SEGA Master FORCE

100% SEGA
100% MASTER SYSTEM
100% EXCELLENT

Exclusive!
SONIC CHAOS
Sneaky peek – plus cool Sonic and Tails poster!

First look at LAST ACTION HERO on the Master System

PLUS!
Ultimate Soccer reviewed, exotic Prince of Persia players’ guide, the Hall of Hi-Store Horrors and a free pull-out for all Game Gear freaks!
if you can’t feel the

**Force**

you don’t stand a

**chance...**

...have you got what it takes to press

“**play”**?

**AVAILABLE ON MASTER SYSTEM & GAME GEAR.**
"The whole game is of a very high quality and a step forward for the Master System; Action fans will absolutely love it. (Master System) SEGA PRO - 89%"

You may be nifty with a spacecraft... you may be handy with a laser sword... but without the Force you're space dust. The blockbusting movie comes hurtling towards your screen in a game that's stormin'. With Obi-Wan Kenobi and Han Solo by your side, set off on a perilous mission: to rescue Princess Leia from the Lord of the Darkside himself - Darth Vader! Your firepower's primed to take out a flight of TIE fighters as you search out your final destiny - and send your best shot screaming into the nerve centre of the fearsome Death Star. So take a deep breath, steel yourself - and "May the Force be with you..."
Howdy-doody, Master System game fiends, and welcome to the fifth issue of SEGA MASTER FORCE — the only magazine 100% for your console.

It’s been a sizzling month for new carts and hot titles are lining up for the Christmas rush. The big scoop, of course, is Sonic Chaos, the great new platform romp starring that world-famous blue hedgehog and his sidekick, Tails.

As well as hot news for platform gamers, there’s plenty happening on the sports side with PGA Tour Golf and Ultimate Soccer getting the fans cheering. Go on, get stuck in!
AT THE MOVIES
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I FEEL DIZZY
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31 We haven't forgotten you Game Gear owners out there — after all, it's a portable Master System, isn't it? In your free G-FORCE pull-out you'll find a preview of Jurassic Park plus James Bond, Micro Machines and Chuck Rock II. There's also the chance to win a battery recharger from Millennium!

PLAY WITH PRINCE
44 Continuing the SEGA MASTER FORCE players' guide tradition, we've a six-page bumper bonanza starring Prince of Persia. This excellently animated game won't give you any problems now: there are tips on each level, maps to follow and all the passwords and Action Replay codes you can eat!

CART CRAZY

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A new addition to the SEGA MASTER FORCE stable where you can show off your gaming talents by sending in a high-score and a picture of yourself to be mutilated by the torturer. Scary stuff!

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The latest charts, compiled by those kind, fun-loving people at Virgin Retail. Don't forget, you can win a SMF T-shirt if you guess next month's Number One!
Welcome to another action-packed Stop Press, bringing you all the latest news and previews from the Sega Master System world. We've just come back from the European Computer Trade Show where some great new MS games were on shown. Check these out!

FAIRY TALE TIME

Steven Spielberg's less than spectacular Peter Pan movie, Hook, is coming to the Master System. You may have seen this game on the SNES and Mega-CD, now the MS gets the Tinkerbell treatment.

This version is very similar to its 16-bit cousins, the eight platform sections closely follow the plot of the movie as you guide the grown-up Peter Pan through Never Land. On the way you'll fight pirates, savages, strange creatures and even the Lost Boys.

For the flying sections, you'll need to think plenty of happy thoughts in order to stay in the air and avoid defeat. Reach the dreaded Pirate Town and face your arch-enemy, the evil Captain Hook!

Already a success on other formats, Hook is being published by Sony Imagesoft and is due on the MS in late October. Along with such massive games as Cliffhanger, Lost Action Hero (see feature) and Dracon, Sony Image-soft are gearing up for a busy winter.

We'll have a full review in an upcoming issue but until then keep your feet off the ground and head for the first star on the right.

COCONUT CAPERS

This Christmas you'll not only be able to watch Walt Disney's classic Jungle Book on video but also play the game, thanks to the cartoon funsters at Virgin Games. They have captured the adventures of Mowgli the Man-cub and his jungle friends in a superb Master System game.

It follows the storyline of the animated film closely as Mowgli attempts to return to the Man Village on the outskirts of the jungle. This journey takes him through 12 levels of platform fun, interacting with characters as he goes. There are secret bonuses, hidden areas and bonus games to find, too.

To add to the excitement, Mowgli swings and climbs on jungle vines where he meets mad monkeys throwing bananas. There are jungle-style weapons he can collect to defend himself — the boomerang bananas and nutty blowpipe are particularly useful.

All the special moments of the animated tale have been squeezed into the game. Mowgli floats downstream on Baloo the Bear's belly, walks through the Tree Village, visits King Louie's domain, rides on top of an elephant, and he's bound to bump into the sneaky tiger Shere Khan.

All kinds of Disney characters have been animated for inclusion in the adventure. Wild boars, snakes, spiders, a mad witch doctor, vultures and scary trees all do their bit to stop the little man-cub getting home in one piece.

The Jungle Book's shaping up to be a fantastic game. The programmers are the same team who brought you Global Gladiators and Cool Spot, so you know there's something special on the cards. They've come up with an innovative feature called Dual Contour Mapping, which allows characters to interact with platforms in the foreground and background. This doubles each playfield, and therefore the game's size and challenge.

We'll have a full review of this mould-breaking platform game very soon. Until then, keep swinging!

Mowgli the man-cub is in for an adventurous time in the platform game of Disney's famous Jungle Book.
TENGEN SALUTE

Top software house Tengen, whose earlier games were distributed by Domark, are about to move into the European games market with a bang. Forthcoming releases, such as Guarded IV and Dance 'Til You Drop on the Mega Drive, look set to be big and even the Master System gets a look-in.

Following the success of the MD pinball game Dragon's Fury, Tengen are releasing a sequel on all formats. Dragon's Fury II will follow the winning fantasy pinball theme of the first game but feature improved gameplay, new settings and even faster action.

Tengen's new European office will handle their operations as they branch out into new console markets such as J3O. Dan Van Elderen, Tengen's Chief Operating Officer, said: 'We're very much a part of the American market, where we're one of the top five publishers, and we're extremely pleased with progress in the Far East.

The next logical step is to set up shop in Europe. One of Tengen's corporate objectives is to build a truly global video games company and this move makes a lot of sense. We expect great things from Europe.'

Here's a shot of Dragon's Fury on the MD to whet your appetite for the release of Dragon's Fury II on the MS.

FIRE BREATHING

He was a master of the most dynamic art form of all martial arts. He created a revolutionary approach to the ancient fighting forms. Who was he? Bruce Lee, of course, fame for his pursuit of mental and physical perfection — until he died at the tender age of 32.

Now he's back, not literally, but in a film based on his life story, Dragon. His legend lives on in the form of unrelated actor Jason Scott Lee.

And slick software house Virgin Games have already snapped up the licence to produce a hot Bruce Lee best-seller. There are 12 opponents to take on, including the notorious Sun Brothetes, Fan Fighter and Phantom, who haunted Lee all his life.

Unlike most boss 'em-ups, where you fight one-on-one, Dragon allows three independent fighters onscreen at once. Player one can take on two computer-controlled fighters or a second player can join in and help Bruce out or be the heel out of him! Both players can train with Bruce Lee's tutor, Yip Man, to help them perfect a dazzling 35 different moves.

BE A BOOKWORM

Can't get enough of Sonic? Lack of spiky blue mammal adventures keeping you awake at night? Well despair not 'cos Virgin Publishing are set to release a series of brand new paperback novels featuring Sega's fastest hero and his furry friends.

Two novels are set to appear before Christmas, with further books arriving early next year. Sonic the Hedgehog in Robotnik's Laboratory and Sonic the Hedgehog in The Fourth Dimension should both be out as you read this, both featuring new stories as Sonic and his pals take on the mighty Dr Robotnik and his metallic mates. Virgin are hoping children of all ages will enjoy Sonic's first written adventures.

Virgin Publishing's Rob Shreeves commented, 'Some children can see reading as a chore, associating it with school and homework. Sonic is the ideal character to make reading fun for them. No one's going to have to force kids to read about a character that, to them, is Michael Jackson [!] and Superman rolled into one. Sonic makes reading cool.'

These excellent books cost a mere £2.99. However, if you can't wait to get hold of them, we're giving you the chance to win one of Sonic's latest pace-pounding paperbacks.

We've five copies of Sonic the Hedgehog in Robotnik's Laboratory and five of Sonic the Hedgehog in the Fourth Dimension up for grabs. All you have to do is answer this dead-easy question:

What's the name of the arch-villain Sonic encounters in his latest adventure, Sonic Chaos?

Send your speedy answers on a postcard or sealed-down envelope to SONIC NOVEL COMPETITION, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Make sure your entries reach us by 19 November and let us know if you don't wish to receive promotional material from other companies. Off you trot, then!
MAKING A MARKO

Hey, you! Don't play that, take a look at this. There's a new guy in town and he's hanging around the Domark offices in preparation for his first Master System adventure. Marko is their new mascot and he's aiming to blow the console world apart with a series of detailed cartoon adventures.

His first game is Marko's Magic Football, which combines football skills with platform action to create a unique gameplaying experience. The Domark team want Marko games to be something special so they've made backdrops and sprites as detailed as possible, with fantastic shading and smooth animation.

They're an attention to detail has paid off. We had a sneak preview of the Mega Drive game and it looks really cool.

The Master System version is still in its early stages and is set for release in March 1994. The little chap's set to appear in a whole series of new games through 1994. We'll bring you regular updates on Marko and his adventures in the future so keep watching — this guy's gonna be big!

This is Marko's first adventure, he'll be starring in lots more! (Mega Drive shot)

MOTORBIKIN'

After the great success of F1 Domark are reviving up their programming engines for a follow-up. Kawasaki Superbikes will put you in the green leathers of the great racing team as you ride in the saddle of a Kawasaki ZX-7RR.

The programming techniques Domark used in F1 have been carried over to this racing project, with a few new routines incorporated for ultimate realism. You can be sure it will be the most accurate bike sim to appear on a console as the whole thing's being produced in association with Kawasaki themselves.

Players will compete in the World 750cc Superbike Championship, packed with danger and excitement. Four difficulty levels and 14 international tracks make this a real challenge.

Kawasaki Superbikes will leave all the others standing so watch out for it in the spring.

SONIC'S ARCADE ADVENTURES

The hottest news for Sega owners this month is that Sonic the Hedgehog is set to appear in his first arcade machine. But this isn't just any Sonic game. This all-new adventure features so many hot elements that this coin-op will cause queues to put Street Fighter II to shame!

For a start, the storyline isn't based on any Sonic cart but borrows elements from all of the blue spiky one's games. Unlike its predecessors, Sonic Arcade Adventure's viewed from an overhead angle, as you can see in these screenshots. The stunning three-dimensional graphics are annoying obstacles. With such simple controls, virtually anyone should be able to pick it up.

'Ray! Mighty Sonic!

There's no sign of Tails in Sonic Arcade Adventure but the hedgehog's joined by two animal pals, Ray and Mighty. With the addition of these characters, up to three players can participate in one game!

Dr. Robotnik's pulled out all the stops this time and provides us heroes with more traps and nasty surprises than ever before. Beams of electricity blast from nowhere, huge gears can crush you, robotic foes roam every level and massive chains must be leaped.

All the characters can perform various feats such as swinging on chains, flying from catapults and leaping onto swinging trapezes. Robotnik himself pops up when you've completed a level, ranting and raving before launching his next assault.

Each massive level features the usual Sonic elements such as hidden items, golden rings and power-ups. The settings range from the heat of an arid desert to the frozen wastes of an ice zone. This game has to be seen to be believed!

Sonic Arcade Adventure should appear in your local arcade at the end of the year so keep your eyes peeled — it's a blast!

Sonic breaks into the arcades with a new adventure viewed from overhead — check it out!

Some of the best seen in any game and equal those in the excellent Virtua Racing.

The other strange thing is that all the character's moves are controlled via a trackball, rather than a joystick. A device first used in ancient games such as Missile Command and Centipede, the trackball provides the player with superb control as Sonic blasts through long and numerous levels.

As well as the trackball, a single button triggers Sonic's spinning jump, useful for destroying enemies and

All the Sonic elements that made the console games famous are in this great coin-op.

These huge metal gears tend to get in the way of Sonic's adventurous. Avoid them at all costs!

Break through the bars before the two cuddly characters are squashed into mincemeat.
FANGS FOR THE MEMORY

Get your garlic out, sharpen those stakes and prepare to face the Prince of Darkness, Dracula! Based on the hit Francis Ford Coppola film of last year, Sony ImageSoft's Dracula could scare your pants off.

As with other movie licences, the programmers have taken a few liberties. You take the role of Jonathan Harker (played by Keanu Reeves in the film) and must battle through the menacing Castle Dracula. Along the way, you encounter various physical and supernatural menaces while trying to find the heart of the vile building.

Armied with weapons such as knives, stakes, holy water and guns, you must destroy his enemies and locate the tomb of Dracula. Only by thrusting a wooden stake through the heart of the blood-sucking fiend can Harker be victorious. Sounds spooky, eh?

Well, maybe not. Reviews of the Mega-CD game have been less than happy with Dracula's gameplay. However, the MS game has a different style of gameplay so should appeal to fans.

As with Hook, Dracula's set to appear in late October. We'll have a full review in a future issue of SEGA MASTER FORCE.

TWO TRIBES

What's one of the most compelling and addictive puzzle game for any console system? If you haven't played Lemmings yet then you must have been living on the moon for the past few years.

Lemmings' success has been phenomenal, arcade puzzle fans of all ages getting their thrills from watching cute green and purple creatures plunge to their untimely doom. There's even been a Top 40 dance record featuring the cutesty little creatures (but it was crap so we won't mention it again).

The original game appearing on the Amiga over four years ago so you'd expect a sequel by now. The good news is that Psynopsis are currently putting the finishing touches to Lemmings 2: Tribes, an even more devious game available for most systems later this year. Lemmings 2 features more of the same wacky humour and mind-bending puzzles but on a wider range of levels and new features to add to the fun. There are a whole host of new Lemmings, such as ninja, pole vaulter and clown Lemmings. Hundreds of cunning situations and handier passwords will keep you occupied for hours. We'll preview Lemmings 2: Tribes in a future issue so keep a look out!

WINTER WONDERLAND

Winter's on the way and what have you got to look forward to? Snow, rain, freezing temperatures and all-round bad weather, so you're gonna be stuck indoors most of the time. But fret not, for those clever bods at US Gold are set to take full advantage of the colder months.

They're currently hard at work on the sequel to their massive hit game, Olympic Gold. Winter Olympics is the official game of the Lillehammer '94 event and looks set to be another smash. It features various events for single and multiple players to compete in, including bobsleigh, speed skating and slalom skiing, among others.

Winter Olympics is due to hit most consoles later in the year, including the Master System. Thousands of copies of Olympic Gold have been sold worldwide and US Gold are confident of another success.

COMING SOON...

The Master System release schedule is packed with great games waiting in the wings for their chance on the stage. We'll bring you previews and reviews very soon so stay tuned to this channel!

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CHRISTMAS IS A COMING!

If you're wondering what that wonderful book on the front of this issue is, read on! It's your very own SEGA MASTER FORCE guide to Christmas Crackers and includes short reviews on every single Master System game worth buying this Festive Season.

To use this book all you have to do is read through the reviews and decide which games you'd like to purchase. If it's not on sale, check out the nearest toy shop. The book should be in stores by the time this issue hits the shops.

But why have we put a Christmas book on the cover of the November issue? Well, we wanted to give you plenty of time to choose which Sega Master System games you wanted. There'll be more cool giveaways from SEGA MASTER FORCE next issue.
The guys and gals at Sony Imagesoft have been spending a lot of time at the cinema lately, watching Last Action Hero and Cliffhanger over and over again so they know what's what when they show off their latest Master System releases. NICK ROBERTS ran up the company phone bill by chatting to the producers of the games at their offices in Southern California.

**SEGA MASTER FORCE**: Please tell us your name, age and full job description.

_Nathan_: Nathan Rose, 22 years old, Producer. My job consists of co-ordinating the concept of a game design and following the game through its development, then at the end of the project, making sure that the game was designed to the original specifications.

**SEGA MASTER FORCE**: Tell us a little bit about Sony Imagesoft in the USA — what's it like working over there?

_Nathan_: I thoroughly enjoy my job here at Sony Imagesoft. The working atmosphere is a comfortable one and with powerful resources behind us like Sony Pictures and Sony Matic, how can we go wrong?

Collect the fire extinguishers and put out the fires to progress further into the level. Arnie looks really cool in his red jacket and jeans. World driving level has ramps and land mines and other obstacles that if encountered in real life, would destroy the car and driver. In the movie world, though, only a certain amount of damage will be taken.

One of the major enemies, Benedict, is being pursued by Jack Slater (Arnold) and he manages to get a hold of the magic ticket that transports him over to the real world. Now, can you imagine having King Kong running rampant in downtown Los Angeles? Not a pretty picture, is it?

**SEGA MASTER FORCE**: How has the development of the game been going? Is it going to be a platform, shoot-'em-up or beat-'em-up game? Does it include any elements from the film like samples or digitised pictures of Arnie doing his stuff?

_Nathan_: The development of Last Action Hero went very smoothly. The game has seven action/beat-'em up levels and two driving levels. We were unable to include digitisation or samples.

**SEGA MASTER FORCE**: How many times did the programming team have to watch Last Action Hero before they started programming the game?

_Nathan_: Actually, the programming team started making the game based on a script, without seeing the movie. Eventually they were able to see the movie, but that's the problem with developing a game on a movie that's not yet finished filming. So we received some rough cuts as sections were completed.
SEGA MASTER FORCE: Have you been to any of Arnie and Stallone’s Planet Hollywood restaurants, like the one that recently opened in London?
Nathan: Yes, I’ve been to Planet Hollywood here in Southern California, but what does this have to do with the game?

SEGA MASTER FORCE: How much does a licence like Last Action Hero cost? How many noughts are we talking?
Nathan: I really do not know what was paid for the licence.

SEGA MASTER FORCE: What games have you been responsible for before Last Action Hero and what are your favourite Master System games?
Nathan: I’ve been responsible for Gear Works on the Game Gear, before this one. My favourite Master System game has to be Last Action Hero, but before this came along I guess I would have to say Rastan, which is a good couple of years old.

SEGA MASTER FORCE: Well, you would say Last Action Hero, wouldn’t you?
The Master System doesn’t seem to have caught on in the USA. Why do you think this is? After all, the Nintendo 8-bit is still going strong over there.
Nathan: I think that there are too many game systems out in the market for the Master System to be noticed. When it was released here in the US, it was practically released when the Nintendo 8-bit was and there was extreme competition.

