

WIN! One of five **Sega Saturns** plus loads of top videos!

Saturn • Mega Drive • 32X • Game Gear • Mega CD • Master System • Issue 70 • September 1995 • £2.50

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SEGA POWER

SLASH & BURN

**Primal
Rage**

**The New
Micro Machines**

**WORLD EXCLUSIVE
REVIEW**

EXCLUSIVE

**Killing the competition
MORTAL KOMBAT 3
Full preview**



Future
PUBLISHING
Your guarantee of value

Inside:

**Virtua Racing • Shinobi X
Pete Sampras • Brian Lara tips**

SATURN SOFTWARE ROUND-UP



SAMPRAS RETURNS.

ON CENTRE COURT: JULY 28



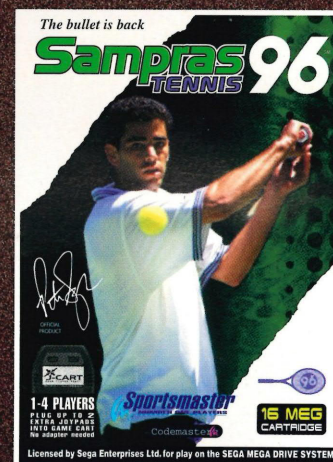
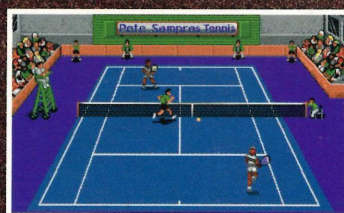
"This is the definitive 16-bit tennis game of any format. Sampras has retained his world title!" – Mean Machines 92%

"An all-time classic!" – Sega Power 92%

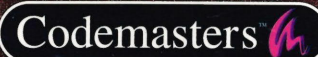
'Pistol' Pete Sampras is back with a bullet. All the killer features of the original smash have been completely revamped and we've packed in loads more ammo besides. We've added jump shots, the super serve and hard smash as well as hidden power shots. Relive your greatest hits with automatic action replays you can watch from loads of different camera angles.

Pete Sampras Tennis '96 boasts supreme realism and superb playability. And of course, all of this comes to you on the J-Cart for blistering 4 player power.

If you thought the original was classy, wait till you see **Pete Sampras Tennis '96**. It'll blow you away.



The Bullet Is Back...

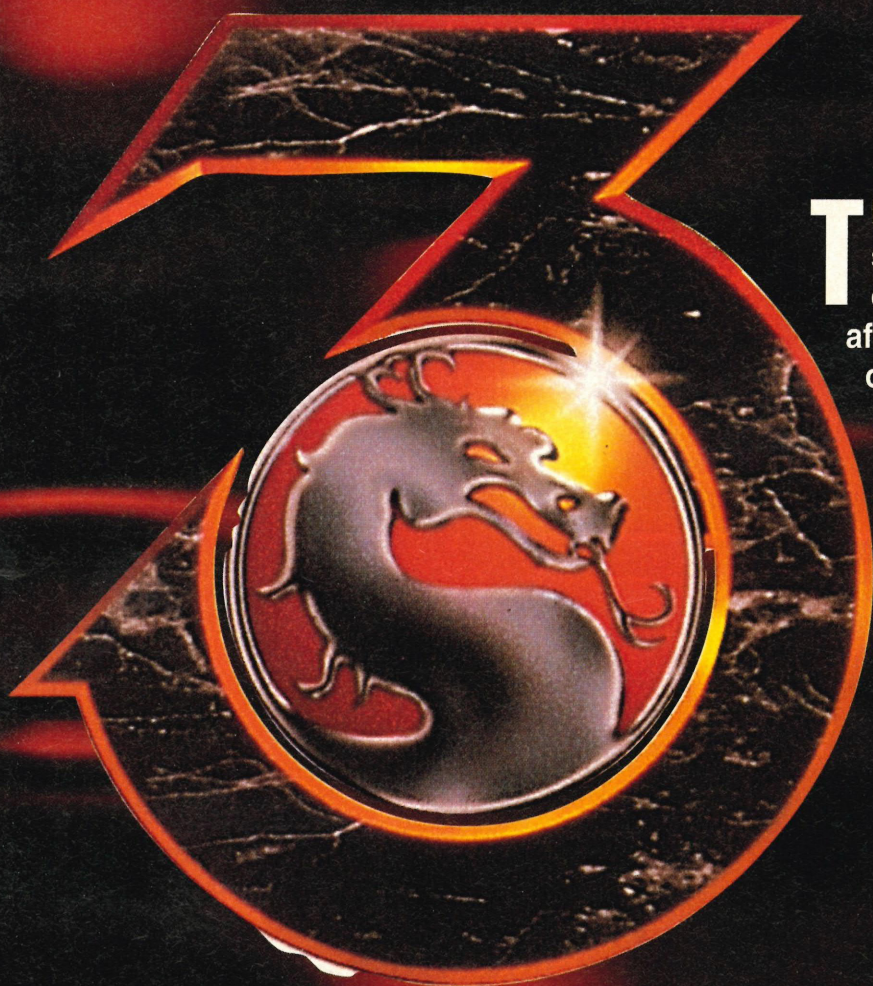


Welcome

to

Sega

Power



The Saturn is OUT AT LAST! Get down that shop AND GET ONE! To aid you in this, check out our top Saturn feature. And if you can't afford one, ENTER OUR COMPO! Easy eh? Not only do we provide a round-up of all the software coming out for the thing, but we preview *Virtua Racing*, *Bug!*, *NHL Hockey* and *Shinobi* too. We've also the exclusives on *Micro Machines 2 Tournament Edition '96* and a full review of *Primal Rage*. Add a preview of *Mortal Kombat 3* and you've got one hell of an issue in your hands here. Enjoy!

Cheers,

**Nick Merritt,
Editor**

Content



EXCLUSIVE!

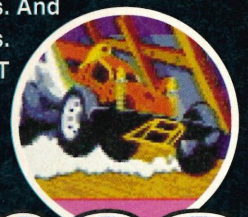
TWO TOP WORLD EXCLUSIVES!

Primal Rage



42

The first review of the biggest beat-em-up in the world, and WE'VE GOT IT! It's got monsters, gore, death moves and monsters. And monsters. CHECK IT OUT!



Micro Machines

10

The first full preview of Codemasters' new *Micro Machines* and yes, WE'VE GOT IT! Gasp at the new tracks. Gape at the Construction Kit. It's all yours now...

TURBO TOURNAMENT '96

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Preview

12 This issue's too good. Check this out... *Virtua*

Racing on the Saturn (14), Mortal Kombat 3 (16), Total Football (19), Braindead 13 (20), Worms (21), Ooze (22), Comix Zone (23), NHL Hockey (24), Shinobi for the Saturn (26), Bug! (28), Virtua Fighters 32X (30) and Digital Pinball (31). Amazing.



events

Brian Lara
tipped and stuff,
just for you!
See page 70...



Mortal Kombat



WIN
one of **FIVE**
Saturns! Turn to
page 61...

16 A FULL PREVIEW, with ALL the characters, loads of screenshots and the latest information on the year's most eagerly-awaited title IS HERE! We're so flippin' great it makes us sick (*Us too* - Everyone).

Reviews... Of A Turtle!

Primal Rage

MD 42

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Justice League

MD 60

Batman & Robin

MD 62

The Master System

32 The Next Generation has arrived. The Saturn is OUT NOW, so to find out the latest on this situation, full lists of software and the usual dribblings from our writers, turn to page 32 and read about it.



News

Saturn hits the streets



- It's £400 ●
- And OUT NOW! ●

It's the news Sega owners have been waiting for... No longer will you have to duck into grim side-alleys to hand over your money to shifty-looking grey importers for your very own Saturn. By the time this issue hits the streets, the Saturn will have been officially on sale for two weeks, although Sega tell us they are not gearing up for a major push until this autumn. Nor will Sega be supplying official UK software releases until this autumn; however, most stuff will still be available on grey import for some time to come. Most accessories should be available with the machine itself – the MPEG card is also expected sometime this autumn.



News Update

And in yet another development on these news pages, this little column will henceforth be dedicated to bringing you the very latest news on a titles we might have mentioned before, but have since found out some more stuff about. So there.

X-Perts

(Sega)

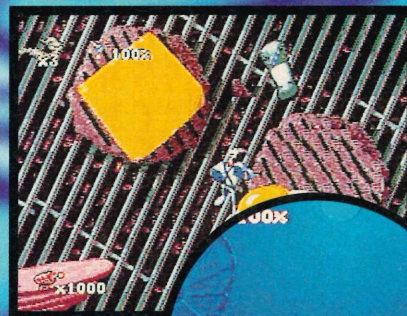
We're reliably informed that it'll

feature 'Donkey Kong Country-style rendered graphics' and will feature one of the characters from *Eternal Champions*.

Earthworm Jim II

(Virgin)

Two things on this little number: firstly, rumour has it that Shiny Entertainment are working on a 32X CD version of *Earthworm Jim II*. Secondly, we've got some brand spanking new screenshots of the Mega Drive version. Feast on the following...



Hey, it's *Earthworm Jim II*. Cue lots of great animation, gags, humour and some game stuff too.

A worm and some beef burgers? All seems a little unhygienic to us.



Micro Machines

● Saturn ● September '95 ●

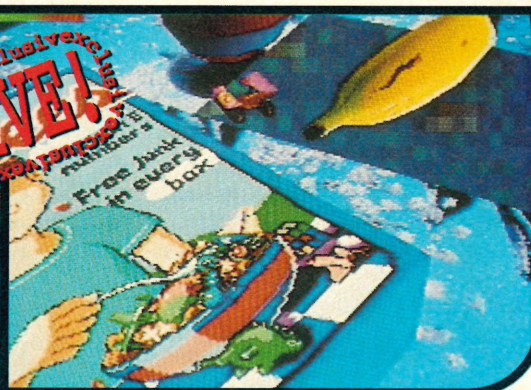
(Next)

Generation

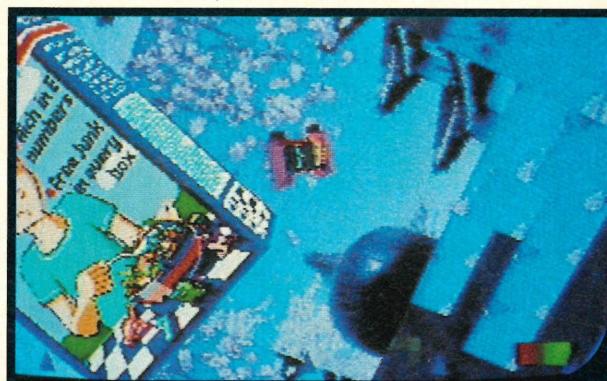
If *Micro Machines* was your favourite game ('twas ours), you'll be interested to hear that a Saturn version is in the pipeline from Codemasters. We don't know much about it at the moment, except to say that there's a lovely piccy of the thing we can show you right now. More on this soon...



It's a lovely rendered banana. Next Generation machines, eh?



Cornflakes are a highly nutritious way to start the day. We like Ready Brek here ourselves.



More breakfasty things happening here. Bacon and eggs, green eggs and Ham. Yeah.

Gender Wars

● Saturn ●
● Winter '95 ●

This very curious-sounding affair, yet again from Sales Curve, takes the battle between the sexes rather more seriously than is usual. The scenario: men and women, unable to live together any more, decide to go their own ways. Soon, differences become so violent that war erupts. You get to fight in this war, in isometric arcade adventure-style, where the aim is to obliterate the opposite sex. Surely just sitting around and waiting for lack of reproduction to take care of things would be smoother? Ah well. This'll also come with a network/modem option.



Not a game for the politically correct, wethinks.

XS

● Saturn ●
● Winter '95 ●

In a 'yet another game for the Saturn' shock, Sales Curve are unveiling *XS - Shield Up - Fight Back*, a network/modem arcade action game for 1-4 players. The usual suspects, like Silicon Graphics rendering and motion capture, make their appearances as do 60 opponents, 20 levels, six characters and more bloated-sounding stuff like that.

There's some storyline involving fighting, nervousness and aliens but hey, we'll get to that another day.



So many games involve killing things. Which is great really.



Fox Hunt

● Saturn ●
● November '95 ●

Amazing news here. Capcom are launching a new game AND IT'S NOT CALLED *STREET FIGHTER II*! It's an interactive movie/spy thriller affair and, as befits such a weighty affair, stars ex-Bond George Lazenby (y'know, the one who wasn't called Sean, Roge or Timmy) with a cameo from Rob Lowe. It'll incorporate three hours of film, "the most sophisticated live-action fight sequences ever" (right), shooting, sky-diving, skiing and loads more exhausting stuff like that.

Quick News

● *Quarterback Attack* is being tipped as the first American Footy game where you get to be the Quarterback. With FMV, NFL-style moves and dead groovy stuff like that, this Saturn title will be out this Winter. Probably.

● *Biohazard* is a tale of international terrorists raiding a top-secret virus research lab. It'll have 25 camera angles and FMV.

● That dreadful Mega CD title *Corpse Killer* is coming to the Saturn in September. Wahey.

● Mega CD title *Supreme Warrior* is also coming out on the Saturn in September.

● As is *Double Switch...* and *Prize Fighter*.

● Latest news from Bullfrog... *Theme Park* is to hit the Saturn in October.

Lawnmower MAN 2

• Saturn • 1996 •



Oh great, it's the Lawnmower Man again. A cause for celebration, no doubt.

Yeah, so the sequel to that great movie Lawnmower Man has finally been wrapped, which sounds wild. Anyway, despite that, Sales Curve are trotting out the sequel to the last *Lawnmower Man* game. This time, Jobe (the main geezer) is seeking to control mankind through Virtual Reality. Hmmm. Your task is to navigate a scientist and his four teenage friends through Jobe's virtual world and prevent him before THINGS ALL GO HORRIBLY WRONG. Oh, and this will also contain a 1-4 player network/modem option thingy.

MAXIMUM Surge

It's an action-adventure game from Digital Pictures and has something to do with hunting down some crazed dictator who's re-populating the world with androids (whuuuh?). Speed across the desert, kill things, watch the 'spectacular special effects' (so

we're told), gawp at Baywatch star Yasmine Bleeth (the sexy brunette one), Star Trek's Walter Koenig (the Russian geezer in the yellow) and goggle over the game's terrain editor.

• Saturn •
• Winter '95 •

This is a particularly fine example of a picture which tells the reader nothing but is here because it looks nice. OK?



Kingdom of Magic

• Saturn •
• Winter '95 •

It's Sales Curve again, limbering up for the Saturn with this new comedy affair. A non-linear, one player adventure, it's got wild stuff like Silicon Graphics rendering, jokes, two playable lead characters, weird stuff, and, erm, that's it really. Oh yes, we forgot. We're told it also has three quests, whatever that means. Happy now?

Win a Saturn Pro-Universal Games Adaptor!

EXCLUSIVE!

Them Saturn things. OK, so they're out now. BUT, and here's the bad news, European, American and Japanese Saturns are (drum roll) INCOMPATIBLE! This is bad news and means that every import game you buy WON'T work on your shiny new UK Saturn. What to do?

Well, Datel, purveyors of cool devices, have the answer with their new Pro-Universal Adaptor. Costing £39.99, it plugs into the cart slot on top of your Saturn and allows those supposedly incompatible games to WORK!

Best of all, we have five of the beasties to give away to our lovely readers, EXCLUSIVE to Sega Power. All you have to do is answer this question... What is Datel's famous game busting cartridge called?

- a) Henry
- b) Clever
- c) Action Replay

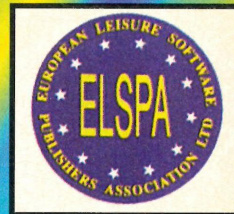
Answers on a postcard/envelope, to Universal Compo at the usual address before August 20th.



Contacts:

Capcom:
(001-408) 774-0500
Codemasters:
(01926) 814132
Digital Pictures:
(001-415) 345-5300
Sales Curve:
(0171) 585-3308
Sega:
(0171) 373-3000
Virgin:
(0181) 960-2255

Charts



Ms. Pac-Man

Budget Release...

- Mega Drive • £19.99 •
- UK Release • Time Warner •

Many years ago, when for most people the words electronic game meant hoovering amusing patterns in the shag-pile, an unassuming title called *Pac-Man* was launched. Soon, and in best tabloid fashion, Pac mania had swept the planet and human life could conceive of no other form of fun better than eating splodges and avoiding ghosts.

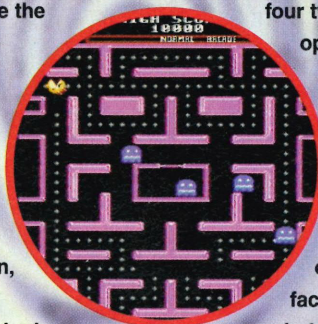
For those craving those simpler times, Time Warner have released *Ms. Pac-Man* for the Mega Drive and

alright it is too. The game includes four types of maze and the option for two player alternate, competitive and cooperative play. Good. The graphics are true to the original. Gooder. The game plays like the original. Goodest. In fact, the whole thing reminds me of dodgy seaside arcades circa 1981. Hmmm.

■ James

"It's a bleedin' classic, innit?"

82%



Mega Drive

- | | | | |
|----|------------------------|-------------|----|
| 1 | Theme Park | EA | ● |
| 2 | Brian Lara Cricket | Codemasters | ● |
| 3 | Rugby World Cup | EA | ● |
| 4 | FIFA Soccer | EA | ▲ |
| 5 | Street Fighter II: SCE | Sega | ▲ |
| 6 | World Cup USA '94 | US Gold | ▲ |
| 7 | Road Rash 3 | EA | ▼ |
| 8 | Winter Olympics | US Gold | ▼ |
| 9 | PGA Tour Golf 3 | EA | ▲ |
| 10 | Newman-Haas Indy Car | Acclaim | NE |

Mega CD

- | | | | |
|---|------------------|-----------|----|
| 1 | Powermonger | EA | NE |
| 2 | FIFA Soccer | EA | ▲ |
| 3 | Mickey Mania | Sony | ▼ |
| 4 | Earthworm Jim | Interplay | ▼ |
| 5 | Lethal Enforcers | Konami | NE |

Game Gear

- | | | | |
|---|------------------------|-------------|----|
| 1 | Sonic the Hedgehog | Sega | ● |
| 2 | Winter Olympics | US Gold | ● |
| 3 | Desert Speed Trap | Sega | NE |
| 4 | PGA Tour Golf 2 | Time-Warner | ● |
| 5 | James Pond 2 - Robocod | US Gold | ▼ |

Master System

- | | | | |
|---|----------------------------|---------|----|
| 1 | Sensible Soccer | EA | ▲ |
| 2 | Cool Spot | Virgin | ▲ |
| 3 | Wonderboy in Monster World | Sega | NE |
| 4 | Road Rash | US Gold | ▼ |
| 5 | Desert Speed Trap | Sega | ▼ |

Micro Machines

TURBO TOURNAMENT '96

- Mega Drive • £TBA •
- October • Codemasters •



dance chimps, this one's good... and seems to be worth the money.

The gameplay remains pretty much the same – one to eight players race around a series of bizarre locations and that – but with the construction set,

it's sort of a whole new *Micro Machines* game, but not quite – hence the title. What it is, is a sort of clever remix thing, but unlike those dodgy remixes by unheard of Dutch

new tracks and extras, it's probably got enough to call it *Micro Machines* 3... if Codemasters felt particularly inclined that way.

Firstly, there are 65 tracks,

Barbecue Tracks

This is a barbecue. Great things for the summer, they are. Here you can happily drive across before you get frazzled, surrounded by sausages and be thankful that you, the public, made full use of the rusty barbecue that's lodged underneath the stairs... OR DID YOU?

To be completely happy, I've always believed that you should eat your full quota of baked beans. These can slow you down, but are good for short-cuts.

Camp fires should, generally be avoided... especially if you've been reduced and are in a small car. Could be drugs, could be real... WHO CAN TELL?

More new stuff

On top of everything else, there's also a bumper

Christmas hamper worth of delicious comestibles... Confused? So am we...

New Characters

Unknown at the present time, but there's bound to be all manner of bizarre characters 'popping up'. Our favourite suggestions include Jumpy the Nervous Fish, Harold, the man with the plastic face and Dicky Bedwetter. Anyway, here's a screenshot anyway. Mmmm.

Challenges

All the favourites from the second game are back – single races, time trials, head-to-head – plus some new ones... league and super league, and something called a 'Round Robin' (Waaahh?).

Maps

At the start of each race you now get a small map, with a 'dot' to show you your course around the track. Hmmm, not bad. Very kind, in fact.

Yet more new stuff

Secret warps to later levels, extra speed power-ups, and mirrored tracks – like *Daytona*, but like, overhead? Yeah? Who can say? We, in our infinite wisdom, know everything but we're not allowed to say. Hah!

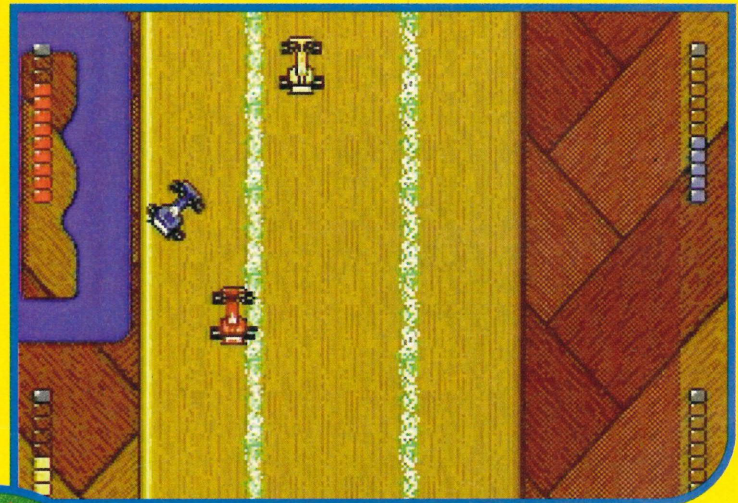


achines 2

ck



Time
0:52⁹²
Laps
3



40 of which are new, 15 are taken from *Micro Machines 2*, but from towards the end of the game, so it's possible you haven't seen them anyway, and 10 are spaces for the construction kit.

Rather than re-hash some of the old environments, Codemasters have delicately 'bunged' in some new ones. Now you'll be able to race

across campsites – with barbecues and camp stoves, gymnasiums – hacking across dumbbells and trumpets, science labs – with futuristic sports cars, Bunsen burners and a bizarre game of *Frogger* over some sponges. Also,

there's a new Office set of levels, with a Newton's Cradle, faxes and telephones (but no stoopid secretaries).

Plus there is the new Train Set level. Here you race in police cars, complete with irritating American car sirens, level crossings and plenty of trains, and stuff. Not bad, eh?

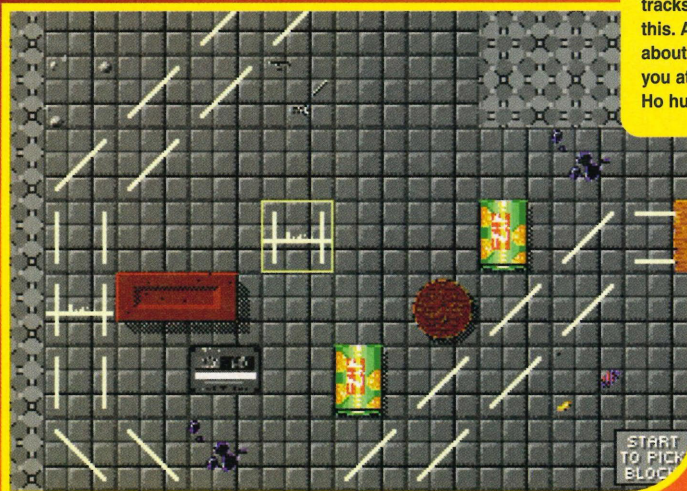
**SEGA
POWER**

The Construction Kit

Codemasters realising this game is the fact it's now bundled with a construction kit. Briefly, this will give you the chance to design your own tracks, cars, obstacles and the like. In a more in-depth way...

The main reason for

Make yer own tracks, kind of like this. And that's about all we can tell you at this stage. Ho hum.



Vehicles

You've also got total control over the way the vehicles react – by this, we mean the speed, grip and acceleration – and look – colour, design, blah-de-blah.

Select Vehicle



Tracks

You've got full control of the design of the tracks. Lovely.

This includes the graphics, the layout, the name of the track, where obstacles appear on the track, the surface and floor design and the more destructive things (whirlwinds and so on.)



Weather

Bored with racing around tracks in the glorious sunshine? **CHANGE IT! CHANGE IT!** You can have ice, wind, storms and lightening – all at once, if you really want. Become God for the day. Which, we have to say, sounds pretty groovy to us.

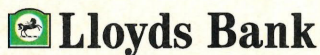
Saving

There's space on the cart to save a total of 10 tracks. On top of this, you can also get a password option for the track. That way, even if you've filled up all the space on the cart, you can still keep your track or even give the passwords to your friends, who can then race on the tracks you created.

the late night kebab provider



The CASHPOINT CARD. Where would we be without it? Probably walking home through the pouring rain, kebabless, on a Saturday night. That's where. But don't sweat. The LLOYDS BANK HEADWAY ACCOUNT comes with a Cashpoint card. And plenty more goodies besides. Such as a free game of tenpin bowling, including admission and shoe hire. And a pack stuffed with discount vouchers, special offers and the chance to win a MARIN PALISADES TRAIL BIKE or BAUER IN-LINE SKATES.* If you're aged 11-18 and want to find out more FREEPHONE 0800 887 888, fill in the FREEPOST coupon below or pop into your local branch.



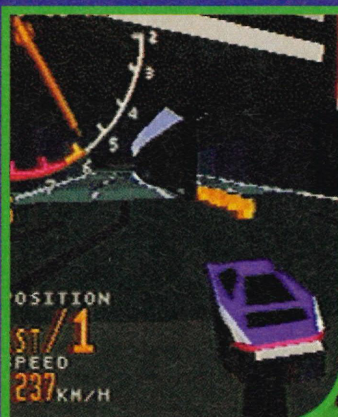
Please use BLOCK CAPITALS name: date of birth: phone no:
address: postcode:

The Headway Account is for 11-18year olds still at School.

Please send to: Lloyds Bank Plc, Freepost CV2870, Stratford-upon-Avon, Warwickshire, CV37 9BR

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HPR



Cars are metal, cars are nice
fill me pants with lumps of ice.



LOOK AT IT! Please you,
does it? Hmmmmmm?



Virtua Racing



• Saturn • £TBA •
• August • Time Warner Interactive •

(Dean) make no secret of the fact that *Virtua Racing* is my favourite game – ever. All the problems – ranging from the arcade version to the 32X – seem to have been solved; the fact that there certainly weren't enough tracks – three or five, it's still

not enough – and three cars was only just about bearable. And so, peeking through the bushes like a pervy Geoff, there comes *Virtua Racing* on the Saturn.

We've played it and everything, and while the Mega Drive version was, well, okay, and the 32X version was better, the Saturn version looks

almost arcade-perfect.

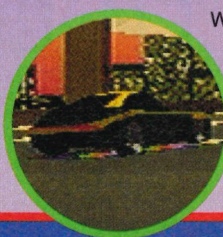
Almost is a word a quite like: I almost won the Lottery, we almost had a good summer, I can almost forgive the Today newspaper...

WOOOAAAAHH. Almost arcade-perfect works for me, and with the funky driving wheel thing Sega are releasing, the game will be even more almost

arcade-perfect. Yes.

One more thing before I go, there's a new option to rotate around the car whilst driving.

This is excellent for checking out the cars behind you, but bloody impossible for working out how the corners turn in front of you. We'll have the review next issue, and to be perfectly honest, I'm very excited. Mmmm... **SEGA POWER**



Them tracks

The version we played wasn't quite finished and only had nine tracks, but we thought it would be jolly nice of us to give you some more information on the ones we could remember... We like us, we do. (? – Ed.)

Big Forest
Acropolis
Bay Bridge

The three original tracks remain pretty well untouched. All tracks are more interactive now though – things can be knocked over, there are short cuts and you can knock coconuts out of the trees, if you really want to, that is.

Big Forest



Bay Bridge

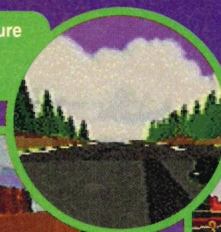




Cars are ideal for getting somewhere really quickly.



Petrol is made from a mixture of oil, tar, lard and the essence of life itself.



You'll find bridges like this one in most major cities.

Reasons to be cheerful

Time Warner, and despite much trepidation from us cynical hacks, they've done a superb job.

What it's got...

10 Tracks:

The three existing tracks from the original arcade game, plus seven completely new ones – most of them are explained elsewhere.

