bandai •

Mange: A nasty affliction common among cats and dogs.
Mangabey: a large agile monkey from central Africa.
Manga: the rather tasty graphics in Dragon Ball Z.

Spurious as you like. That's the only description that I can come up with for the storyline of *Dragon Ball Z*. You see, there are these dragon balls, heh heh, and there are seven of them, and, if you manage to get them all, then you become all-powerful. Or at least

envied by lots of different types of being. Dragon balls having that kind of middle-class keeping-up-with-the-Jones' collectability, I suppose.

To get hold of the balls (snigger) you have to make it your life's work to beat the living daylights out of a whole host of men, women and children.

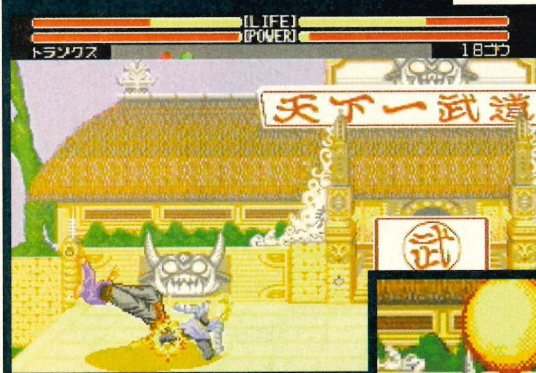
The game's distinctive manga style looks lovely and all the characters and backdrops are stunning, but then they would be, being the work of the foremost manga artist in Japan. The storyline is also a long-runner with the cartoon series over

in Japan now consisting of well over 200 comics.

The game has a great split-screen as you can fight in mid-air and zoom around in the sky a bit. However, the sprites don't flow with the action and the control system is a little ropy. If you're a manga nut then this might be right up your street but you'll have to be a fan to sacrifice so much gameplay for gorgeous graphics.

SEGA
POWER

The sliding tackle is one of the easiest moves to learn, and you can win a fight by constantly performing it. That isn't weird though, just tedious.



The DBZ posse in full effect and 'in' that bloke's face. Again this isn't so much weird as merely informative.



Truly this is weird. I've been working up to this. Could you tell? Some of the special moves are so ear-bleedingly bonkers that, as your character explodes, instead of gasping, you curl into a ball and giggle a lot.

Dragon Ball Z

- ▲ Some good in-game graphics
- ▲ Collectability of manga games
- ▼ It's all in Japanese, isn't it?
- ▼ The gameplay is, er, missing
- ▼ Too specialist for everyone

Graphics

8

Sound

6

Addiction

5

Lifespan

6

Power points

Release date ... Out now / Import
 Players ... 1-2
 Difficulty ... Tough
 Thanks to Video Games Centre for the cart. (0202) 527314

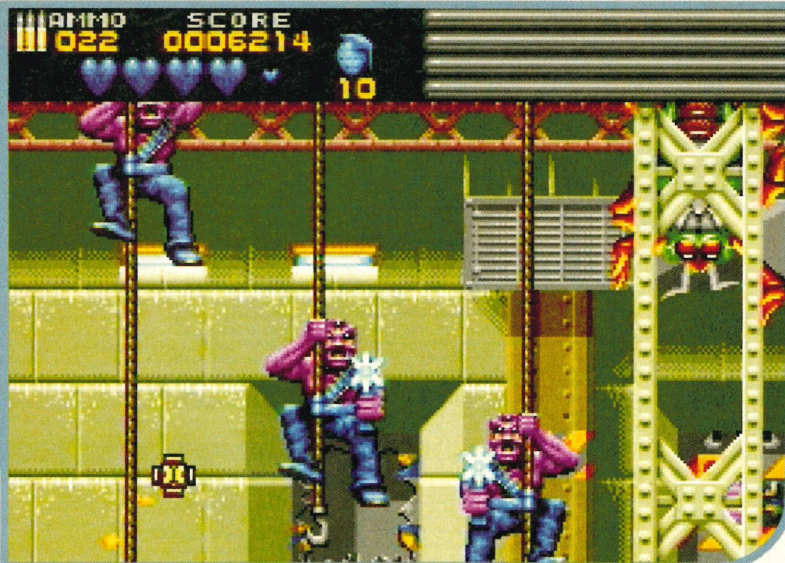
Final verdict

"As lush as Liz Hurley in anything transparent. But plays like a donkey with limited spacial awareness."

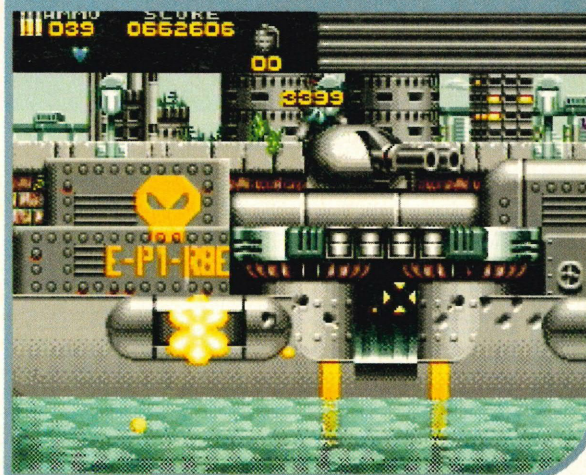
Simon

64 Percent

This shot's from the first level, and a right easy one it is too. There are plenty of objects to collect, but nothing of any interest to kill. Sorry, did I say kill? I meant to say a collision between two sprites causing the program to jump to a sub-routine. No killing here. Oh no.



What kind of armament do you have exactly? I mean, there's this huge boat with cannons that look at least a foot in diameter and it's hardly taking any of your energy away.



BODY COUNT

- Mega Drive • £TBA •
- October • Sega •

Remember the Menacer? Probably not, but Sega are hoping there's still a few people with good memories as they give us

That row of objects are all pick-'em-ups. Not in the chicken variety, but more like a certain-death variety.

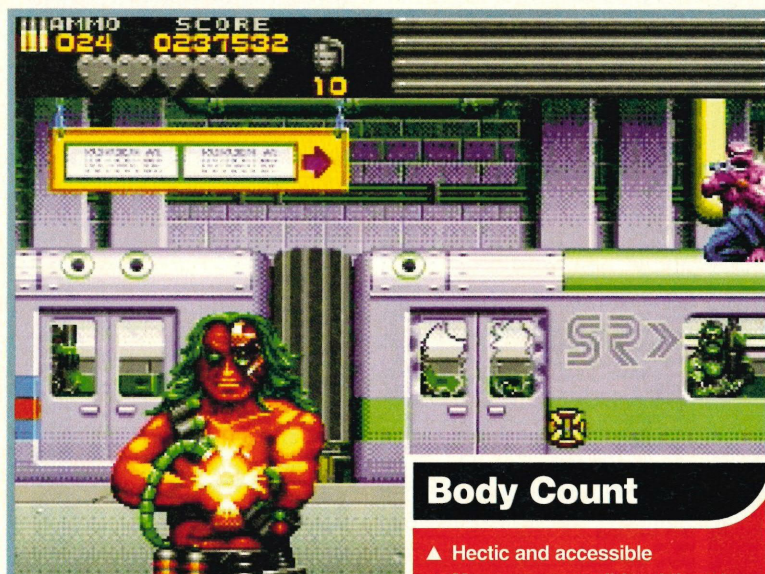


Body Count is a cute, platform game where our ever-so-fluffy and cute hero goes around the country counting all his fluffy friends – hence the title. Oh, who am I trying to kid? *Body Count* involves blowing up as many

aliens as possible, without getting hit yourself. It's as simple as that.

The game is short, fairly easy and moderately fun in the two-player mode. It's also compatible with the Menacer gun, but who owns one of those? If you've ever played *Terminator 2 – The Arcade Game* or *Lethal Enforcers*, then you've played this – and *Body Count* isn't as playable or enjoyable as either.

For those people who've had their ears blocked with cream cheese and their eyes covered with a piece of cloth, this game falls into the move-the-target-around-and-shoot-things category. It's an average example of one of those, too.



You could say that this guy isn't exactly pleased. If you're not sure, though, give 'im a bomb in his stomach and then he'll definitely be peeved. Dead too.

If you happen to covet the Menacer Gun with a vengeance, then you might find this interesting for a few days. But I feel you'd be much happier with *Lethal Enforcers*.

SEGA POWER

Body Count

- ▲ Hectic and accessible
- ▲ Menacer compatible – blimey!
- ▼ Not as good as *Lethal Enforcers*
- ▼ Repetitive
- ▼ Repetitive

Graphics

7

Sound

7

Addiction

5

Lifespan

4

Power points

Release date July
Players 1-2
Levels 5
Difficulty Easy
Virgin (071) 373 3000

Final verdict

"A *Terminator 2* / *Lethal Enforcers* clone that's certainly not worth buying a Menacer for."
Dean

63 Percent



Ah, the joys of punting up the river in June. Pimps and Lemonade, boats and huge aliens with heavy armament. I don't remember Oxford being like this.



This screen appears inbetween each level. It may look helpful, but I couldn't make any sense of it.

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Guest tipster of the month

Is there no end to the list of stars gagging to get in on the act? This month, *Sega Power* has secured the services of one 'Will'. Yes – one-time star of the Generation Game conveyor belt, he's now over in California with a regular slot on Boobw – erm – Baywatch, as the blonde girl's washing machine. This month though, he's soaked, rinsed and spun your Sega gaming stains. And, guess what, they've all come out in the wash. Or something...

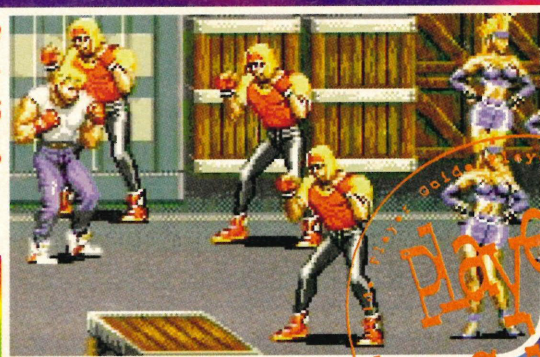
Aladdin	73
Dracula	71
Ecco the Dolphin	70
Eternal Champions	73
F-15 Strike Eagle 2	71
LHX Attack Chopper	71
Master of Darkness	73
Marko's Magic Football ...	73
Mean Bean Machine	78
Mick & Mack	71
Micro Machines	72

Power

Kick the knees off those games!

TIPS

Streets of Rage 3
It's... a bit like Streets of Rage 2, but we show you how to play it anyway...



Players Guide



Dr. Robotnik's Mean Bean Machine

Top friend-making tip - those new Mario pasta shapes – less anti-social than beans.



The Incredible Hulk

"Don't make me angry. Don't condescend me, man. I'll... kill ya, man." Etc...

Mortal Kombat	73
Prince of Persia	72
Road Runner	73
Shining Force	70
Sonic 3	70/72
Street Fighter 2	71
Streets of Rage 3	74
The Incredible Hulk	82
Toejam and Earl 2	73
Virtua Racing	71/73



Even if you're a fan of *Baywatch*, you'd be forgiven for not having noticed me before. I'm Will – the blonde one's washing machine. OK, so I may be one of the better actors in the series, but it's easy to miss me, as there are quite a few well stacked twin tubs to compete with, if you know what I mean. You might think it's a barrel of laughs living with the blonde bird, gargling on her knickers all day. And frankly it is. I don't get out as much as I used to, and tend to spend hours playing my favourite Sega games. I've decided to come clean though and share the special treatment cycle on all those stubborn Sega stains. Let's take a spin...



Having problems on the Carnival Knight zone? Can't work out how to get past the bouncing barrel? Well, read on and learn the trick.

share my games with my brother, but he's really mad with me because he can only get to the second level. As a result, he won't give me his half of the money for the game.

Have you got any tips or passwords to get us onto the higher levels? Please help us.

Mark Wiltshire, Canvey Island

Sonic 3

Mega Drive

I'm having a few problems with *Sonic 3* on the Mega Drive. I can't seem to get past Carnival Knight Zone. I've passed the part where Knuckles jumps on the switch, and have headed along the path which leads from the second switch to the room that closes itself off. The only way out I can see is under the bouncy barrel. The trouble is, I can't get under it before my time runs out. Please help.

PS I've seen a level select for the Game Genie, but I haven't got one. Is there another way to get a level select? Like the ones in the other *Sonic* games.

Stephen Craig, Walworth

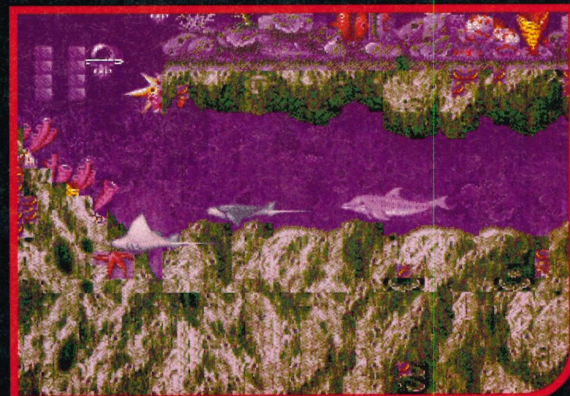
Will: You'll find the level select and a few other cheaty things over the page, but if you want to get through on your own merit (I don't give a sud for that morality business myself), then here's how you get past that troublesome tub. Stand on top of the barrel, then press Up as it ascends and Down as it descends. Make sure you time your presses to match the barrel's movement. Keep it up for a while, and the barrel will eventually move out of the way, enabling you to jump through the exit.

Ecco the Dolphin

Game Gear

I was wondering if you could help me. You see, I bought *Ecco The Dolphin* for my Game Gear a few weeks ago. The trouble is, I

Little known facts of our time – codes for *Ecco* on the Game Gear can prevent acts of fratricide.



Power TIPS Q & A

Shining Force

Mega Drive

In the manual for *Shining Force* it mentions a samurai character. Where is he? Also, during chapter one you meet a chipmunk thing east of the first battle. How do you recruit him? I've tried every-

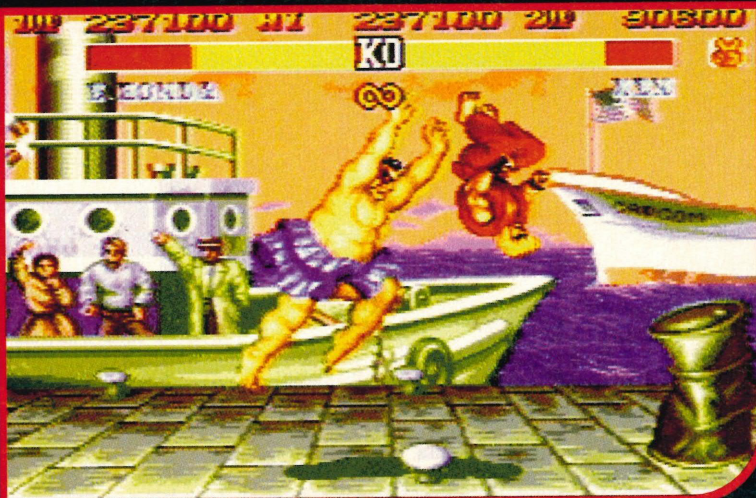
thing, but he just says that he's been expecting me.