SEGA MASTER FORCE: What do you think of the Master System didn’t do well: 1. The lack of strong games. 2. The games that were out in the marketplace looked great but did not play well. Consumers started to get wise to these good-looking games and they started to look deeper than the graphics. If you cannot control a game, then why play it?
SEGA MASTER FORCE: Okay, so what other projects have you got lined up after this movie-licensed game?
Nathan: My next project is the sequel to the Touchstone Pictures movie, 3 Ninjas.

SEGA MASTER FORCE: Perhaps we’ll see a 3 Ninjas game on the Master System soon.
Nathan: What do you think of all the new technology that’s emerging in the console world? Do you think the future is CD-ROM or cartridge-based games?
Nathan: I feel that the future is a mixture of both the cartridge and CD-ROM based games. If Nintendo weren’t so strongly supporting the cartridge, then it would most definitely die.

SEGA MASTER FORCE: Do you think the Sega Master System still has a place among all these new consoles?
Nathan: I really don’t see a place in the market for 8-bit systems when there are consoles like 3DO and the Sega/Nintendo 32-bits coming out.

SEGA MASTER FORCE: That’s a real shame, we all believe the Master System has plenty of life left in it and the games seem to get better and better. What do you think the future holds for Master System owners! Is there anything that hasn’t been done with the MS yet?
Nathan: I really don’t know what the future holds for the MS.

SEGA MASTER FORCE: Thank you for your time, Nathan. Last Action Hero is looking great!
SEGA MASTER FORCE: Can you please tell us your name, age and job description.
Mary: Mary Ann Norris, age 28, Producer. I produce video games based on film and television properties for Sony Imagesoft.

samples, digitised pictures etc.
Mary: Cliffhanger’s a six-level platform beat-em-up/shot-em-up. It incorporates several weapons and pick-ups that were used in the film. There are also lots of cinema displays to help tell the story and a great digitised shot of Stallone.

SEGA MASTER FORCE: How many times did the team have to watch Cliffhanger before they started programming the game?
Mary: The programming team started working on the game before they even saw the movie. They started working from a script and later got to see the movie. I think you’ll agree, though, that they managed to capture the feel of the movie.

SEGA MASTER FORCE: Were you sent video tapes of the film, though it had only just come out in the cinema?
Mary: We received some footage, which helped us capture the look and feel of the movie.

SEGA MASTER FORCE: What do you think of the film? As with Last Action Hero, its cinematic release was slightly overshadowed by Jurassic Park. Do you think this will effect its success?
Mary: I think Cliffhanger is a great, action-packed thriller. The movie has done very well in the theatre and I think the game will do well in the video game market, because it’s a great, action-packed game.

Cliffhanger is a platform beat-em-up game with lots of icy wastelands to fight through. The Master System version will be similar to this. (Super Nintendo shot)

SEGA MASTER FORCE: How has the development of Cliffhanger been going? How many levels has it got? Are they platform/shot-em-up/beat-em-up levels?
Mary: Yes, I met with Stallone at the beginning of the project. We discussed the direction Imagesoft were taking with the game.

SEGA MASTER FORCE: So come on, then, spill the beans: how much does a licence like Cliffhanger cost?
Mary: This information is not for public knowledge.

SEGA MASTER FORCE: What Sega games have you been responsible for before this one?
Mary: Last Action Hero for the Sega CD, Wheel of Fortune and Jeopardy for the Sega CD.

SEGA MASTER FORCE: What other projects have you got lined up after Cliffhanger?
Mary: I’m working on an exciting product line-up for 1994 but am not able to disclose any information regarding these projects.

SEGA MASTER FORCE: The Sega Master System hasn’t done very well over in the USA. Why do you think this is?
Mary: The Master System is a great system; I’ve always liked it. Unfortunately, it just didn’t get the software support it needed in the USA.

SEGA MASTER FORCE: What do you think of all the new technology that’s emerging? Do you think the future is CD-ROM or cartridge games?
Mary: The game market will be driven by machines, whether CD or cartridge-based, that are able to deliver fast-paced, interactive, cinematic games.

SEGA MASTER FORCE: Do you think the Master System still has a place among all these new consoles?
Mary: It’s hard for 8-bit systems to compete against the more advanced machines that are on the market. However, this doesn’t mean that the Master System doesn’t have a place. It’s still as great as it ever was.

SEGA MASTER FORCE: It’s good to hear someone praising the Master System. What do you think the future holds for all the 8-bit owners? Is there anything that hasn’t been done with the MS yet?
Mary: There’s a compelling library of Master System games. Time will tell what’s in store for Master System owners.

SEGA MASTER FORCE: Thanks very much, Mary.

You feel so alone when you’re sitting on top of the world. Here’s the hero of the game playing with his walkie-talkie. (Super Nintendo shot)

SEGA MASTER FORCE: What do you think about working for Sony Imagesoft in the USA?
Mary: It’s a very dynamic and exciting time to be in the video game business. Sony Imagesoft has the advantage of being able to synergise with sister Sony divisions, such as Sony Music and Sony Pictures.

SEGA MASTER FORCE: You’ve been responsible for Cliffhanger on the Master System. Can you please give the readers a brief run-down on the game and tell the story, in case they haven’t seen the film.
Mary: The Master System version of Cliffhanger follows the movie very closely. For the unfortunate few out there who haven’t seen Cliffhanger, here’s a brief run-down:

Evil terrorists have hijacked a US Treasury jet carrying $100 million in cash. Unfortunately for them, their plane crashes in the Rocky Mountains, scattering the money. They call the rescue station and say they’re stranded hikers, to lure the rescue climbers to find the bags for them.

Gabe (Sylvester Stallone) and Hal, his buddy, respond to the call and are soon captured by the terrorists. Gabe escapes from the terrorists and searches for the money to ransom his buddy, Hal.

If you’re wondering what the storyline of the video game is, I’ve pretty much just described it. The game follows the movie’s story very closely. One of the aspects which make it so great for a video game are the clear-cut characters. The good guys are 100% good, the bad guys are 200% bad.

SEGA MASTER FORCE: Did you get to meet Sylvester Stallone while working on this project?
Mary: Yes, I met with Stallone at the beginning of the project. We discussed the direction Imagesoft were taking
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The blue hedgehog with a pile of speeding tickets is back on the Master System in a brand new adventure, to be released in time for Christmas. SEGA MASTER FORCE had an exclusive sneaky peek at the next Master System classic...

It was a peaceful day on Sonic's South Island. Along with his faithful sidekick, Tails, he was busy exploring, zipping along the plains and whizzing around the loop-the-loops.

Suddenly, they skidded to a halt. Was that a phone they could hear ringing? It certainly was. In a nearby call box, the receiver was almost jumping off the phone as an urgent message came through.

Sonic picked up the phone. 'Hello,' he said, in a hedgehog sort of way.

The reply came in one garbled breath: 'Sonic! You have to come quickly. That nasty-smelling Eggman has found the red Chaos Emerald and is planning to make a nuclear weapon out of it!'

It was one of Sonic's look-outs. Sure enough, as Sonic was taking in what he'd heard, the whole island started to sink under his feet. He had to act fast.

A life on the ocean wave!

You see, the South Island which is home to Sonic and Tails needs the magical Chaos Emeralds to survive. They're the source of vitality for the island and without it, its balance is disrupted and it sinks into the ocean.

Sonic discovered that Eggman had scattered the five remaining Emeralds throughout a parallel world. What could he do to restore peace and tranquility to South Island? Call International Rescue! Write to Jim 'F' Fix it!

Nope. He was going to have to face this one himself— with a little help from Miles 'Tails' Prower, of course!

Hmm, decisions decisions. Should Sonic just gobble up both these ring TVs now, or save one for later?

He's such a busy beaver our Sonic, always rushing around. No, hold on... he's not a beaver at all!

Either Sonic is stuck fast under that platform or he's going to do something special with that power-up.

Do foxes ever wear trainers? Tails doesn't really like the idea of them, they'd make his feet sweat.

Some levels have secret blocks that can be blasted away with a good spin jump; they usually hide bonuses too.
Spikes or tails?

So which is the best character to choose? Sonic Chaos gives Master System players the choice of Sonic or Tails and their different strengths and weaknesses. Here's the SEGA MASTER FORCE guide to the Pet Shop Boys of the video games world!

Sonic the Hedgehog

Sonic can use a pogo stick, allowing him to jump really high, and rocket shoes add to his speed. After collecting a hundred rings, Sonic enters a bonus stage to win back one of the Chaos Emeralds from the parallel world.

Once all six zones have been cleared and all six Emeralds collected, Sonic witnesses the extra-special end sequence. Tails, on the other hand, will have to buy the video!

Choosing Sonic puts the game into Normal mode.

Miles 'Tails' Prower

This silly old fox has two tails! He can use them to fly or swim at high speeds. Unfortunately, he can't use the pogo stick or rocket shoes because he's scared of heights and doesn't like going too fast.

Tails can't enter any of the bonus stages to collect Chaos Emeralds, even after collecting a hundred rings, so he can't complete the game properly and see the end sequence.

Choosing Tails puts Sonic Chaos into Easy mode.

I was well impressed with this new Sonic extravaganza. Right from the moment you plug the cartridge into the Master System and switch on, you're treated to the slickness and quality we've come to expect from Sega. Of course, this game has one up on the other MS Sonic games as you can now play Tails, as well as our blue hero.

Visually, Sonic Chaos is stunning. Backgrounds, sprites and animation are all top-notch. I was particularly impressed by the new gadgets Sonic's been given to help in his quest. The rocket shoes and pogo stick will have you playing till the cows come home!

Sonic Chaos is going to be a fantastic game. We've played an almost finished version and we'll bring you a full review soon.

Nick

Forget the rings, it looks like Tails is only interested in reaching the end of the zone in one piece!

It's worth exploring every little nook and cranny of the Sonic games, there's always something hiding away.

The red plungers are useful for reaching higher platforms but when there's lots of them it's a real headache!

November 1993

SEGA Master Force
WHAT'S NEW?

The latest Sonic adventure is packed with exciting features never before seen in a Master System game.

Sega have taken notice of the mail they received after the launch of Sonic 2; MS users were a little put out that they couldn't play the latest super-fast character, Tails. The Mega Drive game allowed player two to control this twin-tailed fox but Master System owners had to be content with rescuing him from the clutches of Robotnik.

But that's about to change! Sonic Chaos — otherwise known as Sonic 3 — finally gives you the chance to play Tails.

And his isn't the only addition. Sonic and Tails can use the Super Spin Dash to obtain maximum speed immediately. Tails swims underwater using his two tails as a kind of paddle and Sonic can hang on to Tails and fly!

Twice the fun

There are six zones in all, with wacky names like Aqua Planet, Sleeping Egg and Scrap Iron Mountain, plus five bonus stages accessed by collecting over a hundred rings.

It's these bonus stages which hold the Chaos Emeralds. Sonic has a set time in which to find the stage's Emerald and get back out. The sixth and final gem is held by the last boss. If players' defeat him as Sonic, they're rewarded with an extra-special ending.

The new zones have been designed to give the ultimate speed and playability. There are roller-coaster landscapes and high-speed banks for the characters to fly around. Rocket shoes make Sonic fly through the air and there's a pogo stick for extra-high jumps. Sonic can even jump off in mid-air to reach high platforms.

The game's difficulty depends on which character's selected. Choosing Sonic gives the Normal mode and Tails starts an Easy game. It's fun to play Tails for a while but if you want to play seriously and reach that elusive and sequence, Sonic is your man (or should that be hedgehog?).

The characters have their own strengths and abilities, depending on which you select, you get a slightly different gameplay experience.

To defeat the bosses at the end of each zone some part of their bodies must be bounced on. Here's his head that's vulnerable.

Sega have packed in lots of new features. If you choose Tails though you won't be able to complete the game!

There are many hidden platforms and bonuses to watch out for in the game. The rocket shoes are great fun!

Isn't Tails just a cute little foxy woxy? I bet he has a terrible problem with fleas though!

Two-tailed foxes are allowed to have as much fun as spiky blue hedgehogs you know!

Ooo, it's a large ball with suckers coming out of the bottom. What on earth can Sonic do with that?
Sonic and Tails have many smart moves to use against Eggman. As usual, they’ll take some practice, but once sorted they make Sonic Chaos something special. Check out what’s on offer:

**Super Spin Dash**
This feature means that both Sonic and Tails can achieve maximum speed immediately. No looking for banks to gain speed, it’s straight into the action!

**Hopping Sonic**
This is only available to Sonic and gives the ability to jump even higher than usual, using a pogo stick. He can even jump off in mid-air — cool!

**Rocket Shoes**
Another one reserved for Sonic. This footwear allows him to fly through the air, altering his altitude at will. They don’t last long though!

**High-Speed Banking**
Sloping high-speed banks are littered around the levels. If Sonic or Tails don’t run along them at maximum speed, they fall off the screen.

**Flying Miles**
Sega say Miles, but of course they mean Tails (that’s his nickname, you know!). This new feature lets Tails hover in mid-air, adding further playability.

**Swimming Miles**
During underwater zones, this feature lets Miles use his two handy tails to swim along. He can really get some spray going!

There are many new contraptions for Sonic to use in his adventure. The pogo stick will help him jump up high.

At the start of the game you get to select either Sonic or Tails. Sonic’s always favourite though.

End-of-level guardians come and go but none are as impressive as the ones in Sonic Chaos.

The plucky little fox gets to have a go at collecting stars in this new Sonic Masters System game.

Sonic and Tails are back together for their second Master System adventure — and this time Sonic’s pal isn’t just a fox cub in distress!

On their peaceful island home, the evil Eggman has found one of the rarest gems, the red Chaos Emerald, which he plans to use in a nuclear weapon. Sonic and Tails’ idyllic island is sinking into the ocean and only they can recover the other Emeralds from a parallel world to save their friends' lives.

All the Sonic trademarks are here: shining rings, loops and a vast array of nasties to avoid at all cost. Prepare yourself, Sonic fans, for the next tremendous adventure of that blue spiky thing. It’s coming soon...

Spin along the TV screens showing a ring and you score 10 per TV! That’ll soon bump up the ring total.

One of the bonus stages is full of giant rings that spell out a phrase. They’re worth 10 rings each.
'Ere we go, 'ere we go, 'ere we go! Yeah, here's a spotty soccer game from Sega that promises everything but the half-time concert by Chas 'n' Dave!

At last, a game has come to the Master System that incorporates nearly everything you'd ever want in a footy simulation. Most soccer games around at the moment leave a lot to be desired in the playability, originality and presentation stakes, but all that will change with the release of Ultimate Soccer — promise.

It features numerous playing modes. 64 teams from around the world and eight different formations: 3-5-2, 5-4-1, 4-4-2, 4-3-3, 4-4-2, 4-3-3, 4-4-2, 2-3-5. This sim also includes up-to-date statistics, called up at the touch of a joystick button. You can find the score, formation and time remaining quickly and easily.

There are the non-standard footballing options, enabling you to play the computer or challenge a friend in friendly match, compete in the tricky World League, play the even trickier Ultimate Cup competition with 64 teams or, for the novice, get to grips with penalty kicks against the computer or a friend.

Over 'ere son, on me head!

As the teams are based on their real-life counterparts, they have individual strengths and weaknesses in particular areas of play, so there's always going to be favourite (and least favourite) teams.

Apart from the useful formation control, it's possible to select a 'Style of Play'. The tactical emphasis given by Normal, Attack and Defend is obvious: Open Play allows the team to attack whenever they have the ball; in Breakaway, all attackers make a move when their team are in possession, otherwise they stay as they are; and finally there's Cautious style, where the entire team are defensive unless they have the ball.

Players are controlled by one button but there are certain tricks to perform — curls on corner kicks and other sly moves are possible thanks to aftertouch.

Pitch surface, wind strength, game speed, difficulty, backpass rules, player change and in-game radar are among the other options you can select to suit your taste. You can't beat a half-time orange, though!

All the top teams are included in Ultimate Soccer so you can play your favourites and trash all the others!

For a football game to be successful it must be fast and furious and Ultimate Soccer certainly is.

Some of the players are so happy after scoring a goal that they do somersaults of joy!
Nick lobs... 'THIS WINS THE CUP!'

I've always been a firm believer that football should be confined to the pitch and kept well away from television and consoles. Why sit around the house playing or watching it onscreen when you can be booting the ball about yourself? Of course, I make the odd exception — Cup Final day, for example. Ultimate Soccer from Sega is another one. It's fantastic!

From the moment you switch on the Master System, you know you're in for something special. The slick presentation shines out from all corners of the game. There's even a tiny animated Sonic on the many menu screens — he wiggles his finger at you!

The soccer itself is fast and furious. The players are small but perfectly detailed and animated. The pitch scrolls smoothly and it's easy to get into the swing of the action, whether you play solo versus one of the many teams or in a two-player challenge.

Of course, with games like this, it's the two-player option that makes it all worthwhile. As soon as Ultimate Soccer came into the office, everyone gathered around the console, cheering for their team. We just couldn't get enough of it!

Football has been attempted on the Master System before, but never with the success of Ultimate Soccer. If there's only one foothy game in your cart collection — this should be it!

NICK 92%

There's a special penalty shoot out option in the game for practicing against the tough goal keepers.

It's pathetic isn't it? He lets one goal in and goes to pieces. Dry your eyes you sap! What? He's on our team!

When the opposition team come up to go for goal you can control the direction the goal keeper dives in by pressing the corresponding direction on the D-pad. He usually goes in the opposite direction to the ball though!

You can't get away with all the fouls in this game. Sometimes the ref will catch you and give a yellow card.

If you're really naughty you might even get a red card and be sent off!

November 1993

Master Review
SEGA SLICKNESS!

If there's one thing you can guarantee from a game programmed by Sega, it's slick presentation. They pay great attention to detail and fill their cases with little bonuses which bump up the ratings.

Ultimate Soccer has been given this extra-special treatment with animated Sonics and cool backdrops to spice up what would be very drab screens. Just take a look at what they've done...

In the penalty shoot-out competition you can select any teams to play for and against.

Go on son! If you get this ball in the back of the net you can be the first man back into the bath!

As with the throw-ins a dotted line is displayed to show the angle of the kick on a free kick.

The players in Ultimate Soccer may be small but they're perfectly detailed and can play a mean game of Soccer!

There are all kinds of options that can be customised to your personal tastes in Ultimate Soccer to make the game even more addictive and playable.

Great stuff!

Sega are not a company to pass up, bit of free advertising. Here they are, plastered all over this game!