Five Cars:

The original F1 car's there, plus four chumpy new ones. You've got a F160 car (which is basically a fifties-style racing car), a Go-Kart (like what them young folk drive), a Coupé (looks like a Porsche – like what our boss drives) and something called a FTP (it's a bit like the Prototype from the 32X version).

A Split-Screen Two-Player Mode:

Naturally.

A Team Thing:

Change your racing team and that'll change your pit crew, your car's handling and colour.

Different Stuff:

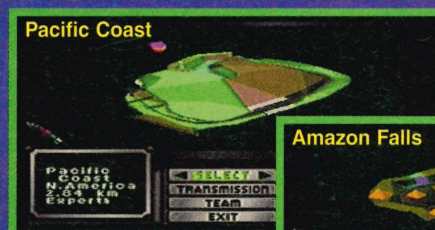
Arcade mode, Grand Prix mode and practice – all that stuff is present and correct, plus the opportunity to save your best lap times to back-up memory. Not bad, we're sure you'll agree.



These are the names of six of the new tracks...

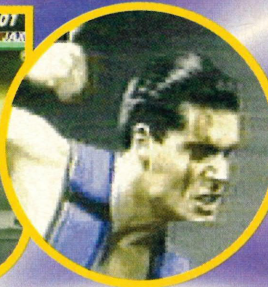
Alpine
Pacific Coast
Diablo Canyon
Amazon Falls
Surfers Speedway
Metropolis

When we review the game next month, we'll have a full, in-depth look at each of the tracks, as well as the cars and the new features. There's also the distinct possibility of some trivial and irrelevant things too. Aren't you happy now?

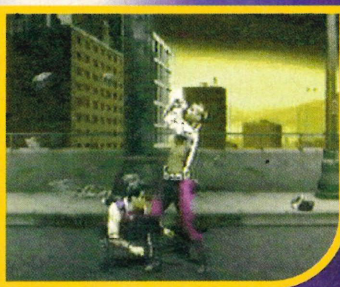




Jax is hard. Even harder in fact - he's bionic now.



We won't go into any further details about this.



Mortal

Kom

There ain't nobody harder than Sega Power. And to prove it, we've got ALL the dirt on (say it softly) Mortal Kombat 3! Read it and weep, sukahs (we did)...

The story...

Well, people seem to think this kind of thing is important...

Right, there's trouble afoot. The chief bad geezer, Shao Kahn, has somehow managed to turn up on Earth and wipe the place clean of nearly all human life. However, all is not lost because a few hardened nutcases, well used to Shao's ways, have decided to challenge him in the Mortal Kombat tournament.

This time, there are a few new warriors plus several familiar faces from the original *Mortal Kombat*, like Sonya Blade. All sounds very exciting doesn't it? There's some mularky involving



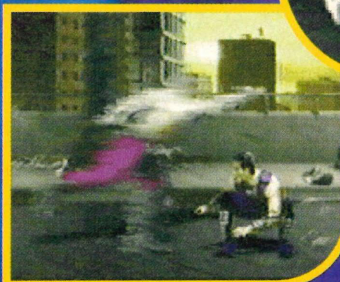
Shao's long-dead wife Sindel, pan-dimensional portals, reincarnation and stuff like that but it's all just fancy dress. But what we really want to know is: what's the bleedin' game going to be like, eh?

There are few games as eagerly-awaited as anything with the words *Mortal Kombat* attached to it. Even in these depressed games-playing times, the arrival of *Mortal Kombat 3* is causing the games business to tremble like a young lad about to snog the school babe for the first time.

Acclaim, who published the first two *Mortal*

Komats, only have the \$30 million *Mortal Kombat* movie to sustain themselves with this summer. The attention has, therefore, shifted away from the Acclaim/Probe Software axis to Midway, the makers of the arcade original and owners of the rights to the *Mortal Kombat* characters.

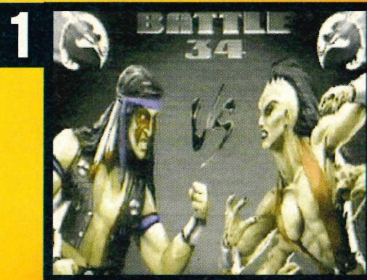
Midway have chucked the work in the direction of Sculptured Software who are busily cobbling together the Mega Drive version at this very moment. As for the Saturn version, Midway are handling that one themselves and it's pencilled in for a UK release mid-1996. Happily enough, you won't have to wait that long for the Mega Drive or Game Gear versions, as they're expected this October (on the 13th, to



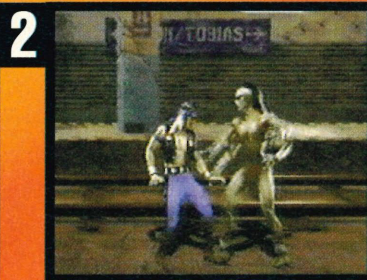
There be fast things happening here. Huh?

Five seconds...

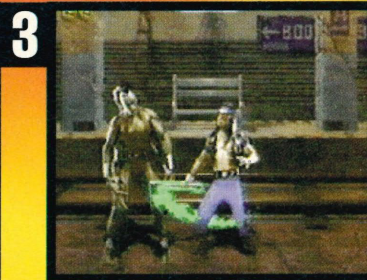
We're dead cool and that. Hence this sequence from the game... Nighthawk vs. Sheeva...



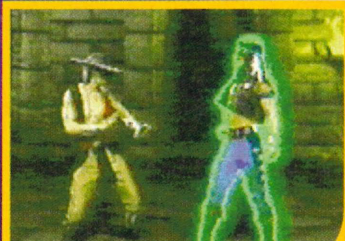
Select the two fighters like so... It's really very simple.



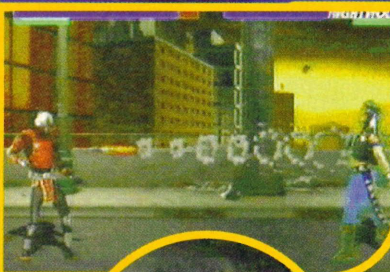
Better Nighthawk around a little using your fighting skills...



Maybe consider whipping out a special move, kind of like this greeny bit.



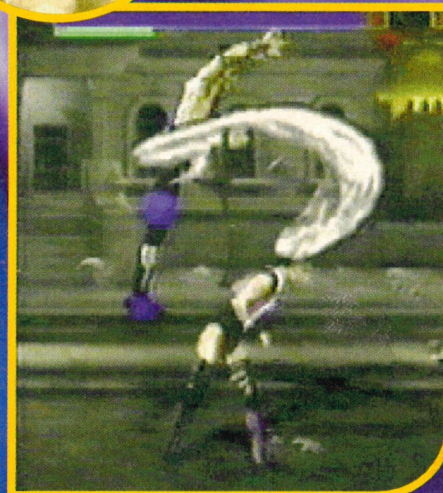
Green things are happening here. We think it's important to point this out, really.



Ouch. Things sharp and explosive are being fired at HUMAN BEINGS! (Cool.)



It's the new-look Sub Zero about to do Jax in.



bat



Pain is a much underrated concept. (WHAT?! - Ed.)



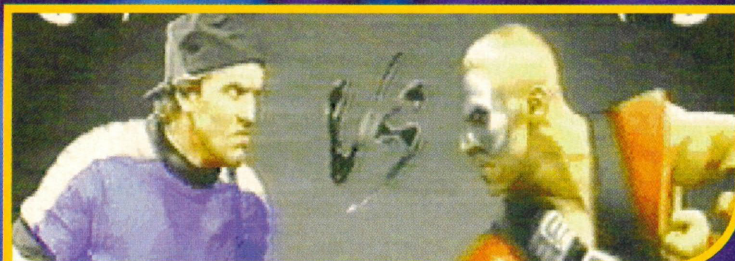
Sonja has a funkier set of moves this time around.

be exact). What else do we know? Lots of stuff, 'cos we're hard. Like that the game will feature a huge number of characters - 14 in fact, 11 rendered 3D backgrounds, two hidden characters and an innovative market-

ing campaign which revolves around giving out secret codes allowing players to discover hidden parts of the game.

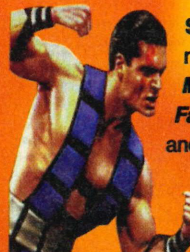
More on all this next month when we bring you all the latest development work from America. In the mean time, feast your eyes on this lot.

SEGA POWER



The Characters

There's no denying it, this, apart from the moves, is the bit we all want to know about. So let's do both, shall we? This is what we know at the moment...



SUB-ZERO: Having split from his ninja clan, he's now being hunted by robot assassins.

Moves: Ice Blast, Ice Shower, Ice Clone, Slide

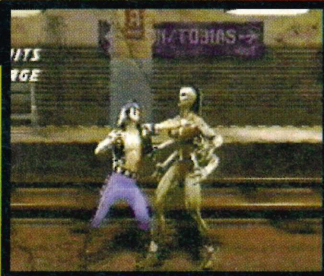
Fatalities: Freezes and crumbles his victim, Freezes and breaks opponent over his knee

Animalities: Turns into a Polar Bear and rips victim apart

SONJA BLADE: Rescued by Jax, she tries to warn the world about Shao Kahn. Unfortunately, nobody really listens.

Moves: Energy Rings, Bicycle Kick, Wave Punch, Leg Grab

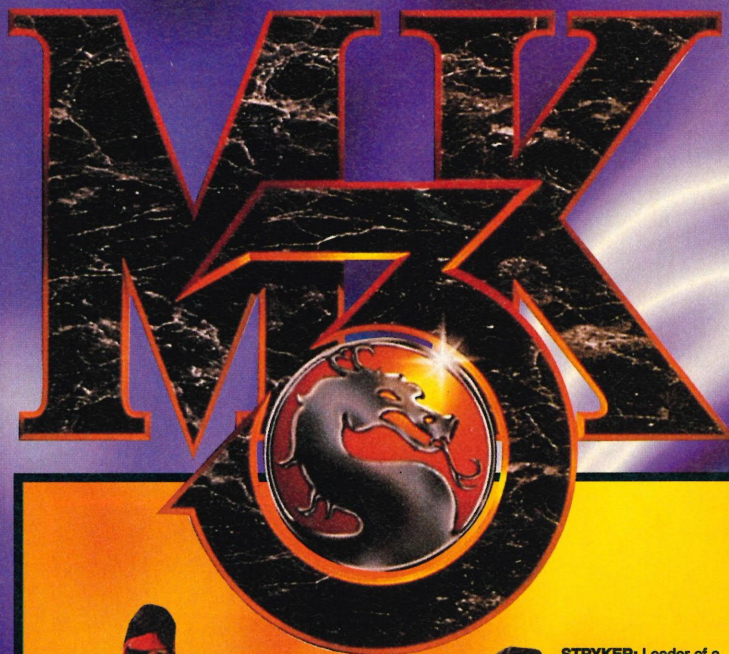
Fatality: Blows kiss to opponent



Retaliate but watch out for Sheeva's three arms.



But sadly, it wasn't enough to avoid defeat. NASTY!



LIU KANG: On the run from Shao Kahn and must avoid his hit squads.
Moves: High Fireball, Low Fireball, Flying Kick, Bicycle Kick
Fatalities: Flames erupt over opponent's body, Mortal Kombat I coin-op machine squashes opponent (true)

STRYKER: Leader of a riot patrol, finds himself the sole survivor
Moves: Long and Short Range Grenades, Nightstick Throw and Trip
Fatalities: Blows up opponent with a timebomb, Electrocutes opponent

SHANG TSUNG: Very powerful, still a bad guy, still in Shao Kahn's pocket.
Moves: Volcanic Eruption, Skulls, Morphs
Fatality: Pushes opponent onto bed of spikes

SHEEVA: Sindel's personal bodyguard – suspicious of Shao Kahn though
Moves: Leaping Stomp, Fireball, Ground Stomp
Fatalities: Rips off opponent's skin, Smashes opponent into ground

KUNG LAO: He's been working with Liu Kang. Now that he has to fight again, he's back in the ring.
Moves: Hat Throw, Teleport, Diving Kick, Spinning Shield
Fatality: Sucks opponent into his flying shield, which scatters body parts everywhere
Animality: Morphs into a leopard and then gores opponent

CYRAX: Another android, this time targeted on Sub-Zero
Moves: Energy Net, Exploding Teleport, Long and Short Range Bombs
Fatalities: Chops up opponent with a rotor blade, Self-destructs, killing opponent
Animality: Morphs into shark, eats opponent
Friendship: Dances

KANO: On the run from Sonya, he helps train Shao Kahn's army.
Moves: Knife Throw, Cannonball, Knife Uppercut, Grab and Bite, Air Throw
Fatalities: Rips skeleton out of opponent's mouth, roasts opponent with blast from his eyes
Friendship: Rips out own heart and offers it to opponent. Lovely

KABAL: Mysterious identity – motivated by thought of killing Shao Kahn
Moves: Fireball, Tornado Spin, Spinning Blade
Fatality: Inflates opponent with a hosepipe, who then explodes
Animality: Turns into horned monster and rams his opponent

JAX: Fresh from rescuing Kano and Sonya, he's equipped himself with bionic arms.
Moves: Ground Slam, Single and Double Missiles, Gotcha Grab, Backbreaker, Multiple Slams.
Fatalities: Chops up opponent with new arms, turns into a giant and steps on opponent.

NIGHTWOLF: A shaman who's into history. Takes up battle to protect tribe.
Moves: Shoot Arrow, Hatchet Uppercut, Shield Aura, Shadow Shoulder Ram
Fatalities: disintegrates opponent with light beam, Electrocutes opponent
Animality: Turns into wolf and viciously savages opponent
Friendship: Turns into Raiden, various messages appear

SINDEL: Shao Kahn's Queen, now reincarnated and after blood.
Moves: Scream, Float, Air Fireball, Fireball
Fatalities: Uses her hair to dismember opponent, Rips opponent's skin off with Sonic Scream
Friendship: Kicks an American Football

SEKTOR: An android ninja assassin, he's ready for action.
Moves: Heat Seeker, Straight Missile, Teleport
Fatality: Crushes opponent with machine concealed in his chest
Animality: Turns into a bat and decapitates opponent
Friendship: Hits a Test Your Strength machine

BOSSSES: You'll also have to defeat Motaro, leader of Shao Kahn's assassination squads, and of course, Shao Kahn himself.
HIDDEN CHARACTERS: As ever, there are other people for you to confront. Smoke is rumoured to be around, as is Noob Saibot. Dunno about that last name - sounds like an anagram to us, although we can't figure it out. Ah well.



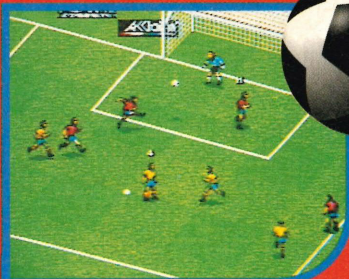
The deadly unwashed amputee manoeuvre.



Actually we're New Men here on Sega Power. Or something.



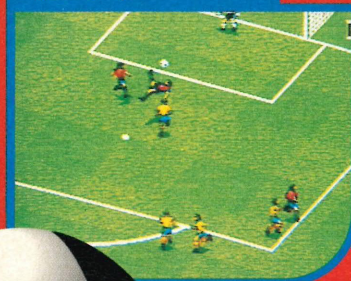
This is the way it should be. Manly stuff, violence and aggro.



Ahhh... captioning a footy game. Such fulfillment.



Check it out. An overhead kick. Wahey.



Total Football

• Mega Drive • £TBA • August • Acclaim •

For something supposedly called the 'beautiful game', football isn't half stuffed with some bleedin' ugly characters.

Peter Beardsley – splits defences because he scares them away
Maradona – cheated to stop people talking about his gnome-like features

Paul Gascoigne – players knacker his legs because they're too afraid to go for his face

Matt Le Tissier – scores only because he turns goalies into stone

Oh all right then, we're only joking. It's only because the *Sega Power* team are debonair millionaire play-boys that we can say such things.

Anyway, getting back to the point, this game: It's called *Total Football*.

We ask, "Another footy title, eh? What's the point?" Well, as far as Acclaim are concerned, footy games Make Money. Lots of it. And a good way of giving a footy game a

send-off in this overcrowded market, is to attach a famous player's face to it.

Which is where looks come in. However, rather than go with the Le Tissiers of the

world, pretty types like Ryan Giggs, Pele or in this case, the lovely Les Ferdinand get chosen.

Delving under the skin, what do we find? There are 60 different kicks and skills to master, from dives, to

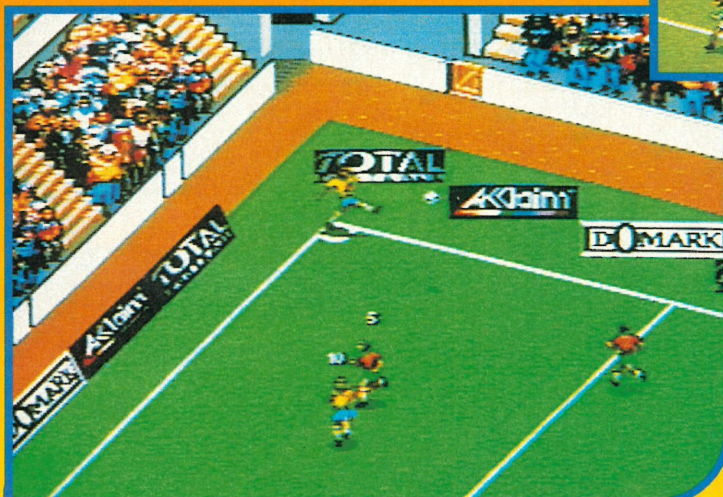
headers, flick-ups and chest-downs. Tournaments options include the World Cup and international leagues and there will such features as large sprites, battery back-up and action replays. Funky.

So what does Les Ferdinand have to say about it all? "I'm delighted to be working with Acclaim. This is a first class soccer product

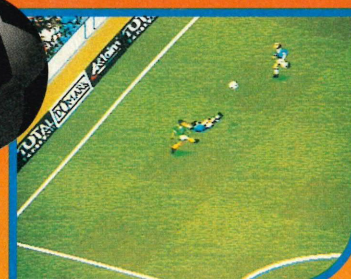
which will bring the ultimate football excitement to screens across the country". Hmmm... we suspect he's had a little bit of help with that sentence from a friendly marketing person, somehow.

Never mind.

SEGA POWER



There be weird stuff afoot outside the box. The idea is to kick the little number five in such a way that it ends up in the goal. Or is the ball? Who cares.



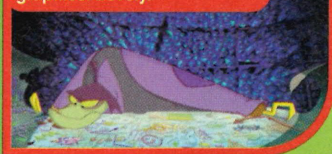
Some ball stuff going on here. Nice one Cyril.



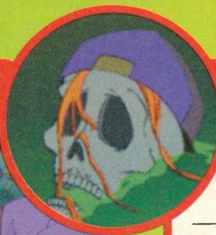
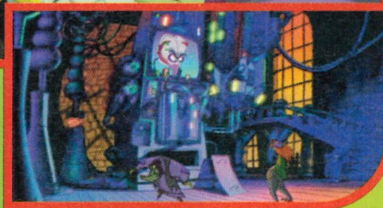
What is it about football that brings out the worst tribal aspects of human nature, an anthropologist asks? Hunnhh? we reply.



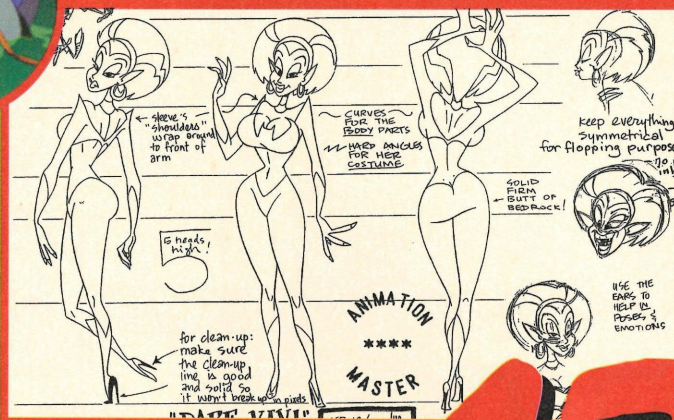
A lovely game with lovely graphics. Lovely.



A skull. Lovely. We like skulls here at Sega Power.



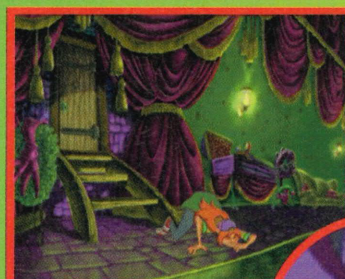
A sketch of the hugely sexy main character Vivi. This is what videogames should be all about.



Braindead

13

• Mega CD & Saturn • £TBA • September • Empire •



Lance vomits heartily into a drain. Or something.



Remember *Dragon's Lair*? *Space Ace*? We liked those games because they came out on the Mega CD at a time when barely anything else did and both featured a dead fit girl. Okay, so she was a cartoon and we're sad. Enough!

Well, there's another graphical/anim-type thing on its way soon, *Braindead 13*, produced by the same geezers, Readysoft.

This is what the publisher, Empire says: "*Braindead 13* is a bizarre

combination of comedy, horror, action and adventure making this classically animated, fully interactive game unlike anything you'll ever play."

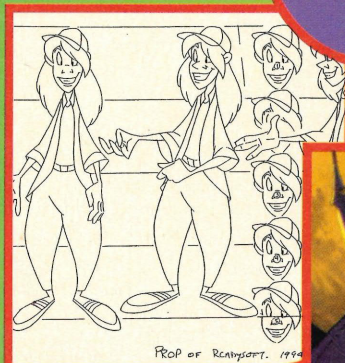
This is what we say: "Dull sentence. But true enough."

Oh, all right then. We can do better than that.

The story goes something like this: Lance (heroic music) is a computer repairman who has to visit the house of the evil Dr. Nero Neurosis

(creepy organ sounds). While fixing the computer (dull, nerdish saddy bleeps), Lance discovers the Doc's sinister plans for world domination (sexy, black leather-on-PVC scrapings).

The chase is then on (Keystone Cops piano playing) as Lance, under your control, sprints through the castle destroying all the computer terminals he can find. **SEGA POWER** Sounds good already.



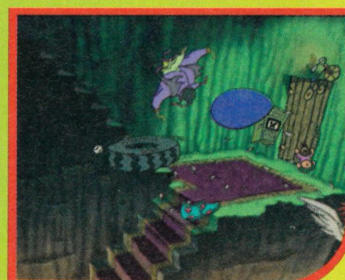
The Lance drawings. Worth \$5.2 million at Sotheby's.



Wot's it got?

According to the Empire geezers, this is what we can look forward to on the technical front...

- 1) Top graphics (well, they would say that)
- 2) Top music (they'd say that too)
- 3) Lots of great sight gags (and that)
- 4) Better 'non-linear' gameplay controls (thank God they said that)
- 5) Lots of gratuitous swearing and pictures of dead bodies (OK, they didn't say that)



I do wish I knew what was going on here.

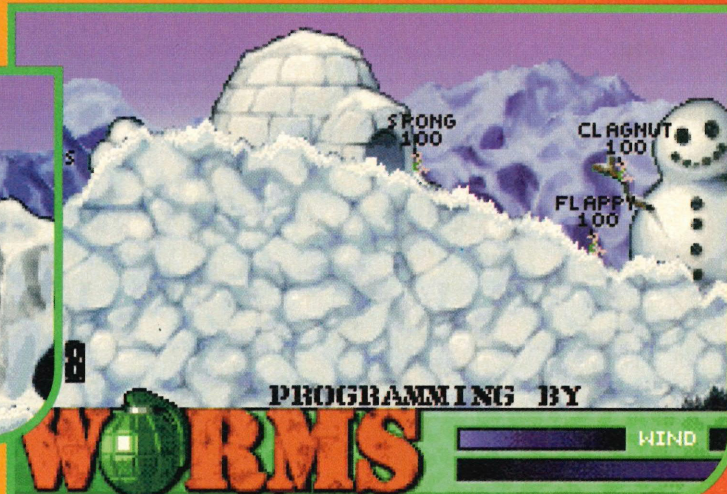
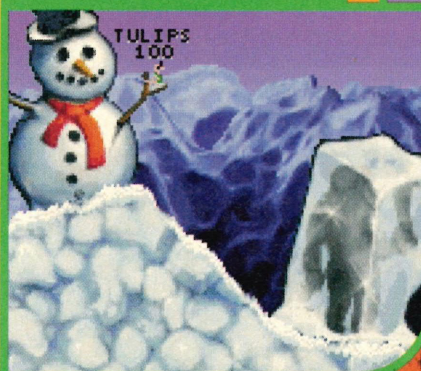


It took years of planning to go to the Moon.



Arf! Great joke about something here. Probably.

Ice plays a large part in some of the levels, as you can see.



Programming by worms! Hilarious! You see what happens when you pay low wages, you can only get insects! (Man, we're so funny sometimes it makes our fingers hurt.)

- Mega Drive • £TBA •
- September • Team 17 •

Worms

When we were kids, our grandmas used to croak to us through tobacco-stained teeth wise words of wisdom, like: never take your vest off until it's May, never take sweets off a staring man, and you'll get worms if you eat raw mince.

We could never figure this out because earthworms aren't made of mince and besides, everyone knows it's BSE you get anyway.

This bizarrely-named title is from Amiga specialists Team 17 and because we're dead well connected, we know all about it. What happened was, about a year ago, some geezer approached Team 17 with a game he'd knocked up in his spare time for the Amiga. It was

Worms, Team 17 saw it at the ECTS (a big games industry trade show), loved it, brought it and now here it is.

What do you have to do?

It's kind of weird. The aim is to survive attacks by up to four other *Worms* players until you are the last one standing/crawling/

slithering/whatever. Other players will attack you (and you other players) with a variety of weapons, including machine guns, mortars, shotguns... up to and including air strikes.

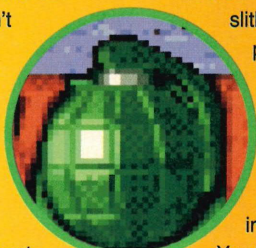
You have four worms to protect, all with a number denoting their remaining number of lives.

Extra weapons can be collected throughout the game and there's a certain amount of low cunning involved in manoeuvring your worms about the screen, ensuring that at

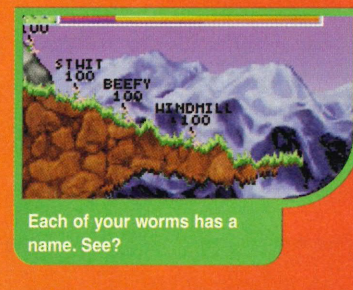
least one remains standing at the end of the game.

Not bad. And not too creepy either. More worm slime next month.

SEGA POWER



Tunnelling is a good idea sometimes.



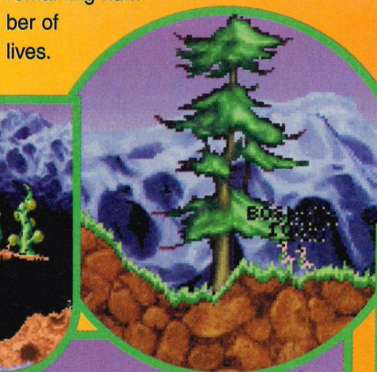
Each of your worms has a name. See?



You'd never guess these were Amiga screenshots, would you? (Oops...)



Lovely backgrounds abound. There's that word again.



The red arrow indicates the next worm to go.

Worm slime is not nice

So we know what's going to be in the game, 'coz we're hard.

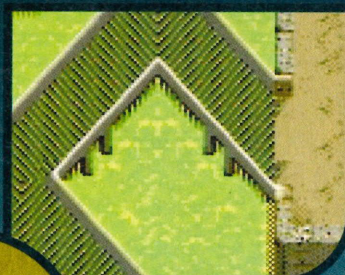
- Bazookas
- Dynamite
- Cluster bombs
- Tunnelling equipment
- Shotguns
- Air strikes
- Bridge building
- Bungee ropes
- Forest, ice, desert (and more) landscapes



Aaaaaacccchhhhoooooo!
Dead funny, that.



These bizarre red things will try to
attack you. STOP THEM!



You can only move
about on the track.

• Saturn • £39.99 • September • Sega •

Ooze

Great stuff. Ooze is top. You can get it anywhere – from noses, wounds, 1950s B-movies, and now in a cartridge. There's even a river Ooze. (*Ouse*, fool – Geography Ed.)

Best of all, when you've got it, you can use it: flick it at small children, drip it down the neck of that swot girl

who sits in the front row in French lessons, smother small insects with it – you know the kind of thing.

Sega's *Ooze* is the dry variety. You can't drip it down necks but fortunately, you can throw it at people, although it might hurt them a bit.

Wassgoion? *Ooze* is a game where you control, erm, ooze. You can drip around corners, slime over obstacles or lob a great phlegm of your-

self at bad guys using a cunning stretch manoeuvre, as, if you observe carefully, you'll see in one of these screenshots.