Mark Gregg, Carlow

Will: *Shining Force*, eh? Sounds like a biological powder I used to know, but that's hardly relevant here, is it? To recruit the samurai, you need to reach the town of Prompt. Then, if you wander around, you should find a sign between two doorways. It will reveal the location of the samurai. The chipmunk thing can be recruited in chapter one, if – just before you search the dragon's head – you wander around to the right (round the castle's pools) you'll find the chipmunk again. He's not much cop, though.



The samurai's probably the toughest character in the game – so make sure you find him.



Some people really haven't got a clue, you know. Jamie Bowers from Stoke-On-Trent is clearly one of 'em.

Street Fighter 2

Mega Drive

Jamie Bowers from Stoke-On-Trent writes to say: "Street Fighter 2. On the option screen, move the cursor to Hyper and put it on full Hyper. While keeping the cursor on Hyper, press Start. Play the game as normal and the game will be very fast."

Will: Hmm, not exactly working on a full load there, are you, Jamie?



If you're into screeching across the sky in a jumped-up tumble dryer then these codes could well be for you.

LHX Attack Chopper

Mega Drive

I've had this game for a long time, but it seems I'm a bit of a Mike Smith when it comes to whirly bird business. Can you help me out? Any tips or codes would be very useful.

John Fints, Coventry

Will: Yes, I know what you mean, those helicopters are a bit temperamental – especially if you call them jumped-up tumble dryers. They need to be taught a bit of humility, if you ask me, and I have just the codes to do it. They're better than can expected of WD40 and a sledgehammer...

Level	Password
1.....	SDAAAIHA
2.....	DAAAQEA
3.....	DAAAYFA
4.....	DAAAQWC
5.....	DACAIWC
6.....	DACAQVC
7.....	DACAYUC
8.....	DACABHE
9.....	DACAIGE
10.....	DACARFE

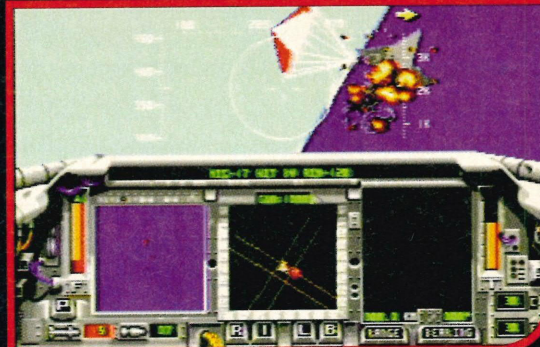
Dracula

Mega Drive

I need a bit of help on *Dracula* on the Mega Drive.

Sean McKenna, Belfast

Will: Sorry, Sean, did someone pull your fuse? What's that? Brief and to the point? Oh, okay then. Here's your help. Start the game as usual, then when you reach the options screen, press Down, Right, A, C, Up, Left and A (which spells out DRACULA). If all's gone well, you should now be able to select your starting level. Don't come to me with those bloodstains though, eh?



For all the ammo, fuel and decoys you could ever want, simply plug in *F-15 Strike Eagle 2* and follow the cheat below.

F-15 Strike Eagle 2

Mega Drive

Please, o-pretty please can you help me to get some more ammo on *F-15 Strike Eagle 2*. I keep running out of it halfway through the levels.

DV Smith, Chippenham

Will: No problem, DV. I've got a top tip-pette here, that'll flush those bogeys out of your tailpipe forever. Go to the options screen and select 'See Credits'. During the credits press Up, Left, Down, Right, Up, Right, Down, Left and Up. If you've done it right, you should hear a fanfare. Now, when you're playing the game, you can go into the in-fight menu screen and select the re-supply option. This will top up your supply of weapons, fuel and decoys.

Virtua Racing

Mega Drive

I've just bought *Virtua Racing* – it's brilliant and it's already saved me a fortune in the arcades. I heard there's a cheat to get some extra tracks. Is this true?

Anon

Will: Yeah, I'm with you, it is brilliant. I liked the look of it in the arcade, but I



Let's face it, *Virtua Racing* is definitely the wrong side of £60, but it's also brilliant – so what could be better than a cheat to get extra tracks?

Mick & Mack The Global Gladiators

Master System

Please can you help me? I'm stuck on *Mick And Mack* on the Master

Oi!
Got a problem?

Then write to: Celebrity Power Tips, Sega Power, 30 Monmouth Street, Bath, Avon BA1 2BW. Also, if you'd like a particular celebrity to share their games knowledge, then drop us a line. Next month's Power Tips are presented by the camera from the U2 video. Yes, really.

System.

My friend said he thought you'd printed a level cheat for this game before – have you?

Chef's Salad, Cheeseborough

Will: Well, I heard it on the washing line that we printed this level select around about a year ago. To get a juicy level, first select the second option from the menu screen. Then, using the joypad, press: L, R, L, R, L, L, R, R, L and R. Easy innit?



A green and pleasant land, or a Big Mac and fries – tough choice.



Ey-up! As you're probably already aware, in a stupidly unlikely, laughably surreal turn of events, my name's Will. And, erm, I'm a washing machine – see? I actually belong to the blonde one off of Baywatch – not

Tori Spelling. The other one. The one who Lam fancies (turn to this month's 'Most Wanted' for more details on this). And – phew! – what a month I've had. There was a particularly amusing evening of trauma last Tuesday, when I was forced into a most distressing cheesy pair of fluorescent ankle socks incident. Jesus. And then my powder compartment became all clogged and crusty! Also... Oh, here's this month's Cheats & Hints...

Power
TIPS

Cheats & Hints

Sonic 3

Mega Drive

You know, it can be pretty boring being a washing machine, especially when all you get to see is a red swimsuit, an orange float and a beachful of sand. So, when I get to the spin cycle, I just pre-



All the emeralds and a level construction mode – this is one hot cheat.

tend I'm Sonic, then I can spin-attack to my motor's content. Anyway, where was I? Oh yes, *Sonic 3* and a couple of cheats that'll get you in a real lather.

First complete the game, save it to the battery back-up, then select your level (don't choose the Marble Garden or Hydrocity zones, though). Now go to the bottom left from the start, and you'll find a special stage. Complete that and you'll be rewarded with a Chaos Emerald. Now reset the machine (the console that is, not the washing machine) and return to the battery back-up screen and, if you've done it correctly, your Emerald will have been saved. Now repeat the process to collect all the

Emeralds. You will now be able to complete the game properly and see the correct ending.

That's not all though, if you return to the battery back-up screen, the Clear picture will now show Super Sonic. From here, select your starting level and collect 50 rings. If you now press jump while in the air, you will be transformed into Super Sonic. Thanks to BJ 'Wibble blue hedgehog' Kenny from Doseley for discovering that lot.

The *Sonic 3* biz doesn't end there though, because Adam Williams from Chelmsford has found the inevitable *Sonic 3* edit mode. First you need to access the level select: start the game as usual, then when you hear the voice say 'Sega' – just as Sonic starts to come on screen – quickly press Up, Up, Down, Down, Up, Up, Up and Up. If you've done it right, you'll hear a chime. (It is tricky, so keep trying.) Now, when you reach the screen with the one-player and competition options, press down while Competition is highlighted. Now select the new sound test option to access the level select.

Next simply select your level and hold down A and Start until the game begins. And there you have it – a scrambled score and level construction mode.

Micro Machines

Game Gear

Did you know there's a secret two-player game hidden in the Game Gear version of *Micro Machines*? No, nor did I – but then, I'm only a washing machine, so that's not too surprising, really. Link up two Game Gears and put a *Micro Machines* cart in each. Then, when the Absolutely Brilliant logo appears, hold down Start, 1 and 2 on both handhelds. You'll now be able to

play Jon's Squinky Tennis. Thanks to Andrew Butcher from Locksheath for discovering that little gem.

If you're after extra speed in a single-player game, though, simply reverse over the finishing line in the qualifying race (this will work on every circuit except Desktop Drop Off).

Thanks to Simon Voce from Rochester and Tim Brade from Gwynedd for sending that one in.



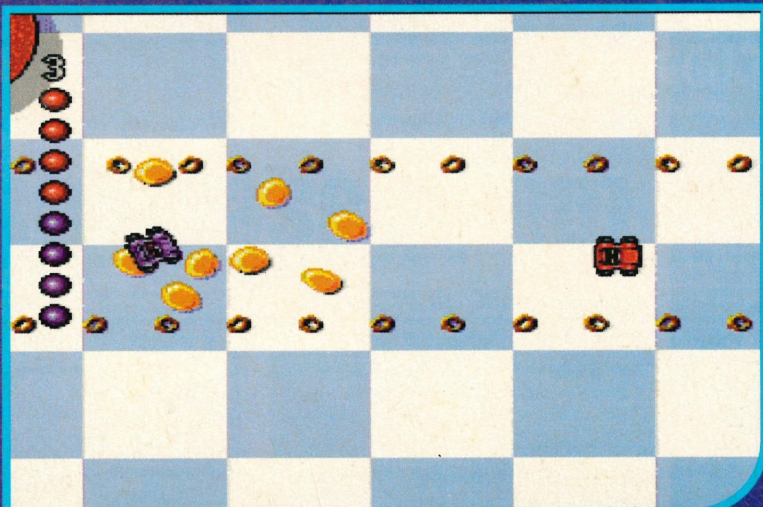
Classic girl rescuing antics and all the codes you'll ever need. Nice one, Domark.

Prince of Persia

Mega Drive

The people at Domark have come up with the goods on this one. Here are all the codes for *Prince Of Persia*, so now you can rattle your sabre with the best of 'em. Shame they didn't tell me how to stop his turban getting jammed in my motor though.

Level	Password
2.....	MTUEZQ
3.....	TYZJED
4.....	AEFRTH
5.....	HJRWYT
6.....	OOPEOY
7.....	DEFUNN
8.....	QYZOMS
9.....	QYZPWR
10.....	QYZQGR
11.....	QYZRQQ
12.....	QYZSAQ
13.....	QYZTLP
14.....	QYZUVO
15.....	QYZVEO
16.....	QYZWON



If you want extra speed, or perhaps a secret two-player game on *Micro Machines* on the Game Gear, then get a load of the cheats above.



We may not be going to the World Cup, but you can still score big time with these codes for Marko's Magic Football.



Worked out how to get the death moves working in *Eternal Champions*? No? You'd better read on then...

Eternal Champions

Mega Drive

Fancy a load of *Mortal Kombat*-style death moves for this game? Well, they're all in there. Except, unlike *MK*, the moves in *Eternal Champions* depend on the background, not the character. They're also so damn tricky to get right (especially when, like me, you've only got a plug to press the buttons with), but keep trying!

Marko's Magic Football

Mega Drive

English football, eh? Work your way around a load of platforms by standing on and head-butting a ball. Think I'll stick to watching The Raiders, if it's all the same to you.

Level	Password
2.....	HAUNTING
3.....	BSTOKE
4.....	GUNGETNK
5.....	ECTOPLSM
6.....	JAWS
7.....	GARAGE
8.....	TRAFFIC
9.....	ELF
10.....	KRUSTY
11.....	BARREL
12.....	CRABTREE

Aladdin

Game Gear/Master System

Wonderful game this one. It's so smooth and colourful – even at 40 degrees. Anyway, thanks to David Edwards from Warrington and Ali & Danny Hasan from Cheshunt for supplying these codes for Aladdin on both the Game Gear and Master System. To warp to any level just enter the code, then confirm it with button 1 – if you use button 2 it won't work.



Okay, it's an extremely easy game, but someone somewhere might like to know about this level warp cheat.

Level	Password
1.....	AJGJ
2.....	LAEA
3.....	ASNf
4.....	DMIA
5.....	INSI
6.....	NEUA
7.....	AALG
8.....	BLTO
9.....	UIAN



Yes, it's true, you can (sort of) play as the reptile in *Mortal Kombat* on the MS.

Mortal Kombat

Master System

Reptiles aren't real big over here in LA – they keep getting crushed by would-be lifeguards legging it along the beach during who-can-bounce-the-most competitions. They're thriving in *Mortal Kombat* land, though. In fact, it seems some of you even want to be one. Ye-uck!

Well, professional slimester, Jamie Daniels from Luton has the answer. To play as the Reptile (with Sub Zero's powers) play through to Shang-Tsung, then let him beat you. Then, when you see the continues countdown, press Start on pad 2. If you've done this right, the game should restart with Shang-Tsung facing the wrong way. Now all you have to do is clobber him, and you'll be transformed into the reptile.

Blade: Throw your enemy from the right-hand side of the screen into the bottom right of the fan.

Jetta: Throw your enemy from the right-hand pole (the first one from the middle) to the left.

Larcen: Throw your enemy from the door on the right to the one on the left.

Midnight: Kick your enemy from the door on the left (the first one from the middle).

Rax: Throw your enemy from the statue in the middle of the arena to the left of the screen.

Shadow: In the foreground, just to the right of the screen's centre, there is a post. Throw your enemy from here to the left.

Slash: Trap your enemy on the left of the screen, then kick him (or her) to the left.

Trident: Simply throw your enemy from the left to land just in front of the statue.

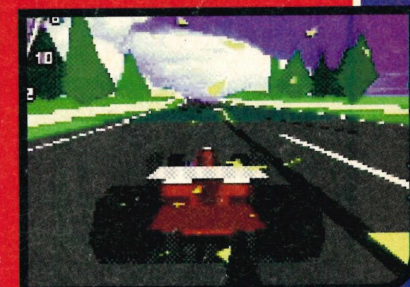
Xavier: Get a grip on your enemy and throw them from the left so that he (or she) bounces just before reaching the stake in the centre of the screen.

Action Replay

Mega Drive

TOEJAM AND EARL 2

FFA92D0010 Infinite health for Earl.



Here are plenty Action Replay codes to extend the life of your latest video game investment – that's *Virtua Racing*, by the way.

VIRTUA RACING

0202EA6606 Lets you play the Japanese version on US machines.
FFD0550063 Time is always at 99 seconds.
FFD30C0001 Player one's race position is always first.
FF902B0004 & FF902D0004 Only one lap for each race.
FFFDC80080 Practise reverse races.

Game Gear



Beep-beep! Now you can really outwit that nasty ol' Wile E Coyote with this Action Replay code for infinite lives.