The goalies in this game are all a bunch on wimps, there's no need to cry over a goal!

Come on lads, don't just stand around nattering about the weather. Play some football!

review 20 MASTER FORCE November 1993
FIND A FORMATION

You've eight different formations to choose from before you start playing Ultimate Soccer. Each has tactical advantages and disadvantages, as all big soccer fans will know, but for those who don't, here's a guide to success in soccer!

3:5:2
There's a strong midfield in this formation but not many players back in defence. You'll loose some goals.

5:3:2
Here's a formation with a really strong defence. The opposition will find it hard to score.

5:4:1
Here's a nice even formation. Plenty of defenders, a good midfield and the best striker up front for scoring.

1:4:3:2
One man is kept well back here, probably to keep the goal keeper company! The two strikers will soon score.

4:4:2
The defenders are spaced out differently here but you've still got two strong strikers.

4:3:3
This is the same defence as 4:4:2 but there's one extra striker for attacking the opposition. Many goals!

4:2:4
The midfield has been cut down in this formation to give more strikers. There's still a strong defence.

2:3:5
They look like the Red Arrow don't they? Loads of strikers but not much in defence. But no-one will get that far!

Rob cheers... 'FAULTLESS'

Football games have come a long way since those humble days of the first consoles, where a dot was manipulated around a black screen by a few larger dots. In Ultimate Soccer, the only dots you see are the ones before your eyes after you've played it too much!

It's the best example of a well devised, feature-packed football game. With over 60 teams to choose from, all of which are based on real life football clubs and have their own strengths and weaknesses, it could take years to play every combination.

It's hard to imagine Ultimate Soccer has many limitations. Everything about it is almost perfect; the most important part of any football sim, dribbling, is a cinch.

Graphically, it's far superior to other MS footy games. The players are small but nicely detailed and coloured. The trouble is, a few teams have green tops, which don't show up well against the pitch.

Footy sims were never musically inspired but good spot effects add a finishing touch to this near-faultless game.

Ultimate Soccer

MF Rating

89 Graphics
84 Sound
91 Playability
89 Lastability

If there's only one soccer game in your collection, this should be it!

Sega
£34.99

Out: November
071 373 3000
Sports

November 1993

review
Don a pair of Paddington Bear trousers and grab a caddy as the Master System moves into a world of greens and putting, with a little help from Tengen.

The Master System is a bit low on golf sims, only World Class Leaderboard from US Gold and Sega's World Tournament Golf simulating the sport before now. The latest addition to the elite club is Tengen's PGA Tour Golf—and it blows the other two out of the water!

PGA Golf's full of realistic golfing moves to drive the discerning fan nuts. A wide range of useful options are laid out in easy-to-use menus. You can practice a round, enter a tournament, visit the driving range and polish your putting.

Then there's the change view option, which allows you to switch various things on and off. The auto hole, overhead, 3D putt and ball-lie views can all be customised.

It caters for all abilities, offering both Professional and Amateur skill settings. You can save the current game, load in a previous one or reset all the game's details at the touch of a button.

Two for tee

When all the options have been set, stride out onto the course with your chequered flares on and get stuck into the golfing action.

The power and direction of your swing are controlled by a percentage scale. Press the fire button once to start it, again to set the desired strength then once more to make the shot. Other elements to consider are wind speed and the number of trees and bushes blocking your way!

Get the ball near the hole and PGA Tour Golf goes into putting mode, where you're presented with a grid representing the slopes and bumps of the green. The grid can be rotated via the directional pad until you're sure how to take the shot.

The four courses on offer — TPC Avenel, PGA West Stadium, TPC Sawgrass and Sterling Shores — each have their own tricky bits to master so there's plenty of challenge for golfing fans of all ages.

Practice your skills if these prove too much, then take advice from professional players as you go round a course. They'll improve your golfing style, fashion sense and tell you what's on special offer in the course's restaurant.

Welcome PGA Golfers

The PGA welcomes all competitors to the players championship at TPC Sawgrass.

Total prize money is $2,000,000.

If you get around the course without losing your balls you stand a chance of winning some of the $9,000,000!

Nick clubs... 'GREAT GOLFING!!'

Golf games on consoles have always been a little below par. You can never recreate the experience of trudging around a course in the pouring rain, chasing a couple of small balls. It can't be the same played from the comfort of your armchair. What you can do is create a new gaming experience.

Tengen have done a great job with PGA Tour Golf. Everything's very green but what did you expect? A slow screen update has dragged golf games down in the past but it isn't a problem here.

There are bags of options to go through; you can practice almost everything before taking on a tournament and even save the game to continue at a later date.

I've never been a big fan of golf sims but this is a good stab at the game style. Worth looking at.

PGA Tour Golf doesn't suffer from slow screen updates like some other golfing games we could mention.

While programming the game Tengen spent many afternoons down at the local golf course.

Nick 80%
When it comes to putting you never know which way the ball is going to roll if you look at the normal view. In PGA Tour Golf this isn't a problem as you can select a three-dimensional viewpoint of the putting green showing all the dips and banks that your ball will hit.

Golf. It's a funny old game, especially when you have to write lots of captions on it — they all look the same!

The flag is only 93 yards away, but unfortunately the ball only went 99 yards.

There are lots of icons and practice sessions you can select to brush up on your golfing skills.

Inside the golfing Pro Shop you have lots of options to choose from. Here we see all the courses you can play. Just click on the one you want, put on your flared trousers and play!

It looks like our friend Gavin has been trying his best on the golf course. It's a pity his best isn't good enough though!
Let it swing!

When you have taken your shot you will get an update of the situation your ball is in. Here are some of the icons you will come across:

- Ball on fairway: This is a good shot as your ball lies on the nice lush green fairway. You'll get a great shot from this one.
- Bad lie on fairway: This icon will come up if you have hit your ball to the edge of the fairway or have something obstructing the path to the hole.
- Bad lie in rough: There are similar icons for landing in the rough. Some shots can be performed easily from here; here's one that can't.
- Good lie in rough: By using the correct club you will be able to get your ball back onto the fairway in no time. Don't expect to get a hole in one though.
- Well into the rough: How on earth did you get the ball here? You can try to hit it back into play but this one looks well and truly stuck fast.
- Bunker: Those horrible sandy places on the golf course are not only there for the kids to play in. They're there to be a pain in the butt too!

Prepare to go for the gold! There's $2 million up for grabs so practice all you can.

The aiming cross-hair in the middle of the screen indicates the direction the ball will travel.

You can scroll through the available clubs at the tee or on the fairway by pressing Up or Down.

Rob swings... ‘NOT MY FAVOURITE’

Hmm! Golf has never been my cup of tea — all that walking around, standing by holes and hauling around huge leather bags full of heavy clubs. But for golf nuts, PGA Tour's the ideal introduction to console versions of the sport. Whether you're an amateur or a pro well versed in the art of ball and club, you'll find a good challenge.

It's quite easy to get the hang of PGA Tour Golf. There are multiple option screens to wade through but when they've been sorted out you can walk onto the fairway and have some real fun.

The graphics outshine those of other MS golf sims. The 3D-style views draw quickly and the golfer's well animated, if a little slow to respond. There's not much to say about the sound other than there's an odd ping when you press a button and pleasant music in the background.

If you're wild about golf, PGA Tour's for you. Although it isn't one of my favourite sports, it's packed with absorbing gameplay.

ROB 78%

As you play through a course you get regular updates on what all the other players are doing.

Don't go hitting the ball towards the trees, you'll never get it back.

If you select to practice one of the courses you can have tips from the pros as you go around.

PGA Tour Golf

Rating

76 Graphics

74 Sound

80 Playability

82 Lastability

A good attempt at the tricky sport of golf. Lots of greenery but what do you expect?

Tengen

£34.99

Out: November

0604 790785

November 1993

Review

Master Force

SEGA
FANTASTIC DIZZY

Crackin'

AVAILABLE ON
MEGA DRIVE. GAME GEAR. MASTER SYSTEM. AMIGA.

Codemasters

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From chicken plop to star of a cool arcade adventure. Is this Dizzy all he's cracked up to be?

Forget about your blue hedgehogs and dancing spots, there's a new hero in town and he's good whether boiled, scrambled or fried! Yes, Dizzy's an egg — but not a boring one that rolls around aimlessly with a cross fixation.

Dizzy has red gloves, stumpy legs and a cheeky grin. He lives along with other egg people, the Yokfolk, in a treehouse village high above the land of Zakaria.

This was once a peaceful land where the Yokfolk could go out collecting berries and chat to the troll creatures they share Zakaria with. That was until the evil wizard Zaks decided to kick up a stink. He put the whole kingdom under a black spell and made the trolls his soldiers.

Now he's kidnapped Dizzy's girlfriend, Daisy. She must be rescued and the land returned to its former, friendly self.

Just can't get an oeuf!

Fantastic Dizzy takes puzzle-solving and platform ingredients and throws them into a giant mixing bowl to create a unique console adventure for all ages.

There are different levels, but they're linked together so Dizzy can walk freely between them. To progress, objects must be collected and used in the correct places to solve puzzles, open up new areas and help the Yokfolk.

For example, Dizzy's friend, Denzil, is a cool dude so Zaks froze him in a block of ice. To set him free, Dizzy first has to find the hay, place that next to Denzil, set fire to it with matches then put out the fire with a bucket of water. Solving this single problem involves three objects and many treks from one side of the game to the other — but it's great fun!

The puzzles are simple at first, with obvious clues given for beginners, but the more time's spent with the game, the trickier things get.

There are other many game styles hidden inside the adventure. Dizzy rides down the rapids in a barrel, bounces from bubble to bubble after walking the plank from a pirate ship, takes a trip in a mine cart and completes a sliding puzzle for extra lives.

There's eggs-citement all the way — but will it set your head spinning?

Grab a cog wheel and the portcullis to the troll's castle opens up — whoops we've told you how to do it!

Deep down in the mine a lonely dragon lives. I wouldn't go too near him — he may be hungry!

Nick poaches... 'GREAT FUN BUT FRUSTRATING'

I've known our friend Dizzy since his first adventure way back in 1987 and have probably reviewed every game he's starred in since — so you'd think I'd be sick and tired of him by now, wouldn't you? Far from it. This latest addition to his repertoire is a right cracker.

The cute animation of Dizzy — his facial expression constantly changing and fun roly-poly movement — will have even hardened gamers addicted in no time at all.

All the visuals are excellent. Clear and colourful backgrounds scroll by and there are even different weather and light conditions! Stand in some outdoor areas and it starts to rain, walk around for long enough and night falls.

There's only one problem I can see with Fantastic Dizzy: a password system should've been included. This really put me off. You can play all day, solving puzzles and meeting new characters, then lose a life to some stupid ant or bat and have to start the whole adventure from scratch!

If Codemasters had included a password system, this would have easily scored a Master Blaster. As it is, Fantastic Dizzy's a brilliant game, but can easily become frustrating.

NICK 89%
FIVE WAYS TO BE SCRAMBLED

The great thing about Fantastic Dizzy is that it's effectively five games in one! By adventuring around the land of Zakaria, Dizzy comes across vertically-scrolling cart rides, a shoot-'em-up in a castle and walks the dreaded plank. Codemasters certainly believe in giving value for money.

Go down the rapids with the little egg hero. He jumps into a barrel and must avoid the crocs.

Ride the mine cart and avoid the trols. There are various exits from this so choose the right one.

Complete a sliding puzzle of Dizzy and the wizard for an extra life — it's tough and you must be quick!

The trolls will throw stones to crack Dizzy's shell but grab a crossbow and they're history!

Bounce from bubble to bubble before they burst or it's right down to the bottom again!

Rob ooze... 'REALLY PLAYABLE!'

Hurrah! Everyone's favourite egg has finally made it to the Master System, as cheeky and egg-like as ever — only with better presentation (naturally). I'm determined not to make any awful yolks, but to say I was egg-static when I played Fantastic Dizzy is an understatement.

Guide the chucky-egg around tree-house complexes, caverns and treacherous waters, encountering poisonous spiders, charging rhinos and man-traps. Dizzy must rescue poor Daisy, a lovable little egglet who's been captured by Zaks, or be alone with his bread-and-butter soldiers.

After all those years of playing Dizzy games on the humble Spectrum, it made a welcome change to play Master System Fantastic Dizzy. Graphics are detailed and colourful, making it a real pleasure for the eyes, and the catchy main theme goes around in your head for a while after playing the game.

It's great to see Dizzy's still going strong. This game's as addictive and playable as any of his earlier games — a real winner.

ROB 85%

It looks like Dizzy has lost one of his precious lives.

Fantastic Dizzy

92 Graphics
91 Sound
86 Playability
84 Lastability

Packed with puzzles, this is an excellent adventure, but it's frustrating at times.

Codemasters £29.99

Out: October
0923 814132

Adventure

November 1993
**How to do it**

Disorientates Dizzy and reverses the controls. Watch out as you continue walking backwards — he swoops back and walks properly without warning!

- Beware of spiders and ants: they're coloured brown, like many of the backgrounds, so can be difficult to spot.

Here's a step-by-step guide to the Yolkfolk treehouse to get you started.

Inside Dizzy's house, collect the key and go through the door. Head left, collect the plank of wood (1) then Denzi's elevator key (2). Go right until the end of the platform, fall down, go left, drop down, go right and stop at the gap. Drop the plank of wood here and it acts as a bridge.

Head right and collect the weed killer (3) then head left. Go past the ground elevator and collect the key (4), then back to the elevator and put the key on it. At the rop, go right and stop at the plant. Drop the weed killer beside it.

Go right and down, collect Denzi's door key (5) then go back left, jump onto the platform above you and collect the rope (6), go right, jump onto the...
GET STARTED!

You should be at the meeting hall. Jump up onto the next platform and go up. You're now at Densir's elevator. Place the elevator key on top then go left to you've been inside his house. Head back right, down the elevator, left and collect Daisy's door key (7).

**Catch the Fluffle!**

Keep going down until you reach the platform with the plant, then go right to the end of it. Jump up to the left and jump right at the top left of the platform. Go inside Daisy's house and collect the animal cage and Dozy's door key.

To use the cage, first find Pogie the Fluffle, who walks around the tree house. When you catch him, go up to Dylan's house. To get Dylan's door key, go left from his house, past his elevator and along. Jump onto the platform above and swing across to the next one using the rope and collect the key (8).

At his house, give Dylan the cage; in return, he gives you a pygmy cow. Exit his house and go up his elevator — the key's below his house, to the right. Leave Dozy's door key (9) behind. Head right, fall off the platform and collect the ton weight (10).

Now go back up the elevator, turn right, place the ton weight under the hook and the platform comes down. This takes you to Dozy's house. The key's where you picked up Dylan's elevator key.

**Snog a frog!**

When you leave his house, go to Dylan's elevator and left to Dora's house. Drop off the edge and fall onto the platform with her key on it (11). Go back and enter the house.

Pick up Dora (who's been turned into a frog), go to the base of the tree-house and give her to Prince Charming, who restores her to her normal self with a kiss. In thanks, he gives you a crossbow. Leave it and the pygmy cow at the base of the tree-house.

Head right until you reach the mine entrance, go down, turn right and collect Grand Dizzy's elevator key. Go back out, turn right and collect the mushroom, then go back to the tree-house village.

Trek to the meeting hall and collect Grand Dizzy's door key, leaving the rope, then go to his house, using the elevator key. Open the door but don't go in. Instead, go right and collect the medicine bottle (12). Fall off the side, collect the star plant (13) and go back to his house.

Put the mushroom, bottle and star plant into the cauldron and give the mixture to Grand Dizzy. He gives you a golden dragon's egg!

So there you go! That should get you started and show you the kind of thinking needed to complete the adventure. We'll bring a complete **Fantastic Dizzy players' guide in a few issues time**, once you've had a chance to complete this brilliant game by yourself. Have fun!
Dinosaur Crazy! Jurassic Park roars onto the Game Gear.

Reviewed!
James Bond
Micro Machines
Chuck Rock II: Son of Chuck

WIN! Millennium RapidChargers!
Charge of the Life Brigade!

Feeling flat, run-down and powerless? Plug into this electrifying competition and revitalise yourself!

TEN GREAT ONE-HOUR RAPIDCHARGERS PLUS 60 POWER CELLS FROM MILLENNIUM MUST BE WON!

The whole world, it seems, is going green, and now another company has come up with a great new product to help make the world a better place (for the en-tire hu-man race). What's so green about a battery charger? Surely it still uses electricity, generated by the fusion of nuclear particles (dangerous as well as environmentally dodgy) or the burning of huge quantities of fossil fuels (messy, expensive and even more harmful to the countryside)? But that's where you're wrong!

Okay, so Millennium's new RapidCharger does use electricity, but as it only takes one hour to fully recharge two or four cells suitable for a Game Gear, it uses a lot less than most. In addition, the very fact that the same Millennium power cells can be used over and over again means fewer batteries will wind up buried in rubbish tips, leaking their toxins into the water table.

A super-charged double-whammy, then, and one the SEGA MASTER FORCE crew are more than happy to harp on about (yes, we even recycle our own jokes around here... or had you already noticed?).

Absolutely no charge

Priced at only £16.99 per unit (with a two-pack of Millennium power cells retailing at £4.49 and four-pack priced at only £7.99), buying this essential extra for your Game Gearing needs certainly isn't going to turn your bank manager green with nausea.

But why not try winning one for free? Our office test model has proven invaluable over the past week or so (the Managing Editor's been Game Gearing his way between Shrewsbury and Ludlow, annoying other rail passengers with his constant cursing as he loses game after game of World Championship)

In order to enter, simply answer the three environmentally-friendly questions below and send your entries on the back of a postcard or sealed-down envelope to: Welcome To The Next Millennium, Sega Master Force, Impact Magazines (UK) Ltd, Ludlow, Shropshire SY8 1JW.

The first ten correct entries pulled out of the core of our office nuclear reactor on 15 November receive a RapidCharger plus six power cells — and if you could possibly manage it, send 'em in on recycled paper...

SHOCKING QUESTIONS!

1. If one end of a battery is called 'negative', what's the other end called?

2. How long does the Millennium RapidCharger take to put the juice back into worn-out batteries?

3. Given that the universe is infinite and the Earth's reserves of fossil fuels are not, then how much would a Millennium one-hour RapidCharger cost in the shops? (You've just blown the answer to the second question, you fool! — Sub Ed)

If these questions prove a tad too tough and your grey matter just isn't up to it, both the Millennium RapidCharger and power cells can be purchased from Comet, Rumbelows and leading independent retailers...