Everything takes place in a kind of 'looking from above' perspective and many of the screens allow you to range freely over rocky landscapes.

Others confine your slippery manoeuvrings to paths while bad guys take pot shots at your delicate gloopy, greeny complexion.

It's a strange one this, and I for one can't think what I can compare it

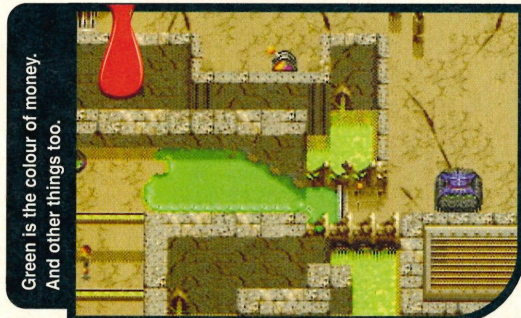
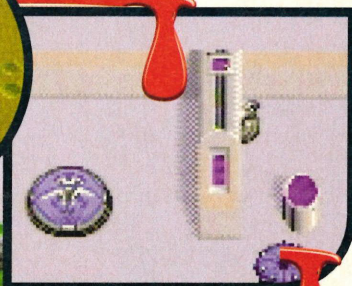
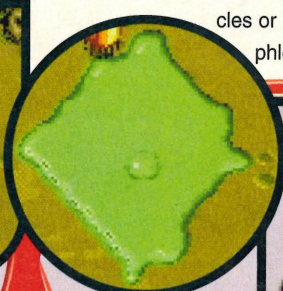
with, except perhaps that Les Ellis person who works on GamesMaster magazine.

I suppose that, in those immortal words, you'll have to wait until the review when no doubt, all this weird gooeey stuff will be revealed in teeth-grating detail. Slip-slidin' away...

SEGA POWER



Hang around sewage outlets.
Be a surfer.



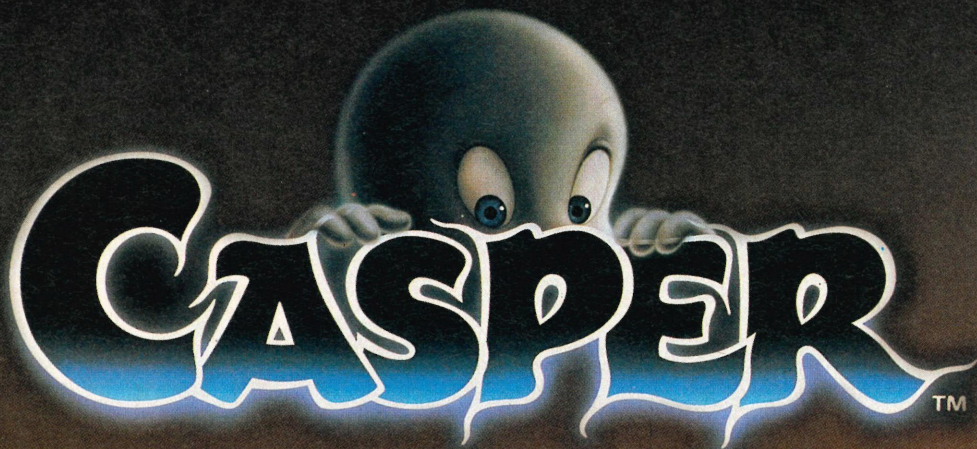
Green is the colour of money.
And other things too.



In a cunning, stunning development, Sega have allowed your greeny friend to stretch parts of his gelatinous body, like so. Pretty good, huh?



More slime. See, and I've managed to kill something.



Glow in The dark free stickers



they're spookeee!



Scared of things that go bump in the night? You won't be after you've taken a peep at the latest spookeee offer from **Kellogg's Corn Flakes**!

Inside **Kellogg's Corn Flakes** special packs, you'll find a set of ghostly glow in the dark stickers featuring the supernatural stars of the new movie Casper.

There are 8 hauntingly good stickers to collect, including Casper, the friendly ghost and his not so friendly uncles Fatso, Stretch and Stinkie!

Ghosts just love nighttime and so do these fantastic glow in the dark stickers. Scare your friends as each ghostly character suddenly appears before your eyes with a spookeee glow!

So, next time you wake up in the middle of the night, don't be frightened, just remember... **not all ghosts are scary!**

Look out for these spookeee characters on the big screen in the new Casper movie!



Comix Zone



• Mega Drive •
• Release: September • Sega •

Cast your young and impressionable minds back to issue 67. Back then we did a two-page preview on a game called *Comix Zone*. Here we are again, three months later, and another preview. Why? Why waste a page with something that's already been done... Why? Good reason follows.

Comix Zone is a complicated game. It twists and turns like a headless snake and looks as confusing as your granny at the Church Society's Jungle night. It's about a comic artist

who gets 'lobbed' into his own strip, and has to fight lots of 'characters' to get back into the real world - whatever that is.

The good and original thing about *Comix Zone* is that you fight through an individual frame at a time. No rushing about like a chimp on speed here, no it's all a bit more calculated.

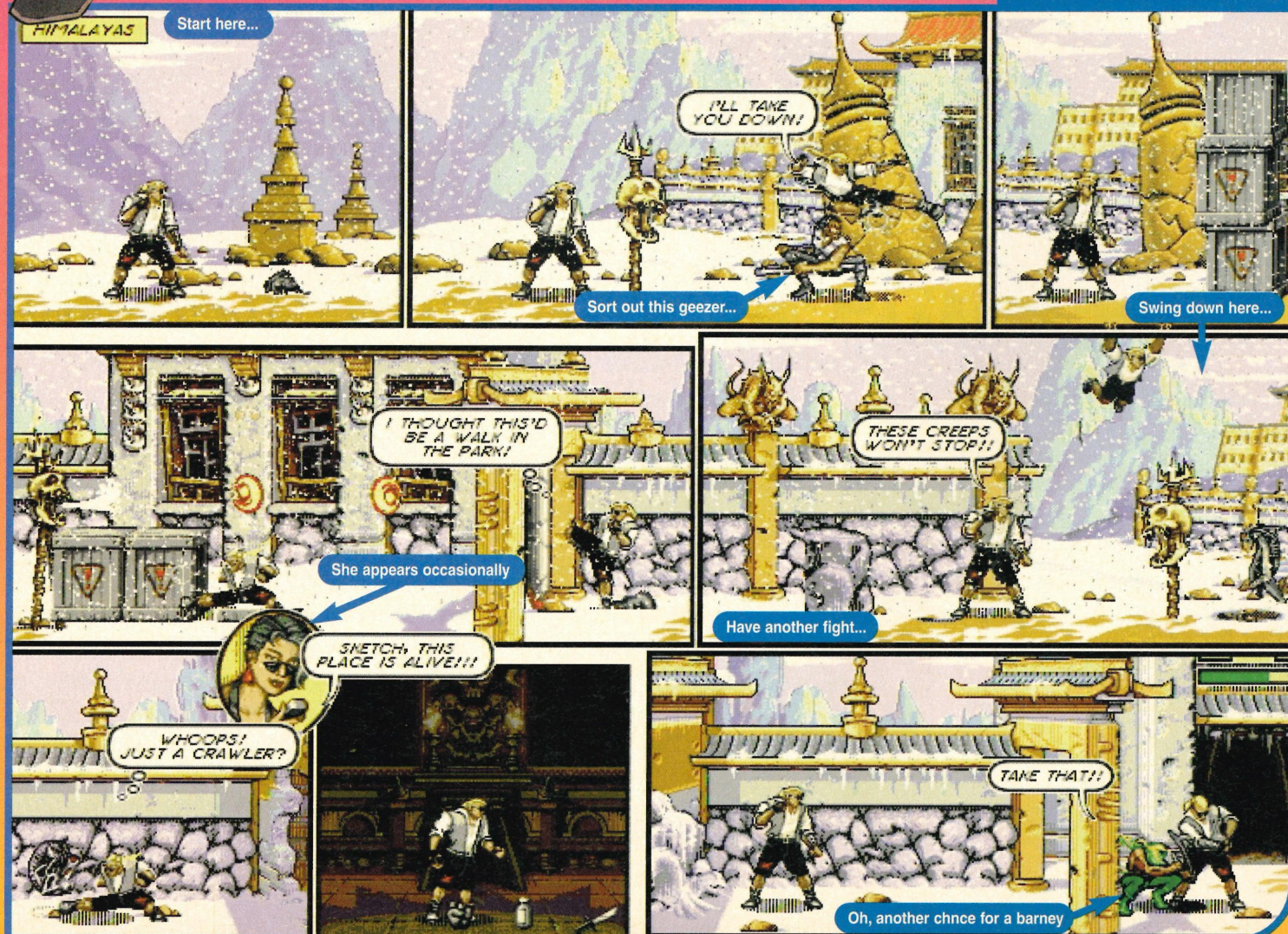
Jump into a frame, kill some 'thing' and jump to the next one. Puzzles must be solved, and that, and there's six levels and you can change into a superhero and 'do' a special move

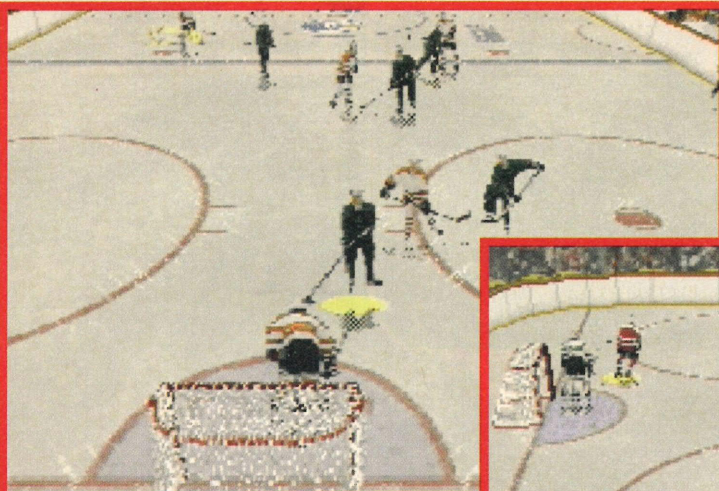
and you. Kill. Stuff.

The game's release date been put back until September, but with this, *Bug* and other upcoming Winter releases, it's good to see Sega trying different angles on existing themes. A firm round of applause.

SEGA POWER

Like our map thing, do you? There's a kiss at the bottom... JUST FOR YOU!



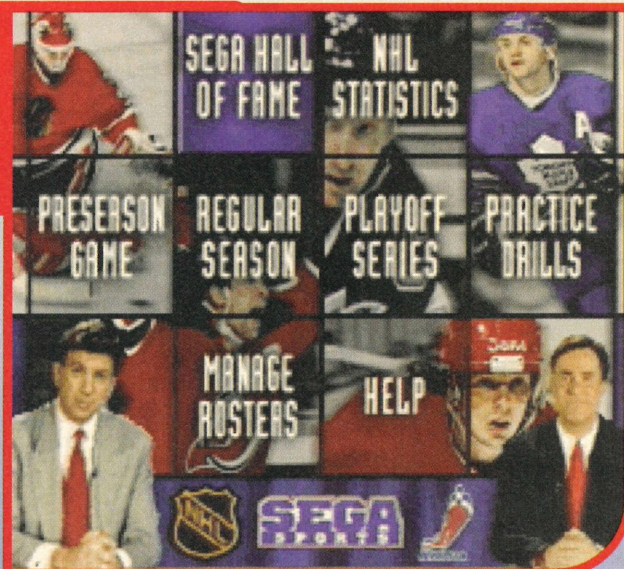


Ice hockey is great because you get to inflict huge amounts of harm on people without having to worry about the consequences.



Some goalmouth 'action'. Ho hum.

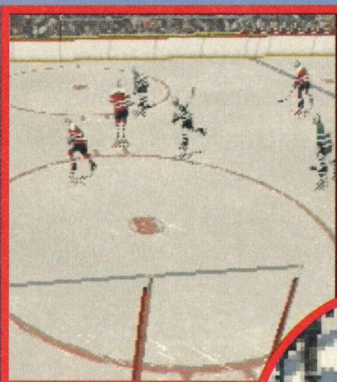
Argh. This looks like the statistics bit the yanks like so much.



NHL

All-Star Hockey

• Saturn • £TBA •
• Autumn • Sega •



It's a bit grey, this ice. We prefer light blue. Or brown.

The way everyone has started adding the word 'sports' to their company titles: EA Sports, Sega Sports – it's bleedin' ridiculous. The LAST thing we think of in connection to videogames is sports. Think about it – one activity is to do with sitting indoors, curled up on the sofa with a hot pizza, the hypnotic glow of the TV screen disrupting millions of years of the brain's careful evolution, the other is about being outside, getting rain in your hair, dogcrap on your shoes, feeling the wind against your chest as you



This screenshot is very dull. But worthy.

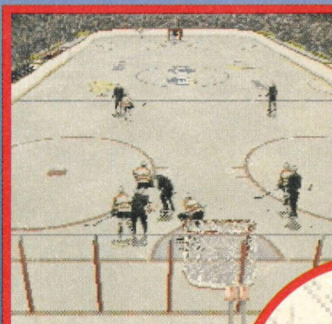
GAME OPTIONS			
PLAYERS	1	LINE CHANGES	ON
PERIOD LENGTH	20min	ROLE PLAYING	OFF
PENALTIES	ON	GOALIES	MAN
OFFSIDES	ON	REFEREES	NORMAL
ICING	ON	CONTROL	ABSOLUTE
MUSIC	ON	RESET GAME OPTIONS	
USER RECORDS	OFF	SAVE GAME OPTIONS	

PLAYER CARDS

91	S. Fedorov	C
19	S. Yzerman	C
55	K. Primeau	C
26	R. Sheppard	W
25	D. McCarty	W
77	P. Coffey	D
5	N. Lidstrom	D
16	V. Konstantinov	D

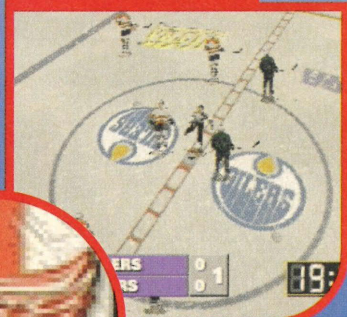


In a major sports title innovation, the player names ARE REAL! No more Eric Cantina, Paul Grasscain and so on. BUY THE GAME BECAUSE OF IT.



Lovely isometric views here. It's top.

This is a good bit where everything goes in circles.



wheeze your way around a 1500 metre running track.

Well, the clever people know the best sports are the ones you can watch indoors. Ice hockey is one such event. Sega are such people. Hence NHL All-Star Hockey on the Saturn. The deal is as follows: you pay Sega what will probably be about £40-£50 and in return you'll get a very nifty ice hockey sim which will put you right into the 'heart of the action'. What else? There's sprite scaling (of



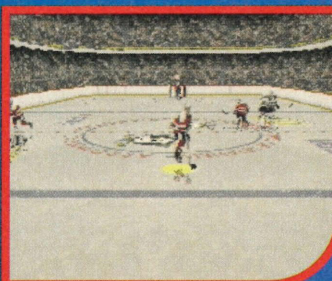
These changing views will make you weep with joy.

course), 16 different playing perspectives, all 26 NHL teams, team management features, power plays, slapshots, penalties – you know what we're trying to say.

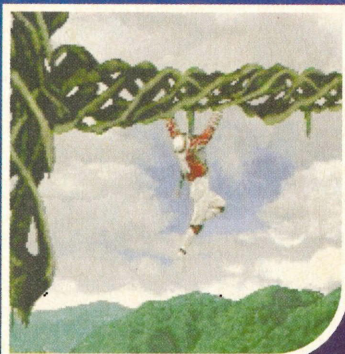
Plus, with the addition of a couple of multi-play adaptors, you can have 12 players all jiggling away at the same time.

Make what you will of this quote from Sega: "To cap off this power play, Sega Sports gives you the expert commentary by the legendary announcer Marv Albert!" Er, who?

SEGA POWER

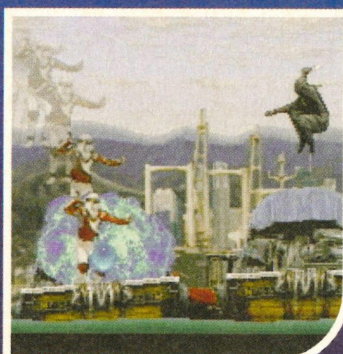
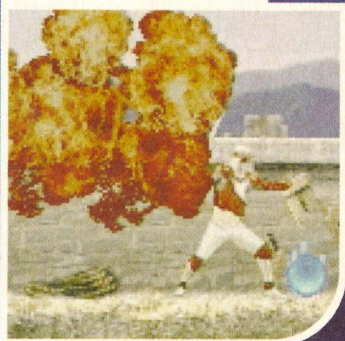


Slam dunk it now! (Erk, that's basketball.)



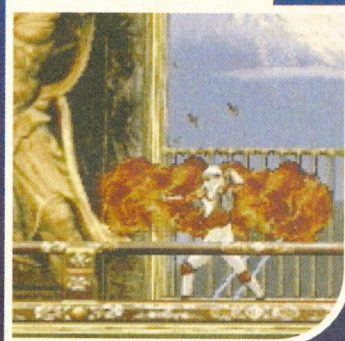
Ninjas have amazing powers, like tree-climbing.

Fire. It's nasty. And red. Don't let it happen to you.



This happens when you become a super-ninja.

More fire. PAY ATTENTION WHEN I TALK TO YOU!



Shinobi

• Saturn • £TBA • Release date N/A • Sega •

Once studied the martial arts, you know. Kung fu, it was. Most of our time was spent learning how to run away from dangerous-looking people carrying knives on the grounds that (1) knives are sharp and (2) hands are not.

business, what I wanted to know was how fast I could cane it down the street when being chased by a bunch of Nazi skinheads.

I soon realised it wasn't for me when I noticed that most people who do martial arts are either sad lonely wimps, bored mums or six foot

killer Manchester bouncers. They say you learn martial arts so you won't need to fight, which seems a bit of a waste of time compared with not learning martial arts so you aren't able to fight.

Luckily, plenty of videogames have come along in the meantime and best of all, you can kick seven shades of the colour blue out of someone with-

out having to meditate, watch bad Jackie Chan movies or do press-ups on one fingernail.

One of the old staples is the *Shinobi* series. God alone knows when the first one spontaneously generated out of the games ooze, but



finally a version has come along which doesn't have lots of Roman numerals after the name. The main reason is that it's for the Saturn this time.



Squelch. Sadly, realistic sound FX aren't included.



If that was

what Chinese philosophy was all about, then I was all for it. Stuff all that Yin-Yang, mystical 'power of chi'



"Howaaaari! Eeeillillyowai! Unkamanganii!" These words, and others, are yours.

Ah, so this is level one...

It's the first part of level one lovingly

You can chop branches off this tree for some reason. It's great.



Like live action intros? This gruesome Mega CD spectator sport is coming to the Saturn too.



So, what do we get for our £400 worth of state-of-the-art technological innovation? Well, a few nice digitised backgrounds for a start. And a sprite that is nicely animated, throws shurikens, jumps about a bit and can power-up groovily.

But on the whole, what we have here is pretty much the same as previous *Shinobis*. There's a foresty bit, where you dispatch tree-laden ninjas. And a mine cart bit where you dispatch mine cart laden ninjas. There are platforms you can jump about on,

neat looking bosses you can attack for ages without getting anywhere before miraculously finishing them off, smooth scrolling and... well, nothing unfamiliar.

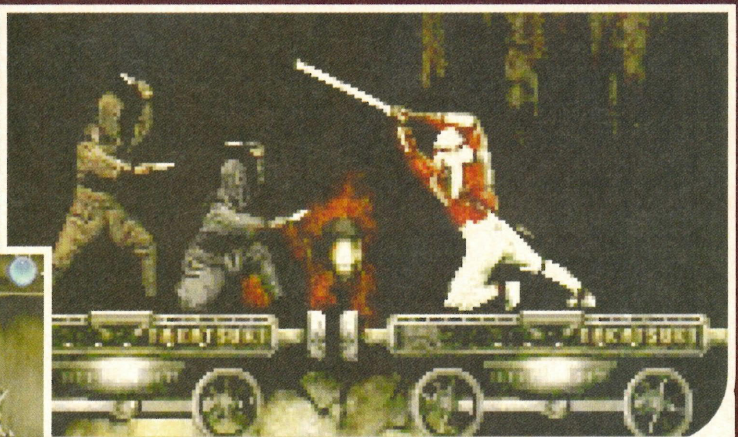
Sega aren't pitching this game as some kind of great Saturn programming innovation, which is lucky because it isn't. But what it is, is a fun platform beat-em-up which is sure to interest existing *Shinobi* fans.

SEGA POWER

Martial Arts Tat Facts

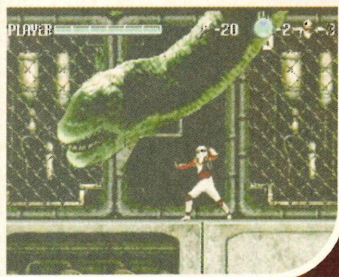
Next to Elvis Presley, the Martial Arts have generated some of the worst items of bad taste in the commercial world...

- 1) **Hai Karate aftershave** – Sad, sad 1970s aftershave worn by fat gits who wanted to pull birds. Some hope.
- 2) **The Activator** – Useless 'no hands' beat-em-up joystick thing sold unsuccessfully by Sega.
- 3) **Bruce Lee** – Idolised by the Martial Arts world, which shows how much they know about film-making. Died just in time.
- 4) **Power breaking** – Martial arts equivalent of wanting to hang your arse out of a coach window.
- 5) **Nunchukus** – Favourite toy of socially inadequate boys; usually owners grow up to be Nazis or serial killers or petrol station attendants.
- 6) **Chuck Norris** – Why the beard? Why the hair? Why?
- 7) **"Which Martial Art is the best" conversations** – We will settle this one forever: being a fighter pilot.
- 8) **Throwing stars** – Favourite toy of socially inadequate boys unable to get their hands on nunchukus.
- 9) **Martial Arts magazines** – Slightly less sad than body-building mags, but only just.
- 10) **Kung Fu Fighting** – 1970s hit record. "Everybody's Kung Fu Fighting. Coz they're fast as lightning." Yep, real lyrics folks.



This is where you get to kill more ninjas with your short sword. There's no lacking variety in this game, you know.

(Fnar). Guess what this looks like. A DINOSAUR!



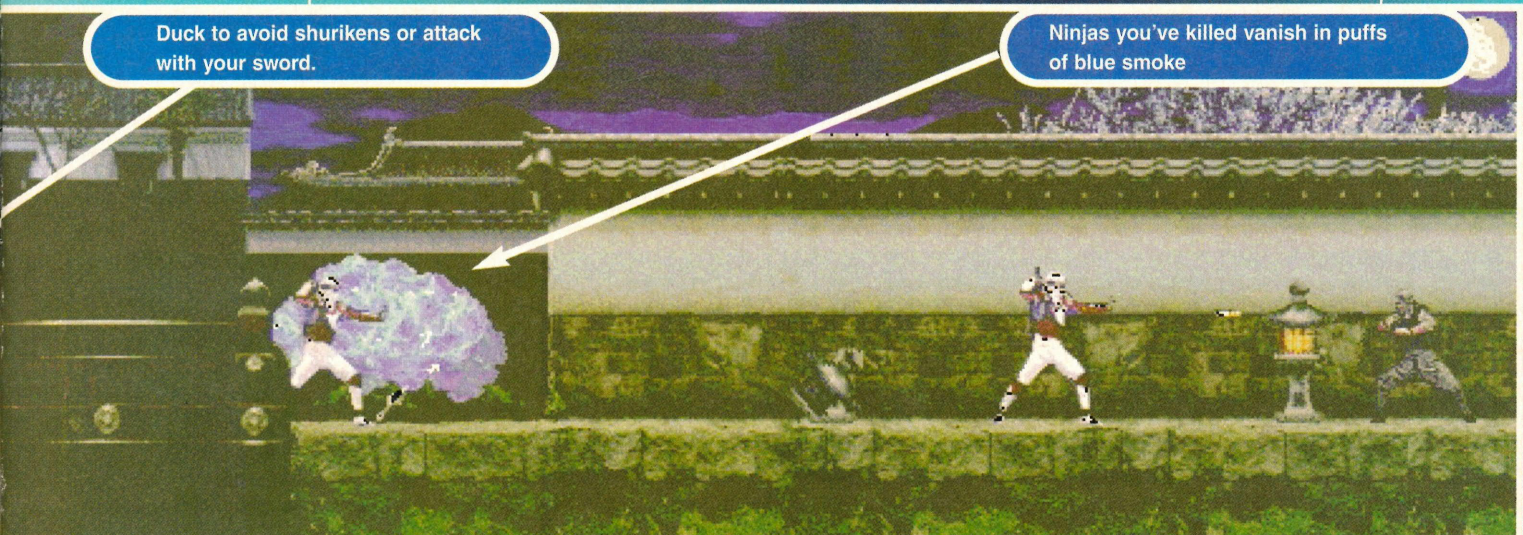
Ouch. What you want to do here is KILL THIS GIT.



displayed for you here. Read, enjoy and be enlightened.

Duck to avoid shurikens or attack with your sword.

Ninjas you've killed vanish in puffs of blue smoke

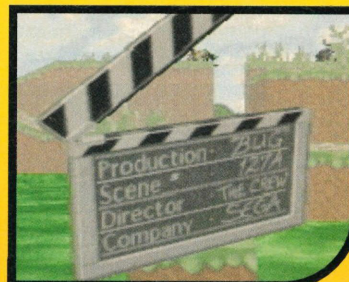


The story

If, like us, you don't really give a flying kidney about the usually limp stories behind the game, you can ignore this next bit in comfort: Bug's mates have been kidnapped by the evil Queen Cadavera. You have to track them down, fighting off Cadavera's armies of heavily-armed insects. This unpleasant task requires plenty of the usual platform skill and stuff like that. See? It does all make sense after all.

Ouch. This hurts. So don't do it. Understand?

Ouch. This hurts. So don't do it. Understand?



This signals the start of a level. Good, huh?

Bug!

• Saturn • £TBA • Autumn • Sega •

Bonus level stuff. Kind of like *Sonic 3*.



Basing a game on an insect is either the mark of a company desperately short of ideas or a company with a bee in its bonnet about the next *Sonic* (Ha! Now that's what we call a bad joke).

Still, Sega know what they're doing when it comes to cutesy characters and with *Bug!*, they'll be hoping to give the Saturn a distinctive stamp.

So what's the story? We trudged up to Sega the other day with our best cynics' hats on, ready to yawn our way through yet another production line platformer, trash the concept and burp at the gameplay.

Guess what, the gits surprised us.

Bug! is the first new idea I've seen in a platformer for several years.

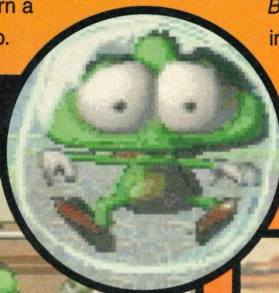
Get this: instead of playing in a 2D horizontally scrolling manner, you are placed in a true 3D environment. That's not isometric 3D by the way, but

actual "as if you were in virtual reality"-type 3D. You scroll into the screen. Platforms rush past your ears without a flicker as you move around. It's very impressive.

The actual gameplay elements will be familiar to anyone who knows about platformers – there are power-ups to collect, continue points, bits of the floor to jump onto at the right moment and so on.

While all this is going on, beautifully rendered and animated characters buzz around you, attacking or

This snail geek thing is not as nice as he looks. If you attack him, he'll turn into a machinegun-firing helicopter. We absolutely kid you not.



Drugs. It's the only thing we can think of to explain this.



Note the signs. They invariably tell the truth.

Beetlejuice

There be lots of characters in Bug! Here are a few...



It's you! Er, well, Bug, that is.



Also known as a 'continue'.



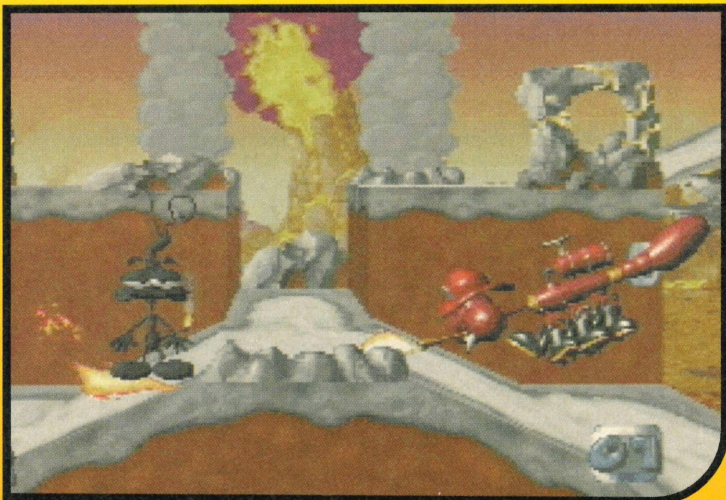
Dr. Seuss again. Yes, it's true.