ROAD RUNNER

00C02902 Gives you an infinite number of lives.

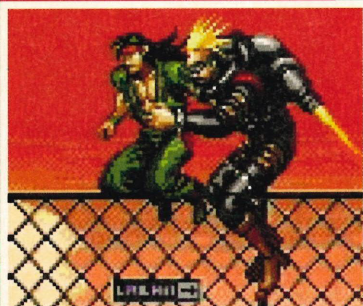
MASTER OF DARKNESS

00DFBA03 Gives you an infinite number of lives.
00CA3A20 Infinite energy.

Part 2

Streets of Rage 3 may well be easier than breathing, but it's bound to sell loads and you're always going to get the odd nes-bitt who can't manage the second level. This month, after our incredibly informative character guide in the last issue, we're going to start printing out the maps for each of the levels. And if that doesn't appeal to you, we've also included the locations of all the objects and power-ups, so... something for everyone.

Level 1 boss



The first boss is tougher than you'd expect. The trick is to always keep on the move. He has this devilish slide attack that can easily catch you unawares. There's a chicken in one of the dustbins for that all important energy-restoration. Hmm, I'm salivating already.

Streets

Small objects of desire

**Apple**

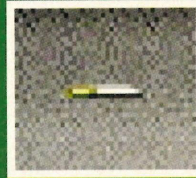
Many people say (usually your granny, actually) that an apple a day keeps the doctor away, but it also seems to give you around a third of your energy back.

**Money**

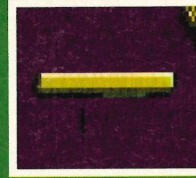
Quite useless. It will give you 1,000 points, but you don't really play the game for points, do you?

**Chicken**

This poultry is probably the most important pick-up in the game, as it will return all your lost energy. Therefore it's best to wait as long as possible before getting it.

**Knife**

Not entirely useless, but, on the other hand, not the most effective weapon you have at your disposal. It does have a good reach when thrown though.

**Lumber**

Will it be possible to get through this description without any awful 'lumbering along' jokes? I do hope so. It's a very good weapon. Honest.

Level 1-1

The first level's no big shakes. Watch out for the shifty men with the knives and keep out of the path of the man with the gun at the end of the level. Simple, really.

**Level 1-2**

You should be able to fly through this level too. Maybe not quite in the literal sense, perhaps, but what I mean to say is that it isn't very difficult, not that it involves air travel. Understand? Oh good grief.



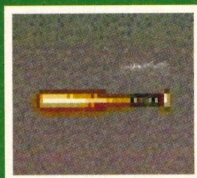
Someone gets kidnapped, right? And... Axel and his mates have to rescue them.

Sigh. Not very original, is it? They should get Robin Williams to play Axel. Or something.



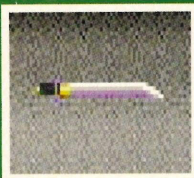
of Rage 3

We haven't listed all the objects in the game here, but we have put the ones in that you'll find in the first three levels. The rest we'll show you next month. Adds a bit of suspense, you know...



Bat

Much the same as the lumber, but the square edges have been planed off and it's much easier to play baseball with. It being a baseball bat 'n' all.



Sword

The sword is a different kettle of fish altogether. It's lighter, it lasts longer, erm, it's thinner and it's made of metal instead of wood. And it hurts a lot.



Grenade

The grenade's excellent for long-distance assaults, and not a lot else really. You could try clubbing somebody with it, I suppose, but that's a bit silly really.

Victy, Victoria

What kind of name is Victy? I thought all kangaroos were called Skippy or Bouncy? Anyway, Victy it is and adding 'Victy' to your list of characters is simple enough. When you get to the end of level 2-1 you get attacked by Vickers and his master.

Knock out the master and Victy will bounce to freedom. Then, when you get to the continue screen he or she will be added to the list.

Victy's quite a good character, but, unfortunately, he can't pick up any of the weapons. (Having said that, when was the last time you saw a kangaroo with a sword or a grenade?)



And here... wait until the geezer lets go, and repeatedly press – etc...

Wait until the red-haired bloke jumps down, and... repeatedly... press...

Level 1-3

A short level, but perfectly formed (ahem). You're about to meet the first boss, but all that's explained in a box around here somewhere.



Hi. Andy here. If you've played and enjoyed the *Streets of Rage* series, check out 'King Of New York'. It's a top film.

Throw the geezer over your shoulder and... then... repeatedly...

Impaled upon the fence, Nigel could feel his life force, sort of, ebbing...

Level 2-1

On this level you'll come across Vicky the kangaroo, some young ruffians on motorbikes and some assorted tykes in bright yellow jackets and odd hair. Bring back national service, blah, blah, hanging's too good for them, blah, blah.



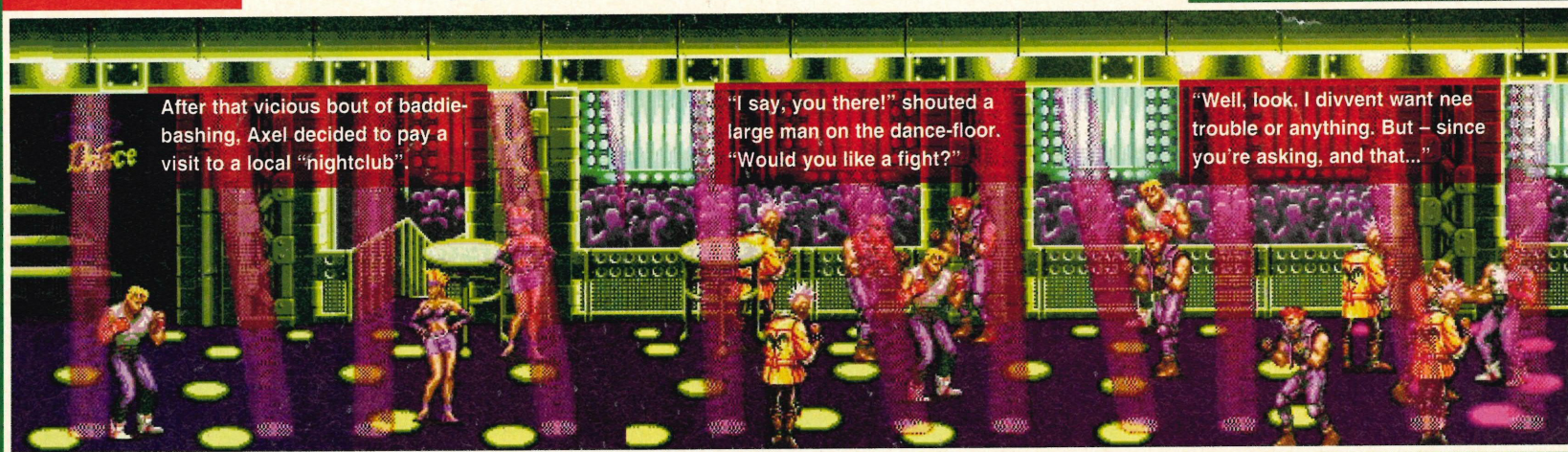
From here, we'll take up the tips in the form of a story... One evening, Axel was walking down a street, looking rather hard. (Bear with me on this...)

An upsetting-looking man on a motorbike suddenly roared past. "Hi!" shouted Axel. "You should be jolly careful. You almost hit me – you lout!"

Further on along the street, Axel was trying to call his mum, when a gang of scallywags started to call him names. "Look, you rascals! This telephone box is for the use of the public. Don't be so ruddy selfish!"

Level 2-2

Here you'll find irritating women wearing next to nothing, horrible lightning and thugs carrying large weapons. Hmm, sounds like almost every nightclub that I've ever been to.



After that vicious bout of baddie-bashing, Axel decided to pay a visit to a local "nightclub".

"I say, you there!" shouted a large man on the dance-floor. "Would you like a fight?"

"Well, look, I divvent want nee trouble or anything. But – since you're asking, and that..."

Level 2-3

You shouldn't find getting through these two any more difficult than the last boss. As ever, the mysterious chicken is hovering in the corner of the room. Watch out for their attack move, though, they have this habit of catching you off guard with an electric bolt attack.



Now – here is a picture of a chicken. We quite like chicken here at *Sega Power* (sorry, veggies). Andy, prole that he is, enjoys good ol' KFC. Alison enjoys M&S Chunky Chicken. Lam goes for Chicken Tikka. And that's... it.

Level 3-1

There's a strong wind blowing from right to left on this level, plus huge oil barrels dropping from the top of the screen. All a bit daunting so far. Fortunately, help is at hand with the gaping holes in the construction's floor – these are great for throwing enemies into.



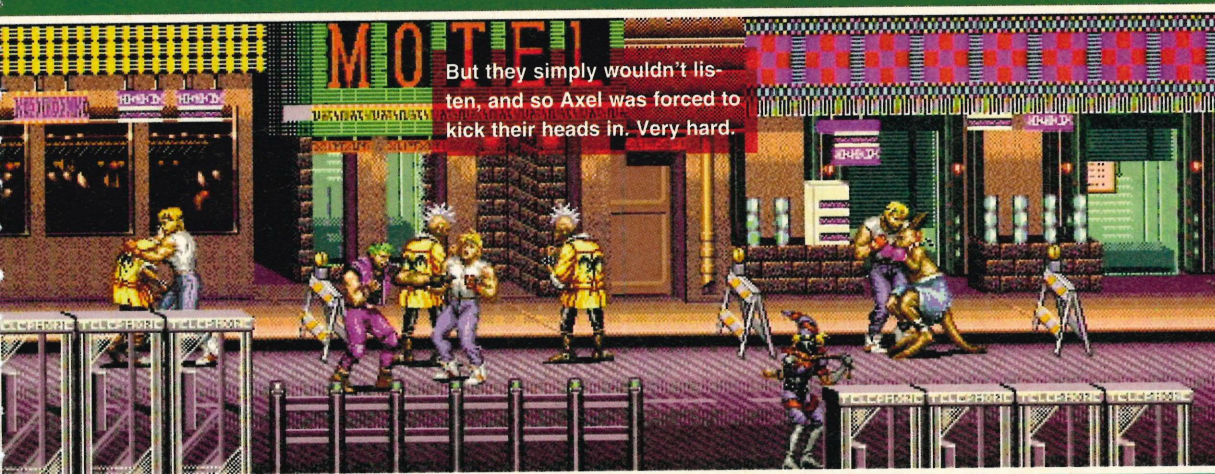
Anyway – where were we? Ah, yes – suddenly Axel was confronted by a large man. "There's no need to be so fat, you know. Just don't eat so much!"

Before you write in, we have absolutely nothing against fat people – or 'bloody endomorphs' as they're so amusingly referred to in this office.

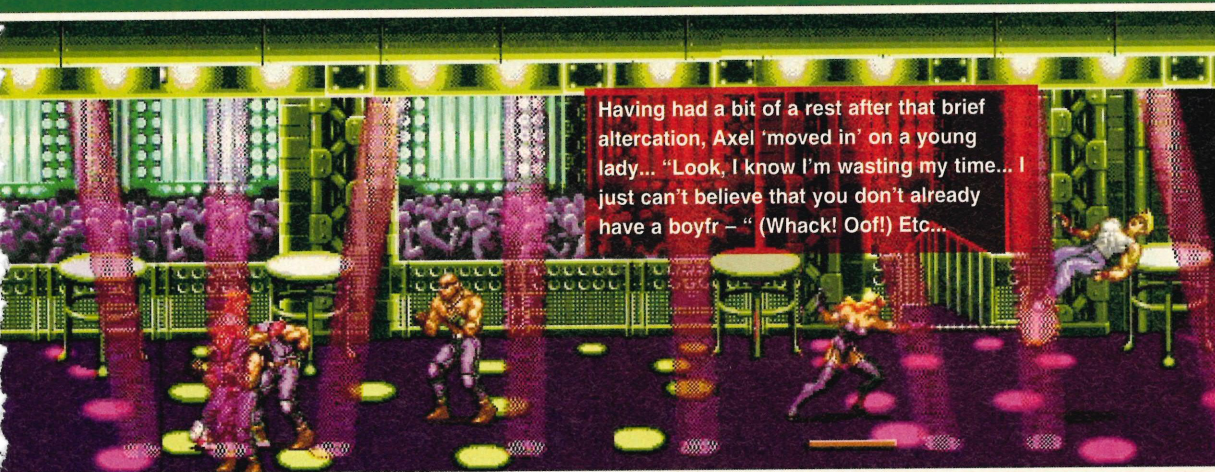
Level 3-3



It's difficult to map this level because you remain on this platform while moving all over the construction. I can tell you that incredible amounts of enemies pour onto it, but as in the last level, it's easy to throw them over the edge.



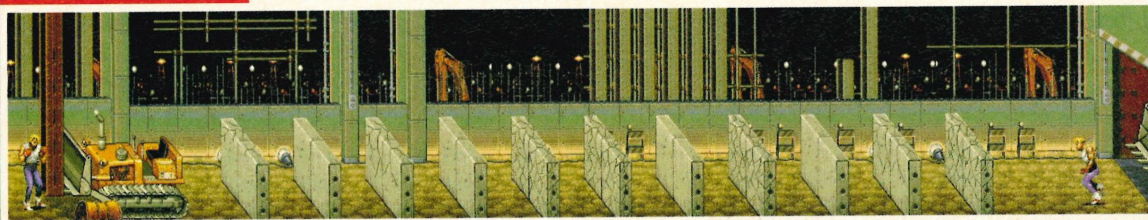
But they simply wouldn't listen, and so Axel was forced to kick their heads in. Very hard.



Having had a bit of a rest after that brief altercation, Axel 'moved in' on a young lady... "Look, I know I'm wasting my time... I just can't believe that you don't already have a boyfr - " (Whack! Oof!) Etc...

Level 3-2

The aim of this level is to get to the end of the level (obviously) without being forced in the dirt by that huge bulldozer on the right side of the level. The walls are obviously stopping you doing this at any great speed, but they can be destroyed easily enough. Punching or kicking the bulldozer will cause it to retreat for a while - how? I'm not really sure.



Look, let's take a brief respite from the story, here - just to say that... this... isn't a very interesting picture, is it?