You can win a night out with Mega Machines reviews editor James Beaver! And if you lose, you could spend a week with him!
News & Previews

Have we got a Game Gear section for you this month! Er...yes we have, and it's packed with news and big-name reviews like Micro Machines, James Bond and Chuck Rock II. If it's a slightly older game you're after, check out the Gear Guide to all the handheld's releases from the past two years!

Thufferin' Thuccotash

The adventures of those wacky cartoon characters, Sylvester the Cat and Tweety Bird, are set to appear on the Game Gear in December. TecMagik, responsible for Andre Agassi Tennis and the forthcoming Pink Panther, are releasing the classic Warner Bros. duo onto Sega's handheld.

As with the MD cart, Sylvester & Tweety will feature level after level of crazy antics as the manic pair attempt to outwit each other in a loopy game of cat and...er...bird. The animation's stunning and, from what we've seen, captures the feeling of the cartoons. Expect to see a preview in an upcoming G-FORCE.

Jurassic Japes

Man, the world's most unusual inhabitants. Using DNA preserved in amber, scientists have genetically engineered living, breathing dinosaurs! If you don't know the rest of the story, where have you been for the last six months?

With dino-mania sweeping the world, Sega are unleashing the next Jurassic Park game onto the market. The Mega Drive version has been a massive success, and the legendary Mortal Kombat is also available on the Sega Mega Drive. The Nintendo version of the game is due out next month, and the Sega version is expected to follow shortly.

Handheld X-Citement

It's common practice these days for Mega Drive games to make their way onto the Game Gear. Massive successes such as Streets of Rage II and Ecco: The Dolphin are just two of the titles winging their way to your little mitts in the near future.

Fans of Marvel's merry mutants will be chuffed to hear that the MD hit X-Men is due out for the GG before Christmas. As in the 16-bit version, the uncanny X-Men face the wrath of Magneto and his hideous creations.

There are a variety of characters to choose from, including Cyclops (cont), Wolverine (wooh!) and Psylocke (phwoar!), all with athletic abilities and mutant powers to master. Familiar comic settings such as the Danger Room, Savage Land and Shi'ar Empire form the many levels on offer.

Will the X-Men save the world once more or will Magneto's plans for domination finally reach fruition? Find out when this 4 Meg masterpiece arrives later this year.

Wimbledon Wonder

Summer's far behind us (did it ever happen?!) but sports games are still big business. Already a hit on the Mega Drive and Master System, TecMagik's Andre Agassi Tennis is almost here for the Game Gear.

Fans of tennis games will be able to control the American ace and win plenty of matches against some of the world's top racket-swingers. Options include a two-player game, various types of court surface and even a practice round.

The bad news is that Andre Agassi Tennis isn't set to appear in the shops until Christmas. So you'll have to sit back and watch your racket till then.
James Bond

Some call him 007, some call him Jimmy and the bad guys call him trouble. Bond is back in a hot new game from Domark.

In another collection of death-defying missions, James Bond returns to apprehend the evil Professor Greypen, a mastermind with an evil plan to take over the world's governments. Greypen, hiding out on an artificial island somewhere in the Pacific, plans to launch a shuttle with a deadly high-powered laser station into outer space — and use the station to destroy any target on earth he chooses...

Licence to kill
The player guides the intrepid Bond through 12 tricky platform levels full of familiar characters from the films and books such as Jaws, Oddjob and Bones. Other nasties include robotic snapping fish, deadly plasma spheres, hot lava balls and hot geysers. Each level is split into four missions.

Bond carries a pistol and grenades which he can replenish by picking up special cases from Q. If things get too hot to handle, touching one of the computer terminals dotted around each level will save Bond's position. There are also passwords and three difficulty modes, and a choice of sound effects or music alone, or a mixture of the two.

NICK 68% To give James Bond its due, the graphics are quite smart, with Bond leaping around the platforms and blasting away at the bad guys in style. The animation from Domark's Kremlin programming team is great — almost up to the standards of Prince of Persia. Sound isn't at all bad, either, with a recognisable 007 theme tune and spot sound effects.

It's just the playability that lets the whole thing down. I'm fed up with jumping, shooting and collecting power-ups. Where are all the original ideas? Do they go somewhere and die so that we can be given another shoot-'em-up or platform game?

If you're a fan of 007 you may find playing your hero a real thrill, with all his secret-agent gadgets and smart suits. But if you want something original that will test your game-playing abilities to the full, this certainly isn't it.

G-Force November 1993
All the logos and music that made the films a success are crammed into this Game Gear game. Even the James Bond on the title screen is instantly recognisable. Good old Sean Connery — he's a hero!

ROB 61% Is that really James Bond? My first reaction to the tiny besuited character was that it could be anyone from Bob Holness to Omar Sharif. And there's not enough originality here to make anything more than a rather bland platformer. Although graphically the game is quite appealing, some of the sprites are a little too light-hearted — the bad guys look like milkmen and the robotic fish are a bit pathetic. The sound is another big letdown: weedy and uninspired, and even the Bond theme doesn't sound very convincing.

The James Bond films should provide a perfect scenario for a cool game, but this time the good ideas have slipped through the net.

-interesting red heading-

Enter Password
Using Joypad or press start
Hit fire when done

Luckily, each level has its own password so you won't get fed up!

Oooh, ouch that hurt! Fancy shooting that poor bloke up the bum, that's not very sporting is it?

I wonder if that guy has seen 007? If he hasn't he'll get a bullet in his head!

Falling from the platform is not a good idea, there's water down there!

Later on in the game our favourite secret agent, 007, gets to go climbing in trees! Wouldn't he get his flash suit a bit dirty up there? With a good supply of bullets he can soon pop off all the enemies.

In great platform game tradition there are lots of power-ups and extra weapons James can use.

James Bond
Domark £27.99

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Out: Now 061 780 2222

A good-looking game that's let down by monotonous gameplay.
Micro Machines

When you're half the size of a matchbox, racing around a bath tub or a sand-pit should be easy... but it's not! Prepare to be shrunk.

Micro Machines is a wild and wacky racer with a difference: its vehicles are half the size of a matchbox and you drive them through extremely unusual terrain.

Pick your character from the list of eleven on offer, each with a different degree of racing skill, then compete against three computer-controlled players.

First take part in a bath tub qualifying race. Win this and you're through to the proper game. The 25 varied levels allow you to control tricky tanks in the toy room level, skid around a sand-pit in a racing jeep, dodge nails, glue and oil in the workshop and even fly a tiny helicopter in the garden level.

To qualify for the next race, you have to be first or second past the chequered flag; any lower and you forfeit a life and must try again.

When you win a certain number of races, you enter a bonus round in which you tackle an obstacle-laden course within a time limit to receive an extra life.

If a one-player game doesn't suit you, grab a friend and battle it out in the head-to-head. To score points, speed ahead of your opponent so he disappears off the screen.

Size isn't important — speed is!

There are lots of characters you can select to race against in this cool game. Here's just a small selection.

**Nick** 91% Micro Machines is a real favourite of mine. I first played it on the 8-bit Nintendo (yuck!) but thankfully it's been converted to Sega systems. The tiny vehicles you race around odd racing tracks are licensed from Galoob's toys. This is what makes Micro Machines so original — where else could you drive on a breakfast table or chess set?

Codemasters have done a great job of squeezing it onto the Game Gear. All the graphics are smooth and slick, packed with colour and animation. Players choose from a wide selection of competitors who all have strengths and weaknesses.

If you're a fan of racing sims, you'll be addicted to Micro Machines from the word 'go'. It's extremely fast and has lots of variety so you'll never get fed up of it. The 25 tracks can be played as a one-player challenge or two-player tournament, using the Gear-to-Gear link.

Either way, you'll be playing this baby till the cows come home!

**Rob** 89% I was well impressed with this little racing sim. The Sega Drive version was packed with playability and this is an almost exact copy. I particularly like the characters you choose at the start of the game. Trouble is, none of them look anything like me — lucky for them!

It's a real novelty to race around a breakfast table, complete with cereal packet jumps and orange juice stains which slow the cars down. I'm always bombarded by other vehicles, though — they push me off the table onto the floor! Oh, I wish I was a better gamesplayer!

Micro Machines is the sort of game you'll come back to again and again. Thoroughly recommended.

**Micro Machines**

Codemasters

£27.99

90

92 Graphics

89 Sound

91 Playability

90 Lastability

Out: October 0826 814132 Racing

A fantastic racing game and 100% original. Get it now!
We've heard of bouncing babies but this is ridiculous! He's just like his dad but twice as mad...

Chuck Rock's been busy since his last adventure; he's married his childhood sweetheart, built up his own car business and even had a bouncing baby boy! Life was rosy until he was kidnapped by the evil Brick Jagger, the owner of a rival car company and a real nasty piece of work.

Who on earth can save Chuck from this evil-doer? Who else but baby Chuck, sporting a soggy nappy and armed with a huge club!

This little nipper can really look after himself in the big wide world. If any unsuspecting dinosaur or clawman comes near, he bashes them on the bonce and takes a suck from his milk bottle at the same time!

Here comes the son

Chuck Rock II's platform-based levels are full of strange contraptions which baby Chuck can use to get around. Trampolines bounce the babe high into the air, vines swing to and fro and carry him to higher platforms, and certain dinos and blokos act as lifts and springboards when bashed on the head.

In great platform game tradition, there are end-of-level guardians to defeat on the way to Brick Jagger's car factory. Giant dinosaurs and an octopus are only two of the tough nasties who have to be sorted out. They have set attack patterns and a bash in the right place soon puts them out of their misery.

With three lives to play with and piles of bonuses - including sweets (for points), milk bottles (energy) and 1-Ups — there's plenty to see and do in Chuck Rock II: Son of Chuck. Get bashing!

Baby Chuck can use any of the creatures about him to save himself.

Defeat the ugly octopus boss and it's plane sailing past this level.

NICK 90% Pay attention, platform game freaks, because this is one cool piece of kit. Game Gear Chuck Rock II: Son of Chuck is slightly different to the Master System version but it's still packed with superb visuals and groovy levels to play through.

Baby Chuck is a little more attractive than his dad and instead of bouncing his belly at passing dinosaurs, he has a giant club to whack them with. Some dinos leave behind bonus sweets and icons; more goodies can be found in secret corners and behind bashable walls.

What makes this game extra cool are the expressions on the dinos' faces when you bash them. They each have their own character and you end up seeking out those with particularly hilarious bashed expressions!

End-of-level baddies are particularly good. The giant dinosaurs have extendible necks which reach down to bite baby Chuck and a nasty octopus fires darts.

If you're after a great platform game, look no further than Chuck Rock II: Son of Chuck. It's bashingly brilliant!

Arrgh! The dino mascot looks menacing but can soon be bopped.

ROB 74% Unga bunga — and all that other Neanderthal language! Chuck Rock, that pot-bellied man from millions of years ago, has fathered a baby who stars in an adventure full of prehistoric goings-on and fossilised fugitives. Even though little Chuck's still in nappies, he's a force to be reckoned with.

I was never a fan of the first game, though many considered it a classic. This second outing for the Rock family left me feeling about the same: although gameplay is quite good, there wasn't enough appeal to keep me playing for long.

Graphically, Chuck Rock II is very colourful and there's lots of detail in the sprites and backgrounds - it's far from drab. Soundwise, there's an average bubbly tune to help you on your way.

But the gameplay hasn't got that old magic to stop this cart from being just another GG platform game.

Chuck Rock II: Son of Chuck
Core Design £27.99

92 Graphics
88 Sound
84 Playability
79 Lastability

A great platform game with bags of great graphics and sound effects

Out: October 0332 297 797 Platform

There are all kinds of weird and wonderful nasties to watch out for - just club them on the head to get past.

By using these muscular cavemen baby Chuck can spring up to the higher platforms to the bonus sweets!
Game Gear Guide

Don't buy another Game Gear cart until you've consulted the SEGA MASTER FORCE guide to the best handheld offerings available. These are all the games reviewed in Sega Force plus the new ones we've covered in this magazine. Check these out!

4-in-1 Compilation  
Platform: Sega  
Price: £29.99  
63% Perfect

Golden Axe, Turtles, Football and Racing Games. Two games let it play badly. Think seriously before buying.

Aerial Assault  
Shoot-em-up  
Platform: Sega  
Price: £29.99  
49% Good

Fly over cities with a gun of weapons to throw at passenger. A non-shoot em up, boring any thrills. Air battle.

Allen 3  
Shoot-em-up  
Platform: Acclaim  
Price: £29.99  
84% Average

A fast-paced action game with the speed of a game of the same genre. Allen has done a fine job. Must-buy for Allen fans!

Allen Syndrome  
Shoot-em-up  
Platform: Sega  
Price: £29.99  
79% Good

A good Game Gear release, showing off the machine's capabilities, but with only four levels it's a bit too easy.

Bullet Returns  
Shoot-em-up  
Platform: Sega  
Price: £24.99  
84% Average

The Caper Crusader... returns! A great game that suffers from a lack of challenge. There are some massive gaurdians to deal with!

Chester The Alligator  
Platform: Sega  
Price: £29.99  
69% Good

Supershot happens with big shots! Could've been brilliant but the difficulty level's very unfriendly. Try it anyway.

Chuck Rock  
Platform: Sega  
Price: £29.99  
92% Excellent

Pentastic artwork with really cool graphics. It's pretty difficult but maybe it's the fun. Can be fun. Maybe just for the arch whore.

Crash Dummies  
Platform: Sega  
Price: £29.78  
81% Average

The incredible Crash Dummies make a brilliant handheld debute. There are four levels of vastly different gameplay.

Crystal Warriors  
RPG  
Platform: Sega  
Price: £24.99  
63% Good

A role-playing game with lots of characters and a battery back-up. There's loads to do but the sprites are a little on the small side.

Defenders Of Oasis  
RPG  
Platform: Sega  
Price: £29.97  
90% Excellent

Packed with action, this is a truly wonderful slow-motion game. Plenty to keep you guessing. Buy it.

Double Dragon  
Platform: Sega  
Price: £29.49  
50% Average

A fast-character through tough streets, converted from the coin-op. A fast game but it has done a reasonable job. Would pump for Streets of Rage instead.

Evanred Hoefly Boxing  
Sports  
Platform: Sega  
Price: £29.99  
81% Excellent

With a two-player option and exhibition fights, this is a cool boxing sim. It has loads to offer fans of the sport.

Fantasy Diary  
Platform: Sega  
Price: £24.99  
63% Good

A great role-playing game with a nice design. The graphics are a little slow, but the game is good.

Fantasy Force  
Platform: Sega  
Price: £24.99  
92% Excellent

A fantasy role-playing game with nice graphics and a great soundtrack. Great for fantasy fans.

Fantasy Zone  
Platform: Sega  
Price: £29.99  
55% Fair

Here's a sport game that hits well below the belt. A poor boxing sim, too easy to master.

Fighting ahmad  
Platform: Sega  
Price: £27.99  
87% Excellent

As a Game Gear cart, it's a stunner. Maybe easy for some but a great game and instantly playable. Another great Game Gear game.

Flying Ocean Air Battle  
Shoot-em-up  
Platform: Sega  
Price: £24.99  
92% Excellent

An interesting conversion of the arcade game but brilliant in its own right. There are some great static screens.

Halloween  
Shoot-em-up  
Platform: Sega  
Price: £28.99  
82% Average

Just as the busters in this great movie version of the game. Original but lacks variety. Another great Game Gear game.

Indiana Jones and the Lost Crusade  
Platform: Sega  
Price: £29.99  
68% Good

Packed with cool sprites and animation, this is a brilliant movie game. It'll have you on the edge of your seat!

Junction  
Platform: Sega  
Price: £29.99  
36% Fair

Roll red balls around a screen full of checkpoints. Another variation on the ancient sliding puzzle idea. Too tricky, not enough fun.

Journeyman  
Platform: Sega  
Price: £29.78  
82% Excellent

A classic adventure game where you must solve puzzles to progress. Great graphics, good music and sound effects.

Kung Fu Panda  
Platform: Sega  
Price: £29.99  
95% Excellent

A great game that will keep you entertained for hours. The graphics are fantastic and the game is well-designed. Another must.

Labirinthe: The Silent Fury  
Platform: Sega  
Price: £29.99  
84% Excellent

A game of spatial awareness and deduction. A smart puzzle game but it's got to be put together by the guardians.

Puzzle  
Platform: Sega  
Price: £24.99  
69% Good

A puzzle game with a high frustration factor. Colourful graphics but similar to the original. Not bad.

Sonic The Hedgehog  
Platform: Sega  
Price: £24.99  
88% Excellent

A cool game for the Sega and a great conversion of the MD and MS games. Hours of fun guaranteed.

Super Kick Off  
Sports  
Platform: Sega  
Price: £29.99  
80% Excellent

A very addictive game that's great fun. Lots of variations and loads of fun.

Tom And Jerry  
Platform: Sega  
Price: £29.99  
48% Fair

A great game that's pretty addictive. The hit ornaments come to life on the GG. A good-looking game marvel at its quickness. A real shame.

Wonderboy  
Platform: Sega  
Price: £29.99  
79% Excellent

Half man, half werewolf, with paws of power to collect and collect cool. Better than the Mega-CD version.

Wonderboy 2  
Platform: Sega  
Price: £29.99  
82% Excellent

Another one of the greats, this one is a smart platform game with a large cast of characters. The Wonderboy games are always a treat.

Sonic 2  
Platform: Sega  
Price: £29.99  
93% Excellent

This hedgehog needs no introduction. Not the best version of the game but the most challenging. A must-have!
LET'S GO CLUBBING!

Win! Win! Win!

A SET OF JUNIOR GOLF CLUBS AND TEN COPIES OF TENGEN'S PGA TOUR GOLF!

It's all very well reading about golfing simulations and playing them from the comfort of your armchair, but it's a different thing altogether to get out there and play the sport for real. Well that's exactly what we're giving you the chance to do with this smashin' competition from Tengen, the masters of sports games.

To celebrate the release of their latest masterpiece, PGA Tour Golf, they're offering SEGA MASTER FORCE readers a set of junior golf clubs with three irons, one wood, one putter and a golf bag plus ten runners-up prizes of high quality Browning junior putter sets with a set of 12 golf balls.

To see just how addictive this golfing sim is, read the review on page 22 of this issue. It may have lots of greenery but it's a whacking good game.

So what do you have to do to get your hands on one of these wicked prizes? Just circle the words in the grid below. They can read from left to right, down or diagonally; we've done our best to hide them in the most unsuspecting places. Actually that's a lie — they're all in that grid somewhere!

When you've found all ten words, fill in your name and address and post off the coupon to FORE! COMPO, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Get your entries in by 19 November and tell us if you don't want to receive mail from other companies (even if it might include a cheque for £100).

Words to find...