It's that Fire Ant thingy. Kill it with hot water. Or something like that.



Too weird for words if you ask us.



The red thing on the right is called a Fire Ant. Hence the fire. And poor Bug looking a tad frazzled. Nice touch though.

Silly things you can do with insects:

- 1 Play chess with an ant
- 2 Eat wasp sandwiches
- 3 Comb a spider's hair
- 4 Slam beetles in a car door
- 5 Fill a fly with garlic butter and roast it for 20 minutes.

Neat touches. This is a nod to Dr. Seuss.

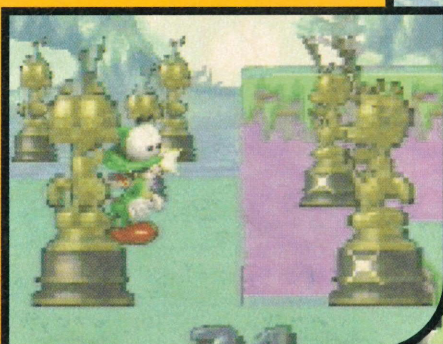


distracting depending on what their story is. For the first time, I walked away from a Saturn game optimistic that the enormous hype about the machine might actually be justified.

Bug! contains six levels, each divided into three zones. The levels range from green fields, to ice, deserts and water which are all very nicely illustrated on-screen.

There are simple puzzle aspects as well, with certain routes only accessible if you do certain things in the right order – the usual kind of stuff.

Early levels make things nice and easy for you by preventing you from falling off the edges of the pathways



Dunno what's happening here but it sure looks good.

although later levels remove this little safety net. And, in a nod to *Sonic*, there are lots of little gems

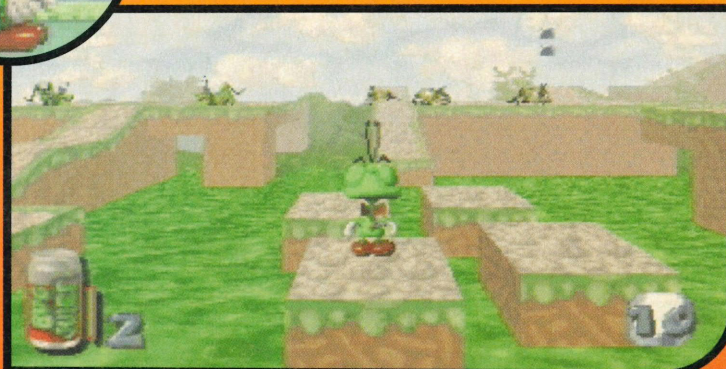
and coins to collect which will take you into a special bonus level.

All in all, *Bug!* is dead impressive. Love the 3D, love the originality, and especially love the fact it's one of the few insect-related games to appear on a games machine since Ultimate's *Pssst!* on the Spectrum. Let's just hope the wise types at Sega give it a UK release soon.

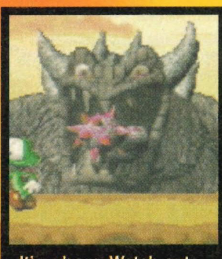
SEGA POWER



The obligatory underwater level, but done damn well, we should just say.



It's in 3D. And it's lovely. What you do is travel into the screen in usual platform fashion, jumping over stuff and generally winning the day.



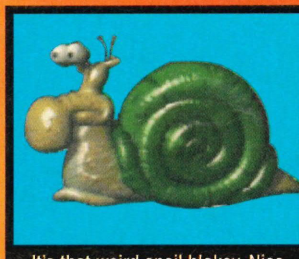
It's a boss. Watch out for the tongue.



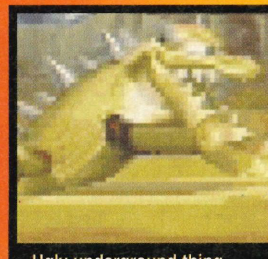
The snail gets nasty. Bizarre, it is.



What chew laughing at, eh?



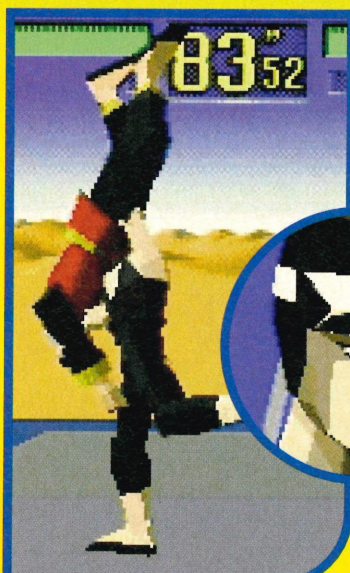
It's that weird snail blokey. Nice rendering, you'll notice.



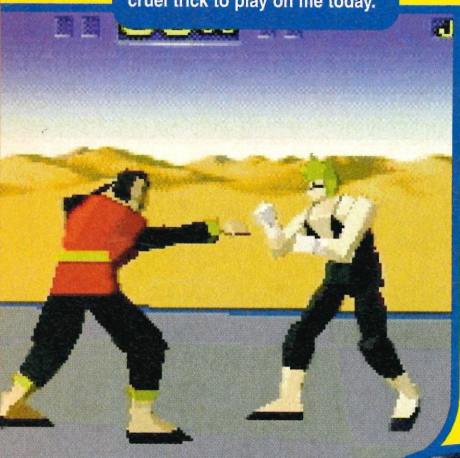
Ugly underground thing can cause trouble.

Virtua FIGHTER

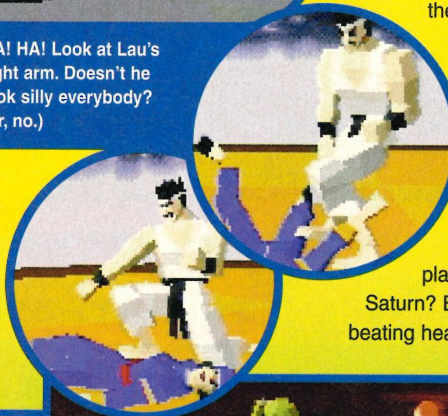
• 32X • £TBA •
• Release: September • Sega •



Captioning fighting games is a cruel trick to play on me today.



HA! HA! Look at Lau's right arm. Doesn't he look silly everybody? (Er, no.)



Fit lady. More 'I can kick my leg this high' than 'Pwoar!' Um...



Okay, okay, I admit it, we've been pretty unkind to the 32X, and for that I apologise. But up 'til now software has been a bit of a mixed bag - *Virtua Racing*, excellent. *Doom*, okay... look, you know the story.

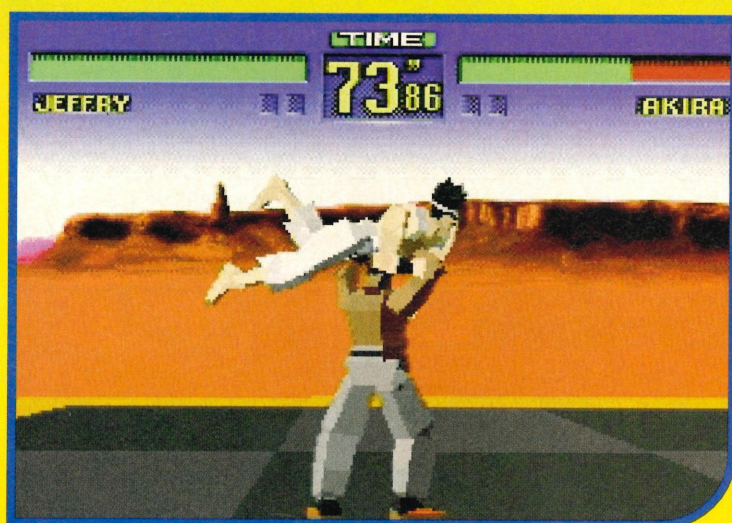
Anyway, I DON'T LIKE IT! The merits of the plastic mushroom are for another time. Swaggering like a drunken gunfighter, once proud and erect (Can I say that? Will it reduce ordinary housewives to tears and small children to fits of embarrassed giggles?) and now reduced to performing infantile tricks for dwarves in forgotten saloons (sigh), the 32X has a saviour in the Lego-like form of *Virtua Fighter*.

It's not arcade-perfect. It's not the best-looking game you've ever seen. But it is as good a conversion as you could hope to get and a brilliant marketing play from Sega - if maybe a little late.

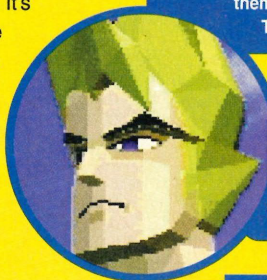
The polygon rate's been reduced, but it still manages to give the impression you're fighting SOMETHING - rather than a series of different coloured boxes. All the moves are being included and it's as fast and smooth as the Saturn version.

Yes, all the characters are there, including the metal bird and yes, it's probably going to be fantastic... or is it? Will it sell another gaggle of 32X things? Or will people just ignore it totally to play *Virtua Fighter 2* on the Saturn? Be still my beating heart.

SEGA POWER



Remember: Tabloid journalists have a notorious reputation for taking innocent stories and sensationalising them. WE'RE NOT THAT BAD!



Swing looow, sweet chariot! Sings Wolf, swinging Lau above his head.



Official VF products include: Wolf tooth-brushes, Lau pants and Jacky juice.



VF could also stand for Very Fat or Venice Factory. Zzzzzzz.



There's also a tournament mode included in the 32X version.

Digital Pinball

Saturn • £TBA • Autumn • Sega



We're old enough to remember when pinball was a MAN's game, with crap sounds, tinny counters, rubbishy bells and flippers that never bleedin' worked properly. This was before hi-score inflation set in, when it took half a life and blood on the floor to earn 800 points, and that, not 800 million, was enough to earn you a replay.

Pah! What do we have now? Slick, computerised wonder-machines, fancy

graphics, amazing courses, incredible multi-balls... it's just not the same.

So here we are on the consoles with Sega having lined up *Digital Pinball* for our delectation.

Instead of the more usual 'looking down on the table' view which has been preferred up to now, Sega are having a crack at a kind of 3D 'out of the screen' affair. This looks strange to begin with, but is actually more realistic than the usual methods. How about the rest? There are three tables, and, because we're tight gits, we're only going to show you two of them. 'Things that happen in

Five sick ideas for pinball machines

■ **Sewer Shaker** - Flip a wet turd from flipper to flipper and through a maze of interconnecting pipes, preventing it from disappearing down the toilet. Multi-ball option a definite highlight.

■ **Critical Mass** - Use a small lump of plutonium to hit the mushrooms, causing a thermonuclear chain reaction. High scores guaranteed. Replays a tad tricky though.

■ **Animal Magic** - Use electrified flipper prods to direct small animals around a greased course, stopping them from drowning in a pool of water kept in the middle of the table. Watch out for environmental activists.

■ **Primordial Soup** - Tamper with the forces of nature and create dangerous new life forms by knocking over vats of genetic material into an electrically charged holding chamber. Don't forget the rubber gloves.

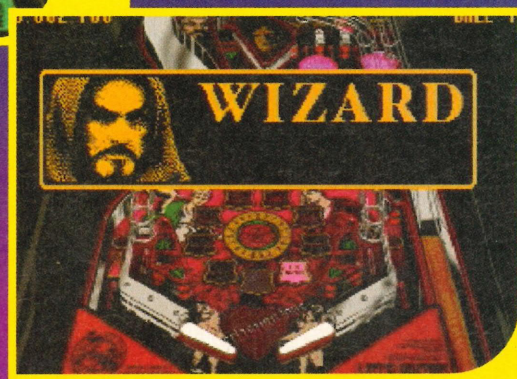
■ **Greenhouse Effect** - Destroy all remaining life on the planet by flipping power buzzsaw-balls at virgin rainforest targets. Bonuses for each species successfully eradicated.

Preview

Some bloke dressed in chain mail here. Very nice.



SEE? The game lunges out at you like so in a highly realistic manner.



Wizzard used to be a very sad 70s glam rock band. Hence the hair.

SEGA POWER

DREDD JUDGED

HAS HOLLYWOOD RUINED JUDGE DREDD?

FIND OUT IN ISSUE 2 OF SFX, THE SCIENCE FICTION MAGAZINE

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Saturn – the review

It has to be said, firstly, that no matter how good the metal and plastic is under the hood, the exterior does look bloody dull. The Saturn performs like a minx, but it does look like the girl sat on her own in the nightclub – usually the one cruel blokes play 'snog

The machine itself is just the kick up the arse the console industry needs. Along with the 3DO, Jaguar, Playstation and Ultra 64, the Saturn is capable of things only dreamed of before. Well, in the ideal world.

Everything needed is under the casing, but the initial batch of games have certainly been a mixed bunch – this is inevitable, as developers have to find their way around

the dog' with.

the unfamiliar hardware. *Virtua Fighter*, *Daytona*, *Gran Chaser*, *Panzer Dragoon* (yes, I know, forget the review. HE WAS WRONG!) are good. *Tama*, *Clockwork Knight* and *Daedalus* are a bit Lionel Blair.

The good thing about the machine's early release in Japan is that most of the tat should get filtered out before it gets over to Europe.

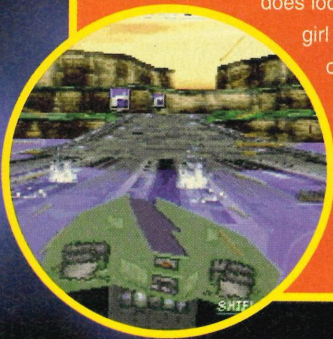
Over the page, you'll find a top selection of the games to be

released before the end of the year – more are bound to be announced as time progresses.

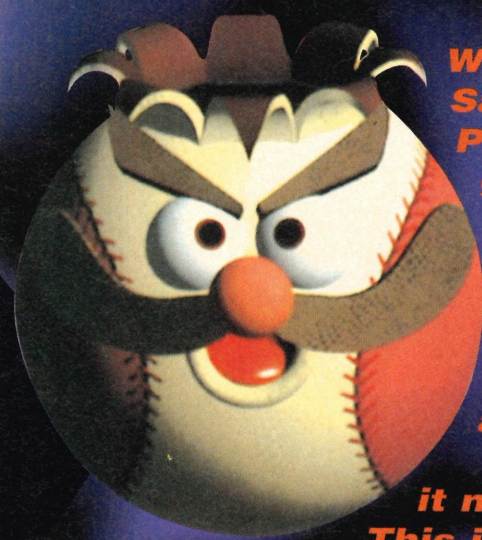
With sales in Japan of well over a million and a successful launch in America in May, the Saturn's success is assured. The additional multi-media angle gives it the opportunity to progress and develop in time much better than, say, the Playstation could. If you've got the money or gullible Grandparents, GET IT!



Panzer Dragoon... All in all, quite an excellent little game, and original enough to warrant being one of the best new releases for the Saturn.



THE MASTER



Well, they've gone and bleedin' done it now. Yes, the Saturn is now available in your shops and everything. Popping into Dixons will never be the same again, as glowy-eyed shop assistants will be gleefully trying to ram a fresh new Saturn thing into a placky bag and then into your face.

The reason? The Playstation will be arriving in these shores sometime in September, and seeing as it should be selling for around £300, Sega want to get as good a head-start as possible.

So, what's it like? Will it transform your life? Will it make you hugely popular with members of both sexes? This is what WE think...



The Video CD Card



Photo CD Adaptor



The Electronic Book (?)

The Machine

If you're the sort of person who quotes E numbers at parties and thinks that PCs should be self-assembled, then you'll love this next bit. It'll mean stuff-all to most of you, but for the few, here's a list of some of the key chips and that from the Saturn...

Processors

Two Hitachi SH2 32-Bit RISC
One Hitachi SH1 32-Bit RISC
VDP 1 32-Bit Video Display Processor
VDP 2 32-Bit Video Display Processor
Saturn Control Unit
Motorola 68EC000 sound processor
Yamaha FH1 DSP sound processor

Memory

16 Megabits RAM
12 Megabits VRAM (Video RAM)
4 Megabits Audio RAM
4 Megabits CD-ROM cache

Video

200,000 texture mapped polygons a second
60 frames per second animation
16.8 million colours
320x224 and 720x576 resolutions
...and some VDP chips that do some fancy stuff.

Storage

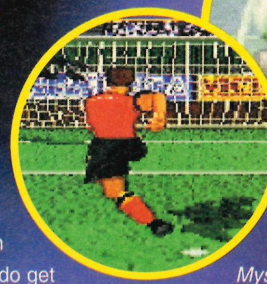
CD-ROM (2x)
320 Kilobytes a second transfer speed
Audio CD compatible
CD+G compatible
CD+EG compatible
CD single (8cm CD) compatible
Optional - Video CD, Photo CD, EBook, Digital Karaoke
Optional - 512KB memory cartridges for game save



I'm still not convinced that *Daytona* is the wonderful game that Sega would like me to believe it is. Hmm.

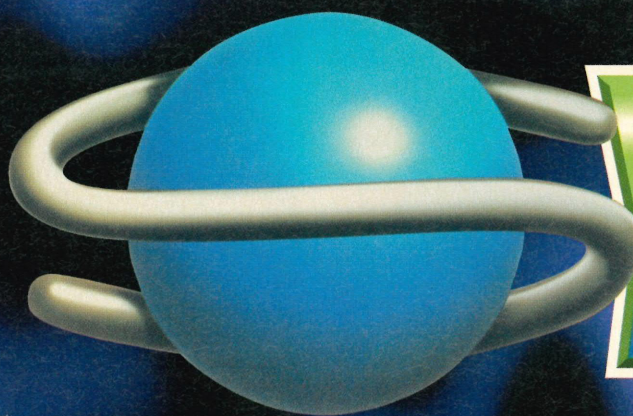
The Games

Most of the games will be between £40-£50 pounds and while you may be expecting ALL the Japanese and American software to be available on launch, it won't. What you do get is *Daytona*, *International Victory Goal* and *Clockwork Knight*. In August, this is followed by *Panzer Dragoon* (this WILL be re-reviewed in the fullness of time) and *Pebble Beach Golf*.



September gives us *Bug!*, *NHL Hockey* and *Myst*. Sega reckon they've got 10-15 extra titles ready for release before the end of the year.

What, in our learned opinion, will be the ones that you really should buy? The ones you



SYSTEM

Orgies!

What? Where? How? Why? Has a crappy tabloid experience got the better of us?

Never, all is explained below. Basically, there's

more to the Saturn name than just a black brick, it's actually quite interesting. Please, read on...

1) Firstly, did you know that Saturn is the Roman God of agriculture and vegetation? That explains a lot.

2) Obviously, and almost certainly the source of Sega's naming policy, is the planet. Saturn is the sixth planet from the Sun and

around which revolve planar, concentric rings consisting of small frozen particles (*Gleep* - Ed.)

3) Saturn is also the alchemists' name for lead. Alchemists attempted to turn base metals into gold, fortunately for the international gold market, with little success.

4) Saturnalia is an ancient Roman festival celebrated in December. Now these 'festivals' were usually heavy on the debauchery and probably ended up with exchanges of bodily fluids and much wine and grapenness. Hence the title of this boxout.

5) Saturnine refers to people of a gloomy temperament, apparently caused by the planet Saturn.

6) The Honda Saturn was an unsuccessful car launched in

the late seventies that ran on the cranial fluid of young pigs and only came in the colour lime green. (No, too 'wacky' - Flapper the Jolly Squid)



will be raiding your Grannies pockets for in the dead of the night, the ones that you'll be trying to auction your kidneys for. These are the games...

Mortal Kombat 3

GT Interactive. April

Due to the exclusive deal done with Midway and Sony, the Saturn won't see a version of MK3 'til next April. With the extra time given to them, they should be able to do an excellent job.



Cybersled

Version from Namco. November

Top arcade game, bit dodgy on the Playstation, promises to be excellent on the Saturn. No news on Ridge

Racer yet, but is anybody really bothered, eh?



This is *Virtua Fighter 2* on the Saturn. With the new compression system devised by AM2, this SHOULD be almost arcade-perfect.

More software

Just to show you that we know what we're talking about, here's a list of STUFF COMING, software of a Saturn nature that'll be 'winging' your way before the end of the year. Hopefully...

Acclaim:

Alien Trilogy
Mortal Kombat 2
NBA Jam: Tournament Edition
Revolution X

Capcom:

Darkstalkers
Street Fighter: The Movie

Core:

Shellshock
Thunderhawk 2

Crystal Dynamics:

Dragons of the Square Table
Legacy of Kain
Off-World Interceptor
The Horde
Solar Eclipse
GEX

Interplay:

Alone In The Dark
Casper
Cyberia
Descent
Virtual Pool

Time Warner Interactive:

Primal Rage
Virtua Racing

UBISoft:

Rayman
Street Racer

Konami:

Castlevania
Parodius

Sega:

Black Fire
Bug
Clockwork Knight
Congo
Cyber Speedway
Daytona USA
Deadalus
Digital Pinball
Free Runner
Ghen War
International
Victory Goal
Myst
NBA
Basketball
NHL Hockey
Panzer Dragoon
Pebble Beach Golf
Shinobi X
Virtua Cop
Virtua Fighter 2
Virtua Fighter Remix
Virtua Hang-On

JVC:

4D Boxing
Deadly Skies
Racing Dynamics
Split Realities
Varuna's Forces

Time Warner Interactive:

Primal Rage
Virtua Racing

Virgin:

The 11th Hour
Spot Goes To Hollywood
Planet Pinball

Alien Trilogy

Acclaim. December

THE game to watch out for. Using very expensive computer things and theatrical types, Acclaim are producing a rendered/polygon monster/blood kind of thing to rival no other. Initial screen shots are sparse, but it looks divine, simply divine. More news as soon as it becomes available.

Spot Goes To Hollywood

Virgin. October

Virgin's entry into the 32-Bit market comes with a slappy blow across the face and a hefty 'LOOK AT ME!'. Spot returns in 3D and with some gorgeous graphic things. A full preview is forthcoming.

Virtua Fighter Remix

Sega. Now (Japan)

An oddity, this. Basically, it's the same game as *Virtua Fighter 1*, but with the character graphics of *VF2*. It's now being packaged with Saturns over there, and it's surely only a matter of time before the same's true over here.

Virtua Fighter 2

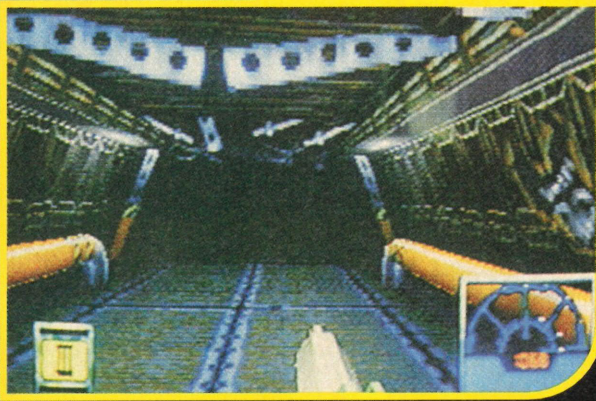
Sega. December

The biggy. *Virtua Fighter 2* will show more than anything else what the

That's *Story of Thor* on the Saturn to the left. More news soon.



ANOTHER EXCLUSIVE SHOT! *Alien Trilogy* from Acclaim.



One of the best looking games we've seen for the Saturn is *Spot Goes to Hollywood* from Virgin.



The Video CD Card, and where the blighter fits on the Saturn. Up the chuff, kind of.

Saturn's capable of. Initial reports show that the Saturn version's almost arcade perfect! Should urinate all over *Tekken* from a very big height.

MPEG?

Whaaat? MPEG, or the Video CD Card (as Sega are calling it) is pretty much what it sounds like... it's a card that plays video CDs. The card slots into the port in the back of the Saturn and allows you to play all the wonderful video CDs that are available (stuff for the CDi, etc.). Actually you may wonder why you'd want to spend £100 plus on one of these cards when you've almost certainly already got a video in your house, the selection of

CD films is very limited (about 200), and whadaya know, that'll be a very good question.

You do get the chance to perform some good effects on the picture (slow-motion, zoom, picture-in-picture), and you can instantly jump to any part of the film, but hmmm, I'm not so sure. The list of films isn't exactly current, certainly not up-to-date with current video releases, but, if you're loaded?

Multimedia

The Saturn's incredibly expandable, with a cartridge slot, an external connector and a input for the Video CD Card. What this means is that, eventually, you'll have an amazing array of devices and add-ons at your disposal.

Initially, this will be limited to just the MPEG card, but in a couple of months, you'll have a back-up RAM car-



tridge (giving you 512 K of space to save games, and that) and a Photo CD adaptor, which allows you to use Kodak CDs in your Saturn. Basically, at some photo developers you can now bung all your photos onto a CD. This costs about £10, but you'll be able to perform all sorts of wonderful effects on them and zoom in and out on various sections.

Also, in Japan, rumour has it that a keyboard and disc drive are to be released. This has

the obvious advantage of turning your Saturn into a computer, if a useable operating system was released.

One last thing is the Electronic Book Operator. This has been released in Japan but a European release date has not been confirmed.

Books on CD? Programming? Whatever. The Saturn was made as a fully-functional multi-media machine, and Sega's plans for the Saturn go well into the next century. You're certainly not getting a machine that'll be obsolete in a couple of years.

SEGA POWER



The Future

What's Best?

We've had the letters. We know what you want to know...

What's best, Saturn or Playstation? A good question, but ultimately pointless. Since the days of Spectrums and Commodore 64s, there's always been machine rivalry, and it's all pretty unproductive.

Some people will like the Saturn, while others will like the Playstation, and the main thing to remember is that they're both excellent machines and pretty well as good as each other. They both have exciting software, and, if you're lucky enough to own either one of them, you should be thankful for that. I mean, does it really matter? Okay, if one machine really was much better than the other, then fine, but the differences (if there really are any) are minuscule.

I dunno, when I was young I was happy with some old fruit and my Dad's hair clippings. You young 'uns, you don't know when you're well off. (Er, thanks for those wise words there Dean - Nick.)



Summer's here, and floating like a big smiley face in the sky, the Sun beams its joyful beams to us. Squirrels fry, ants scream and die, while humans lie in parks and fry like bacon fat. REJOICE, WARMTH IS OUR FRIEND!

LOOK AT ME!

Be warned! This could be your girlfriend one day, and the boy could sit next to you on the bus. Dean, the truth really must be told. DEEEAAANN...



A new 'bit' where we ask you, the reader, 'Want to get your freakish features in the mag for no apparent reason?' Somebody you love? Hate? Laugh at? Get them back or make them coo by getting them in the magazine. FREE!! Feel you're not getting the recognition you deserve? Prove everyone wrong by showing them YOU in THIS MAGAZINE. It's free, it's fun, it's safe

and it doesn't bite or leave a slimy stain on your tank top. You don't have to be a reader and you don't have to like computer games, you just have to want to be famous for a few seconds and hey, let's be honest, who doesn't?

This month's warm chimps are Emma and Patrick 'Paddy' Richardson from FROME in Somerset. Emma is a professional fur inspector and Paddy hums for a living. Both drink heavily and can

be spotted dribbling and frothing at the mouth in many bars and clubs in the Frome area. Spot them out and about, go up to them and say 'The willing Chimp King is on the rise' to win a Simon Crook badge.

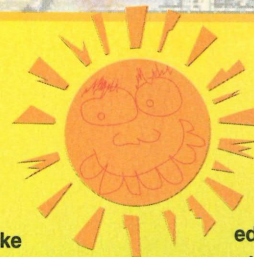
Send your pictures, both embarrassing (like this one) and unsuch, and anything you want printed with it to... LOOK AT ME!, Sega Power, 30 Monmouth St, Bath, Avon, BA1 2BW. You WILL win something nice, like. Some. Cheese.

10 THINGS YOU SHOULD BE DOING THIS SUMMER

Summer's here! School's finished and you're left with the prospect of six weeks of total freedom... but what do you do? Do you sit indoors like an experimental chimp playing games all day with your pasty-faced friends? NO! Sega would love you to. 'SPEND ALL DAY PLAYING GAMES. GIVE US ALL YOUR MONEY!!', that's what they'd say. Don't! Go out, get sunshine, and, for the unaware, here's a guide to some alternative things to do...

1 Sit in the sun

The sun is a wonderful thing. It provides heat and light for the whole world. Open your curtains... if you're awake you can bet it's something called 'Daytime'. Look up in the sky and you'll see something we call the 'sun'. During the summer months, a lot of people take a great deal of pleasure from sitting in the 'sun'. Try it. Hey, you might even like it.



partner. Compatible partners can be found in pubs, clubs, youth clubs, parks, supermarkets, post-offices and selected branches of B&Q. Go on, get a partner TODAY.