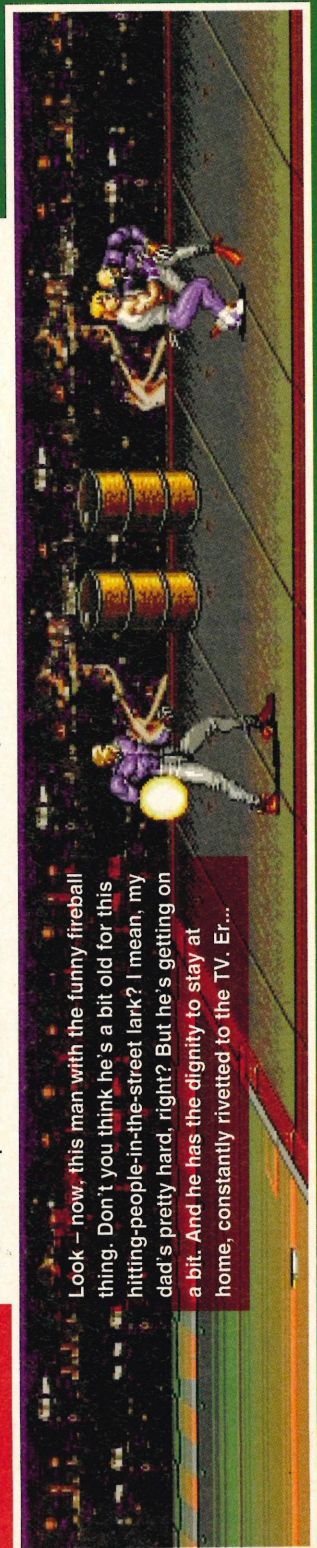


Anyway, back to this tenuous story idea, then... Oh, I can't go on with this. Look, Dean's away, y'see. And he was supposed to do these captions. Sorry.

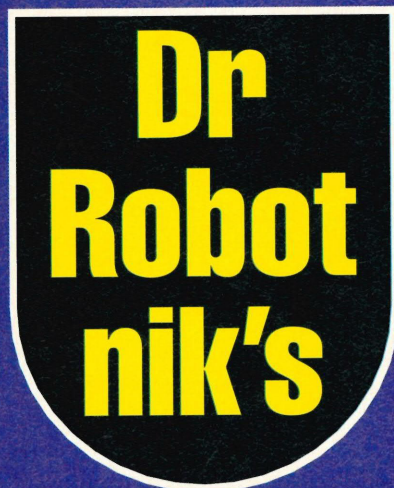
"Look, can't we just talk about this? Let's not be silly. It's not worth it. I'm rock, me. I'll mess you up, man! I mean it!"

When you reach the top of the building you'll come across a robotic version of Axel. He's very tricky to defeat, but the best bit of advice is to keep on the move and save that chicken until the last possible moment.

Level 3-4



Look - now, this man with the funny fireball thing. Don't you think he's a bit old for this hitting-people-in-the-street lark? I mean, my dad's pretty hard, right? But he's getting on a bit. And he has the dignity to stay at home, constantly rivetted to the TV. Er...



Mean Bean Machine

DO NOT DISTURB: To get anywhere with this fantastic game takes absolute concentration. Lock the door and disconnect the phone.

WARNING: This game may seriously affect the way you see the world.

There are three games modes to *Dr Robotnik's Mean Bean Machine* – Scenario Mode (that's the one-player mode, where you take on an increasingly tough series of the evil Doctor's ever more nasty cohorts), Two-player Mode, which has to be the most entertaining mano-a-mano, head-to-head, bean-for-bean, insult-for-insult scrap in existence, and then there's Exercise Mode, which is exactly what it sounds – a chance for you to practise your strategy, your combos and your button speed before unleashing them on your mates or Robotnik's evil hoards.

This is what Mean Beanz really means...

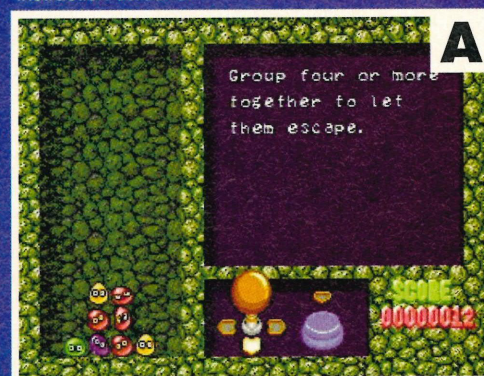
Dr Robotnik's *Mean Bean Machine* is a drop-'em-down puzzle game in the *Columns/Tetris/Puyo Puyo* genre. Pairs of coloured objects (in this case beans) fall from the sky (see screenshot A), and you must connect groups together at the bottom to make them disappear (screenshot B). Rotate the pairs of beans as they fall to match up their colours with the beans which have already fallen, and move them across the screen until you've decided where to drop them. Don't fill the screen or it's game over (screenshot C).

Unlike *Columns*, you can't connect beans diagonally – they must be side-to-side or above and below. This fact has been known to catch out *Mean Bean* novices with alarming regularity. Unlike *Tetris* you're not left with those troublesome gaps – the

beans split from their pairs when they land on an uneven surface. This fact has been known to please *Mean Bean* novices immensely. Unlike the game *Puyo Puyo* you can play it on your Mega Drive. This fact has been known to cause much selling of Sega Mega Drive systems across the world.

One aspect of *Dr Robotnik's Mean Bean Machine* which makes it more fun to play than other games in this genre are the refugee beans. Given that you are rescuing the coloured beans from the machine (see the storyline box), you can also drag the colourless, hapless refugee beans away with them (see screenshot D). They're the ones which you drop on each other by making combinations of coloured beans (they look like frog spawn or albumen). How you drop lots of refugee beans onto your

opponent, and how you dispose of your own, are what makes the strategy so crucial in this game. Plug the cart in, switch on, and do nothing else. Let the demo roll, and you'll gain the benefit of these instruction screens.



Building towers

Building towers is the most crucial thing to learn. Sort the first beans that drop into colours. Lay them out horizontally across the first layer, and drop the second of each colour onto the first, to begin building vertical towers (see screenshot A).

Itchy triggers

Build up blocks of three for as many colours as possible, then drop a different coloured bean – a blocker – on top of those three, ideally of the same colour as the tower you're building next to it (screenshot B). Then, when you

free the first tower by dropping a trigger bean next to it, the blocker at the top falls, and makes a group with the three beside it.

Once you've mastered triggering two groups simultaneously, go for something more complicated. Build three or four towers up together, each one of those blocked after the third same-coloured bean by a bean the same colour as the tower immediately next to it.

Bottom piles

Start again by building towers of three on top of your first towers, putting in appropriate blockers, and triggering

the whole pile from as near the bottom as possible. Once the bottom tower disappears, everything on top drops down the corresponding number of places and triggers a chain reaction from group to group. It all comes crashing down, and you're rewarded by a barrage of refugees tumbling down on your opponent's beans. Ha!

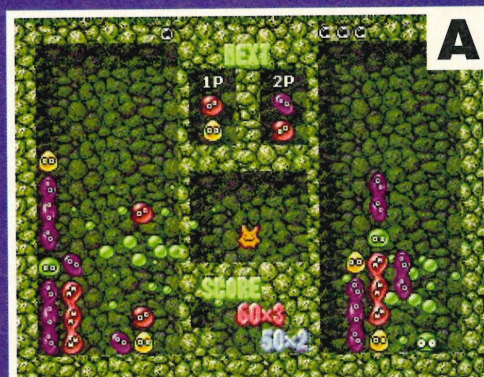
Patience

The key factor here is patience. The right beans to trigger it all off *will* come eventually. Don't worry if you can't trigger the whole lot in one go, because, for example, the space you've left for the trigger bean has been filled by a falling refugee. Free

what you can, and you can come back to the others when you've cleared enough space.

Central towers

One thing to avoid, if possible, is relying on one central tower. There are two reasons for this: as you've seen, the beans fall from the two central positions, and if you're getting near the top of the screen it's all too easy for them to drop on top of the tower, and you'll be finished off. Two towers at either side (see B and C) not only create a central space for the falling beans, but also *increase* your bean placement options. Twin towers need some quick thinking, but they work!



Free the beans

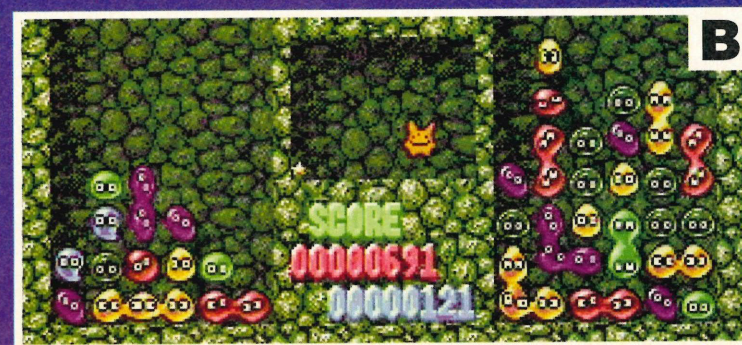
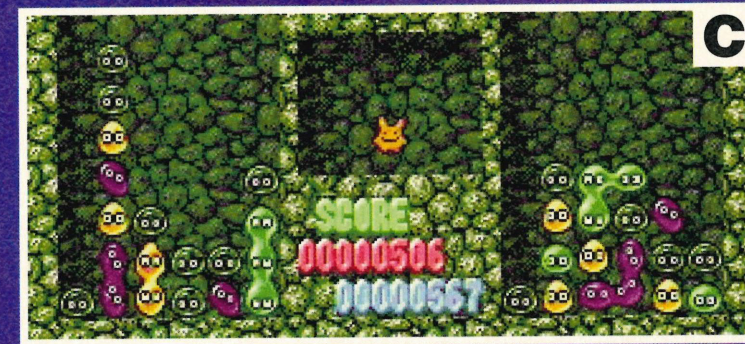
When you group four (or more) same-coloured beans together, the grateful, and undeniably cute little blighters blink, shout 'yipee' and they're free (see screen-

shot A). They disappear, taking with them any of the refugee beans they directly touch. When you free one group, you rack up one refugee bean to be dropped on your opponent, be it CPU or human. Free two sets of beans simultaneously, and you've got

rid of eight coloured beans (minimum) from your screen, but have also dropped *three* refugees on your opponent (screenshot B).

Free three sets of beans, and you'll drop *six* refugees (screenshot C), and so on. For each refugee you free from your own screen, another

correspondingly drops on your opponent. Freeing bigger combos of beans (screenshot D) means dropping ludicrous amounts of refugees on your partner. (Much shouting of bean or egg related insults and victorious hand gestures inevitably ensues). It's an exponential curve. And it feels great!



Play it by ear

The sounds aren't just aural decoration, you know. They give you an indication of how big the drop is that you're going to get in one move's time, so you have at least

one opportunity to trigger off whichever bean stockpile you've got racked up. The music also speeds up with the game so you can tell how close you are to toppling each opponent without taking your eyes off your side of the screen.

One-player tips

Buttons A and C rotate the incoming bean combos clockwise and B rotates them anticlockwise. At least that's how Sega think it works best, but you've got the opportunity to set up the joypad configuration to whatever suits your bean-turning fingers best.

For absolute beginners it's probably simpler to stick to one button, say C, and revolve the

incoming pair of beans as many times as is necessary to fit them in. When you're more confident, use B and C, as it's quicker, because whichever difficulty level you're on, speed is of the utmost importance.



Preview

Always look at the preview window. Be aware of what's coming next, and place your beans accordingly. In Scenario Mode, you take on 12 of the evil Doctor's lieges before facing Robotnik himself in the finale. The opponents' facial expressions will change to displeasure as you drop beans, this, with the music monitors how well you're doing. There are infinite continues, so have as many goes at each



of the bosses as is necessary.

As you progress through the levels, the pace picks up, and their techniques get tougher.

On the higher levels, it 'cheats' as well, in so much as the CPU knows what you're waiting for, and makes you wait a long time. The CPU is

also aware of what gaps you're leaving and fills them with refugee beans more often. This is no accident, it just means you have to be flexible in your approach, and only attempt relatively small combos.

Speed is the essence

Always, always use the down button (on the D-pad) to speed up the beans. You get exactly the same bean combos as your opponent, so take the initiative by getting to the new batches

first. Spinning pairs of beans by repeatedly pressing A, B or C just as they come to rest on the pile will buy you time, which is always useful to know if you're flustered.

Two-players tips

Psychology

When you're taking on an opponent in two-player mode, try to suss out their gameplan. There's some double-bluffery and psychological warfare involved here. Either they'll go for small combos of two or three groups of coloured beans, or one big clever chain. If they're going for lots

of small combos, which result in you receiving a few refugees, then, if you think your reactions are faster, copy their technique and trade refugees until the pace steps up (the *Mean Bean Machine* gets bored and forces a winner), which it will in these stalemate situations. If you don't fancy your chances at full pace, build up tower combos as described earlier.

Nine of the best

For best smiles-on-faces results, do it like we do at *Sega Power*. Use the difficulty level select, and play a head-to-head challenge over nine games. Start on easiest level, then work your way up to hardest, and back down again to easiest. As you notch up the difficulty levels, the pace picks up and more colours are introduced until you have a full complement of red, green, yellow, purple, and finally blue. Once you get to hard level, three full rows of refugee beans fill the bottom of both players'

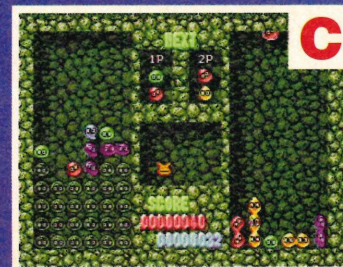
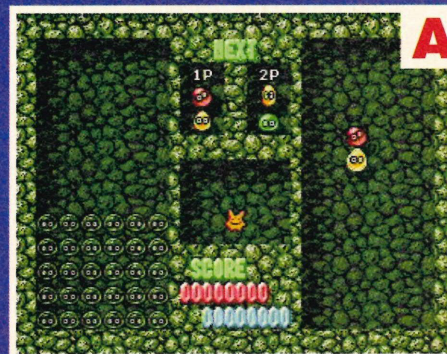


The Bilson method

The best way to do this is by using what's known in the office as 'The Bilson Method'. Rather than stacking columns of same-coloured beans vertically, lie them horizontally, thus when the happy saved beans pop off, they take the maximum number of refugees with them (three or four

for the first move – see screenshot B). You'll be left with a U-shaped rack of refugees. Set the next batch of beans to be saved inside the U (screenshot C), and they'll take out six or so refugees, because they'll be touching refugees at both sides. This technique may sound time-consuming,

but stick with it, because all you need to do for survival is to last longer than your opponent, and clearing yourself more space to play with is valuable. When you get to the two hard levels, don't go for big combos (unless you're a puzzle-game god) just go hell for leather with two and three group combos.



Are you sitting comfortably?