GOLF  SWING
PGA   HOOK
TEE  BUNKER
TENGEN  PUTTING
PRO  SEGA

Name ............................................

Address ............................................

............................................

Postcode ............................................

Please tick the box if you don't wish to receive mail from other companies ☐
Get down to the bare necessities of life and escort Mowgli through the jungle to the safety of the human village.

Fight the boggle-eyed snake, Kaa, and defeat Shere Khan the hungry tiger, in this exciting adventure based on Disney’s classic!

It’ll drive you ape crazy!

Available on Sega Game Gear™ & Master System™ soon.
Hi all you game fiends! This is the only 100% 8-bit Sega tips section in the whole wide world. All you will find on the following pages is Master System hints, tips, cheats and maps with a tiny splatterin’ of Game Gear thrown in for good measure.

This month our great players’ guides include a six page extravaganza on Prince of Persia and a cool stab at Star Wars. If you have anything you think would look good on these pages then send it in to: Beat the System, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. See ya!

**POPULOUS**

Playing God isn’t always the easiest of pastimes, so you probably need these tips from Graeme Nicol of Kirkcaldy. Now you can zap your subjects with ease!

From GENESIS (World 1) you can go to either SCOQUEMET (World 5) or CALDIEHILL (World 14), and from these you can proceed to two different worlds each, depending on whether you use ‘Armageddon’ to kill evil or just kill them off with floods, knights, swamps etc. This is the same for all the levels I know of (and that’s a lot).

Here are some codes to get you started:

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<th>Code</th>
<th>Value</th>
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<td>SHADTED</td>
<td>20</td>
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<td>MINMPE</td>
<td>27</td>
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</table>

The other 4992 are up to you! But here’s a little secret: many of the Mega Drive Populous passwords work on the Master System!

**THE TERMINATOR**

Here’s a useful guide to Virgin’s cool blasting game, The Terminator, from Loren Picco of Helston. Go on, give them one from Arnie!

**Level 1**

Run along to the ladder leading underground — don’t worry about the bombs the Hunter-Killer drops until you’re right next to the ladder. Once in the bunker, take out the Terminators with a bomb by crouching down and firing (Terminators nearly always fire standing up). Using this method, you should reach the end of that platform in one piece! Drop down onto the stairs and go...
down them.

Drop down onto the staircase below and head right. Once you've blown through the door and gone through, you're life force will have been replenished. Head right and go up the stairs.

Jump onto the platform to your right then the next one and a platform with a ladder and machine gun. Grab the gun and go back to the stairs. Jump up left onto the platform.

You should see a box - this is the bomb. Walk into it to activate it; the screen turns red and you have 150 seconds to get above ground and into the time displacement chamber. Head back to where you found the machine gun and climb up the ladder.

Head left and climb down the ladder; then up the stairs and jump right onto the platform. Climb up the ladder leading above ground and head right into the time displacement chamber.

**Level 2**

Run along, killing punks and cops. Climb the ladder and drop down the gap. Climb down the next ladder, go right and climb the end ladder.

Walk off both parts of the roof after you've walked to the right. Climb up the ladder to finish the level.

**Level 3**

Simple, really! Just blast the Terminator backwards as far as possible.

**Level 4**

Run along and climb the ladder, go left then go down the stairs. Run along, climb the stairs at the end.

Climb the next two staircases and head right. Go down the stairs. Climb the other staircase and climb the ladder. Now run left and you've finished the level.

**Level 5**

Climb down the ladder and run right, making sure you avoid the zig-zagging robots. Climb the ladder and keep going right until the second suspended platform.

Jump as far as you can to the right, then jump right onto the platform. Jump again and climb down the ladder.

Climb down the next ladder to the Terminator but make sure you're facing it before you go down otherwise you're final task will get off to a bad start. All you need to do now is blast the Terminator into the steel press. Phew!

If you still can't survive for more than five minutes, here's a

naughty level-select.

Hold button [2] and turn on the Master System. On the main title screen, press button [1] and Left, Left, Up, Up, Right, Down and Down. Two 0s should appear.

The top 0 is used for selecting the level, using Left and Right. The first part of Level 1 is 0, 1 is the second part. 2 is the first part of Level 2, 3 is the second. 4 is Level 3, 5 is the first part of Level 4, 6 is the second, 7 the third and 8 is Level 5!

The bottom 0 is the difficulty setting for the level you've selected.

**ALEX KIDD**

That cheeky little Alex Kidd is one of the most popular characters ever to appear on the Master System — probably because of the 525 games was built into the new console! Here's the definitive guide to Alex's adventures in Shinobi World and a cheat on Miracle World, thanks to Colin Carragher of Carrick Macross in Ireland.

**Alex Kidd in Miracle World**

A quick cheat for this game is to hold Up and press button [2] eight times while the Game Over screen's shown. This gives you a continue mode but costs £4.00.

**Alex Kidd in Shinobi World**

When you start at the waterfall on the lobster section, you find a hole in the path. Walk down this and jump on the first chest. Now jump across the second gap to reach an extra life. Return to the other chest for a Whirlwind spell.

**WARNING!** If you start again without switching off the power, the Janken matches change, so switch off the power before you start again.

**Level 1: MT Eternal**

Use stone, scissors to beat the Stonehead.

**Level 2: Lake Fathom**

When you come to the first octopus put on your invisible powder and hit it on the head. Get on top of the pit and press Down twice and you'll be in a secret land.

**Level 4: The village of Namui**

When you reach the ox, stand in one place and hit him on the head. He bounces back and comes again. Hit him eight times to get rid of him for good.

**Level 5: MT Kave**

Use scissors, paper to beat Scissorshead.

**Level 6: The Blakewoods**

Use your ring to shoot the bear eight times. If you have no ring, use your magic "A" or keep hitting him when he lifts his sword.

**Level 7: Binoo Lowland**

Use stone, scissors to beat Paperhead.

**Level 8: The Radaxian Castle**

Walk quickly under the chains and go up the ladder. Go up the ladder at the top left, go out the exit at the top right, jump across to the exit at the top right for an extra life and come back out. Go out of the exit at the bottom right, hit the blocks and go down the ladder.

Hit the blocks at the right and go out the exit at the top right. Hit the blocks and go up the ladder at the top right to meet your brother. To release him, hit the fish and the water. Walk back down the ladder. Hit the blocks and go back out the exit at the left.

Hit the blocks and go down the ladder at the bottom. Go out of the exit at the left and get on the fifth ladder to your left. Go to the top of the ladder, jump on top of the second ladder to your right, then onto the blocks and up the ladder. Get your scroll at the top and go back down the ladder.

Go to the long ladder at your left, go out of the exit at the bottom right. Run quickly across (jumping the skull in the middle), hit the blocks and go out of the exit at the right.

Go up the ladder at the top, use paper, paper to beat Stonehead. When his head comes for you, hit it three single times. When you hit him, it pauses for two seconds.

**Level 9: The City of Radaxian**

Buy a "B" capsule in the shop for Red Castle. Use stone, stone to beat Scissorshead. When his head comes for you, hit it three times. When you hit it, it pauses, giving you a chance to move away.

**Level 10: The kingdom of Niban**

Go into the shop and buy a Cane of Flight — you'll need it! Use stone, scissors to beat Paperhead. When his head comes off, run and jump across his body. Stand beside him and hit his head when it comes to his body. You have to hit him three times.

**Red Castle**

A castle appears on your map. Walk into the castle, walk across the floor, fall down, walk into the exit at your right. Go down the ladder at the bottom-right, go out of the exit on the left. Smash the blocks and go through the exit at the right, walk past the ladder to the exit.

Smash the blocks and go down the ladder. Go out of the exit at the bottom-right, run quickly across, smash the blocks and go out of the exit. Go out of the exit on the right, up the ladder at the top-right and out the exit at the top-right.

Go out of the next exit at the top right. Run quickly across and go up the long ladder. Go out of the exit at the top right. Fall down the gap between the wall and the chain coming down. Walk past the chain and block before it falls down. When you're at the left of the block and chain, hit the bottom block to make an opening. Fall twice to make an exit at the right. DO NOT WALK ACROSS THE BRIDGE!

Use your Cane of Flight to fly across the bridge to the ladder at the top-right. Go out of the exit at the top-right, hit the two blocks and put on magic capsule "B".

Walk through the fire and fall right the hand-side. Smash the blocks and go down the ladder. Go out of the exit at the right.

Use paper, paper to beat Janket the Great. When you beat him, walk across beside his body and when he shoots, jump and hit him in the head three times. Get the moonlight stone and walk up the ladder, save Princess Laura.

**Level 11: Crag Lake**

When you find the room with five symbols on the ground, look at your stone slab and read left, downwards to the right. Walk across the symbols in that order. If you do the code wrong, a ghost possesses you.

All this for a crap ending!
PRINCE OF PERSIA

Are you stuck in the dungeons of the huge Persian castle? Has that evil Jaffar got you well and truly banged up? Then you need a SEGA MASTER FORCE players' guide to Prince of Persia!

This game was one of the choices for a players' guide last issue and won the most votes, so here's our very own guide to the game, courtesy of Maxim Gready from Taunton. Well done, Max, this wins you £50! If you want to win this great prize — get tipping!

**Level 2**

Go left. As soon as you fall down, get ready to climb up at the right. When the baddy falls, jump up. Turn around and jump straight over him.

Go left and jump through the spikes, jump onto the top level, jump left at the edge and press Up and [1] to cling on. Go up, left, kill the baddy, left. Pick up the potion if you need it. Kill the baddy at the left and pick up the potion. Go left, jump to the baddy and kill him, too. Keep going left.

When you jump over the gap, go up, left, up, left over the gap. Press the pad and open the exit. Jump back over the gap and through the exit.

The exits are always in simple places, but the pads to open them aren't. Follow our instructions to easily find all the hidden secrets.
Guards are always on the lookout for an intruder. Get your sword out as soon as you're on the same level as them and slash away!

Using button [2] to block and button [1] to lunge at the guard, you can easily kill them. Keep moving towards them, too; this usually does the trick.

Level 1
At the start, keep walking right, over the falling blocks, then gently let yourself down the gap. Keep going left, jumping over the gaps. When you come to the room with two pressure pads and some falling blocks in the middle, the first one opens the door and the other closes it. Either jump over the second one or let yourself down the gap and press Up and [1] to hold on to the ledge. Then go left.

To get to the sword from below, pull the blocks down. Pick up the sword then go back. Kill the baddy by pressing button [1] very quickly. Step on the pressure pad and go out of the exit.

One wrong step and it's all over. This guy is never going to rescue his girlfriend! Use our cheat passwords if you want to get further.

Level 3
Go right to get the two potions, if you need them to replenish your energy, but be careful with the jumps as it's a long way down. You must go left at the bottom of the level — you can't jump far enough at the top.

Go left, up, left past the pile of bones that used to be a guard, left, down to the pressure pad to open the exit. Go back and knock the skeleton off the edge, you can't win a skeleton guard in a fight because they're already dead!

Go down and knock it down the gap again. Jump over the gap and through the exit.

Guards can be used to your advantage. Make them walk over pressure pads and they open doors for you!

The further you go into the game the tougher the guards get. If it looks like you're going to lose the fight — run away and find some potions.

Before making jumps always check that it's safe on the other side.

**Passwords**

1. AAAAAA 8. JHGHCPL
2. CGJEBG 9. MJEJEW
3. GJKIEV 10. KHEFLB
4. GJHTDP 11. OJJECL
5. LNHMH1 12. KFHGZZ
6. HHKHCR 13. UOOPID
7. LKMKFG 14. RKJLEJ

November 1993 Master Force
If you die on a level, you always go back to the start and have to try again.

**Level 4**
Go left, left, left again if you want the potion. Otherwise let yourself down gently. Press both pads. Go right, over the baddy if you don't want the potion, through the guillotine, up, right, kill the baddy. Right, right, up, left. Operate the pressure pad to open the exit. Either go down and left to the green potion or forget it and go up. Jump through the mirror to release your mirror image. Go left and out of the exit.

**Level 5**
Press the pad at the left and go right. Kill the baddy and go up. Now comes the tricky bit. Press the pad and try to jump the gap at the left. Catch hold of the ledge and go through the door before it closes.

These guards are really stupid. This one doesn't even know which direction he should be facing to fight!

Watch out for the gaps in the floor on this level. Many of them lead to spike pits so avoid them to survive.

Don't try to get the potion — your mirror image drinks it first.
Go left, jump, killing and pressing pads. At the end, press the pad and hop through the exit. The mirror image of yourself will crop up throughout the game so watch out for him — he's trouble.

By pressing button [2] and Right you can easily jump these gaps. Always keep your finger on the button in case you have to grab on.

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**Prince of Persia Cheat Passwords**

These give you loads of time and alter the game so guards can't hurt you. To activate them, you must fall down two storeys; they're deactivated if you drink a potion. Before you activate it you can't use a sword or fall one storey. To get down one storey, press Down and [1], hold on for ages then let go of button [1].

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<thead>
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</tr>
<tr>
<td>RKNGGK</td>
<td>12</td>
</tr>
<tr>
<td>NFGBBK</td>
<td>13</td>
</tr>
<tr>
<td>VMMIIT</td>
<td>14</td>
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</table>

- To pick up a potion, face it and press Down really quickly. You hop along the ground to it.
- If you swap around the second two letters of your password, it swaps around the numbers of the time left — e.g., KEFBL = Level 10, 36 minutes left, but KEFL = Level 10, 63 minutes left. However, you can't get more than 55 minutes — 29 becomes 2, not 92!

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November 1993
Sword fights get harder the more you play. You can always use our cheat passwords to get through!

If you can continue your adventure without taking on a guard, then do it! It’s less hassle.

Be very careful on the edge of platforms. One button wrong and you fall all the way down into the spike pit below, and it will hurt!

Keep on picking up the blue potions in the game. The more energy you have, the easier it is to kill guards.

It’s that sneaky exit again. If you follow our players’ guide closely, you should be able to open these with no trouble at all.

If you get fed up with trying to complete Prince of Persia properly, just try out some of our cheat codes. They’ll help you see the later levels of the game.

It’s not advisable to jump from the top at this point in the game.

Level 6

Go left, opening the doors via pads and jumping through or walking slowly through the spikes. Jump the gap, kill the baddy and jump the next gap.

Jump another gap, then if you grab onto the ledge, your mirror image closes the door and you fall down into Level 7.

You must press Button [2] to hold on straight away when going into Level 7 as there is one platform you must grab on to.
Tip Teasers

Time for another installment of the SEGA MASTER FORCE A-Z of tips. Last issue we brought you A to K and now it's L to Z. We've squeezed our tips sponge dry now so if you have any tips then send them in!

LAND OF ILLUSION
Don't go through the first door of the first level, instead jump on the snake and hold Right+Down. You should go through the top of the wall to the end of the first level.

MASTER OF DARKNESS
For a level select follow these steps:
1. Turn power on
2. Push any button to skip the intro sequence.
4. Push both buttons.
If this is followed correctly, a multiple select screen appears.
Adam King, Porthmadog

MY HERO
At the beach where you battle the Mohican, stay in the position you appear and fight him from there. If you win you should get two lives on the next level instead of one.
Jody Paterson, Dulverton

NINJA
Level 1, Scroll 1: Simple. After killing one of the ninjas your first green scroll appears.
Level 4, Scroll 2: As you head toward the boss, you find two coin enemies fire at the top. Jump on the belt and fire five times. The scroll appears.
Level 6, Scroll 3: After passing the first group of houses, you reach a river with two bridges. Go over either of these and stand in front of the tree at the top of the section. Another scroll appears.
Level 8, Scroll 4: Go through the first gate on the right-hand side and head up. You come to a tree at the top right-hand side. Stand in front of the next scroll appears.
Level 9, Scroll 5: Go to the top right-hand corner and wait. There's the last scroll!

On the final level, keep going forwards. If you go backwards then forwards again, the bad guys you just killed are reborn.

OLYMPIC GOLD
On diving, set touched, dive and open them make sure you're diving straight down. While diving, press Up and when the diver's head is facing the water, press Down. You'll win the club competition if you use this method.
Neil Mackenzie, Scarborough

OUTRUN
Instead of zooming off as the start, hold your horses! Wait a while and watch the man with the flag. He does something fairly humorous!

Level 7
Press Up and [1] to hold onto the ledge and save yourself from certain death. Jump to the right and hold on again.
If you want the easy life, go down with the falling blocks. Go left and kill the baddy. Drink the pink potion and you're invincible. Fall down left. Tread on the pressure pad, go through the door, press the other pad and go into the exit.
You could go through the rest of the level but it's a waste of time as you can't get the green potion and get to the exit.

Level 10
Go right across the platforms until you reach the palace guard on the very right. Kill him with your sword and then pull down the blocks, press the pressure pad near by and drink the special potion.
Now go left to find the exit. Kill the next guard and go out of the door. Drinking the potions is essential here as the palace guards are real tough cookies to fight. They'll give you extra energy and give you the advantage in any sword battle.
Level 8
Go left and jump over the gap. Let yourself down the gap and catch the ledge. Keep going right.

Guards only become active when you're on the same level as them.

Level 9
Go left, up, right, up, right and kill the baddy. Go up. Now it's hard to go right at the top, press the pad and go down. Go left, jump the gap but don't press the pad, jump over it — if you don't, the door closes.

If you want the poison, go up. Take one step left at the top then a standing jump to press the pad. Go left, kill the baddy, get the poison and go back. You can't go any further left.

Go back right, jump over the gap and press the pad. Let yourself down and go into the exit.

Watch out for the final part of the Prince of Persia players' guide next issue in SEGA MASTER FORCE!
QUARTET
Increase your ammo by pressing Pause 14 times. You'll now have bigger bullets!
Darren Banter, Cardiff

RAINBOW ISLANDS
Turn on your Master System with the cartridge plugged in (no, really?) and plug a joystick into port one. Now follow these steps: Left, button [2], Right, Up, Down, Left, Right and button [2]. You should have a level select and can go to the mysterious eighth level. To play any level, just repeat the above steps.
M Stevens, Camberwell

RAMPAGE

REGGIE JACKSON'S BASEBALL
Do full-speed pitches with spin to your right (okay?).

RESCUE MISSION
If you shoot the track, the people on or near it die (lucky).

ROCKY
If your sick of training before bouts, press Up, Down, Left, Right and button [2] before and after a fight. This should take you straight to the next round.
Alain Jones, Ami

R-TYPE
For extra continues on the countdown screen, rotate the pad very quickly, This can be done twice.
For immortality, turn your system off and plug in both controllers. Push Down, Right and button [1] on controller one and Up, Left on controller two. Keep them held down and turn the system on. Release the pads when the demo screen appears.