2 Take up a sport

Exercise is good for you... it makes you look healthy and feel good. Sport is something that involves getting exercise, but in a 'fun' way. Many sports there are. A few choice nibbles include: Football, Spot the Chimp, Cheese rolling, Cricket (ARSE!), Clutch the hutch and fluid dribbling.

3 Get a girlfriend/boyfriend

Life's good on your own, but it can be much better with a

4 Get a part-time job

Money is more than a voucher for computer games, it can also be used to purchase many other interesting things. If you're old enough, beer and fags can give you hours of amusement, and if you're only a nipper, use sweets, comics and booze and fags (if you can get a tall, old-looking friend to get them for you).

5 Do a sponsored walk

Make yourself feel better by raising money for old people or animals or foreign folk. Do this by 'doing' a sponsored walk. This has the double advantage of helping lots of people and also giving you some fresh air and exercise at the same time.

USELESS PRODUCT OF THE MONTH

The Breathwork Explorer.

Old cock, we say. Lifetools (the distributor) claim that, and I quote 'It may be the most powerful meditation tool yet created,' and 'It teaches you ancient Yogic and Taoist breathing techniques.' SHITE! I can just see all those Buddhist Monks wandering around with snorkels.

Everyone can breathe. Everyone can learn deep breathing easily enough. Want you don't need is this rubbish to teach you how.



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

Judge Dredd (MD)
Unoriginal, unhappy, unfun. The gaming
equivalent of a scabby dog.

Spend money on this and I'll
personally come around to your
house and poo on your carpet.

Other sponsored events include: Swimming, eating (outside, of course), kiddy-staring, mask making and origami.

6 Form a club with mates

If you have friends, then why not get together and form a club? These can take many forms – from a gang of 'mates' tossing about, to a full-blown terrorist organization. Somewhere in the middle is probably best.

For the low-capacity-in-head types, here's some ideas to get you started: collect things amongst yourselves – have prize days for the most inventive collections – and... no, not sure about this one, bit dull, really.

7 Make daisy-chains

Summer's sprinkling us all with it's dewy jizz, so what better than to sit in a park somewhere making a pretty daisy. Much, actually. Find somebody with a daisy-chain and laugh at them until you wet yourself.

8 Peoplewatch

Loads of people are out and about during the summer months, so, if you're a bit shy, why not hide in the bushes and watch them in the comfort and safety of the foliage. You can have all the fun of being in a group, but with all the fears of being laughed at removed. Works for me, anyway. Er...

9 Bullying

Picking on people less fortunate than yourselves is always good this time of year. You can always... (NOOOO!! - The moral majority)

10 Make use of water

Those high-powered water guns are perfect for this time of the year. If you live in a flat, you can always use these guns to squirt tourists in open-topped tour buses. How they laugh, and how secure I feel in the comfort of my flat, knowing they can't see me. Oh dear.

BIZZER of the month

Good things must always come to an end. The joyous rapture first experienced at a truly magnificent event cannot be sustained. This, dear reader, is why we now say goodbye to our Bizzer of The Month bit. Also, the best picture we could find was Hank 'I look like Cliff Richard' Marvin. Nicolas Johnson of Norfolk, you win a tramp's overcoat for your troubles. You shouldn't have bothered.



Win Batman videos!

We've got some more top videos to give away to a gaggle of lucky winners. Those kind folks at Warner Home Videos and Beyond Vision have given us 10 copies of their Fantasy Classics collection, which comprises widescreen versions of Tim Burton's Batman and Batman Returns movies. In the pack, you'll also get a trio of illustrated collector's cards with behind-the-scenes information, and we should tell you that this little pack would normally set you back £12.99 for each video.

So now what? Well, just answer this question and the first ten people to get their names pulled from a large baggy object will get the stuff.

BEYOND VISION



Who plays Batman
in the new Batman
Forever movie?

1) Michael Keaton

2) Jason Donovan

3) Val Kilmer

Bung yer answer on a postcard/back of an envelope and send it in to: Batman Vids Compo, Sega Power, Future Publishing, 30 Monmouth St., Bath, Avon BA1 2BW. All entries arriving after August 20th will be ignored.





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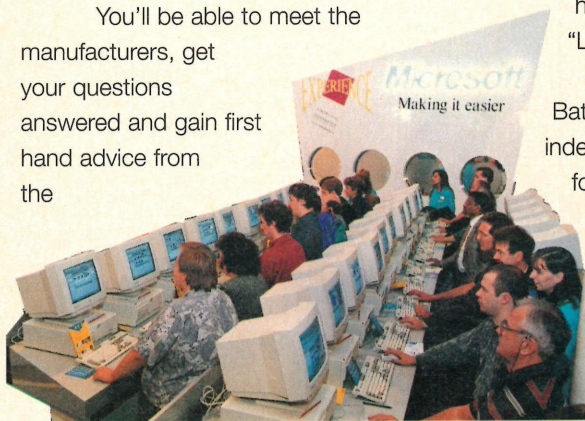
LIVE '95 has got it all. TV, hi-fi, video, computers, software, cable and satellite, games, cameras, musical instruments, multimedia, telecoms, in-car, home cinema and much more.

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Best of all, at LIVE '95 you're positively encouraged to get hands-on, press the buttons, play with the controls and try out the technology.

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The chance to catch up with the very latest in consumer electronics is more than enough reason to spend a day, or even two, at LIVE '95.

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Meet Carlton TV live at LIVE. Take part in their live shows or try your hand at news reading from the "London Tonight" studio.

See the final stages of LIVE's Battle of the Bands where sixteen independent local radio stations compete for the national title.

Watch the winners of Yamaha's National Youth Rock & Pop Awards - as judged by Phil Collins!

NON-STOP EXCITEMENT.

The list of attractions at LIVE '95 just goes on and on.

Free-play the next generation of computer games in the Games Zone, with over 300 consoles to preview the season's new releases.

Experience the latest in home cinema and digital video disks in the Future 'Home Entertainment' Zone. See the state-of-the-art in widescreen, high definition, digital and PalPlus TV.

Hear the best in audio at the Hi-Fi Choice LIVE listening rooms. Surf the Internet with the UK's top cyber-punks. Or try the top designer labels for size in the FHM Lifestyle Pavilion.

And brace yourself on Saturday and Sunday for the latest in in-car audio and security at In-Car Electronics at LIVE '95, featuring the National Sound-Off Challenge.

There's all this, plus demos, seminars, workshops and a whole lot more at LIVE '95.

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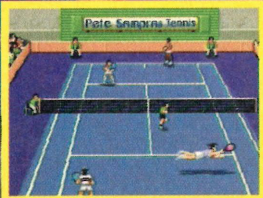
SP 9

Reviews

Stitching the holes in the reviews duvet



Batman & Robin (md)



Pete Sampras (MD)



Gran Chaser (Saturn)



Primal Rage (MD)



Motherbase (32X)



NBA Jam (32X)

Walk
on through.....

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Pete Sampras	54

EXCLUSIVE!



SPIKES IN THE EYES! Nasty and possibly corrupting.

Primal

• Mega Drive • £54.99 • UK Release • Time Warner •

Blood plays an important part in this game, as in life, really. Blood flows through your veins and allows you to walk.



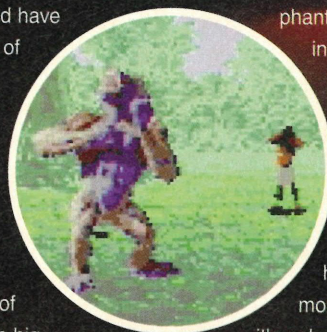
...when man was but a mere amoeba in the sea of life. Aaah.



See the little people worshipping at the feet of the big hairy ape thing. LOOK AT IT!

I've always had a love of stop-motion monsters. Patiently created over a period of much timeness, the final sequences are wonderful in their cheap tackiness. Once, something that could have created nightmares of monsters living in your garage, now looks, well, a bit crap. BUT WE DON'T CARE! Doug McClure is a minor God, who's fighting off all sorts of monstery things with big teeth in Stop-Motion Heaven as we speak.

There was one that particularly springs to mind. The head monster (I think he was called Gorgo), was taken from Monsterland and put in a circus. He escaped from there, killed an elephant and finally got burned in a large church. I was gutted. Firstly, for the elephant, then for Gorgo himself. He was happy, and if they'd left him where he was, he'd still be happily eating smaller monsters and that. Course it's only a rubbish film, and monsters don't exist. OR DO THEY? The game of the monsters is



Big red monster with huge teeth will always beat large chimp with funny face. TRUE.

TOTAL DOMINATION!



PUSH START



PRETEND you can believe the monster on the right is smiling.



Rage

Most Wanted

Fatalities

Much in the way of Mortally-killy-bloody-Kombatty, you can 'finish' off your opponent with a killer death move thing. They're typically hard to get working, but with all manner of bizarre death-things possible, and the inevitable tips explosion in a couple of months, here's a glimpse of one to wet your whistle, much like tea, but without the sugar.



You've finished off the other monster. Now it's time for finger aerobics. Press all four buttons and Up-Away, Away, Down-Away, Down, Down-Towards...



If you managed all that then, apart from severe cramp / risk of dislocation, this should then happen. It's worth it, oh yes.



Then this. Triumphant monster thing in one corner and pile of sad, crappy bones and flesh in the other. Just what the chimp ordered.

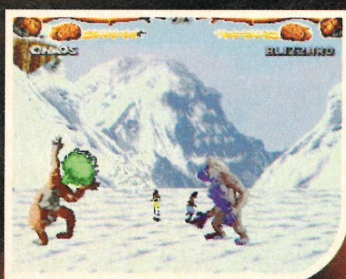
Primal Rage... a huge Mortal Kombat thing, but with dinosaurs. Wonderful in the arcade, and not exactly shabby on your 'home arcade system'. Probe

'did' it, it's got large(ish) sprites, a bumper bundle of special moves (all fairly easy to do), seven characters, two fatalities per monster and the

chance to eat humans.

Think of the future. Imagine the destruction that humans could possibly bring about, and think of monsters. The plot says that man causes so much chaos on Earth that monsters come back, take over the world and become the new Gods. Fair enough, it could happen. The remaining humans worship

A weather condition verses a bizarre hippy toy. Who will win? HMMMMMM???



Snigger... look at the funny monster FART.

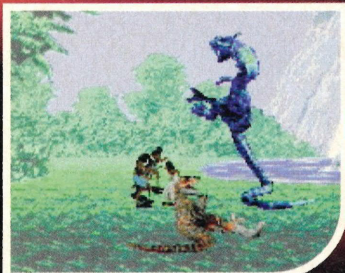


I would like to apologise for that last caption. Very silly.

their favourite monster, but that's not enough. The monsters start fighting amongst themselves to become the supreme ruling-the-whole-world mon-



Look at the funny expression on the monkey's face. HA HA HA... How those Winter nights must just fly by.



This is a good action shot, isn't it?



This one isn't bad either. Agree, do you?

ster. Ironical then, that after all this, you're a human controlling a monster who's controlling some humans who can't control anything. Any strong feelings of power?

All the monsters are animated by that same 'stop-go' animation process, and while this isn't as realis-

tic as standard character digitising, it's infinitely better in a 'heart-warming doffing-of-the-cap-to-old-monster-films-kind-of-way.

Leaping around the screen, ripping bits off creatures (don't worry concerned parents, you can turn the gore off - along with your minds),

Here there be monsters

Top monster films we like. We've also got a strange fondness for the crap ones. Here's some. WATCH THEM...



Jurassic Park

Hugely overrated, in a 'the book was okay, the special effects were brilliant, but the screenplay wasn't brilliant' kinda way. Still, you've probably all been out and bought the video and then realised it only really works in the cinema. Such is life, eh?

One Million Years BC

Has the dubious honour of being the film that launched Raquel Welsh's breasts into major stardom. Of course, since then she's starred in... well... Didn't she do a

coffee advert once, or was that Gareth Hunt? Anyway, if my fading memory serves me right, she was carried off and eaten by a pterodactyl.

Destroy All Monsters

Quite possibly the finest monster tat you'll ever watch. It's Godzilla, and not the crappy Hanna Barbera cartoon, but the Japanese killa original. The model towns could be created with seven Lego sets and some Blue Peter model-making skills, but hey, isn't that half the fun of them?

spraying monster blood all over the place soon becomes common-place

There's plenty of monsters, blood, gore and all the moves, fatalities you could want. *Primal Rage* is going to

appeal primarily to fans of the arcade game, but as an alternative to the *Mortal Kombat* / *Street Fighter* boredom, this is the best there is. **SEGA POWER**

Bowling is fun

Monsters/bowling, bowling/monsters... no real connection, is there? Not so, young human. Hidden like happiness in an orphanage is a bowling game. My goodness yes.

On Armadon's stage (The Hollows) you've got the chance to pause for a while and play a harmless game of bowling. It doesn't affect the game at all, but it's pretty hard to find. And. Is. Fun.

We're sooo good at games that we could find it, bet you can't.



This is actually a fatality, although it's difficult to tell. Good one too.

Any advice on conquering vertigo (which is a serious phobia) can be sent to this address.



Primal Rage

- ▲ Excellent monsters
- ▲ Plenty of moves...
- ▲ ...that are easily executed
- ▲ Many difficulty levels
- ▲ Lots of teeth

Graphics

8

Sound

7

Addiction

8

Lifespan

9

Power points

Release date August
Players 1-2
Characters 7
Difficulty Medium/hard
Time Warner (01604) 602800

Final verdict

"Another excellent conversion from Probe. A worthy alternative to current beat-em-ups"
Dean

91 Percent

WIN

some (more)

top videos!

Those marvellous geezers over at Warner Home Videos and Beyond Vision have more vids for us. Called Sci-Fi Classics, the pack includes Blade Runner – Director's Cut, Forbidden Planet and Westworld. There's also a fourth, At The Earth's Core, which is being bunged in just for the hell of it. They're all widescreen, apart from the last one, include collectors' cards and behind-the-scenes info, and would normally go for about £13 per video but, because we're so great, we've managed to blag five sets for our readers. And we've also got five sets of Babylon 5 vids to give away. Just answer the question, bung it on a postcard/back of envelope and the first five names out of a hat win!

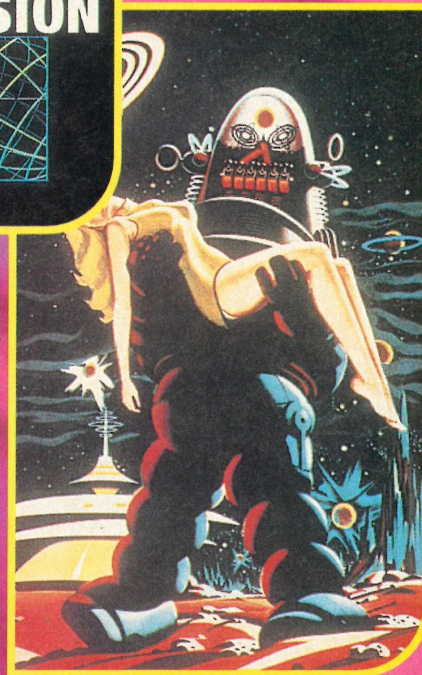
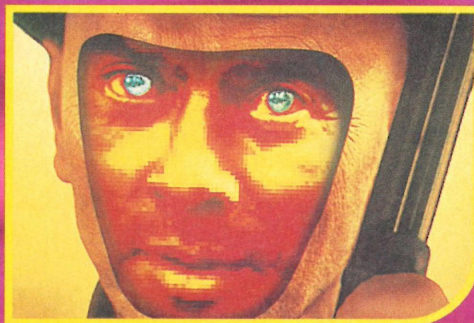
All you have to do is answer this simple question:

Who Directed Westworld?

- 1) Michael 'Jurassic Park' Crichton
- 2) Kevin Costner
- 3) My mum

Send the answers to: Sci-Fi Compo, Sega Power, Future Publishing, 30 Monmouth St., Bath, Avon, BA1 2BW by August 20th or else.

BEYOND VISION



And that's not all!



We've got even more videos to give away! This time, it's more anime stuff, courtesy of Pioneer, who are releasing two products, Kishin Heidan and Green Legend – Ran into the UK. The first is robot sci-fi affair in seven parts, where the Kishin Corps is served with the mission to protect the earth from attack by aliens. They have a top weapon, the Kishin robot, developed from a captured alien robot soldier. So it's not hard to figure what the rest of the film involves, really.

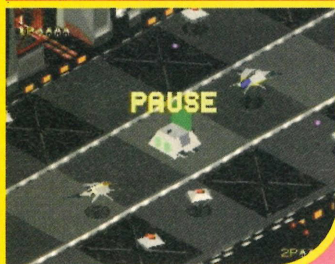
The other one, Green Legend, we're not quite so sure about but it doesn't matter because we've got ten copies of Kishin to give away to ten incredibly lucky readers. Just lash yer answer to the following question on a postcard and send it to us at Anime for me Compo, Sega Power, Future Publishing, 30 Monmouth St., Bath, Avon, BA1 2BW by August 20th. Got that?

What is anime?

- a) A style of Japanese cartooning
- b) A small lake in Kyoto
- c) A breed of mountain goat

Twice the fun... with *Motherbase*

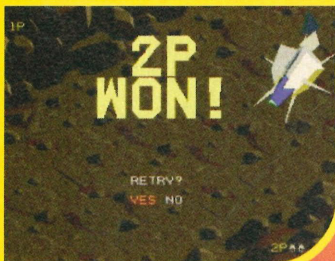
Battle it out, two-player style. Talk like a press release. HAVE FUN. LOTS. Place face in freezer and serve with carrots and baby peas. The two-player game, this is...



Wahey, there's a first. Check out the huge PAUSE in the middle of the screen, that shouldn't be there. Whoopsy! (Don't let anyone say we're not professionals – Nick.)



Here's another screen from the two-player game – no PAUSE on it this time. A far higher-quality grab altogether. (That should ruddy well shut you up – Dean.)

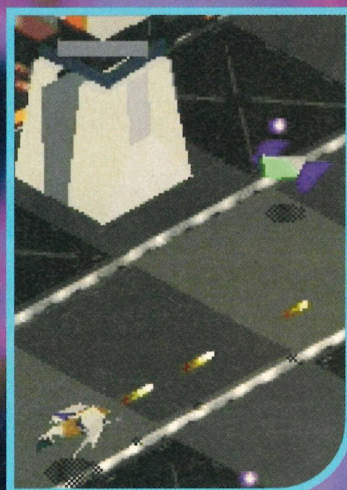


Now here you have a large 2P WON! thing and the winning person's ship's been blown up – in size only, naturally. Lovely, really lovely.

MOTHER

• 32X • £44.99 • UK Release • Sega •

Hit me with a large stick and call me Roger, the 32X gets Zaxxon. And... It's... Dull...



After reading this, smile at the next person you see. Unless you're in Los Angeles.

Zaxxon? Dyslexic? Floating in the games cesspit – along with *Afterburner*, *Pacman*, *Space Invaders* and *Joust* – is the 'turd' Zaxxon. Once good, now not.

I'm sorry, but if you're one of those people who crave an arcade-perfect version of *Space Invaders* (complete with 'multi-coloured' plastic strips) or *Afterburner*, or whatever, then quite frankly, you deserve all you're going to get. Get with the picture, maaan... We're at a time when consoles are

about to take off and all you can do is sit there and witter "Yeah, but what about the old games... Now they had reeeaaall playability." You're sad, and deserve to have a Spectrum nailed to your forehead and to have Clive Sinclair as a friend. (Nasty – Nick.)

It's 1995 and Sega give us... **SUPER ZAXXON!** (as Sega of America are calling it) Over here, where, thankfully, we're not quite so anal, it's called *Motherbase*.

I'm sorry, for the unaware, Zaxxon was a 3D isometric shooty thing. Very nice and everything, but it was released 14 years ago. *Motherbase*

The next time you see a sales rep hacking past you on the motorway, point at him and laugh. Or blow his car up. Whatever takes your fancy.



Me there, shooting at some things made from polygons. Happy, me. Such is the path of my life.

Great unanswered questions of our time (1) Andi Peters... Why? (2) Andy Crane... Who?

Planes, Trains and Lego Monsters...

Different ships for different folks, or you could just say that these are the different ships you can 'jump' into. Yes, now that makes perfect sense, no?



Craft 1

Very nice. Um, fires missile things and looks a bit like an insect – but more angular. And less squishy against a closed window.

Has nice light blue bits on the sides and walks long on the left side of things.



Craft 2

A bit more squat than the last one, but fires a wonderful flamey thing – as this picture clearly shows. Also looks like an insect, but more 'beetley' than the last one.

BASIE

is a sort of cross between that and *Viewpoint* (a pretty good game, but on the MEGA DRIVE!).

Basically, *Motherbase* seems to me to be a game that was designed and started on the Mega Drive, but then tarted up slightly and bunged onto the 32X. It doesn't look like a 32 bit game, it doesn't play like a 32 bit game, but golly bum-wipes, it does look a bit like a 32X game (sigh).

Motherbase has some interesting 3D moments – by that I mean the polygon-generated bosses and ships. Nothing too sloppy, but certainly nothing that makes your eyes

pop out like that trick with dessert spoons. It's challenging enough, and you get some variety with different ships, weapons and that – it's all explained somewhere else – but all this plastering over the surface cannot disguise the ultimate tedium of playing this game. It's jerky, slow and, to be honest, you'll probably have more fun cleaning your teeth.

WHAT ELSE DID WE LIKE

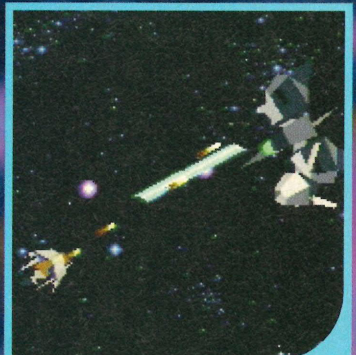
ABOUT IT? Well, there's quite an original two-player mode. Here you choose from five different backgrounds and two ships fight it out, mano-a-mano, one either end of the

screen and stuff in the middle to avoid. It's quite entertaining for a few minutes, but unfortunately, a saving grace it is not.

Sorry Sega, it has to be said, but this is a bum rush in the tethered horse department. In other words, or to put it in plain language, it stinks.



Dunno what that is!
(Predictable caption filler.
Sorry.) (That's OK – Nick.)



Fighting in space with something that looks like a large grey cat. Chuck a bucket of cold water over it.

Mother Base

- ▲ Different two-player game
- ▲ Some. Nice. Bosses
- ▼ Desperately old-fashioned
- ▼ NOT a 32Bit standard game
- ▼ Sad old tat, basically

Graphics

6

Sound

6

Addiction

5

Lifespan

6

Power points

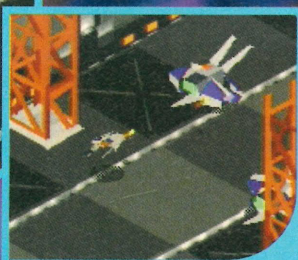
Release date Now(ish)
Players 1-2
Levels 6
Difficulty Hard
Sega (0171) 3733000

Final verdict

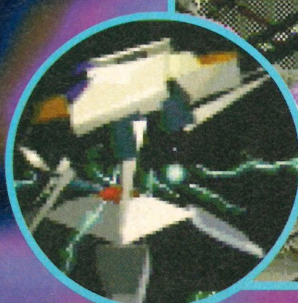
"Oh dear, oh dear, oh dear... Without sounding a bit obvious, this isn't the best piece of 32X software we've ever seen." *Dean*

66 Percent

This bit of the game reminds me of Croydon...



...While this bit reminds me of cheese, summer walks and plastic macs.



When you next see your parents, tell them they look like fish and smell like Grandad's trousers. Watch them laugh.

Craft 3

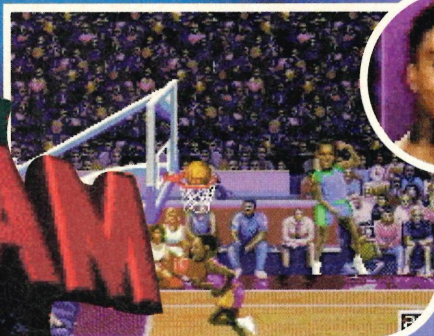
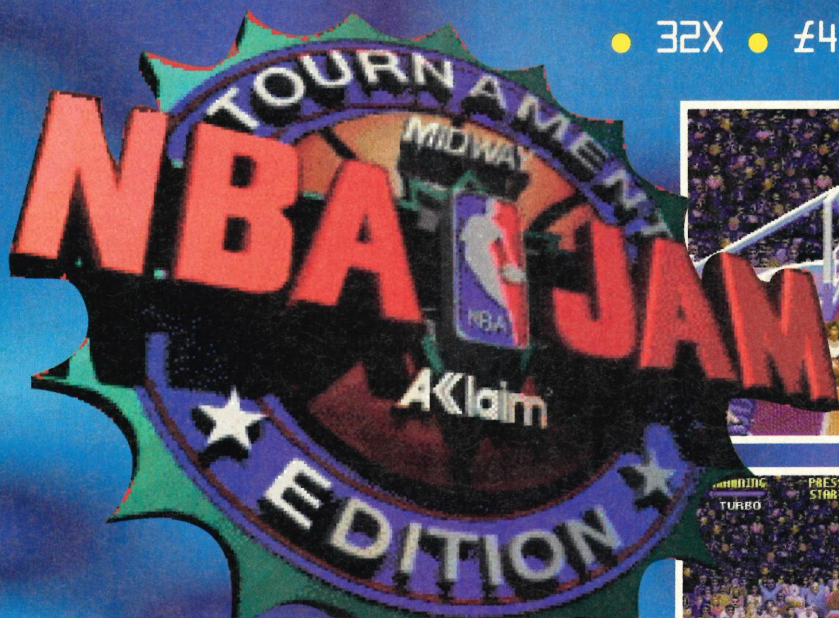
Nothing like an insect at all, but it reminds me of something I saw in Star Wars once. Really.



Craft 4

This is more like it! Imagine an ant-thing, but with long pointy ears. And a grey body.

Here big polygon monster thing. Appears in the first level and will haunt your nightmares for the rest of your life.



COACHING TIPS

HOT STREAK.

IF A PLAYER SCORES THREE CONSECUTIVE BUCKETS HE IS ON FIRE. GIVE HIM THE BALL. HE REMAINS HOT UNTIL THE OTHER TEAM SCORES OR UNTIL HE SCORES FOUR BASKETS.

Some dull coaching information for sad gits.

Bounce my balls on a polished wooden floor, if it isn't basketball. A game for big men. Rich men. Men with stupid first names. Like Shaquille. Yeah.

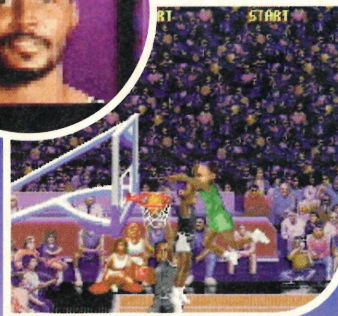
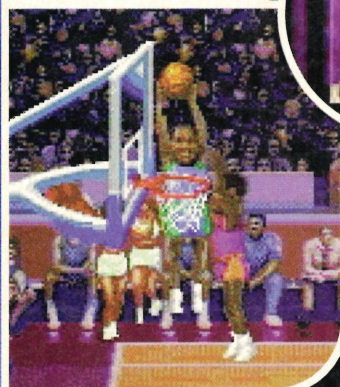


What's great about this game is that it's soooo easy to play. With barely a thought, I'm suddenly twisting and blocking like a pro.

This was a dead funky long-shot. Watch that ball go in.

Another wild flying leap of a score. There's a vast number of chances to do this. We like it muchly.

I am a show off. Who cares when you score like this?



I've got a great idea for a new top sport: Right, the first thing we need is players. Big players. Giants, in fact. They've all got to be 7ft tall. Next, they've got to be fast. So we want nimble, fast-moving 7ft giants. Tricky, but maybe we can do it.

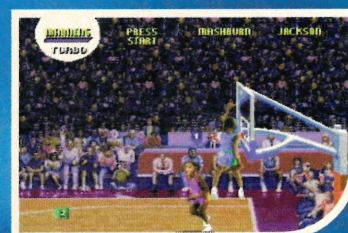
Okay. Now what? Well, you can't put ten 7ft muthas into a big court can you? Nah, we need a small court, say 20 metres long. Right, that's a start. Let's make it really claustrophobic too – say, how about cramming in 5,000 spectators as well?

What now? A ball. Cool. But let's say you aren't allowed to hold it when moving... you've got to STAND STILL! Unless you bounce it.