Good. Then I'll begin with the story. All-round dirty rotter and foul chap that he is, Dr Robotnik has discovered some lovely, cuddly, harmless beans having a bit of a party, and, just to

spoil their fun, has banished music and happiness from the land. (Screenshot A shows just how angry he is about the party.) He's also imprisoned all the innocent beans in his machine (screenshots B and C show Robotnik bullying his own robots, the

one's you'll be playing against in Scenario Mode, into rounding up the beans). Naturally you feel empathetic towards these cute little beans with their friendly bulging eyes, their 'Yipee's and 'Yee-ha's. Use your hatred for Robotnik and his evil, cowardly robot cohorts as your motivation. Free the beans, defeat Robotnik, and it's party time again!

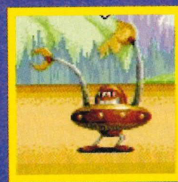


All the bosses you could ever want

There are 13 levels and four difficulty settings in the scenario (single-player) mode alone, which makes for a mighty big game. Each level gets harder and speedier, and the refugees fall thick and fast. Here – and may we warn those *Sega Power* readers with a nervous disposition, and all those who are eating their dinners to look away – are all Robotnik's diseased sidekicks for you to kick into touch. And here, if you can't manage it even with these wonderful tips, are the level codes...

Key: **R**=red, **P**=purple, **Y**=yellow, **B**=blue, **C**=colourless refugee, **H**=the orange has-bean.

LEVEL	EASY	NORMAL	HARD	HARDEST
2	RRRH	HCYY	GCYY	BBGY
3	CPCG	BCRY	YCPC	GYGC
4	RCHY	YBCP	BGCB	PPRH
5	CBBP	HGBY	RPBG	GRPB
6	CRCP	GGPY	YYCG	PCGY
7	PYRB	PBGH	PCBB	BPGH
8	YGPH	GHCY	CYHY	CPSY
9	YPHB	BPHH	PBBG	PGHC
10	RYCH	HRYC	CGRY	GBYH
11	GPBC	CRRB	BYYH	GPHR
12	RHHY	GGCY	GCCB	RGHB
13	YHBB	PYHC	HCPH	RRCY



Level 1 boss



Level 2 boss



Level 3 boss



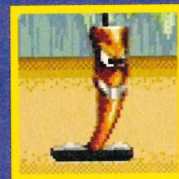
Level 4 boss



Level 5 boss



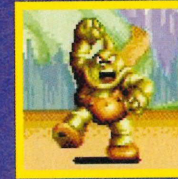
Level 6 boss



Level 7 boss



Level 8 boss



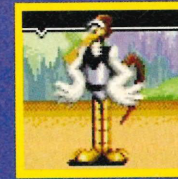
Level 9 boss



Level 10 boss



Level 11 boss



Level 12 boss



Level 13 boss

Exercise mode

Once you've read this player's guide, hone, sharpen and polish your skills on the exercise mode. One or two people can play on it together, but you're playing against the machine, rather than against each other. It's a version of the one-player game, but rather than their being scenarios where you play against Robotnik's filthy chums, it's one relentless barrage of beans that speeds up, and it's just a case of staying alive for as long as possible, scoring points, just like *Tetris*. There's a high score table, so smug grins and hand gestures may ensue.

HIGH SCORES		
NAME	SCORE	BLOCK
1 GRD	108382	558
2 DYN	105275	490
3 SKW	103476	381
4 DSR	99878	405
5 COG	97200	357
EXERCISE MODE		



Level passwords are made up from beans, refugees, and the orange star-shaped has-bean who only appears when you defeat Robotnik.

The Incredible

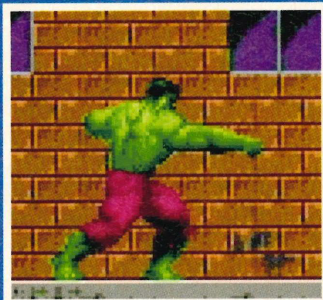
Power

TIPS

The feeling of elation when you reach the end of The Incredible Hulk is like nothing on earth. It makes all those sleepless nights, screaming fits, smashed consoles and insults to fellow colleagues worth it (sorry Dean, Jason, Andy, Alison...). I was possessed by the spirit of Bruce Banner's green alter ego. Finally, however, I can remove these shredded purple trousers, dust off this green body paint and return to normal life. Read on and avoid the same wanton destruction, alienation of friends and rages I suffered. Or, avoid my advice at your peril and suffer the manic mood swings and childish tantrums that I did.

The art of fighting

Before you wade in for a scrap with The Leader's boys, here are a few tips so you can handle yourself properly.



Simply press B and you get a decent enough jab. Four of these will take out an average opponent.



Press Down and B and you get a right haymaker, which is just what you need to defeat bosses later in the game.



Press Up and B and the Hulk sweeps down to smash crates and vases which contain vital power-ups – so look out for these.

Going underground

Already finding it hard to hold yourself together as the green man's trousers do? Here's the answer...



In the grim and murky subterranean depths of the city the Hulk first employs his destructive skills to gain hidden powers. See that crate, that's what you should be looking for.



Smash the crate with some downwards blows and it reveals some radiation pills. Use the punch described above to make sure you get to the contents.



Pop a couple of the green tabs to give you extra strength. They're really quite safe, even though they are radioactive. What the hell! I mean, you're a mutant to start with.



Then head off to the hidden room to gain even greater power. There'll be no stopping you now, what with all this brute force-backing you up.

dible Hulk

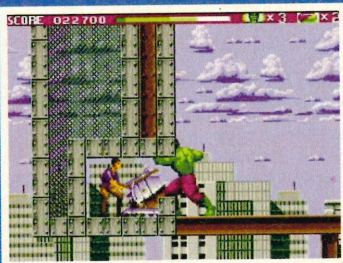


One way of killing the enemy is to land a punch and then jump over them, avoiding retaliatory fire, before landing another punch. Repeat this four times.



The other method is to grab them by the scruff of the neck, pin them up against a wall and smash their face in. Repeat as many times as you like.

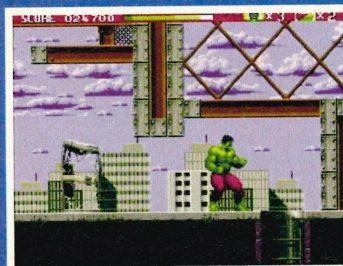
Level 1



Don't try fighting the men that fire exploding balls – they're impossible to destroy.



Explore all of the rooms and tunnels that are underground. Although most water is deadly, some stretches such as this have hidden transformation pills on their beds.



Rather than taking the tunnel to the next stage, jumping up to the fence above will lead to a secret route with an extra life.

Meeting the boss

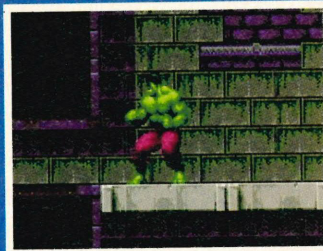


Keep him pinned to one side and hit him with jabs and uppercuts.



There's no energy bar to see how near defeat he is. Just keep at him.

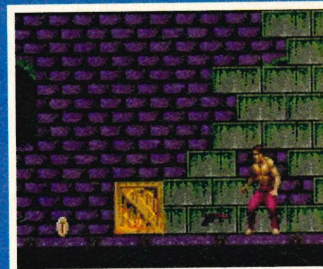
Shrink-to-fit genes



There are some tunnels which the Hulk can't quite squeeze his lumbering green body through.



Pressing C and Start simultaneously will reduce him to his old self, thus allowing you to shimmy along small pipes.



Often, extra power-ups will be missed if you don't bother to explore these smaller tunnels properly.



As soon as he gets shot at, his genes go completely wild and he returns to the Hulk like appearance.

Mad bloke!



Stand in the dead centre of the screen and stun him with an uppercut.

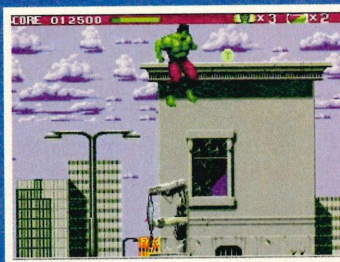


When he's dazed, jump over him. Repeat until his energy runs out.

Smooth operator



This isn't quite how you'd expect a portable telephone to be, but it does the job just nicely.



You could either have a go at chucking it at any of your enemies for instant destruction purposes...



...Or stand on it in order to jump and hit platform heights which were previously out of reach.

Faces, faces, everywhere



Some of the walls in *The Incredible Hulk* can only be moved by punching face switches.



This is done either directly before proceeding, as we've shown you above, or at a much earlier stage in the level.



Some of the faces hold nasty secrets. Here, only punch the face above, the one in front of you and the final face.



Some of the faces only spit fire at you rather than being a switch. Don't attempt to hit any of these.

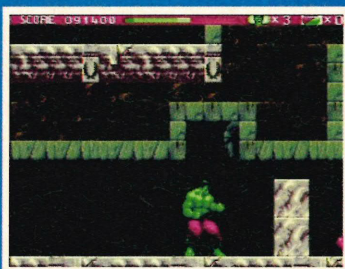
Level 2



If you reach a wall with a heart on the other side and can go no further, go back to this bit.



Jump off and up to the left and an invisible platform will appear, which leads to a switch above.



Hit the switch and then, when you return to the wall, a new head switch will have appeared, which will allow you to move on past the wall. Hurrah.

Level 3



A complex system of lifts. You must explore every one, as there are a number of switches to find.



There are more power-ups to be found within the level which can only be reached by exploring.

Stone me



These statues may look innocent enough ornaments, but they actually hold a deadly secret.



Frozen in stone are guards who attack you as soon as you try to pass. Remember, forewarned is fore-armed.

Smash hits



Just like the crates, the vases hold radiation pills which are released by a vase-smashing punch.



Make sure you pick up the pills before the guards, or they will use them against you with deadly effect.

Top Guns



The guns above can be annoying when you're trying to kill guards, so take them out as soon as possible.

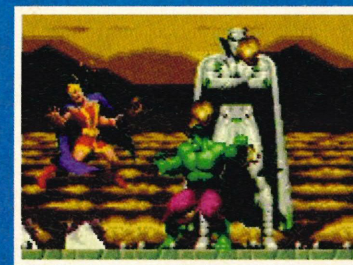


Jump up and punch them four times and they'll disintegrate, thus giving you time to dispose of the guards.

Bad Boys Inc



It's him again. Same procedure as before, except this time it takes a bit longer. Enough said.



This guy is tricky. Catch him with an uppercut when he's near the ground. He'll be stunned. Punch him before he can recover.



He'll throw fire bombs at you, so pick up a rock to protect yourself, and hurl it at him when you get the chance.

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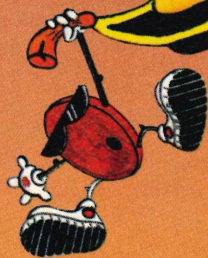
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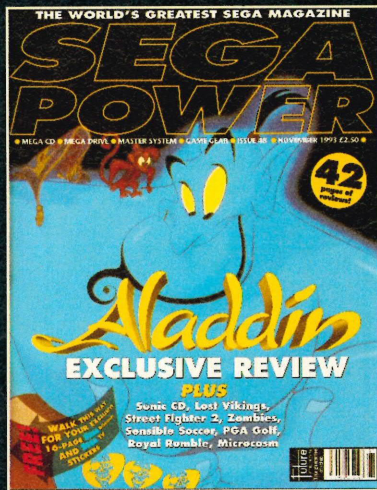
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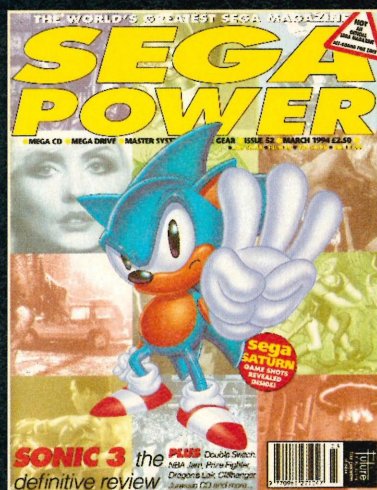
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Issue 49: Demolition Man, Sonic Chaos, Sonic Spinball and Sensible Soccer. Plus our Top 100 book and huge A1 poster.

Issue 50: Lost Vikings, Mean Bean Machine and FIFA Soccer, as well as tips for Aladdin and SF 2. With huge poster and tips book.



Issue 51: NHL Hockey '94, Sensible Soccer for the 8-bits, Rage in the Cage and Legends of the Ring – plus Ground Zero Texas.



Issue 52: Sonic 3, Soldiers Of Fortune, NBA Jam, Ground Zero Texas and Jurassic Park on CD – plus tips on Aladdin and Landstalker.



Issue 53: Mystery Mansion, Mutant League Hockey, Mean Bean Machine, Road Rash and Second Samurai – plus tips on Landstalker.



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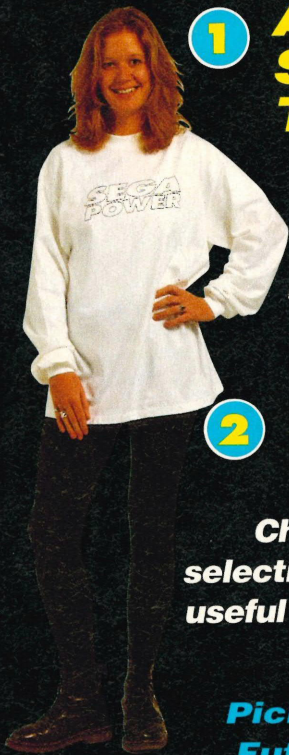
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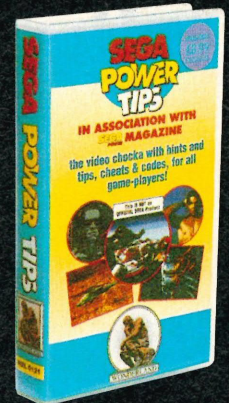
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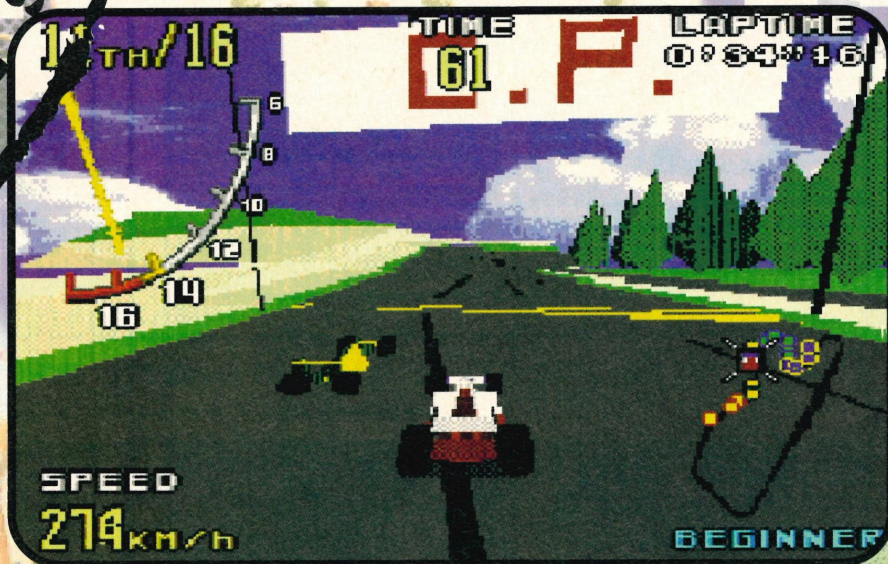
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Whatever turns you on, folks... Each to his own. Different strokes for... (That's enough clichés. – Alison). The 'Most Wanted' award is bestowed upon anything that makes our hearts skip, our pants moist and our wallets plead to be lightened... Forget stupid, unfashionable old personal opinions. Listen to us!! Remember this simple little rhyme... "Like what we like, hate what we hate, and you'll, er, be great." Honest.