SCRAMBLE SPIRITS
On the aircraft corner section: grab a friend and go on each side: Shoot consistently to get 100%.

SHADOW OF THE BEAST
Drop a coin down the well for an extra life.
Alain Jones, Ami

SHINOBI
For a level-select option, wait until the stage comes on then press Down, Down, Left, Right, Right, Up, Up and Start (button [1]).

SPACE HARARRIER
When you lose all your lives, press the control pad diagonal Down-Left for an extra continue. Don't forget the button!

SUPER KICK OFF
If you're bored with English team names, choose a different language on the title screen. Select Italy, for instance, and you'll be able to play against teams like Milan!

It's time to use the Force. The SEGA MASTER FORCE, that is, with this cool players' guide to this great US Gold game. There are many hidden levels and bits and pieces to discover but use this guide and you'll complete Star Wars with about 90% on the clock. The rest is up to you — let us know if you find anything more!

Sandcrawler
At the end of this stage you add R2-D2 to your team. Blast the Jawas quickly and watch out for the steel presses. Jump across gaps carefully, as missing the other side means you have to go around again. Beware of conveyor belts — many speed you into spikes.
The blue globes you come across are energy power-ups. Walking into one restores energy to full.
R2-D2 is in the top right-hand corner of the stage.

Now head down in the landspeeder, dodging sandpeople and laser cannons as you go. Head into the bottom-left cave.

Shield Cave 2
Shoot the sandpeople from a distance. Follow the stepping stones and pathway through the cave.
There's a shield at the bottom-left of the stage. Move right for another Millennium Falcon shield then exit left.

Scout around in the landspeeder, looking for the next cave.

Obi-Wan Kenobi Cave
This cave's in the middle of the landspeeder level. Watch out for giant fleas. Jump across four rock outcrops at the bottom to meet Ben Kenobi, who gives you a light saber for use later in the game.

After meeting Ben, you can regenerate dead team-mates by simply clicking on Ben's icon on the pause screen. He says, 'The Force is very powerful' — and they're back!

Shield Cave 3
This cave's on the right of the landspeeder stage near Mos Eisley space port. You need to visit all the shield-bearing caves to store up shields for the big asteroid trip.
The light saber is a good weapon to use here as it slices through almost any enemy. The shield's hidden away on the left, halfway down the stage.

Now go to the Mos Eisley at the bottom-right of the landspeeder stage.

Mos Eisley
Head right, killing Stormtroopers and Jawas as you go. Enter the cantina — you can tell where it is because it says 'CANTINA' above the door.

Inside, kill all the aliens and Stormtroopers you come across, except the blue creatures. These can't be killed to jump over them and avoid being hit.

Han Solo's waiting at the far right of this level. He joins your merry band of men and robots; you can change to Han by pressing pause and selecting him. He has a more powerful blaster than Luke Skywalker.

Go out of the cantina and right to find docking bay 94. Watch
out for jet-packing Shocktroopers — they drop bombs as they swoop from above.

To get into bay 94, go as far right as possible then jump on the crates and do a running jump to the left. To perform a running jump, hold down button [1] and run left, then jump at the right moment. Go through the door.

Docking Bay 94

Blast the Stormtroopers then head right and up, watching out for laser shots along the way. Now go right, up, left, get the shield then up.

A Millenium Falcon shield is in the top-left corner of the stage; another's halfway down on the right-hand side, guarded by two laser cannons. When you've collected them, go to the bottom level and head left into the Falcon.

Asteroid Field

It's time to fly through the astro-rubble left behind by the destruction of Alderaan. If you've collected all the shields, you'll have a good enough stock to make it through.

Fly around and dodge the asteroids using the direction pad — the buttons don't do anything here. Eventually you make it to the Death Star, hopefully in one piece!

Hangar Bay

Head right, blasting Stormtroopers. Go up and past the troopers armed with laser cannons. These can't be killed so keep out of their way.

Keep heading up — there's an exit at the very top.

Death Star Corridor

There are lots of lifts here. Head right and go through the square black door, into a computer centre.

Run to the right and R2-D2 plugs himself into the computer console then tells you Princess Leia is scheduled to be terminated. Go back into the corridor.

Now when you select R2-D2 on the pause screen, he displays a map of the corridors and lifts to help you reach the last exit. On the map, pink blocks are exits and blue ones are the turbo lifts linking corridors.

Use the lifts to move up and down and avoid the big hole in the middle of the stage. There's no way out of this excruciating death!

There are extra lives and shields dotted about. Lives regenerate if you die!

Tractor Beam Generator

There are two lasers at the top of this stage and a ladder on either side. The generator only takes a couple of hits but it's tricky to get a shot in without being blasted yourself.

Use the right-hand ladder. Jump up onto it then off again, facing left and blasting away as you fall. Repeat a couple of times to finish off the generator.

Now it's back to the turbo-lifts and time to rescue Princess Leia, who's behind one of the huge blue doors to the right of the level. Travel down and as far left as possible, trying all the doors as you go. The exit's in the bottom-right.

Escaping the Death Star

Dodge the alien fire. Run in the direction of the conveyor belts to speed up enough then jump to reach the anti-grav and ladders. This is tricky to master so keep practicing.

Dodge the power droids and steel presses again. If you fall down one of the gaps between the presses, you're gone, as there are spikes and no way to get out! The exits at the top-left.

Inside the Trash Compactor

Go to the pause screen and select Luke Skywalker and the light saber. On this level, green slime rises and among it is the Dianoga — one touch from this monster and you're dead.

The best bet is to go up to the top-left platform, crouch and keep swinging the saber. It only takes one hit to polish off the Dianoga.

Millenium Falcon

Here you sit in one of the Falcon's gun ports and shoot at TIE fighters and their green laser flashers. There aren't any tips for this section except just keep pressing the fire button!

X-Wing

More TIE fighters to destroy then the action switches to a vertically-scrolling shoot-em-up. This is really tricky, as a single touch from the side of the trench means it's all over.

Fire constantly and swerve left and right to avoid hitting the sides. Eventually you reach the thermal exhaust port, blast this and the Death Star is no more. Luke and the Rebels can relax... until the Empire Strikes Back!

If you've clocked up 90%+ you're rewarded with an end sequence. If you haven't — back to the beginning for you!
ACTION REPLAY RAVERS!

That marvellous device from the guys and gals at Datel Electronics now has its own section in Beat The System. Keep sending in any new codes you may stumble across. There are loads of T-shirts up for grabs for the best we receive.

ACTION REPLAY RAVERS
Here's the latest batch of codes from those nice guys and gals at Datel Electronics.

AFTERBURNER
00CO 1802 Infinite lives

ASTERIX
00CO A295 Infinite time

DONALD DUCK AND THE LUCKY DIME CAPER
00CO 6903 Infinite lives

FIRE AND FORGET II
00CE 7F05 Infinite lives
00CD 5724 Infinite flying
00CD 561 Infinite fuel
00CD 3E0 Infinite rockets

MONACO GRAND PRIX II
00CS 2961 Can't crash
00CS 17A3 First place every time

SONIC THE HEDGEHOG

It's time for your regular dose of Sonic The Hedgehog hints, cheat and tips. We've done so many of these Sonic sections that we must run out of things to put in them soon. Anyway, here's a few tips on the original game from Graeme Nicol of Kirkcaldy.

In Labyrinth Zone Act 2, you don't need to get the invincibility bonus to get the Chaos Emerald (some of you may find it tricky to avoid the moving spikes... I do!). Jump onto the spring and go to where the Emerald's hidden in the spikes. Make sure you have rings and jump into the spikes. Sonic flashes for a couple of seconds and in this time you must dash in and get the Emerald.

That's all your Master System tips for this issue. Keep sending in any hints, tips, cheats or maps you may have and you might earn yourself a SEGA MASTER FORCE T-shirt!

Game freak guides!

Here's your chance to get exactly what you want out of Beat The System. This month we've given Prince of Persia and Star Wars the players' guide treatment, with solutions and maps, but what game would you like us to have a stab at? There are three choices below for you to tick or you can suggest another game. Just cut out this coupon (or photocopy it) and send it in to us at: GAME FREAK GUIDES, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. If we use your choice of players' guide we'll put your name in a hat and one lucky game freak will win a mystery prize!

1. Sonic Chaos
2. Fantastic Dizzy
3. Chuck Rock II

Name: __________________________________________
Address: _______________________________________
_____________________________________________
_____________________________________________
_____________________________________________
Postcode: ____________________________

November 1993
GAME GEAR ALLEY

Fret not, all Game Gear owners out there. We know you’ve been missing your regular...

GG ALESTE
On the title screen, press buttons [1], [2] and Starts together for a sound test mode.

AX BATTLER
Here are all the codes for all the levels of this 'RPGastic' game:
Firewood Town FDCB 8BE PBO0 MDK1
Turtle Village AHNN ANAB IOCN OAJN
Sand Marrow IMME KEJE ALKD PNOF
Holm Stock LIAM OBEG Makk AKMG
Brockhill ASPJ LNLJ QOMEM PIGK
North Valley LGEC "CLBP BIOP NIDC

CASTLE OF ILLUSION
JACK IN THE BOX (Toylead): To defeat this guardian, keep to the right-hand side. When it lands, attack it with your bounces and run left and right to avoid acid drops. Repeat this and he dies after about four hits.

TREE/CYCLONE (Enchanted Forest): Dodge him until he stops in a corner, then bounce-attack him just before he throws out his leaves. He takes four hits to drop.

CHOCOLATE BLOCK (Desert Factory): To distract this guardian, wait till he punches the wall and dodge the falling blocks. Pick up the one which doesn’t disappear. Wait till he reforms and just as his fist hits the wall, throw the block at him and pick up the next block. He takes four hits.

LIBRARY BOOK (Library): To kill the infamous book, jump on his letters using your bounce attack, then onto his head. He takes five hits to kill.

CLOCK (Clock Tower): To out this tough mutha, jump on the cogs on the floor but don’t attack them. When the floating floor stops, get into a combat position and when it flies towards you, jump and bounce-attack on his top. He takes five hits.

DRAGON (The Castle): Run under him and pick up the barrel. When the beast fires down, jump on the platform and throw the barrel at his head. If the screen flashes, you’ve hit him. This bad guy takes six hits to kill — and then you face Mitzensbell.

CHASE HQ
In Round 2, bash into the oil barrel on the side of the track and you get an extra continue.

CHUCK ROCK
Here are level codes for the whole game:
Level 2 287G09M Level 3 N66E3 Level 4 84AKC

FACTORY PANIC
Prepare to receive the codes for the first 20 levels of this great puzzler — you’ll have to find out the rest yourself!

1. TSDCV 2. TNDVC 3. TVPDCV 4. T7DVCV
5. THBDCV 6. THBDCV 7. THBFGY 8. ThGtCJ
9. THEJN 10. THCSLL 11. THSUN 12. MQANCZG
13. MSENCGZ 14. MSAVCZG 15. MEONCZG 16. MEODAH
17. MEVJGN 18. MEVOCZG 19. MEPCSW 20. MERCURY

GEORGE FOREMAN’S BOXING
While the ‘Speed Select’ screen is displayed, hold down button [2] and press the D-pad Left, Right, Left and Up — nine super punches.
Down — recover hit points to maximum value.
Left — end the round, winning 10 to 8 on points.
Right — win the stage by a knockout.
NOTE: You can use the last cheat to make your way to the end of the game and see the credits without landing a single blow!

LEMMINGS
The code for the last level on Mayhem is WMTTHPHE. Conquer this and you can see the end credits.

THE LUCKY DIME CAPER
On the continue screen, press Down and button [1] simultaneously. You should start on the same level with infinite lives.

MONSTER WORLD II
Enter the password MODE FOR 0000 000.

Now start the game and you can play as Lizard Man.

NINJA GAIDEN
Here are all the level codes for the Japanese version of this great oriental beat-em-up.
Level 2 N9FA Level 3 GIDEN Level 4 ORGON Level 5 SOWRD

PENGO
Hold down buttons [1], [2] and Up as you switch on. Now press Start twice for a mode select screen. You can alter the number of lives and starting level.

PRINCE OF PERSIA
There’s a big players’ guide on the Master System game this issue so why not a few codes for the Game Gear, too?
1. GFLF 2. SKEHEP 3. KMGIGA 4. CIFCF
5. LMGIGC 6. NNHOKHI 7. NOIGGF 8. SRLBG 9. SNRLIZ

PSYCHIC WORLD
Hold down Left, Up and buttons [1] and [2] during the title screen, then press Start to receive a level-select and sound test.

PUTT ‘N’ PUTTER GOLF
Hold down button [2] and press Start for a configuration mode.
Here are all the level codes:

HOLE LEVEL PASSWORD
3 Beginner SANAT 7 Beginner DKGK 10 Beginner OATBK
13 Beginner BKMLD 16 Beginner LKPKO 1 Master PUTT
4 Master WBNIAU 7 Master KBOAT 10 Master PLKF
13 Master FLKMF 16 Master MBZAL

SHINOBI
For a level-select, press Down and button [2] when the complete ninja face is shown on the title screen.

SHINOBI 2
Here are cheat codes for this hot game.
One ninja: EO84B Two ninjas: EO222 Three ninjas: 70636 Four ninjas: F0474 Five ninjas: 704F4 Five ninjas and one crystal: 11817 Five ninjas and two crystals: F5958

SONIC 2
For a level-select, hold down buttons [1], [2] and Start when Tails runs on the screen, still holding them, hold the D-pad Down and Left as well until a chiming sounds.

SPACE HARNESS
To alter the mode of play, press Down and button [1] and switch on the console. This takes you to Hard mode. To access Easy modes, hold down button [2] and switch on.
Stage 1 EAGF Stage 2 CHFA Stage 3 DGBG Stage 4 BFCM Stage 5 HGBA Stage 6 FBHE Stage 7 FEHE Stage 8 HCI Stage 9 HGBA Stage 10 AGEC

SPIDER-MAN
In Electro’s key room, fall down the left-hand side and near the electrocards you’ll see a Game Gear! Pick it up and when you go back to Peter’s room, press button [2] to go into a Pac-man game!

STREETS OF RAGE
Go to the sound test, pick sound 11 and hold down buttons [1] and [2] to receive a level-select and invincibility mode.

SUPER MONACO GP 2
To see the end screens, enter CHAMPION on the password input screen.

...Game Gear Alley cheats section, so from this issue it returns to the page with a pile of stuff from Jonathan Foot of Glasgow.
Is it my imagination, or are the nights drawing in? I'm sorry, but did we have a summer? Did I miss out on the sunshine, the ice cream, the T-shirt and shorts brigade, and the larking around in the paddling pool? Maybe life's passing me by too quickly...

GUTTER GOSSIP

...I'm getting old, that's my problem. Two years working down in Ludlow has taken its toll on mind and body.

What if they say about country air — does you good? Piffle! All I can smell when I crawl to work in the morning is cheesy underpants and sweaty socks. Whatever do those farmers sprinkle on their crops? It's unhealthy, that's what it is!

Much prefer the smog and the toxic fumes of the city. At least you can get a McDonald's!

Well, here we are, another glut of letters. Can't get enough of 'em, me. Do you know, we recycle all these bits of A4 paper you send and use the raw material to print my column on. We like to do our bit for the environment — unlike those farmers. It's pollution, that's what it is!

Anyway, let's get down to it. If there's something you want to get off your chest (like that nacy yellow tank-top Auntie Eileen bought you last Christmas) or maybe you'd like to comment on a letter you've read in MASTER FORCE, drop me a line. If I can read your scrawl, there's every chance I'll print your witterings here.

Oh, and if you've a talent for drawing and can crayon inside the lines better than Picasso, Nick and the lads'll pick out some yummy pictures and stick 'em on the wall.

The address to send your literary or arty-farty masterpieces to is: GUTTER SNICE, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Hey, hang on! The sun's coming out. Forget the letters — I'm off for a swim...

I've got my reservations

Dear Gutter Snipe

Full marks for this totally bodacious magazine. It's just what I've been looking for. Thanks to your magazine, I now know which games to buy.

I've had a Master System for two years. I'm pleased to see the pile of good games coming out at the moment.

Could you answer this question: will Street Fighter II ever come out on the Master System?

Goff Denton, Wirral, Merseyside

PS I'm putting in the order form to reserve a copy of SEGAMASTERFORCE at my local newsagents.

Here's a man with brains. Why bother trudging to your newsagents and suffering the torment of acid rain when you can fill in the 'reserve me a copy' form, sit back and wait?

Unfortunately, I did the same with Reeder's Digest. Can't get to the bogatory now for road atlas and encyclopaedia.

Street Fighter II won't be coming out for the Master System. If anyone at Sega knows different, please let me know.

'Hello! Hello! Is that Andrew Wright, top PR bod at Sega? Hello! Ooh! I hate answering machines...'

Tinkering with the devil

Right! Send me a Mega-CD or Commodore CDTV and 900 games. If you don't, I'll put a ghost in the envelope of the next letter I send.

May the offices of SEGAMASTERFORCE go up in flames.

Hi! Hi! Hi!

Don't forget what I said, Stutter Gripe.

Simon 'The Demon' York, Hale, Halmet Hampsheuir

PS Ok! When will The Fantastic Adventures of Dizzy come out on the Master System?

Fantastic Dizzy (Codemasters shortened the title) will be out in October.

What? I'm sorry, did someone say the Devil himself was out in the car park? Eh? He wants a Mega-CD? Tell him to come back on Thursday. But don't tell him which Thursday!

Passing the buck...

Dear Gutter Snipe

I've read every issue of SEGAMASTERFORCE and I was compelled to write. This is my first letter to a magazine.

May I congratulate you on your coverage of Master System games. I'm probably not the first to do so, but I'm definitely a satisfied buyer.

Do you have any tips or cheats for Spider-Man? Also, is there any chance of you lowering the price of games, or at least talking to someone about the subject?

The price of the magazine is incredibly reasonable. Can you publish a reader survey every month?

Jason Briggs, Titchfield, Berkshire

Acclaimed game

Dear Gutter Snipe

Well, it was to be expected. The tabloids didn't waste much time. They don't seem to realise that all this coverage they're giving Mortal Kombat is only going to boost sales for Acclaim.

What's wrong with a bit of gore? It's about time something controversial appeared on the Master System. Have what we had so far: that namby-pamby Alex Kidd gozer and the odd Disney character.

When it comes to beat-'em-ups, MS versions of good Mega Drive games are crap. Take the cacky Pit Fighter and Streets of Rage. Master System Mortal Kombat is going to sell by the bucketload, and so it should.

People are making mountains out of molehills. One minute we're told console games are bad for us, the next scientists tell us that if you put a game in front of a youngster, they can tell whether that kid's a slow learner.