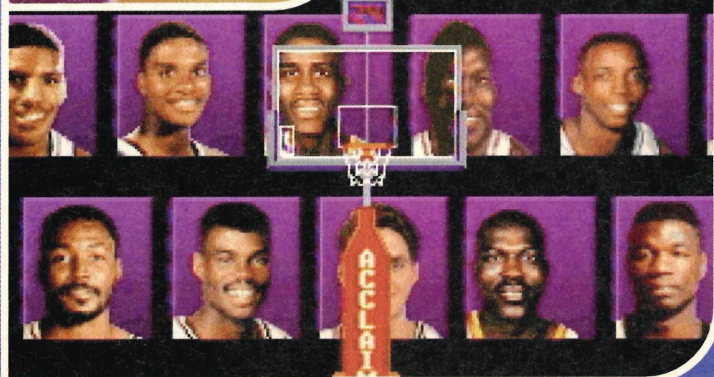
And finally, best of all, MAKE IT

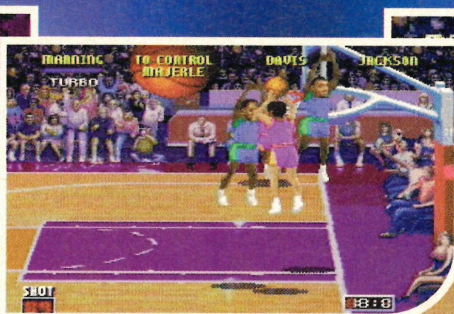
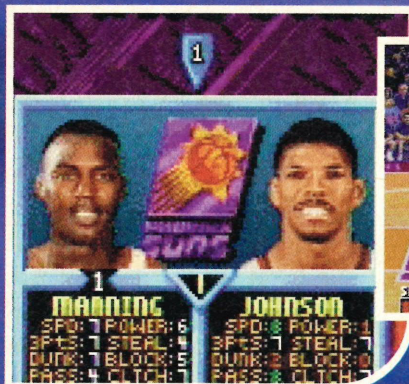
ALL NON-CONTACT! Brilliant.

Ahhh... basketball. We love it, mainly because it's the only American sport that seems to make some sense – compared with the others anyway. And we're not the only ones either. In this country, most of us get our basketball via that stiff geezer who's on the telly on Saturday mornings, or from top games like *NBA Jam* on the Mega Drive.



The court

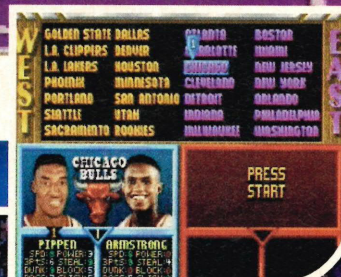
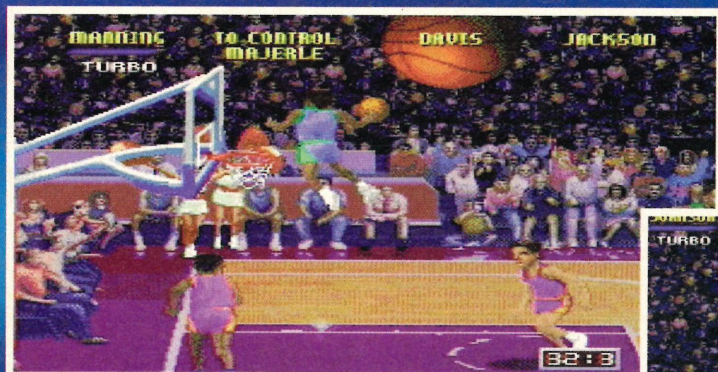




Try to block where you can. Sad coaching tip #1.



Sad coaching tip #2: Try not to look like a dickhead when dribbling the ball. There's sponsors to think of.



Choose your duo from the NBA line-up.

This helping of *NBA Jam* is on the 32X, and apart from nicer graphics (even if the players' heads are about twice the size they should be – you can imagine a 7ft bloke with a two foot head yourselves), everything else that's important is pretty well as we left it on the Mega Drive.

Which, if you ask us, isn't a problem at all, because the Mega Drive version was just about the most playable game ever. But a version even more playable than that was the arcade one.

This is about the closest to the arcade game as you're likely to get. Like the arcade game, this has scaled sprites – the players change in size depending on how deep they are in

the screen. It also has bigger players (with bigger heads – weird but groovy), and what is optimistically described as an "all-new, stadium-rocking soundtrack". Wahey. All computer sound is weedy flute music as far as I'm concerned, so that kind of passed me by.

Finally, you get the chance to substitute players after each Quarter, which is handy if your star athletes turn out to be less use than a pilot with two glass eyes. What is the same is the basic gameplay, the views, stuff like flaming basketballs and so on.

All in all, this has had rather a

spruce-up, which is excellent news and makes the thought of having to part with £44.95 somewhat easier to deal with.

So what can I say? It's top – if you've got a 32X, you've gotta have it.

Otherwise, give it a careful thought, then decide in its favour.

SEGA POWER



NBA Jam Tournament Edition

- ▲ Better than the MD version
- ▲ Neat graphics
- ▲ Top gameplay
- ▲ Play it with yer mates
- ▼ Huuugge heads

Graphics

8

Sound

7

Addition

9

Lifespan

9

Power points

Release date Out now
Players 1-2
Levels IV/A
Cart size 32 Meg
Virgin (0171) 344 5000

Final verdict

"Funkier than a pair of James Brown's trousers. You've got to have a copy of this." **Nick**

92 Percent

FREE

First looks at Pete Sampras '96 & Micro
Machines - Next Generation in
our **FREE** Codemasters Supplement.



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Doom SNES

revealed

The Worm

Returns - more

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shots

and news

MK3

PlayStation

shots and

inside info

AND

Batman Forever!



ON SALE 6 JULY

Dip my toe in a vat of steaming urine, *Gran Chaser's* a bit of a chunky nice thing.

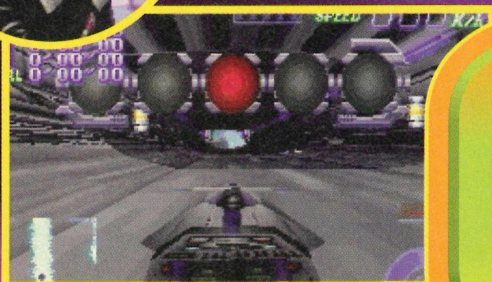


• Saturn • £54.99 •
• Out Now • Jap Import •



A tranquil scene of ice and snow - goes with the level, see?

Gran CHA



I should really spend more time doing these grabs.



Two players good. One player bad.



Daytona cries with jealous hatred. TRUE!

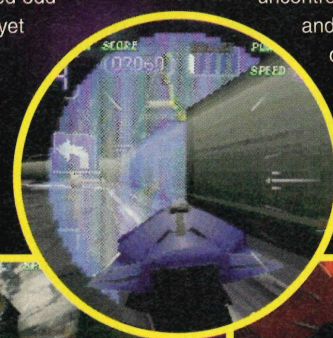
Wipe chicken's blood all over scabby Daytona, Gran Chaser's BEST!

T rue? Surely not? Yes, my fine clucking friends, as far as I'm concerned *Daytona* doesn't exist, because a game's arrived that surpasses it in every respect.

Believe it or not, but there's very little gran chasing involved in *Gran Chaser*. No terrified grannies, clinging with withered palms to shopping trolleys, legs, varicose and weeping, shuffling like demented odd boys. The title is yet another head-scratching, eyebrow raising, UUUUU-HHH HH? Japanese, you see.

Anyway, *Gran Chaser* then. Wossit like? Imagine a *Daytona*-style game (rendered tracks, different views, speedy stuff), but with better graphics, smoother updates, more tracks, weapons and spaceships instead of cars. Then you'd be getting close to it.

Having said that, I will say that opinion does seem divided. I like it, other people liked it, but some people hated it. They thought the ship was uncontrollable, the graphics dull and the tracks boring. I quite obviously disagree, but before we end up in a pathetic and mindless debate about 'WHAT'S BEST? DAYTONA OR GRAN CHASER?', I



Look in your shops. See the Saturn? Buy it, because we love Sega to bits...



...The 32X? Buy that as well - don't worry if you can't afford it, you can get it on credit.



Any comments made about the 32X in previous editions weren't made by me...



...I think it's almost better than life itself. Maybe.

The Eternal Question...

So what's best, eh? Daytona or Gran Chaser. Hmmm...

1 Tracks

Daytona has three (okay, right, so it's got mirrored versions of these three, but they're not different. ARE THEY?) and *Gran Chaser* has 11. Both games have plenty of detail on their respective courses, and both have short-cut things, but three? Eleven? Work it out.

2 Speed

Some parts of *Gran Chaser* are incredibly fast, and while *Daytona*'s fast too, *Gran Chaser* is much smoother. No, really.



You should see it move, it's reeeally fast and smooth and nice and and oh, everything (sigh).

SER

3 Two-player option

Yes, *Gran Chaser* has a split-screen two-player option. While this adds a small amount of jerkiness to the game, it's not a worrying amount and the tracks are still well-defined. DAYTONA HASN'T!

4 Control

One criticism of *Gran Chaser* is that the ships are hard to control. This is true, but the same could also be said of *Daytona*. I found it easy enough to fly around the *Gran Chaser* courses with just a couple of hours play.

5 Artificial intelligence

The cars in *Daytona* can act like they're being driven by chimps, while the computer-controlled cars in *Gran Chaser* act very intelligently. Even when you're in the lead they'll be firing missile after missile and trying to knock you into the walls.

will say – when the time arrives – play both (*Gran Chaser*'s scheduled for release in Europe sometime this year). Make YOUR OWN MIND UP. You never know... they could, by some remarkable thrust of chance, be right and I could be wrong. People are bound to buy *Daytona* 'cos...

it's *Daytona*, but how many people will honestly believe that it's the best version that AM2 could possibly have done? *Gran Chaser* is a good name (understatement) although it hasn't got a groovy arcade license behind it, but I feel it's just better than *Daytona*. Why? See the box...

This is Spunky the alien. He wants to be your friend.



GOAL? IN? Don't ask, I won't tell you and I might even be rude.

This is a collection of over-blown pixels. Why?



Gran Chaser

- ▲ Great graphics stuff
- ▲ Two-player option
- ▲ Fast...
- ▲ ...and smooth
- ▲ 11 tracks

Graphics

9

Sound

8

Addiction

9

Lifespan

8

Power points

Release date September
Players 1-2
Tracks 11
Difficulty Easy
Dream Machines (01429) 869459

Final verdict

"*Daytona* gets a hefty swipe across its rump from a plank-shaped *Gran Chaser*... According to me." Dean

92 Percent





Top Tip: experiment with yer first serve and, as you progress with each game, you can launch a variety of aces at that there stinking opponent. We're being nice...

Spot the bleedin' ball. Please write in. *Please.*

The motorway grey concrete court. Bounces hard, looks crap.

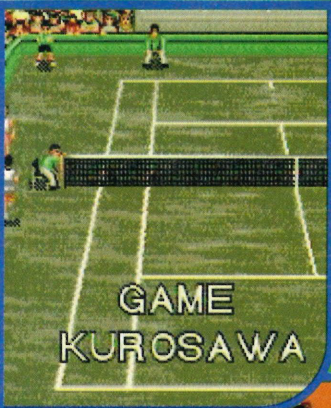
Insert witty caption about press-ups right about here:

Clarinets ahoy! It's time again for tennis's number one gibbon boy to kick some ass into centre touch! Fore! Bullseye! Goooooal! Er...?

Pete S

• Mega Drive • £44.99 • UK

This here is where yer tennis players MOVE LIKE THOSE DAMN FLIES.



Staring into the empty petrol tank of a Monster Truck vehicle, sucking a plate of low calorie salt through a drinking straw, checking the contents of your sock drawer every second Wednesday of the month, watching a non-stop, ever-repeating, low-quality, high-hiss video tape of Jimmy Hill drinking a pint of milk... All of the above are yawnfully, lip-droppingly boring. But, rest-assured, not one of them are

even close to the mind-numbing, skull-deflating, spectacular BORINGNESS of tennis star, Pete Sampras. So it's hard to imagine a game featuring old yawnny pancreas himself managing to reach such sweaty, jittering, downright euphoric heights of joypad-thrashing excitement. Mr Sampras has suddenly got himself a personality and he got it from a computer game. Good grief, Daphne, what is this world coming to?

Enough Uncle Dull Sampras anorakisms. Those no-messing, no frills, gameplay-heavy Codemaster pixies have been toiling away under their programming oak tree to give you and I a Cornetto-

style treat to slobber over this summer. You know the original *Sampras* game was brilliant? Well, this is even brillianter. Really.

Okay, cosmetics first. The graphics have been tarted up with many an animation frame, although at times the court perspective spoils things a tad. (As my friend and colleague in pet theft Dean Mortlock pointed out, "But they move like FLIES!") And what about the all-new audios? Well you know the Mega Drive is always getting stick for its suspect sounds? Let the piglets scoff no more.

Sampras has some of the best in-game sounds to twitter out of the seabird for some time. The hooting crowds, the put-off catcalls, the yobby uhs, the girly aahhs, the smarmy Peter Velvet umpire speech... These touches give the game an authentic and Wimbledon-excitng atmosphere. Truth, that.

But let's face it, graphics and sonics have never been Codemasters' strongpoint. Nah, for some reason they seem to bypass the frills for the thrills and get muddy with this thing

PASSWORD: CGBBG
NEW YORK ASPHALT



If you want a gme with top atmospherics, make sure you go for Dino, the man with the cap. Keeps throwing his racket about and moaning to the ump. All McFiery, see.

There's a whole cat's stomach of extra smashes on PS '96...

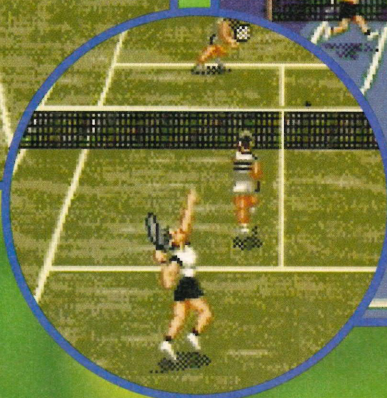




Oh, I didn't reeeeeeally mean wht we said about Mister Sampras. I'm sure he's very nice, very interesting and VERY RICH. (No bleedin' justice in this world... - Dean.)



This man gets paid to squat. Ace!



Yer doubles matches often end in a bog of tears when your 'computer partner' keeps hitting you in flippin' head...



Release • Codemasters •

Sampras

called 'gameplay'. WEIRD. Remember how intuitive the feel of, say, *FIFA* was the first time you played it? You know, immediately easy to 'get into' but a big, fat, stubborn sod to master? Well, *Sampras* is exactly the same. It promises all the lifespan of a cow with immortal udders.

Why? Well, firstly there's yer single-player game – three tournament modes, four court surfaces, eight characters and two, er, ball-boys? All lovely and statty and all, but the really neat gimmick here is the 'coaching system', which, when you get thrashed, teaches you new techniques and spectacular shots to try out on that there stinking opponent. And it works. This fab-bio feature means, of course, that you can practice skinning the computer-controlled opposition and then try yer tactics out on those slow-witted

unsuspecting mates of yours.

Achtung! *Sampras '96* was just made for that multi-player, mate-humiliation (ahem) 'racket'.

With more than a satisfactory dose of opposition on the singles game, and a slick and playable four-player option, *Sampras '96* has been tweaked in all the right places to ensure that, as far as tennis games go, this is absolutely, unquestionably unbeatable. And, as far as sports games go, it's right up there at the top of the gaming tree. Got

obsessed with *Sampras* the first time 'round? Then prepare yerself for a re-entry on the addiction charts (cough), because there's enough new-stuff and enough unnecessarily good improvements here to recommend it all over again. Just goes to prove in this topsy-turvy gamey industry that the impossible CAN spew from my journo-jelly mouth: brilliant game, shame about the license. You won't hear THAT one very often, I can tell you...

SEGA POWER

The girly players are actually quite fast and powerful. BUT YOU LOT JUST WANT TO BE MEN, MEN, MEN....



PASSWORD: CGBBG
NEW YORK ASPHALT

WANDA TUCKER

NATIONALITY: AMERICAN
BORN: 5 JULY 1977
RANK: 6

POPULAR AND CHARISMATIC. HER SPEED AND AGILITY MAKE HER ENJOYABLE TO WATCH.

'96

Pete Sampras '96

- ▲ Unsurpassed atmosphere
- ▲ Brilliant gameplay
- ▲ Jolly nice in multi-player
- ▲ And spiffing sound effects
- ▼ Pete 'The tripe' Sampras

Graphics

9

Sound

7

Addiction

9

Lifespan

8

Power points

Release date July
Players 4
Courts 5
Characters 8
Codemasters (01926) 814132

Final verdict

"Up there with *FIFA* and *NBA Jam* as an all-time classic Mega Drive game. Buy it now."

Simon

92 Percent

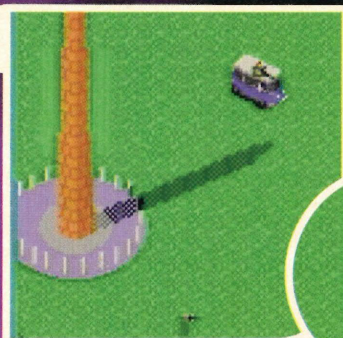
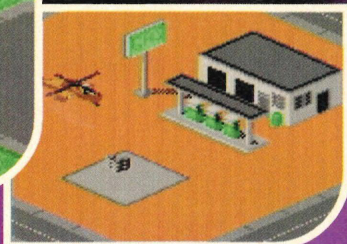
Heeeeee's
PETE! Oh.





All good jungles have ammo crates and gas stations.

This monument is under attack. Would you attack a monument?



HOW THE
ES ARE GOI
STACKED. T
S YOU ARE
FOR ARE

Not very Jungly is it?
Be honest.

Jungle

• Game Gear • £29.99 •
• UK Release • THQ •

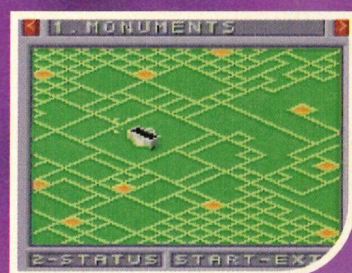
A wee um-umba whey! The sequel to Desert Strike is out on the Game Gear and, you know what, it's not bad.

Jungle strike, Jungle Strike? To me, jungle says 'foliage', 'undergrowth', not to mention 'dense thicket'. Where are these vital jungly elements in *Jungle Strike*? Not one tangled bramble or creeper litters your path, in fact, the landscapes look exceptionally well-trodden. For serious jungle enthusiasts, this game will be an enormous let-down.

It should of course be remembered that jungle enthusiasts do not play computer games. This probably explains why THQ ejected the Biology and concentrated on gameplay. As a result they've produced probably the best action/strategy game to be released for the Game Gear this year.

To start with there's some rubbish about terrorist takeover and all that

world domination stuff that games designers seem to like. Then it's into the first of the game's five mis-



sions. Each one of these has up to eight separate objectives which must be successfully completed in order before you can progress to a higher level. There's no chasing round like a whippet on speed, taking pot shots at anything your fancy in this one; this

game smacks of tactics like a mother in a supermarket.

Thoughtfully, and with the sanity of the young and

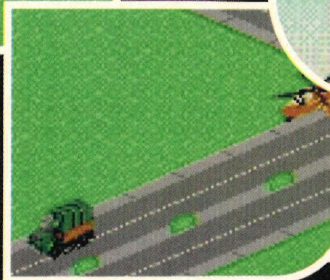
Having blown-up this base I have to shoot one man and pick one up. Potential for embarrassing mistake.



The famous Comanche pick-up technique. Note careful position of hook.



The White House. You start the game here. Are you the President? Are you? Get your own pad.



Chase the truck. Shoot the truck. Explode! Hooray, Hooray!



Swear and curse. You're dead. Game over. Continue?

impressionable in mind, the game's designers have included level-skipping passwords at the end of each mission. The only disadvantage with the title is the size of the map symbols – a definite discrimination against the partially sighted.

So the much-neglected Game Gear gets a double scoop of creamy top-notch game stuff this month. If this doesn't have you dusting down your machine and running for the Duracell, then, well you're probably far too busy memorising those cricket stats.

SEGA POWER

Jungle Strike

- ▲ Lots of things to shoot...
- ▲ with big guns
- ▲ Lots of variety
- ▲ Good isometric scrolling
- ▼ Low jungle presence

Graphics

8

Sound

7

Addiction

9

Lifespan

8

Power points

Release date Nov
Players 1
Levels 5
Difficulty Hard
THQ (0181) 960 2255

Final verdict

"Top quality death and destruction with just a tiny bit of tactical stuff to keep your mum quiet."
James

90 Percent

IT'S A MEGA DRIVE!



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STREET RACER

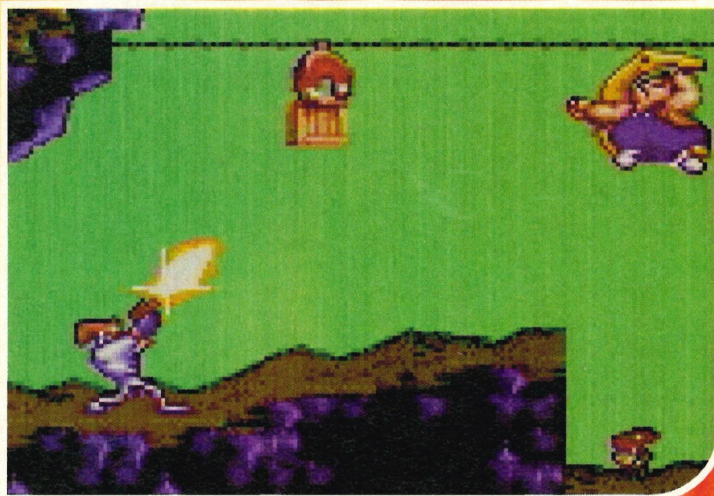
SEGA POWER 95%
GAMESMASTER 90%
GAMESWORLD 94%

- SIMULTANEOUS 4 PLAYER ACTION
- RACING AND FIGHTING
- VIDEO PLAYBACK
- 3 BONUS GAMES (1 HIDDEN)
- MUCH MUCH MORE...



MEGA DRIVE





A bizarre ritual involving firearms, a fat nauseous man and an industrial magnet. Who says video games stifle the imagination?

Nasty tunnel scenario with bullet-proof chimp approaching and no place to hide. The times this has happened to me...



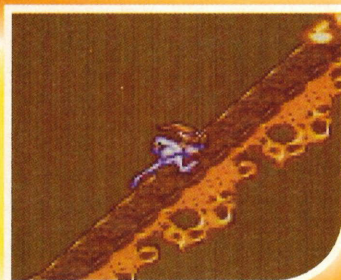
Earthworm

- Game Gear • £29.99 •
- UK Release • Virgin •

What do Hugh Grant and Earthworm Jim have in common? Read on, and the secrets of this and other such interesting topics could well be revealed...



Shoot before it bites your bum.
A motto for life in general



More orange stuff.
Uphill this time.



Second level this and everything is orangy in colour. Not really much more to say about this, sorry.

Quarts into pintpots... doesn't go, does it? Make sense? No? *Earthworm Jim* out on Mega Drive nearly a year, conversion passed on to different folk for Game Gear version. Hmmm, a top state-of-the-art thing for 16-Bit... squeezing every chip until grey puss comes out, wonderful graphics, sound, animation,

much variation in level stuff and brilliant sub-game niceness. Certainly one of the best, well-programmed and original platform games ever to appear on a Sega system... on the Game Gear? But wait.

People with brains do conversion, very good, very good indeed.

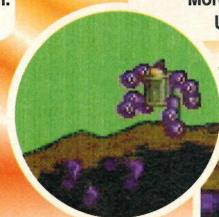
Okay, right, make sense. The Game Gear version obviously lacks a

lot of the shiny, buffed-to-a-shine polish of the Mega Drive version, but most of the important stuff's still there, thank goodness.

Included is the lovely *Earthworm Jim* animation, all the levels (I think - I didn't get to the end) and the level design's pretty much the same as the Mega Drive's. Not included are the lovely parallax backgrounds but there you go.

For those living under a rock in somewhere like Devon, with cotton buds in your ears and no eyes, due to having them poked out by psycho birds... for those people,

Earthworm Jim was written by Dave 'Hello, I'm quite tall and rich' Perry, and is a uniquely humorous platform game starring everybody's



Fortunately for vegetarians, this cow is not harmed in any way.

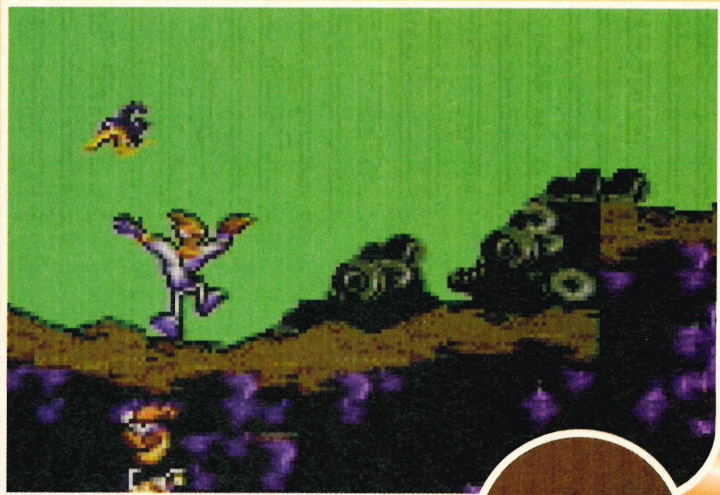


favourite worm, Hugh Grant. Or someone known for their ability to extend parts of their body into unusual places anyway.

The objective of *Earthworm Jim* is to guide Hugh through lots of levels, avoiding divine inspiration to make your stuttering way to the end of the game, where you try to look smug and quickly think of a good excuse for



I have wallpaper very similar in colour. Pity me.



Dance with fairy feet to avoid Mr. Crow. This month's captions have been sponsored by The Royal Ballet.



m

Jim



your girlfriend. Sorry, bit like kicking a puppy... hold on, they do it in the streets as well. (Wha? - Ed.)

Full funny hand-singles and goatee-bearded respect must go 'out' to the programmers of this, they've done a sterling conversion job. The best hand-held job since, well, um... Still, liked the bit about the mint condom.

SEGA POWER

Earthworm Jim

- ▲ Quite simply...
- ▲ ...the best platform...
- ▲ ...game you'll see...
- ▲ ...this year on the...
- ▲ ...Game Gear.

Graphics

9

Sound

8

Addiction

9

Lifespan

8

Power points

Release date Now(ish)
Players 1
Levels 9
Difficulty Medium
Virgin (0181) 960 2255

Final verdict

"The quality-starved Game Gear gets a top, slap-up meal with coffee and mints for afters."
Dean

91 Percent

TO FIND OUT WHICH
TOP MANAGER WEARS
THESE SOCKS, READ
TOTAL FOOTBALL



TOTAL
FOOTBALL

THE ULTIMATE FANS' MAG

Issue 1 on sale
Thursday August 17th!



The evil question mark was certainly a dangerous foe.



Batman in Jim Morrison look-a-like shocker.



Justice League

Get yer superheroes here! Two for a pound, easily amused and house-trained. Roll up, roll up...

Something's definitely got lost along the line here. Somebody 'had' the plot but, somewhere between game design and final product, it got dropped somewhere. Behind the coffee machine? At home beneath the sofa? Dog ate it? Whatever, *Justice League* is pretty ruddy bad.

Imagine, right, a beat-em-up with *Batman*, *Superman*, *Wonder Woman* and all the rest. Sounds bloody good, doesn't it? Plenty of opportunity for some top hero action. But no, all

ruined, much like the pasty you leave in the oven for three hours. *Justice League* is either a very lazy job or it's been programmed by people who have the brains and personality of a chimp. Routine, dull, unexciting, pap. Give enough chimps enough paint and canvas, and you can bet your hair that one of them will paint the Mona Lisa. Kippesh?

Want to know what's wrong with it? Do you? It feels like a half-hearted effort; like the programmers wanted to have better, more animated characters, a better storyline, better moves, better playability, better everything really, but the powers that 'be' said "NO CHANCE, take all those ideas, throw them out the window and write

a game in three weeks."

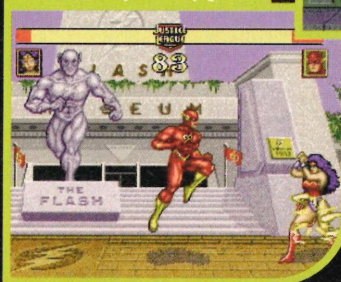
To make things worse, *Superman's* got long hair. Gone is the Brylcreamed side-parting fresh-from-1940's-America look, in comes shaggy Jon Bon Jovi. Hey maaan, it's the 90's. *Batman* is now called Batperson and has a pager and fax, *The Flash* has changed to The Environmentally-Friendly Cleaning Agent and *Wonder Woman* has started a counselling group for distressed Superheroes.

ENOUGH!! While not unplayable, so much more could be done with this licence. Put in the hands of someone like Probe, it might well have been. Instead, we're presented with a game that is totally uninspiring. The best licences in the world can't hide mediocrity.