Reader's Top Ten

- 1 **Virtua Racing**
- 2 **FIFA Soccer**
- 3 **Skitchin'**
- 4 **NBA Jam**
- 5 **Eating corn chips and drinking chocolate milk. In bed.**
- 6 **Greatest Heavyweights**
- 7 **Super Streetfighter 2 (coin-op)**
- 8 **Mortal Kombat 2 (coin-op)**
- 9 **Lemmings**
- 10 **Micro Machines**

Luscious Marcus Hawkins is 18, and hails from Hitchin, Herts. Marcus likes "fast cars and slow women," "those little tins of baked beans and sausages" and "Dr Who" (oh dear). But – take heed. Beneath that non-threatening, smile-having exterior, beats the heart of a warm, non-threatening, smiling geezer. There's an excitingly coloured Sega Power T-shirt and a copy of *Mean Bean Machine* – both of which have probably already turned up at his (possibly a little grubby) house. Oh, and one more thing... Worry, girls. He's not married.



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

Grindstormer (Mega Drive. Tengen.)
Shoot-em-up? Shite-em-up, more like.

Top Ten Game Gear Games

If you have a Game Gear, then you should definitely have each and every one of these darling little games...



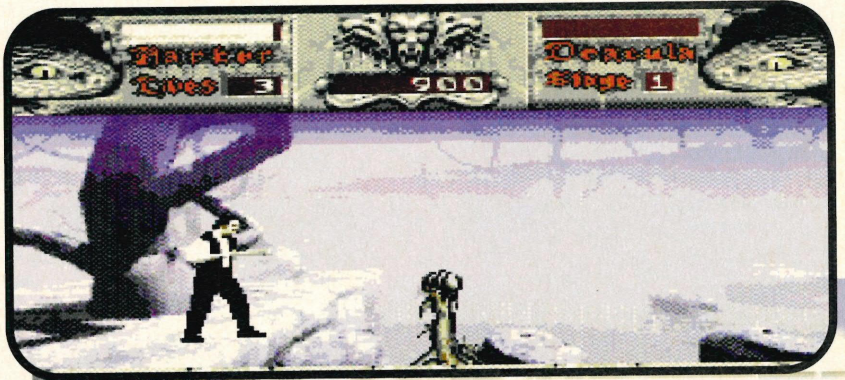
1. **Dr. Robotnik's Mean Bean Machine. Sega. £29.99**
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7. **Road Rash. US Gold. £29.99**
8. **Mortal Kombat. Acclaim. £34.99**
9. **Columns. Sega. £29.99**
10. **Prince of Persia. Domark. £29.99**

Top Ten Mega Drive Multi-Player Games

"Powermad's playin' at the... Hurricane!"
Alternatively, of course, you could just stay in with a few mates and heartily enjoy an evening packed full of giggles and wheezes with the following games...

- 1 **Streetfighter 2 - Special Champion Edition**
Sega. £59.99
- 2 **Mean Bean Machine**
Sega. £39.99
- 3 **Micro Machines**
Codemasters. £39.99
- 4 **John Madden Football**
(all versions)
EA. £44.99
- 5 **Sensible Soccer**
Sony. £39.99
- 6 **FIFA Soccer**
EA. £44.99
- 7 **Virtua Racing**
Sega. £69.99
- 8 **EA Hockey**
EA. £44.99
- 9 **Streets of Rage 3**
Sega. £44.99
- 10 **Columns 3**
Sega. £39.99

Worst Five Movie Licences



You've seen the movie, now don't buy the game...

- 1 **Dracula**
Mega CD. Psygnosis
Pathetic graphics. Idiotic design.
Laughable gameplay.
- 2 **Cliffhanger**
Mega Drive. Sony
It's... well... it's a dreadful platform game. Big surprise, huh?
- 3 **Terminator 2 - Judgement Day**
Mega Drive.
Acclaim
See Cliffhanger.
- 4 **Home Alone**
Mega Drive. Sega
See Cliffhanger.
- 5 **Predator 2**
Mega Drive. Flying Edge. Dull.
Confused. Pointless. Astonishingly tedious.



Five Fantasy Beat-em-ups

1 **Ultra Streetfighter 2 - Nuclear Edition**

90-feet tall, radiation-mutated, mega warrior demi-god-like fighters, each with thousands of special moves, and new, super-sick 'torture' fatalities. Dragon Punch that one, y'git.

4 **Eric Cantona's Football Fighter**

Erm, all of those top footy stars (from past and present) who're renowned for their skill with fists and choice, off-colour language. The boy Eric, Vinnie Jones, David Speedie, Neil Ruddock, Alex Higgins. Ah...

2 **Simpsonsfighter**

Characters from popular Sky One cartoon show, The Simpsons, in top, vaguely amusing novelty beat-em-up. Homer throwing doughnuts. Barney and his lethal belch attack. Marge in a Blanka-like hairstyle headbutt. Et - unfortunately - cetera...

5

"Look This Is Silly. Leave It. It's Not Worth It. Can't We Just Talk It Through?" er, Fighter

3 **Immortal Kombat**

Ooh. God vs. Satan. The Holy Ghost vs. John The Baptist. Not forgetting the 'religion' option, catering for all kinds of fight possibilities - Buddha vs. Mohammed. Dionysus vs. Apollo. Top thunderbolt flying, meditating action.

No special moves. No fighting. Just two people sitting around, thrashing out their problems sensibly, diplomatically, like adults. (That's enough unlikely beat-em-up game scenarios. - Andy)



'UNCLE' DEAN MORTLOCK

Reviews Editor

Try as he might, Dean can't shake the 'Uncle' tag – this may have something to do with the fact that we won't let him. An almost obsessive love of U2's music, The The, Lloyd Cole and The Cranberries means that the arguments concerning the office CD player usually start from him.

Virtua Racing's his game, and he confidently believes that he can defeat all-comers – and so far he hasn't been proved wrong. Other Uncle favourites are the obligatory *Mean Bean Machine*, *Street Fighter 2* and *Sensible Soccer*. He has strange taste in women and reckons that Drew Barrymore and Rebekah Elmaloglou are the 'babes' for him. Although rumour has it that he's got a girlfriend tucked away on some Greek island.



FILM OF THE MONTH

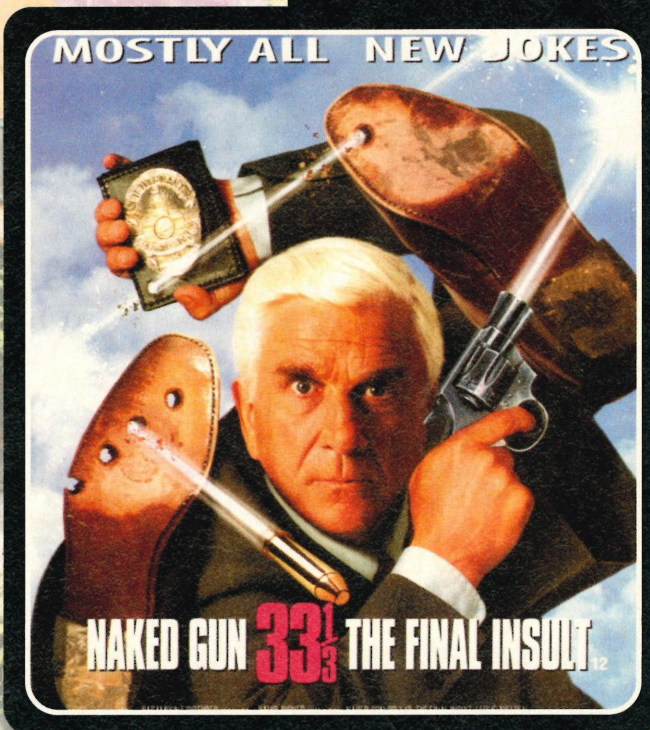
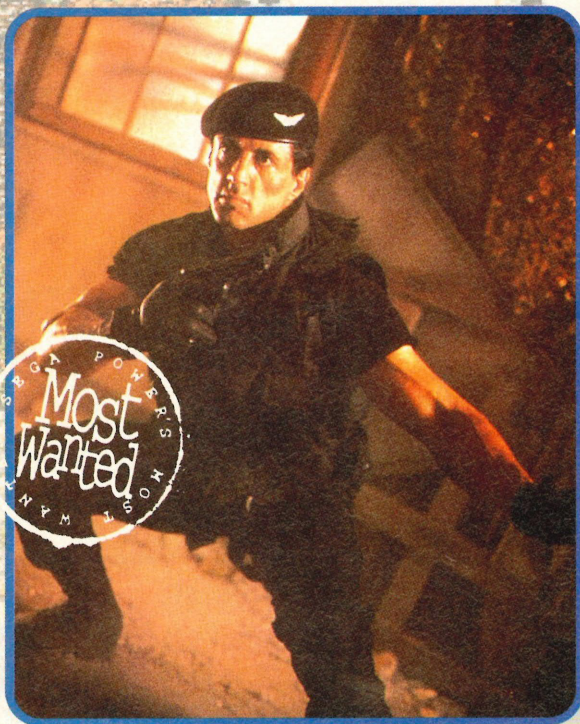
Naked Gun 33 1/3 – The Final Insult (12)

In which Lieutenant Frank Drebin (Leslie Nielsen) desperately pumps more life into those same old gleefully predictable, unfunnily amusing gags. This time, in a twist which abandons the idea of a 'Naked Gun 4', ever-deadpan, ever-bumbling Frank actually retires from Police Squad disservice. Relatively plotless, the film relies on the strengths of the previous outings – numerous jabs of parody and slapstick. We're treated to spoofs on 'The Untouchables' and 'Thelma and Louise', and Frank accidentally engineers physical mishaps for both Pia Zadora and Raquel Welch. Undemanding and, occasionally, hilarious. But, please – no more!

Video of The Month

Demolition Man (18)

A surprisingly good Stallone goes up against top psychotic bloke, Wesley Snipes, in a warped, silly vision of a bland, pure, and non-violent future. Having been in suspended animation since the golden, gun-toting 1990s, Stallone and Snipes are old rivals who, once they get tooled up (courtesy of the ammunition section of a museum) become quickly and violently accustomed to their new era – with Snipes spotting his chance to defrost old gang buddies and rule the world, and Stallone being the usual lone hero and trying to stop him. Hey – his methods may be unorthodox, but he gets results. Daft in the extreme, but action-packed and tongue-in-cheek enough to be enjoyable. A top rent. A note to parents – the 18 certificate is stupidly unfair. A bit of swearing, yes, but the violence is always distanced and cartoony.



Useless Products of The Month

Flash Jack
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And there's the Video Veil... Yes – you too can look like some idiotic Darth Vader fetishist in the comfort of your own, annoyingly bright and sunny playground or garden. Start up your Game Gear, slip on your glare-reducing Video Veil, and be mercilessly mocked and chided. Great!

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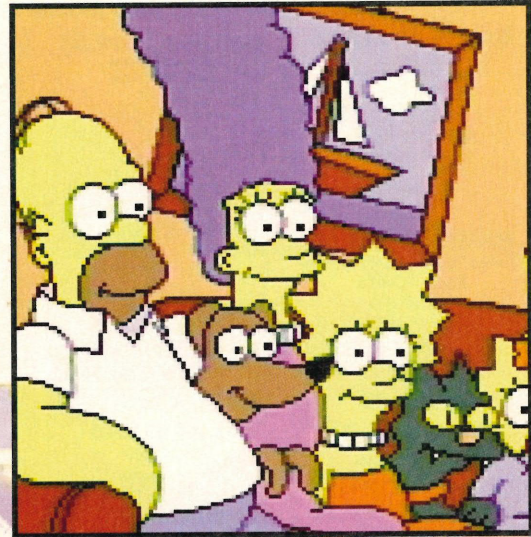
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Five CRAP TV Programmes

- 1 **You Bet Your Life (Channel 4 - After The Big Breakfast)**
Awful, awful, awful! How many bleedin' episodes of this thing are there?
- 2 **Grange Hill (BBC2 - 10.30am. Sundays)**
Old style, seventies hairstyles, "flippin' 'eck"-saying, wide collar-having, unlikely school capers. So crap, it's good - and everything.
- 3 **MasterChef. (BBC1 - 5.30pm. Sundays)**
A terribly pompous waste of a perfectly decent half an hour. The recent Spitting Image 'Student MasterChef' parody was great, though.
- 4 **Herman's Head (Channel 4 - 1.50am. Saturdays)**
Pointless, unfunny, American filler show. Notable only because it features the woman who 'does' the voice of Lisa (out of The Simpsons).
- 5 **GamesMaster**
Oh, what a giveaway...

Haircut of The Month



Marge. Off The Simpsons.

Turn-ons

What's cluttering up the shelf by our brand new CD player this month...

- 1 **Park Life - Blur**
Great songs, great accents. Just great, really. Second month at No. 1.
- 2 **Lifeforms - The Future Sound Of London**
Deeply ambient. (Lots of funny noises, no tunes). We blame Jason...
- 3 **The Prodigy Experience - The Prodigy**
New ed Andy's passion for nasty, rampaging dance music frequently annoys us on those oh-so stressful mornings.
- 4 **Ill Communication - The Beastie Boys**
Yes!! Lads! The B. Boys are back with a bizarre, classy new album.
- 5 **Everybody Else... - The Cranberries** Still there. Mellow as ever.



LAM 'CHOP' TANG

Art Editor

He's a slave to his work, is Lam, our stupidly talented Chief Crayon. Right hand superglued to his mouse, eyes fixed on his packages (art programs, that is - haw haw), he's been known to work through the night - a true martyr to the *Sega Power* cause (and, on leaving, top milkman-startling geezer). His fave 'listens' include Blur, The Prodigy and - ahem - 'Wu Tang'. His fave game is *Streetfighter 2 - Turbo*. On the SNES! The git doesn't like Mega Drive games! Hate mail, anyone? "My favourite bird," (as he lyrically informs us) "is the blonde one off Beverley Hills 90210. Not *Tori Spelling*. The other one." Lam's 23, and hasn't bought any new clothes since 1992.