What the hell's going on? Why don't these so-called experts just keep their mouths shut and let us play and think of our own gamingplay?

Tony Dutton, St. Ives, Cornwall

Well said, mate. Things do get a bit out of hand when the tabloids become interested. Look at the malarkey over Night Trap.

Mortal Kombat's been in the arcades for quite a while now and it's only because the game has become readily available that the proverbial pooh-pooh has hit the fan.

You're right, Acclaim are probably gnawing all the way to the bank 'cos MK only needs to be mentioned once in a newspaper article and, there you go, people who didn't know about it suddenly do. They know what it's called, they know it's available and they know they can rush out and buy it. Excellent advertising and Acclaim haven't had to do a damn thing to get it!

Anyway, Tony, you've raised a good point. I've stored the loot, I'll send it to you soon.
Longer-lasting flavour

Dear Gut-type thing

Firstly, a little(eish) moan. Why oh why haven’t you printed the MS Terminator maps I sent you! I demand an explanation!

I think your mag’s even better now it’s split. Please answer my questions:

1. About Sonic 3… sorry, I couldn’t resist it!
2. Why haven’t you printed the death code for Mortal Kombat!
3. How much longer will the Master System last?
4. When’s Sonic 4 coming out? (Hal! Hal!)

Nick Welford, Herefordshire

Gutty were they only joking about Sonic, Nick, I’d have clipped you round the ear-ole with the coalman’s braces. Listen, just be satisfied we’ve printed your letter — we can’t publish everyone’s maps, there just isn’t the room. We couldn’t print the death code for MS Mortal Kombat — Acclaim would’ve smacked our bottoms.

You’ll find the code in our tips section when we’re allowed to print it.

The Master System will last as long as software houses support it. It’s here for a good while yet ‘cos the lads have seen various release schedules for the companies who produce 8-bit software and they include MS games way into 1994. US Gold, TecMagik, Domark and the rest know there’s a big MS market out there.

No Kano, no can do

Dear Gut

I’ve a question to ask so listen up, or you’ll get a boot up the butt.

I have a Master System and Game Gear with an MS converter. I’m planning to buy Mortal Kombat for the Master System, because of the two-player option.

“What’s the problem?” I hear you cry. Well, Kano is by far the best fighter, but I understand he’s only in the Game Gear version. I have enough dough but there’s no chance I’m buying both. What d’ya think?

Colin Money, Ashxshire

Well, Colin, you don’t need to worry ‘cos Kano doesn’t appear in the Master System or Game Gear versions of Mortal Kombat. He’s been replaced by Norman the Collie Dog, who’s got a superior Death Move. It’s… (stop winding him up —Nick).

Aahem! So, there you go me fella, me lad, Kano only appears in the MD version, so you can go ahead and buy the Master System game.

Chaos on all systems?

Dear Sniper

I think you mag’s brill. although I haven’t been reading it for long, I’ve a few questions for you.

Why is it Konami have only been producing Mega Drive carts since April? Do Sega plan to release versions of Sonic Chaos for the MS and MD, or Sonic Spinball for the MS and GG? Sonic 3 is supposed to have more memory, does that mean it will cost more?

M.D. Johnson, Fort Tadbot

Konami have been producing Sega carts for quite a while in Japan; in Britain, they’ve produced more Nintendo games.

Some companies usually start on one console system, then branch out. Virgin, for example, have concentra-

ed on Sega machines up until now, but are launching Nintendo stuff this month. Companies have to wait until they’re granted a licence from Sega and/or Nintendo before they can produce carts.

Sonic Chaos has been produced solely for the Game Gear. No other versions have been announced. The same does for Sonic Spinball — only the Mega Drive version has come to light.

You know more about Sonic 3 than I do, by the sound of things! As far as I’m aware, the next game will cost the same as its predecessors.

Nobby Clark

Bristol

Stewart Allan

Tyne & Wear

John Parker

Norwich, Norfolk

Graham Scott

Glasgow

OFF THE WALL

We’ve had some brilliant pictures in from you lately showing all kinds of things. Thank goodness you’ve got out of the habit of drawing nothing but Sonic the Hedgehog and Mortal Kombat! Don’t forget the star picture every month gets its artist a snazzy SEGA MASTER FORCE T-shirt!
Saving grace

God was shining down on us Master System owners when you brought out SEGA MASTER FORCE. All the other mags were only interested in the big consoles, like Mega Drives. Now, because of you guys, the Master System has sprouted wings and is rising from the computer scrapyard.

I reckon this is the only word us Master System owners can come up with — THANKS.

Steven McDaniel, Quinton, Birmingham

■ Ahhhhh! Ain't he a sweety?
   I reckon this is the only word a Gutter Snipe can come up with — BYE.

What's behind the screen?

Dear Gutter Snipe

I love the magazine. It's great there's now a mag devoted to the Master System.

There's just one problem — your screenshots are terrible.

Firstly what rating would you give the game Psycho Fox?

Fergal Power, County Cork, Ireland

■ Glad to know you like the mag. Don't panic about the screenshots, we're installing a new screen-capturing system, so the shots will get sharper.

Psycho Fox missed the SEGA FORCE lowdown. It's a good-looking game, with smooth eight-way scrolling and humorous touches. A good challenge. I've played it a few times and, personally, would give it around 80%.

Get streetwise

Dear Gutter Snipe

I've recently bought a Master System and I'm glad to see a mag purely dedicated to the machine. I bought the second edition of SEGA MASTER FORCE and found it a great read, with lots of hints and previews.

In your gossip section, one of your readers asked whether Street Fighter II would come out on the Game Gear. You said it would never come out on the handheld. I take it then, that it might come out on the Master System. I really think it would boost the Master System's popularity.

If it did come out, it will be better than the Commodore 64 version. I'm sure a lot of MS owners would like to know the answer to this question.

Finally, will Baby the Bobcat appear on the Master System?

I hear he's going to be bigger than Sonic and Mario.

Zaimee, Bradford

PS Sorry to hear about your holiday!

■ Let's set the record straight once and for all: Street Fighter II won't appear on the Game Gear or Master System. The last time I had any information I heard an American company had bought the rights.

Bubsy was hyped as being bigger than Sonic and Mario but I don't think he'll make it. He may eventually appear on the MS, but as Accolade don't produce 8-bit Sega games, another company would have to buy the licence.

The bad odes days

Dear Guts

We've written a poem to bring you joy.

There was a Gut from Ealing
   Who had a funny feeling
   He lay on his back and opened his zip
   And weep all over the ceiling.

Good, wasn't it? We bet you're really ticked off now.

Dut and Nigel, Albert Square

■ Needless to say, I censored a few words here. But I think you'll find it's pretty crap all the same.

Speak up

Dear Gutter Snipe

Could you tell me if there's any sampled speech in Mortal Kombat?

Colin Morrison, Co Kildare, Ireland

■ Well, Colin, the only sampled stuff you'll find in Mortal Kombat is on the Mega Drive version. There are plenty of FX in the MS and GG games, but none of them are sampled.

There is, however, plenty of gore in the MS game and it's probably the best 8-bit beat 'em up around at the moment. Well worth a look.

This little piggy...

Dear Gutter Snipe

Before reading your new mag I used to read Sega Pro. Until, of course, you lot realised there was still such a thing as a Master System and did something about it.

I must congratulate you on an excellent read. I used to waste about £2 before, but now, for nearly half the price of my old read, I get a thousand times as much info as I used to.

I had to make do with a few meanly Master System reviews and the rest were Mega Drive and Mega-CD.

There is one thing I've found to complain about, which was excellent in Sega Pro — your Master Market guide. In the back of your mag, you review about 56 newish releases, whereas Sega Pro have around 264. I find the difference staggering and the lack of games in your section a bit disappointing.

'Aaaaah!' you all say, 'the games we concentrate on are all old titles, not to be found in the shops.' Wrong! Where's
A man with taste. We felt Sega gamers needed a Master System mag. We received complaints from MS owners that SEGA FORCE didn’t review many Master System games, so we decided to give the MS a mag of its own. From the response we’re getting, it’s been a success.

Okay, so you’ve a problem with our buyer’s guide. Well, the Master Market is a list of all the MS games ever reviewed in SEGA FORCE — it was never intended to be a rundown of all Master System games ever released. Your point’s been noted, though. Have to see what the boss says. He might expand it.

Handful of promises

Dear Gutter Snipe

I enjoyed your mag heaps. There’s only one thing I can fault you on: in Issue 2, on page 66, you said that in Issue 3 you’d be looking at Bionic Commando, the Fantastic Adventures of Dizzy and the Office. I looked, but I could find nothing on these games. I’m sure there’s a perfectly good reason.

I would like to compliment you on an excellent review of Mortal Kombat.

Chris Walker, Thetford, Norfolk

Well, Chris, SEGA MASTER FORCE is written a month before it’s released. Before the editorial team write the Next Month page, they phone the software houses and enquire which games will be ready for the next issue.

Unfortunately, there are times when those games don’t materialise in time, either because the release date has been put back and software houses don’t want reviews of their games too early, or Sega haven’t yet given the game their final approval, so the software house can’t release the cart to us.

It’s too late to change the Next Month page when the mag’s gone to our printers. Sorry. I think you’ll find we’ve only reviewed the games you mentioned.

We enjoyed playing Mortal Kombat. Thanks for the praise.

You included a tip with your letter so I’ve passed it to the relevant department. They’ll either print it or eat it. They’re funny like that.

A little cheated

Dear Grotty Snipe

I used to buy C&VG, but when I found out this mag was around, I bought it straight away (cos I own a Master System, of course!).

Anyway, you know in that tips book on the front of the mag, there was a cheat for Golden Axe? I’ve tried it a million times and it doesn’t work! Are you sure it’s a cheat?

Could I ask another question? Which game do you think I should get: Prince of Persia or Lemmings?

I like the tips book and I think the mag’s great. Bye!

Michael Patrini, New Milton, Surrey

It’s always nice to have new readers. Welcome aboard. Sorry about your Golden Axe cheat. Sometimes the odd rogue tip gets through the net. A gamer finds a tip, knows the way they executed it, but when it comes to writing down the joystick moves and button presses, something goes wrong.

Or a gamer copies a tip from another mag, gets it completely wrong, sends the tip to another mag, someone else copies it and sends it to us. A bit like Chinese Whispers — by the time the tip reaches the end of the line, it’s completely wrong!

They normally get me to test the tips, but there are times when there’s a meaty scene in Take the High Road or the odd occasion when the budge’s trying to mate with our Game Gear and a dodgy tip passes me by.

Prince of Persia and Lemmings are both great puzzle games. I’d recommend you buy both, but if you haven’t got the dough, try Prince of Persia first. It’s got some of the best visuals we’ve seen on the MS. Catch ya later.

Well, as I usually say at the end of my column... errrrrr... hmmmnnn... What do I usually say at the end of my column? Oh, never mind!

It’s that time of the month again. You know, the bit where we throw off all our clothes, put on a big pointy hat and race down the high street, wailing ‘My old man’s a dunce, man’.

Thanks for getting in touch. Dunno why you wanna spend 24 pee on a First Class stamp. Pop your letter in a bottle, lob it in a nearby river and, who knows, one Thursday in 1998, I might just find your scribblings bobbing up and down by our trusty old waterwheel.

Remember, thought-provoking stuff, please, and plenty of colourful pictures, A4 size. Don’t bother sending pencil drawings, far too bland.

I suppose you want the address again, do ya? Here goes: GUTTER SNIFE, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 J/W. And if you’re off on a late holiday, pop me a postcard — I might even print it.

See you next month...
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Good evening, game fiends, and welcome to the SEGA MASTER FORCE Hall of Hi-Score Horrors. Each month we’ll drag a bunch of boastful gamesplayers down into our dungeon for a terrible torturing. Well, they deserve it, don’t they? They make up most of their scores so they bring it on themselves.

For this issue, we’ve mutilated members of the MASTER FORCE team, but we want you to send in your best scores on any Master System games — if you dare! Send your scores on a piece of paper along with a clear photograph of yourself (try to get one with your head really big on it!).

Send your offerings to HI-SCORE HORRORS, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. And may God have mercy on your soul...

Rob Millichamp
- California Games: 10,435 (half-pipe)
- Alien 3: 523,320
- G-LOC: 154,232
- Olympic Gold: 1.40.00 (swimming)

Pete Raybould
- Land of Illusion: completed
- Sonic Chaos: completed (both endings)
- Ultimate Soccer: 2-0 against Rob!
- Mortal Kombat: completed (all characters)

Nick Roberts
- Asterix: 700,032 (completed)
- Fantastic Dizzy: 602,412 (completed)

November 1993
Here's another visit to the latest MS charts, compiled by Virgin. As you can tell by a quick glance at this page, Sonic 2 is the latest holder of the grand Number One slot, with Tecmo World Cup hot on its heels. Will the blue spiky thing stay at the top for long?
If you think you can predict next month’s Number One in the MS charts, fill in the coupon below and you stand a good chance of winning a smart SEGA MASTER FORCE T-shirt. Send your entries to: CART TOPPERS, Sega Master Force, Impact Magazines, Ludlow, Shropshire SY8 1UW.

**The Top Slot!**
I am not any relation to Russell Grant, and my prediction for the Number One slot is:

If I'm right please send my groovy T-shirt to:

<table>
<thead>
<tr>
<th>Number</th>
<th>Game Title</th>
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<tr>
<td>1</td>
<td>Sonic 2</td>
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<td>2</td>
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<td>20</td>
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SMALL ADS

Buy it! Sell it! The game’s getting hard... Well no, this isn’t the hit comedy series Bread. It’s actually the place where you can pick up all kinds of bargains and even join a club or two! Check out these offerings...

FOR SALE

Master System II, seven games, one joystick, one joystick stick. Popular, Sonic 2, Lucky Lime Caper, £100 ono. Ring Jonathan on 0887 840926 after 4pm, please.

Sega Master System II, with seven games to sell for £200 or swap for Lynx II or Game Boy with ten games or more. Contact 0852 846103.

Sega Master System II, with seven games including Cyber Sh ninobi, Super Monaco GP and many more, plus free tips books and maps. For £200. Ring 0454 820010.

Sega Master System II, two joysticks, good condition. £10 or swap for Lynx II. Phone 0331 765443.

Sega Master System II, remote control. £30 or swap for Lynx II. Phone 0331 765443.

Sega Master System II, with ten games, still boxed. £100. Call Steven on 0565 392636 after 5pm.

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SWAP

Will swap either Alien Storm MS, Spider-Man MS, or Alternate Beast MS for your Sonic 2: Alien 3. Asterix: James Bond: The Duel or The Terminator. Phone Anthony or Brian on 0274 894630.

Will swap WonderBoy or Shindobu on the Master System for any game. If I want it. Phone David on 0494 873477.


Swap Lemmings or WonderBoy 3 for The Flash, GP Rider, Alien 3, Asterix, New Zealand Story or Speedball 2. Contact 061 Hei Cyril Twy. Fingal, Dyed 296691.

Master System games for swaps, Action Fighter, Battle Outrun, Miracle Warrior, Taz-Mania, Transcar, or will sell for £15-25. Ask for Michael on 0422 929133.

Will swap my Lemmings, complete with passwords, for Land Of Illusion or WWF Steel Cage Wrestling. Write to 23 Silver Birch Way, Lydiate, Merseyside.

WonderBoy 3, Dynamite Duck, swap for any other Master System games. Phone Nick on 0706 217963.


Swap Asterix or Shindobu MS for Trivial Pursuit or Land Of Illusion. Phone Andy on 061 626 2716 after 4pm.

Hello! I would like to swap my Shadow Dancer for Asterix or Lemmings. Must be in Newcastle area. Phone Steven on Newcastle 641182.

I will swap Dragon Crystal MS for any good GG or MS platform game. Tel Debbie on 0458 72954.

Sega Master System games, swap Golden Axe, WonderBoy and Ghost House for Lucky Dime Capers and Speedball 2. Phone 0688 623132.

Swap Ghosts ‘N’ Ghosts for the New Zealand Story or Taz-Mania. If you are in North Yorkshire, ring William on 0707 261809 (for the MS).

I’ll swap Lemmings for MS or Columns or Prince Of Persia. Please ring 0533 643523 or write to K Pollard, 8 Hawshead Crescent, Leeds LS4 6DQ.

PEN PALS

Hi! 12-year-old female seeking males of similar ages. If interested, write to Danielle at this address: 65 Lethingstoke Crescent, Longeston, Nottingham NG10 3PE. Photo would be appreciated.

Hi, I’m a 12-year-old female wanting a male pen pal. 12-15. Write to Dawn Bladen, 38 Horton Street, Darlington, West Midlands WS10 8HF.

Hi, I’m Robb. Please write to me, boy or girl, aged 10-12, must like sport. Please start writing 96 East King St, Heleburn, Scotland, Dunbartonshire G84 7TD.

13-year-old boy wants female pen pal around the same age. Enjoys photo, visits to Stuart Shepherd, 3 Thornhill Rd, Acheson Park, Dunbartonshire.

13-year-old girl wants MS or MS pen pal, send photo if possible. Write to Susan, 6 Hospital Rd, Auchen, Dunbartonshire, Scotland. Will reply to all.

Hi! 14-year-old girl wants male or female pen pal, prefer male. Must like football, if possible aged 14-17. Write home, photo not important, to: Lynda Street, 18 Waverley Ave, Beeston, Nottingham NG9 1HZ.

Hi, I’m 13-year-old wants male pen pals. All letters answered. Send to Louis Murphy, 22 Esping Close, Franklin, Birmingham B48 ODP.

Hi! 14-year-old boy wants female pen pal over 13. Write to Duncan McMillan, 45 Gilmore Ave, Horgate, Croydon, Scotland, Dunbartonshire.

16-year-old girl wants male or female pen pal. Likes reading, writing, lists and collecting postcards. Write to Emma Banks, 76 Ffordford Avenue, Leeds LS15 3EL.

Hi, I’m an 11-year-old boy wanting a pen pal must like Sega Master System. Enlarge a recent photo. Write to Graham, 15 Glenedg Rd, Forties, Scotland, Monifieth, Nr36 2GB.

I’m a 13-year-old boy looking for MS pen pals aged between 12 and 14. Write to Alan Gray, Beechwood Highland Ave, Balbriggan, Berkshire RG1 6GF.

WANTED

Wanted: Master System II games, send your list to Vicky, 80 Meadow Road, Tevot, Somerset BA21 5PP.

Wanted. MS cars, R.C. Grand Prix, Lemmings, Rampage and Sega Chess, will pay up to £15 each. Tel (0444) 451125 after 7pm, please.