SEGA POWER



Segaman says: "Buy a Saturn... They're really good."



I AM THE FLASH!
Hear the sound OF MY CHEDDARS!!



You ain't from 'round here, are you long-hair?

FIND OUT IF THEY KNOW WHAT IS GOING ON.

Justice League

- ▲ Fairly fast
- ▲ Good licence...
- ▼ ...wasted
- ▼ Some very poor graphics
- ▼ Special moves hard to 'do'

Graphics

6

Sound

4

Addiction

5

Lifespan

5

Power points

Release date Out now
Players 1-2
Levels 6
Difficulty Medium/hard
Virgin (0171) 344 5000

Final verdict

"Could've been worse, but given the licence, you'd have expected a lot more."
Dean

61

Percent

NO

SECOND

PRIZES!

WIN
one of
FIVE
Saturns!

We've got FIVE burning hot Sega Saturn consoles to GIVE AWAY to our drooling, but great, readers this month. THIS COULD MEAN YOU!

Even if you never normally enter compos coz you don't think you have a chance of winning, ENTER THIS ONE!

We've seen the Saturn, we've played the games and it's a stunning piece of gear. We predict that within a year, everyone will be playing a Saturn or a Playstation - it's gonna be that good.

So get ahead. ENTER THIS COMPO NOW. You won't get another chance.

WHAT DO I HAVE TO DO?

Easy. Answer this month's question AND WAIT! You'll need next month's final tie-breaker question before you can send those postcards in.

How fast is the Saturn's CD drive?

- a) Single speed
- b) Double speed
- c) Triple speed

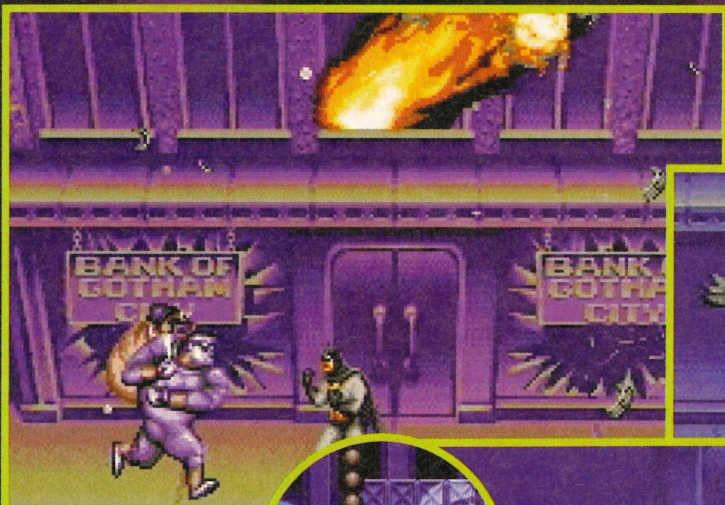
Now WAIT! We'll print the final coupon and stuff next month, coz we like our regular readers, y'see.



Rules

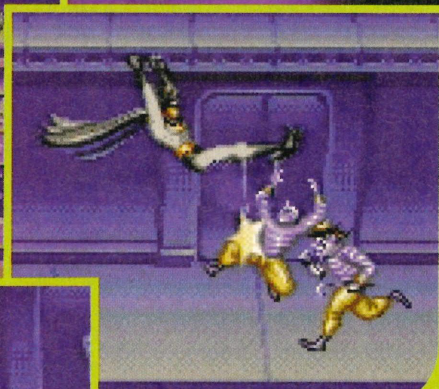
- 1) The Editor's decision is final.
- 2) Employees of Future Publishing, their friends, relations or pets are damn well forbidden to enter, OK Claire?
- 3) No multiple entries.
- 4) The closing date for this compo will be September 1st 1995.

Batman, Robin, Pat Sharp, Lovejoy and William G. Stewart - all within the next 500 words!



Note the lovely colour scheme, the way the purples mix with the greys.

It's important to get the colours right, like with wallpaper and fruit.



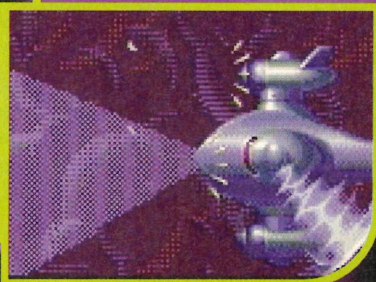
Why were the DC Comics' heroes always so naff? Wonderwoman - I mean, come off it.

The adventures of Batman

• Mega Drive • Sega • £45.99 • UK Release •



Something else is happening here.



A psycho rabbit, the colour purple and Robin pissing like a dog. This game is too weird for us.

If big cars say something about a bloke's manhood, what do big, jagged, rocket-propelled cars say about Batman's?



The mad rabbit is now shooting fireballs from his eyes.



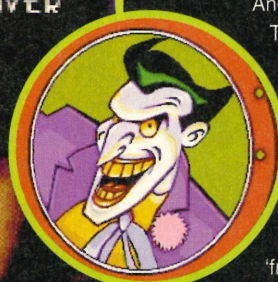
Still, hope was always there for the lads. Pat Sharp, for example; he'd stand in front of a small, diseased TV audience every Saturday morning, read out countless arse-wrenching gags, look hairy and introduce cartoons.

One such cartoon helped to pump just a little more breath into the already stiffening Batman. It was stylish, it was smart, it used to make Pat Sharp's head quiver like a priest. The Adventures of Batman was an instant success. In a sort of cheap, pencil-case-tie-in kind of a way.

And now... guess what?

They've only gone and made it into a videogame! Serious! Swear!

Right. *Batman and Robin*. And their adventures. Well, first of all, find yourself a 'friend'. Have you got one yet? You could try introducing yourself to a boy or girl at your local youth club, or just stand around trees smiling at people. Then, invite them back to your house to play. Why? It's just that I'd like to make the following



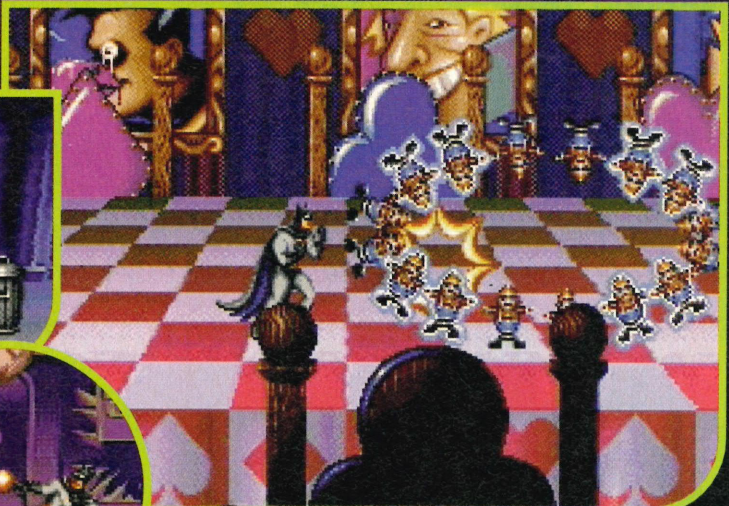
Batman and Robin trapped inside a Zippo lighter. Forever.



Batman shows his genitals to the bad guys, who laugh heartily. They've heard the stories as well.



Batman looks on and wonders if the effects of the rave he went to the previous night have worn off yet.



Little men dancing on the heads of mushrooms. Astonishing how they get away with it.



Robin

point very clear indeed: It's much BETTER with TWO. By yourself, the game plays just like every other cartoon-hero-platform-fighter you've heard us call names. The *X-Men*, *Wolverine*, *Marvellous Captain Thwatt*, *Superman*, *Judge Dredd*, *Puckwitt the Moomin*, the 'other' *Batman* game, blah blah BLAH. With a mate, though, the fun fairy sprinkles that little bit more dust. Message inhaled? Goooooood.

(Another average game, then? – Lovejoy.) Hmm... sort of. The game-play is nothing revolutionary, you've played the bonus-novelty-type-levels a million times before and the concept is now't new, but what grabs the game by its sweaty ears and yanks it just that little bit above normality is the presentation. Oh yes.

The programmers have obviously been on some course or other, learning all about how to make games look nice from wise old women. Because of this, every one of the four (FOUR!) levels holds a little graphical surprise

to set the faces of gamers players a glowing. Using your eyes, steal a quick look at some of the screen-shots. Go on, I'll wait.

Back? Action-wise, the game-play centres largely around the standard run-to-the-right formula, with the beasties coming thick and fast. Levels are long. Now, long levels are usually something to be savoured in a game, but, even though the very nature of the run-jump-shoot genre

dictates that repetition must be a factor, *Batman's* levels do tend to go on a little bit too long. Like a geography lesson on oxbow lakes, or 'Fifteen to One' with William G. Stewart.

Overall then, *The Adventures of Batman and Robin* would appear to be just a souped-up, better-looking version of every other superhero-linked game on the 16-Bit. Flashes of originality and some excellent design work do help to bump the score up, but, sadly, I can't see the people of this land dancing and skipping round

their cats after spending £45 on what is essentially a done-before thang. A light fandango maybe, but no more.

SEGA POWER

Batman And Robin

- ▲ Very well-presented
- ▲ Some top music
- ▲ Big, hard levels
- ▼ Bit dull in 1-player
- ▼ Goes on a bit

Graphics

8

Sound

7

Addiction

6

Lifespan

7

Power points

Release date Out now
Players 1-2
School's Out
Difficulty Hard
Virgin (0171) 373 3000

Final verdict

"Like Selina Scott. Stylish, smart, well-presented and tough, but ultimately a little bit dull and past it."

Danny

79 Percent



Laura, our Art Editor, has just sneezed. She never usually sneezes. Anyway, this picture has Batman fighting someone else. See?

The **motion** makers:

Edge **captures** the
future of animation

Magazine
of the year



Industry awards

Issue **twenty-four** onsale 27 July
at selected newsagents

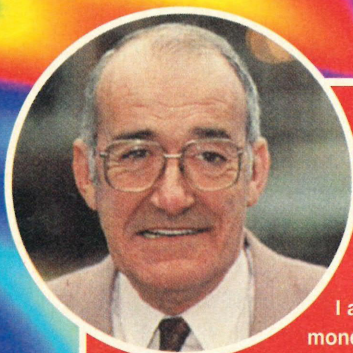
Brian Lara Cricket 70

Cannon Fodder 68

Dracula Unleashed..... 67

Eternal Champions..... 69

FIFA '95 67



Guest tipster of the month

Super, smashing, great. Sup... AAAARGH! OK, I admit, I've only been saying it because of the money. It's a tough life being a comedian specialising in the Northern comedy circuit. Have you any idea how hard it is – the boozy audience, the cigarette smoke, the HAIR! So to get away from it all, I'm going to 'do' this month's tips pages. A new, fulfilling line of work. Yes. The money's crap, but then so are most of the jobs I accept these days. Arf! Satire. (Must say that...)

Power

Piercing the tips nipples

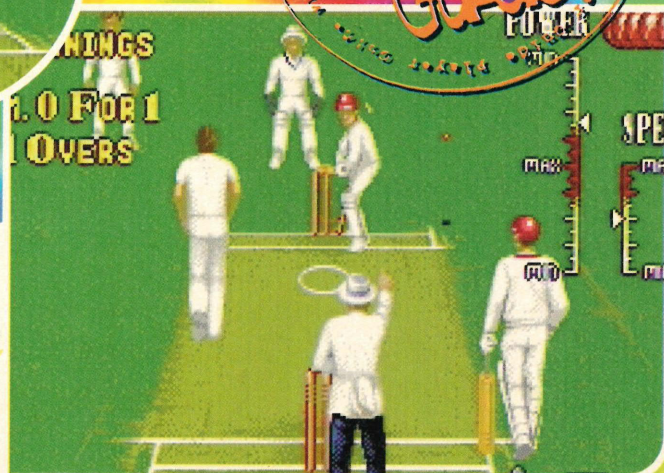
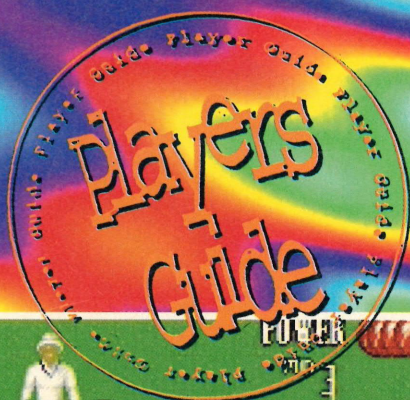
TIPS

Power Rangers..... 69

Soleil 66

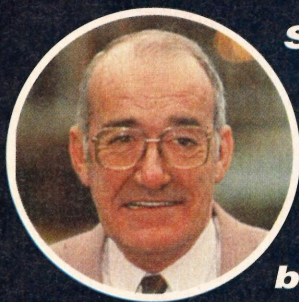
Terminator 66

Toughman Contest 68



Brian Lara

A man unlike any other. Because each human is unique, you know. Nothing more sinister than that, really.



Spilling naff plastic bulls out of every hole, it's me Jim Bowen, trickling you through the tips as written by a gameshow type, because, as everybody knows, you can't beat a bit of Bully, and stay out of the black, keep in the red... you don't get anything for two-in-a-bed, smashing, great, bleedin' super, take a look at what you could've won and sad old Northern comics DO NOT make interesting gameshow hosts. REMEMBER THIS!



Bizarre dialogue – you can own some too.

It's hot and I'm getting tired of writing captions.



SOLEIL

Mega Drive

Back in issue 68, Kasper Nesager-Hansen of Copenhagen was stuck on *Soleil* on the Mega Drive. He had defeated Livia at the Root Temple, but didn't know what to do next or how to locate the magic butterfly. Throwing it over for a bonus five points to the red team...After you have beaten the Dragon in Saint Heaven, you will be returned to Babel with

will find your mother again. Return to the new house with the dog and it will reveal the second mother to be a racoon who will join your party. It sounds a bit weird, but it works, honest.

Michael Reddish, Bristol

TERMINATOR

Mega Drive

Stephen King of Northants was happily able to get through the tunnels to the big head, but was utterly unsure about how to pass it. So as a starter for ten, what should he do? Buzz. Go through the tunnels to the bottom right hand corner of the level into a room with three orange bars. Position yourself slightly in front of them and plant a bomb. When the bomb explodes, the screen will go red and you will have about forty five seconds to get into the big head (which will have now stopped firing at you), and onto the next level.

Stewart Pryce, Kettering

ANSWER ME!

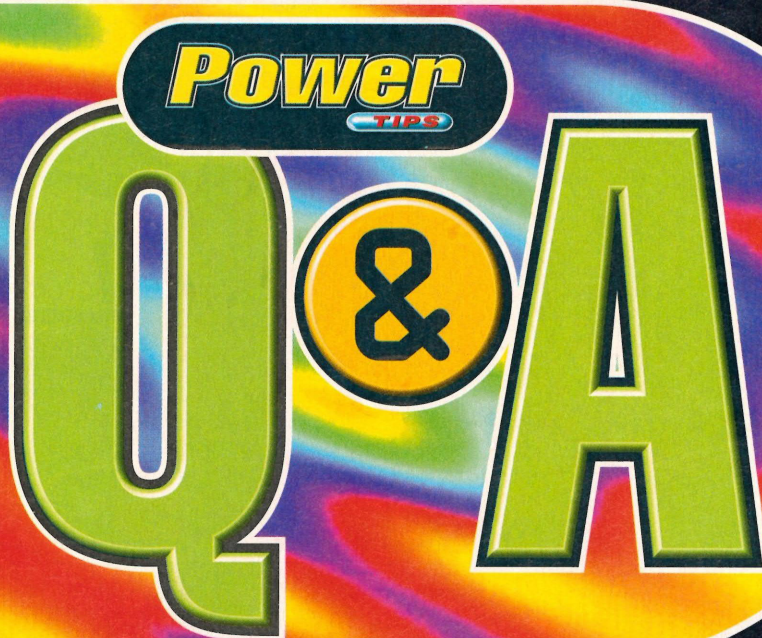
And now, here's one for the viewers at home:

I have got the box of matches from the dart board in Mystery Mansion on the Mega CD, but I don't know which



the power of human speech. Talk to the guard and then the butterfly will emerge. This is the useless caterpillar you left at Babel when the lift was out of order.

And, do I get any extra points for mentioning how to find the incredibly useful Racoon? No? Well, here's what to do all the same. Go to the house for sale in Soleil town where you will meet your mother. Now go back to your old house, where you



RPG stands for 'Really Poor Social Life'. Well, it would if social life started with a G, but in this case, we'll make an exception.

The keeper saves the ball. This, and many interesting things, happen in games of football.



candles to light, and which to put out. Please help this sad and lonely carrot in distress.

J. Wise, Edinburgh

In spite of everything that you have ever mentioned about the Mega Drive's spectacular *Shining Force 2*, I am still stuck. I can't find the special items to promote Chester into a Red Baron.

G. Hill, Gloucestershire

My Mum bought me the chexcellent *Sparkster* for my MD, but I am having trouble finding the seven keys to the



I don't think I can take much more of this.

seals. 'Trouble', that is, in the sense of 'no luck at all'. Where the hell are they?

Andrew Marsden, Rochdale

I bow to your excellence and superior intellect. I am in serious schtuck, and by Jimminy do I need help.

As a mere mortal to your omnipo-tent selves, I have been unable to progress any further than level two of the Chemical Plant in *Sonic 2*. (We like this guy – The Team.) This is frustrating me enormously to the extent that, before long, my head is going to explode. I could think of better ways to treat my Mega Drive by than splat-tering its CPU with blood.

Can anybody please advise me how to complete this level and progress onto the aquatic section? I

await some form of reply.

Anon, Portsmouth

I'm stuck on the first lost Orca level on *Ecco 2*. I can rescue the Orcas okay, but near the end of the level there are two boulders blocking my way, and I can't find anything to destroy them.

Ben Wood, St Albans

I'd like some help on *Dungeons and Dragons Warriors of the Eternal Sun* for the Mega Drive. I can't gain entry to the Elvin caves. AARRRRRGH. It's driving me around the twist.

Jonathan Egan, Preston

Remember: If you think that you can help any of these souls out (and would like to swop your information for a prize), fancy posing a problem of your own, or would simply like to share a tip or level code or cheat with the world, then scribble your biros in the general direction of:

FIFA '95

Mega Drive

Bicycle kicks and two handed saves were the bane of Michael Goglis of Glasgow and Danny Kavanagh of Oxford's life back in June.

To hit a hard bicycle kick you must hit the ball and keep hold of the button that you used to kick it with.

To make you keeper dive with both hands, on the other hand, go to the options screen and set the keepers to manual. Now when you play, dive with the B and C keys, and ta-da. A two-handed save.

Andrew Owyer, Ashton-under-Lyme

SEGA
POWER



The keeper misses the ball. This, and many other... oh, I can't be bothered to say it.

Dracula Unleashed

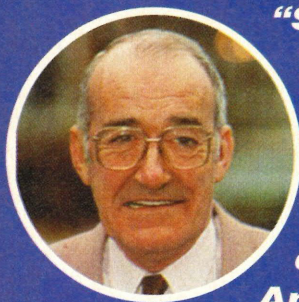
And before we take our final look at the scores on the doors, it's over to the end sequence of *Dracula Unleashed*, as requested by Bruno De Moraes of Rio De Janerio. Yes, we do have overseas readers, see?



Day 4, December 31st

Person/Place	Time	Items, stories, etc (in and out)
Harker: Marble Arch	7.30 - 7.45am	Get: Cross
Harker's office: St Paul's	8.20 - 8.35am	Hear: Story of Asylum Fire
Asylum: Paddington	9.15 - 9.30am	Get: Stake and mallet
University: Kensington	10.00 - 10.15am	Get: Two keys. Prof is dead
Home: Notting Hill	10.45 - 11.00am	Get: Dictaphone tube.
Read: Letters		
Cemetery: Paddington	12.00 - 1.00pm	Hear: Juliet's funeral
Annisette: Notting Hill	1.20 - 1.35pm	Hear: Story
Saucy Jack: The Strand	1.55 - 2.40pm	Get: Note from Harker
Holmwood: Westminster	3.00 - 3.15pm	Hear: Story
Harker's office: St Paul's	3.55 - 4.10pm	At Hand: Dictaphone tube
Saucy Jack: The Strand	4.30 - 4.40pm	Get: Map with crosses
Hades Club: Kensington	5.00 - 5.35pm	Hear: Voices behind book-case
Cemetery: Paddington	6.05 - 6.50pm	At Hand: Stake and mallet
Annisette: Notting Hill	7.00 - 7.25pm	Hear: Annisette been bitten
Harker: Marble Arch	7.55 - 8.10pm	Hear: Story
Annisette: Notting Hill	9.00 - 9.15pm	Dracula appears
Holmwood: Westminster	9.35 - 10.15pm	Hear: Story
Harker: Marble Arch	10.30 - 10.50pm	Hear: Story
Home: Notting Hill	11.20 - 11.35pm	Hear: Jono's note
Annisette: Notting Hill	11.40 - 11.55pm	Annisette's gone! Hades
Club: Kensington	12.10am	At Hand: Cross

Brain, Eric and Allan Park, Paisley



"So then, Emlyn. What happens next?"

"Well. The guest tipster of the month has already been dreamt up and introduced himself, right?"

And we've just had the almighty Q&A section, the only Q&A section in existence and guaranteed so effective that, if you aren't entirely satisfied with your Q&A section, we'll happily exchange it for two packs of your old powder. Right? Well. I think it's time for a page or two of top Sega tips and cheats. Yeah?"
"Correct."

H – TK O'Reilly
J – Hiro Sokitome
K – Coolio Loc
L – Jabfare El Habib
M – Coco Valdez
P – Joe Wildhawk
Q – Biff Blublood
R – Nikolai Rainski
S – Diego Garcia
T – Hauvan Johes
U – Yang Ahchi
V – Sydney Dundee
W – Gavin Gregson
X – Rigo Suave
Y – Chang Fu
Z – Jacob Jabowitz

To access the sound test, press down, A, B and C simultaneously and you will be able to listen to the nice noises to your heart's content. To get out of it, press A, B and C again.

And incidentally, if you knock a person out of the ring with a Super Upper Cut or a Winsmill Wind up on the Collosium stage, try this. Instead of knocking him down a third time in the round, knock him out of the ring again and the lion to the left will jump down and attack him. Repeat the trick on the Saw Mill Stage and a cheeky boy at the front of the crowd will pelt snowballs at your opponent instead.

Not bad, eh? And mucho thanks, John. You win the now-legendary BlockBuster firefighter, er, dictionary, and a special little something from us boys at SP too.

What 'B' would you be free to kick us in if we were to tell you that we also knew all the cheat codes, but we weren't going to tell you them? Correct.

MRBUCKEYE – Use all 14 special punches
RUBE – Remove opponent's head
2LT – No time limit
FQSTER – Fight shadow
WEASEL – Shrink opponent
SUPERG – Maximise difficulty
MAXX – Invulnerability
NUCLEAR – Nuke opponent
HYPER – Double speed

THEME PARK

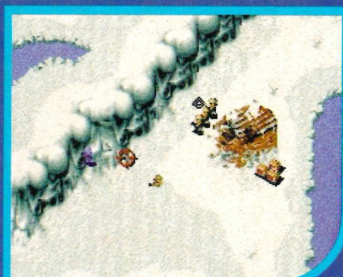
Mega Drive

What BLANK should be removed from James 'Beano' Binns' anatomy with a pair of industrial shears for including within his massive play guide of two months ago NO MENTION WHATSOEVER of any cheat codes?

David Bond of Plymouth will receive a Blanketty-Wank Cheque Book and pen for the following code: DAPDR2AE060. David, we salute you from the very roots of Terry's wig.

CANNON FODDER

Mega Drive



Horses eat fodder, not cannons. A technical point.

Consonant please, Carol. "T." Vowel, please. "E". Consonant. "D" Vowel. "I." Another vowel please. "O" And a vowel. "U". Consonant? "S".

And this week's conundrum is this: Did you know that there is actually a rather neat way of getting infinite lives in *Cannon Fodder*?

At least, according to this week's celebrity guest, Peter 'Gyles Brandrith' Kelso, there is. Over to you, Peter-Gyles. Nice jumper, by the way.

"Thank you. If you've got really far in the game, but then get killed by some little git with a bazooka (experience speaking here), then on the mission briefing screen where it tells you to 'kill all enemies...' and so forth, press C rather than the usual START. This will take you back to the Boot Hill screen.

The only drawback is that you will be taken back to the start of the mission rather than the phase. But!!!

The players that just got killed will be back and ready to fight for the cause (or something). They will still hold their rank as well. Not bad, eh?"

Tick, tick, tick, is all we have to say.

Power Tips Cheats & Hints

TOUGHMAN CONTEST

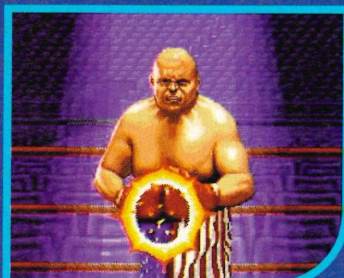
Mega Drive

What 'G' would you be free to call us if we were to tell you that, although we know all the codes to *Toughman Contest* (or at least we do now that John Jackson of Manchester has sent them in), we're not going to tell you? 'Gits'. That's correct.

Go to the 'Restore From Password' option from the game setup menu. Enter the letter 'E' to get you to the last fight in the championship, then the appropriate letter (from the list below) for your opponent, followed by the letter of the

person you wish to be.

A – Bruno Maserati
B – Monsieur Victorie
C – Hans Fischer
D – Charlie Ponderosa
E – Benny Booyah
F – Meurte Martinez
G – P J Rock



Ugly and toothy. All in a day's work at Sega Power.

RED ZONE

Mega Drive

Hello, and welcome to another episode of Pets Win Prizes. This week, we'll be placing bets on whether Killa the pitbull terrier can beat his present record of making 150 live things dead.

We'll be checking up on Flossie the singing raincoat and, most importantly of all, we'll be seeing if we can make it through another half an hour without the BBC realising what an utter pile of crap they have inadvertently and for no plausible reason let slip through what they laughingly refer to as their quality control net.

But first, it's over to something completely different. Namely the hidden *Asteroids* game to be found within *Red Zone*. Press START, then C, C, A, C, A, A, C, A, C, A, C and START. And that's it. C shoots, B thrusts, and A warps. So now back over to Mrs Johnstone of Wigan, as we see whether her goldfish would look better out of its bowl and deep fried in pet piggy Porky's blood.

POWER RANGERS

Mega CD

Good evening and welcome to Fifteen to One – the quiz show that, if you at home can answer one question in the entire series, you can feel pretty pleased with yourself.

Question one. In neutral conditions, $\text{Fe}(\text{H}_2\text{O})_6^{3+}$ will break down into $[\text{Fe}(\text{H}_2\text{O})_5(\text{OH})]^{2+}$ plus how many hydrogen ions?

Question two. What colour underpants am I wearing?

Question three. How long is a piece of string?

And Question four. Anyone got any idea of all the natty things you can do in *Power Rangers*?

Press ABBACABBA on the title screen and you'll be able to watch some *Power Rangers* FMV.

On Episode 2 (Megazord), press RIGHT when the Red Ranger creates his crystal.

Press DOWN when the Red Ranger plunges his crystal.

And press A when Megazord grabs and swings his mighty sword. On Episode 4 (Power Sword), press Down when the Power Sword drops. Press A when Megazord grabs the Power Sword.

Press Up when the Megazord gets up.

On Episode 6 (Power Crystal), press Left when Goldar moves from the candle, then press C then A. Press Up when the four Mighty Morphin Rangers lift their crystals. Press Left when they move them left. Press Down when they move them down.

ETERNAL CHAMPIONS

Mega CD

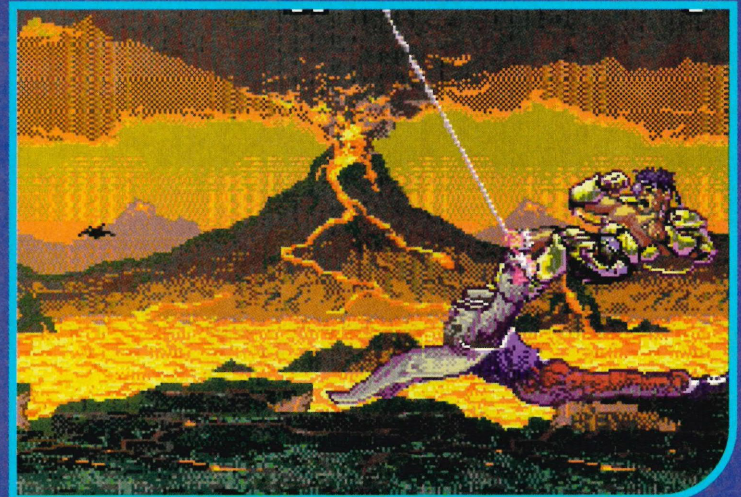
So you want the special moves? Super, smashing, great. Super. Smashing. Super, great. Smashing. Great. Smashing, super, super, great, smashing.