TOP 5 footy songs

With the World Cup in - ahem - 'full effect', here's a rundown of some not particularly fantastic pop/footy crossovers...

- 1 **World In Motion - New Order/1990 England Squad**
Easily the most listenable effort. We reckon.
- 2 **Cicciolina (for Italia) - Pop Will Eat Itself**
Classic Poppies. Football-tinted 'tribute' to entirely legitimate Italian M.P.
- 3 **Diamond Lights - Glen Hoddle and Chris Waddle**
Oh - as they say - dear.
- 4 **Tottenham, Tottenham (no-one can stop them) - Tottenham squad & Chas & Dave**
Rob reckons this was a good one. We think not...
- 5 **That Man Utd one**
Yes, we know lots of people bought it, but it's crap, isn't it?

Homework Corner

Tricky Geography questions perplexing you to the brink of madness? Irksome English 'Lit' context questions beyond the capacity of your feeble brain? Simply send in your homework queries ('Homework Corner', *Sega Power*, etc...) Oh, and send a pic, too. We'll do our best to answer them - probably - and, if you get yours printed, you'll win some stuff! It'll be about a month late, but you've got a great excuse - just show the mag to your teacher and - ah... P'raps not.

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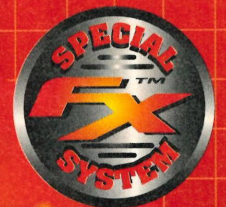
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Write to us! Be funny, relevant, and occasionally subversive. Talk about whatever you like – anything and everything in the Sega universe, the Criminal Justice bill, love, hate... Anything! Off you go, now... Oh, and don't leave your fabulous creation on the kitchen table or something. Send it to... **Letters, Sega Power, 30 Monmouth Street, Bath, Avon, BA1 2BW.**

Special prize this month for the first reader whose letter features, in the corner of the envelope, the phrase, "What am I? A mook?"

THANK YOU FOR CALLING

While reading through issue 55 of *Sega Power*, I couldn't help but notice a small mistake on the letters page. Sonya from Wapping was told to turn to page 10 when she asked who the new bloke called David was, and what he does. Well, she would have been looking at some screenshots of *Daytona Racing* and *Wolfenstein* if she had turned to page 10... (Eh? Whassat? Phew. What a dream. Oh yeah – I was writing the letters page. – Andy). The info she was after on David

was on page 12. And, by the way, could I have some cheats for...

Duncan McEwan
Glasgow

Okay, okay. We 'fess! We referred a reader to the wrong page. Although this is probably a capital offence in Texas, here in the zany, mixed-up world of videogame magazines, we tend to sigh, put it all down to experience, and vow solemnly never to let it happen again. Duncan, honey – stamps are not free, you have too much spare time on your hands, and we promise to carefully watch out for heinous page-referral antics in future. Happy?

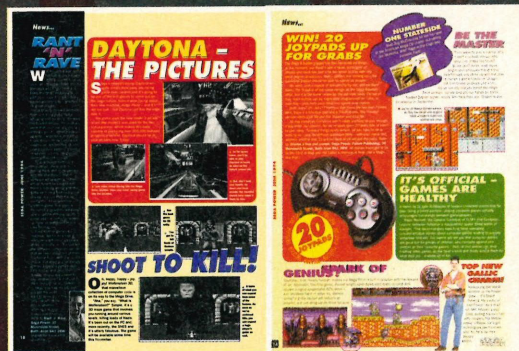
HE WAS A MAN WITH A MISSION...

I desperately need to ask you a few questions, and I would be eternally grateful if you would print the answers to them in your most skilled magazine, *Sega Power*.

1. What do you make the front cover out of? What material is it?
 2. How do you gain the recognition that magazines of your calibre have? How do you get software companies to send you the games for review?
 3. How would I go about gaining recognition for my magazine to be involved with a publishing company?
 4. I own a Mega PC. Is this capable of producing a top quality magazine?
- Mike Rogerson
Editor, Mega Bytes Magazine

Whaddaya want from us? The way we see it, pal – you're competition. Hey, it's a jungle out there on the, er, newsstands and we simply can't be seen to be helping out rival publications such as your own. Sorry, Mike. In the spirit of charity, however, I'll try to answer your questions as

fairly and extensively as possible...



These two pages were ruthlessly mixed up in a gross error of judgement, last month.

He-lo, faceless readers! In an unusually friendly and reasonable move, we're going to bow to your demand and... bring back the Gallery. Only, this time – there are two ways to go about it... 1. With your letter, you include some devastatingly wonderful picture on the envelope itself – the best will be reprinted around the Letters pages (and will win T-

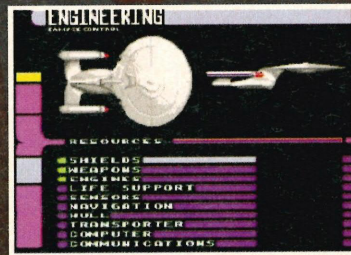
shirts, badges, and other goodies). 2. Send in an individual piece of artwork marked 'The Gallery' at the usual address. Any we print will get T-shirts, badges, etc... Just two little rules – 1. Make 'em brightly coloured (use loads of felt pens and stuff). 2. NO SONICS!!! If I see ONE picture of Sonic, the Gallery gets it. Use your imagination!! That is all...

The Gallery

1. Paper. Special paper. Which is a bit glossy and colourful and everything. What did you think it was made of?
2. We talk to lots of important software house people on the 'phone a lot and say things like, "We're great we are. And you're great, too, y'know? Anyway, about that review copy..."
3. See '2' answer.
4. Yep. Sure is. Simply type the words, 'Produce a top quality magazine!' on one of those funny bits of card with holes down the side and 'feed it in' to your Mega PC. Soon, a top quality magazine will appear in the 'vending space' just underneath the machine. Probably.



Lemmings 2. When's it coming out?



Star Trek – TNG. When's it coming out?

MY SPIDEY SENSE IS TINGLING...

I am one of the dreaded people who write in to you every month and ask you a load of questions. Sorry, but here goes anyway...

1. When will Lemmings 2 be coming out for the Mega Drive?
2. When is Star Trek – The Next Generation coming out?
3. When is Star Trek – Deep Space Nine coming out?
4. When is Jimmy White's Snooker coming out?
5. How come you review Game Gear games before their Master System equivalents, when both versions are out at the same time? You sometimes

miss out on the Master System versions of games altogether.

6. Why do you like *Streetfighter 2* so much? It's nothing special and I think that *Mortal Kombat* is just as good, if not better. *Mortal Kombat* deserved five stars, but you only gave it four because of *SF2*. Please, by all means, compare games with each other, but review them on their own merits. I've had *Mortal Kombat* since it came out and it's still one of my favourites. I got bored of *Streetfighter 2* very quickly because the moves are so-ooo difficult to pull off. You're not going to tell me that you can do Chun Li's fireball every time, are you?

7. Any word on a Doctor Who game?

8. Why do Sega think they can charge £60 for *Sonic 3*? It's because they know it will sell like hot cakes because of the name. Get lost, you money-grabbers! I went to Menzies where it was £45. Well done to those shops.

9. Why don't Sega release their VR machine as a separate piece of hardware instead of an add-on? I'm sure that more people would buy it.

10. Can you send me *Turtles - Tournament Fighters* because I'm a bit sad and you don't want it anyway.

Please print this letter, because I'm sure there are other people who want these questions answered and I'M DESPERATE TO HAVE A LETTER PRINTED IN YOUR ACE MAG! I used to write to *Mega*, but they never even acknowledged me once after I sent in all the RR2 *Wild Thing* codes, or my strange things that happen in games.

Ken Moss
Preston

Aaaaah. Diddums! Did the nasty old men at *Mega* ignore your oh-so important correspondence? Ne-ever mind... Alright, mortal. I can see you're keen to get a reply to your letter... Will this do?

1. August/September.
2. Look at the 'Available' bit in last issue's review. If you must.
3. Who cares? I mean, really. Who bloody cares??

4. See '1'.

5. There's an evil little nicety of the software industry known as the 'release schedule'.

Sometimes, we get a Game Gear game from the relevant software house before the Master System version, you see. Of course, we could always pretend we didn't but that wouldn't be fair, now, would it?

6. Actually, pal, I can do Chun Li's fireball every time. Be honest - it isn't that hard, now, is it? If you're so into *Mortal Kombat*, look at Raiden's death move - forward, forward, back, back, back, etc... Now compare that to Guile's *Sonic Boom* - charge back for a bit, then push forward and press a button! Yeah, yeah. I know. Hey - you started it!

7. How about 'dull'?

8. Yep. That's about the shape of it.

9. Hey - good idea!

10. You're right - we didn't want it. So we haven't actually got it. And so - we can't send it to you. Sorry.

FISTFUL OF STEEL

What I would like to know is - when Sega bring out new consoles, do they

Lifestyle corner

In which we blatantly disregard the core subject matter of our magazine, and stray foolishly into more wibbly, lifestyle-type areas. Follow this trend and, if you get your queries printed, you'll win a T-shirt.

I have some really deep questions for you...

1. What would you buy if I were to give you a million quid and told you to spend it in a day?
2. What are your opinions on public schools?
3. Do any of you guys like Depeche Mode?
4. What's more important - science or art?
5. What happened to the bloke who used to do the crap corner?
6. Do Lib Dem piss you off in an irrelevant sort of way?

R.H.H.H.
London

Sorry, 'R.H.H.H.' - whatever - I snipped your questions down to the most relevant/amusing...

1. Andy - A fairly small, remote island in the Caribbean; a gigantic, sumptuous mansion to place bang in the centre (equipped with a stupidly impervious high-tech security system and surrounded by 90-foot high walls); an army of carefully selected martial arts grandmaster bodyguards; 50 or so freakishly attractive maidens - all highly skilled in the art of massage; an aircraft hangar filled with bizarre, exotic food and drink; my own personal boat, plane, helicopter, recording studio, and roller coaster... er, can I have 2 or 3 million instead?

2. Andy sez - Pompous, oppressive, stifling, stinking with privilege. Watch 'If...' Great film. Oh, and Dean reckons they should be mixed sex, in order to enlighten the funny ideas those future judges and politicians have about women. Right bleedin' on!

3. We quite liked 'Tainted Love'. Er...

4. Right...

Dean - Science. Science is everything. Science is the structure of the whole world, if you will. Art is something created through an emotion. You couldn't have art without science, but you could have science without art.

Andy - Riiight...

Rob - Personally, I prefer art. But that's only because I know that someone else is looking after the science.

Jason - It depends upon what type of art it is.

Andy - Yes, yes...

Rob - Yeah. Cinema, poetry, writing. All of these forms of art can be created from a scientific approach.

Andy - I reckon Ken is better than Ryu. His dragon punch has a wider reach, and he's got better combos. Next!

5. Dan? He works for PC Gamer now. We're going to bring back The Gallery/Crap Corner.

6. They sure do. Lib Dems seem to be content to paper over the cracks in the system without actually changing its overall structure. And they split the vote in marginal seats!

Next month, on Lifestyle Corner... Women priests, love vs. lust, and whether or not you should buy a 32-bit add-on for your Mega Drive, or just wait for Saturn...

SEGA POWER

FROM HER LATEST ALBUM

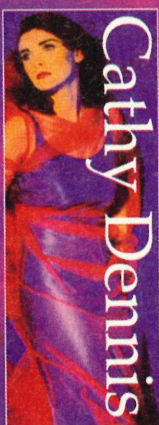
- ♦ Falling
- ♦ Irresistible
- ♦ Why

HOT TIPS... MEGADRIIVE

- ♦ Sonic 2
- ♦ Taz Mania
- ♦ The Aquatic Games

MASTER SYSTEM

- ♦ Olympic Gold
- ♦ Spiderman



Cathy Dennis

Would you - the reader - like to see more cover-mounted 'pop' cassettes? Let us know.

ALONG CAME A SPIDER...

Heeelllooooo!

At the moment, I am on Uranus, having a party with the tea cosies and toasters. I am also in a big house called Wuthering Heights and my maid Babooshka keeps on running up that hill to get away from me. I can't think why. Oh no, I have worn a hole in my red shoes. I'm such a silly rubber-band girl. I must go now because there are some intriguing continents of unexplored vistas that I must go and explore. Bye. P.S. Some people told me I am hatstand, but I was talking to him the other day.

Anonymous.

As your attorney, I advise you to... seek help. Got a joke for ya... Should sort you out... Q. How do they bring up children in Gloucester? A. Two up, nine down. Ah. No... That's not right. Sorry.

BRING HIM TO ME!

I have heard that you can play SNES games on the Mega Drive. On the bottom of the Mega Drive (right-hand side) you take the black bit off and you see a red plastic thing which says 'DO NOT REMOVE'. I have removed this red thing and all I see is this strip of silver going all the way across. Could you please spare one of your Mega Drives and one SNES game to try this out? Please, please, please. Could you print this letter as soon as possible and tell me if this works?

Ian Kent, Essex

You just knew you'd get in 'Outta Yer Tree' with this letter, didn't you?

Outta Yer Tree

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ABC

July - Dec 1993

consider the people whose consoles will become obsolete? The Mega Drive will be okay - it's got some new add-ons that will upgrade it. But what about the poor old Master System? You don't see any add-ons to turn it into a 16-bit system, do you? So please, Sega, think about your 8-bit console.

Andrew Garnett
 Cornwall

We-eelll... If you don't already have a Mega Drive, then, practically, a cheap 16-bit upgrade add-on for your Master System is fine. But it's hardly tackling the '8-bit Sega machine becomes obsolete' issue, now, is it? That's the way it goes, geezer. You moves with the times or you gets left behind. And Andy Warhol said that. Probably.

RENEGADES OF FUNK

The many changes you have recently made have definitely added to the flavour of the mag, but I have one or two other suggestions...

Firstly, it would be a good idea to produce another tape, like the Cathy Dennis cassette, but this time, include the voices of the *Power* crew. Secondly, the number of pages included in each issue should grow, enabling you to review more games, and expand that fabulous new 'Most Wanted' section.

Now, a few questions...