USER CLUBS

MS Heaven. Send 39p and a list of as many games you want. If you send 10 you send 10 for seven games or more. Write to J Green, 39s Aigars Rd, Lewisham, London SE13.
What is the fascination with second hand goods? Every Sunday you can see people all over the country flocking to outdoor markets and car boot sales looking for bargains. Unless they’re snobs of course, in which case they’ll be flocking to Harrods!

This is the SEGA MASTER FORCE equivalent to those markets. You can buy, sell, exchange or just make new friends.

Arcade
Coin-op conversions and mixed-genre games make these carts the most action-packed around. Old classics and revamps, like in Virgin's compilation, have the post-staying power.

ARCADE SMASH HITS 85%

GRANDSLAM £29.99 Tel 081 960 2255
As Fred, paint the living room, drive to the bowling alley, bowl (surpris-ly) and rescue Pebbles. Boring gameplay isn’t rescued by cartoony but could do-better graphics.

BATTLE OF THE PLANETS £23.99 Tel 081 713 3300
Dr Who’s battling the Daleks! Great graphics and unique gameplay but too few levels. 

RENEGADE 67%
SEGA £34.99 Tel 071 373 3300 Your gir has been robbed and you use punchers, kicks, kow-er... and overarm throws to thrash the punk. The graphics are too clean for the gritty but repetitive section.

SHADOW OF THE BEAST 70%
TECHMAGIK £34.99 Tel 071 243 2878
Once human, he Beasts traverses scrolling plans and vast caverns to find and defeat his loathed master. Keys, potions and weapons are collected, although few are most often used to defeat many enemies. Nice graphic touches, increased adventure elements make it better than the MD version but gameplay lack versatility.

HEROES OF THE LANCE 68%
US GOLD £32.99 Tel 021 625 3366
Bfilled as an RPG, it’s an exaggeration to call this an arcade adventure. Send your band of eight adventurers in search of the cities of Misshal. Simple arcade combat and sluggish controls but bold graphics and a huge playing area. No save options, though!

LAND OF ILLUSION 92%
DOMARK £29.99 Tel 081 780 2222
Leap chasm and spikes, dive through razor-sharp shutters, activate pressure pads and duel with guards — when you find the somnamb. You’ve an hour to negotiate 12 levels and rescue the princess waiting for you. Animation is jaw-droppingly good and the task is addictive. This is one platform game with a difference.

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MASTER MARKET

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GLOBAL GLADIATORS 86%

PHOTOGRAPHY

SEGA £29.99 Tel 071 373 3000

The game from a McDonald's licence and it's packed with brilliant graphics and platform action. The difficulty is set quite high so be prepared for quite a challenging game. You'd be a fool to miss it.

RAINBOW ISLANDS 91%

PHOTOGRAPHY

SEGA £32.99 Tel 071 373 3000

As cute Bub, make your way up vertical islands, using rainbows as bridges and weapons. They take time to master but then gameplay bites in this appropriately colourful game. Already a hit on home computers.

RAINBOW ISLANDS is a blast on the Master System.

RUNNING BATTLE 69%

PHOTOGRAPHY

SEGA £29.99 Tel 071 373 3000

Uses fins, feet and kick-up weapons. Kill MS's soldiers while marching through predicable streets and bases. Detailed but flickery sprites, long but repetitive levels. Appropriately, the player character's called Sergeant Grey...

SHADOW DANCER 62%

PHOTOGRAPHY

SEGA £32.99 Tel 071 373 3000

Takashi and his hound take on the Asian Dawn terrorists, the former with shiniken throwing stars and magic, the latter with, um, teeth. Mediocre backgrounds pay the price for detailed sprites. Controls are awkward and gameplay unforbearing.

SONIC THE HEDGEHOG 94%

PHOTOGRAPHY

SEGA £29.99 Tel 071 373 3000

Unbelievably, MS Sonic is almost identical to the MD. Fast, smooth scrolling and detailed sprites (especially Sonix himself) are a visual feast.

Although easy, the gameplay — collect rings, bounce on baddies, race through levels — is addictive enough to keep you coming back to complete it again and again.

SONIC 2 92%

PHOTOGRAPHY

SEGA £34.99 Tel 071 373 3000

Sonic hangs glides, bounces across water, floats in bubbles and catches through holes to secret areas as well as running fast and collecting rings, of course. It requires more thought and is more varied than the original but not quite so playable.

On the New Zealand Story 93%

PHOTOGRAPHY

TECHMAG £3.99 Tel 0924 66115

Tiki the kiwi explores large platform levels, armed with bow and arrows and travelling by foot, floating balloon, ballon, duck and underwater. Stunning arcade-like graphics and frustratingly addictive gameplay with lots of secrets to discover. One of the Top Ten MS games.

Ninja Gaiden 90%

PHOTOGRAPHY

SEGA £32.99 Tel 071 373 3000

Ryu Hayabusa! That's you (that is) as you jump pits, climb trees, leap from girder to girder and dodge the odd throwing star or three. A great challenge and with contols, graphics and effects this good, you're sure to want to take it up.

KRUSTY'S FUN HOUSE 86%

PHOTOGRAPHY

SEGA £34.99 Tel 071 373 3000

The action takes place over 16 world championship courses and the aim's to whip Ayrton Senna's ass. Although backgrounds are dull, scrolling's fast and the car handles well: it's tough but fun and the password system's a big help. For pure road racing, it can't be beaten.

SUPER MONACO GRAND PRIX 2 96%

PHOTOGRAPHY

SEGA £49.99 Tel 071 373 3000

The game from the author of this review and the aim's to whip Ayrton Senna's ass. Although backgrounds are dull, scrolling's fast and the car handles well: it's tough but fun and the password system's a big help. For pure road racing, it can't be beaten.

LEMMINGS 93%

PHOTOGRAPHY

SEGA £14.99 Tel 071 373 3000

Use limited numbers of digging, tunneling, bridge-building, climbing and floating lemmings to overcome obstacles. Loads of levels and tough yet incredibly addictive gameplay make Lemmings unmissable.

TRIALS PURSUIT 79%

PHOTOGRAPHY

DOMARK £32.99 Tel 081 780 2222

Almost everyone knows this board game. The board game's simple but clear and the question master is excellently drawn and animated. Easy to play and plenty of questions.

Racing

Hands on the steering, pedal to the metal. Jostle for position and lean into those corners. Swear when computer cars cut you up and steal the lead...

CHASE HQ 69%

PHOTOGRAPHY

SEGA £29.99 Tel 071 373 3000

Take to the highways of America as you race at high speed to catch villainous criminals. Road scrolling is smooth but a lack of originality makes this game dull after a while.

GM RIDER 48%

PHOTOGRAPHY

SEGA £29.99 Tel 071 373 3000

Fans of the MD game, Road Rash, now have the chance to race each other in Sega's latest bike outing. Split screen views, one or two player modes and multiple options fail to make this a worthy title.

OUTRUN EUROPA 87%

PHOTOGRAPHY

US GOLD £29.99 Tel 021 625 3366

A racing game with bells on! Take the controls of a motorbike, jet ski and Porsche in an attempt to retrieve some secret plans. Put your foot down, avoid obstacles and punch or shoot anyone who bothers you! Fast, flicker-free graphics and a real challenge.

SCI 60%

PHOTOGRAPHY

SEGA £32.99 Tel 071 373 3000

The sequel to Chase HQ, you track down criminals' cars then shoot the hell out of them. The picture levels between good but the road doesn't match the speed of your vehicle. It's fun for a while — it would be much better if you could blast civilians' cars, too — but there are too few levels.

Platformers

Conquer villains and strange lands in leaps and bounds. A range of styles is represented here, from the craggly strategy of Chuck Rock to the eco-friendly gok of Global Gladiators.

ALEX KIDD IN THE HEDGEHOG 78%

PHOTOGRAPHY

SEGA £29.99 Tel 071 373 3000

The most popular MS character after Sonic, Alex Kidd faces some tough challenges in Hi-Tek World. Fast platform action and cute graphics make this one a winner.

BATMAN RETURNS 54%

PHOTOGRAPHY

SEGA £29.99 Tel 071 373 3000

A poor MS outing for the caped crusader as he battles against the evil Penguin and Catwoman. Five tough levels give this game a high tastability mark.

BONANZA BROS 76%

PHOTOGRAPHY

SEGA £29.99 Tel 071 373 3000

As Robo (his brother's gone missing in this version), break into buildings, collect swagger and shoot or stun guards. A cash-grabbing sub-level adds depth to this wacky coin-op conversion, which features unusual Lego People graphics.

CHUCK ROCK 91%

PHOTOGRAPHY

SEGA £32.99 Tel 081 960 2255

Caveman capers as this ugly duck uses his belly against five levels of dinosaurs. Chuck Rock also chucks rocks! Vertical and level sections and puzzle elements help make this one of the most playable MS platform games.

CRASH DUMMIES 84%

PHOTOGRAPHY

ACCLAIM £29.99 Tel 071 344 5000

A great game starring those incredible Crash Dummies. Drive from a tall building, smash up a new car, do a spot of bomb disposal and go for a ski. The Dummies have to test out all these things to earn themselves money for a vacation. A great game.
Shoot-'em-ups

Whether aboard a space ship or plane, or running along as a future soldier, robot or cop, blasters have as many victims as they do fans. Old Arnie’s Terminator’s your best bet, with Alien Storm, Alien 3 and Super Space Invaders following just behind. Have a blast!

ALIEN STORM

SEGA £29.99 Tel 0101 373 3000

Gordon and his flame-thrower or Slammer and his electric whip fry ants. The action switches to the heroes’ eyes on alternate levels, where crosshairs aim a gun. A little thought’s required and graphics are imaginative (if flickery). A two-player option would’ve bolstered it.

ALIEN 3

SEGA £34.99 Tel 0101 373 3000

This time, Ripley’s stranded on a prison planet with assorted thieves and killers — poor last! Loads of Aliens have stuck hostages to walls. Explore four-way scrolling levels to rescue ‘em, using a variety of limited ammo weapons and air ducts as short cuts. Next presentation, well shaded backgrounds and ‘terrible Aliens make mediocre gameplay fun.

G-LOC

SEGA £29.99 Tel 0101 373 3000

Action’s viewed through the Thundercock’s cockpit but it’s strictly shoot-em-up. Armed with cameras and guided missiles, arnies’ replenished and the jet updated between levels of fighter-downer fun. Only half the screen’s actively used and it ain’t pretty, but there’s sufficient action and sensation of movement for a few missions. This game doesn’t really live up to its arcade machine original.

POWER STRIKE 2

SEGA £29.99 Tel 0101 373 3000

A vertically scrolling shooter with tons of power-ups to collect and many an enemy to dispose of. Graphics are a little flickery and the main sprite can be hard to spot but the difficulty setting will keep you playing for ages.

PREDATOR 2

ACCLAIM £32.99 Tel 0652 87778

As cop Mike Harrigan, march along, blasting drug dealers, collecting weapons, destroying drugs and rescuing hostages. Suitably dark, moody graphics accompany this toughie — which gets harder when the Predator shows up! Not bad but frustrating and unexciting.

ROBOCOP 3

ACCLAIM £29.99 Tel 0101 344 5000

As with all the Robocop 3 games on every format this has lousy gameplay. The graphics look good though even though Robo’s feet are the only part of him that moves!

SAGA

TAITO £32.99 Tel 0101 708 520 9280

Pilot the Silverhawk and give an alien race what-for. Extra weapons and shields are collectable. Despite flicker, the graphic look good, but control’s jerky and it’s all rather dull.

SMASH TV

PROBE £39.99 Tel N/A

Explore the rooms of a sci-fi arena, collect prizes and shoot dodge-bad robots. Graphics are slow, ugly and too big for this game, sounds are mediocre and the controls are terrible.

SPACE GUN

SEGA/TAITO £32.99 Tel 0101 373 3000

Viewed through the eyes of a space station defender, you slowly scroll sideways then inco the screen, racing game-style. Ugly sprites are blasted with the aid of crosshairs, but although they’re great to look at, there are few species, all badly animated. Slow and monotonous.

SUPER SPACE INVADERS

DOMARK/TENGEN £29.99 Tel 0101 780 2222

The revamped relic features colourful backgrounds, various invader attacks and massive mother-ships. Meaty sounds, super-slick controls, 12 levels (plus castle-saving bonus section) and simultaneous two-player all somehow make it a good buy.

THE TERMINATOR

VIRGIN £23.99 Tel 0101 960 2255

Part man, part machine, all c-e-r, Arnie’s first blockbuster movie hits the B-bit! But you’re the good guy, sent from the future to protect Sarah Connor from the T-800 robot. Fast, hectic levels take your reflexes and trigger finger — there are only five of ‘em put this is no peshow! Dark, moody graphics and digitised level intros set the scene brilliantly.

Sport

Football fans are well catered for but there’s something for those who prefer to use a club or racket, too.

The multi-event, multi-player leaghes of Olympic Gold are hard to beat.

Andre Agassi Tennis

TECHMATIC £23.99 Tel 0101 243 2378

The famous tennis star comes to the Master System with a fair simulation of the grand sport. Graphics are quite good but the game is let down by its speed and the control of the players. Not a total disaster.

California Games 2

SEGA £32.99 Tel 0101 373 3000

What happened to California Games 1? It doesn’t matter ‘cos this sporting offering from Sega is completely naff. Four events are on offer but each one is too short and the control methods too awkward. Not a summer sizzler by any means.

Champions of Europe

TECHMATIC £29.99 Tel 0101 243 2378

Variable game length, direction of play, wind-speed, weather conditions and eight referees set the scene. A map of Europe, 34 teams to choose, computer or human opponent. Controls take time to get used but are highly versatile. Playable and humorous, cute sprites ‘speaking’ via speech bubbles.

Evander Holyfield Boxing

SEGA £29.99 Tel 0101 373 3000

Customise your boxer: train him then hook in the ring and bash his opponent! Versatile yet easy to use controls, large boxes and realistic controls bring the thrill of the ring home.

Olympic Gold

US GOLD £34.99 Tel 0101 625 3366

The 100m, hurdles, hammer, anchery, pole vault, swimming, skateboard diving can be played individually, with a selection of others or all events, and there’s a special Olympic Records option. Some events’ controls are easy, others are tricky to master, but they’re all responsive to your commands. Crisp sprites, good sounds and up to four players round off the best multi-event sports cart.

Slap Shot

SEGA £29.99 Tel 0101 373 3000

With Electronic Arts coming up with great sports games like NHLPA Hockey, it’s hard to see that the Sega 8-bit machine might benefit from a decent hockey game. Think again! Poor graphics and unresponsive controls make this a dreadful sports game.

Speedball 2

VIRGIN £34.99 Tel 0101 960 2255

In a scrolling high-tech arena, teams battle it out for possession of a metal ball. Bouncing it off stars and domes earns points. Collect coins to improve individual player’s attributes or the team as a whole. Speedball 2’s manic gameplay make it one of the best two-player sports games.

Super Kick Off

US GOLD £29.99 Tel 0101 625 3366

Not much to look at — plain green pitch viewed from above and small, dull footballer sprites. But scrolling’s smooth, animation’s good and gameplay’s hilarious! It takes time to adjust to the free-running bull then offers endless hours of fun, particularly with two players.

Tecmo World Cup ’93

SEGA £34.99 Tel 0101 373 3000

More B-bit footie, 24 teams take part in a tournament, exhibition match or computer demo. Viewed from the stands, the player sprites are good but it’s unrealistic and there’s no atmosphere.

Tennis Ace

SEGA £29.99 Tel 0101 373 3000

Wimbledon’s out of the way but there’s plenty of lawn-based fun to be had in Tennis Ace! An unusual playing angle and plenty of options ensure you’ll have weeks of fun.

Wimbledon Tennis

SEGA £29.99 Tel 0101 373 3000

Take a shifty at the speed, skill and power ratings of the 16 players available before committing yourself and go to court! Play a single match, the tournament series or two-player head-to-head game. Court graphics are simple but scrolling’s smooth and sprites are clear. Simple controls, plenty of challenge and playability. A good simulation of the strawberries and cream game!

World Class Leaueboard

US GOLD £29.99 Tel 0101 625 3366

An initially confusing but versatile hoolivisce meter controls the strokes across four full courses. Three skill levels, wind conditions, uneven surfaces, bunkers, rough and water hazards... pretty comprehensive. Graphics are fairly crude but it plays well.

World Tournament Golf

SEGA £29.99 Tel 0101 373 3000

Not quite up to the standard of World Class Leaguerboard but a great golfing game anyway. A ton of options enables players to select courses, clubs and more. Up to seven players can take part in one game enabling challenges to be set up and lengthier games to be played.

Strategy

If you’re the type who likes to think and plan before they act, strategy games are for you. Unfortunately, you’ve only two to choose from at the moment, so it won’t take long to decide which to buy first!

Rampart

DOMARK/TENGEN £29.99 Tel 0101 780 2222

A curious mixture of strategic shoot-em-up and puzzler, your aim is to build up a castle. First use a cannon sight to defend it from invading ships then rotate geometric shapes to repair its walls. The combination works very well, particularly in two-player mode, where sneaky tactics and successful moves are incredibly satisfying. Don’t miss this unrecognised winner.

Sega Chess

SEGA £34.99 Tel 0101 373 3000

The greatest strategy game of all time. And the Master System’s lucky enough to have a computer chess cart that’s up there with the best of ‘em. Sega Chess gives two viewpoints, nine skill levels, a spread of options and user-friendly controls. Graphics and sound are weak but who cares, it’s chess!

Right, that’s your lot for this issue. Next time we’ll be updating the guide with all the new releases. If you want more info on the best MS games take a look at our buyers’ guide book on the cover!
Yeah! It's Bonfire Night soon and the SEGA MASTER FORCE mob are all off down to the local fireworks party, armed with those wavy multi-coloured torch light things and a wodge of cash for buying hot dogs and hamburgers. Of course we'll find time to write the next issue of the mag so don't worry your pretty heads!

**THE SIMPSONS**

That crazy all-American family will be making multiple appearances on the Master System next month with not one, not two, but three games to rave about!

First of all there's Bart vs The World, where that yellow-haired tyke does some globe-trotting, then Bartman Meets Radiactive Man, where he has an adventure inside his favourite comic-book. Finally, we'll have news on the great Itchy & Scratchy game from Acclaim. Wow!

**THE ADDAMS FAMILY**

It looks like next issue will be a real family affair, with the Simpsons and Addams families battling it out for first place. This wacky, wonderful platform game will get the full reviewing treatment next time around.

**T2: JUDGMENT DAY**

Arnies said he'd be back - and he is, in this blast-'em-up to blow all the others off the shelves! Tune in again next time for more information on this hot new cart.

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**OUT NOVEMBER 11**

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