Blade

Shield – X, Y and Z
Blade – back, forward, X and Y
Wall – back, forward, B
Force field – A, B
Super strength – back, forward, B, C

Dawson

Step out – down, down/back, back, C
Spit attack – back, forward, Y, Z
Hat attack – back, forward, Z
Double knife throw – back, forward, X
Spining axe pick – down, down/forward, forward, C.



What's orange and yellow and drives a Ferrari? We have absolutely no idea, because WE JUST MADE THAT UP! God, comic geniuses, us.

Jetta

Ricochet – down, up, A
Choke – back, forward, Z
Grab ceiling – down, up, B
Extra power – down, down/forward, forward, C

Larcen

Hook – back, forward, Z
Grappling hook – A, B, C
Backflip – down, down/back, back, C
Air sweep – A, C
Mantis strike – down, down/forward, forward, A

Midnight

Wall smash – back, forward, Z
Mist attack – A, C
Stomach punch – forward, A, B, C
Manifest – A, B, C
Side kick – down, down/forward, forward, Z

Ramses III

Snake – down, up, C
Hack – back, forward, X, Y
Phonenix – back, forward, Z
Torch – down, up, Y
King combo – back, forward, B, C

Raven

Time split – back, forward, Y, Z
Fury – down, down/forward, forward, B
Mambo – back, forward, B, C
Force field – down, down/forward, forward, Z
Destabilise time – X, Y, Z

Rax

Hover jet – down, up, B
Turbine – back, forward, A
Cyber kick – A, B, C

Jet uppercut – down, up, Z

Shock wave – back, forward, Y, Z

Riptide

Kriss blade – back, forward, Y
Tidal punch – down, down/forward, forward, X
Whirlwind teleport – down, up, C
Whirlpool reflect – back, forward, A

Shadow

Shadow – X, Y, Z
Ninja – back, up/forward, down/forward, X
Flying step – back, forward, forward, Z
Banzai – back, forward, B, C

Slash

Spinal Crush – forward, Y
Fire club – roll down, down/forward, forward, X
Ice club – roll down, down/forward, forward, X
Foot kick – roll down, down/back, back, C
Club dive – roll down, down/back, back, B

Trident

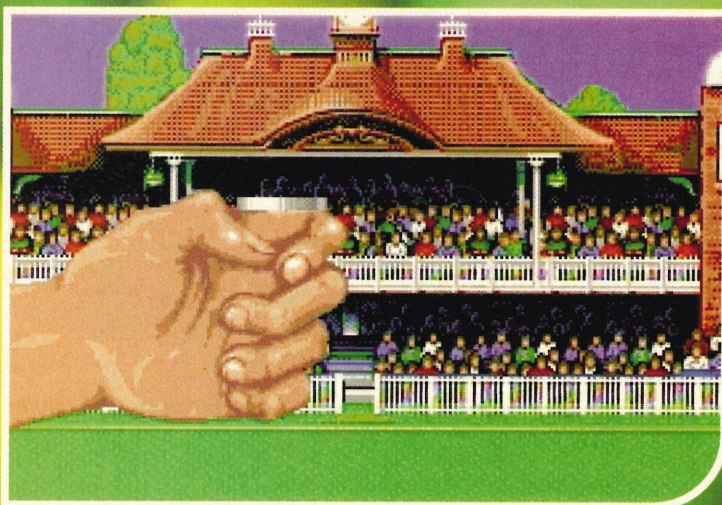
Force field – B, C
Bio-Drain field – Y, Z
Depth charge – X, Y
Liquid mode – A, B, C
Slash spin – roll down, down/forward, forward, C
Tidal wave – roll down, down/forward, forward, Z

Xavier

Swap spell – X, Y
Confusion spell – A, C
Snap back – back, forward, X
Possession – X, Y, Z
Dragon's bite – down, down/forwards, forwards and C.

What's purple and dangerous. Frankly, we don't know or give a toss.





Heads say we all pour custard in our boots, tails say we put it on our heads. ME FIRST! ME FIRST! (Okey dokey, after you – Nick.)

Donald Bradman, hero of the Australian team, batting average of 99.9... and dead. Very.

S. GAVASKAR
G. A. GOOCH
D. G. BRADMAN
H. MOHAMMED
R. G. POLLOCK
I. V. RICHARDS
D. I. GOWER
A. R. BORDER

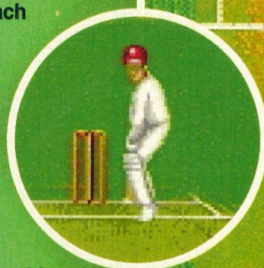
Batting Stats
Style **AGG**
Hand **RIGHT**
Av. **38**
Fielding Stats
Style **FAST**
Hand **RIGHT**
Av. **24**

BRI

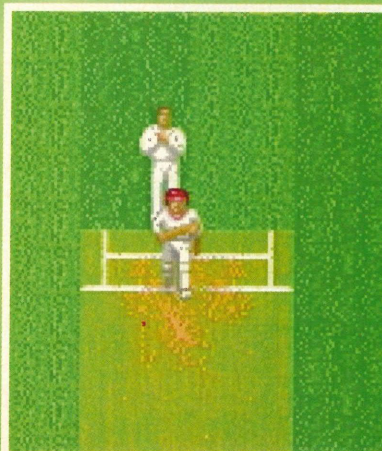
The joys of cricket... there's uuuh-hhh, uuuummmm, well... nothing really, but you folk must love that there Brian Lara Cricket thing because you've been spending more money on it than the 'Punch Hugh Grant in his chuffin' smug face' stall at Iron Acton's annual fete, or the 'Laugh at the miserable bird from The Cranberries' one. Sooooo, on a bored Tuesday afternoon we thought it'd be a good idea to 'do' these tips. Hope you like them. – Dean.

CRICKET... THE FACTS

This is a question that's puzzled people since the dawn of time. For cricket WAS invented by a band of marauding primates back in the times when we all ran around not wearing much, eating rancid meat and picking bugs from each other's matted fur. Time, naturally, has played a kindly trick on the fine game of cricket, and now it's altogether more civilized. Men (grown ones, usually) stand around a field waiting for another 'man' to hit a small leather-cased ball in their direction. ODD or SOD? You decide.



Cricket, a game of bats, balls and men in white clothing.



The 'better' stands in something called the 'crease'. This has nothing to do with starch.

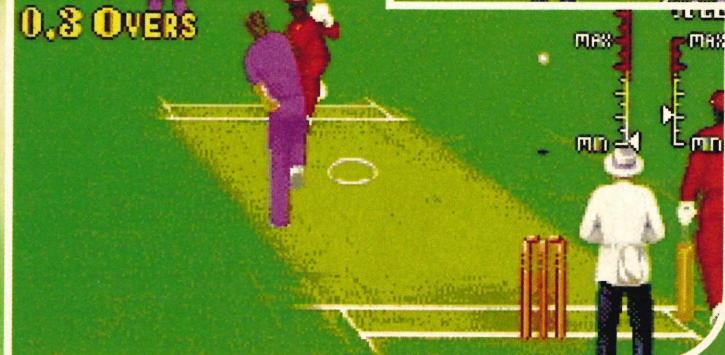
BOWLING

The best thing to remember is to keep varying your style. The batsman will soon cotton-on if you repeat the same bowling technique. Use as many varied bowlers as possible (spring, spin, power, etc). By my extensive research, I found the best overall attack is to lure your opponent into a false sense of security. This is done by laying on a couple of quite weak balls (but with plenty of spin), then throw down an intense bouncer. Do this by playing the ball fairly short, so that by the time it reaches the batsman it's at head-height. He's likely to hook it straight into the hands of one of your fielders.

The man with the white jacket and his back to us isn't really there. He's a ghost.



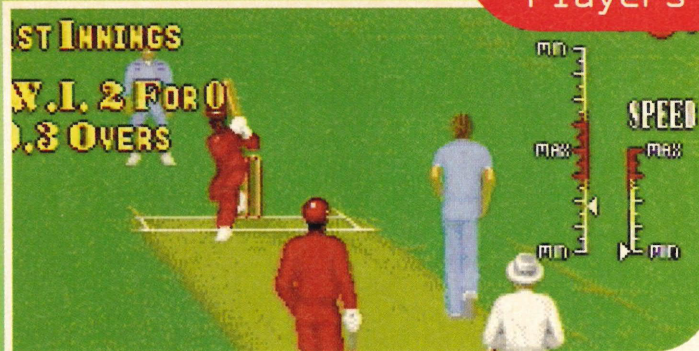
1ST INNINGS
W.I. 3 For 0
0.3 OVERS



In a desperate bid to make cricket interesting, teams have now started wearing brightly-coloured strips. Does it work? I ask you. Weeeellll... it has added a whole new level of excitement to the game. Erm.



AN LARA



I've come to the last caption and I've finally run out of things to say. Um, nice weather today... isn't it?

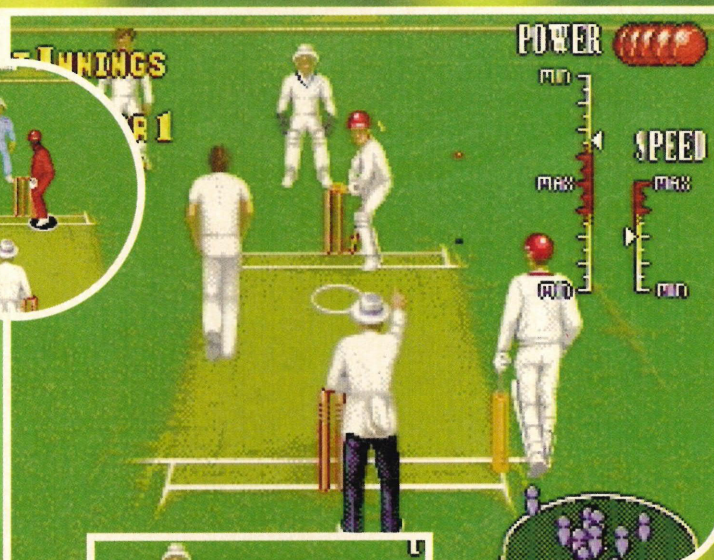
Spooky man does his spooky arm-waving thing again, while the bowler runs off scared and the batsman prepares to attack the ghost/monster/man/thing with a plank of wood... Or something.

BATTING

Batting is also a matter of cunning over strength. Wacking the ball here, there and everywhere may get you a brief round of applause, but my experience told me that nine times out of 10, you're more than likely to hit the ball straight into the hands of one of your opponent's fielders.

It's much better to start off fairly safely, and if you're playing against the computer, he's sure to move all his fielders in. Use one of the drive shots and stick to the A button. This won't give you a very high score initially, but patience will bring its own rewards. Honest.

Learn the different bowling techniques, and keep an eye on the fielder layout at the bottom-right of the screen. When you feel confident with a shot, smack the B button. Also, remember to look at both the power and speed meters of the bowlers – these will affect the strength of your shot greatly.



A tense moment in Brian Lara Cricket... I think. Could be wrong, though. WHO KNOWS?



The ghost/monster/man/thing makes a spooky gesture. WOOOAAHH!

Other English summery things include rain and tramps.

101! says he drops the ball and runs off crying like a big girl.

General Tips

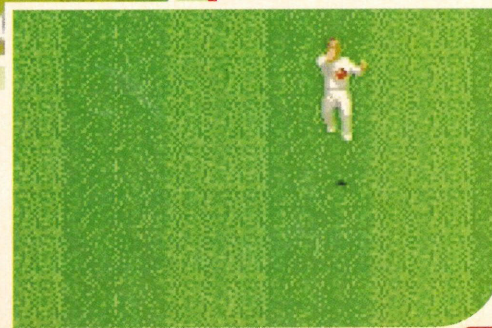
1 Remember that your first bunch of batsmen are your best ones. Be extra careful with them as the later ones aren't usually capable of knocking up the higher scores.

2 Manual fielders do give you a better feel for the game, but the automatic ones will always react quicker.

3 Don't be afraid to change the placings of your fielders. Keep an eye on the way your opponent's playing.

4 I found the straight on view best for both batting and bowling. It's fun to experiment with the different camera views, but it does become difficult to see exactly where the ball's going to end up.

5 Always risk extra runs... you can always nip back if it's looking unsafe.



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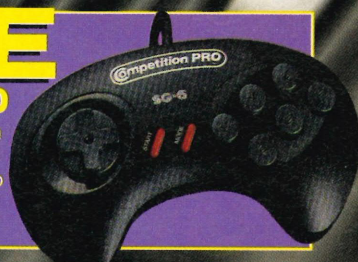
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Just answer this simple question for a chance to be one of the five lucky readers who will win windsurfing lessons:

Which flavours is Bizz available in?

BIZZ

Send your answers on a postcard to:
Bizz/Sonic Competition,
PO Box 2065, 11-13 Soho Street, London W1V 5DA,
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Remember to include your name, address and telephone number.

Rules:
1) The decision of the competition organisers is final. No correspondence will be entered into.
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ASK AND ALL WILL BE REVEALED

Are you the same Nick Merritt who used to be the Editor of *Sega Pro*? If so, what the hell happened? Did you have a personality transplant or something? Personally, I think that *Sega Pro* was, and still is, the biggest pile of dog's droppings since Mean Machines and *Sega Magazine* (I heartily agree – Nick). But when you became editor of *Sega Power*, it elevated from the ranks of very-good-indeed-ness to a-little-bit-better-than-very-good-ness. (Please don't take any of this as an insult. It's meant to be a compliment.)

What happened to Andy Lowe? Gone to the same place as Dave Roberts I suppose. Whatever you do, don't let Dean Mortlock leave. Chain him to his desk if need be (*No chance... he'd like it too much* – Nick).

Anyway, my main reason for writing in is that most of the letters *Sega Power* seems to get are along the lines of 'Dear *Sega Power*. Here is a *Sega Magazine* that me and my mate Colin have made. I hope you like it! Please will you answer these questions:

- 1) Will there ever be a convertor to play Mega Drive games on the Master System.
- 2) Please send me lots

of info on Master System games... and so on, and I thought you might be in need of an intelligent letter. Well, tough, 'cos this an't it. But this letter includes NOT A SINGLE QUESTION, NORMAL, NUMBERED, OR OTHERWISE. The one about Andy Lowe up there doesn't count.

A couple of issues ago, in a *Choatix* preview or something, one of



you lot said Sonic was dead. Somehow I think this isn't likely. Sega would be mad to kill him off, because Sonic sells like the proverbial hot cakes (*AAARRGGGHH!!* – Dean), so I reckon they're going to wait a bit, then release a more ambitious 32X Sonic game, accompanied by an advertising campaign of really rather big proportions.

Now that *Street Fighter: The Movie* is in the cinema and

Street Fighter: The Movie: The Game is in the pipeline, I think it's about time that *Street Fighter 3* got made. I know this has been said before, but I just can't see why Capcom are perfectly happy to churn out sequel after sequel, adding a couple of new features each time. I'm also sceptical about *Mortal Kombat 3*. Call me a nutter if you like (*Would we? – Dean*), but I thought *Mortal Kombat 1* was overrated, and somehow I've never got around to playing *Mortal Kombat 2*. Perhaps this is because I've been living under a rock in Outer Mongolia for the past year and a half. Oh well, I suppose a game programmed by people who give characters working titles like Ketchup and Mustard can't be bad.

After all the fuss *Sega Power's* made about Treasure games and their seemingly endless amounts of bosses, I was quite surprised when Danny gave it 85%. Of course, that's nowhere near the 97% it's bound to get from *Sega Magazine* and *Mean Machines*. These two magazines never fail to amaze me when it comes to over-rating games (*Nor us* – Nick).

Congrats on being good, and keep up the good work, as I was fated to say since the beginning of the letter

Peter Boyle, Loughborough

It's the same Nick. We're good, they're not. We won't hold that against him, though, he's a nice bloke and deserves a break after the months of mental cruelty in his previous job.

Um, Sonic's isn't dead, he was probably originally

Sega Power best of them



This attractive piccy of Sub-Zero on the khazi has been submitted by Craig Blackle from Woburn Green in Buckinghamshire. He's 11 years old and is due to have his bedroom door un-nailed shortly. He asked us to print this picture but despite that, we did.

epk could they use killer, or ju drawing with Actually, the a It's "a picture of blurred". At least v

going to star in Chaotix – until they realised it wasn't very good. There's bound to be another Sonic game, but don't hold your breath... or you'll die.

Street Fighter Zero/Legends will be out soon, but it's not reeeaaally a sequel. The Arcade/film/T-shirt game will be okay, but still isn't a proper sequel. Though, it has to be said, Capcom do make a large amount of money from these games, so you can understand the reasoning. Anyway, we wait with bated breath. And WE like Mortal Kombat 2 & 3, so there.

Danny liked it and so did the rest of us – it's still a bunch of bosses tagged together with a few blobby aliens, though.

I AM THE LOVE CHILD OF DESMOND MORRIS

May I ask a question? Does intrepid Ben Hughes have a game life and did I spell intrepid right? (Yes. Well done – Nick). Please sir, may I have some more Sonic now? 'No, you shall be hung. Ack! Ack!' (What? – Dean)

How many Sonic titles have there been. Seven? Perhaps eight? NO MORE SONIC! I REPEAT... I'M SICK OF SONIC. DIE SONIC, BANG! (The boy's quite obviously mad – A Horse.) This is Computer X speaking... Sonic DIE.

Dijon Ward,
Aberdeenshire

P.S Send Afterburner or I'll write more letters.

A perfect case of computer games being bad for the brain. Please, the parents of Dijon, take his console away from him and put him in front of a book, or something, but please tell him to stop writing to us. PPLLEEASSEE.

(P.S. It's 'hanged' not 'hung' – The Grammar Chimpkeeper.)

ONIONS ARE MY FAVOURITE FRUIT

First (most of your letters say this so I'm doing the same), I love your magazine!! It's the best because you have some seriousness, but mostly humour, while other mags have always been too serious! By the way, please answer my ques-

tions:
1) Why do you put advertis-ments for other mags??

They're all crap!!

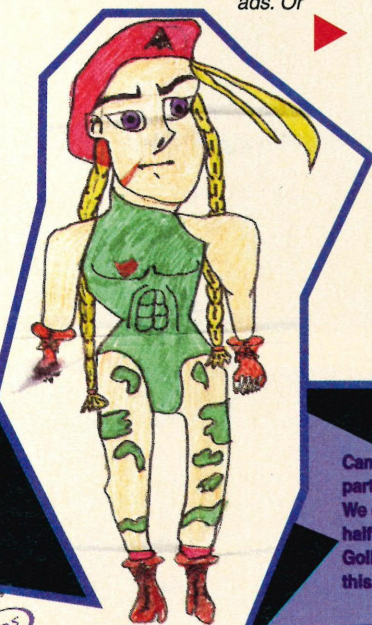
2) In some of the cheat sections you put level codes for level one! What's the point? Because you obviously start on that level anyway. What a waste of space!

3) Will Sim City be coming out on the Mega Drive?

4) On Theme Park my brother says: "There's no thought bubbles in the Mega Drive version". Is this true?

Lee Comley,
Sutton-In-Ashfield

1) Decide: Pay £10 for a mag without ads. Or



Cammy rendered in a particularly sexy manner. We can thank nine and a half year old Stuart Gollins from Walsall for this. Cheers.

Cammy

T-Shirt winner

I was pleased to purchase a Mega 32X a few months ago. I have Virtua Racing Deluxe and Doom.

Doom is a great game. I finally managed to complete it after many weeks sat on my arse (whoops!).

Your guide was an infallible source of info. The game ending is a bit poor.

After all that killing and maiming I expected something more than a congratulations and a salute from ID Software. You get a summary of enemies as a bonus so as not to upset you, the standard list of questions now follows...

- 1) I couldn't find the BFG9000 in Doom. Do you know where it is, and could you tell me?
- 2) Will there be a Doom 2 for the 32X?
- 3) Why do you moan about 'What's best – Mortal Kombat/Street Fighter letters'? Nobody forces you to print them. Chuck 'em in the bin.

Thanks for the Clorets. Got a sense of humour I see, or didn't you know that when taken in excessive quantities, the sorbitol in Clorets has a laxative effect. This especially affects children. Give a child a bag of sweets and they cram them into their mouths. I laughed, but coming from a mag who prints the word ARSE at every opportunity, it's quite fitting. Anyway gotta go – strange stomach pains.

John Wise,
Berks.

A pure coincidence, I'm afraid. Of course, we naturally can't say that eating loads of Clorets will make you want to dump like a wild stallion but hey, draw your own conclusions.

Yer questions...

- 1) Don't know, but a bribe of monetary things might persuade us to look a bit harder.
- 2) Possible. Nothing's been told to us, but it's more likely going to be released for the Saturn.
- 3) All we ask is for some interesting questions to be sent to us... is that too much to ask?

SEGA POWER



Now this green thing is apparently Reptile from Mortal Kombat. The art chimp is Neil Basset, he's 13, and evolved in the Devon part of the UK.

REPTILE

September/October. Then you'll see what you desire. It's going to be good, too.

2) I'm sure we haven't.

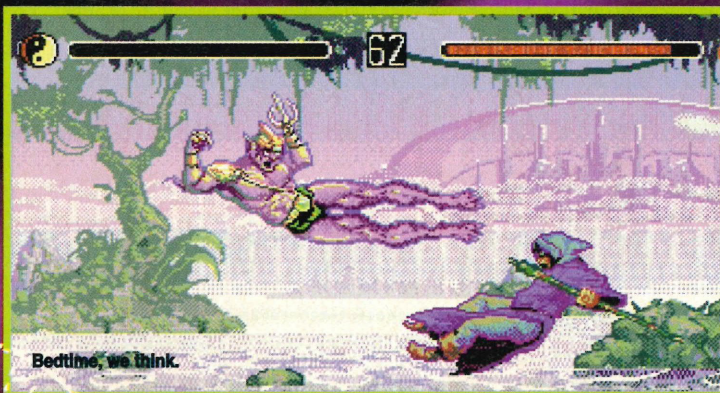
3) Oh yes. Mega Drive, 32X and Saturn. Bet your Granny's pants that all versions won't be the same style of game though.

4) None of us can write. Sorry. Hurrah.

YANKEE DOOBY DANGLE

Recently I picked up your publication at a bookstore. That bookstore was in Denver Colorado, U.S.A (Geel - Dean) and I picked up the magazine because certain dealerships advertisements had Sega Master System games for sale. Sega discontinued the Master System around two years ago over here, so I was surprised to see games are still made over your way (Us too - Nick).

My question is if I purchase some



UK Master System games, will they be compatible with my American system? Please let me know if they are because I would like to expand my Master System library of games.

Casie Hansen,
Colorado

Knock me down with a tumbleweed and dust my britches with minedust if this here critter ain't

talkin' some plum truths. What? SOOOORRRY!! Yes, they will. American Master Systems are compatible with any games throughout the world. It should be noted, though, that Europe has also stopped producing Master System games.

MY PANTS FIT ME LIKE A GLOVE

I'm a Mega Drive owner and I've got a couple of questions to ask...

1) Please will you give me a copy of the finishing moves for

Primal Rage?

2) Is SF2 (Street Fighter)

The Movie Game being released on the Mega Drive?

3) Is (ARE! - Dean) there any cheats for Eternal Champions for the

Mega Drive?

Chris Johnson,
Northampton

1) No.
2) No.
3) Maybe.
Who wants to know?

Punch that guy with the open shirt. Who says our captions aren't funny, eh?



We're led to believe that this too is Sub-Zero from Mortal Kombat. Luckily though, the artist failed to scrawl his name on the back SO WE DON'T KNOW WHO DID IT! Let that be a lesson to you all, because we want to give T-SHIRTS away to the best drawings now.

Ha! This is another one without a name attached to it, so we hope you're getting the idea now. See how easy it is to get yer name inside a magazine? SEND THOSE PIX IN NOW AND NEXT MONTH IT COULD BE YOU! Good buildup, eh? See ya next month fans.



BROUGHT TO YOU BY....

EDITOR Nick Merritt
DEPUTY EDITOR Dean Mortlock
ART EDITOR Laura MacGregor
ART ASSISTANT Chris Day
EDITORIAL ASSISTANT James Ashton
PUBLISHER Colin Campbell
JOINT MANAGING DIRECTOR Greg Ingham
CHAIRMAN Nick Alexander
PRODUCTION COORDINATOR Lisa Smith
ADVERTISING MANAGER Louise Woods
BUSINESS DEVELOPMENT Graham Clarke

EDITORIAL CONTRIBUTORS

Danny Wallace, Steve Bough, Simon Crook

LINO, SCANNING

Simon Windsor, Chris Stocker, Jon Moore, Simon Chittenden, Mark Gover, Jason Titley

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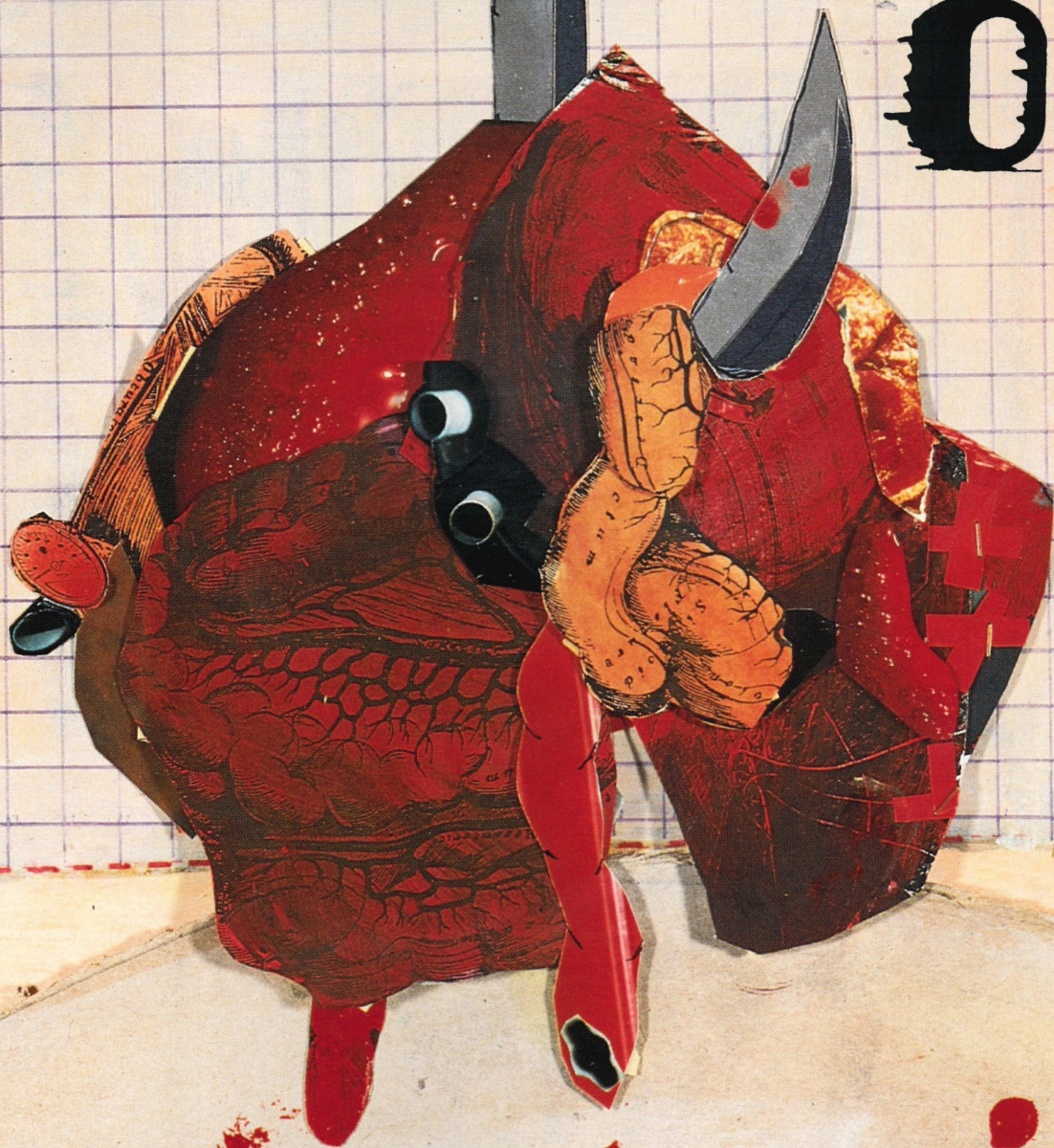
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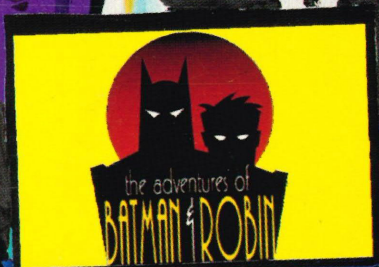
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