1. While comparing your ABC figures for Jan-June 1993 and July-Dec '93, I noticed that you had lost over 26,000 readers. This can't be true, can it?
 2. A few issues back, you mentioned an up 'n' coming compo in which we would get the chance to visit *Sega Power* HQ. What happened to it?
 3. Does the Mega CD have the capability to run CD films (like the CD-i)?
 4. What happened to the highly coveted *Sega Power* enamel badge, and what did it look like?
 5. In your first 'Most Wanted' section, what was "Mark's new job"?
- Just before I sign off, I want to say that I hope the team recognise Dean for the funkmeister he is. What a guy!
- Matthew Newman
 Gateshead

*We'll definitely try to get another cover-mounted cassette together - hey, everyone! Write and tell us what you'd like to hear on it. I dunno about the voices of the *Power* crew... "Hey! Dean here. How's it going? I'm just writing a review. And everything!", "Hey! Andy here. How are ya? Er... Jason?", "Hey! Jason here..." Doesn't really stand up to repeated listening, does it?*

*1. I wouldn't really say that we'd actually lost readers. It's more a case of our appeal becoming more selective. But you console junkies are a fickle bunch, flitting idly from mag to mag, and all. Stick with *Sega Power*! You know it makes sense.*

*2. We decided that we'd like to maintain the noxious cloud of mystique that surrounds the *Sega Power* HQ.*

It's an abstract, evil-smelling vapour, not dissimilar to the one that forms just after Dean's potent morning egg 'n' cress sandwich. (Great gag!)

3. Not really. The Mega CD is good on hefty storage capacity, but a little light on quality FMV. Sure, the Ground Zero Texas system is fine, but can you imagine watching a feature length movie of that quality? It'd be like settling down in front of a tape of a tape of a tape of an hour's worth of that funny static effect you get when there's no TV any more. With some tin-foil covering the screen. I would imagine...

*4. It was, like, a badge. Made of enamel. With *Sega Power* on one side, and a sort of pin on the other. We have some new badges now, though. And they're even better. If you're a fan of badges, then you'll love 'em. Otherwise, you probably won't like them.*

5. Mark's arsed off to work for software publisher, Psygnosis. As a 'games producer'. Apparently. This means he gets to produce games. Or something.

Oh, and Dean says, "Cheers!"

inside the instruction booklet, Capcom have been so kind to print all of them anyway! Instead of wasting this space on completely useless information, you could have given us four pages of "Outta Yer Tree" which would have been more amusing, as you obviously receive a great deal of these letters. Was it just that you did not have anything else to print, or do you people love this game so much that you have to mention it everywhere and anywhere you can? Rather annoyed beat-em-up critic.

P.S. I will be writing again soon with more opinions.

*Oh, please do. Look, I happen to agree with you. That *Street Fighter 2* "guide" was a bit crap, wasn't it? Personally, I'd have treated you to a few top combos, complete with carefully phrased instructions on how to pull them off. But, hey, don't look at me. I wasn't the editor back then. It was some bloke called... erm... um... Ah, I forget. The point is - you pay the money, you deserve the best mag - and the best tips. Fair play. We promise to be great in future. Just don't yell at us again, okay? We know people...*

PARTY'S OVER...

I've been reading your mag for almost a year now. I read it for 'The Hard Line'. Whenever I see a game I like the look of, it's back to the old *Power* to see Hard Line's comments before I buy...

Robert Reeves
 Cambridgeshire

The entire *Sega Power* crew - "Doh!!"



Some beat-em-up people engage in rather an unpleasant altercation - last Thursday. Er...

BEATS ME

While looking through my old issues of your professional-looking magazine, I suddenly wondered why you asked Paul Pettengale to "compile a complete list of all the *Street Fighter 2* special moves" (issue 50) when, if you bother to look

A plea

Could you please, please, please, please, please, please, please, please send me a copy of *Virtua Racing*? Jamie Caldwell

Truro
 No. Go away.

SEGA POWER

Small Ads

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Sega Power Magazine, 30 Monmouth Street, Bath, Avon BA1 2BW.

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For sale: Game Gear with 5 games: Lemmings, Super Monaco 1, Sonic 1 & 2 and Donald Duck. Master System converter with Wonderboy 2 also included. Worth £230, will sell for £150 ono. Will separate items.

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Tel: (0252) 726118

Under £25

For sale: Columns, Marble Madness, Outrun and Super Monaco GP, each for £12. All in a case with instructions, but no box.

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For sale: Hand-painted t-shirts. Sonic, Bubsy 2 or your own choice. Excellent in all sizes. 0-5 £9.99, 5+ £12.99. Amazing value, send PO with size and design required to: 66 Arneways, Avenue, Romford, Essex RM6 5LX

For sale: Game Gear version of Super Monaco GP £13 ono. Also wanted: Mega Drive version of Sonic, will pay up to £10. Tel: (031) 449 5756

For sale: Sega Power mags, issues 28-46 (issue 30 not included). Also Sega Force mags issues 1, 4, 5 and 12. All in good condition, will accept any reasonable offers.

Tel: (0603) 661584

(If there are none left, turn to back issues - p.86. - Andy)

Swaps

I'll swap Strider or Rastan R-Type, Paperboy and The Ninja for your Olympic Gold, The Flash, Donald Duck, Chessmaster, Super Space Invaders or Speedball.

Tel: (0333) 310003 (please phone after 4pm)

I'll swap Ayrton Senna Super Monaco GP and RBI Baseball 3 both in good condition for F1 or Davis Cup Tennis. Must have instructions and box.

Tel: (0586) 554380

I'll swap Battle Tank, Desert Strike, Road Rash, Terminator, Streets Of Rage and European Club Soccer, for F-22, Another World, Populous 2, New Zealand Story, Jungle Strike or F1.

Tel: (0256) 473240

I'll swap Alien Storm and Batman on the Mega Drive for Desert Strike or Jungle Strike. Any other decent games will be considered.

Tel: (0483) 506591 (please phone after 4pm)

Wanted

Wanted: Mega Drive games, all games considered. Will pay good prices for recent games.

Tel: (0527) 832230

Wanted: A life. Possibly involving the Dorset coast. And a nice cottage. With a pleasant village nearby.

Penpals

Hunky funny male requires a female penpal aged 12-13, hopefully into Sega and rave music. Please write to enclosing a photo to: Knockane, Annewstown, Co Waterford, Ireland.

Hi, I'm 9 years old, I'm male and looking for a female penpal. I have a Mega Drive, a Game Gear and a sense of humour. Bye dudes. Please write to: 100 Queensborough Road, Sheerness, Kent ME12 3EZ

Letter hungry female searching for interesting penpals 14 and over. Likes Heavy Metal music, going out, writing and having a good time. So, please get writing with a photo soon to this address: 47 Downs Wood, Epsom Downs, Surrey KT18 5UJ

I'm blonde, I'm 15 and I'm looking for a male penpal who is 15 or over and into Rock - mainly Guns 'n' Roses and Nirvana. Send all photos and letters to: 36 Maes-y-coed Road, Heath, Cardiff CF4 4HG

Hello, I'm a 15 year old male looking for girl of same age. Must have a lot of friends as my friend might want to write. Send photo if interested to: 16 Graham Court, Dalclarer House, Dundee DD4 9DF

I am a 13 year old guy looking for a female penpal of a similar age. Must be good looking and good fun. Please send photo and write to: 10 Franklyn Crescent, Windsor, Berkshire SL4 4YT



GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these **Sega Power** guidelines:

- Before you send any money**, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.
- Always read the small print** on adverts.
- Beware companies that do not include** their address on their adverts. Also, avoid companies that do not answer or return your calls.
- By far the best method** of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies - if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.
- If you're not paying by credit card**, pay by cheque. Never send cash and avoid using postal orders.
- Keep records.** If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.
- If you are sending a cheque**, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.
- When you receive your goods**, check them carefully. If anything is missing or faulty, contact the supplier immediately.
- Always order from the most recent issue** of **Sega Power**.
- If a problem does arise**, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

Reader Ad Order Form

Name (We never print names, so there's no point in pretending to be someone famous.)

Address

Postcode **Telephone**

Please tick the category your ad should appear in:

☐ For Sale ☐ Swaps ☐ Penpals ☐ Goods Wanted

Advertisement costs...

Please tick the appropriate box...

☐ Boxed out (£5 ad) ☐ All other adverts (£1 ad)

Write your ad (maximum 30 words) below, ticking the appropriate box and make your cheque or P.O. (check out the advertisement cost box to find out how much it'll cost ya) payable to **Future Publishing Ltd**. Stuff it all in an envelope and send it to: Small Ads, **Sega Power**, 30 Monmouth Street, Bath, Avon BA1 2BW.

Some people have got a nerve...

1. Trade ads? We don't take kindly to these, so just cut it out, because if you don't we will.

2. We can't vouch for the quality of these ads. You might find some 'interesting' grammar, but hey, you write this page.

3. Make your Small Ad legible. Here's your chance to practise neat handwriting.

4. We cannot guarantee the positions of your adverts or that they will appear in specific issues of **Sega Power** - but they will definitely appear on this sacred page at some point. Promise.

5. Sign the following declaration (but get your parent or guardian to sign if you're under 16). We won't print any ads without the signature. All unsigned ads go straight to Rob. A nasty business.

Signed **Date**

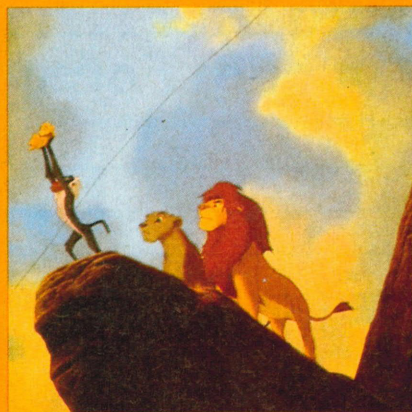
Don't miss it!

Next Month!

SEGA POWER The magazine
that brings you the **biggest**
First!

**SEGA
POWER**

*In our bid to make sure that **Sega Power** brings you only the very **best**, we're going to be taking the first look at Virgin's Amazing **Lion King**. In a full work-in-progress feature, we'll give you all the info you'll need.*

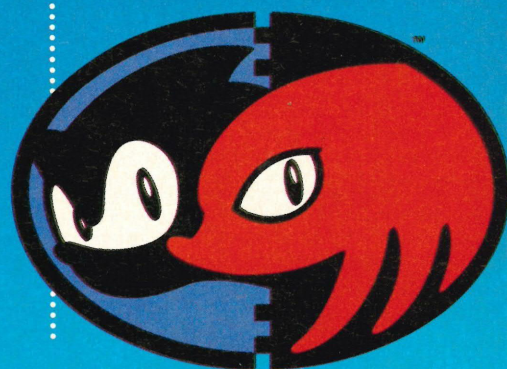


Heard of Doom? Next month we bring you the **EXCLUSIVE** look at Accolade's two-player 3D blast-'em-up, **Zero Tolerance**.

Also, reviews of...

Soulstar, Mega Race, Another World 2, Syndicate, Global Golf, Tazmania 2, Ecco 2, Shining Force 2 and lots more.

These two guys used to be the worst of enemies. Now they're top mates, and they're starring in their own game. Check out the full story and pics.



September issue on sale Thursday 4 August

Turn up and turn on...

The power is **HERE** for you

Get your *hands* on the

Panasonic R·E·A·L

3DO Interactive Multiplayer System

at the most *exciting experience* of the year.

The **Panasonic Juggernaut Roadshow**

will *juggle* your senses.



It is

the future

Panasonic

R·E·A·L

3DO INTERACTIVE MULTIPLAYER



Roadshow Venues

23-24th July

Thorpe Park Surrey

26-28th July

New Forest Show Brockenhurst

30-31st July

Fairford International Air Tattoo
Gloucester

2-7th August

Swanage Regatta & Carnival Dorset

9-10th August

Lakeside Thurrock Essex

12-14th August

Northampton Balloon Festival

17-21st August

Airborne '94 Eastbourne

24-27th August

Dartmouth Royal Regatta

29-30th August

Aintree Show

1st Sept

Bucks Show Aylesbury TBC

3-4th Sept

Sheffield Show

7-13th Sept

Chessington World of Adventures

21-25th Sept

LIVE '94, Earls Court London

28th Sept. -4th Oct

Lakeside Thurrock Essex

9th Oct

East of England Autumn Exhibition
Peterborough

11-15th Oct

Medowhall Centre Sheffield

17-22nd Oct

Merryhill Centre

Brierly Hill West Midlands TBC

24-29th Oct

Fairfield Halls Croydon

2nd Nov

City of Portsmouth Firework Display

4th Nov

26th Big Night Out Suffolk

7-12th Nov

Clifton Moor Centre York

14-18th Nov

Metrocentre Gateshead

These details correct at time of going to
press. For further info call: 0800 444 220.

NO MERCY IN THIS COURT.

Ranked number one* in the world, Pete Sampras can turn a ball into a ballistic missile. When he pulls the trigger, your first priority is to get out of the way.

Scorching serves, fearsome forehands, blistering backhands and smashes to make a ball-boy wince. It's all here - full-blooded, full-on extreme tennis.

Pete Sampras Tennis is packed with features like interactive sampled speech and realistic sound fx throughout, after-touch ball control, 18 different world locations, action replays, action replays and a repertoire of shots British players would give both arms for.

Pete Sampras Tennis comes on the new J-Cart, a revolutionary cartridge with 2 additional joypad connectors built in for simultaneous 4-player power! No adaptor needed - just plug in and before you can say "New balls please", up to four of you are giving the ball a serious thumping.

The ultimate tennis game is here - except it's not just a game. Have you got the balls?

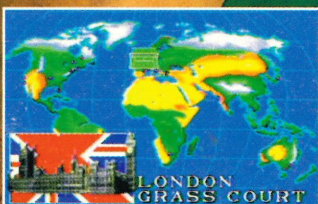
Megadrive out June 16.
Game Gear out August 19.

"The best tennis simulation and a brilliant multi-player experience"
SEGA MAGAZINE **92%**

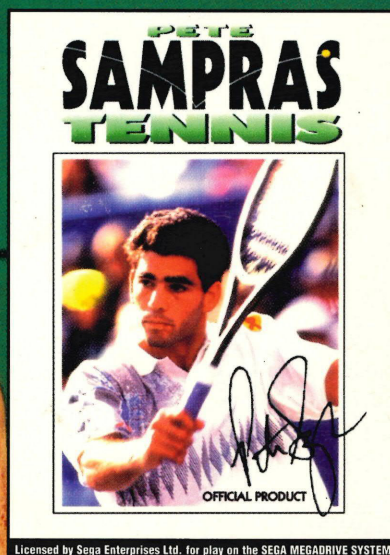
"The only tennis game you'll ever need - absolutely brilliant!"
SEGA PRO **90%**

"The most playable, easy to pick up and fun tennis game I've ever played"

MEAN MACHINES **93%**



J-Cart
1-4 PLAYERS
PLUG UP TO 2
EXTRA JOYPADS
INTO GAME CART.
No adaptor needed



Codemasters

Sportsmaster
IT'S NOT JUST A GAME

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